

Phantasy Star Online Episode III Card Guide

by funkytoad

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Phantasy Star Online Episode 3 - C.A.R.D. Revolution
Card Guide

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1-Introduction

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Hello, I'm Funkytoad, and this is my Card Guide. I hope this helps you find what you're looking for. By the way, don't bother sending me any cards that I don't have in here, I'm going to include them as I obtain them, so that I know the information is accurate.

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2-Character List

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Hunters:

1.Sil'fer

HP=+0

AP=3

TP=1

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Orange, Purple

Tech=Yes

Class=HUnewear1

Side=Hunters

Abilities:

None

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

2.Kranz

HP=-1

AP=2

TP=1

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Orange, Purple

Tech=Yes

Class=RAmar

Side=Hunters

Abilities:

Fixed Range-The attack range of equipped items (or
.....character, if no item is equipped) remains the
.....same regardless of Action Cards used.

EXP Bonus-Receive 1 bonus EXP if this character destroys any
.....opponent(s) with one single attack.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

3.Ino'lis

HP=-1

AP=1

TP=1

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Orange, Purple

Tech=Yes

Class=FOmarl

Side=Hunters

Abilities:

Tech-Using Tech Cards costs 1 less Action Pt. (This effect
.....also occurs if any item is used with Tech.)

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

4.Kylria

HP=+0

AP=3

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Orange, Purple

Tech=Yes

Class=RAmarl

Side=Hunters

Abilities:

None

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character
XX=Damage Area

5.Viviana

HP=-1
AP=1
TP=1
MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Orange,Purple
Tech=Yes
Class=FOnewear1
Side=Hunters

Abilities:

Bonus TP Rise-During your own Act Phase, this character
.....temporarily gains TP equal to your team's dice
.....bonus x 1.5.

Range: OOXXOO
OOCOOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

6.Teifu

HP=-3
AP=1
TP=0
MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Orange,Purple
Tech=No
Class=HUcast
Side=Hunters

Abilities:

Enemy Bonus-During a physical attack, this card temporarily
.....gains AP equal to half the number of Field
.....Characters (items and creatures) on the
.....opponent's team on the field.

Range: OOXXOO
OOCOOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

7.Relmitos

HP=+0
AP=0
TP=3
MV=3

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Orange,Purple
Tech=Yes
Class=FOmar
Side=Hunters

Abilities:

A/T Swap Perm.-This character swaps its own AP and TP every
.....time it attacks. The new status remains even
.....after the attack. Effective even with

.....equipped items.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

8.Orland

HP=-3
AP=1
TP=0
MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Orange,Purple

Tech=Yes

Class=H Umar

Side=Hunters

Abilities:

Sword Bonus-During a physical attack, damage inflicted
.....temporarily increases by half the number of
.....sword-type items on the field.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

9.Guykild

HP=-5
AP=2
TP=0
MV=3

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Orange,Purple

Tech=No

Class=R Acast

Side=Hunters

Abilities:

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.

Big Swing-During an attack or Action Card attack, all ATK
.....Point costs increase by 1. (This effect also
.....occurs during an attack with an equipped item or
.....an Action Card.)

Elude-This card does not lose HP even if an equipped item is
.....destroyed.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

10.Saligun

HP=-1
AP=2
TP=0
MV=3

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Orange,Purple
Tech=No
Class=HUCaseal
Side=Hunters

Abilities:

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.
Low-Cost Halfguard-Receive 1/2 damage when directly attacked
.....by characters that cost 3 or less Action
.....Points. No effect against equipped items.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

11.Stella

HP=-1
AP=1
TP=0
MV=4
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Orange,Purple
Tech=No
Class=RACaseal
Side=Hunters

Abilities:

Fixed Range-The attack range of equipped items (or
.....character, if no item is equipped) remains the
.....same regardless of Action Cards used.
Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

12.Glustar

HP=+0
AP=1
TP=3
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Orange,Purple
Tech=Yes
Class=FOnewm
Side=Hunters

Abilities:

None

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

Arkz :

1. Break

HP=+4

AP=3

TP=4

MV=3

Top Colour(s) =Red

Right Colour(s) =Blue, Red, Yellow, Orange, Purple

Tech=Yes

Class=F0mar

Side=Arkz

Abilities:

None

Range: O0XX00

O0CC00

O00000

OO=Nothing

CC=Character

XX=Damage Area

2. Lura

HP=+2

AP=2

TP=0

MV=4

Top Colour(s) =Red

Right Colour(s) =Blue, Red, Orange, Purple

Tech=No

Class=RACaseal

Side=Arkz

Abilities:

Fixed Range-The attack range of this card remains the same
.....regardless of Action Cards used.

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Range: XXXXXX

O0XX00

O0CC00

O00000

OO=Nothing

CC=Character

XX=Damage Area

3. Endu

HP=+0

AP=2

TP=0

MV=3

Top Colour(s) =Red, Orange

Right Colour(s) =Blue, Red, Yellow, Orange, Purple

Tech=Yes

Class=H0mar

Side=Arkz

Abilities:

Rampage-A physical attack inflicts an equal amount of damage
.....to all items equipped by the opponent, if any are
.....equipped.

Range: XXXXXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

4.K.C.

HP=+3
AP=2
TP=1
MV=4
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Orange, Purple
Tech=Yes
Class=RAmar
Side=Arkz
Abilities:

Fixed Range-The attack range of this card remains the same
.....regardless of Action Cards used.
EXP Bonus-Receive 1 bonus EXP if this character destroys any
.....opponent(s) with one single attack.

Range: XX
XX
OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

5.Memoru

HP=+4
AP=1
TP=4
MV=4
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Orange, Purple
Tech=Yes
Class=FOnewearl
Side=Arkz
Abilities:

Snatch-Absorbs EXP from the opponent. The amount absorbed is
.....half the damage that your Tech attack inflicted.
.....(Absorb no EXP if the opponent has zero EXP.)

Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

6.Rufina

HP=+5
AP=3
TP=1
MV=4
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Orange, Purple
Tech=Yes

Class=HUnewear1

Side=Arkz

Abilities:

 Action Up-When Rufina uses any physical attack Action Card,
 her AP is multiplied by 2.

Range: XX
 XXOOXX
 OOC COO
 OOOOOO

 OO=Nothing
 CC=Character
 XX=Damage Area

7.Rio

HP=+3

AP=2

TP=1

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Orange, Purple

Tech=Yes

Class=RAmar1

Side=Arkz

Abilities:

 Fixed Range-The attack range of this card remains the same
 regardless of Action Cards used.

 Revenge-During an attack, this card temporarily gains AP
 equal to 1/3 of the number of ally Field Characters
 destroyed (items or creatures) since the time this
 card was first set.

Range: XX
 OOXXOO
 OOC COO
 OOOOOO

 OO=Nothing
 CC=Character
 XX=Damage Area

8.Peko

HP=+3

AP=2

TP=2

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Orange, Purple

Tech=Yes

Class=FOnewm

Side=Arkz

Abilities:

 Tech-Using Tech Cards costs 1 less Action Point.

Range: OOXXOO
 OOC COO
 OOOOOO

 OO=Nothing
 CC=Character
 XX=Damage Area

9.Hyze

HP=+4

AP=4

TP=0
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Orange,Purple
Tech=No
Class=HUcast
Side=Arkz
Abilities:

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.
AP Assist-Before each Act Phase, all ally characters (except
.....items) within one block of this card temporarily
.....gain 1 AP, excluding this card itself.

Range: OOXO
XXCO
OOOOO
OO=Nothing
CC=Character
XX=Damage Area

10.Reiz
HP=+0
AP=1
TP=0
MV=3
Top Colour(s)=Red,Orange
Right Colour(s)=Blue,Red,Orange,Purple
Tech=No
Class=HUcaseal
Side=Arkz
Abilities:

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.
Pierce-A physical attack pierces any guard creature or
.....equipped item, directly inflicting damage to opponent
.....Story Characters.

Range: OOXO
OCCO
OOOOO
OO=Nothing
CC=Character
XX=Damage Area

11.Creinu
HP=-1
AP=0
TP=1
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Orange,Purple
Tech=Yes
Class=FOmarl
Side=Arkz
Abilities:

HP Assist-Before each turns, all your own creatures recover
.....1 HP, excluding this card itself, and all ally
.....Field Characters.

Range: OOXO
OCCO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

12.Ohgun

HP=+1

AP=2

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Orange,Purple

Tech=No

Class=RaCast

Side=Arkz

Abilities:

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.

Impact Halfguard-During defense, receive 1/2 damage from
.....attacks that inflict 6 or more damage.

Range: XXXXXX

XXXXXX

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

Bosses:

1.Leukon Knight

HP=+25

AP=2

TP=7

MV=9

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Brown,Orange

Tech=Yes

Abilities:

Anti-Abnormality-Prevents Abnormal Conditions;Acid, Drop,
.....Freeze, Immobile, Paralysis, etc.

A/H Swap Turn-Before each turn, this character swaps its AP
.....and TP.

Periodic Field-Before each turn, the resistance ability of
.....this card changes according to its body
.....color. White:Immune to physical attacks.
.....Black:Immune to Tech attacks.

Aerial-During a move, skip over any (ally or opponent)
character. Skipping over costs 1 Action Point more than
a normal move. (Can't land on already occupied blocks.)

Range: XXXXXX

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

2.Pollux

3.Castor

4. Amplum Umbra

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3-Card List

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1. Akiko's Wok

Cost=1

HP=2

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Sword

Tech=No

Special Attributes:

None

Abilities:

Enemy A/H Swap Perm-Swaps the opponent's AP and HP after a successful physical attack. The new status remains even after the battle ends. No effect against Story Characters.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

2. Saber

Cost=2

HP=4

AP=+2

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Sword

Tech=Yes

Special Attributes:

None

Abilities:

None

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

3. DB's Saber

Cost=2

HP=4

AP=+1

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Sword

Tech=Yes

Special Attributes:

None

Abilities:

Link:AP Boost-During battle, this item gains 3 AP if

.....equipped together with DB's Shield.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

4.Durandal

Cost=3
HP=6
AP=+1
TP=+2
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Sword
Tech=Yes
Special Attributes:

None

Abilities:

SC Slayer-Inflicts 2 more damage when attacking Story
.....Characters.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

5.Kaladbolg

Cost=3
HP=6
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:

Cannot use Attack Action cards

Abilities:

EXP Bonus-Receive 2 bonus EXP if this character destroys and
.....opponent(s) with one single attack.
Action Disrupter-During defense, this card destroys all
.....Action Cards that the attacker sets. When
.....Receiving a Tech Attack, damage is based on
.....AP.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

6.Delsaber's Buster

Cost=4
HP=4
AP=+0
TP=+1

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Sword
Tech=Yes
Special Attributes:

None

Abilities:

Link:AP Speedup-This card gains 1 AP for every attack on any
.....opponent, if equipped together with
.....Delsaber's Shield.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

7.Red Saber

Cost=4
HP=8
AP=+3
TP=+0

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:

None

Abilities:

Low-cost Halfguard-Receive 1/2 damage from attacks by
.....characters that cost 3 or less Action
.....Points.

Drop-Roll 6 or higher after a successful physical attack to
.....Drop the opponent for 3 turns.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

8.???

9.???

10.???

11.Sword

Cost=2
HP=3
AP=+2
TP=+0

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

None

Range: XXXXXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

12.Flowen's Sword

Cost=2
HP=2
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

Link:Snatch-Absorbs EXP from the opponent, if equipped
.....together with Flowen's Shield. The amount
.....absorbed is half the damage that your physical
.....attack inflicted.

Range: XXXXXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

13.???

14.Dragon Slayer

Cost=3
HP=5
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

Native Slayer-Inflicts 1.5x damage when attacking Native
.....creatures.
Dark Slayer-Inflicts 1.5x damage when attacking Dark
.....creatures.

Range: XXXXXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

15.???

16.???

17.Victor Axe

Cost=4
HP=11
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No
Special Attributes:

None

Abilities:

Bonus AP Rise-Damage from your physical attacks increase by
.....1.5x the value of your own team's dice bonus.
TP Loss-TP of the Story Character equipping this item is set
.....to zero. No effect on Mag and Action Card increases.

Range: OOXO0
OOC00
OO000

OO=Nothing
CC=Character
XX=Damage Area

18.Chain Sword

Cost=5
HP=13
AP=+4
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

Heavy Item-The Store Character who equips this card uses 2
.....Action Points to move one block.
Major Slayer-Inflicts 1.5x damage when attacking characters
.....with 8 or more HP. No effect against Story
.....Characters.
Ability Trap-During battle, temporarily prevents an opponent
.....character from using any special
.....ability.(Action Cards can be used
.....normally.)This effect ends when the battle
.....ends.

Range: XXXXXX
OOC00
OO000

OO=Nothing
CC=Character
XX=Damage Area

19.Sealed J-Sword

Cost=5
HP=9
AP=+4
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No

Special Attributes:

Hunter only

Abilities:

Ability Trap-During battle, temporarily prevents an opponent
.....character from using any special
.....ability.(Action Cards can be used
.....normally.)This effect ends when the battle
.....ends.

Range: XXXXXX

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

20.???

21.???

22.Dagger

Cost=2

HP=1

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Hunter only

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Range: OOXOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

23.Blade Dance

Cost=2

HP=5

AP=+1

TP=+0

Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Hunter only

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Insanity-During battle, the character equipping this item
.....loses 1 HP for each opponent it destroys.

Range: OOXOO

OCCCOO

000000

OO=Nothing
CC=Character
XX=Damage Area

24.Cross Scar

Cost=3
HP=6
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=None
Type=Sword
Tech=No
Special Attributes:

Hunter only
Cannot use Attack Action cards

Abilities:

A.Beast Halfguard-During defense, receive 1/2 damage by
.....A.Beast creatures.
Double Strike-Attacks the opponent twice with the same
.....attack.
Steady Damage-Before each turn, this Story Character who
.....equips this card loses 1 HP.

Range: OOX00
O0C00
00000

OO=Nothing
CC=Character
XX=Damage Area

25.???

26.Akiko's Wok Set

Cost=3
HP=6
AP=+0
TP=+0
Top Colour(s)=Red
Right Colour(s)=None
Type=Sword
Tech=No
Special Attributes:

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Range: OOX00
O0C00
00000

OO=Nothing
CC=Character
XX=Damage Area

27.Twin Chakram

Cost=4
HP=7
AP=+1
TP=+0
Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Action Disrupter-During defense, this card destroys all
.....Action Cards that the attacker sets. When
.....receiving a Tech Attack, damage is based on
.....AP.

Range: OOXXOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

28.Red Dagger

Coat=4

HP=7

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Hunter only

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Filial-During defense, if your own Field Character is
.....destroyed while using this card, the Story Character
.....who summoned it recovers 1 HP.

Range: OOXXOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

29.P-Arms's Blade

Cost=5

HP=11

AP=+1

TP=+0

Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

A.Beast Slayer-Inflicts 1.5x damage when attacking A.Beast
.....creatures.

Double Strike-Attacks the opponent twice with the same
.....attack.

Range: 00XX00
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

30.???

31.Chameleon Scythe

Cost=1
HP=3
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:
None

Abilities:

Steady Damage-Before each turn, the Story Character who
.....equips this card loses 1 HP.

Range: XXXXXX
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

32.Partisan

Cost=2
HP=4
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:
Forces cannot equip

Abilities:

High-cost Slayer-Inflicts 1.5x damage when attacking
.....characters that cost 4 or more Action
.....Points. No effect against Story Characters.

Range: XXXXXX
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

33.Brionac

Cost=2
HP=1
AP=+0
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword

Tech=No

Special Attributes:

Hunter only

Abilities:

Revenge-During an attack, this card temporarily gains AP
.....equal to 1/2 the number of ally Field Characters
.....destroyed since the time this card was first set.

Range: XXXXXX

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

34.Vjaya

Cost=3

HP=7

AP=+3

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Sword

Tech=No

Special Attributes:

Hunter only

Abilities:

Waste-After attacking with this item, the equipper loses 2
.....EXP. No effect on those with zero EXP.

Gun Demolisher-Inflicts 1.5x damage when attacking gun-type
items.

Range: XXXXXX

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

35.Red Partisan

Cost=4

HP=7

AP=+2

TP=+1

Top Colour(s)=Red, Purple

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Sword

Tech=Yes

Special Attributes:

Hunter only

Abilities:

Card Back-During a physical attack, the opponent character's
.....card returns to the opponent's hand if the
.....character's card costs 2 or less Action Points. No
.....effect against Story Characters.

Range: XXXXXX

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

36.Imperial Pick

Cost=4

HP=7

AP=+2

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Sword

Tech=No

Special Attributes:

Hunter only

Abilities:

EXP Bonus-Receive 2 bonus EXP if this character destroys any
.....opponent(s) with one single attack.

A.Beast Halfguard-During defense, receive 1/2 damage from
.....attacks by A.Beast creatures.

Range: XXXXXX

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

37.Soul Eater

Cost=4

HP=7

AP=+5

TP=+2

Top Colour(s)=Red,Purple

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

None

Abilities:

Steady Damage-Before each turn, the Story Character who
.....equips this card loses 1 HP.

Instant Death-Roll 6 or higher after a successful physical
.....attack to instantly destroy the opponent. No
.....effect against story characters.

Range: XXXXXX

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

38.Madam's Umbrella

Cost=4

HP=5

AP=+0

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

Female only

Abilities:

Tech-Using Tech Cards costs 1 less Action Point.

Heal-Before each turn, this card recovers 1 HP, but will not
.....exceed Max HP.

Range: XXXXXX

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

39.???

40.???

41.Plantain Huge Fan

Cost=5

HP=10

AP=+3

TP=+4

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

Humanoids cannot equip

Rangers cannot equip

Abilities:

TP Silence-After an attack, TP of the opponent decreases by
.....3 for 2 turns. The status returns to normal after
.....2 turns.

Range: XX

XXXXXX

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

42.???

43.Slicer

Cost=2

HP=4

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Sword

Tech=No

Special Attributes:

None

Abilities:

Dark Slayer-Inflicts 1.5x damage when attacking Dark
.....creatures.

Range: XX

XXOOXX

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

44.Slicer of Assassin

Cost=2

HP=1

AP=+0

TP=+0

Top Colour(s)=Red, Purple

Right Colour(s)=Blue, Red, Purple, Green

Type=Sword

Tech=No

Special Attributes:

None

Abilities:

Minor Death-Destroys the opponent if the opponent has 3 or
.....less HP after your successful physical attack.
.....No effect against Story Characters.

Range:

XX
XXOOXX
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

45.Diska of Liberator

Cost=3

HP=6

AP=+1

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Sword

Tech=No

Special Attributes:

None

Abilities:

Acid-Roll 6 or higher after a successful physical attack to
.....put Acid on the opponent for 6 turns. No effect against
.....Story Characters.

Range:

XX
XXOOXX
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

46.Diska of Braveman

Cost=3

HP=7

AP=+3

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Sword

Tech=Yes

Special Attributes:

None

Abilities:

Exhaust-This card loses 1 HP each time it attacks.

Range: XX
XXOOXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

47.Rappy's Fan

Cost=3
HP=4
AP=+1
TP=+4
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:
None

Abilities:
Full Heal-Before each turn, this card recovers to Max HP as
.....long as it has at least 1 HP.

Range: XX
XXOOXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

48.???

49.Red Slicer

Cost=4
HP=8
AP=+2
TP=+3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Sword
Tech=Yes
Special Attributes:
None

Abilities:
Machine Halfguard-During defense, receive 1/2 damage from
.....attacks by Machine creatures.
Native Influence-This item temporarily loses 2 AP if the
.....opponent attacker is a Native creature.

Range: XX
XXOOXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

50.???

51.???

52.Double Saber

Cost=3

HP=3

AP=+4

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

None

Abilities:

Artifice-During an attack or defense, if you do not use any
.....Action Cards, then this card will lose 1 HP at the
.....end of the phase.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 3 AP.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

53.Stag Cutlery

Cost=3

HP=3

AP=+0

TP=+2

Top Colour(s)=Red,Orange

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

Forces cannot equip

Females cannot equip

Abilities:

Major Rampage-An attack against a Hunters-side Story
.....Character will also inflict an equal amount of
.....damage to equipped items, if the SC has over
.....half of Max HP.

Frozen Death-A physical attack destroys an opponent who has
.....the Freeze Condition. No effect against Story
.....Characters.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

54.???

55.Black King Bar

Cost=5

HP=13

AP=+4

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Sword

Tech=Yes

Special Attributes:

Hunter only

Abilities:

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

Machine Influence-This item temporarily loses 2 AP if the
.....opponent attacker is a Machine creature.

Range: OOXO0

OCCOO

O00000

OO=Nothing

CC=Character

XX=Damage Area

56.Meteor Cudgel

Cost=5

HP=9

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Sword

Tech=No

Special Attributes:

Hunter only

Abilities:

Revenge-During an attack, this card temporarily gains AP
.....equal to 1.5x the number of ally Field Characters
.....destroyed since this card was first set.

Freeze-Roll 6 or higher after a successful physical attack
.....to Freeze the opponent for 3 turns.

Range: OOXO0

OCCOO

O00000

OO=Nothing

CC=Character

XX=Damage Area

57.???

58.Photon Claw

Cost=2

HP=1

AP=+0

TP=+0

Top Colour(s)=Red,Orange

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Hand Disrupter-During a physical attack on a Story
.....Character, 1 card from the hand of the
.....opponent moves to the Discard Pile.

Heavy Pierce-Damage from a physical attack against an
.....opponent who is a Hunter, and a Story Character
.....who has 3 or more items equipped will be

.....inflicted directly against the Story Character.

Range: O0XX00
O0CC00
O00000

OO=Nothing
CC=Character
XX=Damage Area

59.???

60.Booma's Claw

Cost=3
HP=7
AP=+2
TP=+0

Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No

Special Attributes:
None

Abilities:

Native Slayer-Inflicts 1.5x damage when attacking Native
.....creatures.
Paralyzed Death-A physical attack destroys an opponent who
.....has the Paralysis Condition. No effect
.....against Story Characters.

Range: O0XX00
O0CC00
O00000

OO=Nothing
CC=Character
XX=Damage Area

61.???

62.???

63.???

64.???

65.Harisen Battle Fan

Cost=1
HP=1
AP=+0
TP=+0

Top Colour(s)=Red, Purple
Right Colour(s)=Blue, Red, Purple, Green
Type=Sword
Tech=No

Special Attributes:
None

Abilities:

Return Home-Roll 4 or lower after an attack to return this
.....card to your hand. Roll 5 or higher to return an
.....opponent Field Character to the opponent's hand.
.....No effect against Story Characters.

Range: O0XX00
O0CC00

000000

OO=Nothing
CC=Character
XX=Damage Area

66.Toy Hammer

Cost=2

HP=1

AP=+0

TP=+1

Top Colour(s)=Red

Right Colour(s)=None

Type=Sword

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Random AP-During a physical attack, gain AP equal to the
.....dice roll - 2.

Range: OOXXOO

OCCCCO

OOO000

OO=Nothing

CC=Character

XX=Damage Area

67.???

68.Sange

Cost=4

HP=8

AP=+2

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Sword

Tech=Yes

Special Attributes:

Hunter only

Abilities:

Battle Recovery-This card recovers 1 HP if the battle ends
.....after your attack.

Low-Cost Slayer-Inflicts 1.5x damage when attacking
.....characters that cost 3 or less Action
.....points. No effect against Story Characters.

Range: OOXXOO

OCCCCO

OOO000

OO=Nothing

CC=Character

XX=Damage Area

69.???

70.???

71.T-Assassin's Sabers

Cost=3

HP=5

AP=+1

TP=+1
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Sword
Tech=Yes
Special Attributes:

Rangers cannot equip

Abilities:

A.Beast Slayer-Inflicts 1.5x damage when attacking A.Beast
.....creatures.

Paralysis-Roll 6 or higher after a successful physical
.....attack to Paralyze the opponent for 3 turns.

Range: OOXXOO
XXCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

72.???

73.Yamato
Cost=4
HP=8
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

Minor Slayer-Inflicts 1.5x damage when attacking characters
.....with 3 or less HP. No effect against Story
.....Characters.

Freeze-Roll 6 or higher after a successful physical attack
.....to Freeze the opponent for 3 turns. No effect against
.....Story Characters.

Range: OOXXOO
XXCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

74.???

75.Sange Yasha
Cost=5
HP=10
AP=+4
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Sword
Tech=No
Special Attributes:

Hunter only

Abilities:

Drain-During a physical attack, this card recovers HP equal
.....to 1/3 of the damage inflicted.

Range: OOXOO
XXCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

76.???

77.Handgun

Cost=1
HP=3
AP=+0
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No

Special Attributes:

None

Abilities:

None

Range: XX
OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

78.Custom Ray V00

Cost=2
HP=3
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No

Special Attributes:

None

Abilities:

Link:AP Boost-During battle, this card gains 3 AP, if
.....equipped together with Custom Barrier.

Range: XX
OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

79.Varista

Cost=2
HP=2
AP=+1
TP=+0
Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

None

Abilities:

HP Change-Before each turn, HP of this card changes to the
.....number of items equipped by your character,
.....including this card.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

80.Bravace

Cost=2

HP=4

AP=+2

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Gun

Tech=Yes

Special Attributes:

None

Abilities:

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 2 AP.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

81.Suppressed Gun

Cost=3

HP=7

AP=+2

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

None

Abilities:

Major Slayer-Inflicts 1.5x damage when attacking characters
.....with 8 or more HP. No effect against Story
Characters.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

82.Red Handgun

Cost=3

HP=7

AP=+2

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Gun

Tech=Yes

Special Attributes:

None

Abilities:

Acid-Roll 6 or higher after a successful physical attack to
.....put Acid on the opponent for 6 turns. No effect against
.....Story Characters.

Range: XX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

83.Yasminkov 2000H

Cost=4

HP=5

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Gun

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Limited Action-During an attack, this card prevents you from
.....using Attack Action Cards, and prevent the
.....opponent from using Defense Action Cards.

Range: XX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

84.Handgun:Guld

Cost=4

HP=9

AP=+2

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Gun

Tech=Yes

Special Attributes:

Female Ranger only

Abilities:

Tech Handgun-During defense, receive 1/2 damage from Tech
.....attacks.

Combo-During an attack, this card gains AP equal to 2x the
.....number of Handgun:Millas on the field.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

85.???

86.???

87.Rifle

Cost=2

HP=4

AP=+1

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

Ranger only

Abilities:

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Range: XX

XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

88.???

89.???

90.Wals-MK2

Cost=3

HP=3

AP=+3

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

Ranger only

Abilities:

HP Change-Before each turn, HP of this card changes to the
.....number of items equipped by your character,
.....including this card.

Sword Demolisher-Inflicts 1.5x damage when attacking sword-
.....type items.

Range: XX
XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

91.Justy-23ST

Cost=3
HP=7
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Ranger only

Abilities:

Inherit-When this card is destroyed, gain EXP equal to the
.....Max HP of this card.
Machine Influence-This item temporarily loses 2 AP if the
.....opponent attacker is a Machine creature.

Range: XX
XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

92.???

93.???

94.Yasminkov 3000R

Cost=5
HP=12
AP=+5
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Ranger only

Abilities:

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Range: XX
XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

95.???

96.???

97.Anti-Android Rifle

Cost=5

HP=10

AP=+5

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

Ranger only

Abilities:

Machine Slayer-Inflicts 1.5x damage when attacking Machine
.....creatures.

Machine Halfguard-During defense, receive 1/2 damage from
.....attacks by Machine creatures.

Range: XX

XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

98.???

99.???

100.???

101.Mechgun

Cost=2

HP=3

AP=+2

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

None

Abilities:

Minor Slayer-Inflicts 1.5x damage when attacking characters
.....with 3 or less HP. No effect against Story
Characters.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

102.MA60 Vise

Cost=2
HP=3
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Gun
Tech=No
Special Attributes:

None

Abilities:

TP Loss-TP of the Story Character equipping this item is set
.....to zero. No effect on Mag and Action Card increases.

Explosion-Inflicts 1 damage to all characters that are
.....within one block of this card if this card is
.....destroyed. Damages all equipped items on Hunters-
.....side characters.

Range: XX

OOXXOO

OOCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

103.LK14 Combat

Cost=3
HP=6
AP=+2
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Gun
Tech=No
Special Attributes:

None

Abilities:

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

Paralysis-Roll 6 or higher after a successful physical
.....attack to Paralyze the opponent for 3 turns.

Range: XX

OOXXOO

OOCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

104.HS25 Justice

Cost=3
HP=7
AP=+1
TP=+1
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Gun
Tech=Yes
Special Attributes:

None

Abilities:

Freeze-Roll 5 or higher after a successful physical attack
.....to Freeze the opponent for 3 turns. No effect on
.....Story Characters.

Range: XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

105.Rocket Punch

Cost=4
HP=7
AP=+3
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Forces cannot equip

Abilities:

Hand Disrupter-During a physical attack on a Story
.....Character, 1 card from the hand of the
.....opponent moves to the Discard Pile.
High-Cost Slayer-Inflicts 1.5x damage when attacking
.....characters that cost 4 or more Action
.....Points. No effect against Story Characters.

Range: XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

106.Twin Psychogun

Cost=4
HP=7
AP=+1
TP=+5
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Forces cannot equip
Humanoids cannot equip

Abilities:

Dark Slayer-Inflicts 1.5x damage when attacking Dark
.....creatures.
TP Power-Increases physical attack damage that you inflict
.....by 1/2 of the sum of the TP of this card and the TP
.....of the Story Character equipping this card.

Range: XX
OOXXOO
OOCOOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

107.???

108.Yasminkov 9000M

Cost=5

HP=6

AP=+3

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=No

Tech=Yes

Special Attributes:

Ranger only

Abilities:

Sword Halfguard-During defense, receive 1/2 damage from
.....physical attacks by sword-type items.

Gun Halfguard-During defense, receive 1/2 damage from
.....physical attacks by gun-type items.

Cane Halfguard-During defense, receive 1/2 damage from
.....physical attacks by cane-type items.

Range: XX

XX

OXXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

109.???

110.Shot

Cost=2

HP=4

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Gun

Tech=No

Special Attributes:

Ranger only

Abilities:

None

Range: XXXXXX

OXXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

111.Crush Bullet

Cost=2

HP=1

AP=+0

TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Ranger only

Abilities:

Gun AP Count-During battle, this card temporarily gains AP
.....1/2 of the number of gun-type items on the
.....field, including itself.

Range: XXXXXX
OOXXOO
OCCCCO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

112.Meteor Smash

Cost=3
HP=5
AP=+1
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Gun
Tech=No
Special Attributes:

Ranger only

Abilities:

Acid-Roll 5 or higher after a successful physical attack to
.....put Acid on the opponent for 6 turns. No effect against
.....Story Characters.

Range: XXXXXX
OOXXOO
OCCCCO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

113.???

114.???

115.Inferno Bazooka

Cost=3
HP=8
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Gun
Tech=No
Special Attributes:

Cannot use Attack Action cards

Abilities:

HP Halver-A successful physical attack decreases the
.....opponent's HP by half, regardless of the AP of the

.....character equipping this card. No effect against
.....Story Characters.

Limited Action-During an attack, this card prevents you from
.....using attack Action Cards and prevents the
.....opponent from using Defense Action cards.

Range: XX
XX
OOXXOO
OCCCCO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

116.Maser Beam

Cost=3
HP=6
AP==4
TP=+0
Top Colour(s)=Red
Right Colour(s)=None
Type=Gun
Tech=No
Special Attributes:

Ranger only
Cannot use Attack Action cards

Abilities:

Fixed Damage-A physical attack inflicts 4 damage regardless
.....of Attack Cards used or the AP of the equipper.
Impact Halfguard-During defense, receive 1/2 damage from
.....attacks that inflict 6 or more damage.

Range: XX
XX
OOXXOO
OCCCCO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

117.Power Maser

Cost=4
HP=9
AP==6
TP=+0
Top Colour(s)=Red
Right Colour(s)=None
Type=Gun
Tech=No
Special Attributes:

Ranger only
Cannot use Attack Action cards

Abilities:

Fixed Damage-A physical attack inflicts 6 damage regardless
.....of Attack Action Cards used or the AP of the
.....equipper.

Range: XX
XX
OOXXOO
OCCCCO

000000

OO=Nothing
CC=Character
XX=Damage Area

118.Flame Visit

Cost=4
HP=8
AP=+3
TP=+2
Top Colour(s)=Red
Right Colour(s)=Blue,Red, Yellow, Purple, Green
Type=Gun
Tech=Yes
Special Attributes:

Ranger only

Abilities:

Enemy A/H Swap Perm-Swaps the opponent's AP and HP after a
.....successful physical attack. The new
.....status remains even after the battle
.....ends. No effect against Story
.....Characters.

Range: XX
XX
OOXXOO
OCCCOO
OO0000

OO=Nothing
CC=Character
XX=Damage Area

119.Burning Visit

Cost=5
HP=9
AP=+3
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue,Red, Purple, Green
Type=Gun
Tech=No
Special Attributes:

Ranger only

Abilities:

Machine Slayer-Inflicts 1.5x damage when attacking Machine
.....creatures.
High-Cost Halfguard-Receive 1/2 damage from attacks by
.....characters that cost 4 or more Action
.....Points.

Range: XX
XX
OOXXOO
OCCCOO
OO0000

OO=Nothing
CC=Character
XX=Damage Area

120.Baranz Launcher

Cost=5
HP=8

AP=+4
TP=+1
Top Colour(s)=Red
Right Colour(s)=Blue,Red, Yellow, Purple, Green
Type=Gun
Tech=Yes
Special Attributes:

Ranger only

Abilities:

Death Companion-If this item has 1 or 2 HP after a battle,
.....then it will be destroyed together with the
.....opponent's card. No effect against Story
.....Characters.

Return-When this card is destroyed it returns to the hand
.....instead of the discard pile.

Range: XXXXXX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

121.Panzer Faust

Cost=5

HP=14

AP=+2

TP=+0

Top Colour(s)=Red, Orange

Right Colour(s)=None

Type=Gun

Tech=No

Special Attributes:

Ranger/Humanoid only

Cannot use Attack Action cards

Abilities:

Rampage-A physical attack inflicts an equal amount of damage
.....to all items equipped by the opponent, if any are
.....equipped.

Big Swing-During an attack or Action Card attack, all ATK
.....Point costs increase by 1.

Range: XX

XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

122.Iron Faust

Cost=6

HP=19

AP=+6

TP=+0

Top Colour(s)=Red

Right Colour(s)=None

Type=Gun

Tech=No

Special Attributes:

Ranger/Humanoid only
Cannot use Attack Action cards

Abilities:

Hand Disrupter-During a physical attack on a Story
.....Character, 1 card from the hand of the
.....opponent moves to the Discard Pile.
Gun Halfguard-During defense, receive 1/2 damage from
.....physical attacks by gun-type items.
Heavy Item-The Story Character who equips this card uses 2
.....Action Points to move one block.

Range: XXXXXX
XXXXXX
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

123.Spread Needle

Cost=6
HP=14
AP=+5
TP=+4
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Gun
Tech=Yes
Special Attributes:

Ranger only

Abilities:

Aerial Assasin-Inflicts 1.5x damage when attacking Aerial
.....creatures.
Heavy Item-The Story Character who equips this card uses 2
.....Action Points to move one block.

Range: XXXXXX
OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

124.???

125.???

126.NUG2000-Bazooka

Cost=5
HP=12
AP=+2
TP=+0
Top Colour(s)=Red, Purple
Right Colour(s)=None
Type=Gun
Tech=No
Special Attributes:

Ranger only
Cannot use Attack Action cards

Abilities:

Card Back-During a physical attack, the opponent character's

.....card returns to the opponent's hand if the
.....character's card costs 2 or less Action Points. No
.....effect against Story Characters.

Range: XXXXXX
XXXXXX
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

127.Cane

Cost=1

HP=3

AP=+0

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

None

Range: OOXO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

128.Club of Zumiurian

Cost=2

HP=4

AP=+1

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

A.Beast Slayer-Inflicts 1.5x damage when attacking A.Beast

.....creatures.

Range: OOXO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

129.Club of Laconium

Cost=2

HP=4

AP=+0

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Ability Trap-During battle, temporarily prevents an opponent
.....character from using any special ability(Action
.....Cards can be used normally.) This effect ends
.....when the battle ends.

Range: OOX00

OCCCC

O0000

OO=Nothing

CC=Character

XX=Damage Area

130.Mace of Adaman

Cost=2

HP=4

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Cane TP Count-During battle, this card temporarily gains TP
.....equal to the number of cane-type items on the
.....field, including itself.

Range: OOX00

OCCCC

O0000

OO=Nothing

CC=Character

XX=Damage Area

131.Sting Tip

Cost=3

HP=5

AP=+2

TP=+2

Top Colour(s)=Red, Purple

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Card Back-During a physical attack, the opponent character's
.....card returns to the opponent's hand if the
.....character's card costs 2 or less Action Points. No
.....effect against Story Characters.

Range: OOX00

OCCCC

O0000

OO=Nothing

CC=Character

XX=Damage Area

132.Windmill

Cost=4

HP=9

AP=+0

TP=+4

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Humanoids cannot use

Abilities:

Enemy A/H Swap Perm-Swaps the opponent's AP and HP after a
.....successful physical attack. The new
.....status remains even after the battle
.....ends. No effect against Story
.....Characters.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

133.???

134.Summit Moon

Cost=4

HP=8

AP=+1

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

TP Assist-Before each Attack Act Phase, the equipper of this
.....card & all ally characters (Story Characters and
.....creatures) within one block of this card
.....temporarily gain 1 TP.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

135.Evil Curst

Cost=5

HP=11

AP=+0

TP=+5

Top Colour(s)=Red,Purple

Right Colour(s)=Yellow

Type=Cane

Tech=Yes

Special Attributes:

Force only

Cannot use Attack Action cards

Abilities:

Major Death-Destroys the opponent if the opponent still has
.....8 or more HP after your successful physical
.....attack. No effect against Story Characters.

Steady Damage-Before each turn, the Story Character who
.....equips this card loses 1 HP.

Range: OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

136.Branch of Paku Paku

Cost=1

HP=1

AP=+0

TP=+0

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Cane TP Count-During battle, this card temporarily gains TP
.....equal to half the number of cane-type items on
.....the field, including itself.

Range: OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

137.Rod

Cost=2

HP=4

AP=+1

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Yellow, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

TP Power-Increases physical attack damage that you inflict
.....by 1/3 the sum of the TP of this card and TP of the
.....Story Character equipping this card.

Range: OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

138.Broom

Cost=2

HP=5
AP=+1
TP=+2
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Group-During an attack, this card temporarily gains AP equal
.....to the number of Brooms on the field, excluding
.....itself.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

139.???

140.Battle Verge

Cost=2
HP=1
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Cane
Tech=No
Special Attributes:

Force only
Cannot use Attack Action cards

Abilities:

HP Halver-A successful physical attack decreases the
.....opponent's HP by half, regardless of the AP or
.....this card. No effect against Story Characters.

Rampage-A physical attack inflicts an equal amount of damage
.....to all items equipped by the opponent, if any are
.....equipped.

Limited Action-During an attack, this card prevents you from
.....using Attack Action Cards and prevents the
.....opponent from using Defense Action Cards.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

141.Plantain Leaf

Cost=2
HP=1
AP=+0
TP=+3
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Cane
Tech=Yes

Special Attributes:

Humanoids cannot use

Abilities:

AP Silence-After an attack, AP of the opponent decreases by
.....3 for 2 turns. The status returns to normal after
.....2 turns.

TP Power-Increases physical attack damage that you inflict
.....by 1/3 the sum of the TP of this card and TP of the
.....Story Character equipping this card.

Range: O0XX00

O0CC00

O00000

OO=Nothing

CC=Character

XX=Damage Area

142.Fatsia

Cost=3

HP=4

AP=+1

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Humanoids cannot use

Abilities:

TP Power-Increases physical attack damage that you inflict
.....by 1/3 the sum of the TP of this card TP of the
.....Story Character equipping this card.

Immobile-Roll 6 or higher after a successful physical attack
.....to Immobilize the opponent for 3 turns.

Range: O0XX00

O0CC00

O00000

OO=Nothing

CC=Character

XX=Damage Area

143.Alive Aqhu

Cost=3

HP=5

AP=+1

TP=+1

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Battle Recovery-This card recovers 1 HP if the battle ends
.....after your attack.

TP Power-Increases physical attack damage that you inflict
.....by 1/3 the sum of the TP of this card and TP of the
.....Story Character equipping this card.

Range: O0XX00

O0CC00

O00000

OO=Nothing
CC=Character
XX=Damage Area

144.Brave Hammer

Cost=3
HP=3
AP=+0
TP=+2
Top Colour(s)=Red,Orange
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

EXP Decoy-During defense, instead of receiving damage on
.....yourself, lose an equal number of EXP. If you have
.....zero EXP, damage will be received.

TP Power-Increases physical attack damage that you inflict
.....by 1/3 the sum of the TP of this card and TP of the
.....Story Character equipping this card.

Major Rampage-An attack against a Hunters-side Story
.....Character will also inflict an equal amount of
.....damage to equipped items if the SC has over
.....half of Max HP.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

145.Hildebear's Cane

Cost=3
HP=5
AP=+0
TP=+3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Tech-Using Tech Cards costs 1 less Action Point.

TP Loss-TP of the Story CHaracter equipping this item is set
.....to zero. No effect on Mag and Action Card increases.

TP Power-Icreases physical attack damage that you inflict by
.....1/3 the sum of the TP of this card an TP of the
.....Story Character equipping this card.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

146.???

147.???

148.Demonic Fork

Cost=4

HP=10

AP=+2

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Dark Halfguard-During defense, receive 1/2 damage from attacks by Dark creatures.

Range: OOXXOO

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

149.Caduceus

Cost=5

HP=9

AP=+3

TP=+4

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

TP Power-Increases physical attack damage that you inflictby 1/3 the sum of the TP of this card and TP of theStory Character equipping this card.

Dark Slayer-Inflicts 1.5x damage when attacking Darkcreatures.

Range: OOXXOO

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

150.C-Sorceror's Cane

Cost=6

HP=11

AP=+3

TP=+6

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

TP Power-Increases physical attack damage that you inflict

.....by 1/3 of the sum of the TP of this card and TP of
.....the Story Character equipping this card.

Tech Halfguard-During defense, receive 1/2 damage from Tech

.....Attacks.

Battle Recovery-This card recovers 1 HP if the battle ends

.....after your attack.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

151.???

152.???

153.Wand

Cost=2

HP=4

AP=+1

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Native Slayer-Inflicts 1.5x damage when attacking Native

.....creatures.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

154.Fire Scepter:Agni

Cost=2

HP=3

AP=+0

TP=+3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Tech Halfguard-During defense, receive 1/2 damage from Tech

.....Attacks.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

155.Ice Staff Dagon

Cost=3
HP=6
AP=+1
TP=+3
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Freeze-Roll 5 or higher after a successful physical attack
.....to Freeze the opponent for 3 turns. No effect against
.....Story Characters.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

156.Storm Wand:Indra

Cost=3
HP=2
AP=+0
TP=+0
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Random TP-This card gains TP equal to the dice roll at the
.....time of a Tech attack.
Cane Halfguard-During defense, receive 1/2 damage from
.....physical attacks by cane-type items.
Machine Halfguard-During defense, receive 1/2 damage from
.....attacks by Machine creatures.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

157.Plantain Fan

Cost=4
HP=5
AP=+0
TP=+2
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Bonus TP Rise-Damage from your technique attacks increase by
.....the value of your own team's dice bonus.

EXP Decoy-During defense, instead of receiving damage on
.....yourself, lose an equal number of EXP. If you have
.....zero EXP, damage will be received.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 2 AP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

158.The Sigh of a God

Cost=4
HP=7
AP=+2
TP=+4
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

Minor Halfguard-During battle, receive 1/2 damage from attacks
by characters with 3 or less HP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

159.Twinkle Star

Cost=4
HP=9
AP=+1
TP=+4
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Cane
Tech=Yes
Special Attributes:

Force only

Abilities:

A/T Swap Perm-Swaps its own AP and TP when attacking. The
.....new status remains even after the attack.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

160.Magical Piece

Cost=5
HP=10
AP=+3
TP=+?
Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

Tech Halfguard-During defense, receive 1/2 damage from Tech
.....attacks.

Random TP-This card gains TP equal to the dice roll at the
.....time of a Tech attack.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

161.???

162.Mahu

Cost=3

HP=4

AP=+1

TP=+2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Cane

Tech=Yes

Special Attributes:

Force only

Abilities:

TP Growth-This card gains 1 TP each time it destroys any
.....opponent with a single attack.

Range: XXXXXX

OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

163.???

164.???

165.Barrier

Cost=1

HP=3

AP=+0

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Guard

Tech=No

Special Attributes:

None

Abilities:

Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Range: 000000
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

166.Soul Barrier

Cost=2
HP=5
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Guard
Tech=No
Special Attributes:
None

Abilities:

Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)
Tech Halfguard-During defense, receive 1/2 damage from Tech
.....attacks.

Range: 000000
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

167.Shield

Cost=2
HP=6
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Guard
Tech=No
Special Attributes:
Forces cannot equip

Abilities:

Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Range: 000000
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

168.Divinity Barrier

Cost=3
HP=7
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None

Type=Guard
Tech=No
Special Attributes:
None

Abilities:
Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Major Halfguard-During battle, receive 1/2 damage from
.....attacks by characters with 8 or more HP.

Range: 000000
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

169.???

170.God's Shield Genbu

Cost=4
HP=13
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Guard
Tech=No

Special Attributes:
None

Abilities:
Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)
Action Disrupter-During defense, this card destroys all
.....Action Cards that the attacker sets. When
.....receiving a Tech Attack, damage is based on
.....AP.

Range: 000000
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

171.Shield of Delsaber

Cost=4
HP=12
AP=+0
TP=+0
Top Colour(s)=None
Right Colour(s)=None
Type=Guard
Tech=No

Special Attributes:
Forces cannot equip

Abilities:
Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Link:Inherit-When this card is destroyed, gain EXP equal to
.....the Max HP of this card, if equipped together
.....with Delsaber's Buster.

Range: 000000
00CC00
000000

OO=Nothing
CC=Character
XX=Damage Area

172.???

173.Custom Barrier V.00

Cost=5
HP=12
AP=+0
TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Guard

Tech=No

Special Attributes:

None

Abilities:

Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Link:EXP Decoy-During defense, instead of receiving damage
.....on yourself, lose an equal number of EXP, if this
.....item is equipped together with Custom Ray.

Low-Cost Halfguard-Receive 1/2 damage from attacks by
.....characters that cost 3 or less Action
.....Points.

Range: 000000
00CC00
000000

OO=Nothing
CC=Character
XX=Damage Area

174.DB's Shield

Cost=5
HP=17
AP=+0
TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Guard

Tech=No

Special Attributes:

Forces cannot equip

Abilities:

Protector-Equipping this card limits the opponent to only
.....select guard items.(Opponent may select among
.....guard items to attack.)

Link:Heal-Before each turn, this item recovers 1 HP if
.....equipped together with DB's Saber.

Range: 000000
00CC00
000000

OO=Nothing
CC=Character
XX=Damage Area

175.???

176.???

177.???

178.Mag

Cost=1

HP=2

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Mag-Equipping this item increases a Story Character's AP and

.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

179.Vayu

Cost=1

HP=2

AP=+0

TP=+1

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Mag-Equipping this item increases a Story Character's AP and

.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

180.Madhu

Cost=2

HP=3

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Dark Halfguard-During defense, receive 1/2 damage from
.....attacks by Dark creatures.
Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

181.Bhirava

Cost=2

HP=3

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Native Halfguard-During defense, receive 1/2 damage from
.....attacks by Native creatures.
Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

182.Ravana

Cost=2

HP=1

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

TP Loss-TP of the Story Character equipping this item is set
.....to zero. No effect on Mag and Action Card increases.
Weak Hit Block-During defense, this card blocks all attacks
.....of 3 or less damage.
Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character
XX=Damage Area

183.Soniti

Cost=3

HP=4

AP=+1

TP=+1

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

A.Beast Halfguard-During defense, receive 1/2 damage from
.....attacks by A.Beast creatures.

Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

184.Pitri

Cost=3

HP=6

AP=+1

TP=+0

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Return-When this card is destroyed, it returns to the hand
.....instead of the Discard Pile.

Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

185.Churel

Cost=3

HP=5

AP=+1

TP=+1

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Machine Halfguard-During defense, receive 1/2 damage from
attacks by Machine creatures.
 Mag-Equipping this item increases a Story Character's AP and
TP.

Range: 000000
 00CC00
 000000

OO=Nothing
 CC=Character
 XX=Damage Area

186.Preta

Cost=3
 HP=6
 AP=+0
 TP=+2
 Top Colour(s)=None
 Right Colour(s)=None
 Type=Mag
 Tech=No
 Special Attributes:

None

Abilities:

Tech Halfguard-During defense, receive 1/2 damage from Tech
attacks.
 Mag-Equipping this item increases a Story Character's AP and
TP.

Range: 000000
 00CC00
 000000

OO=Nothing
 CC=Character
 XX=Damage Area

187.???

188.Rati

Cost=4
 HP=5
 AP=+0
 TP=+2
 Top Colour(s)=None
 Right Colour(s)=None
 Type=Mag
 Tech=No
 Special Attributes:

None

Abilities:

Aerial Status-The Story Character equipping this item
becomes Aerial and can skip over other
characters.(Can't land on already occupied
blocks.)
 Mag-Equipping this item increases a Story Character's AP and
TP.

Range: 000000
 00CC00
 000000

OO=Nothing
 CC=Character

189.???

190.Savitri

Cost=5

HP=10

AP=+4

TP=+1

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

Action Disrupter-During defense, this card destroys all
.....Action Cards that the attacker sets. When
.....receiving a Tech Attack, damage is based on
.....AP.

Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000
00CC00
000000

OO=Nothing
CC=Character
XX=Damage Area

191.???

192.Bhima

Cost=5

HP=8

AP=+3

TP=+2

Top Colour(s)=None

Right Colour(s)=None

Type=Mag

Tech=No

Special Attributes:

None

Abilities:

EXP Decoy-During defense, instead of receiving damage on
.....yourself, lose an equal number of EXP. If you have
.....zero EXP, damage will be received.

Mag-Equipping this item increases a Story Character's AP and
.....TP.

Range: 000000
00CC00
000000

OO=Nothing
CC=Character
XX=Damage Area

193.???

194.???

195.Booma

Cost=2
HP=5
AP=3
TP=0
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Native
Tech=No
Special Attributes:

None

Abilities:

None

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

196.Gobooma

Cost=3
HP=6
AP=2
TP=3
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Native
Tech=Yes
Special Attributes:

None

Abilities:

Major Rampage-An attack against a Hunters-side Story
.....Character will also inflict an equal amount of
.....damage to equipped items if the SC has over
.....half of Max HP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

197.Gigobooma

Cost=3
HP=7
AP=3
TP=1
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Native
Tech=Yes
Special Attributes:

None

Abilities:

Group-During an attack, this card temporarily gains AP equal
.....to the number of Gigoboomas on the field, excluding
.....itself.

Immobilize-Roll 6 or higher after a successful physical attack
.....to Immobilize the opponent for 3 turns.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

198.???

199.Barble

Cost=3
HP=7
AP=0
TP=0
MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Native
Tech=No

Special Attributes:

None

Abilities:

Guard Creature-Damage received by your own Boss Story
.....Character will be given to this creature
.....instead.

Native AP Count-During battle, AP of this card temporarily
.....changes to 1 plus half the number of all
.....Native creatures on the field, including
.....itself.

Unfilial-When this card is destroyed, the Story Character
.....who summoned it loses 3 HP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

200.Tollaw

Cost=4
HP=10
AP=4
TP=0
MV=4

Top Colour(s)=Red,Orange
Right Colour(s)=None
Type=Native
Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Heavy Pierce-An attack against an item will also directly
.....damage its opponent Story Character equipper,
.....if the Story Character has 3 or more items
.....equipped.

Anti-Abnormality-Prevents Abnormal Conditions:Acid, Drop,
.....Freeze, Immobility, Paralysis, etc.

Range: OOXXOO

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

201.Savage Wolf

Cost=2

HP=6

AP=2

TP=0

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Native

Tech=No

Special Attributes:

None

Abilities:

Minor Slayer-Inflicts 1.5x damage when attacking characters

.....with 3 or less HP. No effect against Story

.....Characters.

Range: O0XX00

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

202.Barbarous Wolf

Cost=5

HP=8

AP=1

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=Native

Tech=No

Special Attributes:

None

Abilities:

Leader-During an attack, all Savage Wolves gain AP equal to

.....the number of Barbarous Wolves on the field.

Stall-During Move Phase, MV of all characters of both

.....parties within one block left or right of this card

.....will be set to 2, excluding this card itself. When

.....receiving multiple MV change effects, the effect with

.....the highest MV value applies.

Range: O0XX00

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

203.???

204.Rag Rappy

Cost=1

HP=3
AP=1
TP=0
MV=4
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green
Type=Native
Tech=No
Special Attributes:

None

Abilities:

Flee-When this card is destroyed, it moves to the bottom of
.....the Deck instead of the Discard Pile.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

205.???

206.A1 Rappy

Cost=2
HP=3
AP=1
TP=3
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Yellow, Purple, Green
Type=Native
Tech=Yes
Special Attributes:

None

Abilities:

Dash-When this card is destroyed, it returns to the hand
.....instead of the Discard Pile.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

207.???

208.???

209.???

210.???

211.Mothmant

Cost=1
HP=3
AP=1
TP=0
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue, Red, Purple, Green

Type=Native

Tech=No

Special Attributes:

None

Abilities:

Aerial-During a move, skip over any(ally or opponent)
.....character. Skipping over costs 1 Action Point more
.....than a normal move.(Can't land on already occupied
.....blocks.)

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

212.Monest

Cost=2

HP=8

AP=0

TP=0

MV=0

Top Colour(s)=Red

Right Colour(s)=None

Type=Native

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Leader-During an attack, all Mothmants gain AP equal to the
.....number of Monests on the field.

Earth Bind-During Move Phase, MV of all characters(except
.....this card) of both parties within one block of
.....this card will be set to 1 while this card is on
.....the field. When receiving multiple MV change
.....effects, the effect with the highest MV value
.....applies.

Range: OOOOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

213.???

214.???

215.???

216.>>>

217.???

218.Hildebear

Cost=4

HP=10

AP=6

TP=2

MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Native
Tech=Yes
Special Attributes:

None

Abilities:

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

Range: XXXXXX

OCCCOO

O00000

OO=Nothing

CC=Character

XX=Damage Area

219.Hildeblue

Cost=5

HP=12

AP=3

TP=3

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Native

Tech=Yes

Special Attributes:

None

Abilities:

Bonus AP Rise-Damage from your physical attacks increase by
.....2x the value of your own team's dice bonus.

Freeze-Roll 6 or higher after a successful physical attack
.....to Freeze the opponent for 3 turns. No effect against

.....Story Characters.

Range: XXXXXX

OCCCOO

O00000

OO=Nothing

CC=Character

XX=Damage Area

220.???

221.???

222.???

223.???

224.Evil Shark

Cost=2

HP=3

AP=3

TP=3

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=A.Beast

Tech=Yes

Special Attributes:

None

Abilities:

None

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

225.Pal Shark

Cost=2

HP=5

AP=1

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

Revenge-During an attack, this card temporarily gains AP
.....equal to 1/2 of the number of ally Field Characters
.....destroyed (items or creatures) since the time this
.....card was first set.

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

226.Guil Shark

Cost=3

HP=6

AP=5

TP=2

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=A.Beast

Tech=Yes

Special Attributes:

None

Abilities:

Group-During an attack, this card temporarily gains AP equal
.....to the number of Guil Sharks on the field, excluding
.....itself.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 2 AP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

227.Vulmer

Cost=3

HP=7

AP=4

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

EXP Bonus-Receive 2 bonus EXP if this character destroys any
.....opponent(s) with one single attack.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

228.Govulmer

Cost=3

HP=5

AP=2

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

AP Silence-During an attack, AP of the opponent is set to
.....zero for 2 turns. The status returns to normal
.....after 2 turns.

Stall-During Move Phase, MV of all characters of both
.....parties within one block left or right of this card
.....will be set to 2, excluding this card itself. When
.....receiving multiple MV change effects, the effect with
.....the highest MV value applies.

Range: OOXOO

OCCOO

OOOOO

OO=Nothing

CC=Character

XX=Damage Area

229.Poison Lily

Cost=1

HP=2

AP=1

TP=1

MV=0

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=A.Beast

Tech=Yes

Special Attributes:

None

Abilities:

Paralysis-Roll 6 or higher after a successful physical
.....attack to Paralyze the opponent for 3 turns.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

230.Ob Lily

Cost=2

HP=3

AP=0

TP=2

MV=0

Top Colour(s)=Red, Purple

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=A.Beast

Tech=Yes

Special Attributes:

None

Abilities:

Minor Death-Destroys the opponent if the opponent has 3 or
.....less HP after your successful physical attack.
.....No effect against Story Characters.

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

231.???

232.Hidoom

Cost=1

HP=2

AP=0

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Purple, Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

Combo-During an attack, this card gains AP equal to the
.....number of Migium on the field.

Range: OOXXOO

OOCCOO

OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

233.Migium

Cost=1
HP=2
AP=0
TP=0
MV=2
Top Colour(s)=Red
Right Colour(s)=Blue,Red, Yellow, Purple, Green
Type=A.Beast
Tech=Yes
Special Attributes:

None

Abilities:

Combo-During an attack, this card gains TP equal to the
.....number of Hidoom on the field.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

234.Pan Arms

Cost=4
HP=6
AP=1
TP=0
MV=1
Top Colour(s)=Red
Right Colour(s)=Blue,Red, Purple, Green
Type=A.Beast
Tech=No
Special Attributes:

None

Abilities:

Weak Hit Block-During defense, this card blocks all attack
.....of 3 or less damage.

Guard Creature-Damage received by your own Boss Story
.....Character will be given to this creature
.....instead.

Unfilial-When this card is destroyed, the Story Character
.....who summoned it loses 2 HP.

Range: XX
XX
OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

235.Pofuilly Slime

Cost=2
HP=2
AP=?
TP=?

MV=2
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=A.Beast
Tech=Yes
Special Attributes:

None

Abilities:

Free Maneuver-Skip over any (enemy or ally) character.
.....(Can't land on already occupied blocks.)
Breed-Summoning another Pofuilly Slime costs zero Action Pts
.....while this card is on the field.
Copy-During attack or defense, your AP & TP changes
.....temporarily to 1/2 the amount that the opponent has.

Range: XX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

236.Pouilly Slime

Cost=4

HP=9

AP=4

TP=4

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=A.Beast

Tech=Yes

Special Attributes:

None

Abilities:

Free Maneuver-Skip over any (enemy or ally) character.
.....(Can't land on already occupied blocks.)
Breed-Summoning another Pouilly Slime costs zero Action Pts
.....while this card is on the field.
Haste-When this character moves, there is no ATK Point cost.

Range: XX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

237.Grass Assassin

Cost=5

HP=14

AP=1

TP=0

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

Snatch-Absorbs EXP from the opponent. The amount absorbed is
.....half the damage that your physical attack inflicted.

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Ally Bonus-During a physical attack, damage you inflict
.....temporarily increases by the number of your own
.....team's Field Characters (items or creatures) on
.....the field.

Range: OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

238.???

239.Nano Dragon

Cost=5

HP=18

AP=4

TP=0

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue, Red, Purple, Green

Type=A.Beast

Tech=No

Special Attributes:

None

Abilities:

AP Growth-This card gains 1 AP each time it destroys any
.....opponent(s) with a single attack.

Aerial-During a move, skip over any (ally or opponent)
.....character. Skipping over costs 1 Action Point more
.....than a normal move. (Can't land on already occupied
.....blocks.)

Range: XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

240.???

241.???

242.???

243.???

244.???

245.Dubchic

Cost=2

HP=3

AP=0

TP=0

MV=1
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Machine
Tech=No
Special Attributes:

None

Abilities:

Full Heal-Before each turn, this card recovers to Max HP as
.....long as it has at least 1 HP.

Machine AP Count-During battle, AP of this card temporarily
.....changes to 1 plus half the number of all
.....Machine creatures on the field, including
.....itself.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

246.Gillchich

Cost=3
HP=7
AP=3
TP=0
MV=2
Top Colour(s)=None
Right Colour(s)=None
Type=Machine
Tech=No
Special Attributes:

Cannot use Attack Action cards

Abilities:

Limited Action-During an attack, this card prevents you from
.....using Attack Action Cards and prevents the
.....opponent from using Defense Action Cards.

High-Cost Slayer-Inflicts 1.5x damage when attacking
.....characters that cost 4 or more Action
.....Points. No effect against Story Characters.

Range: OOXOO
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

247.Dubchich

Cost=3
HP=5
AP=1
TP=0
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Machine
Tech=No
Special Attributes:

None

Abilities:

Full Heal-Before each turn, this card recovers to Max HP as long as it has at least 1 HP.

Guard Creature-Damage received by your own Boss Story Character will be given to this creature instead.

Unfilial-When this card is destroyed, the Story Character who summoned it loses 3 HP.

Range: OOXO0
OCCCO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

248.Canadine

Cost=1

HP=1

AP=1

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Machine

Tech=Yes

Special Attributes:

None

Abilities:

EXP Bonus-Receive 2 bonus EXP if this character destroys any opponent(s) with one single attack.

Aerial-During a move, skip over any (ally or opponent) character. Skipping over costs 1 Action Point more than a normal move. (Can't land on already occupied blocks.)

Range: OOXO0
OCCCO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

249.Canane

Cost=3

HP=6

AP=2

TP=4

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Machine

Tech=Yes

Special Attributes:

None

Abilities:

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial creatures.

Leader-During an attack, all Canadines gain AP equal to the number of Canane of the field.

Aerial-During a move, skip over any (ally or opponent) character. Skipping over costs 1 Action Point more than a normal move. (Can't land on already occupied

.....blocks.)
Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

250.Canabin

Cost=2
HP=4
AP=1
TP=0
MV=2
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Purple,Green
Type=Machine
Tech=No
Special Attributes:
None

Abilities:

Death Companion-If this item has 1 or 2 HP after a battle,
.....then it will be destroyed together with the
.....opponent's card. No effect against Story
.....Characters.

Aerial-During a move, skip over any (ally or opponent)
.....character. Skipping over costs 1 Action Point more
.....than a normal move. (Can't land on already occupied
.....blocks.)

Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

251.Canune

Cost=4
HP=10
AP=0
TP=5
MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Machine
Tech=Yes
Special Attributes:
None

Abilities:

Dash-When this card is destroyed, it returns to the hand
.....instead of the Discard File.

Machine AP Count-During battle, AP of this card temporarily
.....changes to 1 plus the number of all Machine
.....creatures on the field, including itself.

Aerial-During a move, skip over any (ally or opponent)
.....character. Skipping over costs 1 Action Point more
.....than a normal move. (Can't land on already occupied
.....blocks.)

Range: OOXXOO
OCCCOO

000000

OO=Nothing
CC=Character
XX=Damage Area

252.???

253.???

254.???

255.Sinow Beat

Cost=2

HP=2

AP=1

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=None

Type=Machine

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Clone-Summoning another Sinow Beat costs zero Action Points
.....while this card is on the field.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

256.???

257.Sinow Blue

Cost=4

HP=8

AP=3

TP=0

MV=4

Top Colour(s)=Red

Right Colour(s)=None

Type=Machine

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Double Strike-Attacks the opponent twice with the same
.....attack.

Inherit-When this card is destroyed, gain EXP equal to the
.....Max HP of this card.

Sword Halfguard-During defense, receive 1/2 damage from
.....physical attacks by sword-type items.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character
XX=Damage Area

258.???

259.???

260.???

261.Sinow Zoa

Cost=5

HP=12

AP=2

TP=0

MV=9

Top Colour(s)=Red,Orange

Right Colour(s)=None

Type=Machine

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Rampage-A physical attack inflicts an equal amount of damage
.....to all items equipped by the opponent, if any are
.....equipped.

Warp-During a move, skip over any (ally or opponent)
.....character up to 9 blocks, as long as you have Action
.....Points. (Can't land on already occupied blocks.)

Double Strike-Attacks the opponent twice with the same
.....attack.

Range: OOXOO

OCCOO

O00000

OO=Nothing

CC=Character

XX=Damage Area

262.???

263.Garanz

Cost=4

HP=8

AP=0

TP=0

MV=2

Top Colour(s)=Red,Orange

Right Colour(s)=None

Type=Machine

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Focus-This card gains AP equal to the damage it receives
.....(Max HP - Current HP) when attacking.

Ripple-During a physical attack, inflict equal damage to all
.....(ally or enemy) characters within one block of this
.....card.

Pierce-A physical attack pierces any guard creature or
.....equipped item, directly inflicting damage to opponent
.....Story Characters. Pierces any equipped item on

.....Hunters-side characters.

Range: XXXXXX
XXCCXX
XXXXXX

OO=Nothing
CC=Character
XX=Damage Area

264.???

265.???

266.Dimenian

Cost=2

HP=4

AP=2

TP=2

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

Group-During an attack, this card temporarily gains AP equal
.....to the number of Dimenians on the field, excluding
.....itself.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

267.La Dimenian

Cost=2

HP=4

AP=0

TP=0

MV=4

Top Colour(s)=None

Right Colour(s)=None

Type=Dark

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

HP Halver-A successful physical attack decreases the
.....opponent's HP by half, regardless of the AP of
.....this card. No effect against Story Characters.

Limited Action-During an attack, this card prevents you from
.....using Attack Action Cards and prevents the
.....opponent from using Defense Action Cards.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

268.???

269.Arlan

Cost=3

HP=7

AP=1

TP=5

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

A/T Swap Perm-Swaps its own AP and TP when attacking. The
.....new status remains even after the attack.

Paralysis-Roll 6 or higher after a successful physical
.....attack to Paralyze the opponent for 3 turns.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

270.Merlan

Cost=4

HP=8

AP=4

TP=2

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

High-Cost Slayer-Inflicts 1.5x damage when attacking
.....characters that cost 4 or more Action Points. No effect
.....against Story Characters.

SC Slayer-Inflicts 2 more damage when attacking Story
.....Characters.

Hand Disrupter-During a physical attack on a Story
.....Character, 1 card from the hand of the
.....opponent moves to the Discard Pile.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

271.Del-D

Cost=4

HP=6

AP=0

TP=0

MV=3
Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Dark
Tech=Yes
Special Attributes:

None

Abilities:

Random AP-During a physical attack, gain AP equal to the
.....dice roll - 1.

Random TP-This card gains TP equal to the dice roll at the
.....time of a Tech attack.

Range: OOXO0
OCCCO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

272.Claw

Cost=1
HP=1
AP=2
TP=0
MV=2

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Dark
Tech=Yes
Special Attributes:

None

Abilities:

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.

Aerial-During a move, skip over any (ally or opponent)
.....character. Skipping over costs 1 Action Point more
.....than a normal move. (Can't land on already occupied
.....blocks.)

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 2 AP.

Range: OOXO0
OCCCO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

273.Bulk

Cost=1
HP=2
AP=0
TP=0
MV=2

Top Colour(s)=Red,Purple
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Dark
Tech=Yes
Special Attributes:

None

Abilities:

Suicide-During an attack, this card self-
.....deconstructs;destroying the opponent with a 30% chance.
.....No effect against Story Characters.

Unfilial-When this card is destroyed, the Story Character
.....who summoned it loses 1 HP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

274.Bulclaw

Cost=3

HP=8

AP=2

TP=4

MV=1

Top Colour(s)=Red,Orange

Right Colour(s)=None

Type=Dark

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Major Pierce-An attack pierces any guard creature or
.....equipped item, directly inflicting damage to an
.....opponent Story Character, if the SC has over
.....half its Max HP.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

275.Dark Gunner

Cost=2

HP=2

AP=0

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Dark

Tech=No

Special Attributes:

None

Abilities:

ATK Dice Boost-Adds 1 to your own ATK Dice roll while this
.....card is on the field. But, the effects of
.....Assist Cards may overrule. No effect if using
.....multiples of this card.

Steady Damage-Before each turn, the Story Character who
.....equips this card loses 2 HP.

Range: XX
XX
OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

276.Death Gunner

Cost=3

HP=5

AP=2

TP=0

MV=3

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Purple,Green

Type=Dark

Tech=No

Special Attributes:

None

Abilities:

Leader-During an attack, all Dark Gunners gain AP equal to
.....the number of Death Gunners on the field.

Stall-During Move Phase, MV of all characters of both
.....parties within one block left or right of this card
.....will be set to 2, excluding this card itself. When
.....receiving multiple MV change effects, the effect with
.....the highest MV value applies.

Range:

XX

XX

OOXXOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

277.Dark Belra

Cost=5

HP=17

AP=10

TP=0

MV=2

Top Colour(s)=Red

Right Colour(s)=

Type=Dark

Tech=No

Special Attributes:

Cannot use Attack Action cards

Abilities:

Heavy Steps-Moving one block costs two Action Points.

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

Big Swing-During an attack or Action Card attack, all ATK
.....Point costs increase by 1.

Range:

XX

XX

OOXXOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

278.???

279.???

280.Chaos Sorceror

Cost=5

HP=13

AP=2

TP=6

MV=9

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

TP Growth-This card gains 1 TP each time it destroys any
.....opponent with a single attack.

Tech-Using Tech Cards costs 1 less Action Point.

Warp-During a move, skip over any (ally or opponent)
.....character up to 9 blocks, as long as you have Action
.....Points. (Can't land on already occupied blocks.)

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

281.Gran Sorceror

Cost=6

HP=15

AP=2

TP=8

MV=9

Top Colour(s)=Red

Right Colour(s)=Blue,Red,Yellow,Purple,Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

Full TP Assist-Before each Act Phase, all ally Field
.....Characters (items and creatures) on the field
.....temporarily gain 2 TP, including this card
.....itself.

Tech-Using Tech Cards costs 1 less Action Point.

Warp-During a move, skip over any (ally or opponent)
.....character up to 9 blocks, as long as you have Action
.....Points. (Can't land on already occupied blocks.)

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

282.???

283.???

284.???

285.Morfos

Cost=5

HP=5

AP=2

TP=3

MV=1

Top Colour(s)=Red

Right Colour(s)=Blue,Red, Yellow, Purple, Green

Type=Dark

Tech=Yes

Special Attributes:

None

Abilities:

Major Halfguard-During battle, receive 1/2 damage from
.....attacks by characters with 8 or more HP.

Weak Hit Block-During defense, this card blocks all attacks
.....of 3 or less damage.

Haste-When this character moves, there is no ATK Point cost.

Range:

XX

XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

286.???

287.???

288.Attack

Cost=1

AP=+1

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=Red

Type=Attack Action

Special Attributes:

None

Abilities:

None

Range:

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

289.Heavy Attack

Cost=3

AP=+5

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

None

Range: OOXO

OCCO

OOOO

OO=Nothing

CC=Character

XX=Damage Area

290.Slash

Cost=2

AP=+2

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=Red

Type=Attack Action

Special Attributes:

None

Abilities:

None

Range: XXXXX

OCCO

OOOO

OO=Nothing

CC=Character

XX=Damage Area

291.???

292.Long Arm

Cost=1

AP=+0

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

None

Range: XX

XX

OOOX

OCCO

OOOO

OO=Nothing

CC=Character

XX=Damage Area

293.Snipe

Cost=2

AP=+0

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red
Right Colour(s)=None
Type=Attack Action
Special Attributes:
None

Abilities:

None
Range: XX
XX
XX
OOXXOO
OOCOOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

294.Round Slay

Cost=3
AP=+2
TP=+0
Top Colour(s)=Red
Left Colour(s)=Red
Right Colour(s)=None
Type=Attack Action
Special Attributes:
None

Abilities:

None
Range: XXXXXX
XXCCXX
XXXXXX
OO=Nothing
CC=Character
XX=Damage Area

295.Chaotic Attack

Cost=2
AP=+2
TP=+0
Top Colour(s)=Red
Left Colour(s)=Red
Right Colour(s)=Red
Type=Attack Action
Special Attributes:
None

Abilities:

None
Range: OOXXOO
XXCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

296.Stab

Cost=2
AP=+2
TP=+0
Top Colour(s)=Red

Left Colour(s)=Red
Right Colour(s)=Red
Type=Attack Action
Special Attributes:

None

Abilities:

None

Range: XX
OOXXOO
OCCCCO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

297.Cross Slay

Cost=2

AP=+1

TP=+0

Top Colour(s)=Red
Left Colour(s)=Red
Right Colour(s)=Red
Type=Attack Action
Special Attributes:

None

Abilities:

None

Range: OOXXOO
XXCCXX
OOXXOO

OO=Nothing
CC=Character
XX=Damage Area

298.Assault

Cost=2

AP=+?

TP=+0

Top Colour(s)=Red
Left Colour(s)=Red
Right Colour(s)=None
Type=Attack Action
Special Attributes:

None

Abilities:

Assault-Gain AP equal to 5 minus the number of cards in your
.....hand.

Range: OOXXOO
OCCCCO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

299.???

300.Split Boost

Cost=2

AP=+?

TP=+0

Top Colour(s)=Red
Left Colour(s)=Red
Right Colour(s)=None
Type=Attack Action
Special Attributes:

None

Abilities:

Random AP-During a physical attack, gain AP equal to the
.....dice roll.

Range: OOXO0
OOC00
OOOO0

OO=Nothing
CC=Character
XX=Damage Area

301.Ghost Blast

Cost=2

AP=+?

TP=+0

Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=None
Type=Attack Action

Special Attributes:

None

Abilities:

Ghost Attack-Gain AP equal to the number of your own Field
.....Characters (items and creatures) that have been
.....destroyed up to now. (Ally Field Characters do
.....not count.)

Range: OOXO0
OOC00
OOOO0

OO=Nothing
CC=Character
XX=Damage Area

302.Mighty Knuckle

Cost=0

AP=+?

TP=+0

Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=None
Type=Attack Action

Special Attributes:

None

Abilities:

Full Force-Use the remaining number of Action Points to
.....boost AP by that number plus 1. (If no Action
.....Points remain, you cannot attack.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 3 AP.

Range: OOXO0
OOC00
OOOO0

OO=Nothing
CC=Character
XX=Damage Area

303.Attack 6

Cost=2

AP==6

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

Fixed Damage-An attack inflicts 6 damage, regardless of
.....Attack Action Cards used or the AP of this
.....card's user.

Range: OOXXOO

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

304.???

305.Berserk

Cost=2

AP=+4

TP=+0

Top Colour(s)=Red,Purple

Left Colour(s)=Green

Right Colour(s)=None

Type=Attack Action

Special Attributes:

Story Characters cannot use

Abilities:

Berserk-During an attack, the user of this card also
.....receives the same amount of damage that is inflicted
.....to the opponent. If the opponent uses guard items to
.....reduce damage, the user will still receive full
.....damage.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 3 AP.

Range: OOXXOO

OCCCCO

O00000

OO=Nothing

CC=Character

XX=Damage Area

306.???

307.Madness

Cost=2

AP==2

TP=+0

Top Colour(s)=Red

Left Colour(s)=Blue

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

Ripple-During a physical attack, inflict 2 damage to all
.....(ally or opponent) characters within one block of
.....this card.

Rampage-A physical attack inflicts an equal amount of damage
.....to all items equipped by the opponent, if any are
.....equipped.

Range: XXXXXX
XXCCXX
XXXXXX

OO=Nothing
CC=Character
XX=Damage Area

308.Half Attack

Cost=1

AP==?

TP=+0

Top Colour(s)=Blue

Left Colour(s)=Blue

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

HP Halver-A successful physical attack decreases the
.....opponent's HP by half, regardless of the AP of
.....this card. No effect against Story Characters.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

309.???

310.Combo

Cost=2

AP=+?

TP=+0

Top Colour(s)=Red

Left Colour(s)=Red

Right Colour(s)=Red

Type=Attack Action

Special Attributes:

None

Abilities:

Focused Assault-Increases damage amount by the number of
.....this same card set (by a single character)
.....within a phase.

Range: OOXO0
OCCOO
OOOOO

OO=Nothing
CC=Character
XX=Damage Area

311.FL Attack

Cost=2
AP=+1
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Aerial Assassin-Inflicts 1.5x damage when attacking Aerial
.....creatures.
Aerial Attack-Creatures with Aerial Status that attack with
.....this card inflict 1.5x damage.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

312.NA Attack

Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Native Slayer-Inflicts 1.5x damage when attacking Native
.....creatures.
Native Attack-Native creatures that attack with this card
.....inflict 1.5x damage.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

313.AB Attack

Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

A.Beast Slayer-Inflicts 1.5x damage when attacking A.Beast
.....creatures.
A.Beast Attack-A.Beast creatures that attack with this card
.....inflict 1.5x damage.

Range: OOXXOO
OCCCOO

000000

OO=Nothing
CC=Character
XX=Damage Area

314.MC Attack

Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Machine Slayer-Inflicts 1.5x damage when attacking Machine
.....creatures.
Machine Attack-Machine creatures that attack with this card
.....inflict 1.5x damage.

Range: OOX00
OCC00
000000

OO=Nothing
CC=Character
XX=Damage Area

315.DK Attack

Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Dark Slayer-Inflicts 1.5x damage when attacking Dark
.....creatures.
Dark Attack-Dark creatures that attack with this card
.....inflict 1.5x damage.

Range: OOX00
OCC00
000000

OO=Nothing
CC=Character
XX=Damage Area

316.SW Attack

Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Sword Demolisher-Inflicts 1.5x damage when attacking sword-
.....type creatures.
Sword Attack-Sword-type creatures that attack with this card
.....inflict 1.5x damage.
Range: OOXO
OCCO
OOOO
OO=Nothing
CC=Character
XX=Damage Area

317.GN Attack
Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:
None

Abilities:
Gun Demolisher-Inflicts 1.5x damage when attacking gun-
.....type creatures.
Gun Attack-Gun-type creatures that attack with this card
.....inflict 1.5x damage.
Range: OOXO
OCCO
OOOO
OO=Nothing
CC=Character
XX=Damage Area

318.CN Attack
Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:
None

Abilities:
Cane Demolisher-Inflicts 1.5x damage when attacking cane-
.....type creatures.
Cane Attack-Cane-type creatures that attack with this card
.....inflict 1.5x damage.
Range: OOXO
OCCO
OOOO
OO=Nothing
CC=Character
XX=Damage Area

319.SH Attack
Cost=2
AP=+2
TP=+0
Top Colour(s)=Red

Left Colour(s)=Blue
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:

None

Abilities:

Guards Demolisher-Inflicts 1.5x damage when attacking guard
.....creatures or guard items or mags.

Range: O0XX00
O0CC00
O00000

OO=Nothing
CC=Character
XX=Damage Area

320.Punch

Cost=3

AP=+0

TP=+0

Top Colour(s)=Red,Orange

Left Colour(s)=Red

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

Major Rampage-An attack against a Hunters-side Story
.....Character will also inflict an equal amount of
.....damage to equipped items, if the SC has over
.....half of Max HP.

Range: O0XX00
O0CC00
O00000

OO=Nothing
CC=Character
XX=Damage Area

321.???

322.???

323.???

324.Thread

Cost=3

AP==0

TP=+0

Top Colour(s)=Green

Left Colour(s)=Purple

Right Colour(s)=None

Type=Attack Action

Special Attributes:

Inflicts zero damage

Abilities:

Immobile/Hold-The dice roll after an attack determines the
.....opponent's condition. 2 or 3:Immobile for 3
.....turns. 4:Hold for 3 turns.

Range: O0XX00
O0CC00
O00000

OO=Nothing
CC=Character
XX=Damage Area

325.???

326.Bind

Cost=2

AP=+0

TP=+0

Top Colour(s)=Red,Green

Left Colour(s)=Red,Purple

Right Colour(s)=Red

Type=Attack Action

Special Attributes:

None

Abilities:

Paralysis-Roll 3 or higher after a successful physical
.....attack to Paralyze the opponent for 4 turns.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

327.Acid

Cost=1

AP=+0

TP=+0

Top Colour(s)=Red,Green

Left Colour(s)=Red

Right Colour(s)=Red

Type=Attack Action

Special Attributes:

None

Abilities:

Acid-Roll 3 or higher after a successful physical attack to
.....put Acid on the opponent for 6 turns. No effect against
.....Story Characters.

Range: OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

328.Heavy Blow

Cost=2

AP=+1

TP=+0

Top Colour(s)=Red,Green

Left Colour(s)=Blue

Right Colour(s)=Blue,Red

Type=Attack Action

Special Attributes:

None

Abilities:

AP Silence-After an attack, AP of the opponent decreases by
.....3 for 2 turns. The status returns to normal after

.....2 turns.
Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

329.Knock Out
Cost=3
AP=+0
TP=+0
Top Colour(s)=Red,Green
Left Colour(s)=Blue
Right Colour(s)=None
Type=Attack Action
Special Attributes:
None

Abilities:
Hold-After a successful attack, this card holds the opponent
.....for 3 turns.

Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

330.Hand Break
Cost=3
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Blue
Right Colour(s)=None
Type=Attack Action
Special Attributes:
None

Abilities:
Hand Disrupter-During a physical attack on a Story
.....Character, 1 card from the hand of the
.....opponent moves to the Discard Pile.
Carnage Uninclined-During an attack, an opponent Story
.....Character loses 1 HP if this card
.....destroys and Field Character (items or
.....creatures) that the opponent sets.

Range: OOXXOO
OCCCOO
OOOOOO
OO=Nothing
CC=Character
XX=Damage Area

331.Drop
Cost=2
AP=+0
TP=+0
Top Colour(s)=Red,Green
Left Colour(s)=Red
Right Colour(s)=None

Type=Attack Action
Special Attributes:

None

Abilities:

Drop-Roll 3 or higher after a successful physical attack to
.....Drop the opponent for 6 turns. No effect against Story
.....Characters.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

332.???

333.Bind Kill

Cost=2

AP=+1

TP=+0

Top Colour(s)=Red, Purple

Left Colour(s)=Blue

Right Colour(s)=None

Type=Attack Action

Special Attributes:

None

Abilities:

Paralyzed Death-A physical attack destroys an opponent who
.....has the Paralysis Condition. No effect
.....against Story Characters.

Range: OOXXOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

334.???

335.Charge

Cost=3

AP=+0

TP=+0

Top Colour(s)=Green

Left Colour(s)=Blue

Right Colour(s)=Blue, Red

Type=Attack Action

Special Attributes:

Connect only
No chain connecting

Abilities:

Action x2-During a physical attack, the AP of an Attack
.....Action Card doubles if it is connected with this
.....card. Any AP gain from Special Effects are not
.....doubled.

Range: OOOOOO
OCCCOO
OOOOOO

OO=Nothing
CC=Character

336.???

337.Concentration

Cost=2

AP=+0

TP=+0

Top Colour(s)=Green

Left Colour(s)=Yellow

Right Colour(s)=Yellow

Type=Attack Action

Special Attributes:

Connect only

No chain connecting

Abilities:

Tech x2-During a Tech attack, the TP of a tech card doubles

.....if it is connected with this card.

Range: 000000

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

338.Lock on 1

Cost=2

AP=+0

TP=+0

Top Colour(s)=Red

Left Colour(s)=Blue

Right Colour(s)=Blue,Red

Type=Attack Action

Special Attributes:

None

Abilities:

DEF Cost 1 Disable-During an attack, this card disables the

.....opponent from using any Defense Action

.....Card that costs 1 Action Point.

Range: 00XX00

00CC00

000000

OO=Nothing

CC=Character

XX=Damage Area

339.Lock on 2

Cost=2

AP=+0

TP=+0

Top Colour(s)=Red

Left Colour(s)=Blue

Right Colour(s)=Blue,Red

Type=Attack Action

Special Attributes:

None

Abilities:

DEF Cost 2 Disable-During an attack, this card disables the

.....opponent from using any Defense Action

.....Card that costs 2 Action Points.

Range: 00XX00
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

340.???

341.???

342.???

343.HP Attack
Cost=2
AP=+0
TP=+0
Top Colour(s)=Red
Left Colour(s)=Green
Right Colour(s)=Blue,Red
Type=Attack Action
Special Attributes:
Story Characters cannot use

Abilities:
A/H Swap-Temporarily swaps your character's AP and HP when
.....attacking. The new status returns to normal after
.....the Act Phase.

Range: 00XX00
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

344.Change Attack
Cost=3
AP==0
TP=+0
Top Colour(s)=Red,Green
Left Colour(s)=Blue
Right Colour(s)=Blue.Red
Type=Attack Action
Special Attributes:
Inflicts zero damage

Abilities:
Enemy A/H Swap Perm.-Swaps the opponent's AP and HP after a
.....successful physical attack. The new
.....status remains even after the battle
.....ends. No effect against Story
.....Characters.

Range: 00XX00
00CC00
000000
OO=Nothing
CC=Character
XX=Damage Area

345.Drain
Cost=5
AP=+0

TP=+0
Top Colour(s)=Red,Green
Left Colour(s)=Blue
Right Colour(s)=None
Type=Attack Action
Special Attributes:
None

Abilities:

Drain-During a physical attack, the character (or item, if
.....used by an item) using this card recovers HP equal to
.....1/3 of the damage inflicted to the opponent.

Range: OOX00
OCC00
OO000
OO=Nothing
CC=Character
XX=Damage Area

346.???

347.Acceleration

Cost=4
AP==1
TP=+0
Top Colour(s)=Red
Left Colour(s)=Purple
Right Colour(s)=None
Type=Attack Action
Special Attributes:

Story Characters cannot use

Abilities:

Fixed Damage-An attack inflicts 1 damage regardless of
.....Attack Action Cards used or the AP of this
.....card's user.

Carnage Speedup-When this card destroys an opponent, the
.....equipper gains one MV.

Range: OOX00
OCC00
OO000
OO=Nothing
CC=Character
XX=Damage Area

348.Technique

Cost=1
AP=+0
TP=+1
Top Colour(s)=Green
Left Colour(s)=Purple
Right Colour(s)=Yellow
Type=Attack Action
Special Attributes:

Connect only
No chain connecting

Abilities:

Tech Enable-Connecting this card enables "No Tech"
.....characters to use Tech.

Range: OO0000
OCC00
OO0000

OO=Nothing
CC=Character
XX=Damage Area

349.???

350.???

351.???

352.Foie

Cost=2

AP=+0

TP=+2

Top Colour(s)=Yellow

Left Colour(s)=Yellow

Right Colour(s)=None

Type=Attack Tech

Special Attributes:

None

Abilities:

None

Range: XX

XX

OOXXOO

OOCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

353.Gifoie

Cost=3

AP=+0

TP=+2

Top Colour(s)=Yellow, Orange

Left Colour(s)=Yellow

Right Colour(s)=None

Type=Attack Tech

Special Attributes:

None

Abilities:

Heavy Pierce-An attack against an item will also directly
.....damage its opponent Story Character equipper,
.....if the Story Character has 3 or more items
.....equipped.

Weak Spot-During a physical attack on an opponent Story
.....Character, this card temporarily loses 4 TP.

Range: XXXXXX

XXCCXX

XXXXXX

OO=Nothing

CC=Character

XX=Damage Area

354.???

355.Barta

Cost=2

AP=+0

TP=+2
Top Colour(s)=Yellow
Left Colour(s)=Yellow
Right Colour(s)=None
Type=Attack Tech
Special Attributes:

None

Abilities:

None

Range: XX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

356.Gibarta

Cost=3

AP=+0

TP=+2

Top Colour(s)=Yellow,Green

Left Colour(s)=Yellow

Right Colour(s)=None

Type=Attack Tech

Special Attributes:

None

Abilities:

Freeze-Roll a 4 or higher after a successful attack to

.....Freeze the opponent for 4 turns. No effect against

.....Story Characters.

Range: XXXXXX

OOXXOO

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

357.???

358.Zonde

Cost=2

AP=+0

TP=+2

Top Colour(s)=Yellow

Left Colour(s)=Yellow

Right Colour(s)=None

Type=Attack Tech

Special Attributes:

None

Abilities:

None

Range: XXXXXX

XXXXXX

OCCCCO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

359.Gizonde

Cost=4

AP=+0

TP=+2

Top Colour(s)=Yellow,Orange

Left Colour(s)=Yellow

Right Colour(s)=None

Type=Attack Tech

Special Attributes:

None

Abilities:

Heavy Rampage-An attack against a Hunters-side Story

.....Character will also inflict an equal amount of
.....damage to equipped items, if 3 or more items
.....are equipped.

Range: XX XX

XX

XXOOXX

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

360.???

361.???

362.???

363.???

364.???

365.???

366.Earthquake

Cost=4

AP==3

TP=+0

Top Colour(s)=Red

Left Colour(s)=Orange

Right Colour(s)=None

Type=Attack Action

Special Attributes:

Story Character only

Abilities:

Quake-Inflicts 3 damage to all characters of both parties on
.....the field except Aerial creatures.

Range: OOOOOO

OCCCOO

OOOOOO

OO=Nothing

CC=Character

XX=Damage Area

367.???

368.???

369.???

370.???

371.???

372.Dodge

Cost=1

HP=+2

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

None

Abilities:

None

373.Guard

Cost=2

HP=+4

Top Colour(s)=Red

Type=Defense Action

Special Attributes:

None

Abilities:

None

374.Wall

Cost=2

HP=+3

Top Colour(s)=Red

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

None

375.Patience

Cost=3

HP=+6

Top Colour(s)=Yellow

Type=Defense Action

Special Attributes:

None

Abilities:

None

376.Resist

Cost=4

HP=+10

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

None

377.Protection

Cost=2

HP=+5

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Can't use on self

Abilities:

None

378.Defender

Cost=1

HP=+3

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Can't use on self

Abilities:

Decoy-Damage on allies will be given to you instead. Pierces
.....any equipped item on Story Characters.

379.Reduce

Cost=2

HP=+?

Top Colour(s)=Red

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Contact Halfguard-Receive 1/2 damage from physical attacks.

380.Survival

Cost=2

HP=+0

Top Colour(s)=Red, Yellow, Green, Orange, Purple

Type=Defense Action

Special Attributes:

Story Characters cannot use

Abilities:

Survival-If the character with this card has 4 or more HP at
.....the time of this defense, this card completely
.....blocks the opponent's attack. HP will be set to 1
.....afterwards.

381.???

382.???

383.Half Defense

Cost=2

HP=+?

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Story Characters cannot use

Abilities:

HP/2 Defense-During defense, damage received from an
.....opponent's attack decreases by the amount equal
.....to half of the HP of this card's user.

384.Cancel

Cost=2
HP=+99
Top Colour(s)=Blue,Green
Type=Defense Action
Special Attributes:

Can use on ally

Abilities:

Special Attack Block-Completely blocks all types of attacks
.....from the Opponent. (Also blocks all
.....connected Action Card attacks.)

385.???

386.???

387.???

388.Seal

Cost=1
HP=+1
Top Colour(s)=Red,Yellow,Green
Type=Defense Action
Special Attributes:

None

Abilities:

Ability Trap-During battle, temporarily prevents an opponent
.....character from using any special ability.
.....(Action Cards can be used normally.) This
.....effect ends when the battle ends.

389.Companion

Cost=3
HP=+0
Top Colour(s)=Red,Yellow
Type=Defense Action
Special Attributes:

None

Abilities:

Equal Damager-Inflicts an equal amount of damage that you
.....received, back to the attacker.

390.???

391.???

392.SP Counter

Cost=3
HP=+0
Top Colour(s)=Red,Yellow,Green
Type=Defense Action
Special Attributes:

None

Abilities:

Special Reflect-After you receive damage, the attacker has a
.....50% chance of receiving Paralysis, Freeze,
.....or even both, for 4 turns.

393.???

394.Together

Cost=2

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Story Characters cannot use

Abilities:

Death Companion-Your character using this card along with
.....the opponent's card will both be destroyed
.....if your character has 1 or 2 HP after a
.....battle ends. No effect against Story
.....Characters.

395.NA Guard

Cost=3

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Native Shield-Blocks all attacks by Native creatures. Also
.....blocks all attacks against Native creatures.

396.AB Guard

Cost=3

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

A.Beast Shield-Blocks all attacks by A.Beast creatures. Also
.....blocks all attacks against A.Beast creatures.

397.MC Guard

Cost=3

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Machine Shield-Blocks all attacks by Machine creatures. Also
.....blocks all attacks against Machine creatures.

398.DK Guard

Cost=3

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Dark Shield-Blocks all attacks by Dark creatures. Also
.....blocks all attacks against Dark creatures.

399.SW Guard

Cost=4

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Sword Shield-Blocks all attacks by sword-type items. Also
.....blocks all attacks against sword-type items.

400.GN Guard

Cost=4

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Gun Shield-Blocks all attacks by gun-type items. Also
.....blocks all attacks against gun-type items.

401.CN Guard

Cost=4

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

Can use on ally

Abilities:

Cane Shield-Blocks all attacks by cane-type items. Also
.....blocks all attacks against cane-type items.

402.???

403.???

404.???

405.TP Defense

Cost=2

HP=+0

Top Colour(s)=Red, Yellow

Type=Defense Action

Special Attributes:

None

Abilities:

Enemy A/T Swap-Temporarily swaps the opponent's AP and TP
.....when defending. The new status returns to
.....normal after the Act Phase.

406.Grow Guard

Cost=2

HP=+0

Top Colour(s)=Red, Yellow, Green, Orange, Purple

Type=Defense Action

Special Attributes:

None

Abilities:

Survivor AP Boost-The character with this card gains 1 AP
.....after battle.

407.Weakness

Cost=3
HP=+0
Top Colour(s)=Red, Yellow
Type=Defense Action
Special Attributes:

None

Abilities:

AP Silence-During defense, AP of the opponent (or total AP
.....of the Story Character and items if the opponent
.....is a Hunters-side character) is set to zero.
.....Action Card AP increases are not affected.

408.???

409.Inversion

Cost=3
HP=+0
Top Colour(s)=Yellow
Type=Defense Action
Special Attributes:

Story Characters cannot use

Abilities:

Damaage Absorb-The amount of damage that your defending
.....character receives from an opponent's Tech
.....attack has a 50% chance of becoming a HP
.....recovery instead.

410.???

411.???

412.???

413.Escape

Cost=3
HP=+0
Top Colour(s)=Red, Yellow, Green, Orange, Purple
Type=Defense Action
Special Attributes:

Story Characters cannot use

Abilities:

Dash-The character with this card returns to the hand if it
.....completely defends an opponent's attack.

414.???

415.Bequeath

Cost=2
HP=+0
Top Colour(s)=Red, Yellow
Type=Defense Action
Special Attributes:

Story Characters cannot use

Abilities:

Inherit-When the character using this card is destroyed,
.....gain EXP equal to half of the Max HP of the
.....destroyed character.

416.???

417.Dice+1

Cost=1

Type=Assist

Target=Everyone

Turns=Infinite

Abilities:

Dice+1-Adds 1 to the dice roll of all players, while this
.....card is on the field.

418.???

419.Exchange

Cost=1

Type=Assist

Target=Self

Turns=Once

Abilities:

Action Point Swap-Swaps the player's ATK Points and DEF
.....Points when this card is set. Only you
.....yourself can set this assist card.

420.???

421.???

422.???

423.???

424.Card Return

Cost=1

Type=Assist

Target=Self

Turns=Once

Abilities:

Fetch Discarded>Returns your most recently discarded or
.....destroyed card to your hand when this card
.....is set.

425.???

426.???

427.???

428.Trash 1

Cost=1

Type=Assist

Target=Team

Turns=Once

Abilities:

Trash 1-Randomly select 1 card from each player and moves it
.....to the Discard File after the Set Phase ends.

429.???

430.???

431.Assist Vanish

Cost=1

Type=Assist

Target=Everyone

Turns=Once

Abilities:

AS Vanish-Moves all Assist Cards on the field to the Discard
.....Pile after the Set Phase of this turn ends.

432.Territory

Cost=2

Type=Assist

Target=Everyone

Turns=Infinite

Abilities:

Same Card Banned-All players may not set any new card if
.....there is already one of the same card on
.....the field.

433.???

434.???

435.???

436.Tech Field

Cost=3

Type=Assist

Target=Everyone

Turns=4

Abilities:

TP Boost-A Tech attack by all characters with this card
.....inflicts 2 more damage than usualy, while this card
.....is on the field.

437.Forest Rain

Cost=2

Type=Assist

Target=Everyone

Turns=4

Abilities:

Native AP Boost-All Native creatures gain 2 AP while this
.....card is on the field.

438.Cave Wind

Cost=2

Type=Assist

Target=Everyone

Turns=4

Abilities:

A.Beast AP Boost-All A.Beast creatures gain 2 AP while this
.....card is on the field.

439.???

440.Ruin Darkness

Cost=2

Type=Assist

Target=Everyone

Turns=4

Abilities:

Dark AP Boost-All Dark creatures gain 2 AP while this

.....card is on the field.

441.Saber Dance

Cost=3

Type=Assist

Target=Everyone

Turns=4

Abilities:

Sword AP Boost-All sword-type items gain 2 AP while this

.....card is on the field.

442.Bullet Storm

Cost=3

Type=Assist

Target=Everyone

Turns=4

Abilities:

Gun AP Boost-All gun-type items gain 2 AP while this

.....card is on the field.

443.Cane Palace

Cost=3

Type=Assist

Target=Everyone

Turns=4

Abilities:

Cane AP Boost-All cane-type items gain 2 AP while this

.....card is on the field.

444.Influence

Cost=5

Type=Assist

Target=Everyone

Turns=4

Abilities:

FC Bonus-During an attack, damage you inflict increases by

.....half the number of your own Field Characters (items

.....or creatures) that are on the field.

445.???

446.Fix

Cost=2

Type=Assist

Target=Everyone

Turns=4

Abilities:

Fixed AP-Sets the AP of all Field Characters (items and

.....creatures) to 2 while this card is on the field.

447.Muscular

Cost=3

Type=Assist

Target=Everyone

Turns=Once

Abilities:

FC AP Boost-All Field Characters (items and creatures) on

.....the field gain 1 AP when this card is set.

448.???

449.???

450.???

451.???

452.???

453.???

454.???

455.???

456.Squeeze

Cost=1

Type=Assist

Target=Self

Turns=Once

Abilities:

Random Assist-Randomly selects an Assist Card from your hand
.....without costing an Action Point, while this
.....card is on the field.

457.???

458.Skip Move

Cost=3

Type=Assist

Target=Everyone

Turns=2

Abilities:

Skip Move-The Move Phase of both parties will be skipped
.....while this card is on the field.

459.Skip Draw

Cost=3

Type=Assist

Target=Everyone

Turns=2

Abilities:

Skip Draw-The Draw Phase of both parties will be skipped
.....when this card is set.

460.???

461.???

462.???

463.???

464.???

465.Permission

Cost=3

Type=Assist

Target=Everyone

Turns=4

Abilities:

Tech Enable-Enables all items and creatures that are on the
.....field to use Tech. All items that do not show a
.....Tech increase will be treated as "TP + 0."

466.???

467.???

468.???

469.Rich

Cost=1

Type=Assist

Target=Everyone

Turns=Infinite

Abilities:

Big Hand-Increases the number of cards that a hand can hold
.....from 5 to 6 for all players while this card is on
.....the field. Up to 6 cards can be drawn during the
.....Draw Phase.

470.???

471.Assist Reverse

Cost=1

Type=Assist

Target=Everyone

Turns=Infinite

Abilities:

Assist Reverse-Flips over all other Assist Cards on the
.....field, while this card is on the field.
.....However, the Assist effects themselves remain
.....unaffected.

472.???

473.???

474.???

475.???

476.???

477.Ransom

Cost=3

Type=Assist

Target=Self

Turns=4

Abilities:

EXP Decoy-During defense, instead of receiving damage on
.....yourself, lose an equal number of EXP. If you have
.....zero EXP, damage will still be received.

478.Akiko's Frying Pan

Cost=2

HP=1

AP=+?

TP=+?

Top Colour(s)=Red
Right Colour(s)=Blue,Red,Yellow,Purple,Green
Type=Sword
Tech=Yes
Special Attributes:

None

Abilities:

Copy-During attack or defense, your AP & TP changes
.....temporarily to half the amount that the opponent has.

Range: OOXOO
OCCOO
OOOOOO

OO=Nothing
CC=Character
XX=Damage Area

//////////

4.Type Lists

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Will be included in the next version.

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5.Ability Lists

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Will be included in the next version.

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6.Version History

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Version 0.1-309 Types of Cards + 1 Boss (61%)

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7.Closing

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I hope that this guide has been useful to you! Please forgive me for the missing parts so far, I'm working very hard to get new cards, and as soon as I have them, they'll be in the guide, please just be patient :)
Thanks.

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8.Credits

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CJayC-For hosting this guide on his amazing website
Sonic Team-For making this great game
Nintendo-For making the gamecube
Alexisonfire-For making an amazing CD that I listened to a great many times while writing this guide (go to www.theonlybandever.com)

//////////

9.Disclaimer

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This FAQ is copyright Erik McLennan, 2004.
Do no steal, because stealing is bad.

VOTE OCARINA OF TIME IN THE GREAT GAME CONTEST :)

-EoF-

