

Metal Gear Acid 2 Card Upgrade Guide

by jasonhex

Updated to v1.0 on Apr 17, 2014

CARD BOSS UPGRADE GUIDE v1.0

by Jason Kawakami (jasonhex)

TABLE OF CONTENTS

MGA2INTRO = An introduction
MGA2HOW = How to use this guide
MGA2CHECK = A simple card checklist
MGA2CARD = The full list of cards and descriptions
MGA2FACTS = A list of interesting facts about some of the cards
MGA2SNAKE = List of cards for SNAKE ONLY
MGA2NOLINK = List of cards not allowed in LINK BATTLE
MGA2EYE = List of cards that unlock SOLID EYE movies
MGA2AMMO = List of cards sorted by Ammo Type
MGA2INTER = List of all unique Interferences
MGA2BONUS = Bonus In-Game Guide Transcription
MGA2PACK = List of all card by pack
MGA2LEGAL = Legal information, contact information, and credits

UPDATE HISTORY

1.0 - Changed formatting, submitted for approval.

MGA2INTRO - INTRODUCTION

Hello and welcome! This is the "Card Boss" Upgrade Guide.
Let me get through a basic introduction by answering some simple questions:

WHO AM I?

You can call me jasonhex, I've been playing games for almost 30 years, it's my number one hobby!

HOW DID YOU START PLAYING METAL GEAR AC!D?

A friend of mine let me borrow the first one, and I liked it, so I picked up the second one when it released in March 2006. It's hard to believe this game is already 8 years old!

WHAT IS THIS GUIDE AND WHY DID YOU MAKE IT?

I recently took a trip to Japan to visit some family, and in preparation I picked up another copy of this game (I sold my original copy years ago when I went back to college). As I re-played the game I remembered that it was difficult to compare cards and their upgrades, as you would have to scroll through several hundred cards to get from an original card to its upgrade. I was also stunned to find out that after 8 years nobody ever bothered to create an in-depth card list for the game! The only ones I could find often had incorrect information, so I took it upon myself to create the ultimate card upgrade guide--a list of every card in the game, in order, with it's upgrade (or downgrade) right next to it for comparison. Making this guide was a huge task, I started by putting everything into a huge spreadsheet, and then wrote multiple Java programs to extract the data from a .csv file and "print" it to a text file the way it appears here. The initial transcribing took SO MANY HOURS!! But Java made the rest of it easy.

WHAT IS NOT INCLUDED IN THIS GUIDE?

*This is not a deckbuilding guide. There are so many damn options in this game for deckbuilding it's ridiculous! So I didn't focus on that.

*This guide does not make any comparisons to the card list in the first Metal Gear Ac!d game. (although a future version might!)

*This is not a walkthrough or missions guide of any kind.

*This is not a guide explaining how to unlock or use cards, although that information can be found in this guide, that is not the purpose.
IT'S ALL ABOUT THE UPGRADES!!

WHICH IS YOUR FAVORITE CARD?

281 Reiko Hinomoto. I like it because it has a totally unique attack and origin. It would have been cool if there were a few more wrestling attacks based on Rumble Roses characters. Too bad you only get one of these!

WHICH IS YOUR LEAST FAVORITE CARD?

298 No Smoking. It took me too long to figure out when this card can be used. Runner up would probably be the "Card Seal" cards.

MGA2HOW - HOW TO USE THIS GUIDE

Below is an empty sample card followed by Reiko Hinomoto's card for reference:

-E - X - A - M - P - L - E-

(Card Name)

No. COST:

Use: Pack:

Ammo:

Rarity:

Interfere: U: D: L: R:

Password:

Unlock:

NO LINK BATTLE SOLIDEYE

Cap: Icon:

Singles Price:

Upgrade Cost:

(Card Text)

- S - A - M - P - L - E -

Reiko Hinomoto

No. 281 COST: 6

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Rare

Password: Hnmt SOLIDEYE

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

"Sunrise Suplex"

ATK:100

User and target

swap positions.

No. - The number of the card

COST - The COST incurred when playing a card

Use - How the card is used (Equip, Use, Move/Link)

Ammo - The ammo type of the card

Pack - The pack that contains the card

Rarity - The rarity of the card (Common, Uncommon, Rare and Foils)

Interfere - The interference provided by the card. For cards with interference, a small visual description appears at the

bottom-right corner of the card.

Password - The password used to acquire the card, if any exist

Unlock - How to unlock the card (such as beating the game twice)

SOLIDEYE - This card unlocks a Solid Eye movie

Cap - The maximum capacity a character can have for a card,
followed by the maximum capacity total for both characters

Icon - The icon of a card (Gun, Can, Tri, Char, and Star. These
are marked as the "category" of the card in the game)

Singles Price - The "singles" price of the card from the Card Shop

Upgrade Cost - The cost to upgrade the card

Card Title - The name of the card

Card Text - The text that appears in the card, describing what it does

MGA2CHECK - THE CHECKLIST

Capacity:

- 1(2) - 10 cards
- 2(4) - 155 cards
- 3(6) - 10 cards
- 4(4) - 7 cards
- 4(8) - 380 cards
- 5(X) - 3 cards

- | | |
|---------------------------------------|---------------------------------------|
| [] 001 MGS1 4(8) SOCOM | [] 300 MGS1 2(4) SOCOM+ |
| [] 002 MGS1 4(8) FAMAS/G1 | [] 301 MGS1 2(4) FAMAS/F2 |
| [] 003 MGS1 4(8) C4 | [] 302 MGS1 4(8) TNT |
| [] 004 MGS1 2(4) Desert Eagle | [] 303 MGS1 2(4) Desert Eagle+ |
| [] 005 MGS1 4(8) Grenade | [] 304 MGS1 4(8) Grenade+ |
| [] 006 MGS1 4(8) Stun Grenade | [] 305 MGS1 4(8) Stun Grenade+ |
| [] 007 MGS2 4(8) Chaff Grenade | [] 306 MGS2 4(8) Chaff Grenade+ |
| [] 008 MGS1 4(8) FIM-92B | [] 307 MGS1 4(8) FIM-92C |
| [] 009 MGS2 4(8) USP | [] 308 MGS2 4(8) P8 |
| [] 010 MGS2 4(8) Makarov | [] 309 MGS2 4(8) PMM |
| [] 011 MGS2 4(8) AKS74u | [] 310 MGS2 4(8) AKS74un |
| [] 012 MGS2 4(8) M4 | [] 311 MGS2 4(8) M4A1 |
| [] 013 MGS2 4(8) PSG1 | [] 312 MGS2 4(8) PSG1-T |
| [] 014 MGS2 4(8) M9 | [] 313 MGS2 4(8) M9+ |
| [] 015 MGS2 4(8) USP (Laser S.) | [] 314 MGS2 4(8) P8 (Laser S.) |
| [] 016 MGS2 4(8) AKS74u (Laser S.) | [] 315 MGS2 4(8) AKS74un (Laser S.) |
| [] 017 MGS2 4(8) M4 (Laser S.) | [] 316 MGS2 4(8) M4A1 (Laser S.) |
| [] 018 SBST 4(8) S.A.A. | [] 317 SBST 4(8) S.A.A.+ |
| [] 019 MGS2 4(8) P90 | [] 318 MGS2 4(8) P90+ |
| [] 020 MGS2 4(8) SPAS12 | [] 319 MGS2 4(8) SPAS12+ |
| [] 021 MGS2 4(8) Claymore | [] 320 MGS2 4(8) Claymore+ |
| [] 022 MGS2 4(8) Nikita Missile | [] 321 MGS2 4(8) Nikita Missile+ |
| [] 023 ITGL 4(8) MP5SD | [] 322 ITGL 4(8) MP5SD6 |
| [] 024 CHRN 4(8) RC Missile | [] 323 CHRN 4(8) RC Missile+ |
| [] 025 CHRN 4(8) Mine | [] 324 CHRN 4(8) Mine+ |
| [] 026 CHRN 4(8) Galil Sar | [] 325 CHRN 4(8) R5 |
| [] 027 CHRN 4(8) Five-seveN Standard | [] 326 CHRN 4(8) Five-seveN Tactical |
| [] 028 CHRN 4(8) M92F (Laser S.) | [] 327 CHRN 4(8) M92FS (Laser S.) |
| [] 029 CHRN 4(8) M92F | [] 328 CHRN 4(8) M92FS |
| [] 030 ULMT 4(8) Gun del Sol | [] 329 ULMT 4(8) Gun del Hell |
| [] 031 MGS3 2(4) Vz61 | [] 330 MGS3 2(4) Vz61+ |
| [] 032 MGS3 4(8) AKM | [] 331 MGS3 4(8) AKMN |
| [] 033 SBSS 4(8) Punch (CQC) | [] 332 SBSS 4(8) Punch (CQC)+ |
| [] 034 SBSS 4(8) Kick (CQC) | [] 333 SBSS 4(8) Kick (CQC)+ |
| [] 035 SBSS 2(4) Throw (CQC) | [] 334 SBSS 2(4) Throw (CQC)+ |
| [] 036 SBSS 2(4) Rush (CQC) | [] 335 SBSS 2(4) Rush (CQC)+ |
| [] 037 SBSS 2(4) M63 | [] 336 SBSS 2(4) M63A |

[] 038 SBSS 4(8) M37	[] 337 SBSS 4(8) M37+
[] 039 SBSS 4(8) SVD	[] 338 SBSS 4(8) SVD+
[] 040 SBSS 2(4) XM16E1	[] 339 SBSS 2(4) M16A2
[] 041 SBSS 2(4) M1891/30	[] 340 SBSS 2(4) M1891/30+
[] 042 MGS3 4(8) C3	[] 341 MGS3 4(8) C3+
[] 043 MGS3 4(8) M15	[] 342 MGS3 4(8) M15+
[] 044 SBSS 2(4) RPG7	[] 343 SBSS 2(4) RPG7V
[] 045 MGS1 4(8) Quick Draw	[] 344 MGS1 4(8) Quick Draw+
[] 046 MGS1 4(8) Strand	
[] 047 MGS1 4(8) Concentrate	[] 345 MGS1 4(8) Concentrate+
[] 048 MGS1 4(8) Equipment LV.2	
[] 049 MGS1 4(4) Action+	
[] 050 MGS2 3(6) Marines	[] 346 MGS2 3(6) Marines+
[] 051 MGS2 3(6) Navy SEALs	[] 347 MGS2 3(6) Navy SEALs+
[] 052 MGS2 4(8) Aim	[] 348 MGS2 4(8) Aim+
[] 053 MGS2 2(4) Body Shot	[] 349 MGS2 2(4) Body Shot+
[] 054 MGS2 4(8) Critical Shot	
[] 055 SBST 2(4) Double Shot	[] 350 SBST 2(4) Double Shot+
[] 056 MGS2 4(8) Counter Block	[] 351 MGS2 4(8) Counter Block+
[] 057 MGS2 3(6) Spin Kick	[] 352 MGS2 3(6) Spin Kick+
[] 058 MGS2 4(8) H.F. Blade	[] 353 MGS2 4(8) H.F. Blade+
[] 059 SBST 4(8) Democracy Blade	[] 354 SBST 4(8) Republic Blade
[] 060 MGS2 2(4) Briefing	[] 355 MGS2 2(4) Briefing+
[] 061 MGS1 4(8) Equipment LV.3	
[] 062 MGS1 4(4) Action++	
[] 063 MGS1 4(8) Add KDWN	[] 356 MGS1 4(8) Add KDWN+
[] 064 SBST 2(4) Head Shot	[] 357 SBST 2(4) Head Shot+
[] 065 MGS2 4(8) Hold Up	[] 358 MGS2 4(8) Hold Up+
[] 066 MGS2 3(6) Double Action:Cost+	
[] 067 MGS2 4(8) Funds	[] 359 MGS2 4(8) Funds+
[] 068 MGS2 3(6) Double Action	
[] 069 MGS3 4(8) Survival Knife	[] 360 MGS3 4(8) Survival Knife+
[] 070 MGS3 4(8) Choke	[] 361 MGS3 4(8) Choke+
[] 071 MGS3 4(8) Attack 1 Enemy	[] 362 MGS3 4(8) Attack 1 Enemy+
[] 072 MGS3 4(8) Hip Shot	[] 363 MGS3 4(8) Hip Shot+
[] 073 SBSS 2(4) Extra Turn	[] 364 SBSS 2(4) Extra Turn+
[] 074 MGS1 4(8) Scope	[] 365 MGS1 4(8) Scope+
[] 075 MGS1 4(8) Body Armor	[] 366 MGS1 4(8) Body Armor+
[] 076 MGS1 4(8) Box A	[] 367 MGS1 4(8) Box A+
[] 077 MGS1 4(8) Mine Detector	[] 368 MGS1 4(8) Mine Detector+
[] 078 ITGL 4(8) Ration	[] 369 ITGL 4(8) Ration+
[] 079 MGS1 4(8) Handy Survival Kit	[] 370 MGS1 4(8) Handy Survival Kit+
[] 080 SBST 2(4) Stealth	[] 371 SBST 2(4) Stealth+
[] 081 MGS2 4(8) Box B	[] 372 MGS2 4(8) Box B+
[] 082 MGS2 4(8) Bomb Switch	[] 373 MGS2 4(8) Detonator+
[] 083 MGS2 4(8) Styptic	
[] 084 MGS2 4(8) Handy Medical Kit	[] 374 MGS2 4(8) Handy Medical Kit+
[] 085 MGS2 4(8) Survival Kit	[] 375 MGS2 4(8) Survival Kit+
[] 086 MGS2 2(4) Medical Kit	[] 376 MGS2 2(4) Medical Kit+
[] 087 MGS2 4(8) Book	[] 377 MGS2 4(8) Interesting Book
[] 088 MGS2 4(8) Cool Book	[] 378 MGS2 4(8) Super Cool Book
[] 089 MGS2 2(4) Phase Down	[] 379 MGS2 2(4) Phase Down+
[] 090 MGS2 4(8) Timer	[] 380 MGS2 4(8) Timer+
[] 091 CHRN 4(8) Thermal Goggles	[] 381 CHRN 4(8) Thermal Goggles+
[] 092 CHRN 4(8) Box C	[] 382 CHRN 4(8) Box C+
[] 093 CHRN 4(8) Ceramic Armor	[] 383 CHRN 4(8) Ceramic Armor+
[] 094 CHRN 4(8) Bomb Blast Suit	[] 384 CHRN 4(8) Bomb Blast Suit+
[] 095 CHRN 4(8) C Ration B1 Unit	[] 385 CHRN 2(4) C Ration B1 Unit+
[] 096 CHRN 4(8) C Ration B2 Unit	[] 386 CHRN 2(4) C Ration B2 Unit+
[] 097 ULMT 4(8) C Ration B3 Unit	[] 387 ULMT 2(4) C Ration B3 Unit+

[] 098 ULMT 2(4) Builder Bed	[] 388 ULMT 2(4) Builder Bed+
[] 099 CHRN 4(4) Gijin-san	[] 389 CHRN 4(4) Gijin-san+
[] 100 ULMT 2(4) Dark Loans	[] 390 ULMT 2(4) Dark Loans+
[] 101 ULMT 2(4) Solar Bank	[] 391 ULMT 2(4) Solar Bank+
[] 102 MGS3 4(8) Box D	[] 392 MGS3 4(8) Box D+
[] 103 MGS3 4(8) Bandage	[] 393 MGS3 4(8) Bandage+
[] 104 MGS2 4(8) Styptic+	
[] 105 MGS3 4(8) Front Evade	[] 394 MGS3 4(8) Front Evade+
[] 106 MGS1 4(8) Endure	[] 395 MGS1 4(8) Endure+
[] 107 MGS2 4(8) Hang	[] 396 MGS2 4(8) Hang+
[] 108 MGS2 4(8) Handy 1st Aid Kit	[] 397 MGS2 4(8) Handy 1st Aid Kit+
[] 109 MGS3 4(8) Cost -4	[] 398 MGS3 4(8) Cost -5
[] 110 MGS3 4(8) Ally Cost -4	[] 399 MGS3 4(8) Ally Cost -5
[] 111 MGS2 4(8) Rear Evade	[] 400 MGS2 4(8) Rear Evade+
[] 112 MGS2 4(8) Sacrifice	[] 401 MGS2 4(8) Sacrifice+
[] 113 MGS2 4(8) Transfuse Blood	[] 402 MGS2 4(8) Transfuse Blood+
[] 114 MGS1 4(8) 1st Aid Kit	[] 403 MGS1 4(8) 1st Aid Kit+
[] 115 MGS2 2(4) Cost -6	[] 404 MGS2 2(4) Cost -8
[] 116 MGS2 4(8) Ally Cost -6	[] 405 MGS2 4(8) Ally Cost -8
[] 117 MGS2 4(8) Silenced	[] 406 MGS2 4(8) Silenced+
[] 118 MGS2 4(8) Hand Grip	[] 407 MGS2 4(8) Hand Grip+
[] 119 MGS3 2(4) Reaction Block	[] 408 MGS3 2(4) Reaction Block+
[] 120 MGS1 4(8) Evade	[] 409 MGS1 4(8) Evade+
[] 121 MGS1 2(4) Cost -10	[] 410 MGS1 2(4) Cost -12
[] 122 MGS1 4(8) Ally Cost -10	[] 411 MGS1 4(8) Ally Cost -12
[] 123 MGS1 4(8) Genome Soldier	[] 412 MGS1 4(8) Genome Soldier+
[] 124 ITGL 4(8) Liquid Snake	
[] 125 MGS1 4(8) Roy Campbell	[] 413 MGS1 4(8) Roy Campbell+
[] 126 MGS1 4(8) Otacon	[] 414 MGS1 4(8) Otacon+
[] 127 MGS1 4(8) Sniper Wolf	[] 415 MGS1 4(8) Sniper Wolf+
[] 128 MGS1 4(8) Vulcan Raven	[] 416 MGS1 4(8) Vulcan Raven+
[] 129 ITGL 2(4) Metal Gear REX	[] 417 ITGL 2(4) Metal Gear REX+
[] 130 CHRN 4(8) Cyborg Ninja	
[] 131 ITGL 2(4) Psycho Mantis	[] 418 ITGL 2(4) Psycho Mantis+
[] 132 MGS1 4(8) Mei Ling	[] 419 MGS1 4(8) Mei Ling+
[] 133 ITGL 2(4) Genola	[] 420 ITGL 2(4) Genola+
[] 134 MGS1 4(8) Solid Snake (MGS1)	[] 421 MGS1 4(8) Solid Snake (MGS1)+
[] 135 MGS1 4(8) Naomi Hunter	[] 422 MGS1 4(8) Naomi Hunter+
[] 136 MGS1 2(4) Meryl Silverburgh	[] 423 MGS1 4(8) Meryl Silverburgh+
[] 137 MGS2 2(4) Gurlukovich Sld.	[] 424 MGS2 2(4) Gurlukovich Sld.+
[] 138 MGS1 4(8) Revolver Ocelot	
[] 139 MGS2 4(8) Emma Emmerich	[] 425 MGS2 4(8) Emma Emmerich+
[] 140 SBST 2(4) Fortune	[] 426 SBST 2(4) Fortune+
[] 141 MGS2 4(8) Vamp	[] 427 MGS2 4(8) Vamp+
[] 142 MGS2 4(8) Solid Snake (MGS2)	[] 428 MGS2 4(8) Solid Snake (MGS2)+
[] 143 MGS2 4(8) Iriquois Pliskin	[] 429 MGS2 4(8) Iriquois Pliskin+
[] 144 MGS2 4(8) Solidus Snake	[] 430 MGS2 4(8) Solidus Snake+
[] 145 SBST 2(4) Metal Gear RAY	[] 431 SBST 2(4) Mass-Produced RAY
[] 146 MGS2 4(8) Jennifer	[] 432 MGS2 4(8) Jennifer+
[] 147 MGS2 2(4) Olga Gurlukovich	[] 433 MGS2 2(4) Olga Gurlukovich+
[] 148 MGS2 2(4) Johnny Sasaki	[] 434 MGS2 2(4) Johnny Sasaki+
[] 149 MGS2 4(8) Raiden	[] 435 MGS2 4(8) Raiden+
[] 150 SBST 2(4) Gurlugon	[] 436 SBST 2(4) Gurlugon+
[] 151 CHRN 4(8) Gray Fox	
[] 152 CHRN 4(8) Solid Snake (MG)	[] 437 CHRN 4(8) Solid Snake (MG)+
[] 153 MGS3 4(4) Big Boss	
[] 154 CHRN 4(8) Machinegun Kid	[] 438 CHRN 4(8) Machinegun Kid+
[] 155 CHRN 4(8) Fire Trooper	[] 439 CHRN 4(8) Fire Trooper+
[] 156 CHRN 2(4) Metal Gear	[] 440 CHRN 2(4) Metal Gear+
[] 157 ULMT 2(4) Running Man	[] 441 ULMT 2(4) Running Man+

[] 158	CHRN	5(X)	Solid Snake (MG2)	[] 442	CHRN	4(8)	Solid Snake (MG2)+
[] 159	CHRN	4(8)	Chris Jenner	[] 443	CHRN	4(8)	Chris Jenner+
[] 160	CHRN	4(8)	Marrionette Owl	[] 444	CHRN	4(8)	Marrionette Owl+
[] 161	CHRN	4(8)	Viper	[] 445	CHRN	4(8)	Viper+
[] 162	CHRN	4(8)	Pyro Bison	[] 446	CHRN	4(8)	Pyro Bison+
[] 163	CHRN	2(4)	Metal Gear Gander	[] 447	CHRN	2(4)	Metal Gear Gander+
[] 164	CHRN	4(8)	Ideaspy 2.5	[] 448	CHRN	4(8)	Ideaspy 2.5+
[] 165	CHRN	2(4)	Gillian Seed	[] 449	CHRN	2(4)	Gillian Seed+
[] 166	CHRN	4(8)	Mika Slayton	[] 450	CHRN	4(8)	Mika Slayton+
[] 167	CHRN	4(8)	Metal Gear Mk-II	[] 451	CHRN	2(4)	Metal Gear D(revised)
[] 168	ULMT	2(4)	Jonathan Ingram	[] 452	ULMT	2(4)	Jonathan Ingram+
[] 169	CHRN	4(8)	Tony Redwood	[] 453	CHRN	4(8)	Tony Redwood+
[] 170	CHRN	4(8)	Karen Hojo	[] 454	CHRN	4(8)	Karen Hojo+
[] 171	CHRN	4(8)	Ed Brown	[] 455	CHRN	4(8)	Ed Brown+
[] 172	ULMT	2(4)	Jehuty	[] 456	ULMT	2(4)	Jehuty+
[] 173	CHRN	4(8)	ADA	[] 457	CHRN	4(8)	ADA+
[] 174	MGS3	4(8)	GRU Soldier	[] 458	MGS3	2(4)	GRU Soldier+
[] 175	SBSS	2(4)	Ocelot Unit	[] 459	SBSS	2(4)	Ocelot Unit+
[] 176	MGS3	4(8)	Major Zero	[] 460	MGS3	4(8)	Major Zero+
[] 177	MGS3	4(8)	V.B. Volgin	[] 461	MGS3	4(8)	V.B. Volgin+
[] 178	MGS3	4(8)	N.S. Sokolov	[] 462	MGS3	4(8)	N.S. Sokolov+
[] 179	MGS3	4(8)	Naked Snake				
[] 180	MGS3	4(8)	The Boss	[] 463	MGS3	4(8)	The Boss+
[] 181	MGS3	4(8)	The Fury	[] 464	MGS3	4(8)	The Fury+
[] 182	SBSS	2(4)	Shagohod	[] 465	SBSS	2(4)	Shagohod+
[] 183	MGS3	4(8)	Ocelot				
[] 184	MGS3	4(8)	Eva	[] 466	MGS3	4(8)	Eva+
[] 185	MGS3	4(8)	A.L. Granin	[] 467	MGS3	4(8)	A.L. Granin+
[] 186	ITGL	4(4)	Sneaking Suit	[] 468	ITGL	4(4)	Skull Suit
[] 187	SBSS	2(4)	XM8	[] 469	SBSS	2(4)	XM8+
[] 188	MGS3	4(8)	Mr. Sigint	[] 470	MGS3	4(8)	Mr. Sigint+
[] 189	SBSS	4(8)	Paramedic	[] 471	SBSS	4(8)	Paramedic+
[] 190	MGS3	4(8)	Lt. Raikov	[] 472	MGS3	4(8)	Lt. Raikov+
[] 191	SBSS	2(4)	The Sorrow	[] 473	SBSS	2(4)	The Sorrow+
[] 192	MGS3	4(8)	The End	[] 474	MGS3	4(8)	The End+
[] 193	MGS3	4(8)	The Fear	[] 475	MGS3	4(8)	The Fear+
[] 194	SBSS	2(4)	The Pain	[] 476	SBSS	2(4)	The Pain+
[] 195	MGS3	4(8)	Instant Ramen	[] 477	MGS3	4(8)	Instant Ramen+
[] 196	MGS2	4(8)	Fatman	[] 478	MGS2	4(8)	Fatman+
[] 197	MGS2	2(4)	Sea Harrier	[] 479	MGS2	2(4)	Harrier II
[] 198	MGS2	4(8)	Rosemary	[] 480	MGS2	4(8)	Rosemary+
[] 199	MGS2	2(4)	Arsenal Gear	[] 481	MGS2	2(4)	Arsenal Gear+
[] 200	MGS2	4(8)	Funamushi	[] 482	MGS2	4(8)	Funamushi+
[] 201	ITGL	4(8)	McDonnell Miller				
[] 202	ITGL	4(8)	Hind D	[] 483	ITGL	4(8)	Hind D+
[] 203	MGS1	2(4)	Decoy Octopus	[] 484	MGS1	4(8)	Decoy Octopus+
[] 204	MGS1	4(8)	M1 Abrams	[] 485	MGS1	4(8)	M1A2
[] 205	MGS1	4(8)	Donald Anderson	[] 486	MGS1	4(8)	Donald Anderson+
[] 206	CHRN	4(8)	Teliko Freedman	[] 487	CHRN	4(8)	Teliko Freedman+
[] 207	CHRN	4(8)	Leone	[] 488	CHRN	4(8)	Jeff Jones
[] 208	CHRN	2(4)	La Clown	[] 489	CHRN	2(4)	La Clown+
[] 209	CHRN	4(8)	Gray Murray	[] 490	CHRN	4(8)	William L. Fleming
[] 210	CHRN	4(8)	Elsie & Francis	[] 491	CHRN	4(8)	Elsie & Francis+
[] 211	CHRN	2(4)	Alice Hazel	[] 492	CHRN	2(4)	No. 16
[] 212	CHRN	2(4)	Roger McCoy	[] 493	CHRN	2(4)	Roger McCoy+
[] 213	ULMT	2(4)	KODOQUE	[] 494	ULMT	2(4)	KODOQUE+
[] 214	ULMT	4(8)	Django	[] 495	ULMT	4(8)	Sabata
[] 215	ULMT	4(8)	Otenko-sama	[] 496	ULMT	4(8)	Otenko-sama+
[] 216	CHRN	4(8)	Slasher Hawk	[] 497	CHRN	4(8)	Slasher Hawk+
[] 217	MGS1	4(8)	Wolf Dog	[] 498	MGS1	4(8)	Wolf Dog+

[] 218	CHRN	4(8)	Dirty Duck	[] 499	CHRN	4(8)	Dirty Duck+
[] 219	CHRN	2(4)	Red Blaster	[] 500	CHRN	2(4)	Red Blaster+
[] 220	CHRN	4(8)	Dr. Kio Marv	[] 501	CHRN	4(8)	Dr. Kio Marv+
[] 221	MGS3	2(4)	Pit Trap	[] 502	MGS3	4(8)	Pit Trap+
[] 222	MGS3	2(4)	Jam	[] 503	MGS3	4(8)	Jam+
[] 223	MGS3	2(4)	Blitz	[] 504	MGS3	4(8)	Blitz+
[] 224	MGS3	4(8)	Military Gain	[] 505	MGS3	4(8)	Military Gain+
[] 225	MGS3	2(4)	Tent	[] 506	MGS3	4(8)	Tent+
[] 226	MGS3	4(8)	Front Lines	[] 507	MGS3	4(8)	Front Lines+
[] 227	MGS3	2(4)	Headquarters	[] 508	MGS3	4(8)	Headquarters+
[] 228	MGS3	2(4)	Disarmament	[] 509	MGS3	4(8)	Disarmament+
[] 229	MGS3	4(8)	Supply Cut	[] 510	MGS3	4(8)	Supply Cut+
[] 230	SBSS	2(4)	Attrition	[] 511	SBSS	4(8)	Attrition+
[] 231	SBSS	2(4)	Urban Warfare	[] 512	SBSS	2(4)	Urban Warfare+
[] 232	SBSS	2(4)	Ambush	[] 513	SBSS	2(4)	Ambush+
[] 233	MGS3	4(8)	ATK Linkage	[] 514	MGS3	4(8)	ATK Linkage+
[] 234	MGS3	4(8)	Cost Linkage	[] 515	MGS3	4(8)	Cost Linkage+
[] 235	MGS3	4(8)	Cost+ Linkage	[] 516	MGS3	4(8)	Cost+ Linkage+
[] 236	MGS3	4(8)	Add KDWN Linkage	[] 517	MGS3	4(8)	Add KDWN Linkage+
[] 237	MGS3	4(8)	HIT Linkage	[] 518	MGS3	4(8)	HIT Linkage+
[] 238	MGS1	4(8)	Ammo Linkage	[] 519	MGS1	4(8)	Ammo Linkage+
[] 239	MGS3	4(8)	Add AP Linkage	[] 520	MGS3	4(8)	Add AP Linkage+
[] 240	MGS1	4(8)	Dstry Equip. Linkage	[] 521	MGS1	4(8)	Dstry Equip. Linkage+
[] 241	MGS3	4(8)	Count Block Linkage	[] 522	MGS3	4(8)	Count Block Linkage+
[] 242	MGS2	3(6)	Defense Linkage	[] 523	MGS2	3(6)	Defense Linkage+
[] 243	MGS2	2(4)	Draw Linkage	[] 524	MGS2	2(4)	Draw Linkage+
[] 244	MGS2	4(8)	Recovery Linkage	[] 525	MGS2	4(8)	Recovery Linkage+
[] 245	MGS1	2(4)	Action+ Linkage	[] 526	MGS1	2(4)	Action+ Linkage+
[] 246	ITGL	2(4)	M61 Vulcan	[] 527	ITGL	2(4)	M61A2 Vulcan
[] 247	SBST	2(4)	Glock 17	[] 528	SBST	2(4)	Glock 18
[] 248	SBST	4(8)	AN94 Abakan	[] 529	SBST	4(8)	AN94 Abakan+
[] 249	SBST	2(4)	Railgun	[] 530	SBST	2(4)	Railgun+
[] 250	CHRN	4(8)	RGB6	[] 531	CHRN	4(8)	RGB6+
[] 251	CHRN	4(8)	Handgun	[] 532	CHRN	4(8)	Handgun+
[] 252	CHRN	4(8)	M79 (antipersonnel)	[] 533	CHRN	4(8)	M79 (AP ammo)
[] 253	CHRN	4(8)	SMG	[] 534	CHRN	4(8)	SMG+
[] 254	CHRN	2(4)	M47 Dragon	[] 535	CHRN	2(4)	Super Dragon
[] 255	CHRN	4(8)	Ingram M11	[] 536	CHRN	4(8)	Cobray M11
[] 256	MGS3	2(4)	MK22	[] 537	MGS3	2(4)	MK22+
[] 257	MGS3	5(X)	M1911	[] 538	MGS3	5(X)	M1911A1
[] 258	MGS3	2(4)	EZ Gun	[] 539	MGS3	2(4)	Saru-Gun-Shake
[] 259	MGS3	4(8)	AMD-63	[] 540	MGS3	4(8)	AMD-63 Carbine
[] 260	MGS3	4(8)	AK-47I	[] 541	MGS3	4(8)	AK-47II
[] 261	SBSS	4(8)	Patriot	[] 542	SBSS	4(8)	Patriot+
[] 262	MGS3	4(8)	C96	[] 543	MGS3	4(8)	Type-17 Pistol
[] 263	MGS3	4(8)	Thompson M1928	[] 544	MGS3	4(8)	Thompson M1
[] 264	MGS3	2(4)	William Tell	[] 545	MGS3	2(4)	William Tell+
[] 265	SBSS	2(4)	G36C	[] 546	SBSS	2(4)	G36C+
[] 266	MGS3	4(8)	OICW	[] 547	MGS3	4(8)	XM29
[] 267	CHRN	2(4)	PTRS-1941	[] 548	CHRN	2(4)	PTRS-1941+
[] 268	MGS2	4(8)	ATK Backup	[] 549	MGS2	4(8)	ATK Backup+
[] 269	MGS2	4(8)	HIT Backup	[] 550	MGS2	4(8)	HIT Backup+
[] 270	MGS2	4(8)	Evade Backup	[] 551	MGS2	4(8)	Evade Backup+
[] 271	MGS3	2(4)	Serum	[] 552	MGS3	2(4)	Serum+
[] 272	MGS1	2(4)	Remove Trap	[] 553	MGS1	2(4)	Remove Trap+
[] 273	MGS1	4(8)	Near Def. Support	[] 554	MGS1	4(8)	Near Def. Support+
[] 274	MGS1	4(8)	Near Atk. Support	[] 555	MGS1	4(8)	Near Atk. Support+
[] 275	MGS1	2(4)	Projectile Soak	[] 556	MGS1	4(8)	Projectile Soak+
[] 276	MGS1	2(4)	Close-Range Soak	[] 557	MGS1	4(8)	Close-Range Soak+
[] 277	MGS1	2(4)	Projectile Counter	[] 558	MGS1	4(8)	Projectile Counter+

[] 278 MGS1 2(4) Close-Rng Counter	[] 559 MGS1 4(8) Close-Rng Counter+
[] 279 MGS1 2(4) Cost Counter	[] 560 MGS1 4(8) Cost Counter+
[] 280 MGS1 2(4) Card Seal	[] 561 MGS1 2(4) Card Seal+
[] 281 CHRN 2(4) Reiko Hinomoto	
[] 282 MGS2 4(8) Uniform-R	[] 562 MGS2 4(8) Uniform-R+
[] 283 MGS2 4(8) Uniform-B	[] 563 MGS2 4(8) Uniform-B+
[] 284 MGS2 4(8) Uniform-G	[] 564 MGS2 4(8) Uniform-G+
[] 285 MGS3 2(4) Ayumi Kinoshita	
[] 286 MGS3 2(4) Meguru Ishii	
[] 287 MGS3 2(4) Natsume Sano	
[] 288 ITGL 4(8) MGS4	
[] 289 MGS2 1(2) Emma's Parrot	
[] 290 CHRN 1(2) Banana Skin	
[] 291 MGS3 1(2) Jack	
[] 292 MGS2 1(2) Possessed Arm	
[] 293 CHRN 1(2) Solid Eye	
[] 294 CHRN 1(2) Solid Snake (MGS4)	
[] 295 CHRN 1(2) Otacon (MGS4)	
[] 296 CHRN 1(2) Gekko	
[] 297 CHRN 1(2) Metal Gear Mk.II	
[] 298 CHRN 1(2) No Smoking	
[] 299 MGS2 4(8) Redeye-II	[] 565 MGS2 4(8) FIM-92A

IMPORTANT NOTE ABOUT THE CARD ORDER

The card list below follows the following upgrade pattern, cards from 1 to 299 upgrade from left to right, but cards from 300 to 565 upgrade from right to left. The only exceptions are the following cards:

054 Critical Shot	<<<<<<	046 Strand
061 Equipment LV.3	<<<<<<	048 Equipment LV.2
062 Action++	<<<<<<	049 Action+
068 Double Action	<<<<<<	066 Double Action:Cost+
104 Styptic+	<<<<<<	083 Styptic
124 Liquid Snake	<<<<<<	201 McDonnel Miller
130 Cyborg Ninja	<<<<<<	151 Gray Fox
138 Revolver Ocelot	<<<<<<	183 Ocelot
153 Big Boss	<<<<<<	179 Naked Snake
167 Metal Gear Mk-II	<<<<<<	451 Metal Gear D(revised)

MGA2CARD - THE CARDS AND DESCRIPTIONS

SOCOM		SOCOM+	
No. 001	COST: 4	No. 300	COST: 5
Use: Equip	Pack: MGS1	Use: Use	Pack: MGS1
Ammo: 45		Ammo: N/A	
Rarity: Common		Rarity: Common Foil	
Cap: 4(8)	Icon: GUN	Cap: 2(4)	Icon: GUN
Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	5000	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:100 HIT:95%		ATK:100 HIT:90%	
CAL45 x 2 REA:20%		CAL45 x 2	
Silenced; KDWN.		Silenced; KDWN	
Description:		Description:	
ATK: 100 HIT: 95%		ATK: 100 HIT: 90%	
Ammo: CAL45X2 REA: 20%		Ammo: CAL45X2	
Notes: Suppressor equipped (silenced);		HIT % decrease at: 3 blocks	
		Notes: Suppressor attached	

knockes target down.
Load with ammo after equipping
to attack (EQUIP type).
[SOCOM]
U.S. Special Operations
Command (SOCOM).
The standard-issue handgun
used by special forced under
your command.

FAMAS/G1

No. 002 COST: 8
Use: Equip Pack: MGS1
Ammo: 5.56
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 8000
Upgrade Cost: 5000
Card Text:
 ATK:60 HIT:70%
 5.56mm x 5 REA:10%
 Adds 1 COST.

Description:

Assault Rifle: EQUIP type
ATK: 60 HIT: 70%
Ammo: 5.56mmX5 REA:10%
HIT % decrease at: 4 blocks
Notes: Adds 1 COST to target
on a HIT
Load with ammo after equipping
to attack (EQUIP type).
[FAMAS/G1]
The name FAMAS is derived
from the French for
"Assault Rifle by
St-Etienne Arms Factory."
Its appearance has earned it
the nickname
"Clarion" (trumpet).

C4

No. 003 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
 ATK:200
 Detonated by
 switch or timer.

(silenced);
knocks target down.
[SOCOM]
A reinforced plastic
handgun with a grip
frame.
Its development paralleled
that of the USP.

FAMAS/F2

No. 301 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 ATK:60 HIT:75%
 5.56mm x 4
 Adds 1 COST.

Description:

Assault Rifel: USE type
ATK: 60 HIT: 75%
Ammo: 5.56mmX4
HIT % decrease at: 4 blocks
Notes: On a hit, target's
COST+1.
[FAMAS/F2]
Developed by GIAT, this
assault rifle is currently
in production as the
successor to the FAMAS/G1.
Improvements to this model
include a better magazine
that can be more
easily changed, as well as
changes to the barrel
rifling.
Previous versions of the
French army FAMAS utilized
a unique straight magazine,
but this was changed to a
30-shot M16A1 banana clip
to bring it in line with the
NATO standard.

TNT

No. 302 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 ATK:250
 Detonated by
 switch or timer.

KDWN.

Description:

Bomb: Anti-armor; USE type

ATK: 200

Triggered by detonator, timer, or when hit by gunshot.

Area of Effect: 3X3

Knocks target down on a hit.

[Attack Area]

00000

01110

01X10

01110

00000

Also known as plastic explosive, C4 is soft like clay and can be molded into different shapes for a variety of purposes.

Official Name: Composition C-4.

KDWN.

Description:

Bomb: Anti-armor; USE type

ATK: 250

Triggered by detonator, timer, or when hit by gunshot.

Area of Effect: 3X3

knocks target down.

[Attack Area]

00000

01110

01X10

01110

00000

[TNT]

A bomb composed of trinitrotoluene.

Trinitrotoluene is extremely sensitive to heat and shock, but it has a low toxicity.

TNT is detonated by attaching plastic explosive, which causes a sympathetic detonation due to shock.

Desert Eagle

No. 004 COST: 10

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: GUN

Singles Price: 10000

Upgrade Cost: 2000

Card Text:

ATK:400 HIT:40%

CAL50 x 1

Anti-armor.

Description:

Handgun: Anti-armor; USE type

ATK: 400 HIT: 40%

Ammo: CAL50X1

[Desert Eagle]

Weight: 1.75kg, Length: 260mm.

The world's most popular large-caliber handgun. Can take ammo of three different calibers.

Also known as the

"hand cannon."

Desert Eagle+

No. 303 COST: 12

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Uncommon Foil

Cap: 2(4) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:500 HIT:35%

CAL50 x 1

Anti-armor.

Description:

Handgun: Anti-armor; USE type

ATK: 500 HIT: 35%

Ammo: CAL50X1

HIT % decrease at: 4 blocks

[Desert Eagle]

A large-model handgun manufactured and sold in Israel.

There are Desert Eagles of varying caliber, from those that use .357 Magnum rounds, to those that use up to a 50AE round.

Grenade

No. 005 COST: 7

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common

Grenade+

No. 304 COST: 6

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
 ATK:150
 Detonates 8
 COST after use.
 Can be shot; KDWN.

Description:

Hand Grenade: Anti-armor;
USE type
ATK: 150
Detonates at 8 COST after use.
Area of Effect: 3X3
Detonates when hit by gunshot.
[Attack Area]

00000

01110

01X10

01110

00000

[Grenade]

An anti-personnel fragmentation grenade. When the safety cap is pulled to release the lever, the percussion cap creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.

Stun Grenade

No. 006 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
 Adds FAINT to 3x3
 area. Detonates in
 5 COST.

Description:

Hand Grenade: USE type
Adds FAINT
in a 3X3 area.
Detonates at 5 COST after use.
Detonates when hit by gunshot.
[Attack Area]

00000

01110

01X10

01110

00000

[Stun Grenade]

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 ATK:200
 Detonates 8
 COST after use.
 Can be shot; KDWN.

Description:

Hand Grenade: Anti-armor;
USE type
ATK: 200
Detonates at 8 COST after
use. 5X5 area attack.
Detonates when hit by
gunshot.
[Attack Area]

11111

11111

11X11

11111

11111

11111

[Grenade]

An anti-personnel fragmentation grenade. When the safety cap is pulled to release the lever, the percussion cap creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.

Stun Grenade+

No. 305 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 Adds FAINT to 3 x 3
 area. Detonates
 5 COST after use.

Description:

Hand Grenade: USE type
Adds FAINT
in a 3X3 area.
Detonates at 5 COST after
use.
Detonates when hit by
gunshot.

[Attack Area]

00000

01110

01X10

01110

A special flash-bang type grenade.
The grenade itself does not inflict physical damage, but the powerful flash and bang it produces causes enemies to lose their sense of direction and capacity to think for a limited time.

Chaff Grenade

No. 007 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Detonates in 5
COST. Disables EM
devices for 20 cost.

Description:

Hand Grenade: USE type
Detonates at 5 COST after use.
Renders electronic devices inoperative for 20 COST after detonation.
Detonates when hit by gunshot.
[Chaff Grenade]
An electronic jamming grenade. Scatters tiny metal fragments into the air, rendering electronic devices inoperative for a limited time.

FIM-92B

No. 008 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:240
Locks on to
machines only.

Description:

Missile: Anti-armor; USE type
ATK: 240
Locks on to machines only.

00000
[Stun Grenade]
A special flash-bang type grenade.
The Grenade itself does not inflict physical damage, but the powerful flash and bang it produces causes enemies to lose their sense of direction and capacity to think for a limited time.

Chaff Grenade+

No. 306 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Detonates 5 COST
after use.
Disables EM
devices for 40 COST.

Description:

Hand Grenade: USE type
Detonates at 5 COST after use.
Renders electronic devices inoperative for 40 COST after detonation.
Detonates when hit by gunshot.
[Chaff Grenade]
An electronic jamming grenade. Scatters tiny metal fragments into the air, rendering electronic devices inoperative for a limited time.

FIM-92C

No. 307 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:300
Locks on to
machines only.

Description:

Missile: Anti-armor, USE type
ATK: 300

[FIM-92B]

An improved version of the FIM-92A. This version contains seeker and flare countermeasures. a derivative of the Stinger also exists: the AIM-92, deployed on combat helicopters.

USP

No. 009 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:40 HIT:90%
9mm x 3
REA:50%

Description:

Handgun: Equip type
ATK: 40 HIT: 90%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type).

[USP]

The USP, along with the MK23 SOCOM, is an advanced type of large-caliber handgun. The name USP is an acronym of "UNIVERSAL SELF-LOADING PISTOL." Other variations with 45ACP, 40S&W, and other bores also exist.

Makarov

No. 010 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:- D:- L:G R:R
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:30 HIT:90%
9mm x 4
REA: 20%

Description:

Handgun: EQUIP type
ATK: 30 HIT: 90%
Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks

Locks on to machines only.

[FIM-92C]

A portable, surface-to-air Stinger missile. With this version, it became possible to overwrite the guidance program.

P8

No. 308 COST: 5
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:50 HIT:90%
9mm x 3 REA:50%
BLEEDING.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 90%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 3 blocks
Notes: Makes target BLEED.
Load with ammo after equipping

to attack (EQUIP type).

[P8]

A handgun adopted for use by the German federal army in 1995. Has a steel barrel, and uses reinforced plastic in the grip and frame along the slide, as well as for the magazines.

PMM

No. 309 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:- L:G R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:40 HIT:95%
9mm x 4
REA:20%

Description:

Handgun: EQUIP type
ATK: 40 HIT: 95%
Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks

Load with ammo after equipping to attack (EQUIP type).
[Makarov]
A soviet-era small handgun still in use by the Russian army. Its name is derived from its designer, N.F. Makarov.

AKS74u

No. 011 COST: 6
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:30 HIT:70%
5.45mm x 5
REA:50%

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 70%
Ammo: 5.45mmX5 REA: 50%
HIT % decrease at: 4 blocks
Load with ammo after equipping to attack (EQUIP type).
Notes: suppressor equipped (silenced).
[AKS74u]
Assault carbine.
Equipped with a short barrel and a metal shoulder stock that folds into the side.
Favored by paratroopers and special forces for its ability to fold up, which makes it short and easy to carry.

M4

No. 012 COST: 8
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:10 HIT:70%
5.56mm x 8
REA:10%

Load with ammo after equipping to attack (EQUIP type).

[PMM-12]
An improved version of the Makarov PM.
The "Pistolet Makarova Modernizirovannyj."
Utilizes a new type of PMM ammo.
Its magazine has been increased from 8 shots to 12.

AKS74un

No. 310 COST: 6
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:30 HIT:75%
5.45mm x 6 REA:50%
HIT from above: +10%
Silenced.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 75%
Ammo: 5.45mmX6 REA: 50%
HIT % decrease at: 4 blocks
Notes: Suppressor attached (silenced).
HIT+10% against targets above attacker.
Load with ammo after equipping to attack (EQUIP type).
[AKS74UN]
An assault carbine.
A type of AKS74u on which a night scope can be mounted.

M4A1

No. 311 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common Foil
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:10 HIT:80%
5.56mm x 8 REA:50
HIT from below: +10%

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at:4 blocks
Load with ammo after equipping
to attack (EQUIP type).

[M4]

Basically an M16 with
a sawed-off barrel,
this assault carbine makes
use of a sliding stock.
Carbines are traditionally
cavalry rifles,
notable in that they have
shorter barrels
than standard rifles.
This weapon can easily be fitted
with various types of optical
sights, adapting it for
use in a wide variety
of settings.

PSG1

No. 013 COST: 8
Use: Equip Pack: MGS2
Ammo: 7.62
Rarity: Common
Interfere: U:- D:- L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 1500
Card Text:

ATK:70 HIT:75%
7.62mm x 2
REA: 0%

Description:

Sniper Rifle: EQUIP type
ATK: 70 HIT: 75%
Ammo: 7.62mmX2 REA: 0%
HIT % decrease at: 10 blocks
Load with ammo after equipping
to attack (EQUIP type).

[PSG1]

This high-performace
semiautomatic sniper rifle was
developed for
counterterrorism units.
It uses high-precision parts that
help offset the loss in firing
accuracy in automatic mode.
These parts also make it very
expensive.

M9

No. 014 COST: 6
Use: Equip Pack: MGS2
Ammo: 9

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 80%
Ammo: 5.56mmX8 REA: 50%
HIT % decrease at 4 blocks
Notes: HIT+10% against
targets

below attacker.

Load with ammo after
equipping
to attack (EQUIP type).

[M4A1]

A fully-automatic version
of the M4
Assault Carbine.
The burst was change to
full auto.
Envisioning anti-terror
wars, the Pentagon
developed this assault
carbine in the 1990s as a
weapon that special
forces units could rely upon.

PSG1-T

No. 312 COST: 7
Use: Equip Pack: MGS2
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:- L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:80%
7.62mm x 3
REA:0%
SLEEP.

Description:

Sniper Rifle: EQUIP type
ATK: 60 HIT: 80%
Ammo: 7.62mmX3 REA: 0%
HIT % decrease at: 10 blocks
Notes: 30% chance of SLEEP on
hit.

Load with ammo after
equipping
to attack (EQUIP type).

[PSG-1T]

A PSG1 modified as a
tranquilizer gun.

M9+

No. 313 COST: 6
Use: Equip Pack: MGS2
Ammo: 9

Rarity: Common
Interfere: U:R D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:
ATK:10 HIT:70%
9mm x 2 REA:0%
SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: 9mmX2 REA: 0%
HIT % decrease at: 3 blocks
Notes: 100% chance of
SLEEP on hit.
Load with ammo after equipping
to attack (EQUIP type).
[M9]
A simple tranquilizer gun created
by modifying the barrel
of the M92F.
Equipped with a suppressor.
This gun is outfitted with
a slide lock,
so it must be reloaded after
each shot.

USP (Laser S.)

No. 015 COST: 5
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000

Card Text:
ATK:40 HIT:95%
9mm x 3 REA:50%
Free Attack; Silenced.

Description:

Handgun: EQUIP type
ATK: 40 HIT: 95%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is a USP with a laser sight.

AKS74u (Laser S.)

No. 016 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common

Rarity: Common Foil
Interfere: U:R D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
ATK:50 HIT:80%
9mm x 2 REA:0%
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 80%
Ammo: 9mmX2 REA: 0%
HIT % decrease at: 3 blocks
Notes: Silenced; 70% chance of
SLEEP on hit.
Load with ammo after
equipping
to attack (EQUIP type).
[M9]
A simple tranquilizer gun
created by modifying the
barrel of the M92F.
Equipped with a suppressor.

P8 (Laser S.)

No. 314 COST: 6
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
ATK:50 HIT:95%
9mm x 3 REA:50%
Free; BLEEDING.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 95%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 4 blocks
Notes: Free attack; Makes
target BLEED
Load with ammo after
equipping
and select a location to
attack (EQUIP type).
A P8 with an attached laser
sight.

AKS74un (Laser S.)

No. 315 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common Foil

Interfere: U:B D:- L:R R:R
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:30 HIT:75%
5.45mm x 5 REA:40%
Free Attack; Silenced.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 75%
Ammo: 5.45mmX5 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack; Silenced.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an AKS-74u with a
laser sight.

M4 (Laser S.)

No. 017 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:10 HIT:70%
5.56mm x 8 REA:10%
Free Attack.

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an M4 carbine with a
laser sight.

S.A.A.

No. 018 COST: 4
Use: Equip Pack: SBST
Ammo: 45
Rarity: Uncommon
Interfere: U:- D:Y L:- R:B

Interfere: U:B D:- L:R R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:30 HIT:80%
5.45mm x 6 REA:40%;
Free; Silenced.
HIT from above: +10%.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 80%
Ammo: 5.45mmX6 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack;
Silenced.
HIT+10% against targets above
attacker.
Load with ammo after
equipping and select a
location to attack (EQUIP type).
An AKS74UN with an attached
laser sight.

M4A1 (Laser S.)

No. 316 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common Foil
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:10 HIT:70%
5.56mm x 8 REA:10%
HIT from below: +10%
Free.

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at: 4 blocks
Notes: HIT+10% against
targets
below attacker.
Free attack.
Load with ammo after
equipping and select a
location to attack
(EQUIP type).
An M4 Carbine with an
attached laser sight.

S.A.A.+

No. 317 COST: 4
Use: Equip Pack: SBST
Ammo: 45
Rarity: Uncommon Foil
Interfere: U:- D:Y L:- R:B

Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 2000
Card Text:
ATK:30 HIT:80%
CAL45 x 2
REA:90%

Description:

Handgun: EQUIP type
ATK: 30 HIT: 80%
Ammo: CL45X2 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping
ato attack (EQUIP type).
[S.A.A.]
SAA stands for
"Single Action Army."
Beginning in 1892, it was the
standard-issue sidearm of the
U.S. Army for 20 years.
It is also a familiar favorite of
Western fans.
It is nicknamed the
"Peacemaker."

P90

No. 019 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.7
Rarity: Common
Interfere: U:- D:- L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:120 HIT:80%
5.7mm x 2 REA:0%
Area Attack.

Description:

Submachine Gun: EQUIP type
ATK: 120 HIT: 80%
Ammo: 5.7mmX2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after equipping
to attack (EQUIP type).
[Attack Area]
01110
01110
01110
01110
00X00
[P90]
A submachine gun that fires
special 5.7mm ammoX28
shots at a high muzzle
velocity for excellent
piercing power.
5.7mm rounds have excellent
penetrative power against

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:120 HIT:90%
CAL45 x 2 REA:70%
Destroys EQUIPMENT.

Description:

Handgun: EQUIP type
ATK: 120 HIT: 90%
Ammo: CAL45X2 REA: 70%
HIT % decrease at: 3 blocks
Notes: Destroys target's
equipment on a hit.
Load with ammo after
equipping
to attack (EQUIP type).
[S.A.A.]
Length: 261mm
Weight: 1150g
Ammo: 6 shots
Rifling: 1:6" left twist rate.

P90+

No. 318 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.7
Rarity: Common Foil
Interfere: U:- D:- L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:130 HIT:85%
5.7mm x 2 REA:0%
Area attack.

Description:

Submachine Gun: EQUIP type
ATK: 130 HIT: 85%
Ammo: 5.7mmX2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack; Knocks
target down on a hit.
Load with ammo after
equipping
to attack (EQUIP type).
[Attack Area]
01110
01110
01110
00X00
[P90]
A Belgian-manufactured
submachine gun that uses
small-caliber ammo.
It was given the name
Personal Defense Weapon

bulletproof vests,
and rapidly lost
energy after penetration.
However, this proprietary
ammunition makes the gun quite
costly.

SPAS12

No. 020 COST: 6
Use: Equip Pack: MGS2
Ammo: 12
Rarity: Common
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:85%
12GA x 3 REA:0%
Area Attack; KDWN.

Description:

Shotgun: EQUIP type
ATK: 60 HIT: 85%
Ammo: 12GA. X3 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after equipping
to attack (EQUIP type).

[Attack Area]

00100

00100

01110

01110

00X00

[SPAS12]

An italian-manufactured shotgun.
SPAS in an abbreviation of
"Special Purpose Automatic
Shotgun."

Just as the name says, this is
a shotgun with semiautomatic
firing capability.
One shot can mow down several
enemies.

Claymore

No. 021 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:100 to
1 x 2 area in front.
Step on to detonate.
Crawl to disarm.

Description:

during its initial stages.
The unique loading
mechanism of
this weapon's plastic
magazine is positioned
above the barrel.

SPAS12+

No. 319 COST: 7
Use: Equip Pack: MGS2
Ammo: 12
Rarity: Common Foil
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:100 HIT:90%
12GA. x 3 REA:0%
Area attack; KDWN.

Description:

Shotgun: EQUIP type
ATK: 100 HIT: 90%
Ammo: 12GA.X3 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after
equipping
to attack (EQUIP type).

00100

01110

01110

01110

01110

00X00

[SPAS12]

An Italian-manufactured
combat shotgun.

Its cartridge chamber can
be loaded with 7 shots.
It can be switched between
semi-automatic and
pump-action loading
methods.

Claymore+

No. 320 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:150 to
1 x 2 area in front.
Step on to detonate.
Crawl to disarm.

Description:

Mine: USE type
ATK: 100
Detonates when target enters
trigger zone.
Can be removed by crawling.
[Attack Area]
00000
00000
00000
00100
00X00
[Claymore]
This is the M18 antipersonnel
directional mine.
When the blasting fuse ignites,
the force of the explosion
sends a barrage of
ball bearings flying
forward. The mine's major
defect, however,
is that there is also a
danger zone to its rear.

Nikita Missile

No. 022 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
 ATK:150
 Can move 5 blocks
 in one turn.
 BURN.

Description:
Missile: Anti-armor; USE type
ATK: 150
After firing, the user enters
missile control mode.
The missile can move
5 blocks/turn. BURNS target.
[Nikita Missile]
This is a remote-controlled
missile. An internal
camera in the missile's warhead
allows for two-directional
control.

MP5SD

No. 023 COST: 7
Use: Equip Pack: ITGL
Ammo: 9
Rarity: Common
Interfere: U:B D:- L:- R:-

Mine: USE type
ATK: 150
Detonates when target enters
trigger zone.
Can be removed by crawling.
[Attack Area]
00000
00000
00000
00100
00X00
[Claymore]
This is the M18
antipersonnel directional
mine.
When the blasting fuse
ignites, the force of the
explosion sends a
barrage of ball bearings
flying forward.
The mine's major
defect, however, is that
there is also a danger
zone to its rear.

Nikita Missile+

No. 321 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 ATK:220
 Can move 5 blocks
 in one turn.
 BURN.

Description:
Missile: Anti-armor; USE
type
ATK: 220
After firing, the user
enters missile
control mode.
The missile can move 5
blocks/turn.
BURNS target.
[Nikita Missile]
This is a remote-controlled
missile.
It will immediately explode
when it runs out of fuel.

MP5SD6

No. 322 COST: 7
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:100 HIT:80%

9mm x 3 REA:0%

Area Attack; Silenced.

Description:

Submachine Gun: EQUIP type

ATK: 100 HIT: 80%

Ammo: 9mmX3 REA: 0%

HIT % decrease at: 3 blocks

Notes: Area attack.

Load with ammo after equipping
to attack (EQUIP type).

[Attack Area]

01110

01110

00100

00100

00X00

[MP5SD]

The MP5 Series is
representative of the
modern submachine gun.

It has a short range and lacks
firepower,
but its light weight and
excellent accuracy
have made it a mainstay
among police and special
forces.

The SD Series comes
complete with
a built-in suppressor.

RC Missile

No. 024 COST: 7

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: GUN

Singles Price: 2000

Upgrade Cost: 1500

Card Text:

ATK:200

Can move 5 blocks
in one turn.

BLEEDING.

Description:

Missile: Anti-armor; USE type

ATK: 200

After firing, the user enters
missile control mode.

The missile can move
5 blocks/turn.

Makes target BLEED.

[Remoted-Controlled Missile]

This is a remote-controlled
missile.

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:200 HIT:90%

9mm x 1

Area attack; Silenced.

Description:

Submachine Gun: USE type

ATK: 200 HIT: 90%

Ammo: 9mmX1

HIT % decrease at: 3 blocks

Notes: Area attack;

Silenced.

[Attack Area]

11111

01110

00100

00100

00X00

[MP5SD6]

A smaller submachine gun
that utilizes handgun
bullets.

The SD6 is a
variable-stock model of
the MP5SD series. It is
widely used by special
forces units.

RC Missile+

No. 323 COST: 7

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:250

5BLKS in 1 turn

Can be moved

BLEEDING.

Description:

Missile: Anti-armor; USE
type

ATK: 250

After firing, the user
enters missile
control mode.

The missile can move 5
blocks/turn.

Makes target BLEED.

[Remote-Controlled Missile]

"Via a manual, line-of-sight control method, the user can make cursor-controlled corrections to the missile's trajectory."

Mine
No. 025 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:120

Step on to detonate.

Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 120

Detonates when target enters its vicinity.

Can be removed by crawling.

[Mine]

The mine detonates in response to a certain level of pressure. It damages enemies with a combination of a blast and shrapnel.

This mine is used for a number of purposes, including base defense.

Mine+
No. 324 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:180

Step on to detonate.

Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 180

Detonates when target enters its vicinity.

Can be removed by crawling.

[Mine]

"Set it with the shot key, and crawl directly over it to pick it back up. If you have a mine detector, it will show up on your radar.

Up to 16 can be set at one time on the radar."

Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in this game.

Galil Sar
No. 026 COST: 8
Use: Equip Pack: CHRN
Ammo: 5.56
Rarity: Common
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:40 HIT:80%

5.56mm x 5

REA:30%

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 80%

Ammo: 5.56mmX5 REA: 30%

HIT % decrease at: 4 blocks

Load with ammo after equipping to attack (EQUIP type).

[Galil SAR]

R5
No. 325 COST: 7
Use: Equip Pack: CHRN
Ammo: 5.56
Rarity: Common Foil
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:40 HIT:85%

5.56mm x 6 REA:30%

Target can't counter.

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 85%

Ammo: 5.56mmX6 REA: 30%

HIT % decrease at: 4 blocks

Notes: Hit blocks target's counterattack.

Load with ammo after

This rifle, developed independently by Israel, was based on the AK-47s used in many Arab countries. The metal fittings holding the 2 stocks in place were sometimes used as corkscrews.

Five-seven Standard
No. 027 COST: 4
Use: Equip Pack: CHRN
Ammo: 5.7
Rarity: Common
Interfere: U:R D:R L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:70 HIT:90%
5.7mm x 3
REA:90%

Description:
Handgun: EQUIP type
ATK: 70 HIT: 90%
Ammo: 5.7mmX3 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type).
[Five-seven standard]
A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets.

M92F (Laser S.)
No. 028 COST: 5
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 1500
Card Text:
ATK:60 HIT:95%
9mm x 3 REA:30%
Free Attack; Silenced.

Description:
Handgun: EQUIP type
ATK: 60 HIT: 95%
Ammo: 9mmX3 REA: 30%

equipping to attack (EQUIP type).
[R5]
The name under which the Galil SAR was adopted in South Africa.
It is currently being produced under license.

Five-seven Tactical
No. 326 COST: 5
Use: Equip Pack: CHRN
Ammo: 5.7
Rarity: Common Foil
Interfere: U:R D:R L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:80 HIT:100%
5.7mm x 3 REA:90%

Description:
Handgun: EQUIP type
ATK: 80 HIT: 100%
Ammo: 5.7mmX3 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type).
[Five-seven tactical]
A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets.
The tactical model is also capable of single action firing.

M92FS (Laser S.)
No. 327 COST: 5
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:70 HIT:100%
9mm x 3 REA:30%
Free; No defense.

Description:
Handgun: EQUIP type
ATK: 70 HIT: 100%
Ammo: 9mmX3 REA: 30%

HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an M92F with
a laser sight.

M92F

No. 029 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:90%
9mm x 3 REA:30%

Description:

Handgun: EQUIP type
ATK: 60 HIT: 90%
Ammo: 9mmX3 REA: 30%
Hit % decrease at: 3 blocks
Load with ammo after equipping
to attack (EQUIP type).
[M92F]
An Italian-manufactured
handgun.
The M9 is the designation under
which the U.S. military employs
the M92F.
It was originally designed
for the Italian military
as a standard-issue
handgun to replace the M1951.

Gun del Sol

No. 030 COST: 10
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 4(8) Icon: GUN
Singles Price: 100000
Upgrade Cost: 10000
Card Text:

ATK:200
to area of effect. Can
be fired after 10
COST. BURN.

Description:

Gun del Sol: Anti-armor;
EQUIP type
ATK: 200
Once equipped,
this gun is ready to
fire after 10 COST.

Notes: Free attack; Can't
be blocked.
Load with ammo after
equipping and select a
location to
attack (EQUIP type).
This is an M92F with a
laser sight.

M92FS

No. 328 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:70 HIT:95%
9mm x 3 REA:30%
No defense.

Description:

Handgun: EQUIP type
ATK: 70 HIT: 95%
Ammo: 9mmX3 REA: 30%
HIT % decrease at: 3 blocks
Notes: Can't be blocked.
Load with ammo after
equipping
to attack (EQUIP type).
[M92FS]
An improvement on the M92F.
Both the M92F and M92FS have
been widely adopted for use
by armies and security
forces around the globe.

Gun del Hell

No. 329 COST: 10
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:250
to area of attack. Can
be fired after 10
COST. BURN.

Description:

Gun de Hell: Anti-armor;
EQUIP type
ATK: 250
Can be shot after 10 COST
once equipped.
Can be used as ammo for

Can be used as ammo for
 Gun del Sol and Gun del Hell.
 Notes: BURNS target;
 damageX1000
 if target is an Immortal (*1).
 Load with ammo after equipping
 to attack (Equip type).
 *1 None appear in this game.
 [Gun del Sol, the Solar Gun]
 The gun that Solar Boy wields.
 It is made up of Sol, Gladiator,
 Rising Sun, and Quint.

Gun del Sol and Gun del Hell.
 Notes: BURN; If target has
 Solar attributes (*Note 1),
 damageX10000.
 Load with ammo after
 equipping
 to attack (EQUIP type).
 *1 None appear in this game.
 [Gun del Hell]
 The gun wielded by Dark Boy
 Sabata.
 Its components are dark,
 phantom, nightmare, and
 chaos.

Vz61
 No. 031 COST: 8
 Use: Use Pack: MGS3
 Ammo: N/A
 Rarity: Common
 Cap: 2(4) Icon: GUN
 Singles Price: 1000
 Upgrade Cost: 1000
 Card Text:
 ATK:60 HIT:70%
 7.65mm x 3
 Area attack.

Description:
 Submachine Gun: USE type
 ATK: 60 HIT: 70%
 Ammo: 7.65mmX3
 HIT % decrease at: 4 blocks
 Notes: Area attack;
 [Attack Area]
 00000
 01010
 01110
 01110
 00X00
 [Vz61]
 The "Vz61 Scorpion." A
 submachine gun developed in
 the former Czechoslovakia.
 Small and easy to control,
 it was used among
 army special forces
 and security personnel in
 socialist countries.

Vz61+
 No. 330 COST: 8
 Use: Use Pack: MGS3
 Ammo: N/A
 Rarity: Common Foil
 Cap: 2(4) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 ATK:70 HIT:80%
 7.65mm x 3
 Area attack; Silenced.

Description:
 Submachine Gun: USE type
 ATK: 70 HIT: 80%
 Ammo: 7.65mmX3
 HIT % decrease at: 4 blocks
 Notes: Area attack.
 [Attack Area]
 01010
 01110
 01110
 01110
 00X00
 [Vz61]
 The "Vz61 Scorpion." A
 submachine gun developed in
 the former Czechoslovakia.
 Small and easy to control,
 it was used among army
 special forces and security
 personnel in socialist
 countries.

AKM
 No. 032 COST: 6
 Use: Use Pack: MGS3
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: GUN
 Singles Price: 500
 Upgrade Cost: 500
 Card Text:
 ATK:10 HIT:70%
 7.62mm x 8

AKMN
 No. 331 COST: 6
 Use: Equip Pack: MGS3
 Ammo: 7.62
 Rarity: Common Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 ATK:40 HIT:75%
 7.62mm x 3 REA:10%

Anti-armor.

Description:

Assault Rifle: Anti-armor;
 USE type
 ATK: 10 HIT: 70%
 Ammo: 7.62mmX8
 HIT % decrease at: 4 blocks
 [AKM]
 The "Avtomat Kalashnikova
 Modernizirovannyj."
 An assault rifle adopted in 1959
 as the successor to the AK-47.
 It was developed with the
 intentions of improved
 productivity and
 decreased weight.
 Fitted with a small muzzle
 attachment that controls the
 kickback of the muzzle during
 repeat firing.

Punch (CQC)

No. 033 COST: 4
 Use: Equip Pack: SBSS
 Ammo: CQC
 Rarity: Common
 Cap: 4(8) Icon: GUN
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:
 Used with equip.
 CQC.
 REA:80%

Description:

Attack vs. forward adjacent
 block: EQUIP type
 Used in combination with
 equipped CQC card.
 REA: 80%
 Must be adjacent to target
 to use.
 Technique used depends
 on which
 CQC card is combined with
 the equipped CQC.

Kick (CQC)

No. 034 COST: 5
 Use: Equip Pack: SBSS
 Ammo: CQC
 Rarity: Common
 Cap: 4(8) Icon: GUN
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:
 Used with equip.
 CQC.
 REA:80%

Description:

Attack vs. forward adjacent

Anti-armor.

Description:

Assault Rifle: Anti-armor;
 EQUIP type
 ATK: 40 HIT: 75%
 Ammo: 7.62mmX3 REA: 10%
 HIT % decrease at: 4 blocks
 Load with ammo after
 equipping
 to attack (Equip type).
 [AKMN]
 A version of the AKM to
 which a night scope can
 be attached.

Punch (CQC)+

No. 332 COST: 4
 Use: Equip Pack: SBSS
 Ammo: CQC
 Rarity: Common Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Used with equip.
 CQC.
 REA:80%

Description:

Attack vs. forward adjacent
 block: EQUIP type
 Used in combination with
 equipped CQC card.
 REA: 80%
 Must be adjacent to target
 to use.
 Technique used depends on
 which CQC card is
 combined with the equipped
 CQC.

Kick (CQC)+

No. 333 COST: 5
 Use: Equip Pack: SBSS
 Ammo: CQC
 Rarity: Common Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Used with equip.
 CQC.
 REA:80%

Description:

Attack vs. forward adjacent

block: EQUIP type
Used in combination with
equipped CQC card.
REA: 80%
Must be adjacent to target
to use.
Technique used depends
on which
CQC card is combined with
the equipped CQC.

Throw (CQC)

No. 035 COST: 8
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
Used with equip.
CQC.

Description:
Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

Rush (CQC)

No. 036 COST: 10
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Rare
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2500
Card Text:
Used with equip.
CQC.

Description:
Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

M63

No. 037 COST: 9
Use: Equip Pack: SBSS

block: EQUIP type
Used in combination with
equipped CQC card.
REA: 80%
Must be adjacent to target
to use.
Technique used depends on
which CQC card is
combined with the equipped
CQC.

Throw (CQC)+

No. 334 COST: 6
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Used with equip.
CQC.

Description:
Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

Rush (CQC)+

No. 335 COST: 7
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Rare Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Used with equip.
CQC.

Description:
Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

M63A

No. 336 COST: 8
Use: Equip Pack: SBSS

Ammo: 5.56
Rarity: Common
Interfere: U:B D:B L:G R:B
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:40 HIT:75%
5.56mm x 6 REA:20%
Target can't counter.

Description:

Variable Rifle: EQUIP type
ATK: 40 HIT: 75%
Ammo: 5.56mmX6 REA: 20%
HIT % decrease at: 6 blocks
Notes: Hit blocks target's
counterattack.
Load with ammo after equipping
to attack (EQUIP type).

[M63]

A system weapon.

The barrel, feeder mechanism,
percussion mechanism,
and other parts can be
mixed and matches as
units to create
a wide variety of
firearms, including a rifle,
a carbine,
an LMG, an MMG, and a
vehicle-mounted MG.

M37

No. 038 COST: 8
Use: Equip Pack: SBSS
Ammo: 12
Rarity: Uncommon

Interfere: U:G D:- L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 3500
Upgrade Cost: 2000

Card Text:

ATK:150 HIT:80%
12GA. x 2 REA:0%
Area, KDWN.

Description:

Shotgun: EQUIP type
ATK: 150 HIT: 80%
Ammo: 12GA. X2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after equipping
to attack (EQUIP type).

[Attack Area]

01110
01110
01110
01110

Ammo: 5.56
Rarity: Common Foil
Interfere: U:B D:B L:G R:B
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:50 HIT:80%
5.56mm x 6 REA:20%
Target can't counter.

Description:

Variable Rifle: EQUIP type
ATK: 50 HIT: 80%
Ammo: 5.56mmX6 REA: 20%
HIT % decrease at: 6 blocks
Notes: HIT blocks target's
counterattack; BURNS.
Load with ammo after
equipping
to attack (EQUIP type).

[M63A]

A system weapon.

The barrel, feeder
mechanism,
percussion mechanism, and
other parts can be mixed
and matched as units to
create a wide variety of
firearms, including a
rifle, a carbine, an LMG,
an MMG, and a
vehicle-mounted MG.

M37+

No. 337 COST: 10
Use: Equip Pack: SBSS
Ammo: 12
Rarity: Uncommon Foil

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

ATK:200 HIT:80%
12GA. x 1 REA:0%
Area; KDWN.

Description:

Shotgun: EQUIP type
ATK: 200 HIT: 80%
Ammo: 12GA.X1 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after
equipping
to attack (EQUIP type).

01110
01110
01110
01110

00X00
[M37]
A masterpiece of a shotgun,
created by a shotgun maker
in Ithaca, N.Y. It is extremely
light for a shotgun,
earning it the nickname
"Featherlight."

SVD

No. 039 COST: 9
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common
Interfere: U:G D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:130 HIT:60%
7.62mm x 2
REA:0%

Description:
Sniper Rifle:
EQUIP type
ATK: 130 HIT: 60%
Ammo: 7.62mmX2 REA: 0%
HIT % decrease at: 9 blocks
Load with ammo after equipping
and select a location to attack
(EQUIP type).

[SVD]

A semi-auto sniper
rifle developed by the
Soviet Union in the 1960s.
Although used for sniping,
it can also be
fitted with a bayonet for
close combat.

XM16E1

No. 040 COST: 8
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Common
Interfere: U:- D:B L:- R:-
Cap: 2(4) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:40 HIT:50%
5.56mm x 7 REA:30
HIT + 10% x hand size.

Description:
Assault Rifle: EQUIP type
ATK: 40 HIT: 50%
Ammo: 5.56mmX7 REA: 30%
HIT % decrease at: 4 blocks
Notes: HIT+10% for each card

01110
00X00
[M37]
A pump-action combat
shotgun.
This type features a
sawed-off barrel and
stock.

SVD+

No. 338 COST: 9
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common Foil
Interfere: U:G D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:150 HIT:60%
7.62mm x 2
REA:0%

Description:
Sniper Rifle: EQUIP type
ATK: 150 HIT: 60%
Ammo: 7.62mmX2 REA: 0%
HIT % decrease at: 9 blocks
Load with ammo after
equipping and select a
location
to attack (EQUIP type).

[SVD]

A semi-auto sniper rifle
developed in the Soviet
Union in the 1960s.
A successor to the
Mosin-Nagant which uses
the same type of
7.62mm X54R ammo.

M16A2

No. 339 COST: 7
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Common Foil
Interfere: U:- D:B L:- R:-
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:50 HIT:50%
5.56mm x 5 REA:30%
+10%HIT/card
in hand

Description:
Assault Rifle: EQUIP type
ATK: 50 HIT: 50%
Ammo: 5.56mmX6 REA: 30%
HIT % decrease at: 4 blocks
Notes: HIT+10% for each card

in your hand when you attack.
Load with ammo after equipping
to attack (EQUIP type).
[XM16E1]
Adopted by the U.S. Air Force in
1960, this small, lightweight
assault rifle uses
small-calibur,
high-velocity ammo.
This rifle was used by American
forces in Vietman.
The initial "X" is a test code.

M1891/30

No. 041 COST: 10
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common
Interfere: U:- D:- L:R R:B
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
ATK:80 HIT:70%
7.62mm x 1 REA:0%
SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type
ATK: 80 HIT: 70%
Ammo: 7.62mmX1 REA: 0%
HIT % decrease at: 8 blocks
Notes: 50% chance of
SLEEP on hit.
Adds 3 COST to target on a hit.
Load with ammo after equipping
to attack (EQUIP type).
[Mosin-Nagant 1891/30]
This rifle was carried
by soldiers
of the Red Army when war broke
out with Germany in 1941.
After the war, it was used as a
sniper rifle.

C3

No. 042 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:150

in your hand when you
attack.
Load with ammo after
equipping
to attack (EQUIP type).
[M16A2]
An improvement on the
M16A1.
Newly capable of using the
SS109 ammo designated
by NATO.
The fully automatic setting
was removed from its
selector, leaving
only the 3-shot burst and
semi-automatic.

M1891/30+

No. 340 COST: 10
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:- L:R R:B
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:100 HIT:75%
7.62mm x 1 REA:0%
SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type
ATK: 100 HIT: 75%
Ammo: 7.62mmX1 REA: 0%
HIT % decrease after 8 blocks
Notes: 70% chance of SLEEP on
hit.
On a hit, target's COST+5
Load with ammo after
equipping
to attack (EQUIP type).
[Mosin-Nagant 1891/30]
An improvement on the
Mosin-Nagant 1891/30.
Primarily used as an
infantry weapon.
The End has modified his to
be used as a sniper
rifle.

C3+

No. 341 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:180

Detonated by
switch or timer.
KDWN.

Description:

Bomb: Anti-armor; USE type

ATK: 150

Triggered by detonator, timer,
or when hit by gunshot.

Area of Effect: 3X3

Knocks target down on a hit.

[Attack Area]

00000

01110

01X10

01110

00000

[C3]

Plastic explosive. Wax and resin
is added to high-grade
explosive to
create a stable, solid material.
Explodes when subjected to an
external stress, such as fire or
a gunshot.

M15

No. 043

COST: 7

Use: Use

Pack: MGS3

Ammo: N/A

Rarity: Common

Cap: 4(8)

Icon: GUN

Singles Price:

1500

Upgrade Cost:

1000

Card Text:

ATK:50; Detonates
for 8 COST after use
Can be shot.
BURN; KDWN.

Description:

Hand Grenade: Anti-armor;

USE type

ATK: 150

Detonates at 8 COST
after using.

3X3 area of effect.

Detonates when hit by gunshot.

Notes: Knocks target down;

BURNS.

[Attack Area]

00000

01110

01X10

01110

00000

[M15]

Upon detonation,
scatters fragments
over a 17-meter radius.
Filled with
white phosphorus,

Detonated by
switch or timer.
KDWN.

Description:

Bomb: Anti-armor; USE type

ATK: 180

Triggered by detonator,
timer, or when hit by
gunshot.

Area of Effect: 3X3

Knocks target down.

[Attack Area]

00000

01110

01X10

01110

00000

[C3]

A special tactical plastic
bomb developed in the
Western Bloc after WW2.

M15+

No. 342

COST: 6

Use: Use

Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8)

Icon: GUN

Singles Price:

N/A

Upgrade Cost:

N/A

Card Text:

ATK:80; Detonates
on 8 COST after use
Can be shot.
BURN; KDWN.

Description:

Hand Grenade: Anti-armor;

USE type

ATK: 80

Detonates at 8 COST after
use. 5X5 area attack.

Detonates when hit by
gunshot. Notes: BURNS.

[Attack Area]

00000

01110

01X10

01110

00000

[M15]

Upon detonation, scatters
fragments over a
17-meter radius.
Filled with white
phosphorus, which
heats up and burns at
a temperature of 5,000

which heats up
and burns at a temperature
of 5,000 degrees Celsius.
The burning heat instantly
creates a smoke screen.

RPG7

No. 044 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2500
Card Text:

ATK:150
Anti-armor;
KDWN.

Description:

Anti-Tank Rocket: Anti-armor;
USE type
ATK: 150

Select a target to attack.

Notes: Knocks target down.

[RPG7]

An anti-armor weapon
that can be
carried by a single person.
The RPG was developed by the
Soviets in the 1960s,
taking a cue
from the German Panzerfaust.
Based on the principles of a
recoilless gun, stabilizer
fins open
up after the rocket is fired.
RPG is an acronym of
"Rocket Propelled Grenade."

Quick Draw

No. 045 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK -5 HIT -20%
Makes usage COST 0.
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)

ATK: -5 HIT: -20%

Sets COST of use to 0.

Effect expires after
equipped weapon
is used 1 time.

degrees Celsius.

The burning heat instantly
creates a smoke screen.

RPG7V

No. 343 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:200
Anti-armor; KDWN.

Description:

Anti-Tank Rocket:
Anti-armor; USE type
ATK: 200

Select a target to attack.

Notes: Knocks target down.

[RPG7V]

An improvement on the RPG.
The RPG7 utilizes an
electronic fuse,
which is its weak point: if
it strikes a metal object,
it will short out and
fail to detonate.

Quick Draw+

No. 344 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK -5 HIT -20%
Sets COST to 0
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only).

ATK: -5 HIT: -20%

Sets COST to 0.

Effect expires after
equipped weapon
is used 3 times.

Strand

No. 046 COST: 4
 Use: Equip Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: STAR
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:
 Adds 1 COST
 per HIT.
 Attaches to weapon.
 Description:
 Attaches to weapon
 (EQUIP type weapons only)
 Adds 1 COST to target for every
 hit. Effect expires after
 equipped weapon
 is used 3 times.

Concentrate

No. 047 COST: 0
 Use: Equip Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: STAR
 Singles Price: 1000
 Upgrade Cost: 1000
 Card Text:
 HIT +30%
 COST +3 when used
 Attaches to weapon.
 Can't apply to move.
 Description:
 Attaches to weapon
 (EQUIP type weapons only)
 HIT+30%
 COST+3 when used.
 Effect expires after
 equipped weapon
 is used 2 times.
 Cannot be applied to
 movement.

Equipment LV.2

No. 048 COST: 4
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: STAR
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:
 EQUIPMENT
 LV. 1 ->LV. 2
 Description:
 Upgrades equipment from LV.1
 to LV.2

Critical Shot

No. 054 COST: 5
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Adds 2 COST
 per HIT.
 Attaches to weapon.
 Description:
 Attaches to weapon
 (EQUIP type weapons only)
 Adds 2 COST to target for
 each hit.
 Effect expires after
 equipped weapon
 is used 1 time.

Concentrate+

No. 345 COST: 0
 Use: Equip Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 HIT +50%
 COST +6 when used
 Attaches to weapon.
 Can't apply to move.
 Description:
 Attaches to weapon
 (EQUIP type weapons only).
 HIT+50%
 COST+6 when used.
 Effect expires after
 equipped weapon
 is used 2 times.
 Cannot be applied to
 movement.

Equipment LV.3

No. 061 COST: 8
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 EQUIPMENT
 LV. 2->LV. 3
 Description:
 Upgrades equipment from LV.2
 to LV.3
 *Cannot be used at

Action+

No. 049 COST: 5
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(4) Icon: STAR
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:

1 extra action per
 turn. (Maximum: 4.)
 Snake only.

Description:

Increases number of ACTIONS
 per turn by 1 (max. 4).
 Effect lasts for 10 turns.
 Can be stacked.
 Snake only.

Action++

No. 062 COST: 8
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(4) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

2 extra actions per
 turn. (Maximum: 4.)
 Snake only.

Description:

Increases the number actions
 per turn by two.
 Lasts for 10 turns.
 Snake only.

Marines

No. 050 COST: 4
 Use: Move Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 3(6) Icon: CHAR
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:

Movement card
 Can move 4 BLKS.

Description:

Movement Card.
 Can move 4 blocks.
 [Marines]
 The United States Marine
 Corps.
 They specialize in
 amphibious
 landing operations.
 In MGS2, more than half of
 the Marine
 crew of a secret training
 tanker was lost at sea, when
 mercenaries led by
 Gurlukovich and
 Revolver Ocelot raided the
 ship.
 "Hoo-ha!"

Marines+

No. 346 COST: 4
 Use: Move Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 3(6) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Movement Card
 Can move 5 BLKS.

Description:

Movement Card.
 Can move 5 blocks.
 [Marines]
 The United States Marine
 Corps.
 They operate as an
 independent branch of
 the Navy Department.
 "The 'La-Li-Lu-Le-Lo'
 How is that -- possible?"

Navy SEALs

No. 051 COST: 4
 Use: Move Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 3(6) Icon: CHAR
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:

Navy SEALs+

No. 347 COST: 4
 Use: Move Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 3(6) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Movement card

Can move 4 BLKS.

Description:

Movement Card.

Can move 4 blocks.

[Navy SEALs]

U.S. Navy Special Forces.

The name

is derived from "SEa, Air, and Land."

They are used to infiltrate enemy

territory in all parts of the world.

In MGS2, they launched an assault

on the Big Shell, which was occupied by Dead Cell,

but were annihilated instead.

"This is impossible

Nothing will hit her!"

Aim

No. 052 COST: 4

Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: STAR

Singles Price: 1000

Upgrade Cost: 2000

Card Text:

HIT +20%

Attaches to weapon.

Description:

Attaches to weapon

(EQUIP type weapons only)

HIT+20%

Effect expires after

equipped weapon

is used 3 times.

Body Shot

No. 053 COST: 8

Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: STAR

Singles Price: 2500

Upgrade Cost: 2000

Card Text:

Adds 1/2 LIFE

when target is HIT.

Attaches to weapon.

Description:

Attaches to weapon

(EQUIP type weapons only)

Hit reduces target's LIFE

Movement Card

Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[Navy SEALs]

The United States Navy

Special Forces.

The teams are

divided up by region.

In MGS2, they launched an

assault on the Big Shell,

which was occupied

by Dead Cell, but were

annihilated instead.

"This is impossible

Nothing will hit her!"

Aim+

No. 348 COST: 7

Use: Move/Link Pack: MGS2

Ammo: Link

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Triggers automatically.

HIT +10%, Links to

ranged attacks

greater than 1 BLKS.

Description:

Triggered Automatically.

HIT+10%

Links to shots that travel

1 block or more.

Body Shot+

No. 349 COST: 4

Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Uncommon Foil

Cap: 2(4) Icon: STAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Adds 1/2 LIFE

when target is HIT.

Attaches to weapon.

Description:

Attaches to weapon

(EQUIP type weapons only).

Hit reduces target's LIFE

by 1/2.
Holds one shot.
Effect expires after
equipped weapon
is used 1 time.

Critical Shot

No. 054 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds 2 COST
per HIT.

Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
Adds 2 COST to target for
each hit.
Effect expires after
equipped weapon
is used 1 time.

Double Shot

No. 055 COST: 12
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: STAR
Singles Price: 50000
Upgrade Cost: 2500
Card Text:

Ammo x 2

Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
Doubles the number of shots
fired by the equipped
weapon.
Stacking increases this to
X3,
X4, X5, etc.
Effect expires after
equipped weapon
is used 1 time.

Counter Block

No. 056 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

by 1/2. Holds one shot.
Effect expires after
equipped weapon
is used 1 time.

Strand

No. 046 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Adds 1 COST
per HIT.

Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
Adds 1 COST to target for every
hit. Effect expires after
equipped weapon
is used 3 times.

Double Shot+

No. 350 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ammo x 2

Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only).
Doubles the number of shots
fired by the equipped
weapon.
Stacking increases this to
X3, X4, X5, etc.
Effect expires after
equipped weapon
is used 1 time.

Counter Block+

No. 351 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Blocks reaction
of currently
equipped item.
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
Blocks reaction
of currently
equipped item.
Effect expires after
equipped weapon
is used 10 times.

Spin Kick

No. 057 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 3(6) Icon: STAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:100
Destroy EQUIPMENT;
KDWN.
Use next to target.

Description:

ATK: 100
Must be adjacent to target
to use.
Knocks target down and
destroys
target's equipment on a hit.
[Attack Area]
00000
00000
00100
01X10
00100

H.F. Blade

No. 058 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 3000
Upgrade Cost: 2000
Card Text:

ATK:70 x 2; Use next
to target. BLEEDING,
Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE
type
ATK: 70X2
Must be adjacent to target
to use.

Prevents equipped
equipment causing
reactions.
Equip to use.

Description:

Attaches to weapon
(EQUIP type weapons only).
Prevents equipped
equipment causing
reactions.
Effect expires after
equipped weapon
is used 20 times.

Spin Kick+

No. 352 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 3(6) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:120
KDWN; Destroy
EQUIPMENT.
Use next to target.

Description:

ATK: 120.
Must be adjacent to target
to use.
Knocks target down
and destroys target's
equipment on a hit.
[Attack Area]
00000
00000
00100
01X10
00100

H.F. Blade+

No. 353 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:90 x 2; Use next
to target. BLEEDING,
Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE
type
ATK: 90X2
Must be adjacent to target
to use.

Ineffective against machines.
Makes target BLEED.
Destroy target's equipment.
[Attack Area]
00000
00000
00000
00100
00X00
[High Frequency Blade]
High-frequency vibrations in the blade give this sword a devastating cutting edge.
In the hands of a master, it can even deflect bullets.

Democracy Blade

No. 059 COST: 6
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 3000
Upgrade Cost: 2000
Card Text:

ATK:130 x 2; Use next to target. BLEEDING, Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE type
ATK: 130
Must be adjacent to target to use.
Destroys target's equipment and makes target BLEED on a hit.
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Democracy/Republic Blades]
The twin blades wielded by Solidus Snake.

Briefing

No. 060 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: STAR
Singles Price: 1000

Ineffective against machines.
Makes target BLEED.
Destroy target's equipment.
[Attack Area]
00000
00000
00000
00100
00X00
[High Frequency Blade]
High-frequency vibrations in the blade give this sword a devastating cutting edge. Snake is given this weapon inside Arsenal Gear in MGS2.

Republic Blade

No. 354 COST: 6
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:190 x 2; Use next to target. BLEEDING, Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE type
ATK: 190
Must be adjacent to target to use.
Destroys target's equipment and makes target BLEED on a hit.
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Democracy/Republic Blades]
The twin blades wielded by Solidus Snake.

Briefing+

No. 355 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A

Upgrade Cost: 500

Card Text:

Allies discard all
cards and draw
6 new ones.

Description:

Makes ally discard all
cards in hand
and draw six new ones.

Equipment LV.3

No. 061 COST: 8

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: STAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

EQUIPMENT
LV. 2->LV. 3

Description:

Upgrades equipment from LV.2
to LV.3

*Cannot be used at
equipment LV.1

Action++

No. 062 COST: 8

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(4) Icon: STAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

2 extra action per
turn. (Maximum: 4.)
Snake only.

Description:

Increases the number actions
per turn by two.

Lasts for 10 turns.

Snake only.

Add KDWN

No. 063 COST: 4

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: STAR

Singles Price: 1500

Upgrade Cost: 500

Card Text:

Adds KDWN effect to
equipped weapon.
Attaches to weapon.

Description:

Attaches to weapon

Upgrade Cost: N/A

Card Text:

Allies discard all
cards and draw
6 new ones.

Description:

Makes ally discard all
cards in hand
and draw six new ones.

Equipment LV.2

No. 048 COST: 4

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: STAR

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

EQUIPMENT
LV. 1 ->LV. 2

Description:

Upgrades equipment from LV.1
to LV.2

Action+

No. 049 COST: 5

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common

Cap: 4(4) Icon: STAR

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

1 extra action per
turn. (Maximum: 4.)
Snake only.

Description:

Increases number of ACTIONS
per turn by 1 (max. 4).

Effect lasts for 10 turns.

Can be stacked.

Snake only.

Add KDWN+

No. 356 COST: 4

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: STAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Adds KDWN effect to
equipped weapon.
Attaches to weapon.

Description:

Attaches to weapon

(EQUIP type weapons only)
Knocks target down on a hit.
Effect expires after
equipped weapon
is used 1 time.

Head Shot

No. 064 COST: 12
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: STAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Adds Quick Death

HIT: -30%

Attaches to weapon.

Always 1 shot.

Description:

Attaches to weapon

(EQUIP type weapons only)

Immediately kills target on
a hit.

HIT: -30%

Effect expires after
equipped weapon

is used 1 time.

Holds one shot.

Hold Up

No. 065 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Lowers EQUIPMENT

LV. by 1.

Must be behind

target.

Description:

Must be 1 block behind
target to use.

Reduces equipment LV. by 1.

Only effective against
living targets.

Double Action:Cost+

No. 066 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Cap: 3(6) Icon: STAR
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

Makes REST x 2 and

(EQUIP type weapons only).
Knocks target down on a hit.
Effect expires after
equipped weapon
is used 3 times.

Head Shot+

No. 357 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds Quick Death

HIT: -30%

Attaches to weapon.

Always 1 shot.

Description:

Attaches to weapon

(EQUIP type weapons only).

Immediately kills target on
a hit.

HIT: -30%.

Effect expires after
equipped weapon

is used 1 time.

Holds one shot.

Hold Up+

No. 358 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lowers EQUIPMENT

LV. by 2.

Must be behind

target.

Description:

Must be 1 block behind
target to use.

Reduces equipment LV. by 2.

Only effective against
living targets.

Double Action

No. 068 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 3(6) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Current REST x 2.

card COST x 2. Lasts through current turn.

Description:

Doubles user's REST; also doubles card use COST. Effect lasts for 1 turn.

Funds

No. 067 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Ally draws 1 cards.

Description:

Makes ally draw 1 card.

Double Action

No. 068 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 3(6) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Current REST x 2.

Description:

Doubles current REST. Effect lasts for 1 turn.

Survival Knife

No. 069 COST: 5
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:20 x 6
Use next to target.
BLEEDING.
Machines unaffected.

Description:

Closet-Quarters Weapon: USE type
ATK: 20X6
Must be adjacent to target to use.
Makes target BLEED on a hit.
Ineffective against

Description:

Doubles current REST. Effect lasts for 1 turn.

Funds+

No. 359 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ally draws 2 cards.

Description:

Makes ally draw 2 cards.

Double Action:Cost+

No. 066 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Cap: 3(6) Icon: STAR
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

Makes REST x 2 and card COST x 2. Lasts through current turn.

Description:

Doubles user's REST; also doubles card use COST. Effect lasts for 1 turn.

Survival Knife+

No. 360 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:30 x 6
Use next to target.
BLEEDING.
Machines unaffected.

Description:

Close-Quarters Weapon: USE type
ATK: 30X6
Must be adjacent to target to use.
Makes target BLEED on a hit.
Ineffective against

machines.

A generic knife used for survival.

There are also combat knives designed specifically for fighting.

Choke

No. 070 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Adds FAINT to target.
Can be used 1BLK behind target.

Description:

Must be 1 block behind target to use.

Adds FAINT to target.

Attack 1 Enemy

No. 071 COST: 8
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Area->Single attack
Attaches to weapon.
Lasts 1 times.

Description:

Attaches to weapon (EQUIP type weapons only)
Converts an area-attack weapon to a single-attack weapon.
Effect expires after equipped weapon is used 1 time.

Hip Shot

No. 072 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

HIT -20%
COST -5 on HIT
Attaches to weapon.

Description:

machines.

A generic knife used for survival.

There are also combat knives designed specifically for fighting.

Choke+

No. 361 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds FAINT to target.
Can be used 1BLK behind target.

Description:

Must be 1 block behind target to use.

Adds FAINT to target.

Attack 1 Enemy+

No. 362 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Area->Single attack
Attaches to weapon.
Lasts 2 times.

Description:

Attaches to weapon (EQUIP type weapons only).
Converts an area-attack weapon to a single-attack weapon.
Effect expires after equipped weapon is used 2 times.

Hip Shot+

No. 363 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

HIT -20%
COST -10 on HIT
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
Equipped weapon's HIT: -20%
User's COST-5 on a hit.
Effect expires after equipped
weapon is used 1 time.

Extra Turn

No. 073 COST: 12
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Uncommon

Cap: 2(4) Icon: STAR
Singles Price: 20000
Upgrade Cost: 2000

Card Text:

After turn ends,
it becomes user's
turn immediately.

Description:

Immediately becomes user's
turn
after the current turn ends.
COST is added to the
current value.

Scope

No. 074 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500

Card Text:

Equip to use.
HIT +20% at range
of 3 BLKS or more.

Description:

Equip to use.
Increases equipped weapon's
HIT by 20% at ranges of 3
blocks or greater.
Effect expires after 30 COST.

Body Armor

No. 075 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

Interfere: U:- D:B L:- R:G
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500

Card Text:

Equip to use.

Attaches to weapon
(EQUIP type weapons only).
Equipped weapon's HIT -20%
User's COST-10 on a hit.
Effect expires after
equipped weapon
is used 3 times.

Extra Turn+

No. 364 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Uncommon Foil

NO LINK BATTLE

Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

After turn ends,
it becomes user's
turn immediately.

Description:

Immediately becomes user's
turn after the current turn
ends.
COST is added to the
current value.
*Cannot be used in
LINK BATTLE mode.

Scope+

No. 365 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Equip to use.
HIT +30% at range
of 3 BLKS or more.

Description:

Equip to use.
Increases equipped weapon's
HIT by 30% at ranges of 3
blocks or greater.
Effect expires after 30 COST.

Body Armor+

No. 366 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Interfere: U:- D:B L:- R:G
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Reduces total damage

Reduces total damage
by 80.

REA:50%

Description:

Reduces total damage by 80

REA: 50%

A lightweight body armor
made of bulletproof fibers.

by 100.

REA:70%

Description:

Reduces total damage by 100.

REA: 70%

A lightweight body armor
made of bulletproof fibers.

Box A

No. 076 COST: 5

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

"HELIPORT" is written on
the side.

Box A+

No. 367 COST: 4

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

"HELIPORT" is written on
the side.

Mine Detector

No. 077 COST: 6

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Locates mines.

Equip to use.

Lasts 50 COST.

Description:

Equip to use.

Displays the location of
mines.

Effect expires after 50 COST.

Note: Mines can be removed
by crawling over them.

Mine Detector+

No. 368 COST: 4

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Shows mines.

Equip to use.

Lasts 99 COST.

Description:

Equip to use.

Displays the location of
mines.

Effect expires after 99 COST.

Note: Mines can be removed
by crawling over them.

Ration

No. 078 COST: 4

Use: Use Pack: ITGL

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

User's LIFE +350.

Description:

User's LIFE +350

A canned military food

Ration+

No. 369 COST: 4

Use: Use Pack: ITGL

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

User's LIFE +400.

Description:

User's LIFE+400.

A canned military food

ration.

Some modern rations feature dessert and are quite tasty, but this is not one of them. "Some grunts used to think that eating canned food would replenish their stamina."

Handy Survival Kit

No. 079 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Ally's LIFE +100.

Description:

Ally's LIFE +100.

Stealth

No. 080 COST: 6
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common
Unlock: Arena Normal x6
Cap: 2(4) Icon: CAN
Singles Price: 2000
Upgrade Cost: 5000
Card Text:

Lasts 15 COST or
until user is attacked.
Equip to use.

Description:

Equip to use.

Enemy no longer sees user.

Expires after 15 COST
or when attacked.

Uses optical processing to
match user's appearance
to his surroundings in
real time, making him
invisible to the enemy.

Box B

No. 081 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

ration.

Some modern rations feature dessert and are quite tasty, but this is not one of them.

Handy Survival Kit+

No. 370 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ally's LIFE +150.

Description:

Ally's LIFE+150.

Stealth+

No. 371 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lasts 20 COST or
until user is attacked.
Equip to use.

Description:

Equip to use.

Enemy no longer sees user.

Expires after 20 COST
or when attacked.

Uses optical processing to
match user's appearance
to his surroundings in
real time, making him
invisible to the enemy.

Box B+

No. 372 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.
Used to transport
perishable goods.

Made of cardboard.
Used to transport
perishable goods.

Bomb Switch

No. 082 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Detonates all
placed bombs.

Description:

Detonates all planted bombs.

Detonator+

No. 373 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Detonates all
placed bombs.

Description:

Detonates all planted bombs.
"Everybody clear the area!"

Styptic

No. 083 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Stops BLEEDING.
Name: Bandage.

Description:

Stops user's BLEEDING.

Product Name: "Bandage"

Styptic+

No. 104 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Stops BLEEDING.
User's LIFE: +200.
Name: Bandage DX.

Description:

Stops BLEEDING.

User's LIFE+200.

Product Name: "Bandage DX"

Handy Medical Kit

No. 084 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Revives OOA ally
with +10 LIFE.

Description:

Revives OUT OF ACTION ally
with +10 LIFE.

Handy Medical Kit+

No. 374 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Revives OOA ally
with +100 LIFE.

Description:

Revives OUT OF ACTION ally
with 100 LIFE.

Survival Kit

No. 085 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Survival Kit+

No. 375 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ally's LIFE +200.

Description:

Ally's LIFE +200

Medical Kit

No. 086 COST: 12

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 2(4) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Revives OOA ally
with maximum LIFE.

Description:

Revives an OUT OF ACTION

ally with maximum LIFE.

Book

No. 087 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

Stops movement of
enemies who find it.
A good read.

Description:

Stops movement of
enemies who find it.

This is a magazine with
adult content.

Cool Book

No. 088 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 2000

Upgrade Cost: 1500

Card Text:

Stops movement of
enemies who find it.
An awesome read.

Description:

Stops movement of
enemies who find it.

This is a magazine with
adult content.

Phase Down

No. 089 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Ally's LIFE +300.

Description:

Ally's LIFE+300.

Medical Kit+

No. 376 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Revives OOA ally
with maximum LIFE.

Description:

Revives an OUT OF ACTION

ally with full LIFE.

Interesting Book

No. 377 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Stops movement of
enemies who find it.
Pretty good reading.

Description:

Stops movement of
enemies who find it.

This is a magazine with
adult content.

Super Cool Book

No. 378 COST: 8

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Stops movement of
enemies who find it.
VERY good reading.

Description:

Stops movement of
enemies who find it.

This is a magazine with
adult content.

Phase Down+

No. 379 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

NO LINK BATTLE

Cap: 2(4) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Lowers alert phase
by 1 levels.

Description:

Lowers the alert phase by 1 level.
Cannot be used when the user is within sight of the enemy.
*Cannot be used in LINK BATTLE mode

Timer

No. 090 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Detonates attached bomb after 10 COST.
Can't apply to move.

Description:

When attached to a bomb, causes the bomb to detonate after 10 COST.
Cannot be applied to movement.

Thermal Goggles

No. 091 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

In Search Mode, show enemies within 3 BLKS.
Lasts 20 COST.

Description:

Equip to use.
In search mode, displays enemies within 3 blocks.
Can also detect infrared sensors.
Expires after 20 COST.
User incurs +2 COST per turn.
Converts infrared radiation emanation from target into

Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lowers alert phase
by 2 levels.

Description:

Lowers the alert phase by 2 levels.
Cannot be used when the user is within sight of the enemy.

Timer+

No. 380 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Detonates attached bomb after 1 COST.
Can't apply to move.

Description:

When attached to a bomb, causes the bomb to detonate after 1 COST.
Cannot be applied to movement.

Thermal Goggles+

No. 381 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

In Search Mode, show enemies within 3 BLKS.
Expires in 40 COST.

Description:

Equip to use.
In search mode, displays enemies within 3 blocks.
Can also detect infrared sensor.
Expires after 40 COST.
User incurs +2 COST per turn.
Converts infrared radiation emanation from target into visible light.

visible light.

Box C

No. 092 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:- L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

"A cardboard box, similar to those found in moving vans everywhere.

The label says it's bound for Zanzibar Land.

What it's used for remains a mystery."

Ceramic Armor

No. 093 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Total damage reduced by 120.

REA:60%

Equip to use.

Description:

Reduces total damage by 120
REA: 60%

Equip to use.

This is body armor reinforced with ceramic plates.

Bomb Blast Suit

No. 094 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Total damage reduced by 150.

REA:70%. Equip

to use. Anti-BURN.

Box C+

No. 382 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:- L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

"A cardboard box, similar to those found in moving vans everywhere.

The label says it's bound for Zanzibar Land.

What it's used for remains a mystery."

Ceramic Armor+

No. 383 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Total damage reduced by 150.

REA:80%

Description:

Reduces total damage by 150
REA: 80%

This is body armor reinforced with ceramic plates.

Bomb Blast Suit+

No. 384 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Total damage reduced by 200.

REA:60%

Anti-BURN.

Description:
Reduces total damage by 150
REA: 70%
Protects wearer against
BURN.
Equip to use.
Usually worn when defusing
bombs.
Covered entirely in ceramic
plating.

C Ration B1 Unit
No. 095 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

User's LIFE +200
Description:
User's LIFE +200.
"Restores LIFE when used
with
a shot key. Contains milk,
pork,
ham eggs, tuna fish, and
crackers."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B2 Unit
No. 096 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

User's LIFE +220
Description:
User's LIFE +220.
"Restores LIFE when used
with a shot key.
Contains beans &
meatballs in tomato sauce,
beans franks,
and boild beef potatoes."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B3 Unit
No. 097 COST: 4
Use: Use Pack: ULMT

Description:
Reduces total damage by 200
REA:60%
Protects wearer against
BURN. Equip to use.
Usually worn when defusing
bombs.
Covered entirely in ceramic
plating.

C Ration B1 Unit+
No. 385 COST: 5
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE +250
Description:
User's LIFE+250.
"Restores LIFE when used
with a shot key.
Contains milk, pork,
ham eggs, tuna fish, and
crackers."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B2 Unit+
No. 386 COST: 5
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE +270
Description:
User's LIFE+270.
"Restores LIFE when used
with a shot key.
Contains beans &
meatballs in tomato sauce,
beans franks, and boild
beef potatoes."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B3 Unit+
No. 387 COST: 5
Use: Use Pack: ULMT

Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's LIFE +250

Description:

User's LIFE +250.

"Restores LIFE when used
with a shot key.

Contains sliced ham,
chicken and turkey,
spaghetti,
cheese, and coffee."

*Text from METAL GEAR 2:
SOLID SNAKE.

There is no shot key in
this game.

Builder Bed

No. 098 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon
Cap: 2(4) Icon: CAN
Singles Price: 20000
Upgrade Cost: 2000
Card Text:

Auto-recover with
10 LIFE from OOA.

Description:

When equipped, automatically
restores 10 LIFE when user
is OUT OF ACTION.

[Builder Bed]

One of the main products of
J. E. Corporation, an evil
organization that sells
inferior goods to line its
own pockets under the cover
of peace.

The product's tag
line is,

"Builder Bed - makes you
feel like a new person

Get that action-star
body you always

wanted--while
you sleep!"

In reality, it's nothing
more than legs and a

fram, and the user

must support his own body
with his head and heels.

Gijin-san

No. 099 COST: 12
Use: Use Pack: CHRN
Ammo: N/A

Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE +300

Description:

User's LIFE+300.

"Restores LIFE when used
with a shot key.

Contains sliced ham,
chicken and turkey,
spaghetti, cheese,
and coffee."

*Text from METAL GEAR 2:
SOLID SNAKE.

There is no shot key in
this game.

Builder Bed+

No. 388 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Auto-recover with
50 LIFE from OOA.

Description:

When equipped, automatically
restores 50 LIFE when user
is OUT OF ACTION.

[Builder Bed]

One of the main products of
J. E. Corporation, an evil
organization that sells
inferior goods to line its
own pockets under the cover
of peace.

If you purchase one today,
it comes with the

"Huggy Teddy Pillow."

Gijin-san+

No. 389 COST: 10
Use: Use Pack: CHRN
Ammo: N/A

Rarity: Uncommon

Cap: 4(4) Icon: CHAR

Singles Price: 10000

Upgrade Cost: 2000

Card Text:

All allies in MISSION
get ATK +20
PTS 1/2.
Snake only.

Description:

Increases all allies' ATK
by 20

for the duration of the
mission.

Points are halved on the
MISSION COMPLETE
screen.

Cannot be used with
"Big Boss"

Does not affect explosives
and universal attacks.

Snake only.

[Gijin-san]

A simple, affordable
household android
secretly developed
by the evil J. E.

Corporation;

which aims to fill its
coffers by making

a profit on shoddy products.

Just think--you can own
your very own android for
no money down,

and only 36 easy payments
of \$9.75 each month.

That's about the price
of two cups of coffee

Dark Loans

No. 100 COST: 12

Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: CAN

Singles Price: 500000

Upgrade Cost: 2500

Card Text:

All damage -> 0.
After 2 turns, user's
LIFE becomes 1.
Equip to use.

Description:

Sets all damage inflicted
on the user to 0.

After 2 turns,
sets user's LIFE to 1.

Equip to use.

[Dark Loans]

Rarity: Uncommon Foil

NO LINK BATTLE

Cap: 4(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

All allies in MISSION
get ATK +30
PTS 1/2.
Snake only.

Description:

Increases all allies' ATK
by 30 for

duration of the mission.

Points are halved on the

MISSION COMPLETE screen.

Cannot be used with

"Big Boss."

Does not affect explosives
and universal attacks.

Snake only.

*Cannot be used in

LINK BATTLE mode.

[Gijin-san]

A simple, affordable
household android secretly
developed by the evil J. E.
Corporation;

which aims to fill its

coffers by making

a profit on shoddy products.

Behind that facade,

however, it is

a fearsome weapon designed

to achieve the nefarious

ambitions of

the J.E. Corporation.

Dark Loans+

No. 390 COST: 12

Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

All damage -> 0.
After 3 turns, user's
LIFE becomes 1.
Equip to use.

Description:

Sets all damage inflicted
on the user to 0.

After 3 turns,
sets user's LIFE to 1.

Equip to use.

[Dark Loans]

A private, for-profit group that lends out SOL. The company advertises that it puts the customer first--there's no need to consult a lender to get a loan, and they provide "peace of mind" notification and automatic withdrawal services as the loan payback date draws near.

Solar Bank

No. 101 COST: 14
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CAN
Singles Price: 500000
Upgrade Cost: 2500
Card Text:
All damage -> 20.
After 2 turns, user's LIFE is fully restored.
Equip to use.

Description:

Sets all damage inflicted on the user to 20.
Restores user's LIFE to maximum after 2 turns.
Equip to use.
[Solar Bank]
A bank for SOL.
Their unit of currency is the SOL.
They have a full personal guarantee, and no credit cards, etc. are required.

Box D

No. 102 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Interfere: U:- D:B L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Equip to use.

A private, for-profit group that lends out SOL. However, their exorbitant interests rates leave many of their customers in tears. Those who are unable to pay back the loan are whisked away to parts unknown, only to return exhausted. And no one ever talks about what happened to them. Their mascot is named "Doomy."

Solar Bank+

No. 391 COST: 14
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
All damage -> 10.
After 3 turns, user's LIFE is fully restored.
Equip to use.

Description:

Sets all damage inflicted on the user to 10.
Restores user's LIFE to maximum after 3 turns.
restores user's LIFE to maximum. Equip to use.
[Solar Bank]
A bank for SOL.
The interest they pay on deposits is miniscule. Not many people know it, but the Dark Loans company is a big source of funds for the Solar Bank.
Their mascot is named "Luxana."

Box D+

No. 392 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:B L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Equip to use.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

The letters on the side
have faded
to illegibility.

Bandage

No. 103 COST: 10

Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 2000

Card Text:

User's LIFE: +400.

Description:

User's LIFE+400.

Styptic+

No. 104 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Stops BLEEDING.

User's LIFE: +200.

Name: Bandage DX.

Description:

Stops BLEEDING.

User's LIFE+200.

Product Name: "Bandage DX"

Front Evade

No. 105 COST: 5

Use: Equip Pack: MGS3

Ammo: N/A

Rarity: Common

Interfere: U:G D:G L:G R:G

Cap: 4(8) Icon: TRI

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

User evades frontal
attacks. REA:75%

Equip to use.

Description:

Equip to use.

EVADE attacks from the
front.

Made of cardboard.

Description:

Equip to use.

Made of cardboard.

The letters on the side
have faded
to illegibility.

Bandage+

No. 393 COST: 8

Use: Move/Link Pack: MGS3

Ammo: Link

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Triggers automatically.

LIFE +50.

Links to attack on
card holder.

Description:

Triggered automatically.

User's LIFE+50.

Links when attacked.

Styptic

No. 083 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Stops BLEEDING.

Name: Bandage.

Description:

Stops user's BLEEDING.

Product Name: "Bandage"

Front Evade+

No. 394 COST: 7

Use: Equip Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Interfere: U:G D:G L:G R:G

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

User evades frontal
attacks. 100%

Equip to use.

Description:

Equip to use.

EVADE attacks from the
front.

REA: 75%

REA: 100%

Endure

Endure+

No. 106 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

No. 395 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Damage from 1 attack
reduced by 10.
Equip to use.
REA:50%

Damage from 1 attack
reduced by 20.
Equip to use.
REA:80%

Description:

Description:

Equip to use.
Reduces damage to user from
single attacks by 10.
REA: 50%

Equip to use.
Reduces damage to user from
single attacks by 20.
REA: 80%

Hang

Hang+

No. 107 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

No. 396 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Enables hanging.
Equip to use.
Lasts 30 COST.

Enables hanging.
Equip to use.
Lasts 60 COST.

Description:

Description:

Equip to use.
Enables HANGING.
Expires after 30 COST.

Equip to use.
Enables HANGING.
Expires after 60 COST.

Handy 1st Aid Kit

Handy 1st Aid Kit+

No. 108 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 500
Card Text:

No. 397 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adjacent ally's LIFE
increased by 200.

Adjacent ally's LIFE
increased by 300.

Description:

Description:

Increases adjacent ally's
LIFE
by 200.

Increases adjacent ally's
LIFE by 300.

Cost -4

Cost -5

No. 109 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI

No. 398 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI

Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's current COST
reduced by 4.

Can't apply to move.

Description:

Reduces user's current
COST by 4.

Cannot be applied to
movement.

Ally Cost -4

No. 110 COST: 6
Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: TRI

Singles Price: 2000

Upgrade Cost: 1000

Card Text:

Ally's current COST
reduced by 4.

Description:

Reduces ally's current COST
by 4.

Rear Evade

No. 111 COST: 5
Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common

Interfere: U:G D:G L:- R:-

Cap: 4(8) Icon: TRI

Singles Price: 1000

Upgrade Cost: 1000

Card Text:

User evades rear
attacks. REA:75%

Equip to use.

Description:

Equip to use.

EVADE attacks from the rear.

REA: 75%

Sacrifice

No. 112 COST: 5
Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: TRI

Singles Price: 1000

Upgrade Cost: 100

Card Text:

User's LIFE: -100.

Ally's LIFE: +300.

Description:

User's LIFE-100.

Ally's LIFE+300.

Cannot be used if user's

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's current COST
reduced by 5.

Can't apply to move.

Description:

Reduces user's current COST
by 5.

Cannot be applied to
movement.

Ally Cost -5

No. 399 COST: 4
Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Ally's current COST
reduced by 5.

Description:

reduces ally's current COST
by 5.

Rear Evade+

No. 400 COST: 7
Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Interfere: U:G D:G L:- R:-

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

User evades rear
attacks. REA:100%

Equip to use.

Description:

Equip to use.

EVADE attacks from the rear.

REA: 100%

Sacrifice+

No. 401 COST: 4
Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

User's LIFE: -100.

Ally's LIFE: +400.

Description:

User's LIFE-100.

Ally's LIFE+400.

Cannot be used if user's

LIFE is less than
100.

LIFE is less than 100.

Transfuse Blood

No. 113 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 100
Card Text:

User's LIFE: +300.

Ally's LIFE: -100.

Description:

User's LIFE+300.

Ally's LIFE-100.

Cannot be used if ally's
LIFE is less than
100

Transfuse Blood+

No. 402 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE: +400.

Ally's LIFE: -100.

Description:

User's LIFE+400.

Ally's LIFE-100.

Cannot be used if ally's
LIFE is less than 100.

1st Aid Kit

No. 114 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Adjacent ally's LIFE
increased by 400.

Description:

Adjacent ally's LIFE+400.

1st Aid Kit+

No. 403 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adjacent ally's LIFE
increased by 500.

Description:

Adjacent ally's LIFE+500.

Cost -6

No. 115 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's current COST
reduced by 6.

Can't apply to move.

Description:

User's current COST-6.

Cannot be applied to
movement.

*Cannot be used in
LINK BATTLE mode

Cost -8

No. 404 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's current COST
reduced by 8.

Can't apply to move.

Description:

User's current COST-8.

Cannot be applied to
movement.

*Cannot be used in
LINK BATTLE mode.

Ally Cost -6

No. 116 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common

Ally Cost -8

No. 405 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
Ally's current COST
reduced by 6.
Description:
Ally's current COST-6.

Silenced

No. 117 COST: 8
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Silenced while
equipped.
Lasts 30 COST.
Description:
Equip to use.
Eliminates all noise.
Expires after 30 COST.

Hand Grip

No. 118 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Increases
remaining
hang COST.
Description:
Increases the remaining COST
for HANGING.

Reaction Block

No. 119 COST: 8
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Password: Konami
Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 100
Card Text:
Stops reaction while
equipped.
Lasts 20 COST.
Description:
Equip to use.
Blocks REA.
Expires after 20 COST.

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally's current COST
reduced by 8.
Description:
Ally's current COST-8.

Silenced+

No. 406 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Silenced while
equipped.
Lasts 30 COST.
Description:
Equip to use.
Eliminates all noise.
Expires after 30 COST.

Hand Grip+

No. 407 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Increases
remaining
hang COST.
Description:
Increases the remaining COST
for HANGING.

Reaction Block+

No. 408 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Blocks reaction
while equipped.
Lasts 20 COST.
Description:
Equip to use.
Blocks REA.
Expires after 20 COST.

Evade

No. 120 COST: 7
 Use: Equip Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: TRI
 Singles Price: 2000
 Upgrade Cost: 2000
 Card Text:

User evades attacks
 from all sides.
 REA:75%
 Equip to use.

Description:

Equip to use.
 EVADE attacks from all
 sides.
 REA: 75%

Cost -10

No. 121 COST: 0
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common
 NO LINK BATTLE
 Cap: 2(4) Icon: TRI
 Singles Price: 2000
 Upgrade Cost: 3000
 Card Text:

User's current COST
 reduced by 10.
 Can't apply to move.

Description:

Reduces user's current
 COST by 10.
 Cannot be applied to
 movement.
 *Cannot be used in
 LINK BATTLE mode.

Ally Cost -10

No. 122 COST: 12
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: TRI
 Singles Price: 2000
 Upgrade Cost: 1000
 Card Text:

Ally's current COST
 reduced by 10.

Description:

Ally's current COST -10.

Genome Soldier

No. 123 COST: 4
 Use: Move Pack: MGS1
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CHAR

Evade+

No. 409 COST: 8
 Use: Equip Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: TRI
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

User evades attacks
 from all sides;
 REA:100%
 Equip to use.

Description:

Equip to use.
 EVADE attacks from all
 sides.
 REA: 100%

Cost -12

No. 410 COST: 0
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 NO LINK BATTLE
 Cap: 2(4) Icon: TRI
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

User's current COST
 reduced by 12.
 Can't apply to move.

Description:

Reduces user's current
 COST by 12.
 Cannot be applied to
 movement.
 *Cannot be used in
 LINK BATTLE mode.

Ally Cost -12

No. 411 COST: 12
 Use: Use Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: TRI
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Ally's current COST
 reduced by 12.

Description:

Ally's current COST-12.

Genome Soldier+

No. 412 COST: 4
 Use: Move Pack: MGS1
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CHAR

Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card
Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[Genome Solider]

The next generation of
FOXHOUND soldiers.

They've undergone gene
therapy and VR training,
but have little or no
actual combat
experience.

They come in 4 types:

lightly armed,
heavily armed, arctic, and
gas mask.

"Yeah, and they say he's
using stealth too."

Liquid Snake

No. 124 COST: 4

Use: Equip Pack: ITGL

Ammo: N/A

Rarity: Uncommon Foil

Interfere: U:R D:R L:R R:R

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"FOX DIE"

ATK, HIT, REA +40

User OOA after 20

COST. Equip to use.

Description:

"FOX DIE"

Raises stats of user when
equipped.

ATK +40

HIT +40%

REA +40%

User OUT OF ACTION after
20 COST.

Does not affect explosives
and universal attacks.

[Liquid Snake]

The leader of the high-tech
unconventional warfare unit
FOXHOUND,

and the mastermind behind
the Shadow Moses incident.

Like Solid Snake, he
carries the genes of
Big Boss.

"Not yet, Snake It's not
over yet!"

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card
Can move 6 BLKS.

Description:

Movement Card.

Can move 6 blocks.

[Genome Soldier]

The next generation of
FOXHOUND

soldiers. After the death
of Big Boss, the Army
bought the independent
nation of OUTER HEAVEN,
and his mercenaries were
reorganized into these
next-generation special
forces.

"Yeah, and they say he's
using stealth too."

McDonnell Miller

No. 201 COST: 3

Use: Move Pack: ITGL

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR

Singles Price: 5000

Upgrade Cost: 2000

Card Text:

"Master"

No effects.

A brave ally.

Description:

"Master"

No effects.

Brings confidence just by
its presence.

[McDonnell Miller]

A third-generation Japanese
American. He has served as a
survival master in the SAS,
the Green Berets,
the US Marine boot camp,
and also FOXHOUND.

These days, he coaches at
MERC school twice a
year.

When in FOXHOUND, he was
referred to as a

"Hell Master," and
draftees called him

"Master Miller"

with respect. Married, he
lives together with his
only daughter,

"Catherine."

Miller is full of ideas and is quite knowledgeable in the area of science.
Height: 179 cm
Weight: 85 kg

Roy Campbell

No. 125 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 3000
Upgrade Cost: 1000
Card Text:

"Air Strike"

ATK:200 to 5 x 5 area
Takes effect 10 COST
after use. BURN.

Description:

"Air Strike"

ATK: 200 to a 5X5 area.
Activates on 10 COST after
use.
BURNS.

After the effect ends, the
card is removed from
the deck
(restored at INTERMISSION).

[Attack Area]

11111

11111

11X11

11111

11111

[Roy Campbell]

The former commander of
FOXHOUND. He provided
support to Solid Snake
from an Ohio-class
nuclear submarine during the
Shadow Moses incident.
Meryl Silverburgh is his
niece.

"I won't make any
excuses..."

Otacon

No. 126 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR

Roy Campbell+

No. 413 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Confession"

ATK:200 to 7 x 7 area.
Happens after
15 COST. BURN.

Description:

"Confession"

ATK: 200 to a 7X7 area.
Happens on 15 COST after
using. BURNS.
After the effect ends, the
card is removed from
the deck
(restored at INTERMISSION).

[Roy Campbell]

The Tactical
Commander-in-Chief
of FOXHOUND. Also the
tactical commander of
"OPERATION
INTRUDE FO14."

It was he who called SOLID
SNAKE back to active
duty as the "Intruder."
A former member of the U.S.
5th Marine Division and a
Green Beret,
he assumed vice command of
FOXHOUND upon his entry into
that unit.

He is capable of formulating
in-depth and prudent
tactical plans.

In the latter half of the
1990s, he was awarded
numerous medals of honor.
"Snake...As usual, you're
right on time."

Otacon+

No. 414 COST: 7
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI

Singles Price: 2000
Upgrade Cost: 3000
Card Text:
"Scientist"
Adds Anti-armor.
ATK +10 HIT +10%
Attaches to weapon.

Description:

"Scientist"
Attaches to weapon
(EQUIP type weapons only)
Adds Anti-armor
ATK +10
HIT +10%
Effect expires after
equipped weapon
is used 2 times.
[Hal Emmerich]
The chief developer of
ArmsTech Corp.'s Metal
Gear project.
He's also known as "Otacon,"
since he regularly attends
Japanese animation
events--"Otaku
Conventions."
"Alone? Are you an Otaku
too?"

Sniper Wolf

No. 127 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
"Sniper"
HIT +40%
Attaches to weapon.

Description:

"Sniper"
Attaches to weapon
(EQUIP type weapons only)
HIT +40%
Effect expires after
equipped weapon
is used 1 time.
[Sniper Wolf]
A member of the newly
reformed FOXHOUND,
and a natural-born
sniper.
She has developed her
natural female patience
to its fullest extent,
and can maintain a sniping
position for a week

Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Use Your Brain"
Triggers automatically.
Adds Anti-armor.
ATK +10 HIT +10%

Description:

"Use Your Brain"
Triggered automatically.
Adds Anti-armor.
ATK+10.
HIT+10%.
Links to shots that travel
2 blocks or more,
as well as area attacks.
[Hal Emmerich]
the chief developer of
ArmsTech Corp.'s Metal
Gear project.
After the Shadow Moses
Incident,
he joined the anti-Metal
Gear organization
"Philanthropy."
"Sorry, but you're going to
have to deal with it.
You're not in the military
anymore."

Sniper Wolf+

No. 415 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Marking"
HIT +60%
Attaches to weapon.

Description:

"Marking"
Attaches to weapon
(EQUIP type weapons only).
HIT+60%.
Effect expires after
equipped weapon
is used 1 time.
[Sniper Wolf]
A member of the newly
reformed FOXHOUND,
and a natural-born
sniper. She learned her
marksmanship from
the world's greatest sniper,
a Nepalese Gurka.
"Until I kill you, you're
all I'll think about."

without eating
or drinking.
"Until I kill you, you're
all I'll think
about."

Vulcan Raven

No. 128 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Wild Shot"

Single->Area attack
(3 x 3). Can't combine
with single attack.

Description:

"Wild Shot"

Attaches to weapon

(EQUIP type weapons only)

Turns single attacks into
area

attacks (3X3).

Effect expires after

equipped weapon

is used 1 time.

Cannot be used with

the "Attack 1 Enemy" card.

[Attack Area]

00000

01110

01110

01110

00X00

[Vulcan Raven]

A member of the newly
reformed FOXHOUND.

A giant of a man who
carries a fighter jet's
vulcan cannon on his
back.

Of mixed Alaskan Native
American and Inuit ancestry,
he was raised as a
shaman.

"The ravens say you are a
true warrior."

Metal Gear REX

No. 129 COST: 30
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare
Unlock: Beat Story Normal
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 50000

Vulcan Raven+

No. 416 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Shaman"

Single->Area attack
(3 x 3). Can't combine
with single attack.

Description:

"Shaman"

Attaches to weapon

(EQUIP type weapons only).

Turns single attacks into
area attacks (3X3).

Effect expires after

equipped weapon

is used 2 times.

Cannot be used with

the "Attack 1 Enemy" card.

[Attack Area]

00000

01110

01110

01110

00X00

[Vulcan Raven]

A member of the newly
reformed FOXHOUND.

He participated in OUTER
HEAVEN as a mercenary
soldier.

"The ravens say you are a
true warrior."

Metal Gear REX+

No. 417 COST: 30
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A

Upgrade Cost: 2500
Card Text:
"Trample"
ATK:300
Destroys 2 cards.
Can't apply to move.

Description:
"Trample"
ATK: 300 to area.
Two cards are randomly
discarded from user's
hand.
*If user has less than two
cards,
this card can't be used.
Cannot be applied to
movement.

10101

10101

11111

11111

11111

00X00

[Metal Gear REX]

A nuclear-capable bipedal
walking tank.

Equipped with an
electromagnetic rail gun
nuclear warhead launch
module on its right arm.
Can launch stealth nuclear
warhead undetectable by
radar from any point on
the globe.

Shadow Moses Island was the
site of its nuclear
warhead launch tests.

Cyborg Ninja

No. 130 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: N/A
Card Text:

"H. F. Blade"

ATK:15 x 5
to chosen target.

Description:
"H. F. Blade"
ATK:15X5 to target of choice.
[Cyborg Ninja]
His identity and motives
are unknown.
Equipped with stealth
camouflage and a
reinforced exoskeleton.
The high-frequency blade he

Upgrade Cost: N/A
Card Text:
"Roar"
ATK:350 to 5 x 5 area.
Destroys 2 rand. cards.
Can't apply to move.

Description:
"Roar"
ATK:350 to a 5X5 area in
front.
Two cards are randomly
discarded
from user's hand.
*If user has less than two
cards, this card can't
be used.
Cannot be applied to
movement.

11111

11111

11111

11111

11111

00X00

[Metal Gear REX]

A nuclear-capable bipedal
walking tank.

Its main purpose is
to enable the launch
of a global nuclear strike
from anywhere in the world
in response to a variety
of conditions.

Gray Fox

No. 151 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

"Close Combat"

ATK +20 HIT +5%
(CQC) while equipped.

Description:
"Close Combat"
Equip to use.
While equipped, CQC ATK +20
HIT +5%
Effect lasts for 3 turns.
[Gray Fox]
The holder of FOXHOUNDS's
most prestigious code
name, "FOX."

wields can cut through
a steel beam.
"I will kill you or you
will kill me...
It makes no difference."

Psycho Mantis

No. 131 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Hypnotize"
Confuses chosen
target within area.
Lasts 2 turns.

Description:

"Hypnosis"
Confuses target of choice
in a 3X6 area in front
of the user.
Lasts for 2 turns.
[Psycho Mantis]
A member of FOXHOUND,
formerly with the KGB's ESP
intelligence unit.
Has mind-reading and
psychokinetic powers.
"Now let me ready your mind.
No...perhaps I should say
your past."

Mei Ling

No. 132 COST: 8
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

His real name is
Frank Jager.
He helps Snake in
Outer Heaven.
Later, the two engage
in a hand-to-hand
fight to the death.
"The perfect ring for our
final battle, eh, Snake?"

Psycho Mantis+

No. 418 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Common Foil

NO LINK BATTLE

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Telepathy"
Confuses chosen
target within area.
Lasts 3 turns.

Description:

"Telepathy"
Confuses target of choice
in a 3X7 area in front
of the user.
Lasts for 3 turns.
*Cannot be used in
LINK BATTLE mode.
[Psycho Mantis]
After the collapse of the
Soviet Union, he went
to America, where he
supervised several
cases as a psychic
 profiler for the FBI.
However, as a result of his
assimilation of the mind of
a serial killer, he
committed several grisly
murders.
After wandering about from
place to place, he was
eventually scouted by
FOXHOUND.
"So you like dating
simulation games?"

Mei Ling+

No. 419 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Soliton Radar"

Doubles interference effects.

Lasts 20 COST.

Description:

"Soliton Radar"

Doubles allies' INTERFERENCE effects.

Lasts for 20 COST.

[Mei Ling]

Provided technical backup to Solid Snake during the Shadow Moses incident while still a student at MIT.

The Soliton Radar, the internal communication system that Snake uses, is her brainchild.

Well-versed in Chinese proverb.s "There's a Chinese proverb, 'The mind cannot be in two places at once.'

Make sure that you're not thinking of something else during the mission, OK?"

"Black Market"

Doubles interference effects.

Lasts 40 COST.

Description:

"Black Market"

Doubles allies' INTERFERENCE effects.

Lasts for 40 COST.

[Mei Ling]

She was the operator in charge of handling the communication data during the Shadow Moses Incident.

She is an American-born Chinese.

Her original ambition was to be a pilot, but she was scouted into the Army as a specialist in legacy systems and data processing.

After the Shadow Moses Incident she, along with Otacon and Solid Snake, formed the anti-Metal Gear organization "Philanthropy."

"There's a Chinese proverb, 'The mind cannot be in two places at once.' make sure that you're not thinking of something else during the mission, OK?"

Genola

No. 133 COST: 15
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare

Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500

Card Text:

"Howl"

All living characters except user FAINT.

Description:

"Howl"

renders all enemies (living creatures) in range unconscious.

[Genola]

A mysterious genetic monstrosity.

Genola+

No. 420 COST: 13
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Seismic Event"

All living characters except user FAINT.

Description:

"Seismic Event"

Renders all enemies (living creatures) in range unconscious.

*Cannot be used in LINK BATTLE mode.

[Genola]

A mysterious genetic monstrosity.

Solid Snake (MGS1)

No. 134 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Rare
Cap: 4(8) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 2500
Card Text:

"Revivify"

User's LIFE: +600.

Description:

"Revivify"

User's LIFE +600.

[Solid Snake]

A former member of the high-tech unconventional warfare unit FOXHOUND.

Has an I.Q. of 180.

Fluent in 6 languages.

An expert in parachute jumping, scuba diving, and free climbing.

Has completed countless dangerous missions, earning him the title

"Legendary Hero."

In the Shadow Moses incident, he was pressed by his former commander, Roy Campbell, into going into battle one last time.

"What's a Russian gunship doing here?"

Naomi Hunter

No. 135 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Cure"

LIFE: +10 every 5 COST (max. 200).

Description:

"Cure"

After use, heals 10 LIFE every 5 COST, up to a maximum of 200.

[Naomi Hunter]

A member of FOXHOUND's medical staff, on loan from ATGC.

Oversees the gene therapy and enhancement of FOXHOUND soldiers.

Solid Snake (MGS1)+

No. 421 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Rare Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Dave"

User's LIFE: +800.

Description:

"Dave"

User's LIFE+800.

[Solid Snake]

A former member of the high-tech unconventional warfare unit FOXHOUND.

After the trouble in Zanzibar Land,

he returns to the shores of Twin Lakes in the Alaskan mountains to live a life of isolation.

He was living a self-sufficient life, but was plagued by post-traumatic stress disorder from his two missions.

"What's a Russian gunship doing here?"

Naomi Hunter+

No. 422 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Nanomachines"

LIFE: +10 every 5 COST (max. 200).

Description:

"Nanomachines"

After use, heals 10 LIFE every 5 COST, up to a maximum of 200.

[Naomi Hunter]

During the Shadow Moses Incident, she was part of the medical staff supporting Snake via the injection of nanomachines, etc.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

Meryl Silverburgh
No. 136 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:
"Recuperate"
User's COST 1/2.
Can't apply to move.

Description:

"Recuperate"

User's COST 1/2.

Cannot be applied to movement.

[Meryl Silverburgh]

Roy Campbell's niece.

Campbell too care of her after her father died in combat in the Gulf War. On the day of the Shadow Moses incident, she was deployed to FOXHOUND as an emergency replacement and ended up getting caught in the fray.

"Just what I'd expect from the legendary Solid Snake. You trying to sweep me off my feet?"

Gurlukovich Sld.
No. 137 COST: 5
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card

Can move 5 BLKS.

Description:

Nanomachines are virus-sized microscopic machines, various types of which are injected into the body. Their functions include acting as communication devices, radar, and protection against NBC weapons.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

Meryl Silverburgh+
No. 423 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Aegis"
User's COST 1/2
Can't apply to move.

Description:

"Aegis"

User's COST 1/2.

Cannot be applied to movement.

[Meryl Silverburgh]

Roy Campbell's niece. She was raised as a soldier from an early age, but she has no tactical experience.

She has received a small amount of gene therapy so that she is not attracted to the opposite sex.

"Just what I'd expect from the legendary Siolid Snake. You trying to sweep me off my feet?"

Gurlukovich Sld.+
No. 424 COST: 4
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card

Can move 5 BLKS.

Description:

Movement Card.
Can move 5 blocks.
[Gurlukovich Solider]
A band of Russian
mercenaries led by
Sergei Gurlukovich.
Armed with AKS74u's and
night vision goggles,
they raided a Marine
vessel on the Hudson River.
"No sign of the AWOL man.
Nothing out of the ordinary
found.
I need someone to fill this
position."

Revolver Ocelot

No. 138 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Gunplay"
User's shooting COST
is 2 for 20 COST.

Description:

"Gunplay"
Sets Cost for all gun
attacks by user to 2.
While in effect, user cannot
execute CQC attacks.
Lasts for 20 COST.
[Revolver Ocelot]
A member of the newly
reformed FOXHOUND.
A former Spetsnaz
commando, his weapon of
choice is a Single Action
Army.
Also a specialist in
torture.
"Six bullets. More than
enough to
kill anything that moves."

Emma Emmerich

No. 139 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Weak Knees"
Total evasion next
turn. All EQUIPMENT

Movement Card.
Can move 5 blocks.
[Gurlukovich Soldier]
A band of Russian
mercenaries led by
Sergei Gurlukovich.
they are made up of former
Spetsnaz members.
"We need cover!"

Ocelot

No. 183 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Showdown"
Target can't shoot.
Lasts 20 COST.

Description:

"Showdown"
Prevents target of choice
from firing.
Lasts for 20 COST.
[Ocelot]
The teenage leader of the
Ocelot Unit.
He once favored a
Makarov in combat,
but has now switched
to a revolver.
"Ah ah ah... No more judo,
and no more field strips."

Emma Emmerich+

No. 425 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"G. W."
Total evasion next
turn. All EQUIPMENT

destroyed.

Description:

"Weak Knees"

Equip to use.

EVADE all attacks.

All equipment is destroyed when this is used.

Effect lasts until next turn.

[Emma Emmerich]

Stepsister of Otacon

(Hal Emmerich).

Nicknamed E. E.

A specialist in computers, she designed the system architecture of the Big Shell.

Afraid of water due to a traumatic childhood experience.

"No, it's not like that. I like glasses.

And...there's this guy I liked who used to wear them..."

Fortune

No. 140 COST: 10

Use: Equip Pack: SBST

Ammo: N/A

Rarity: Rare

Interfere: U:G D:- L:B R:B

Cap: 2(4) Icon: CHAR

Singles Price: 50000

Upgrade Cost: 2500

Card Text:

"E. M. Device"

Evade 10 bullets.

Equip to use.

Description:

"E. M. Device"

Equip to use.

Expires after evading 10 shots.

[Fortune]

A former member of Dead Cell, the Navy SEALs' counterterrorism

training unit. Now part of the terrorist group Sons of Liberty.

She longs for death, but bullets and grenades can't even touch her.

Her name derives from her uncanny luck in battle.

"Since no one can kill me, I may as well kill everyone I can."

Vamp

destroyed.

Description:

"G. W."

Equip to use.

EVADE all attacks.

All equipment is destroyed when this is used.

Effect lasts until next turn.

[Emma Emmerich]

She is the developer of the optical neuro A.I. named

"G.W.," the only of its kind in the world.

The Patriots have completed Arsenal Gear, and have their trump card "G.W.

in place, thereby ushering in their new world order.

"I can't...I can't swim..."

Fortune+

No. 426 COST: 8

Use: Equip Pack: SBST

Ammo: N/A

Rarity: Rare Foil

Interfere: U:G D:- L:B R:B

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Miracle"

Evade 20 bullets.

Equip to use.

Description:

"Miracle"

Equip to use.

Expires after evading 20 shots.

[Fortune]

A former member of Dead Cell, the Navy SEALs' counterterrorism

training unit. Now part of the terrorist group Sons of Liberty.

Her real name is Helena Dolph Jackson.

"All our misfortune was -- just a part of their project!"

Vamp+

No. 141 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:B D:B L:B R:B
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Bloodsucker"
Adds 1/2 dmg. dealt
to user's LIFE.
Equip to use.

Description:

"Bloodsucker"
Adds 1/2 of the damage user
deals to user's LIFE.
Does not affect explosives
and universal attacks.
Equip to use.
Effect expires after 1 turn.
[Vamp]
A former member of Dead
Cell, the Navy SEALs'
counterterrorism
training unit. Now part of
the terrorist group
Sons of Liberty.
With his superhuman
strength and agility,
he can dodge bullets and
slice through legions of
enemies with his knife.
"Unfortunately, hell had no
vacancies..."

Solid Snake (MGS2)

No. 142 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:R D:R L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Hang"
Lasts 70 COST.
Equip to use.

Description:

"HANG"
Equip to use.
Expires after 70 COST.
[Solid Snake]
After the Shadow Moses
incident, Snake joined the
anti-Metal Gear
organization "Philanthropy"
along with Otacon.
Since then, he has

No. 427 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:B D:B L:B R:B
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Surprise Attack"
Adds 1/2 dmg. dealt
to user's LIFE.

Description:

"Surprise Attack"
Adds 1/2 of the damage user
deals to user's LIFE.
Does not affect explosives
and universal attacks.
Equip to use.
Effect expires after 3 turns.
[Vamp]
A former member of Dead
Cell, the Navy SEALs'
counterterrorism training
unit. Now part of
the terrorist group Sons
of Liberty.
He is so tough he almost
seems inhuman.
He calls Fortune "Queen."
"Then, he is all mine."

Solid Snake (MGS2)+

No. 428 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:R L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Hang"
Lasts 90 COST.
Equip to use.

Description:

"HANG"
Equip to use.
Expires after 90 COST.
[Solid Snake]
A member of "Philanthropy."
He, along with Otacon, is
on the wated list as
a terrorist.
He was confirmed to
have died while sinking

participated in a number of extralegal extremist activities against the many Metal Gear variations being developed worldwide, including data collection and sabotage missions.

"We're not tools of the government or anyone else. Fighting was the only thing I was good at, but...

At least I always fought for what I believed in..."

Iriquois Pliskin

No. 143 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 100

Card Text:

"Cigarettes"

Reveals IR sensors.

-1 LIFE per 1 COST

Equip to use.

Description:

"Cigarettes"

Equip to use.

Makes infrared sensors visible.

While equipped, LIFE decreases

by -1 per COST.

Effect expires after 3 turns.

[Iroquois Pliskin]

Identifies himself as a member of the SEAL 10

team sent into the Big

Shell to rescue the

kidnapped President.

Supports Raiden alongside Otacon.

"I don't care who you are, kid. You don't point that thing at me."

Solidus Snake

No. 144 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
SOLIDEYE
Cap: 4(8) Icon: CHAR

the tanker in the Hudson River.

"Gives me infinite ammo."

Iriquois Pliskin+

No. 429 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Cigar"

Reveals IR sensors.

-1 LIFE per 1 COST

Equip to use.

Description:

"Cigar"

Equip to use.

Makes infrared sensors visible.

While equipped, LIFE decreases

by -1 per COST.

Effect expires after 6 turns.

[Iroquois Pliskin]

He was sent in to rescue the U.S.

President, who was being

held prisoner in the

ocean-based plant

"Big Shell." He has

identified himself as one

of the SEAL10 members.

He holds the rank

of lieutenant.

"That suit -- are you

FOXHOUND?"

Solidus Snake+

No. 430 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR

Singles Price: 6000
Upgrade Cost: 2000
Card Text:

"Dual Blades"

ATK:70 x 3

Machines unaffected.

Description:

"Dual Blades"

Must be adjacent to target
to use.

ATK: 70X3

Ineffective against
machines.

[Attack Area]

00000

00000

00000

00100

00X00

[Solidus Snake]

The perfect Snake, balanced
in every way, neither
solid nor liquid.

Also known as George Sears,
43rd President of the United
States of America.

Leads the armed
group Sons of Liberty.

"But now,
you should die as
the little Jackie boy
I once knew."

Metal Gear RAY

No. 145 COST: 20

Use: Use Pack: SBST

Ammo: N/A

Rarity: Rare

Unlock: Beat Story x2

Cap: 2(4) Icon: CHAR

Singles Price: 50000

Upgrade Cost: 2500

Card Text:

"Hydraulic Cutter"

ATK:250 to 1 x 5 area

Can't apply to move.

Description:

"Hydraulic Cutter"

ATK: 250 to a 1X5 area.

Cannot be applied to
movement.

00100

00100

00100

00100

00100

00X00

[Metal Gear RAY]

An amphibious

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Showdown"

ATK:80 x 3

Machines unaffected.

Description:

"Showdown"

Must be adjacent to target
to use.

ATK: 80X3

Ineffective against
machines.

[Attack Area]

00000

00000

00000

00100

00X00

[Solidus Snake]

One of the survivors of the
"Les Enfants Terribles"
project.

he was created from Big
Boss's genetic material.

"What a pleasant surprise --
brother."

Mass-Produced RAY

No. 431 COST: 20

Use: Use Pack: SBST

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Missile"

5 random attacks at

ATK:100

Can't apply to move.

Description:

"Missile"

Fires 5 shots against
random targets.

ATK: 100.

Cannot be applied to

movement.

[Mass-produced RAY]

A prototype redesigned by
the Navy based on Metal
Gear RAY.

Utilizing the artificial
intelligence "G.W." as their

anti-Metal Gear
weapon developed in secret
by the U.S. Marines.
Later developed by the Army
for mass production.
Equipped with missiles and
vulcan cannons. Its mouth
is armed with a hydraulic
cannon.

Jennifer

No. 146 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 100
Card Text:

"Endure"

User's added COST
converted to dmg.

Description:

"Endure"

Converts each COST to user
added from attacks into 10
damage.

Effect lasts until next
turn.

[Jennifer]

One of the hostages being
held in auditorium B1 of
central wing 1
of "Big Shell."

For some reason, the plate
attached to the desk
she's leaning against
reads "35 25 37."

Put her to sleep with the
tranquilizer gun and...

"My name is Jennifer!"

Olga Gurlukovich

No. 147 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Reload"

User draws 3 cards.

Description:

"Reload"

User draws three cards.

[Olga Gurlukovich]

The daughter of ex-GRU
colonel Sergei

Gurlukovich, she is also a

main control system,
the multiple RAYs possess
an advanced joint warfare
capability that allows
them to share
communications data with one
another. These RAYs have a
shorter tailpiece than the
prototype.

Jennifer+

No. 432 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Humiliation"

User's added COST
is converted to dmg.

Description:

"Humiliation"

Converts each COST to user
added from attacks
into 10 damage.

Effect lasts until next
turn.

[Jennifer]

One of the hostages being
held in auditorium B1
of central wing 1 of
"Big Shell."

No taking pictures from
under the desk.

"You're Jennifer..."

Olga Gurlukovich+

No. 433 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Mother"

User draws 3 cards.

Description:

"Mother"

User draws three cards.

[Olga Gurlukovich]

The daughter of ex-GRU
colonel Sergei

Gurlukovich. She was

soldier in his army.
She took part in the raid
on the tanker on the
Hudson River to steal
Metal Gear RAY.

"Where it isn't due? When
you watched my father
die and did nothing?"

Johnny Sasaki

No. 148 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

"Half-Naked"

Discard all cards
and draw 6 new ones.

Description:

"Half-Naked"

Destroys all cards in hand
and draws

6 new ones.

[Johnny Sasaki]

One of the Genome Soldiers
assigned to Shadow Moses
Island.

He had his uniform stolen
by a female prisoner.

Since then, it's been one
misfortune after another,
from getting the runs to
letting the intruder
escape on his watch.

"Boy oh boy. That woman is
built, all right."

Raiden

No. 149 COST: 7
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500

Card Text:

"Rolling"

Move 3 BLKS forward.
Ignore pits along way.

Description:

"Rolling"

Move 3 blocks forward.

Pass over any gaps in floor
in between.

Knocks down all living
targets in the way.

[Raiden]

raised in the military
from an early age.

"I saw a man hiding under a
cardboard box."

Johnny Sasaki+

No. 434 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Stomach Cramp"

Discard all cards
and draw 6 new ones.

Description:

"Stomach Cramp"

Destroys all cards in hand
and draws 6 new ones.

[Johnny Sasaki]

A former Genome Soldier. He
was holed up in the
toilet of auditorium
B1 of central wing 1 of

"Big Shell,"

and refused to come out.

"To come all the way to New
York just to get hit with a
bowel attack...

what luck..."

Raiden+

No. 435 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Naked"

Move 3 BLKS forward.
Ignore pits along way.

Description:

"Naked"

Move 3 blocks forward.

Pass over any gaps in floor
in between.

Knocks down all living
targets in the way.

[Raiden]

A soldier and member of FOXHOUND, trained in VR simulations. Under the command of the "Colonel," he infiltrates the Big Shell. His real name is Jack. "This is Snake. I am now inside Strut A of Shell 1."

Gurlugon

No. 150 COST: 7
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon

Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2000
Card Text:

"Monster Beam"
Add 15 COST to all living enemies in area.

Description:

"Monster Beam"
COST +15
to living enemies within range.

[Gurlugon]

A monster from another dimension that appeared without warning at the Big Shell. Using the Koppelthorn engine, the VR system is somehow able to transcend ordinary space, and "peek" into a parallel universe that matches the parameters it is given.

Since this data is fed to the VR system in the form of virtual space, its observations and interference allow the Gurlugon to exist as a singularity in the virtual environment.

Gray Fox

No. 151 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR

He was raised as a soldier from an early age in the Liberian Civil War. he has been called, among other things, "White Devil" and "Jack the Ripper." "Colonel What are you keeping from me!"

Gurlugon+

No. 436 COST: 10
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon Foil

NO LINK BATTLE

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Another Dimension"
Add 20 COST to all living enemies in area.

Description:

"Another Dimension"
COST+20
to living enemies within range.

*Cannot be used in LINK BATTLE mode.

[Gurlugon]

A monster from another dimension that appeared without warning at the Big Shell. Getting hit by the Gurlugon's Monster Beam renders the victim unable to move for a short time.

Cyborg Ninja

No. 130 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR

Singles Price: 5000
Upgrade Cost: 2000
Card Text:

"Close Combat"
ATK +20 HIT +5%
(CQC) while equipped.

Description:

"Close Combat"
Equip to use.
While equipped, CQC ATK +20
HIT +5%
Effect lasts for 3 turns.
[Gray Fox]
The holder of FOXHOUNDS's
most prestigious code
name, "FOX."
His real name is
Frank Jager.
He helps Snake in
Outer Heaven.
Later, the two engage
in a hand-to-hand
fight to the death.
"The perfect ring for our
final battle, eh, Snake?"

Solid Snake (MG)

No. 152 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Infinity Bandana"
Used weap. returns to
hand; lasts 20 COST.
Equip to use.

Description:

"Infinity Bandana"
Equip to use.
Used EQUIP type weapons
return to the user's
hand.
Expires after 20 COST.
[Solid Snake]
A new recruit in FOXHOUND,
sent to infiltrate the
fortress nation Outer
Heaven and destroy Metal
Gear, a nuclear-armed
bipedal walking tank
being developed there.
The code name for the Outer
Heaven mission is
"OPERATION INTRUDE N313."
"This is Solid Snake.
Respond, please..."

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"H. F. Blade"
ATK:15 x 5
to chosen target.

Description:

"H. F. Blade"
ATK:15X5 to target of choice.
[Cyborg Ninja]
His identity and motives
are unknown.
Equipped with stealth
camouflage and a
reinforced exoskeleton.
The high-frequency blade he
wields can cut through
a steel beam.
"I will kill you or you
will kill me...
It makes no difference."

Solid Snake (MG)+

No. 437 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Escape"
Used weap. return
to hand; lasts
30 COST.

Description:

"Escape"
Equip to use.
Used EQUIP type weapons
return to the user's hand.
Expires after 30 COST.
[Solid Snake]
A new recruit in FOXHOUND,
sent to infiltrate the
fortress nation Outer
Heaven and destroy Metal
Gear, a nuclear-armed
bipedal walking
tank being developed there.
The code name for the Outer
Heave mission is
"OPERATION INTRUDE N313,"
"This is Solid Snake.
Respond, please..."

Big Boss

No. 153 COST: 10
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Rare Foil
Cap: 4(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Declare Victory"
Double PTS.
Snake only.

Description:

"Declare Victory"
Doubles PTS>
Sets all allies' ATK to -20.
Cannot be used in combination
with "Gijin-san."
Does not affect explosive
and universal attacks.
Snake only.

[Big Boss]

The greatest mercenary of
the 20th century.
His exploits are the stuff
of legend.
He was the supreme
commander of FOXHOUND,
and also the leader
of Outer Heaven.
After the fall of Outer
Heaven, he
masterminded the Zanzibar
Land uprising.
"You and I are
indispensable on
the battlefield. But when
we return home, we're
of no use to anyone."

Machinegun Kid

No. 154 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Gun Belt"
Can use all bullets
for assault rifle
and SMG.

Description:

"Gun Belt"
Makes all assault rifle and
submachine gun bullets
usable.

Fire Trooper

Naked Snake

No. 179 COST: 7
Use: Equip Pack: MGS3
Ammo: CQC
Rarity: Rare
Cap: 4(4) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 10000
Card Text:

"John Doe"
Random technique.
Used with equip, CQC.

Description:

"John Doe"
Attack vs. forward adjacent
block.
Executes a random technique.
Used in combination with an
equipped CQC card.
Must be adjacent to target
to use.

[Naked Snake]

Naked Snake is the code
name of the protagonist
of Operation Snake
Eater.
trained in the art of
combat by The Boss,
he is assigned to the covert
FOX unit.
"A real one-man army."

Machinegun Kid+

No. 438 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Barrage"
Can use all bullets
for assault rifle
and SMG.

Description:

"Barrage"
Makes all assault rifle and
submachine gun bullets
usable.

Fire Trooper+

No. 155 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Flamethrower"

ATK:120

HIT:85%

Area; BURN.

Description:

"Flamethrower"

Anti-armor;

USE type

ATK: 120

HIT: 85%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

11111

00X00

Metal Gear

No. 156 COST: 20
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Vulcan Strafe"

ATK:30 to all targets

BLEEDING.

Can't apply to move.

Description:

"Vulcan Strafe"

ATK: 30 to all targets.

Makes targets BLEED.

Cannot be applied to
movement.

[Metal Gear TX-55]

A doomsday weapon being
developed in secret in the
fortress nation Outer
Heaven. Its design is
shrouded in mystery.

Running Man

No. 157 COST: 4
Use: Move Pack: ULMT
Ammo: N/A
Rarity: Common
Unlock: Arena Hard x6
Cap: 2(4) Icon: CHAR

No. 439 COST: 7
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Flamethrower"

ATK:150

HIT:85%

Area; BURN.

Description:

"Flamethrower"

Anti-armor;

USE type

ATK: 150

HIT: 95%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

11111

00X00

Metal Gear+

No. 440 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Vulcan Cannon"

ATK:30 to all targets

BLEEDING.

Can't apply to move.

Description:

"Vulcan Cannon"

ATK: 30 to all targets.

Makes targets BLEED.

Cannot be applied to
movement.

[Metal Gear TX-55]

A doomsday weapon being
developed in secret in the
fortress nation Outer
Heaven.

It was designed by
Dr. Petrovich Madnar.

Running Man+

No. 441 COST: 4
Use: Move Pack: ULMT
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR

Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Out of Breath"
Movement Card
Can move 7 BLKS

Description:

"Out of Breath"

Movement Card

Can move 7 blocks.

[Running Man]

The swiftest mercenary in the world. He floods the room with nerve gas and attacks.

"...pant...pant..."

How's that?

Pretty fast, aren't I?"

Solid Snake (MG2)

No. 158 COST: 7

Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common

Cap: 5(X) Icon: CHAR

Singles Price: 2000

Upgrade Cost: 1500

Card Text:

"Legendary Hero"
Max. LIFE +100 when equipped.
Equip to use.

Description:

"Legendary Hero"

Equip to use.

Increases user's maximum LIFE by 100.

[Solid Snake]

In the late 90's, Zanzibar Land, a small country on the edge of the Middle East, was taken over in a military coup. At the same time, Dr. Kio Marv, a Czech biologist and the inventor of OILIX, a microbe capable of refining high-grade petroleum, was kidnapped by agents of Zanzibar Land. Solid Snake was dispatched to single-handedly infiltrate Zanzibar Land and rescue the kidnapped scientist.

The missions's code name is

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Now That's Fast"
Movement Card
Can move 8 BLKS

Description:

"Now That's Fast"

Movement Card.

Can move 8 blocks.

[Running Man]

The swiftest mercenary in the world.

He floods the room with nerve gas and attacks.

"...pant...pant...Hat's that?"

Pretty fast, aren't I?"

Solid Snake (MG2)+

No. 442 COST: 7

Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Execute Mission"
Max. LIFE +200 when equipped.
Equip to use.

Description:

"Execute Mission"

Equip to use.

Increases user's maximum LIFE by 200.

[Solid Snake]

After "OPERATION INTRUDE N313," Snake left FOXHOUND and went to work for the CIA.

However, he soon became dissatisfied with the system and left them as well. His real name and nationality are closely-guarded national secrets, and remain unclear. He is 178cm tall, and weighs 75kg.

"This is Snake...I've reached the infiltration point."

"OPERATION INTRUDE FO14."

"This is Snake...
I've reached the
infiltration point."

Chris Jenner

No. 159 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Still Standing"

Converts KDWN to
20 damage.

Equip to use.

Description:

"Still Standing"

Equip to use.

When equipped, the user will
take 20 damage instead
of being knocked down.
Effect expires after 5 turns.

[Chris Jenner]

A member of Delta Force
with the rank of sergeant.
Her unit is sent
to capture the fortress of
Galvade but all except
Chris are slain, and
she teams up with Solid
Snake.

Chris appears to have a
top-secret mission of
her own.

"Right!"

Marrionette Owl

No. 160 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Night Eyes"

Visual x 2 in Search
Mode. Lasts 30 COST

Equip to use.

Description:

"Night Eyes"

Equip to use.

Visual range X2 in search
mode.

Expires after 30 COST.

[Marionette Owl]

Chris Jenner+

No. 443 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Solo Mission"

Converts KDWN to
10 damage.

Description:

"Solo Mission"

Equip to use.

When equipped, the user will
take 10 damage instead
of being knocked down.
Effect expires after 10 turns.

[Chris Jenner]

A member of the Delta Force.
She provided information
support
from the rear, but was sent
into combat at the Galvade
Fortress.

She appears to have a
top-secret mission of
her own.

"...I simply couldn't say
anything..."

Marrionette Owl+

No. 444 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Night Assault"

Visual x 2 in Search
Mode. Lasts 50 COST

Equip to use.

Description:

"Night Assault"

Equip to use.

Visual range X2 in search
mode.

Expires after 50 COST.

[Marionette Owl]

A member of the mercenary group Black Chamber. he is a nocturnal combat specialist, able to see in the dark like an owl. His unusual body chemistry makes his eyes shine like a cat's in the dark, so he wears goggles. "No use hiding in the shadows... My eyes are as big as an owl's and I see you standing there..."

Viper

No. 161 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Password: Viper
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Vengeance"

Destroys 1 target assault rifle.

Attaches to weapon.

Description:

"Vengeance"

Attaches to weapon.

(EQUIP type weapons only)

One rifle card in targets hand is destroyed upon a successful hit.

Effect expires after equipped weapon is used 3 times.

[Black Art Viper]

The leader of the mercenary group Black Chamber.

A mere touch from Viper's hands causes enemies to explode, earning him the appellation "Black Art."

He is plotting his vengeance against FOXHOUND and Solic Snake, but his true motives remain a mystery.

"I made a promise to you, and now is the time for you to die."

Pyro Bison

No. 162 COST: 7

A member of the mercenary group Black Chamber. He carries two bunraku puppets with him. The red one is named Osan, while the white one is named Kohal. "What nice lines your clavicles have, Snake."

Viper+

No. 445 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Booby Trap"

Destroys 1 target assault rifle.

Attaches to weapon.

Description:

"Booby Trap"

Attaches to weapon

(EQUIP type weapons only).

One rifle card in targets hand is destroyed upon a successful hit.

Effect expires after equipped weapon is used 6 times.

[Black Art Viper]

The leader of the mercenary group Black Chamber.

It may be because of his rivalry with Snake, but he has taken the name "Viper."

"We survivors have sworn revenge... and I have chosen this land."

Pyro Bison+

No. 446 COST: 8

Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Flamethrower"

ATK:140

HIT:80%

Area; BURN.

Description:

Flamethrower: Anti-armor;

USE type

ATK: 140

HIT: 80%

Notes: Area attack; BURNS.

[Attack Area]

00000

01110

01110

01110

00X00

[Pyro Bison]

A member of the mercenary group Black Chamger.

With his giant size, he can easily handle a flamethrower.

The fuel it uses is a special mixture prepared by Bison himself. On occasion, he can even fly.

"Every human being burns differently, did you know that?"

Metal Gear Gander

No. 163 COST: 20

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: CHAR

Singles Price: 20000

Upgrade Cost: 2500

Card Text:

"Guided Missile"

5 random attacks at

ATK:100.

Can't apply to move.

Description:

"Guided Missile"

Fires 5 shots against random targets

with ATK: 100.

Cannot be applied to movement.

[Metal Gear GANDER]

Developed by the United

Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Flamethrower"

ATK:160

HIT:85%

Area; BURN.

Description:

"Flamethrower"

ATK: 160.

HIT: 85%.

Notes: Area attack; BURNS.

[Attack Area]

01110

01110

01110

01110

00X00

[Pyro Bison]

One of the members of the Black Chamber mercenary company.

He has an unusual obsession with fire.

"What do you think?

Beautiful, ain't it?"

Metal Gear Gander+

No. 447 COST: 20

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Missile Pods"

5 random attacks at

ATK:150.

Can't apply to move.

Description:

"Missile Pods"

Fires 5 shots against random targets.

ATK: 150.

Cannot be applied to movement.

[Metal Gear GANDER]

Developed by the United

States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. Armed with a railgun, 2 vulcan cannons, and 6 guided missile pods. It also carries 2 flying pods that attack independently. In addition, it is equipped with a satellite datalink-based nuclear missile launch system.

Ideaspy 2.5

No. 164 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Inexplicable"

All cards cost 1/2 for 5 turns.

Description:

"Inexplicable"

Usage COST of all of user's cards is halved for 5 turns after use. However, after 5 turns, half of the overall COST of the cards used is added to the user.

[IdeaSpy 2.5]

The ace of IdeaSpy, a top-secret team assembled by the FBI.

Uses his arsenal of mail-order Idea gadgets, such as "Warming Shoes" and "color contact lens-type micro-miniature bombs" to get out of one tight spot after another.

He has a long history with his colleague 714.

Also a bit of a coward.

To the left of the photo is his "special friend," Call Now.

"One day, the people of this city won't need us anymore.

They'll be able to walk on their own feet.

States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. It is stored in repair shop B100F, but it is possible to inflict a tiny amount of damage to it with a grenade in B99F.

Ideaspy 2.5+

No. 448 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Discount"

All cards cost 1/2 for 5 turns.

Description:

"Discount"

All of user's cards can be used at 1/2 COST for 5 turns after using this.

However, after 5 turns, 1/2 of the total COST of all cards used is added to the user's COST.

[IdeaSpy 2.5]

The ace of IdeaSpy, a top-secret team assembled by the FBI.

He went to IdeaSpy Academy with "Call Now," but she now hates him because of a certain incident.

"These colored contact lenses are actually incredibly small bombs. They are set to detonate with the slightest shock."

That's what I tell myself."

Gillian Seed

No. 165 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Shooting Trainer"
HIT:100%
Shooting COST +10
Attaches to weapon.

Description:

"Shooting Trainer"
Attaches to weapon
(EQUIP type weapons only)
HIT: 100%
Shooting COST +10
Effect expires after
equipped weapon
is used 1 time.
[Gillian Seed]
Lost his memory three years
ago.
His past is shrouded deep in
mystery. Separated for the
past two years from
his wife, Jamie Seed.
After undergoing special
training in the army,
he is assigned
to Neo Kobe City
as a Runner for JUNKER.
"Metal Gear, huh? That's a
weird name."

Mika Slayton

No. 166 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Password: Mika
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Support"
User discards 2 cards.
Ally draws 3.

Description:

"Support"
User discards 2 cards from
hand.
Ally draws 3 cards.
[Mika Slayton]
Receptionist and operator
for JUNKER.

Gillian Seed+

No. 449 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"JUNKER"
HIT:100%
Shooting COST +5

Description:

"JUNKER"
Attaches to weapon
(EQUIP type weapons only).
HIT:100%
Shooting COST+5.
Effect expires after
equipped weapon
is used 1 time.
[Gillian Seed]
Lost his memory three years
ago.
His past is shrouded deep in
mystery. He has been
separated for the past
two years from
his wife, Jamie Seed.
"Metal Gear, huh?
That's a weird name."

Mika Slayton+

No. 450 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Support"
User discards 2 cards.
Ally draws 3.

Description:

"Support"
User discards 2 cards from
hand.
Ally draws 3 cards.
[Mika Slayton]
Receptionist and operator
for JUNKER.

After graduation, she worked in the Kobe Crime Research Lab prior to joining the JUNKER Agency.

"Mr. Gillian Seed? Forgive me."

Metal Gear Mk-II
No. 167 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Data Processing"
Arranges cards in hand by type.

Description:

"Data Processing"
Sorts cards in hand by type. From left to right: SUPPORT, ACTION, ITEM, CHARACTER, WEAPON.

[METAL GEAR MK-II]
Gillian Seed's personal navigator. Navigators are designed to facilitate JUNKER's investigative activities. Their primary functions include control analysis, memory, and communication.

Height: 980mm
Length: 310mm
Width: 530mm
(including monitor)
Weight: 50kg
Monitor: 10 inch
Storage Capacity: 40 liters
Designer: Harry Benson
"My name is Metal Gear Mk-II,
and I will be your support for the mission."

Jonathan Ingram
No. 168 COST: 0
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 2500
Card Text:

Part Japanese and part Jewish, she holds a degree in criminal psychology and municipal data management from Kobe City University.
"Gillian Seed? Forgive me."

Metal Gear D(revised)
No. 451 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare
SOLIDEYE

Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Vulcan Cannon"
ATK:200 to area.
Can't apply to move.

Description:

"Vulcan Cannon"
Area ATK: 200.
Cannot be applied to movement.

1010101
0101010
1010101
0101010
1010101
000X000
[Metal Gear D (revised)]
Designed by Dr. Petrovich Madnar.
Its weak point is its Leg.

Jonathan Ingram+
No. 452 COST: 0
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Solution"
User's current COST
reduced by 15.
Can't apply to move.

Description:

"Solution"
User's current COST -15.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.
[Jonathan Ingram]
Age 30
(birth record lists as 55).
A former Policenaut with
the LAPD.
Set adrift in space for 25
years as a result of an
accident with the
experimental EMPS Yuri; as
a result, he is afflicted by
cosmophobia.
"Yeah, the best friend a
guy could have!"

Tony Redwood

No. 169 COST: 10
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 2500
Upgrade Cost: 1000
Card Text:

"Mr. Goddard"
All HITs 100%
Lasts 1 turns.

Description:

"Mr. Goddard"
Sets HIT rate of all
players to 100%.
Lasts for 1 turn.
[Tony Redwood]
A member of BCP's Advanced
Police unit. His nickname,
"Mr. Goddard,"
derives from his
unparalleled prowess
inside an EMPS,
"It might not make sense to
the folks back home,
but for me,
the Beyond is home."

Karen Hojo

No. 170 COST: 7
Use: Use Pack: CHRN

"Adapter"
User's current COST
reduced by 20.
Can't apply to move.

Description:

"Adapter"
User's current COST-20.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.
[Jonathan Ingram]
One of the original cops in
the Policenauts.
Now working as a kind of
negotiator in OLA.
"Ah, my best friend!"

Tony Redwood+

No. 453 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Frozenner"
All HITs 100%
Lasts 2 turns.

Description:

"Frozenner"
sets HIT rate of all players
on stage to 100%.
Lasts for 2 turns.
[Tony Redwood]
A member of BCP's Advanced
Police unit. He is a
"Frozenner," born by
incubating a
cryogenically-frozen
fertilized egg.
Roughly 30% of the AP and
Army are made up
of these "Frozeners."
"It might not makes sense to
the folks back home,
but for me, the Beyond
is home."

Karen Hojo+

No. 454 COST: 4
Use: Use Pack: CHRN

Ammo: N/A
Rarity: Common
Password: Karen
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Transfuse blood"
Ally discards 2 cards.
user draws 3.

Description:

"Transfuse Blood"
Ally discards 2 cards from
hand.
User draws 3 cards.
[Karen Hojo]
Jonathan's ex-wife, and the
daughter of Lorraine Hojo.
A popular newscaster for
the BBC.
She suffers from aplastic
anemia, and is waiting
for a bone marrow
donor.
"Your daughter, Karen."

Ed Brown

No. 171 COST: 12
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Gun Shy"
All reaction blocked
for 3 turns.

Description:

"Gun Shy"
Blocks REA of all players
on stage.
Lasts 3 turns.
[Ed Brown]
A former policenaut, and a
dyed-in-the-wool cop. Like
Jonathan, he was with the
LAPD.
Now occupies a corner
office at BCP as head
of the Vice Squad.
"The Ed you know is 30 years
younger."

Jehuty

No. 172 COST: 15
Use: Use Pack: ULMT

Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Scoop"
Ally discards 2 cards.
user draws 3.

Description:

"Scoop"
Ally discards 2 cards from
hand.
User draws 3 cards.
[Karen Hojo]
Jonathan's ex-wife, and the
daughter of Lorraine Hojo.
A popular newscaster for
the BBC.
Her mother and father never
stopped fighting with her
about Jonathan, who
they never liked.
"Your daughter, Karen."

Ed Brown+

No. 455 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Forced Retirement"
All REA blocked for
5 turns.

Description:

"Forced Retirement"
Blocks REA of all players
on stage.
Lasts for 5 turns.
[Ed Brown]
Occupies a corner office at
BCP as head of the
Vice Squad.
After being in the L.A.
Bomb Squad for a year,
he was transferred to
the Narcotics division.
After that, he went on
to BEYOND with
Jonathan.
"The Ed you know is 30 years
younger."

Jehuty+

No. 456 COST: 12
Use: Use Pack: ULMT

Ammo: N/A
Rarity: Rare
Password: Jehuty
Cap: 2(4) Icon: CHAR
Singles Price: 100000
Upgrade Cost: 2500
Card Text:

"Burst Shot"
All equip. and effects
reset to default state.

Description:

"Burst Shot"
Returns all equipment and
effects to their original
settings.

[Jehuty]

An orbital frame designed
as part of the Martian
anti-Earth movement's
Arman Project.
It employs metatron, a
multipurpose ore found on
the Jovian moon of
Callisto, as its main power
source.

Its right arm is normally
equipped with a blade
or a shot.

Jehuty is also furnished
with ADA,
an independent combat
support unit that
customized and
enhances the frame
according to the Runner's
personal traits and combat
experience.

ADA

No. 173 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Combat AI"
All moves COST 1
for 3 turns.

Description:

"Combat AI"
All of user's movement Cost
set to 1.
Lasts for 3 turns.

[ADA]

An independent combat
support unit
that provides voice-based
assistance to Runners.

Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Vector Cannon"
All equipment effects
reset to default state.

Description:

"Vector Cannon"
Returns all equipment and
effects to their original
settings.

*Cannot be used in
LINK BATTLE mode.

[Jehuty]

An orbital frame designed as
part of the Martian
anti-Earth movement's
Arman Projects.

Jehuty is also furnished
with ADA, an independent
combat support unit
that customizes and
enhances the frame
according to the Runner's
personal traits and combat
experience.

ADA+

No. 457 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Implant"
All moves COST 1
for 5 turns.

Description:

"Implant"
All of user's movement COST
set to 1.
Lasts for 5 turns.

[ADA]

An independent combat
support unit.
It is a thinning machine
whose abilities are a

"It is hopeless, but you have no other choice."

cut above other battle computers.

ADA takes into account such factors as the Runner's personality, environmental conditions, and the number and type of enemies.

"It is hopeless, but you have no other choice."

GRU Soldier

No. 174 COST: 4
Use: Move Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card

Can move 4 BLKS.

Description:

Movement Card.

can move 4 blocks.

[GRU Soldier]

GRU is the intelligence wing of the Soviet General Staff.

GRU Soldier+

No. 458 COST: 6
Use: Move Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card

Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[GRU Soldier]

GRU is the intelligence wing of the Soviet General Staff.

Ocelot Unit

No. 175 COST: 4
Use: Move Pack: SBSS
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card

Can move 6 BLKS.

Description:

Movement Card.

Can move 6 blocks.

[Ocelot Unit]

An elite GRU unit headed by Ocelot under the command of Colonel Volgin.

"Move, move, move!"

Ocelot Unit+

No. 459 COST: 4
Use: Move Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card

Can move 7 BLKS.

Description:

Movement Card.

Can move 7 blocks.

[Ocelot Unit]

An elite GRU unit headed by Ocelot under the command of Colonel Volgin.

"Move move, move!"

Major Zero

No. 176 COST: 10
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Active Sonar"

Major Zero+

No. 460 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Fox Command"

All enemies appear
on display
Equip to use.

Description:

"Active Sonar"

In search mode, makes all
enemies appear on display.
Lasts for 1 turn.

Equip to use.

[Major Zero]

The commander of FOX, a
covert unit in CIA's
planning division.

Assigns himself the call
sign "Major Tom" during
the Virtuous Mission.

He is the one who
conceived and founded FOX.

"Is that clear? This kind of
sneaking around is the FOX
unit's specialty."

V.B. Volgin

No. 177 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 500

Card Text:

"Bullet Punch"

Own handgun card
in target's hand are
destroyed on a hit.

Description:

"Bullet Punch"

Attaches to weapon.

(EQUIP type weapons only)

One handgun card in targets
hand is destroyed upon
a successful hit.

Effect expires after
equipped weapon
is used 3 times.

[Yevgeny Borisovitch Volgin]

A KGB colonel, his code
name in the West is

"Thunderbolt."

His body carries a
constant electric charge
which causes nearby
firearms to explode.

All enemies appear
on display
Equip to use.

Description:

"FOX Command"

In search mode, makes all
enemies appear on
display.

Lasts for 3 turns.

Equip to use.

[Major Zero]

The commander of FOX, a
covert unit in CIA's
planning division.

His real name is David Oh,
and he is a former
member of the SAS.

He is deeply attached to
drinking tea, especially
his afternoon tea.

He is the chairman of the
unofficial CIA
organization

"The UMA Hunt Club."

"No...just, every time I
think of that face,
it makes me furious.
Doesn't it make you?"

V.B. Volgin+

No. 461 COST: 4
Use: Use Pack: MGS3
Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Thunderbolt"

Two handgun cards
in target's hand are
destroyed on a hit.

Description:

"Thunderbolt"

Attaches to weapon

(EQUIP type weapons only).

Two handgun cards in targets
hand is destroyed upon
a successful hit.

Effect expires after
equipped weapon
is used 6 times.

[Yevgeny Borisovitch Volgin]

He belongs to Brezhnev's
faction.

His body holds a charge of
10 million volts, allowing
him to alter the trajectories
of enemy bullets.

He is a sadist, taking

He can fire a bullet simply
by holding it between
his fingers.

"Kuwabara... Kuwabara..."

N.S. Sokolov

No. 178 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Power of Science"
+10 Anti-armor ATK
Attaches to weapon.

Description:

"Power of Science"
Attaches to weapon.
(EQUIP type weapons only)
Anti-armor ATK +10.
Effect expires after
equipped weapon
is used 2 times.
[Nikolai Stepanovitch
Sokolov]
The world's most preeminent
developer of rocket engines.
Humanity's first manned
space flight was a success
largely attributable
to his A1 Rocker
multi-engine cluster.
"And then the age of fear
will truly begin..."

Naked Snake

No. 179 COST: 7
Use: Equip Pack: MGS3
Ammo: CQC
Rarity: Rare
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 10000
Card Text:

"John Doe"
Random technique.
Used with equip, CQC.

Description:

"John Doe"
Attack vs. forward adjacent
block.
Executes a random technique.
Used in combination with an
equipped CQC card.
Must be adjacent to target

pleasures in tormenting
others.

"Sokolov isn't worth your
love.

You can entertain me until
the rain stops."

N.S. Sokolov+

No. 462 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Conscience"
Anti-armor ATK +10
Attaches to weapon.

Description:

"Conscience"
Attaches to weapon
(EQUIP type weapons only).
Anti-armor ATK+10.
Effect expires after
equipped weapon
is used 4 times.
[Nikolai Stephanovitch
Sokolov]
The head of OKB-754. He
became fearful of his
own creation, the Shagohod,
and fled the Soviet Union,
but was sent back as part
of a deal to end the
Cuban Missile Crisis.
"It means he's a man of his
word."

Big Boss

No. 153 COST: 10
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Rare Foil
Cap: 4(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Declare Victory"
Double PTS.
Snake only.

Description:

"Declare Victory"
Doubles PTS>
Sets all allies' ATK to -20.
Cannot be used in combination
with "Gijin-san."
Does not affect explosive
and universal attacks.

to use.

[Naked Snake]

Naked Snake is the code name of the protagonist of Operation Snake

Eater.

trained in the art of combat by The Boss, he is assigned to the covert FOX unit.

"A real one-man army."

Snake only.

[Big Boss]

The greatest mercenary of the 20th century.

His exploits are the stuff of legend.

He was the supreme commander of FOXHOUND, and also the leader of Outer Heaven.

After the fall of Outer Heaven, he masterminded the Zanzibar Land uprising.

"You and I are indispensable on the battlefield. But when we return home, we're of no use to anyone."

The Boss

No. 180 COST: 8
Use: Equip Pack: MGS3
Ammo: CQC
Rarity: Rare
Cap: 4(8) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Mother of Special Forces"
Random technique.
Used with equip. CQC.

Description:

"Mother of Special Forces"
Attack vs. forward adjacent block.
Executes a random technique.
Used in combination with an equipped CQC card.
Must be adjacent to target to use.

[The Boss]

Snake's mentor, known as the "mother of Special Forces." She is the leader of the Cobra Unit, a group assembled from the best and brightest from around the globe.

she is also a expert in close-quarters combat, and has personally devised a number of hand-to-hand techniques.

"Drift away. My place is with them now."

The Boss+

No. 463 COST: 9
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Rare Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Joy"
Trigger automatically.
ATK +30.
Links to CQC.

Description:

"The Joy"
Triggered Automatically.
ATK+30.
Links to CQC attacks.

[The Boss]

Known as the "mother of Special Forces".
Leads the Cobra Unit.
She along with Major Zero, are responsible for starting the SAS.
She was Naked Snake's mentor.

"To make the world one again."

The Fury

No. 181 COST: 6

The Fury+

No. 464 COST: 7

Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Flamethrower"

ATK:60

HIT:90%

Area; BURN.

Description:

Flamethrower: Anti-armor;

USE type

ATK: 60

HIT: 90%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

01110

00X00

[The Fury]

One of the surviving

members of the

Cobra Unit. Wiields a

flamethrower.

He went into space as an

astronaut, but was

engulfed in flames during

reentry and received severe

burns over his entire body.

He no longer feels any

pain.

"Fury. A great and terrible

fury at being alive."

Shagohod

No. 182 COST: 20

Use: Use Pack: SBSS

Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: CHAR

Singles Price: 50000

Upgrade Cost: 5000

Card Text:

"Vulcan Strafe"

ATK:200

to 9 x 9 area.

Can't apply to move.

Description:

"Vulcan Strafe"

ATK: 200

within a 9X9 area.

Cannot be applied to

movement.

[Shagohod]

A movile nuclear launch

platform,

Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Fury"

ATK:80

HIT:95%

Area; BURN.

Description:

"The Fury": Anti-armor; USE

type

ATK: 80.

HIT: 95%.

Notes: Area attack; BURNS.

[Attack Area]

00100

01110

01110

01110

00X00

[The Fury]

A surviving member of the

Cobra Unit.

He wears a special

flame-retardant Soviet-made

space suit, and burns up

everything he encounters

with a powerful rocket

fuel flamethrower.

"My flame suit is ripped!"

Shagohod+

No. 465 COST: 20

Use: Use Pack: SBSS

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Machinegun"

ATK:250

to 9 x 9 area.

Can't apply to move.

Description:

"Machine Gun"

ATK: 250

to a 9X9 area.

[Shagohod]

A mobile nuclear launch

platform.

Its name means

"The Trading Behemoth."

developed by Dr. Nikolai Sokolov.

With the aid of boosters, it can fire warheads at a maximum speed of 500km/h, and achieve a range of 10000km. As long as it has a runway of around 4.8 km, it can deliver its nuclear payload from anywhere in the Soviet Union to all regions of the United States.

Ocelot

No. 183 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Showdown"
Target can't shoot.
Lasts 20 COST.

Description:

"Showdown"
Prevents target of choice from firing.
Lasts for 20 COST.

[Ocelot]

The teenage leader of the Ocelot Unit.

He once favored a Makarov in combat, but has now switched to a revolver.

"Ah ah ah... No more judo, and no more field strips."

Eva

No. 184 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Temptation"
No living units within 3 BLKS can engage in CQC for 20 COST.

Description:

"Temptation"

Revolver Ocelot

No. 138 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Gunplay"
User's shooting COST is 2 for 20 COST.

Description:

"Gunplay"
Sets Cost for all gun attacks by user to 2. While in effect, user cannot execute CQC attacks. Lasts for 20 COST.

[Revolver Ocelot]

A member of the newly reformed FOXHOUND. A former Spetsnaz commando, his weapon of choice is a Single Action Army.

Also a specialist in torture.

"Six bullets. More than enough to kill anything that moves."

Eva+

No. 466 COST: 5
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Romance"
No living units within 3 BLKS can engage in CQC for 30 COST.

Description:

"Romance"

Keeps living creatures
within
3 blocks at bay for 20 COST.
[EVA]
A female spy that Snake
encounters during
Operation Snake Eater.
She rides a
motorcycle and
wields a
Mauser Military.
"Snake, huh? Well, I'm
EVA...are you
here to tempt me?"

A.L. Granin

No. 185 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Order of Lenin"

User's current COST
to 15.

Can't apply to move.

Description:

"Order of Lenin"

Sets user's current
cost to 15.

cannot be applied to
movement.

[Aleksandr Leonovitch
Granin]

The director of OKB-44,
known as the Granin bureau.

Overseeing the
development of a bipedal
walking tank.

He has had a hand in
the development of
a number of types
of ordnance, including the
SS-1C ballistic missile
system capable
of road movement.

He is one of the heroic
scientists of the Soviet
Union, and a recipient of
the Order of Lenin.

"You mean you've never heard
of me? And you call
yourself an agent."

Keeps living creatures
within 3 blocks at bay
for 30 COST.
Lasts for 30 COST.
[EVA]
A former NSA code analyst
who defected to the Soviet
Union in 1960.
At the same time, she
infiltrated the GRU under
the name Tatyana.
She was the lover of both
Sokolov and Volgin.
If her medical history is
examined with CURE,
some unexpected
surgery will be revealed...
"Hold steady.
I'm not done yet."

A.L. Granin+

No. 467 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Loyalist"

User's current COST
set to 30.

Can't apply to move.

Description:

"Loyalist"

Sets teh user's COST to 30.
Cannot be applied to
movement.

[Aleksandr Leonovitch
Granin]

The director of OKB-44,
known as the Granin
bureau.

Overseeing the
development of a bipedal
walking tank, though he
is ousted from that
position by Sokolov and
Shagohod. he sent the
results of his research
to a friend living in America.

"I love my country.
I love this land."

Sneaking Suit

No. 186 COST: 6
Use: Equip Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(4) Icon: CAN
Singles Price: 2500
Upgrade Cost: 2000
Card Text:

REA:70%; one attk.
reduced by 10.
Snake only.
Equip to use.

Description:
Equip to use.
Reduces single-attack damage
by 10
REA: 70
Snake only.
A special suit worn by
Solid Snake.

Skull Suit

No. 468 COST: 7
Use: Equip Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

REA:80%
Damage from 1 attk
reduced by 20.
Snake only.

Description:
Reduces single-attack damage
by 20
REA:80%
Snake only.
A suit spun entirely from
optical fibers.
It feels similar to rubber,
but it is a material that
blocks a variety of toxic
chemicals.
There are several kinds of
sensors inside the suit,
and nanomachines
offer feedback for on user
conditions usch as
bleeding, etc.

XM8

No. 187 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common
Password: Xmeight
Cap: 2(4) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:30 HIT:60%
5.56mm x 4
Can move 6.
Adds random effect.

Description:
Assault Rifle: USE type
ATK: 30 HIT: 60%
Ammo: 5.56mmX4
HIT % decrease at: 4 blocks
Notes: Can move 6 blocks.
A hit causes a random
status effect:
BLAAD, KDWN, BURN,
or SLEEP.
[XM8]
A next-generation battle
rifle. By mixing and matching
various barrels,

XM8+

No. 469 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:30 HIT:70%
5.56mm x 5
Can move 6.
Adds random effect.

Description:
Assault Rifle: USE type
ATK: 30 HIT: 70%
Ammo: 5.56mmX5
HIT decrease after:4 blocks
Notes: Can move 6 blocks.
A hit causes a random
status effect: BLEED,
KDWN, BURN, or SLEEP.
[XM8]
An assault rifle being
researched by the U.S.
Army as a next-generation
replacement for the M16.

aiming systems, stocks, and the like, the weapon can be converted into a rifle, a machine gun, a squad support weapon, and other firearms.

Mr. Sigint

No. 188 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Password: Sigint
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Tech Support"
Draw 3 cards each
turn. Reshuffling
deck will COST 20.

Description:

"Tech Support"
Draw 3 cards each turn.
When reloading deck,
COST will become 20.
Effect expires after 10 turns.

[SIGINT]

A specialist in the latest technology, he can provide technical support via radio for any type of weapon or equipment.

Racist attitudes had previously preventing him from finding employment, but Major Zero found him and recruited him into the ranks of FOX.

"In the digital world, it doesn't matter whether you're black or white, American or Russian, or whatever.

Everybody's going to be the same.

That's what I think.

Paramedic

No. 189 COST: 4

One of its appeal is that it can be manually used as a bottle opener, and it can be re-configured via interchangeable parts.

Both 40mm grenades and a 12-gauge shotgun can be equipped on this weapon. Since its light bullets prevent much of the recoil, it can be fired on its fully automatic setting with only one hand.

Mr. Sigint+

No. 470 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Signal Intelligence"
Draw 3 cards each
turn. Reshuffling
deck will COST 20.

Description:

"Signal Intelligence"
Draw 3 cards each turn.
When reloading deck,
COST will become 20.
Effect expires after 5 turns.

[Sigint]

has been active since the Snake Eater conflict. His code name, Sigint, is an abbreviation of

"Signal Intelligence." He is the vice-chairman of the unofficial CIA organization "The UMA Hunt Club." He was assigned to ARPA after the Snake Eater conflict.

He is connected to the development of the ARPAnet, which started in 1969.

"I feel bad for you, but that ain't gonna happen. The last thing needed in any time period is human power."

Paramedic+

No. 471 COST: 4

Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common
Interfere: U:Y D:- L:B R:-
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
"Cure"
COST reduced by
dmg. taken/20.
Equip to use.

Description:
"Cure"
reduces user's COST by the
amount
of damage taken/20.
Equip to use.
Effect expires after 2 turns.
[Para-Medic]
A supporting member of the
FOX unit.
She is in charge of Snake's
medical care via radio.
She's a real film buff who
loves watching B-movie
horror flicks,
science fiction, and
disaster movies.
She carries documents
written about the ecologies
and flavors of living
creatures.
"Stay with me I've seen
people in worse shape
before. Think you can
handle it?"

Lt. Raikov

No. 190 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Uncommon
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 8000
Upgrade Cost: 1000
Card Text:
"Senior Officer"
Enemy that attacked
user has COST upped
by number of attacks.

Description:
"Senior Officer"
Adds the number of attacks
in COST to an enemy that
attacks the user.
Equip to use.
Effect expires after 2 turns.

Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Interfere: U:Y D:- L:B R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"QUACK"
COST reduced by
dmg. taken/20.
Equip to use.

Description:
"QUACK"
Reduces user's COST by the
amount
of damage taken/20.
Equip to use.
Effect expires after 4 turns.
[Para-Medica]
She has been given the
less-than-honorable
nickname "QUACK."
After the Snake Eater
conflict in 1970, she was
responsible for
establishing the first
paramedics
organization in America, in
Seattle, WA.
"So I got to thinking -
wouldn't it be great if
we could parachute
medics into the front
lines, where they're
needed most?"

Lt. Raikov+

No. 472 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Favor"
Add number of attacks
in COST to enemy
that attacked user.

Description:
"Favor"
Adds the number of attacks
in COST to an enemy that
attacks the user.
Equip to use.
Effect expires after 4 turns.

[Ivan Raidenovitch Raikov]
A GRU major, who is Volgin's
second-in-command at the
Fortress of Groznygrad.
He is well-known for his
gluttonous excesses
within the Fortress.
He will even eat road kill.
"What, you want to join me?
Fine, then. Come on it!"

The Sorrow

No. 191 COST: 8
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Nirvana"

No living unit can
move for 2 turns.

User's LIFE to 1/2.

Description:

"Nirvana"

Blocks the movement of all
living units for 2 turns.
Reduces user's LIFE by 1/2.
[The Sorrow]

A former member of the
Cobra Unit.

One of the legendary
warriors who fought
alongside The Boss.
He possesses strange
necromantic abilities
that allow him to interact
and speak with the dead.
He returned to the Soviet
Union after the Cobra
Unit disbanded, but two
years later, he was killed
by The Boss, who was on a
special assignment by
the CIA.

"Now you will know the
sorrow of those whose
lives you have ended."

The End

No. 192 COST: 7
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000

[Ivan Raidenovitch Raikov]
A GRU major. He is one of
Volgin's lovers, and
receives special favors
from him.

"Ivan," in American
English, is "John."

"Jack" is another
name for "John."

"pfff...Trash..."

Women huh..."

The Sorrow+

No. 473 COST: 4
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Sorrow"

No unit can move
for 2 turns.

User's LIFE to 1/2.

Description:

"The Sorrow"

Blocks the movement of all
living units for 2 turns.
Reduces user's LIFE by 1/2.
[The Sorrow]

By calling back the spirits
of soldiers who have
died in battle,
he can make use of those
soldiers' skills, strength,
and combat abilities.

By wearing the Spirit
Camouflage vigen to
you by The Sorrow,
snake can drain stamina
from enemies you choke.

"You want to finish your
mission, don't you?
Then you'll have to
shoot me!"

The End+

No. 474 COST: 7
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A

Upgrade Cost: 3000
Card Text:
"Pickup"
HIT:100% for >= 6 BLK.
-50 LIFE each turn.
Equip to use.

Description:
"Pickup"
HIT 100% at 6 blocks and greater.
User's LIFE decreases by 50 each turn.
equip to use.
Effect expires after 3 turns.
[The End]
One of the members of the Cobra Unit.
He is a legendary sniper, regarded as one of the fathers of the modern techniques of sharpshooting.
He is well over 100 years in age, and usually appears to be in a state of suspended animation.
Thanks to the photosynthetic properties of a special type of moss that regulates his body, he has a limitless reserve of stamina.
"I beg of you, grant me the strength to take this final prey.
let me linger in this world just a little longer."

The Fear

No. 193 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Interfere: U:R D:Y L:R R:Y
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 500
Card Text:
"Spider"
ATK +10 during Status Ailment.
Equip to use.

Description:
"Spider"
ATK +10 during Status Ailments.
Equip to use.

Upgrade Cost: N/A
Card Text:
"The End"
Triggers automatically.
HIT +80% for >= 9 BLKS

Description:
"The End"
Triggered Automatically.
HIT+80.
Links to shots that travel 9 blocks or more.
[The End]
His favored weapon is a Mosin-Nagant modified to shoot tranquilizer darts.
He is a friend to everything in the forest, and never lacks spies.
If you save while fighting The End, then come back a week later, he will be dead from old age.
"Reckless boy...you don't deserve to meet your fate just yet."

The Fear+

No. 475 COST: 7
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:Y L:R R:Y
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"The Fear"
ATK +20 during Status Ailment.
Equip to use.

Description:
"The Fear"
ATK+20 during Status Ailments. Equip to use.
Effect expires after 30 COST.

Effect expires after 20 COST.
[The Fear]
One of the members of the
Cobra Unit.
He uses a pair of
crossbows
he calls "William Tell" and
"Little Joe."
He has a special body type
where each of his
elbows have two joints,
so he can easily swing from
tree to tree.
He wears the "Spider," a
camouflage suit that gives
him stealth abilities.
"Ah, but what fun would
that be?
Not a fitting death at all."

The Pain

No. 194 COST: 8
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Share Pain"
Return equal damage
to attacking, living
enemy. Equip to use.

Description:

"Share Pain"
When the user is attacked
a living enemy,
that enemy takes the
same damage as it inflicts.
Equip to use.
Effect expires after 2 turns.

[The Pain]

One of the members of the
Cobra Unit.
He can control the
actions of bees via the
buzzing of a queen bee
he keeps in his backpack.
He likes to use a Thompson
submachine gun.
The Pain keeps a highly
toxic,
"bullet bee" inside his
body, and can use it to
devour an opponent
from the inside out.
"I will guide you to a
world of anguish beyond
your imagination..."

[The Fear]
The arrows that The Fear
shoots are coated in
the venom of the
Brazilian Wandering
Spider.
He wears the Spider
Camouflage, which
gives him stealth
capabilities.
He encounters Snake in
Graniny Gorki South.
"Ohh...my stomach...I...I
feel sick..."

The Pain+

No. 476 COST: 4
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Pain"
Return equal damage
to attacking, living
enemy. Equip to use.

Description:

"The Pain"
When the user is attacked
by a living enemy,
that enemy takes the
same damage as it inflicts.
Equip to use.
Effect expires after 4 turns.

[The Pain]

One of the members of the
Cobra Unit. He has the
codename "The Pain."
He has created his alter ego
using bees to confuse his
enemies.
"The pain...the pain..."

Instant Ramen

No. 195 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

User's LIFE: +100.

Description:

User's LIFE +100.

[Instant Ramen]

A food product originally developed in Japan.

Just add hot water to reconstitute the ramen noodles.

"It's cheap and can be stored for a long time.

And besides,

it's delicious.

It's like a miracle food."

Instant Ramen+

No. 477 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE: +150.

Description:

User's LIFE+150.

[Instant Ramen]

A food product originally developed in Japan.

Just add hot water to reconstitute the ramen noodles.

"I was just going to say that if you weren't going to eat it, you should bring it back to me. I've always wanted to try some."

Fatman

No. 196 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Trap"

Mine ATK +30

This effect can be stacked up to 4 times.

Description:

"Trap"

Grants a +30 ATK bonus to any mine the user places.

This effect can be stacked up to four times.

[Fat Man]

A former member of Dead Cell Obsessed with explosives, he built his very own nuclear bomb at the tender age of 10.

He rigged a large number of C4 explosives on the ocean-borne "Big Shell" plant.

"I am the greatest that humanity has to offer, and the lowest."

Fatman+

No. 478 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Bomb Threat"

Mine ATK +50

This effect can be stacked up to 4 times.

Description:

"Bomb Threat"

Grants a+50 ATK bonus to any mine the user places.

This effect can be stacked up to four times.

[Fat Man]

A former member of Dead Cell.

He wears a bomb blast suit, and can move at high speeds via his inline skates.

It is his trademark to apply cologne to the bombs he sets.

He follows his own aesthetic sense, unrestrained by laws or norms.

"Laugh and grow fat!"

Sea Harrier

No. 197 COST: 10
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Password: shrrr
Cap: 2(4) Icon: CHAR
Singles Price: 3000
Upgrade Cost: 1000
Card Text:

"25mmGAU Cannon"
No attk. for 10 COST.
ATK:250 to area.

Description:

"25mmGAU Cannon"
Fires after 10 COST.
ATK: 250 to area.

[Sea Harrier]

A VTOL warplane used by the British Navy. It was developed based on the GR.1 Harrier for use on lighter aircraft carriers. It is capable of Vertical Take-Off and Landing by changing the positions of its four engine nozzles.

Harrier II

No. 479 COST: 10
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Rocket"
In 5 COST,
ATK:250 to area.

Description:

"Rocket"
Fires after 5 COST.
ATK: 250 to area.

[Harrier II]

Use of a carbon epoxy composite material for the main wing allowed for an overall reduction in weight. Its avionics systems have been strengthened overall, and it is equipped with both an ASN-130A Inertial Navigation System and an ASB-19 Bombardment System. The plane that Solidus was in at the ocean plant was one of these.

Rosemary

No. 198 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Memorial Day"
Adds user's REST to ally's next turn.

Description:

"Memorial Day"
Adds user's REST to ally's REST on next turn.

[Rosemary]

She was one of the Army's internal data analysts, but she was hastily deployed to participate in a tactical setting due to a lack of clerical workers. She supports Raiden via radio.

Rosemary+

No. 480 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Backup"
Adds user's REST to ally's next turn.

Description:

"Backup"
Adds user's REST to ally's REST on next turn.

[Rosemary]

Under orders from the "Patriots," she approached Raiden under the guise of a chance meeting. She researched his type of woman, and changed her hair and eye color to match that

She and Raiden are lovers.
She is also in charge of saving the game in the plant scenario.
"But we've been together a while.
You know me already."

Arsenal Gear
No. 199 COST: 20
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:
"Boot-Up"
ATK:300 to
3 x 5 area.

Description:
"Boot-Up"
ATK: 300
to a 3X5 area.

01110
01110
01110
01110
01110
01110
00X00

[Arsenal Gear]
Built by the U.S. Navy, it is equipped with several thousand missiles, including those with nuclear warheads. It is escorted by a legion of mass-produced Metal Gear RAYs. Via its tactical network, Arsenal Gear can gain complete control of the full military might of the four branches of the United States military, including its nuclear arsenal. Its internal blocks are given the designations stomach, jejunum, ascending colon, ileum, sigmoid colon, and rectum.

Funamushi
No. 200 COST: 6
Use: Equip Pack: MGS2
Ammo: N/A

type.
During the campaign, she calls Raiden "Jack."
"Is that a -- proposal?"

Arsenal Gear+
No. 481 COST: 20
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Rush"
ATK:350 to
3 x 5 area.

Description:
"Rush"
ATK: 350
to a 3X5 area.

01110
01110
01110
01110
01110
00X00

[Arsenal Gear]
Part of the Patriots' S3 Project. Its nerve center is the artificial intelligence "G.W.," which can take over all the computers in the world, achieving digital information dominance. In order to disguise its presence, it was being constructed underneath the ocean-based plant. The layout of its "stomach" block, where a variety of torture implements are kept, is for some reason shaped exactly like Shadow Moses island.

Funamushi+
No. 482 COST: 6
Use: Equip Pack: MGS2
Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Destroys all recovery cards in target's hand.

Attaches to weapon.

Description:

On a hit, destroys all of target's recovery cards.

Attaches to weapon.

Effect expires after equipped weapon

is used 1 time.

A sea louse, a type of crustacean isopod.

McDonnell Miller

No. 201 COST: 3

Use: Move Pack: ITGL

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR

Singles Price: 5000

Upgrade Cost: 2000

Card Text:

"Master"

No effects.

A brave ally.

Description:

"Master"

No effects.

Brings confidence just by its presence.

[McDonnell Miller]

A third-generation Japanese American. He has served as a survival master in the SAS, the Green Berets, the US Marine boot camp, and also FOXHOUND.

These days, he coaches at MERC school twice a year.

When in FOXHOUND, he was referred to as a

"Hell Master," and draftees called him "Master Miller"

with respect. Married, he lives together with his only daughter,

"Catherine."

Miller is full of ideas and is quite knowledgeable in the area of science.

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Destroys all recovery cards in target's hand.

Attaches to weapon.

Description:

On a hit, destroys all of target's recovery cards.

Attaches to weapon

Effect expires after equipped weapon

is used 3 times.

A sea louse, a type of crustacean isopod.

Liquid Snake

No. 124 COST: 4

Use: Equip Pack: ITGL

Ammo: N/A

Rarity: Uncommon Foil

Interfere: U:R D:R L:R R:R

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"FOX DIE"

ATK, HIT, REA +40

User OOA after 20

COST. Equip to use.

Description:

"FOX DIE"

Raises stats of user when equipped.

ATK +40

HIT +40%

REA +40%

User OUT OF ACTION after 20 COST.

Does not affect explosives and universal attacks.

[Liquid Snake]

The leader of the high-tech unconventional warfare unit FOXHOUND,

and the mastermind behind the Shadow Moses incident.

Like Solid Snake, he carries the genes of Big Boss.

"Not yet, Snake It's not over yet!"

Height: 179 cm

Weight: 85 kg

Hind D

No. 202 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

"Gatling Gun"

Destroys all EQUIP
cards; ATK:#cards x
100 against target.

Description:

"Gatling Gun"

Destroys all of user's
equipped cards.
Inflicts an ATK on target
equal to the number of
equipped cardsX100.

[Mi-24D]

A large, Soviet-manufactured
battle helicopter based on
the Mi-8 transport
helicopter.

HIND is a NATO code.

A tandem cockpit is
characteristic
of this model.

Titanium armor plating is
also used on its rotors.

It has a pair of Izotov
TV-3-117 turbo shaft
engines,

and a central troop
transport section.

Hind D+

No. 483 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Gunship"

Destroys all EQUIP
cards; ATK:#cards x
200 against target.

Description:

"Gunship"

Destroys all of user's
equipped cards.
Inflicts an ATK on target
equal to the
number of equipped cardsX200.

[Mi-24D]

Equipped with swivel mounted
12.7mm gatling-guns in
tandem.

Several of these
helicopters were
depolyed in Afghanistan.

The Mi-25 is for export.

Decoy Octopus

No. 203 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Password: Dcy
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Body Double"

All damage you take
is added to ally's
LIFE. Equip to use.

Description:

"Body Double"

Each time you take damage,
that damage is added to an
ally's LIFE.

Equip to use.

Decoy Octopus+

No. 484 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Decoy"

All damage you take
is added to ally's
LIFE. Equip to use.

Description:

"Decoy"

Each time you take damage,
that damage is added to an
ally's LIFE.

Equip to use.

Effect expires after 2 turns.
[Decoy Octopus]
A member of the newly reformed FOXHOUND.
A master of disguise, originally from Mexico.

Effect expires after 4 turns.
[Decoy Octopus]
A member of the newly reformed FOXHOUND.
It is said that he is disguised not only outwardly, but down to his very blood.

M1 Abrams
No. 204 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
"105mm Rifle"
ATK:0 + LIFE/2
to 3 x 3 area.
User's LIFE to 1/2.

M1A2
No. 485 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"120mm Smooth-Bore
Gun"
ATK: 100 + LIFE/2 to
area. User's LIFE to 1/2.

Description:
"105mm Rifle Cannon"
ATK: (0+LIFE/2)
to a 3X3 area.
Reduces user's LIFE by 1/2.
[Attack Area]
00000
01110
01X10
01110
00000
[M1 Abrams]
The main battle tank of the United States Army.
Its name comes from General Creighton Abrams one of the pioneers of tank development.
It has a crew of 4. It is equipped with a Textron Lycoming AGT1500 gasturbine engine, and is incredibly mobile.
It made its debut on the battlefield during the 1991 Gulf War.
First-generation M1s were plated with chobam armor, and their main armament was a 105mm riflecannon, identical to previous models.

Description:
"120mm Smooth-Bore Gun"
ATK: (100+LIFE/2) to area.
Reduces user's LIFE by 1/2.
[Attack Area]
00100
01110
11X11
01110
00100
[M1A2]
An improvement on the Abrams sr4ies completed in 1992.
It has inherited as its main weapon a refit of the 120mm smooth-bore gun used on the M1A1.
A smooth-bore gun has no barrel rifling, so the warhead does not spin as it is shot. It can shoot HEAP rounds, which if spun will have their penetrating power reduced due to centrifugal force dispersing their jet.
Its Vetronix has been refurbished, making revolutionary improvements to its combat information processing features such as an inter-vehicular information exchange system.
The tank Vulcan Raven was in

on Shadow Moses island was
an M1A2.

Donald Anderson

No. 205 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"DARPA"

Enter Search Mode.

Description:

"DARPA"

Switches between search
modes.

Switches to search mode ON,
when not in search mode,
or search mode OFF when in
search mode.

*Can't be used in Story
Mode.

[Donald Anderson]

The head of DARPA. He was
taken hostage by the
FOXHOUND unit during the
Shadow Moses Incident.
He was participating in a
military drill, since
he had experience starting
up Metal Gear REX and
knew the nuclear launch PAL.

Donald Anderson+

No. 486 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Search and Destroy"

Enter Search Mode.

Description:

"Search and Destroy"

Switches between search
modes.

Switches to search mode ON
when not in search mode,
or search mode OFF when in
search mode.

*Can't be used in Story
Mode.

[Donald Anderson]

the head of DARPA.
DARPA is an agency that
conducts a variety of
research for military
purposes. Its name was
changed in 1972 from
the Advanced Research
Projects Agency.

Teliko Freedman

No. 206 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:Y L:Y R:-
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Suspicion"

Traps have no effect
for 1 turn.
No recovery.

Description:

"Suspicion"

Traps will not work for
1 turn.

Cannot be recovered.

Equip to use.

[Teliko Freedman]

Assigned to HRT. Her squad
was sent in as an
advance team, but

Teliko Freedman+

No. 487 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:Y L:Y R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Dream Town"

Traps have no effect
for 2 turns.
No recovery.

Description:

"Dream Town"

Traps will not work for
2 turns.

Cannot be recovered.

Equip to use.

[Teliko Friedman]

Assigned to HRT. Her
Japanese name is
"TERUKO," an

everyone was wiped out.
She was the only survivor.
Her father was an American,
her mother Japanese.
Her father was
the well-known hero Colin
Freedman.
She was one of Roger's
subordinates in the past.
"It's never good to learn
your opponent's
life story before a fight."

Leone

No. 207 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000
Card Text:

"Pansy Shot"
Add damage taken
to next attack.

Description:

"Pansy Shot"

Adds the damage the user
takes to the ATK for
the first shot of the
user's next attack.

Effect expires after 1 turn.

[Leone]

He leads the Leone
Mercenary Unit,
made up of soldiers without
countries. He and his
mercenaries
participated as an
anti-government
organization in the
Republic of Moroni's
civil war. His weapons are
dual Simonov PTRS-1941
anti-tank rifles, which
he easily wields in
each hand. His Simonovs
shoot custom grenade
shells.

"Truly a pleasure.

...Roger."

La Clown

No. 208 COST: 10
Use: Use Pack: CHRN
Ammo: N/A

old-sounding name about
which she has a bit of
a complex. However, upon
her entry into her unit,
a clerical error recorded
her name as "TELIKO,"
which she has decided to
keep.

The Teliko that Snake meets
underneath Eblo Tower and in
Drean Town is the real
Teliko.

"A pansy technique?

What could that be?"

Jeff Jones

No. 488 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Frame-up"
Add damage taken
to next attack.

Description:

"Frame-up"

Adds the damage the user
takes to the ATK for
the first shot of the
user's next attack.

Effect expires after 1 turn.

[Leone]

Though driven insane by his
taking ACUA, he still
retains powerful combat
abilities.

Along with his reckless
ability to deflect attacks by
spinning his PTRS-1941
at high speed, the
injection of ACUA has
awakened superhuman
abilities in him.

Also, the person being held
prisoner in the residential
area was one of Leone's
disguised underlings, and
Leone was firing blanks
at him.

"My new style is as pretty
as a paaaansy!"

La Clown+

No. 489 COST: 4
Use: Use Pack: CHRN
Ammo: N/A

Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:
"Disguise"
Swap user's and
ally's positions.

Description:

"Disguise"

Swaps the positions of
the user and an ally.

[La Clown]

An assassin employed by
BEAGLE.

He is skilled in hypnotism
and disguise.

His background is
unknown, and no one has
ever seen him without a
disguise, though he has a
penchant for strong
colognes.

"Did you miss me, Colonel?
Did you miss your former
pupil?"

Gary Murray

No. 209 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:B D:G L:Y R:-
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:
"Desperation"
Life to 1/2 has no
effect. Equip to use.

Description:

"Desperation"

1/2 LIFE reduction negated.

Equip to use.

Effect expires after 3 turns.

[Gary Murray]

One of the researchers at
the Lobito Physics and
Chemistry Lab.

He is trying to avoid
being captured,
and asks Snake to help him.

He was teaching practical
animal quarantine and
communicable disease
control.

"How does it feel to talk
with a soon-to-be
BILLIONAIRE?"

Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
"Swallowtail"
Swap user's and
ally's positions.

Description:

"Swallowtail"

Swaps the positions of
the user and an ally.

[La Clown]

An assassin employed by
BEAGLE.

He was caught in a fire and
was badly burned as
a child.

There is a large burn mark
in the shape of a butterfly
on his face.

He uses hypnosis grenades to
confuse his enemies.

"So...I guess that makes me
the villian."

William L. Fleming

No. 490 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
"Puppet"
Quick Death has no
effect. Equip to use.

Description:

"Puppet"

Immune to QUICK DEATH,

Equip to use.

Effect expires after 3 turns.

[Fleming]

The chief researcher at the
Lobito Physics and
Chemistry Lab.

He was previously involved
in developing biological
weapons for the U.S.
Army.

He is somehow involved in
the "Pythagoras" project,
but the details are unclear.

"Even if you can't remember
everything, it doesn't
change the fact that you
and I created No. 16."

Elsie & Francis

No. 210 COST: 7
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Uncommon
 Cap: 4(8) Icon: CHAR
 Singles Price: 2500
 Upgrade Cost: 2000
 Card Text:

"It's Me."

Target OOA if they
 do not deal ATK:100
 to user in 3 turns.

Description:

"It's Me."

If target does not apply
 ATK of 100

or greater to the user
 within 3 turns,
 target will be
 OUT OF ACTION.

Can only be used behind the
 target.

[Elsie and Francis]

Elsie: "Uh-oh, Francis!"

Francis:

"Elsie, before you say
 anything, wipe off your
 right hand."

Elsie: "But...they made us
 into cards!"

Francis: "I know that.
 We're main characters,
 after all."

Elsie: "Are we powerful?"

Huh? Are we?"

Francis: "Oh yes.

If you really think
 about how to use us, we are."

Elsie: "HMMMMM...Oh, hey
 A vapor trail!"

Alice Hazel

No. 211 COST: 4
 Use: Equip Pack: CHRN
 Ammo: N/A
 Rarity: Common
 SOLIDEYE
 Cap: 2(4) Icon: CHAR
 Singles Price: 2000
 Upgrade Cost: 1500
 Card Text:

"Far Sight"

Protects against OIL,
 BLIND, KDWN.
 Equip to use.

Description:

"Far Sight"

Protects from BLIND, OIL,

Elsie & Francis+

No. 491 COST: 6
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Uncommon Foil
 Cap: 4(8) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Tis moi."

Target OOA if they
 do not deal ATK:300
 to user in 3 turns.

Description:

"Tis moi."

If target does not apply
 ATK of 300

or greater to the user
 within 3 turns,
 target will be OUT OF ACTION.
 Can only be used behind the
 target.

[Elsie and Francis]

Two mysterious marionettes
 who appeared on the
 hijacked Flight 326.

The one on the left is the
 younger of the two,
 Elsie, while the one on
 the right is her older
 sister Francis.

No. 16

No. 492 COST: 4
 Use: Equip Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 2(4) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Ritual of the Swarm"

Protects against
 CONFUSION, SLEEP,
 FAINT. Equip to use.

Description:

"Ritual of the Swarm"

Protects from CONFUSION,

and KDWN.
Equip to use.
Effect expires after 3 turns.
[Alice Hazel]
An Englishwoman with psychic abilities, who has been helping out operations for several years.
Supports Snake via radio.
"You don't have to believe in my gift, but I'd appreciate it if you'd stop treating me like some crappy fortune-teller."

Roger McCoy

No. 212 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Briefing"

Reset deck to initial state.

Description:

"Briefing"

returns user's deck to its initial state.

[Roger McCoy]

An American, born in New Jersey. Assigned to the CIA. He had been out of active duty and was instructing new recruits, but he has assumed command of the current tactical mission. His rank is Colonel. he has said that he and Colonel Campbell were in the Green Berets together.

"Taking cheap shots at my past now?"

KODOQUE

No. 213 COST: 20
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CHAR
Singles Price: 100000
Upgrade Cost: 1000
Card Text:

"Optical Weapon A"

ATK:300 to 1 x 5 area

SLEEP, and FAIT.
Equip to use.
Effect expires after 3 turns.
[Alic Hazel]
She managed to discover the corpses of the SP4 members who were suspects in the Harold Barton murder case.
Her psychic powers range from clairvoyance to precognition.
"It's nothing. Roger tried to pull a little prank."

Roger McCoy+

No. 493 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Debriefing"

Reset deck to initial state.

Description:

"Debriefing"

returns user's deck to its initial state.

[Roger McCoy]

In the past, during his command in Vietnam, he suspected the members of his unit as being spies.

"I lose my temper sometimes..."

So don't be surprised if your equipment starts acting up on you..."

KODOQUE+

No. 494 COST: 30
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Optical Weapon B"

ATK:300 to area.

Can't apply to move.

Description:

"Optical Weapon A"

ATK: 300 to a 1X5 area.

Cannot be applied to movement.

00100

00100

00100

00100

00100

00X00

[KODOQUE]

A type of Metal Gear built at the Lobito Physics and Chemistry Lab in the South African Republic of Moroni.

It is 21.5m in height, and 11m in length, with a weight of 312 tons.

It is equipped with three missile pods each on its right and left sides, and it has an Optical Weapon A in its head and an Optical Weapon B in its torso.

It employs two SLBM Dragonfly III systems in its nuclear launch modules rather than any newer technology.

Django

No. 214 COST: 3
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon

Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000

Card Text:

"Taiyo"

Change area of Gun del Sol or Gun del Hell.

Description:

"Taiyo!"

Changes the area of the Gun del Sol and the Gun del Hell.

Django and Otenko-sama must be used as a set.

[Django]

A child of the sun who possesses the power of the sun. He carries

Can't apply to move.

Description:

"Optical Weapon B"

ATK: 300 to area.

Cannot be applied to movement.

[KODOQUE]

Its laser module uses a gaseous carbon dioxide laser.

Its drive train is equipped with a diesel power generator actuator.

When the optical weapon is fired, all power generation is sent to the laser module, making KODOQUE unable to move.

All of its power can be temporarily

transferred to its leg actuators, alling it

to move rapidly via jumping, but this ability

cannot be used

frequently since it

imposes a heavy burden.

Its top side is equipped

with stealth camouflage

in order to hide it from

military satellites.

Sabata

No. 495 COST: 4
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon Foil

Interfere: U:R D:R L:- R:-

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Ankoku"

Change area of Gun del Sol or Gun del Hell.

Description:

"Ankoku!"

Changes the area of the Gun del Sol and the Gun del Hell.

Sabata and Otenko-sama+ must be used as a set.

[Sabata]

The Dark Boy who wields the power of darkness.

He is Django's brother.

on his family legacy
of vampire hunting
from his father, Red Ringo,
and his mother, Mani
the Moon Beauty.
"Taiyo!"

Otenko-sama

No. 215 COST: 7
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon

Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000

Card Text:

"Otenko"
Change area of Gun
del Sol or Gun
del Hell.

Description:

"Otenko!"

Changes the area of the
Gun del Sol and the Gun del
Hell.

Django and Otenko-sama
must be used as a set.

[Master Otenko]

A spirit of the sun who has
descended to Earth to
protect all the species
cultivated by the sun
from the threat of the
undead Immortals.

He offers trustworthy
guidance to Django in a
tone of voice and attitude
that belies his appearance,
though he also possesses
a fiery, single-minded
aspect to his personality.

"Let's bring back the
season of the sun
together!"

Slasher Hawk

No. 216 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"Green Boomerang"
ATK:80; +80ATK
per extra time used

In the past, he was on the
side of the Galactic
Animus of Dark, but in
the end he fought alongside
Django.

"Hey, Sunflower, I can see
your tonsils!"

Otenko-sama+

No. 496 COST: 4
Use: Equip Pack: ULMT
Ammo: N/A

Rarity: Uncommon Foil

Interfere: U:- D:- L:R R:R

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Otenko"
Change area of Gun
del Sol or Gun
del Hell.

Description:

"Otenko!"

Changes the area of the
Gun del Sol and the Gun del
Hell.

Sabata and Otenko-sama+
must be used as a set.

[Master Otenko]

A spirit of the sun who
acts as
Django's advisor. he exists
in order to encourage
Django in the
boy's battles with the
immortals.

Slasher Hawk+

No. 497 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Red Boomerang"
ATK:100; +100ATK
per extra time used

on same turn.

Description:

"Green Boomerang"

ATK: 80

ATK +80 each

time it is used on the same turn.

[Slasher Hawk]

One of the members of the "Black Chamber" mercenary company. He is an Aboriginal Australian.

He uses a traditional boomerang of his tribe that exceeds 1m in length. He has long legs, and is as agile and alert as a wild beast.

"Yeah. It looks as if there's no good way to while away the hours..."

Wolf Dog

No. 217 COST: 7

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 500

Card Text:

"Chew Up"

Destroys target armor on a HIT.

Attaches to weapon.

Description:

"Chew Up"

Destroys all of target's armor on a hit.

Attaches to weapon.

Effect expires after equipped weapon is used 2 times.

Dirty Duck

No. 218 COST: 8

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 500

Card Text:

"Hostage"

Pulls target to 1 BLK in front of user.

Description:

"Hostage"

on same turn.

Description:

"Red Boomerang"

ATK: 100

ATK+100 each

time it is used on the same turn.

[Slasher Hawk]

His real name is unknown.

He is in his forties, and 213cm tall.

He is accompanied in battle by his tribal totem,

a hawk that he has raised.

The hawk's name is Bunjil,

taken from an Australian

Creator God who had the

form of a hawk.

"As long as I have my hawk, I can't lose!"

Wolf Dog+

No. 498 COST: 4

Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Savage"

Destroys all target's armor on a HIT.

Attaches to weapon.

Description:

"Savage"

Destroys all of target's armor on a hit.

Attaches to weapon

Effect expires after equipped weapon is used 4 times.

Dirty Duck+

No. 499 COST: 5

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Cunning"

Pulls target to 1 BLK in front of user.

Description:

"Cunning"

Pulls a target in front of user one block closer.

Red Blaster

No. 219 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Spetsnaz"
COST of trap cards becomes 1.
User can't shoot.

Description:

"Spetsnaz"
Trap cards only 1 COST when used.
User cannot shoot.
Equip to use.
Effect expires after 30 COST.

Dr. Kio Marv

No. 220 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:Y L:Y R:-
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"OILIX"
Adds (300 x #enemies defeated) to PTS in area attacks.

Description:

"OILIX"
Adds (enemies killed X300) to PTS when making an area attack.
Equip to use.
Effect expires after 30 COST.

[Dr. Kio Marv]

A Czechoslovakian scientist. He is a specialist in biotechnology. He was working on a plan for improved biomass fertilizers in the Eastern Bloc, but during his research, he discovered a prototype of the OILIX microorganism that can refine crude oil

Pulls a target in front of user one block closer.

Red Blaster+

No. 500 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Sabotage"
COST of trap cards becomes 1.
User can't shoot.

Description:

"Sabotage"
Trap cards only 1 COST when used.
User cannot shoot.
Effect expires after 50 COST.

Dr. Kio Marv+

No. 501 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:Y L:Y R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"VRAM 01K"
Adds (600 x #enemies defeated) to PTS in area attacks.

Description:

"VRAM 01K"
Adds (enemies killed x600) to PTS when making an area attack.
Equip to use.
Effect expires after 50 COST.

[Dr. Kio Marv]

A man without a family, who is famous for his obsession with computer games. One of his more odd aspects is that he has garnered quite a high reputation for the games he has created and submitted to a variety of magazines.
On his way to America to take part in the

He has continued to make improvements on his discovery, which has propelled him to worldwide fame.

"International Conference on Energy Problems," he is kidnapped and taken to Zanzibar Land. He has heart problems.
He is 172cm tall, and weighs 65kg.

Pit Trap

No. 221 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Sets a trap that prevents movement in the block where used.

Description:

This sets an "Anti-Movement" trap in the block where this is placed.
A character who steps on this trap cannot move for one turn.
Can be disarmed with an area attack.

Pit Trap+

No. 502 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a trap that prevents movement in the block where used.

Description:

This sets an "Anti-Movement Trap" in the block where it is placed.
A character who steps on this trap cannot move for one turn.
Can be disarmed with an area attack.

Jam

No. 222 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where this is placed.
A character who steps on this trap cannot shoot for one turn.
Can be disarmed with an area attack.

Jam+

No. 503 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where it is placed.
A character who steps on this trap cannot shoot for one turn.
Can be disarmed with an area attack.

Blitz

No. 223 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI

Blitz+

No. 504 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI

Singles Price: 1000
Upgrade Cost: 500
Card Text:

Sets an anti-REA
trap in the block
where used.

Description:

This sets an "Anti-REA Trap"
in the block where
this is placed.

A character who steps on
this trap cannot react
for one turn.

Can be disarmed with an
area attack.

Military Gain

No. 224 COST: 6
Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

Sets a PTS + Trap
in the block
where used.

Description:

This sets a "PTS+ Trap"
in the block where
this is placed.

While standing on this trap,
each enemy you defeat adds
500 PTS.

Can be disarmed with an
area attack.

Tent

No. 225 COST: 6
Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common

Cap: 2(4) Icon: TRI

Singles Price: 2000

Upgrade Cost: 1000

Card Text:

Sets a LIFE + Trap in
the block where used.
(LIFE increases by
10% per turn.)

Description:

This sets a "LIFE+ Trap"
in the block where
this is placed.

While standing on this trap,
you get LIFE+10%/turn.

Can be disarmed with an
area attack.

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets an anti-REA
trap in the block
where used.

Description:

This sets an "Anti-REA Trap"
in the block where
it is placed.

A character who steps on
this trap cannot react
for one turn.

Can be disarmed with an
area attack.

Military Gain+

No. 505 COST: 4
Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Sets a PTS + Trap
in the block
where used.

Description:

This sets a "PTS+ Trap"
in the block where
it is placed.

While standing on this trap,
each enemy you defeat adds
1000 PTS.

Can be disarmed with an
area attack.

Tent+

No. 506 COST: 4
Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Sets a LIFE + Trap in
the block where used.
(LIFE increases by
20% per turn.)

Description:

This sets a "LIFE+ Trap"
in the block where
it is placed.

While standing on this trap,
you get LIFE+20%/turn.

Can be disarmed with an
area attack.

Blocks REA.

Front Lines

No. 226 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Sets a HIT + Trap
in the block
where used.
(HIT +20%)

Description:

This sets a "HIT+ Trap"
in the block where
this is placed.
While standing on this trap,
you get HIT+20%.
Can be disarmed with an
area attack.

Headquarters

No. 227 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Sets an Anti-Status
Ailment trap in the
block where used.

Description:

This sets an "Anti-Status
Ailment Trap" in the
block where this is placed.
Characters standing on this
trap are not affected
by Status Ailments.
Can be disarmed with an
area attack.

Disarmament

No. 228 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Sets a Destroy Equip.
trap in the block

Blocks REA.

Front Lines+

No. 507 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a HIT + Trap
in the block
where used.
(HIT +30%)

Description:

This sets a "HIT+ Trap"
in the block where
it is placed.
While standing on this trap,
you get HIT+30%.
Can be disarmed with an
area attack.

Headquarters+

No. 508 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets an Anti-Status
Ailment trap in the
block where used.

Description:

This sets an "Anti-Status
Ailment
Trap" in the block where
this is placed.
A character who steps on
this trap will not be
affected by Status
Ailments for 1 turn.
Can be disarmed with an
area attack.

Disarmament+

No. 509 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a Destroy Equip.
trap in the block

where used.

Description:

This sets a "Destroy Equipment Trap" in the block where this is placed. A character who steps on this trap will have on piece of equipment destroyed at random.

Can be disarmed with an area attack.

Supply Cut

No. 229 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000

Card Text:

Sets a COST + Trap in the block where used.
(COST +10)

Description:

This sets a "COST+ Trap" in the block where this is placed. A character who steps on this trap will have 10 COST added. Can be disarmed with an area attack.

Attrition

No. 230 COST: 8
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000

Card Text:

No-one can recover while this trap exists.

Description:

This sets an "All Anti-Recovery Trap" in the block where this is placed. No one can recover while this trap exists. Disarmed by moving onto it. Can be disarmed with an area attack.

Urban Warfare

No. 231 COST: 8

where used.

Description:

This sets a "Destroy Equipment Trap" in the block where this is placed. A character who steps on this trap will have one piece of equipment destroyed at random.

Can be disarmed with an area attack.

Supply Cut+

No. 510 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Sets a COST + Trap in the block where used.
(COST +15)

Description:

This sets a "COST+ Trap" in the block where it is placed. A character who steps on this trap will have 15 COST added. Can be disarmed with an area attack.

Attrition+

No. 511 COST: 4
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

No recovery while this trap exists.

Description:

This sets an "All Anti-Recovery Trap" in the block where it is placed. No one can recover while this trap exists. Disarmed by moving onto it. Can be disarmed with an area attack.

Urban Warfare+

No. 512 COST: 4

Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon
Cap: 2(4) Icon: TRI
Singles Price: 2500
Upgrade Cost: 4000
Card Text:

No-one can shoot
while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All
Anti-Shooting
Trap" in the block where
this is placed.
No one can shoot
whil this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an
area attack.

Ambush

No. 232 COST: 8
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon
Cap: 2(4) Icon: TRI
Singles Price: 2500
Upgrade Cost: 4000
Card Text:

No close-quarters
combat while this
trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-CQC
Trap" in the block where
this is placed.
No one can engage in CQC
while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an
area attack.

ATK Linkage

No. 233 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 500
Card Text:

Triggers automatically.
ATK +10
Links to shot fired
within 3 BLKS.

Description:

Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

No-one can shoot
while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All
Anti-Shooting
Trap" in the block where
it is placed.
No one can shoot
while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an
area attack.

Ambush+

No. 513 COST: 4
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

No close-quarters
combat while this
trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-CQC
Trap" in the block where
it is placed.
No one can engage in CQC
while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an
area attack.

ATK Linkage+

No. 514 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
ATK + 10; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
ATK+10.
Links to ranged or area
attacks within 3 blocks.

Cost Linkage

No. 234 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Triggers automatically.
COST -2
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
COST-2.
Links to ranged or area
attacks within 3 blocks.

Cost+ Linkage

No. 235 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Triggers automatically.
Adds 2 COST on HIT
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Adds 2 COST on a hit.
Links to ranged or area
attacks within 3 blocks.

Add KDWN Linkage

No. 236 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Triggers automatically.
Adds KDWN
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Knocks target down.
Links to ranged or area

Triggered Automatically.
ATK+10.
Links to ranged attacks
greater than 4 blocks.

Cost Linkage+

No. 515 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
COST -2; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
COST-2.
Links to ranged attacks
greater than 4 blocks.

Cost+ Linkage+

No. 516 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds 2 COST on HIT.
Links to ranged
attacks greater
than 4 BLKS.

Description:

Triggered Automatically.
Adds 2 COST on a hit.
Links to ranged attacks
greater than 4 blocks.

Add KDWN Linkage+

No. 517 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
Adds KDWN.; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
Knocks target down.
Links to ranged attacks

attacks within 3 blocks.

greater than 4 blocks.

HIT Linkage

No. 237 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500

Card Text:

Triggers automatically.
HIT +20%
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
HIT+20%.
Links to ranged or area
attacks within 3 blocks.

Ammo Linkage

No. 238 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Uncommon
SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 8000
Upgrade Cost: 4000

Card Text:

Trigger automatically.
AMMO +1
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Ammo+1.
Links to ranged or area
attacks within 3 blocks.
Links to attacks of 2 shots
or more.

Add AP Linkage

No. 239 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000

Card Text:

Triggers automatically.
Adds Anti-armor.
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically
Adds Anti-armor.

HIT Linkage+

No. 518 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Triggers automatically.
HIT +20%; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
HIT+20%.
Links to ranged attacks
greater than 4 blocks.

Ammo Linkage+

No. 519 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Uncommon Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Trigger automatically.
AMMO +1; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
Ammo+1.
Links to ranged attacks
greater than 4 blocks.
Links to attacks of 2 shots
or more.

Add AP Linkage+

No. 520 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Triggers automatically.
Adds Anti-armor. Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
Adds Anti-armor.

Links to ranged or area attacks within 3 blocks.

Dstry Equip. Linkage
No. 240 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:

Triggers automatically.
Destroys equip.
on HIT Links to shot
fired within 3 BLKS.

Description:
Triggered Automatically.
Destroy's target's equipment
on a hit.
Links to ranged or area
attacks within 3 blocks.

Count Block Linkage
No. 241 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Triggers automatically.
Stops counter on HIT
Links to shot fired
within 3 BLKS.

Description:
Triggered Automatically.
Target cannot counterattack
on a hit.
Links to ranged or area
attacks within 3 blocks.

Defense Linkage
No. 242 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common
SOLIDEYE
Cap: 3(6) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Triggers automatically.
Dmg. -40
Links to attack on
card holder.

Description:
Triggered Automatically.

Links to ranged attacks
greater than 4 blocks.

Dstry Equip. Linkage+
No. 521 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Destroys EQUIPMENT
Links to ranged
attacks greater
than 4 BLKS.

Description:
Triggered Automatically.
Destroys target's equipment
on a hit.
Links to ranged attacks
greater than 4 blocks.

Count Block Linkage+
No. 522 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Target can't counter
Links to ranged
attacks greater
than 4 BLKS.

Description:
Triggered Automatically.
Target cannot counterattack
on a hit.
Links to ranged attacks
greater than 4 blocks.

Defense Linkage+
No. 523 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common Foil
Cap: 3(6) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
Dmg. -60
Links to attack on
card holder.

Description:
Triggered Automatically.

Damage reduced by 40.
Links when attacked.

Draw Linkage

No. 243 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Triggers automatically.
Draw 3 cards
Links to another
linkage.

Description:

Triggered Automatically.
Draw three cards.
Links to another Linkage.

Recovery Linkage

No. 244 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Triggers automatically.
LIFE +30
Links to attack on
card holder.

Description:

Triggered Automatically.
LIFE+30.
Links when attacked.

Action+ Linkage

No. 245 COST: 8
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Rare
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 10000
Upgrade Cost: 5000
Card Text:

Triggers automatically.
REST +1
Links to draw.

Description:

Triggered Automatically.
REST+1.
Links when drawn.

M61 Vulcan

Damage reduced by 60.
Links when attacked.

Draw Linkage+

No. 524 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
Draw 3 cards
Links to another
linkage.

Description:

Triggered Automatically.
Draw three cards.
Links to another Linkage.

Recovery Linkage+

No. 525 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
LIFE +60
Links to attack on
card holder.

Description:

Triggered Automatically.
LIFE+60.
Links when attacked.

Action+ Linkage+

No. 526 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Rare Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
REST +1
Links to draw.

Description:

Triggered Automatically.
REST+1.
Links when drawn.

M61A2 Vulcan

No. 246 COST: 14
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: GUN
Singles Price: 20000
Upgrade Cost: 5000
Card Text:

ATK:10 HIT:60%
20mm x 20
Anti-armor.

Description:

Gatling Gun: Anti-armor;

USE type

ATK: 10 HIT: 60%

Ammo: 20mmX20

[M61 Vulcan]

A rotary 20mm machine gun
with six barrels.

This gun can fire up to 100
shots per second.

It is the principal cannon
armament of the

U.S. Air Force's military
aircraft.

No. 527 COST: 14
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:20 HIT:50%
20mm x 20
Anti-armor.

Description:

Gatling Gun: Anti-armor;

USE type

ATK: 20 HIT: 50%

20mmX20

[M61A2 Vulcan]

An improvement on the M61.

Until a gatling gun can
spin up to a set

number of rotations, its
firing speed will be lower
than what is indicated

in its specs. The M61A2 has
a lighter barrel, therefore
allowing for a shortened
spin up time.

this weapon is also used in
the Phalanx CIWS.

Glock 17

No. 247 COST: 4
Use: Equip Pack: SBST
Ammo: 9
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:70 HIT:80%
9mm x 3 REA:80%
Adds 1 COST.

Description:

Handgun: EQUIP type

ATK: 70 HIT: 80%

Ammo: 9mmX3 REA: 80%

HIT % decrease at: 3 blocks

Notes: COST+1

[Glock 17]

A light, large-bore,
semiautomatic

handgun that utilizes
reinforced plastic in
its grip frame.

This weapon was developed
as the standard sidearm
of the Austrian army.

Glock 18

No. 528 COST: 4
Use: Equip Pack: SBST
Ammo: 9
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:90 HIT:85%
9mm x 3 REA:80%
Adds 1 COST.

Description:

Handgun: EQUIP type

ATK: 90 HIT: 85%

9mmX3 REA:80%

HIT % decrease at: 3 blocks

Notes: COST+1.

Load with ammo after
equipping

to attack (EQUIP type).

[Glock 18]

A fully-automatic version
of the Glock 17.

There is a switch
at the rear of the slide
that allows for both
semi- and fully automatic
firing. Fatman uses one of
these.

AN94 Abakan

No. 248 COST: 9
 Use: Equip Pack: SBST
 Ammo: 5.45
 Rarity: Common
 Interfere: U:- D:- L:Y R:G
 Cap: 4(8) Icon: GUN
 Singles Price: 2000
 Upgrade Cost: 1500
 Card Text:

ATK:60 HIT:75%
 5.45mm x 5 REA:10%
 BLEEDING; Destroys
 EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;
 EQUIP type
 ATK: 60 HIT: 75%
 Ammo: 5.45mmX5 REA: 10%
 HIT % decrease at: 4 blocks
 Notes: Makes target BLEED;
 Destroys equipment.
 Load with ammo after
 equipping to attack
 (EQUIP type).

[AN94 Abakan]

A next-generation assault
 rifle designed to take
 on the mantle of
 the AK series. The grip
 contains a built-in firing
 mechanism, and that
 grip can be removed and
 stored in a separate
 place.

Railgun

No. 249 COST: 11
 Use: Use Pack: SBST
 Ammo: N/A
 Rarity: Uncommon
 Cap: 2(4) Icon: GUN
 Singles Price: 6000
 Upgrade Cost: 200
 Card Text:

ATK:150 HIT:100%
 Area attack.
 Anti-armor.

Description:

Railgun: Anti-armor; USE
 type

ATK: 150 HIT: 100%
 Notes: Area attack.

[Railgun]

A portable EM weapon that
 accelerates projectiles to
 high speeds via an
 electromagnetic pulse.

AN94 Abakan+

No. 529 COST: 8
 Use: Equip Pack: SBST
 Ammo: 5.45
 Rarity: Common Foil
 Interfere: U:- D:- L:Y R:G
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:60 HIT:80%
 5.45mm x 5 REA:10%
 BLEEDING; Destroys
 EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;
 EQUIP type
 ATK: 60 HIT: 80%
 Ammo: 5.45mmX5 REA:10%
 HIT % decrease at: 4 blocks
 Notes: Makes target BLEED;
 Destroys equipment.
 Load with ammo after
 equipping
 to attack (EQUIP type).

[AN94 Abakan]

A next-generation assault
 rifle designed to take on
 the mantle of
 the AK series. The grip
 contains a built-in firing
 mechanism, and that
 grip can be removed and
 stored in a separate
 place.

Railgun+

No. 530 COST: 11
 Use: Use Pack: SBST
 Ammo: N/A
 Rarity: Uncommon Foil
 Cap: 2(4) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:200 HIT:100%
 Area attack
 Anti-armor.

Description:

Railgun: Anti-armor; USE
 type

ATK: 200 HIT: 100%
 Notes: Area attack.

[Railgun]

A portable EM weapon that
 accelerates projectiles to
 high speeds via an
 electromagnetic pulse.
 Fortune uses this weapon.

RGB6

No. 250 COST: 6
 Use: Equip Pack: CHRN
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: GUN
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:

Extends grenade
 throw area.
 Equip to use.

Description:

Grenade Launcher: EQUIP type
 Extends the throwing range
 for grenades.

Equip to use.

[RGB6]

A 40mm, 6-shot grenade
 launcher.

A Croatian-manufactured
 copy of the South African
 MGL grenade launcher.

It was formally adopted
 for use by the Croatian
 army in 1996.

Its stock can be
 folded up.

RGB6+

No. 531 COST: 6
 Use: Equip Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Extends grenade
 throw area.
 Equip to use.

Description:

Grenade Launcher: EQUIP type
 Extends the throwing range
 for grenades.

Equip to use.

[RGB6]

A 40mm, 6-shot grenade
 launcher.

A Croatian-manufactured copy
 of the South African MGL
 grenade launcher.

Its stock can be
 folded up.

Handgun

No. 251 COST: 4
 Use: Equip Pack: CHRN
 Ammo: 9
 Rarity: Common
 Interfere: U:Y D:Y L:- R:-
 Cap: 4(8) Icon: GUN
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:

ATK:50 HIT:80%
 9mm x 2
 REA:0%

Description:

Handgun: EQUIP type

ATK: 50 HIT: 80%

Ammo: 9mmX2 REA: 0%

HIT % decrease at: 3 blocks

Load with ammo after

equipping

to attack (EQUIP type).

Handgun+

No. 532 COST: 4
 Use: Equip Pack: CHRN
 Ammo: 9
 Rarity: Common Foil
 Interfere: U:Y D:Y L:- R:-
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:60 HIT:90%
 9mm x 2 REA:0%

Description:

Handgun: EQUIP type

ATK: 60 HIT: 90%

HIT % decrease at: 3 blocks

Load with ammo after

equipping

to attack (EQUIP type).

M79 (antipersonnel)

No. 252 COST: 8
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: GUN
 Singles Price: 2000
 Upgrade Cost: 1500

M79 (AP ammo)

No. 533 COST: 5
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A

Card Text:
User's ATK increases
as LIFE gets lower.
KDWN.

Description:

Grenade Launcher: USE type

The lower the user's
LIFE is, the greater
the user's ATK will be.

ATK: (100-(LIFEX100/max.
LIFE))X4

Notes: Knocks target down;
Anti-armor.

[M79]

A 40mm grenade launcher.
Since it has no ejector,
it must be cleared
manually.

Card Text:
User's ATK increases
as LIFE gets lower.
KDWN; Anti-armor.

Description:

Grenade Launcher:

Anti-armor; USE type
The lower the user's LIFE
is, the greater the user's
ATK will be.

ATK: (100-(LIFEX100/max.
LIFE)) X4

Notes: Knocks target down.

[M79]

A 40mm grenade launcher.
Since it has no ejector,
it must be cleared
manually.

SMG

No. 253 COST: 6

Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common

Interfere: U:- D:G L:- R:Y

Cap: 4(8) Icon: GUN

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

ATK:50 HIT:80%

9mm x 4 REA:0%

Area attack.

COST 0 when dmg. 0

Description:

Submachine Gun: EQUIP type

ATK: 50 HIT: 80%

Ammo: 9mmX4 REA: 0%

HIT % decrease at: 4 blocks

Notes: Area attack.

COST 0 if no damage is
inflicted.

Load with ammo after
equipping to attack.
(EQUIP type).

SMG+

No. 534 COST: 7

Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common Foil

Interfere: U:- D:G L:- R:Y

Cap: 4(8) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:80 HIT:85%

9mm x 4 REA:0%

Area attack.

COST 0 when dmg. 0

Description:

Supmachine Gun: EQUIP type

ATK: 80 HI: 85%

Ammo: 9mmX4 REA:0%

HIT % decrease at: 4 blocks

Notes: Area attack.

COST 0 if no damage is
inflicted.

Load with ammo after
equipping
to attack (EQUIP type).

[Attack Area]

11111

11111

01110

00100

00X00

M47 Dragon

No. 254 COST: 0

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: GUN

Singles Price: 10000

Upgrade Cost: 2000

Card Text:

Super Dragon

No. 535 COST: 0

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Uncommon Foil

Cap: 2(4) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:10 x total COST
KDWN; Anti-armor.
Can't apply to move.

Description:
Anti-tank Missile:
Anti-armor;
USE type
ATK: Cumulative COST X10
Knocks target down.
Cannot be applied to
movement.
[M47 Dragon Anti-tank Missile]
An anti-tank, wire-guided
missile.

Ingram M11

No. 255 COST: 6
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:50 HIT:80%
9mm x 4 REA:100%
ATK x 1.5 if
counterattacked.

Description:
Submachine Gun: EQUIP type
ATK: 50 HIT: 80%
Ammo: 9mmX4 REA: 100%
HIT % decrease at: 4 blocks
ATKX1.5 when
counterattacking.
Load with ammo after
equipping
to attack (EQUIP type).
[Ingram M11]
A submachine gun that is a
smaller version of the
M10.
It uses the 380ACP as ammo,
a version of the 9mm
with a shorter shell casing.
Thanks to its simple
structure, it can be easily
manufactured
in back-alley factories.
It can be equipped with a
silencer, and it has been
adopted for use by the
U.S. Army Special Forces
and the Navy SEALs.

MK22

No. 256 COST: 6
Use: Use Pack: MGS3

ATK:15 x total COST
KDWN; Anti-armor.
Can't apply to move.

Description:
Anti-tank Missile:
Anti-armor; USE type
ATK: total COSTX15
Knocks target down.
Cannot be applied to
movement.
[Super Dragon]
The Dragon has issues with
its guidance system and
rocket thrusters.
This version ironed those
problems out.

Cobray M11

No. 536 COST: 6
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:100 HIT:85%
9mm x 4 REA:0%
Area.

Description:
Submachine Gun: EQUIP type
ATK: 100 HIT: 85%
Ammo: 9mmX4 REA:0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after
equipping
to attack (EQUIP type).
00100
00100
00100
01110
01110
00X00
[Cobray M11]
This gun is an Ingram M11
modified to take 9mm
Parabellum ammo.

MK22+

No. 537 COST: 5
Use: Use Pack: MGS3

Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:0 HIT:60%
9mm x 1
SLEEP.

Description:

Handgun: USE type

ATK: 0 HIT: 60%

Ammo: 9mmX1

HIT % decrease at: 3 blocks

Notes: 100% chance of SLEEP.

[Mk22]

Also known as the

"Hushpuppy."

An improvement of the M39 for use by special forces. The elongated muzzle is threaded, allowing a suppressor to be attached. It also features a slide lock mechanism, allowing for reduced noise when firing. A "hushpuppy" is a bit of fried dough originally given to dogs to quiet down their barking, thus "silencing" them.

M1911

No. 257 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common

Cap: 5(X) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:

ATK:20 HIT:90%
CAL45 x 3
ATK x 1.5 when no
ALERT.

Description:

Handgun: USE type

ATK: 20 HIT: 90%

Ammo: CAL45X3

HIT % decrease at: 3 blocks

Notes: ATKX1.5 when not in
ALERT.

[M1911]

A semiautomatic handgun adopted for use by the U.S. Army in 1911.

It was manufactured based on a design by John

Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:70 HIT:70%
9mm x 1
SLEEP.

Description:

Handgun: USE type

ATK: 70 HIT: 70%

Ammo: 9mmX1

HIT % decrease at: 3 blocks

Notes: 50% chance of SLEEP.

[Mk22]

Also known as the

"Hushpuppy."

An improvement of the M39 for use by special forces. The elongated muzzle is threaded, allowing a suppressor to be attached. It also features a slide lock mechanism, allowing for reduced noise when firing. A "hushpuppy" is a bit of fried dough originally given to dogs to quiet down their barking, thus "silencing" them.

M1911A1

No. 538 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common Foil

Interfere: U:- D:G L:- R:R

Cap: 5(X) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

ATK:30 HIT:90%
CAL45 x 3 REA:0%
ATK x 2 when no
ALERT.

Description:

Handgun: Equip type

ATK: 30 HIT: 90%

CAL45X3 REA:0%

HIT % decrease at: 3 blocks

Notes: ATKX2 when not in
ALERT.

Load with ammo after

equipping

to attack (EQUIP type).

[M1911A1]

A further improvement on the M1911, this model was

Browning.

At the time, the main Army handgun was the 9mm, but during the Spanish-American War, the American Naval forces dispatched to the Philippines were unable to quell the Moro with these sidearms. In response to this problem, the Army decided to adopt a 45 caliber gun with greater man-stopping power. The first gun to be equipped with a thumb safety. Features a "cock and lock" safety device when the bullet is in the chamber.

EZ Gun

No. 258 COST: 7
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Uncommon
Interfere: U:B D:B L:B R:B
Unlock: Arena Easy x6
Cap: 2(4) Icon: GUN
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

ATK:10 HIT:70%
CAL45 x 3 REA:0%
Dmg. 1/2; PTS 1/2.
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: CAL45X3 REA: 0%
HIT % decrease at: 3 blocks
Notes: Silenced; damage 1/2 while equipped. 1/2 points. 20% chance of SLEEP on hit. Load with ammo after equipping to attack (EQUIP type).
[EZ Gun]
A tranquilizer gun with a laser sight and a silencer used only by FOX.

AMD-63

No. 259 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 500

completed in 1924.

The grip safety, trigger, and front sight were all improved on this model. This weapon has been used by the U.S. Army for more than half a century.

Saru-Gun-Shake

No. 539 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Uncommon Foil
Interfere: U:B D:B L:B R:B
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:10 HIT:70%
CAL45 x 3 REA:0%
Dmg. 1/2; PTS 1/2.
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: CAL45X3 REA:0%
HIT % decrease at: 3 blocks
Notes: Damage 1/2 while equipped. 1/2 points 40% chance of SLEEP on hit. Load with ammo after equipping to attack (EQUIP type).
[SARU-GUN-SHAKE]
Wielding this gun makes you feel happy

AMD-63 Carbine

No. 540 COST: 7
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Interfere: U:R D:- L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: N/A

Upgrade Cost: 1000
Card Text:
ATK:40 HIT:75%
7.62mm x 2
KDWN.
Description:
Assault Rifle: USE type
ATK: 40 HIT: 75%
Ammo: 7.62mmX2
HIT % decrease at: 4 blocks
Notes: Knocks target down.
[AMD-63]
A Hungarian-manufactured
improvement on the AKM.

AK-47I

No. 260 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 500
Upgrade Cost: 1000
Card Text:
ATK:20 HIT:80%
7.62mm x 4
ATK x 1.5 when LIFE
at maximum.

Description:
Assault Rifle: USE type
ATK: 20 HIT: 80%
Ammo: 7.62mmX4
HIT % decrease at: 4 blocks
Notes: ATKX1.5 when at max
LIFE.
[AK-47I]
The Avtomat Kalashnikova.
Developed in the former
Soviet Union by Mikhail
Timofeevich Kalashnikov.
It served as the model for
the subsequently developed
and manufactured AK
series of rifles.

Upgrade Cost: N/A
Card Text:
ATK:50 HIT:80%
7.62mm x 2 REA:10%
KDWN.
Description:
Assault Rifle: EQUIP type
ATK: 50 HIT: 80%
Ammo: 7.62mmX2 REA:10%
HIT % decrease at: 4 blocks
Notes: Knocks target down.
Load with ammo after
equipping
to attack (EQUIP type).
[AMD-63]
The carbine version of the
AMD-63.

AK-47II

No. 541 COST: 7
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:R L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:40 HIT:85%
7.62mm x 2 REA:50%
ATK x 2 when LIFE at
maximum.

Description:
Assault Rifle: EQUIP type
ATK: 40 HIT: 85%
Ammo: 7.62mmX2 REA:50%
HIT % decrease at: 4 blocks
Notes: ATKX2 when at max
LIFE.
Load with ammo after
equipping
to attack (EQUIP type).
[AK-47II]
An improvement on the
AK-47I.
The Kalashnikov is a weapon
composed of few parts,
making it very easy to handle.
It is highly reliable in a
variety of environments,
and not prone to
malfunctions.
Thanks to these qualities,
it is heavily used in the
Middle East and Africa, and
historically, a great
number of these weapons have
been manufactured.

No. 261 COST: 7
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:50 HIT:85%
5.56mm x 5 REA:20%
ATK x 1.5 when
covered.

Description:
Assault Pistol: EQUIP type
ATK: 50 HIT: 85%
Ammo: 5.56mmX5 REA: 20%
HIT % decrease at: 4 blocks
Notes: ATKX1.5 when
covered.
Load with ammo after
equipping
to attack (EQUIP type).
[Patriot]
A unique handgun used by
The Boss.
It consists of an XM16E1
with a sawed-off barrel
and no stock.
It combines an ease of
carrying with the stopping
power of 5.56mm rounds,
but it can be extremely
difficult to handle due to
its large recoil.

C96

No. 262 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:10 HIT:85%
7.62mm x 6
Target interference
has no effect.

Description:
Handgun: USE type
ATK: 10 HIT: 85%
Ammo: 7.62mmX6
HIT % decrease at: 4 blocks
Notes: Prevents target
INTERFERENCE on a hit.
[C96]
A semiautomatic pistol
known under the name

No. 542 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:180 HIT:90%
5.56mm x 1
Area Attack.

Description:
Assault Pistol: USE type
ATK: 180 HIT: 90%
Ammo: 5.56mmX1
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after
equipping
to attack (EQUIP type).
[Attack Area]
11111
11111
11111
00000
00X00
[Patriot]
An assault handgun, made by
sawing off the barrel of an
XM16E1 and removing the
stock.

Type-17 Pistol

No. 543 COST: 5
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:R L:R R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:50 HIT:100%
7.62mm x 2 REA:10%
Target interference
has no effect.

Description:
Handgun: EQUIP type
ATK: 50 HIT: 100%
Ammo: 7.62mmX2 REA:10%
HIT % decrease at: 3 blocks
Notes: Prevents target
INTERFERENCE.
Load with ammo after
equipping
to attack (EQUIP type).

Mauser Military.
Usually called the
"broomhandle."
Bullets are loaded into the
gun via a special clip
mounted to its fixed
chamber.
It was adopted for use by
German security forces
and armed guard units.
A unique stock can also be
affixed to the gun.
Later models included
fully automatic versions.

Thompson M1928

No. 263 COST: 6
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common
Interfere: U:R D:- L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
 ATK:90 HIT:90%
 CAL45 x 2 REA:0%
 Area Attack.

Description:
Submachine Gun: EQUIP type
ATK: 90 HIT: 90%
Ammo: CAL45X2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after
equipping
to attack (EQUIP type).

[Attack Area]

01110

01110

00100

00100

00X00

[Thompson M1928]

Known under the nickname
"Tommygun," this is a
submachine gun that was
formally adopted for
use in the USA in 1928.
In addition to a 50-round
drum clip, there are also
20-and 30-round stick
magazine models.
It was a popular weapon in
organized crime during
that period.

[Shansei "Broom Handle"]
A mass-produced Chinese copy
of an exported Mauser C96.
Compared to the original,
this version has a clip that
juts out from the bottom,
plus a wider barrel and
firing chamber.
One of the typical
techniques for the
C96 is the "Mounted Bandit"
style of utilizing the
gun's recoil to rapidly fire
from the side.
This is EVA's weapon of
choice.

Thompson M1

No. 544 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common Foil
Interfere: U:R D:- L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 ATK:100 HIT:95%
 CAL45 x 2 REA:0%
 Area Attack.

Description:
Submachine Gun: EQUIP type
ATK: 100 HIT: 95%
Ammo: CAL45X2 REA:0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after
equipping
to attack (EQUIP type).

[Attack Area]

01110

01110

00100

00100

00X00

[Thompson M1]

This gun was adopted for
use in America in 1942
as an improvement on
the Thompson M1928.
The foregrip and
radiator fins, as well as
the compensator
have been removed.
It is a cheaper weapon than
the M1928, since
engineering processes
reduced its number of parts.

No. 264 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:100 x 1
HIT:90%
BLEEDING.

Description:
Crossbow: USE type
ATK: 100X1
HIT: 90%
HIT % decrease at: 4 blocks
Notes: Makes target BLEED.
[William Tell]
One of The Fear's favored
weapons.
A long-range crossbow. It is
high-powered, but takes a
long time to reload.

G36C

No. 265 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Uncommon
Unlock: Arena Extreme x6
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2000
Card Text:
ATK:60 HIT:60%
5.56mm x 4
Destroys EQUIPMENT.
Anti-armor.

Description:
Assault Rifle: USE type
ATK: 60 HIT: 60%
Ammo: 5.56mmX4
HIT % decrease at: 4 blocks
Notes: Destroys equipment.
[G36C]
A compact version of the G36
officially adopted for use in
Germany in 1996. The German
army continued to adopt the
7.62mmX51 G3 rifle for use,
but due to need for their
participation in the U.N.
Security Forces,
they were pressured to
make changes to use the
standard NATO 5.56mmX45
ammo.
Most of the components of
the G36 are made of fiber

No. 545 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:150 x 1
HIT:75%; BLEEDING;
Destroys EQUIPMENT.

Description:
Crossbow: USE type
ATK: 150X1
HIT: 75%
HIT % decrease at: 5 blocks
Notes: Destroys equipment;
Makes target BLEED.
[William Tell]
One of The Fear's favored
weapons.
A long-range crossbow.
It is high-powered, but
takes a long time to reload.

G36C+

No. 546 COST: 10
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:60 HIT:60%
5.56mm x 5 REA:90%
Destroys EQUIPMENT.
Anti-armor.

Description:
Assault Rifle: Anti-armor;
EQUIP type
ATK: 60 HIT: 60%
Ammo: 5.56mmX5 REA:90%
HIT % decrease at: 5 blocks
Notes: Destroys equipment.
Load with ammo after
equipping
to attack (EQUIP type).
[G36C]
Length: 998mm
Weight: 3850g
Loaded Ammo: 30 shots
Rifling: 1:6" right twist
rate

reinforced polymer plastics known for their high production rate and durability.

The G36C is the most compact of the models for use by special forces.

OICW

No. 266 COST: 7
Use: Equip Pack: MGS3
Ammo: 5.56
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:10 HIT:50%
5.56mm x 6
REA:50%

Description:

Assault Rifel: USE type
ATK: 10 HIT: 50%
Ammo: 5.56mmX6 REA: 50%
HIT % decrease at: 4 blocks
Load with ammo after equipping to attack (EQUIP type).

[OICW]

A rifle in development for the next generation of foot soldier.

It contains both a 5.56mm rifle and a 20mm grenade launcher, both of which are managed by a Fire Control System.

XM29

No. 547 COST: 6
Use: Equip Pack: MGS3
Ammo: 5.56
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:20 HIT:50%
5.56mm x 3 REA:50%

Description:

Assault Rifle: EQUIP type
ATK: 20 HIT: 50%
Ammo: 5.56mmX3 REA:50%
HIT % decrease at: 4 blocks
Load with ammo after equipping to attack (EQUIP type).

[XM29]

A rifle in development for the next generation of foot soldier.

There are four modes that can be selected for its 20mm grenades: a rapid-fire mode where the grenade will explode on contact with a target, an air assault mode where the grenade will explode in the air over its target, a delayed- blast mode where the grenade will explode after penetrating the front of its target, and a window mode, where the grenade will detonate at a designated distance upon being shot. The mode set with the Fire Control System will be recorded in the warhead's fuse.

PTRS-1941

No. 267 COST: 12
Use: Use Pack: CHRN
Ammo: N/A

PTRS-1941+

No. 548 COST: 14
Use: Use Pack: CHRN
Ammo: N/A

Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 5000
Upgrade Cost: 3000
Card Text:
ATK:300 HIT:75%
14.5mm x 1
Anti-armor; KDWN.

Description:
Anti-Tank Rifle: Anti-armor;
USE type
ATK: 300 HIT: 75%
Ammo: 14.5mmX1
HIT % decrease at: 5 blocks
Notes: Knocks target down
on a hit.
[Simonov PTRS-1941]
14.5mm Protivo Tankovoe
Ruzhe sistemy Simonova, obr.
1941g.
An anti-tank rifle
manufactured by
the former Soviet Union.
It was officially adopted
for used in 1941.

ATK Backup

No. 268 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000
Card Text:
Ally's ATK +5
Lasts 1 time.

Description:
Ally's ATK+5.
Expires after triggering
1 time.

HIT Backup

No. 269 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:
Ally's HIT +20%
Lasts 1 time.

Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:350 HIT:70%
14.5mm x 1; Adds
5 COST; Anti-armor.

Description:
Anti-Tank Rifle: Anti-armor;
USE type
ATK: 350 HIT: 70%
Ammo: 14.5mmX1
COST+5
HIT % decrease at: 5 blocks
[Simonov PTRS-1941]
A semiautomatic anti-tank
rifle manufactured in
the former Soviet Union.
In addition to being able
to penetrate armor,
it can also be used
to snipe at a tank's
periscope.
However, with
reinforcements being made
to tanks, the anti-tank
rifle itself is being
phased out in favor of
anti-tank
rockets.

ATK Backup+

No. 549 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally ATK +10
Lasts 1 time.

Description:
Ally's ATK+10.
expires after triggering
1 time.

HIT Backup+

No. 550 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally HIT +30%
Lasts 1 time.

Description:
Ally's HIT+20%.
Expires after triggering
1 time.

Evade Backup

No. 270 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:

-20% for ally to be
HIT Lasts 1 time.

Description:
Attacks on allies are at-20%.
Expires after triggering
1 time.

Serum

No. 271 COST: 12
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Cure Ally of
Status Ailment.

Description:
Allows ally to recover from
a Status Ailment.

Remove Trap

No. 272 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000
Card Text:

Dismarm 1 trap.

Description:
Disarms one trap of the
user's choice.

Near Def. Support

No. 273 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500

Description:
Ally's HIT+30%.
Expires after triggering
1 time.

Evade Backup+

No. 551 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

-30% to HIT ally
Lasts 1 time.

Description:
Attacks on allies are at-30%.
Expires after triggering
1 time.

Serum+

No. 552 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Cure Ally of
Status Ailment.

Description:
Allows ally to recover from
a Status Ailment.

Remove Trap+

No. 553 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Dismarm 1 trap.

Description:
Disarms one trap of the
user's choice.

Near Def. Support+

No. 554 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A

Upgrade Cost: 2000

Card Text:

Nearby ally's total
dmg. reduced by 50.
Equip to use.
Lasts 5 turns.

Description:

Adjacent ally's
total damage taken -50.
Equip to use.
Lasts for 5 turns.

Near Atk. Support

No. 274 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000

Card Text:

Nearby ally's gets
ATK +5.
Equip to use.
Lasts 5 turns.

Description:

Adjacent ally's ATK+5.
Equip to use.
Lasts for 5 turns.

Projectile Soak

No. 275 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000

Card Text:

Projectile damage
adds to LIFE; close-
quarters dmg. doubles.
Equip to use.

Description:

Damage inflicted by gunshot
is added to user's LIFE.
Damage is doubled if
inflicted at close quarters.
Equip to use.

Close-Range Soak

No. 276 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000

Upgrade Cost: N/A

Card Text:

Nearby ally's total
dmg. reduced by 100.
Equip to use.
Lasts 5 turns.

Description:

Adjacent ally's
total damage taken -100.
Equip to use.
Lasts for 5 turns.

Near Atk. Support+

No. 555 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Nearby ally's gets
ATK +10.
Equip to use.
Lasts 5 turns.

Description:

Adjacent ally's ATK+10.
Equip to use.
Lasts for 5 turns.

Projectile Soak+

No. 556 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Projectile damage
adds to LIFE; close-
quarters dmg. doubles.
Equip to use.

Description:

Damage inflicted by gunshot
is added to user's LIFE.
Damage is doubled if
inflicted at close
quarters.
Equip to use.

Close-Range Soak+

No. 557 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Close-quarters dmg.
adds to LIFE;
projectile damage
doubles. Equip to use.

Description:
Damage inflicted at close
quarters is added to
user's LIFE.
Damage is doubled if
inflicted by gunshot.
Equip to use.

Projectile Counter
No. 277 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000

Card Text:
Projectiles countered;
Close-quarters dmg.
is x 1.5. Equip to use.

Description:
Gunshot attacks
are counterattacked.
DamageX1.5 if inflicted at
close quarters.
Equip to use.

Close-Rng Counter
No. 278 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000

Card Text:
Projectile dmg. is
x 1.5; close-quarters
attks are countered.
Equip to use.

Description:
CQC attacks
are counterattacked.
DamageX1.5 if inflicted by
gunshot.
Equip to use.

Cost Counter
No. 279 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 1500

Card Text:
Close-quarters dmg.
adds to LIFE;
projectile damage
doubles. Equip to use.

Description:
Damage inflicted at close
quarters
is added to user's LIFE.
Damage is doubled if
inflicted by gunshot.
Equip to use.

Projectile Counter+
No. 558 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Projectiles countered;
Close-quarters dmg.
is x 1.5. Equip to use.

Description:
Gunshot attacks
are counterattacked.
DamageX1.5 if inflicted at
close quarters.
Equip to use.

Close-Rng Counter+
No. 559 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Projectile dmg. is
x 1.5; close-quarters
attks are countered.
Equip to use.

Description:
CQC attacks
are counterattacked.
DamageX1.5 if inflicted
from 3 or more blocks away.
Equip to use.

Cost Counter+
No. 560 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A

Upgrade Cost: 1000

Card Text:

Return COST add to
opponent.
Equip to use.
Lasts 1 time.

Description:

Counters a COST add from a
target.

Equip to use.

Expires after triggering
1 time.

Card Seal

No. 280 COST: 12

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common

Cap: 2(4) Icon: TRI

Singles Price: 1000

Upgrade Cost: 500

Card Text:

No player can use
a card that was
just used.

Description:

The card just played becomes
unusable to everyone.

Whenever "Card Seal" is
used,

the card that is sealed
changes.

*Can't be used in Story
Mode.

Reiko Hinomoto

No. 281 COST: 6

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Rare

Password: Hnmt SOLIDEYE

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Sunrise Suplex"
ATK:100
User and target
swap positions.

Description:

"Sunrise Suplex"

ATK: 100

Use after moving to face
the target.

You will switch positions
with the target.

Causes target to FAINT.

[Reiko Hinomoto]

A gifted wrestler, whose
mother was the

Upgrade Cost: N/A

Card Text:

Return COST add to
opponent.
Equip to use.
Lasts 1 time.

Description:

Counters a COST add from a
target.

Equip to use.

Expires after triggering
1 time.

Card Seal+

No. 561 COST: 6

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

No player can use
a card that was
just used.

Description:

The card just played becomes
unusable to everyone.

Whenever "Card Seal" is
used, the card that is

sealed changes.

*Can't be used in Story Mode.

Card Text:

Description:

legendary Kamikaze
 Rose,
 who fell in the ring 10
 years ago.
 Her elder sister
 disappeared 3 years
 ago, after following in
 their mother's
 footsteps and moving to
 America.
 While participating in her
 university wrestling team,
 she makes a living
 as a race queen.
 Her ring name is Zero
 Fighter.
 Her favorite food is bean
 jam.
 Her kind of man wears
 glasses and has an
 intelligent look
 about him.
 "Mother in heaven, do you
 hate the person I've
 become?"

Uniform-R
 No. 282 COST: 5
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CAN
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:
 Equip to use.
 Total damage reduced
 by 50.
 REA:80%
 Description:
 Equip to use.
 Reduces total damage by 50
 REA:80%

Uniform-B
 No. 283 COST: 5
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CAN
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:
 Equip to use.
 Total damage reduced
 by 100.
 REA:80%
 Description:
 Equip to use.
 Reduces total damage by 100

Uniform-R+
 No. 562 COST: 6
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CAN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Equip to use.
 Total damage reduced
 by 100.
 REA: 100%
 Description:
 Equip to use.
 Reduces total damage by 100
 REA:100%

Uniform-B+
 No. 563 COST: 6
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CAN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Equip to use.
 Total damage reduced
 by 200.
 REA: 100%
 Description:
 Equip to use.
 Reduces total damage by 200

REA:80%

REA:100%

Uniform-G

Uniform-G+

No. 284 COST: 5
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CAN
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:
 Equip to use.
 Total damage reduced
 by 100.
 REA:80%

Description:
 Equip to use.
 Reduces total damage by 100
 REA:80%

No. 564 COST: 6
 Use: Equip Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CAN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Equip to use.
 Total damage reduced
 by 200.
 REA: 100%

Description:
 Equip to use.
 Reduces total damage by 200
 REA:100%

Ayumi Kinoshita

No. 285 COST: 6
 Use: Use Pack: MGS3
 Ammo: Trap?
 Rarity: Common Foil
 Password: aym
 NO LINK BATTLE SOLIDEYE
 Cap: 2(4) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:
 Enemies stop in their
 tracks, bewitched.

Description:
 Just a minute
 Stops enemies in their
 tracks.
 *Cannot be used in
 LINK BATTLE mode.
 [Ayumi Kinoshita]
 Birth place: Aichi
 Prefecture
 Birth date: 12/13/1982
 Blood type: AB
 Height: 160 cm
 Hobbies: Snowboarding,
 Table Tennis
 Star sign: Sagittarius

Card Text:

Description:

Meguru Ishii

No. 286 COST: 6
 Use: Use Pack: MGS3
 Ammo: Trap
 Rarity: Common Foil
 Password: mgr
 NO LINK BATTLE SOLIDEYE
 Cap: 2(4) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Card Text:

Bust: 85 cm
Waist: 55 cm
Hips: 86 cm

Description:

Bust: 85 Waist: 55
Hips: 86
Height: 154 cm
Shoe size: 230mmX2
For each turn spent
standing on this
trap, +20% LIFE is restored.
*Cannot be used in
LINK BATTLE mode.
[Meguru Ishii]
Birth place: Tokyo
Birth date: 5/28/1987
Blood type: O
Hobbies: Photography
Manga
Sports: Softball

Description:

Natsume Sano

No. 287 COST: 8
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Password: ntm
NO LINK BATTLE SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Bust: 86 cm
Waist: 58 cm
Hips: 84 cm

Description:

Bust: 86 Waist: 58
Hips: 84
Height: 155 cm
Shoe size: 235mmX2
Characters on this trap are
cured of any Status
Ailments.
*Cannot be used
LINK BATTLE mode.
[Natsume Sano]
Birth place: Tokyo
Birth date: 2/14/1985
Blood type: A
Hobbies: Collecting pig toys
Other: Ambidextrous,
bodyboarder.

Card Text:

Description:

MGS4

No. 288 COST: 3
Use: Move Pack: ITGL
Ammo: N/A
Rarity: Uncommon Foil
Password: NEXTGEN
Unlock: Beat Story Easy

NO LINK BATTLE SOLIDEYE

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Movement Card

Can move

3 BLKS.

Description:

Movement Card.

Can move 3 blocks.

*Cannot be used in

LINK BATTLE mode.

The concluding volume in the Solid Snake trilogy, portraying his story in the world beyond MGS and MGS2.

Card Text:

Description:

Emma's Parrot

No. 289 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Rare

Password: Ginormousj

NO LINK BATTLE

Cap: 1(2) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Alerts nearby guards

and lures them to

designated area.

Description:

Alerts nearby guards

and lures them to

designated area.

*Cannot be used in

LINK BATTLE mode.

Card Text:

Description:

Banana Skin

No. 290 COST: 4

Use: Use Pack: CHRN

Ammo: N/A

Rarity: Rare

Password: Ronaldsiu

NO LINK BATTLE

Cap: 1(2) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Set this trap to

slip up enemies.

Adds COST 20.

Description:

Set this trap to slip up enemies.

Adds COST20.

*Cannot be used in

LINK BATTLE mode.

Card Text:

Description:

Jack

No. 291 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Rare
Password: SONOFSULLY
NO LINK BATTLE
Cap: 1(2) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Move +1
ATK -20

Description:

Move +1.
ATK -20.
*Cannot be used in
LINK BATTLE mode.

Card Text:

Description:

Possessed Arm

No. 292 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare
Password: thespaniard
NO LINK BATTLE
Cap: 1(2) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Targeted enemies
cannot move
for one turn.

Description:

Targeted enemies
cannot move for one turn.
*Cannot be used in
LINK BATTLE mode.

Card Text:

Description:

Solid Eye

No. 293 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Rare
Password: tobidacid
Cap: 1(2) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Sensors"
All enemies appear
on display.
Equip to use.

Description:

In search mode, makes all
enemies
appear on display.
Lasts for 5 turns.
Equip to use.
[Solid Eye]

Card Text:

Description:

Snake's monitor-equipped eye-patch, developed by Otacon.

Images captured by Solid Eye are analyzed by the host computer which then produces detailed information on visible surroundings such as vehicles and enemies. The system can also produce data on Snake's current location and the progress of the current battle, unifying all useful data under one system. Solid Eye is equipped with a retina laser that projects 3D representations of solid bodies in view.

Solid Snake (MGS4)

No. 294 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare Foil
Password: Snake
NO LINK BATTLE
Cap: 1(2) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Old Soldier"
EQUIPMENT
->LV. 3

Card Text:

Description:
Upgrades equipment to LV.3.
*Cannot be used in
LINK BATTLE mode.

Description:

[Solid Snake]
Known as "the legendary soldier" in ages past, Solid Snake has returned to the battlefield once more to rid the world of Metal Gear threats. Despite his previous efforts, Metal Gear units have proliferated around the globe. Snake is determined to return to the battlefield once more, but who will he face?

Otacon (MGS4)

No. 295 COST: 7
Use: Move/Link Pack: CHRN
Ammo: Link
Rarity: Rare Foil
Password: Otacon

Cap: 1(2) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text: Card Text:
"Use Your Brain"
Triggers automatically.
Adds Anti-armor
ATK +20 HIT +20%

Description: Description:
"Use Your Brain"
Triggered automatically.
Adds Anti-armor.
ATK+20.
HIT+20%.

Links to shots that travel
2 blocks or more,
as well as area attacks.

[Otacon]

Genius scientist and member
of anti-Metal Gear organization
Philanthropy, Otacon supports
Solid Snake in his NGO
activities.

A diehard fan of Japanese
animation -- especially those
starring robost -- Otacon
channeled his hobby and
designed the deadly Metal
Gear REX long ago.
He now fights alongside
Snake via the miniature mk2,
a remote-controlled
Metal Gear.

Gekko

No. 296 COST: 12
Use: Use Pack: CHRN
Ammo: N/A

Rarity: Rare
Password: Gekko
NO LINK BATTLE

Cap: 1(2) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text: Card Text:
"Trample"
ATK:200
to 5 x 5 area.

Description: Description:
"Trample"
ATK: 200 to a 5X5 area in
front.
*Cannot be used in
LINK BATTLE mode.

11111
11111
11111
11111
11111
00X00

[Gekko]

A mass-produced, pilot-less Metal Gear. Equipped with onboard AI system granting Gekko near-sentient intelligence. Units' powerful legs are composed of artificially grown muscle capable of making agile maneuvers such as long-distance leaps. Armed iwth nuclear weapons.

Metal Gear Mk.II

No. 297 COST: 6
Use: Move/Link Pack: CHRN
Ammo: Link
Rarity: Rare
Password: mk2
Cap: 1(2) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Triggers automatically.
AMMO +2
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Ammo+2.
Links to ranged attacks
within 3 blocks.
Links to attacks of 2 shots
or more.

[Metal Gear MK2]

A remote-controlled, miniature Metal Gear designed to assist soldiers on the battlefield. This mobile unit can supply weapons and ammunition to infantry, analyze the status of soldiers, scout enemy territories, and traverse dangerous grounds -- an invaluable asset to the unit.

No Smoking

No. 298 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare
Password: smoking
NO LINK BATTLE
Cap: 1(2) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Quitting Smoking
Now Greatly Reduces

Card Text:

Description:

Card Text:

Serious Risks
to Your Health.

Description:
Quitting Smoking
Now Greatly Reduces
Serious Risks
to Your Health.
User's LIFE is decreased to 1.
*Cannot be used in
LINK BATTLE mode.

Redeye-II

No. 299 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:180
Locks on to
machines only.

Description:
Missile: Anti-armor, USE
type
ATK: 180
Locks on to machines only.
[Redeye 2]
The XFIM-92 surface-to-air
missile.
This test version was
developed as
a successor to the Redeye.
It can
attack its target from any
direction.

SOCOM+

No. 300 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:100 HIT:90%
CAL45 x 2
Silenced; KDWN

Description:
300 SOCOM+
Handgun: USE type
ATK: 100 HIT: 90%

Description:

FIM-92A

No. 565 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:260
Locks on to
machines only.

Description:
Missile: Anti-armor; USE
type
ATK: 260
Locks on to machines only.
[FIM-92A]
A portable, surface-to-air
Stinger missile. This is a
low-altitude
surface-to-air missile that
can be carried and fired
by a single person.
Equipped with a device that
distinguishes between
friend and foe.
the infrared seeker on
the tip of the missile
allows it to attack
its target from any
direction.

SOCOM

No. 001 COST: 4
Use: Equip Pack: MGS1
Ammo: 45
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 5000
Card Text:
ATK:100 HIT:95%
CAL45 x 2 REA:20%
Silenced; KDWN.

Description:
001 SOCOM
Hangun: EQUIP type
ATK: 100 HIT: 95%

Ammo: CAL45X2
HIT % decrease at: 3 blocks
Notes: Suppressor attached
(silenced);
knocks target down.
[SOCOM]
A reinforced plastic
handgun with a grip
frame.
Its development paralleled
that of the USP.

FAMAS/F2

No. 301 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:75%
5.56mm x 4
Adds 1 COST.

Description:

Assault Rifel: USE type
ATK: 60 HIT: 75%
Ammo: 5.56mmX4
HIT % decrease at: 4 blocks
Notes: On a hit, target's
COST+1.
[FAMAS/F2]
Developed by GIAT, this
assault rifle is currently
in production as the
successor to the FAMAS/G1.
Improvements to this model
include a better magazine
that can be more
easily changed, as well as
changes to the barrel
rifling.
Previous versions of the
French army FAMAS utilized
a unique straight magazine,
but this was changed to a
30-shot M16A1 banana clip
to bring it in line with the
NATO standard.

TNT

No. 302 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ammo: CAL45X2 REA: 20%
Notes: Suppressor equipped
(silenced);
knockes target down.
Load with ammo after equipping
to attack (EQUIP type).
[SOCOM]
U.S. Special Operations
Command (SOCOM).
The standard-issue handgun
used by special forced under
your command.

FAMAS/G1

No. 002 COST: 8
Use: Equip Pack: MGS1
Ammo: 5.56
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 8000
Upgrade Cost: 5000
Card Text:

ATK:60 HIT:70%
5.56mm x 5 REA:10%
Adds 1 COST.

Description:

Assault Rifle: EQUIP type
ATK: 60 HIT: 70%
Ammo: 5.56mmX5 REA:10%
HIT % decrease at: 4 blocks
Notes: Adds 1 COST to target
on a HIT
Load with ammo after equipping
to attack (EQUIP type).
[FAMAS/G1]
The name FAMAS is derived
from the French for
"Assault Rifle by
St-Etienne Arms Factory."
Its appearance has earned it
the nickname
"Clarion" (trumpet).

C4

No. 003 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:250
Detonated by
switch or timer.
KDWN.

Description:

Bomb: Anti-armor; USE type
ATK: 250
Triggered by detonator,
timer, or when hit by
gunshot.
Area of Effect: 3X3
knocks target down.
[Attack Area]
00000
01110
01X10
01110
00000
[TNT]
A bomb composed of
trinitrotoluene.
Trinitrotoluene is extremely
sensitive to heat and
shock, but it has a low
toxicity.
TNT is detonated by
attaching plastic explosive,
which causes a sympathetic
detonation due to shock.

Desert Eagle+

No. 303 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:500 HIT:35%
CAL50 x 1
Anti-armor.

Description:

Handgun: Anti-armor; USE
type
ATK: 500 HIT: 35%
Ammo: CAL50X1
HIT % decrease at: 4 blocks
[Desert Eagle]
A large-model handgun
manufactured and sold in
Israel.
There are Desert Eagles of
varying caliber, from those
that use .357 Magnum
rounds, to those that use
up to a 50AE round.

Grenade+

No. 304 COST: 6

ATK:200
Detonated by
switch or timer.
KDWN.

Description:

Bomb: Anti-armor; USE type
ATK: 200
Triggered by detonator, timer,
or when hit by gunshot.
Area of Effect: 3X3
Knocks target down on a hit.
[Attack Area]
00000
01110
01X10
01110
00000
Also known as plastic explosive,
C4 is soft like clay and can be
molded into different shapes for
a variety of purposes.
Official Name: Composition C-4.

Desert Eagle

No. 004 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Uncommon
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2000
Card Text:
ATK:400 HIT:40%
CAL50 x 1
Anti-armor.

Description:

Handgun: Anti-armor; USE type
ATK: 400 HIT: 40%
Ammo: CAL50X1
[Desert Eagle]
Weight: 1.75kg, Length: 260mm.
The world's most popular large-
caliber handgun. Can take
ammo of three different calibers.
Also known as the
"hand cannon."

Grenade

No. 005 COST: 7

Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:200
Detonates 8
COST after use.
Can be shot; KDWN.

Description:
Hand Grenade: Anti-armor;
USE type
ATK: 200
Detonates at 8 COST after
use. 5X5 area attack.
Detonates when hit by
gunshot.
[Attack Area]
11111
11111
11X11
11111
11111
[Grenade]
An anti-personnel
fragmentation grenade.
When the safety cap is
pulled to release the lever,
the percussion cap
creates a spark and
ignites the chemical delay.
Once the burn reaches
the detonator, the grenade
explodes, sending shrapnel
flying in all directions.

Stun Grenade+

No. 305 COST: 5
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Adds FAINT to 3 x 3
area. Detonates
5 COST after use.

Description:
Hand Grenade: USE type
Adds FAINT
in a 3X3 area.
Detonates at 5 COST after
use.
Detonates when hit by
gunshot.
[Attack Area]
00000

Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:150
Detonates 8
COST after use.
Can be shot; KDWN.

Description:
Hand Grenade: Anti-armor;
USE type
ATK: 150
Detonates at 8 COST after use.
Area of Effect: 3X3
Detonates when hit by gunshot.
[Attack Area]
00000
01110
01X10
01110
00000
[Grenade]
An anti-personnel fragmentation
grenade. When the safety cap
is pulled to release the lever, the
percussion cap creates a spark
and ignites the chemical delay.
Once the burn reaches the
detonator, the grenade explodes,
sending shrapnel flying in all
directions.

Stun Grenade

No. 006 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Adds FAINT to 3x3
area. Detonates in
5 COST.

Description:
Hand Grenade: USE type
Adds FAINT
in a 3X3 area.
Detonates at 5 COST after use.
Detonates when hit by gunshot.
[Attack Area]
00000
01110
01X10

01110
01X10
01110
00000
[Stun Grenade]
A special flash-bang type
grenade.
The Grenade itself does not
inflict physical damage,
but the powerful flash and
bang it produces causes
enemies to lose their sense
of direction and capacity to
think for a limited time.

Chaff Grenade+

No. 306 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Detonates 5 COST
after use.
Disables EM
devices for 40 COST.

Description:

Hand Grenade: USE type
Detonates at 5 COST after
use.
Renders electronic devices
inoperative for 40 COST after
detonation.
Detonates when hit by
gunshot.
[Chaff Grenade]
An electronic jamming
grenade.
Scatters tiny metal
fragments into
the air, rendering
electronic devices
inoperative for a limited
time.

FIM-92C

No. 307 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:300
Locks on to
machines only.

Description:

01110
00000
[Stun Grenade]
A special flash-bang
type grenade.
The grenade itself does
not inflict physical damage,
but the powerful flash
and bang it produces causes
enemies to lose their sense of
direction and capacity to think
for a limited time.

Chaff Grenade

No. 007 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Detonates in 5
COST. Disables EM
devices for 20 cost.

Description:

Hand Grenade: USE type
Detonates at 5 COST after use.
Renders electronic devices
inoperative for 20 COST
after detonation.
Detonates when hit by gunshot.
[Chaff Grenade]
An electronic jamming grenade.
Scatters tiny metal fragments
into the air, rendering electronic
devices inoperative for a limited
time.

FIM-92B

No. 008 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:240
Locks on to
machines only.

Description:

Missile: Anti-armor, USE
type
ATK: 300
Locks on to machines only.
[FIM-92C]
A portable, surface-to-air
Stinger missile.
With this version, it
became possible
to overwrite the guidance
program.

P8

No. 308 COST: 5
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:50 HIT:90%
9mm x 3 REA:50%
BLEEDING.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 90%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 3 blocks
Notes: Makes target BLEED.
Load with ammo after
equipping
to attack (EQUIP type).

[P8]

A handgun adopted for use
by the German federal army
in 1995.
Has a steel barrel, and uses
reinforced plastic in the
grip and frame along the
slide, as well as
for the magazines.

PMM

No. 309 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:- L:G R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:40 HIT:95%
9mm x 4
REA:20%

Description:

Handgun: EQUIP type

Missile: Anti-armor; USE type
ATK: 240
Locks on to machines only.
[FIM-92B]
An improved version of
the FIM-92A.
This version contains seeker and
flare countermeasures.
a derivative
of the Stinger also exists:
the AIM-92,
deployed on combat helicopters.

USP

No. 009 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:40 HIT:90%
9mm x 3
REA:50%

Description:

Handgun: Equip type
ATK: 40 HIT: 90%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 3 blocks
Load with ammo after equipping
to attack (EQUIP type).

[USP]

The USP, along with the MK23
SOCOM, is an advanced type of
large-caliber handgun.
The name USP is an acronym of
"UNIVERSAL SELF-LOADING
PISTOL."
Other variations with 45ACP,
40S&W, and other
bores also exist.

Makarov

No. 010 COST: 4
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:- D:- L:G R:R
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:30 HIT:90%
9mm x 4
REA: 20%

Description:

Handgun: EQUIP type

ATK: 40 HIT: 95%
Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks
Load with ammo after
equipping
to attack (EQUIP type).
[PMM-12]
An improved version of the
Makarov PM.
The "Pistolet Makarova
Modernizirovannyj."
Utilizes a new type of PMM
ammo.
Its magazine has been
increased from 8 shots
to 12.

AKS74un

No. 310 COST: 6
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:30 HIT:75%
5.45mm x 6 REA:50%
HIT from above: +10%
Silenced.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 75%
Ammo: 5.45mmX6 REA: 50%
HIT % decrease at: 4 blocks
Notes: Suppressor attached
(silenced).
HIT+10% against targets above
attacker.
Load with ammo after
equipping
to attack (EQUIP type).
[AKS74UN]
An assault carbine.
A type of AKS74u on which a
night scope can be mounted.

M4A1

No. 311 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common Foil
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK: 30 HIT: 90%
Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks
Load with ammo after equipping
to attack (EQUIP type).
[Makarov]
A soviet-era small handgun still
in use by the Russian army.
Its name is derived from its
designer, N.F. Makarov.

AKS74u

No. 011 COST: 6
Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:30 HIT:70%
5.45mm x 5
REA:50%

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 70%
Ammo: 5.45mmX5 REA: 50%
HIT % decrease at: 4 blocks
Load with ammo after equipping
to attack (EQUIP type).
Notes: suppressor equipped
(silenced).
[AKS74u]
Assault carbine.
Equipped with a short barrel and
a metal shoulder stock that folds
into the side.
Favored by paratroopers
and special forces
for its ability to fold up,
which makes it short and easy to
carry.

M4

No. 012 COST: 8
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:10 HIT:80%
5.56mm x 8 REA:50
HIT from below: +10%

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 80%
Ammo: 5.56mmX8 REA: 50%
HIT % decrease at 4 blocks
Notes: HIT+10% against
targets

below attacker.

Load with ammo after
equipping
to attack (EQUIP type).
[M4A1]

A fully-automatic version
of the M4

Assault Carbine.

The burst was change to
full auto.

Envisioning anti-terror
wars, the Pentagon
developed this assault
carbine in the 1990s as a
weapon that special
forces units could rely upon.

ATK:10 HIT:70%
5.56mm x 8
REA:10%

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at:4 blocks
Load with ammo after equipping
to attack (EQUIP type).

[M4]

Basically an M16 with
a sawed-off barrel,
this assault carbine makes
use of a sliding stock.
Carbines are traditionally
cavalry rifles,
notable in that they have
shorter barrels
than standard rifles.
This weapon can easily be fitted
with various types of optical
sights, adapting it for
use in a wide variety
of settings.

PSG1-T

No. 312 COST: 7
Use: Equip Pack: MGS2
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:- L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:80%
7.62mm x 3
REA:0%
SLEEP.

Description:

Sniper Rifle: EQUIP type
ATK: 60 HIT: 80%
Ammo: 7.62mmX3 REA: 0%
HIT % decrease at: 10 blocks
Notes: 30% chance of SLEEP on
hit.

Load with ammo after
equipping
to attack (EQUIP type).
[PSG-1T]

A PSG1 modified as a
tranquilizer gun.

PSG1

No. 013 COST: 8
Use: Equip Pack: MGS2
Ammo: 7.62
Rarity: Common
Interfere: U:- D:- L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 1500
Card Text:

ATK:70 HIT:75%
7.62mm x 2
REA: 0%

Description:

Sniper Rifle: EQUIP type
ATK: 70 HIT: 75%
Ammo: 7.62mmX2 REA: 0%
HIT % decrease at: 10 blocks
Load with ammo after equipping
to attack (EQUIP type).

[PSG1]

This high-performace
semiautomatic sniper rifle was
developed for
counterterrorism units.
It uses high-precision parts that
help offset the loss in firing
accuracy in automatic mode.
These parts also make it very
expensive.

No. 313 COST: 6
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:R D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:50 HIT:80%
9mm x 2 REA:0%
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 80%
Ammo: 9mmX2 REA: 0%
HIT % decrease at: 3 blocks
Notes: Silenced; 70% chance of
SLEEP on hit.
Load with ammo after
equipping
to attack (EQUIP type).
[M9]
A simple tranquilizer gun
created by modifying the
barrel of the M92F.
Equipped with a suppressor.

P8 (Laser S.)

No. 314 COST: 6
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:50 HIT:95%
9mm x 3 REA:50%
Free; BLEEDING.

Description:

Handgun: EQUIP type
ATK: 50 HIT: 95%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 4 blocks
Notes: Free attack; Makes
target BLEED
Load with ammo after
equipping
and select a location to
attack (EQUIP type).
A P8 with an attached laser
sight.

AKS74un (Laser S.)

No. 315 COST: 7

No. 014 COST: 6
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:R D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:10 HIT:70%
9mm x 2 REA:0%
SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: 9mmX2 REA: 0%
HIT % decrease at: 3 blocks
Notes: 100% chance of
SLEEP on hit.
Load with ammo after equipping
to attack (EQUIP type).
[M9]
A simple tranquilizer gun created
by modifying the barrel
of the M92F.
Equipped with a suppressor.
This gun is outfitted with
a slide lock,
so it must be reloaded after
each shot.

USP (Laser S.)

No. 015 COST: 5
Use: Equip Pack: MGS2
Ammo: 9
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:40 HIT:95%
9mm x 3 REA:50%
Free Attack; Silenced.

Description:

Handgun: EQUIP type
ATK: 40 HIT: 95%
Ammo: 9mmX3 REA: 50%
HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is a USP with a laser sight.

AKS74u (Laser S.)

No. 016 COST: 7

Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common Foil
Interfere: U:B D:- L:R R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:30 HIT:80%
5.45mm x 6 REA:40%;
Free; Silenced.
HIT from above: +10%.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 80%
Ammo: 5.45mmX6 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack;
Silenced.
HIT+10% against targets above
attacker.
Load with ammo after
equipping and select a
location to attack (EQUIP type).
An AKS74UN with an attached
laser sight.

M4A1 (Laser S.)

No. 316 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common Foil
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:10 HIT:70%
5.56mm x 8 REA:10%
HIT from below: +10%
Free.

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at: 4 blocks
Notes: HIT+10% against
targets
below attacker.
Free attack.
Load with ammo after
equipping and select a
location to attack
(EQUIP type).
An M4 Carbine with an
attached laser sight.

S.A.A.+

No. 317 COST: 4
Use: Equip Pack: SBST

Use: Equip Pack: MGS2
Ammo: 5.45
Rarity: Common
Interfere: U:B D:- L:R R:R
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:30 HIT:75%
5.45mm x 5 REA:40%
Free Attack; Silenced.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 75%
Ammo: 5.45mmX5 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack; Silenced.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an AKS-74u with a
laser sight.

M4 (Laser S.)

No. 017 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.56
Rarity: Common
Interfere: U:B D:R L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:10 HIT:70%
5.56mm x 8 REA:10%
Free Attack.

Description:

Assault Rifle: EQUIP type
ATK: 10 HIT: 70%
Ammo: 5.56mmX8 REA: 10%
HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an M4 carbine with a
laser sight.

S.A.A.

No. 018 COST: 4
Use: Equip Pack: SBST

Ammo: 45
Rarity: Uncommon Foil
Interfere: U:- D:Y L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:120 HIT:90%
CAL45 x 2 REA:70%
Destroys EQUIPMENT.
Description:
Handgun: EQUIP type
ATK: 120 HIT: 90%
Ammo: CAL45X2 REA: 70%
HIT % decrease at: 3 blocks
Notes: Destroys target's
equipment on a hit.
Load with ammo after
equipping
to attack (EQUIP type).
[S.A.A.]
Length: 261mm
Weight: 1150g
Ammo: 6 shots
Rifling: 1:6" left twist rate.

P90+

No. 318 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.7
Rarity: Common Foil
Interfere: U:- D:- L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:130 HIT:85%
5.7mm x 2 REA:0%
Area attack.
Description:
Submachine Gun: EQUIP type
ATK: 130 HIT: 85%
Ammo: 5.7mmX2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack; Knocks
target down on a hit.
Load with ammo after
equipping
to attack (EQUIP type).
[Attack Area]
01110
01110
01110
01110
00X00
[P90]
A Belgian-manufactured
submachine gun that uses

Ammo: 45
Rarity: Uncommon
Interfere: U:- D:Y L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 2000
Card Text:
ATK:30 HIT:80%
CAL45 x 2
REA:90%
Description:
Handgun: EQUIP type
ATK: 30 HIT: 80%
Ammo: CL45X2 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping
ato attack (EQUIP type).
[S.A.A.]
SAA stands for
"Single Action Army."
Beginning in 1892, it was the
standard-issue sidearm of the
U.S. Army for 20 years.
It is also a familiar favorite of
Western fans.
It is nicknamed the
"Peacemaker."

P90

No. 019 COST: 7
Use: Equip Pack: MGS2
Ammo: 5.7
Rarity: Common
Interfere: U:- D:- L:- R:G
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:120 HIT:80%
5.7mm x 2 REA:0%
Area Attack.
Description:
Submachine Gun: EQUIP type
ATK: 120 HIT: 80%
Ammo: 5.7mmX2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after equipping
to attack (EQUIP type).
[Attack Area]
01110
01110
01110
00X00
[P90]
A submachine gun that fires
special 5.7mm ammoX28
shots at a high muzzle
velocity for excellent

small-caliber ammo.
It was given the name
Personal Defense Weapon
during its initial stages.
The unique loading
mechanism of
this weapon's plastic
magazine is positioned
above the barrel.

SPAS12+

No. 319 COST: 7
Use: Equip Pack: MGS2
Ammo: 12
Rarity: Common Foil
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:100 HIT:90%
12GA. x 3 REA:0%
Area attack; KDWN.

Description:

Shotgun: EQUIP type
ATK: 100 HIT: 90%
Ammo: 12GA.X3 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after
equipping
to attack (EQUIP type).

00100
01110
01110
01110
01110
00X00

[SPAS12]

An Italian-manufactured
combat shotgun.

Its cartridge chamber can
be loaded with 7 shots.
It can be switched between
semi-automatic and
pump-action loading
methods.

Claymore+

No. 320 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:150 to
1 x 2 area in front.

piercing power.
5.7mm rounds have excellent
penetrative power against
bulletproof vests,
and rapidly lost
energy after penetration.
However, this proprietary
ammunition makes the gun quite
costly.

SPAS12

No. 020 COST: 6
Use: Equip Pack: MGS2
Ammo: 12
Rarity: Common
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:85%
12GA x 3 REA:0%
Area Attack; KDWN.

Description:

Shotgun: EQUIP type
ATK: 60 HIT: 85%
Ammo: 12GA. X3 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack;
Knocks target down.
Load with ammo after equipping
to attack (EQUIP type).

[Attack Area]

00100
00100
01110
01110
00X00

[SPAS12]

An Italian-manufactured shotgun.

SPAS is an abbreviation of
"Special Purpose Automatic
Shotgun."

Just as the name says, this is
a shotgun with semiautomatic
firing capability.
One shot can mow down several
enemies.

Claymore

No. 021 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:100 to
1 x 2 area in front.

Step on to detonate.

Crawl to disarm.

Description:

Mine: USE type

ATK: 150

Detonates when target enters trigger zone.

Can be removed by crawling.

[Attack Area]

00000

00000

00000

00100

00X00

[Claymore]

This is the M18 antipersonnel directional mine.

When the blasting fuse ignites, the force of the explosion sends a barrage of ball bearings flying forward.

The mine's major defect, however, is that there is also a danger zone to its rear.

Step on to detonate.

Crawl to disarm.

Description:

Mine: USE type

ATK: 100

Detonates when target enters trigger zone.

Can be removed by crawling.

[Attack Area]

00000

00000

00000

00100

00X00

[Claymore]

This is the M18 antipersonnel directional mine.

When the blasting fuse ignites, the force of the explosion sends a barrage of ball bearings flying forward. The mine's major defect, however, is that there is also a danger zone to its rear.

Nikita Missle+

No. 321 COST: 7

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:220

Can move 5 blocks in one turn.

BURN.

Description:

Missile: Anti-armor; USE type

ATK: 220

After firing, the user enters missile control mode.

The missile can move 5 blocks/turn.

BURNS target.

[Nikita Missile]

This is a remote-controlled missile.

It will immediately explode when it runs out of fuel.

Nikita Missle

No. 022 COST: 7

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: GUN

Singles Price: 2000

Upgrade Cost: 1500

Card Text:

ATK:150

Can move 5 blocks in one turn.

BURN.

Description:

Missile: Anti-armor; USE type

ATK: 150

After firing, the user enters missile control mode. The missile can move 5 blocks/turn. BURNS target.

[Nikita Missile]

This is a remote-controlled missile. An internal camera in the missile's warhead allows for two-directional control.

MP5SD6

No. 322 COST: 7

Use: Use Pack: ITGL

MP5SD

No. 023 COST: 7

Use: Equip Pack: ITGL

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:200 HIT:90%
9mm x 1
Area attack; Silenced.

Description:

Submachine Gun: USE type
ATK: 200 HIT: 90%
Ammo: 9mmX1
HIT % decrease at: 3 blocks
Notes: Area attack;
Silenced.

[Attack Area]

11111

01110

00100

00100

00X00

[MP5SD6]

A smaller submachine gun
that utilizes handgun
bullets.

The SD6 is a
variable-stock model of
the MP5SD series. It is
widely used by special
forces units.

Ammo: 9
Rarity: Common
Interfere: U:B D:- L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:100 HIT:80%
9mm x 3 REA:0%
Area Attack; Silenced.

Description:

Submachine Gun: EQUIP type
ATK: 100 HIT: 80%
Ammo: 9mmX3 REA: 0%
HIT % decrease at: 3 blocks
Notes: Area attack.
Load with ammo after equipping
to attack (EQUIP type).

[Attack Area]

01110

01110

00100

00100

00X00

[MP5SD]

The MP5 Series is
representative of the
modern submachine gun.
It has a short range and lacks
firepower,
but its light weight and
excellent accuracy
have made it a mainstay
among police and special
forces.

The SD Series comes
complete with
a built-in suppressor.

RC Missile+

No. 323 COST: 7
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:250
5BLKS in 1 turn
Can be moved
BLEEDING.

Description:

Missile: Anti-armor; USE
type
ATK: 250
After firing, the user
enters missile
control mode.
The missile can move 5

RC Missile

No. 024 COST: 7
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:200
Can move 5 blocks
in one turn.
BLEEDING.

Description:

Missile: Anti-armor; USE type
ATK: 200
After firing, the user enters
missile control mode.
The missile can move
5 blocks/turn.
Makes target BLEED.

blocks/turn.

Makes target BLEED.

[Remote-Controlled Missile]

"Via a manual, line-of-sight control method, the user can make cursor-controlled corrections to the missile's trajectory."

[Remoted-Controlled Missile]

This is a remote-controlled missile.

Mine+

No. 324 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:180

Step on to detonate.

Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 180

Detonates when target enters its vicinity.

Can be removed by crawling.

[Mine]

"Set it with the shot key, and crawl directly over it to pick it back up.

If you have a mine detector, it will show up on your radar.

Up to 16 can be set at one time on the radar."

Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in this game.

Mine

No. 025 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:120

Step on to detonate.

Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 120

Detonates when target enters its vicinity.

Can be removed by crawling.

[Mine]

The mine detonates in response to a certain level of pressure. It damages enemies with a combination of a blast and shrapnel.

This mine is used for a number of purposes, including base defense.

R5

No. 325 COST: 7
Use: Equip Pack: CHRN
Ammo: 5.56
Rarity: Common Foil
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:40 HIT:85%

5.56mm x 6 REA:30%

Target can't counter.

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 85%

Ammo: 5.56mmX6 REA: 30%

HIT % decrease at: 4 blocks

Galil Sar

No. 026 COST: 8
Use: Equip Pack: CHRN
Ammo: 5.56
Rarity: Common
Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:40 HIT:80%

5.56mm x 5

REA:30%

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 80%

Ammo: 5.56mmX5 REA: 30%

HIT % decrease at: 4 blocks

Notes: Hit blocks target's counterattack.

Load with ammo after equipping to attack (EQUIP type).

[R5]

The name under which the Galil SAR was adopted in South Africa.

It is currently being produced under license.

Load with ammo after equipping to attack (EQUIP type).

[Galil SAR]

This rifle, developed independently by Israel, was based on the AK-47s used in many Arab countries. The metal fittings holding the 2 stocks in place were sometimes used as corkscrews.

Five-sevenN Tactical

No. 326 COST: 5
Use: Equip Pack: CHRN
Ammo: 5.7
Rarity: Common Foil
Interfere: U:R D:R L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:80 HIT:100%
5.7mm x 3 REA:90%

Description:

Handgun: EQUIP type
ATK: 80 HIT: 100%
Ammo: 5.7mmX3 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type).
[Five-sevenN tactical]
A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets. The tactical model is also capable of single action firing.

M92FS (Laser S.)

No. 327 COST: 5
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:70 HIT:100%
9mm x 3 REA:30%
Free; No defense.

Description:

Five-sevenN Standard

No. 027 COST: 4
Use: Equip Pack: CHRN
Ammo: 5.7
Rarity: Common
Interfere: U:R D:R L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:70 HIT:90%
5.7mm x 3
REA:90%

Description:

Handgun: EQUIP type
ATK: 70 HIT: 90%
Ammo: 5.7mmX3 REA: 90%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type).
[Five-sevenN standard]
A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets.

M92F (Laser S.)

No. 028 COST: 5
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:95%
9mm x 3 REA:30%
Free Attack; Silenced.

Description:

Handgun: EQUIP type
ATK: 70 HIT: 100%
Ammo: 9mmX3 REA: 30%
Notes: Free attack; Can't
be blocked.
Load with ammo after
equipping and select a
location to
attack (EQUIP type).
This is an M92F with a
laser sight.

M92FS

No. 328 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:70 HIT:95%
9mm x 3 REA:30%
No defense.

Description:

Handgun: EQUIP type
ATK: 70 HIT: 95%
Ammo: 9mmX3 REA: 30%
HIT % decrease at: 3 blocks
Notes: Can't be blocked.
Load with ammo after
equipping
to attack (EQUIP type).
[M92FS]
An improvement on the M92F.
Both the M92F and M92FS have
been widely adopted for use
by armies and security
forces around the globe.

Gun del Hell

No. 329 COST: 10
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:250
to area of attack. Can
be fired after 10
COST. BURN.

Description:

Gun de Hell: Anti-armor;
EQUIP type
ATK: 250

Handgun: EQUIP type
ATK: 60 HIT: 95%
Ammo: 9mmX3 REA: 30%
HIT % decrease at: 4 blocks
Notes: Free attack.
Load with ammo after equipping
and select a location to attack
(EQUIP type).
This is an M92F with
a laser sight.

M92F

No. 029 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:- D:B L:- R:B
Cap: 4(8) Icon: GUN
Singles Price: 5000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:90%
9mm x 3 REA:30%

Description:

Handgun: EQUIP type
ATK: 60 HIT: 90%
Ammo: 9mmX3 REA: 30%
Hit % decrease at: 3 blocks
Load with ammo after equipping
to attack (EQUIP type).
[M92F]
An Italian-manufactured
handgun.
The M9 is the designation under
which the U.S. military employs
the M92F.
It was originally designed
for the Italian military
as a standard-issue
handgun to replace the M1951.

Gun del Sol

No. 030 COST: 10
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 4(8) Icon: GUN
Singles Price: 100000
Upgrade Cost: 10000
Card Text:

ATK:200
to area of effect. Can
be fired after 10
COST. BURN.

Description:

Gun del Sol: Anti-armor;
EQUIP type
ATK: 200

Can be shot after 10 COST
once equipped.
Can be used as ammo for
Gun del Sol and Gun del Hell.
Notes: BURN; If target has
Solar attributes (*Note 1),
damageX10000.
Load with ammo after
equipping
to attack (EQUIP type).
*1 None appear in this game.
[Gun del Hell]
The gun wielded by Dark Boy
Sabata.
Its components are dark,
phantom, nightmare, and
chaos.

Vz61+

No. 330 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:70 HIT:80%
7.65mm x 3
Area attack; Silenced.

Description:

Submachine Gun: USE type
ATK: 70 HIT: 80%
Ammo: 7.65mmX3
HIT % decrease at: 4 blocks
Notes: Area attack.

[Attack Area]

01010

01110

01110

01110

00X00

[Vz61]

The "Vz61 Scorpion." A
submachine gun developed in
the former Czechoslovakia.
Small and easy to control,
it was used among army
special forces and security
personnel in socialist
countries.

AKMN

No. 331 COST: 6
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Once equipped,
this gun is ready to
fire after 10 COST.
Can be used as ammo for
Gun del Sol and Gun del Hell.
Notes: BURNS target;
damageX1000
if target is an Immortal (*1).
Load with ammo after equipping
to attack (Equip type).
*1 None appear in this game.
[Gun del Sol, the Solar Gun]
The gun that Solar Boy wields.
It is made up of Sol, Gladiator,
Rising Sun, and Quint.

Vz61

No. 031 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1000
Upgrade Cost: 1000
Card Text:
ATK:60 HIT:70%
7.65mm x 3
Area attack.

Description:

Submachine Gun: USE type
ATK: 60 HIT: 70%
Ammo: 7.65mmX3
HIT % decrease at: 4 blocks
Notes: Area attack;

[Attack Area]

00000

01010

01110

01110

00X00

[Vz61]

The "Vz61 Scorpion." A
submachine gun developed in
the former Czechoslovakia.
Small and easy to control,
it was used among
army special forces
and security personnel in
socialist countries.

AKM

No. 032 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 500
Upgrade Cost: 500

Card Text:
ATK:40 HIT:75%
7.62mm x 3 REA:10%
Anti-armor.

Description:

Assault Rifle: Anti-armor;
EQUIP type
ATK: 40 HIT: 75%
Ammo: 7.62mmX3 REA: 10%
HIT % decrease at: 4 blocks
Load with ammo after
equipping
to attack (Equip type).
[AKMN]
A version of the AKM to
which a night scope can
be attached.

Card Text:
ATK:10 HIT:70%
7.62mm x 8
Anti-armor.

Description:

Assault Rifle: Anti-armor;
USE type
ATK: 10 HIT: 70%
Ammo: 7.62mmX8
HIT % decrease at: 4 blocks
[AKM]
The "Avtomat Kalashnikova
Modernizirovannyj."
An assault rifle adopted in 1959
as the successor to the AK-47.
It was developed with the
intentions of improved
productivity and
decreased weight.
Fitted with a small muzzle
attachment that controls the
kickback of the muzzle during
repeat firing.

Punch (CQC)+

No. 332 COST: 4
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Used with equip.
CQC.
REA:80%

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
REA: 80%
Must be adjacent to target
to use.
Technique used depends on
which CQC card is
combined with the equipped
CQC.

Kick (CQC)+

No. 333 COST: 5
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Used with equip.
CQC.

Punch (CQC)

No. 033 COST: 4
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Used with equip.
CQC.
REA:80%

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
REA: 80%
Must be adjacent to target
to use.
Technique used depends
on which
CQC card is combined with
the equipped CQC.

Kick (CQC)

No. 034 COST: 5
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Used with equip.
CQC.

REA:80%

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.

REA: 80%

Must be adjacent to target
to use.

Technique used depends on
which CQC card is
combined with the equipped
CQC.

Throw (CQC)+

No. 334 COST: 6
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Used with equip.
CQC.

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

Rush (CQC)+

No. 335 COST: 7
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Rare Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Used with equip.
CQC.

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

REA:80%

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.

REA: 80%

Must be adjacent to target
to use.

Technique used depends
on which
CQC card is combined with
the equipped CQC.

Throw (CQC)

No. 035 COST: 8
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Used with equip.
CQC.

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

Rush (CQC)

No. 036 COST: 10
Use: Equip Pack: SBSS
Ammo: CQC
Rarity: Rare
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2500
Card Text:

Used with equip.
CQC.

Description:

Attack vs. forward adjacent
block: EQUIP type
Used in combination with
equipped CQC card.
Must be adjacent
to target to use.
Technique used
depends on which
CQC card is combined with the
equipped CQC.

M63A

No. 336 COST: 8
 Use: Equip Pack: SBSS
 Ammo: 5.56
 Rarity: Common Foil
 Interfere: U:B D:B L:G R:B
 Cap: 2(4) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:50 HIT:80%
 5.56mm x 6 REA:20%
 Target can't counter.
 BURN.

Description:

Variable Rifle: EQUIP type
 ATK: 50 HIT: 80%
 Ammo: 5.56mmX6 REA: 20%
 HIT % decrease at: 6 blocks
 Notes: HIT blocks target's
 counterattack; BURNS.
 Load with ammo after
 equipping
 to attack (EQUIP type).
 [M63A]

A system weapon.
 The barrel, feeder
 mechanism,
 percussion mechanism, and
 other parts can be mixed
 and matched as units to
 create a wide variety of
 firearms, including a
 rifle, a carbine, an LMG,
 an MMG, and a
 vehicle-mounted MG.

M37+

No. 337 COST: 10
 Use: Equip Pack: SBSS
 Ammo: 12
 Rarity: Uncommon Foil
 Cap: 4(8) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:200 HIT:80%
 12GA. x 1 REA:0%
 Area; KDWN.

Description:

Shotgun: EQUIP type
 ATK: 200 HIT: 80%
 Ammo: 12GA.X1 REA: 0%
 HIT % decrease at: 4 blocks
 Notes: Area attack;
 Knocks target down.
 Load with ammo after
 equipping
 to attack (EQUIP type).

M63

No. 037 COST: 9
 Use: Equip Pack: SBSS
 Ammo: 5.56
 Rarity: Common
 Interfere: U:B D:B L:G R:B
 Cap: 2(4) Icon: GUN
 Singles Price: 2000
 Upgrade Cost: 1500
 Card Text:

ATK:40 HIT:75%
 5.56mm x 6 REA:20%
 Target can't counter.

Description:

Variable Rifle: EQUIP type
 ATK: 40 HIT: 75%
 Ammo: 5.56mmX6 REA: 20%
 HIT % decrease at: 6 blocks
 Notes: Hit blocks target's
 counterattack.
 Load with ammo after equipping
 to attack (EQUIP type).

[M63]

A system weapon.
 The barrel, feeder mechanism,
 percussion mechanism,
 and other parts can be
 mixed and matches as
 units to create
 a wide variety of
 firearms, including a rifle,
 a carbine,
 an LMG, an MMG, and a
 vehicle-mounted MG.

M37

No. 038 COST: 8
 Use: Equip Pack: SBSS
 Ammo: 12
 Rarity: Uncommon
 Interfere: U:G D:- L:- R:G
 Cap: 4(8) Icon: GUN
 Singles Price: 3500
 Upgrade Cost: 2000
 Card Text:

ATK:150 HIT:80%
 12GA. x 2 REA:0%
 Area, KDWN.

Description:

Shotgun: EQUIP type
 ATK: 150 HIT: 80%
 Ammo: 12GA. X2 REA: 0%
 HIT % decrease at: 4 blocks
 Notes: Area attack;
 Knocks target down.
 Load with ammo after equipping
 to attack (EQUIP type).

[Attack Area]

01110

01110

01110

01110

01110

00X00

[M37]

A pump-action combat
shotgun.

This type features a
sawed-off barrel and
stock.

SVD+

No. 338 COST: 9

Use: Equip Pack: SBSS

Ammo: 7.62

Rarity: Common Foil

Interfere: U:G D:B L:- R:-

Cap: 4(8) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:150 HIT:60%

7.62mm x 2

REA:0%

Description:

Sniper Rifle: EQUIP type

ATK: 150 HIT: 60%

Ammo: 7.62mmX2 REA: 0%

HIT % decrease at: 9 blocks

Load with ammo after

equipping and select a

location

to attack (EQUIP type).

[SVD]

A semi-auto sniper rifle

developed in the Soviet

Union in the 1960s.

A successor to the

Mosin-Nagant which uses

the same type of

7.62mm X54R ammo.

M16A2

No. 339 COST: 7

Use: Equip Pack: SBSS

Ammo: 5.56

Rarity: Common Foil

Interfere: U:- D:B L:- R:-

Cap: 2(4) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:50 HIT:50%

5.56mm x 5 REA:30%

+10%HIT/card

in hand

Description:

Assault Rifle: EQUIP type

01110

01110

01110

01110

00X00

[M37]

A masterpiece of a shotgun,
created by a shotgun maker
in Ithaca, N.Y. It is extremely
light for a shotgun,
earning it the nickname
"Featherlight."

SVD

No. 039 COST: 9

Use: Equip Pack: SBSS

Ammo: 7.62

Rarity: Common

Interfere: U:G D:B L:- R:-

Cap: 4(8) Icon: GUN

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

ATK:130 HIT:60%

7.62mm x 2

REA:0%

Description:

Sniper Rifle:

EQUIP type

ATK: 130 HIT: 60%

Ammo: 7.62mmX2 REA: 0%

HIT % decrease at: 9 blocks

Load with ammo after equipping

and select a location to attack

(EQUIP type).

[SVD]

A semi-auto sniper

rifle developed by the

Soviet Union in the 1960s.

Although used for sniping,

it can also be

fitted with a bayonet for

close combat.

XM16E1

No. 040 COST: 8

Use: Equip Pack: SBSS

Ammo: 5.56

Rarity: Common

Interfere: U:- D:B L:- R:-

Cap: 2(4) Icon: GUN

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

ATK:40 HIT:50%

5.56mm x 7 REA:30

HIT + 10% x hand size.

Description:

Assault Rifle: EQUIP type

ATK: 50 HIT: 50%
Ammo: 5.56mmX6 REA: 30%
HIT % decrease at: 4 blocks
Notes: HIT+10% for each card
in your hand when you
attack.
Load with ammo after
equipping
to attack (EQUIP type).
[M16A2]
An improvement on the
M16A1.
Newly capable of using the
SS109 ammo designated
by NATO.
The fully automatic setting
was removed from its
selector, leaving
only the 3-shot burst and
semi-automatic.

M1891/30+

No. 340 COST: 10
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:- L:R R:B
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:100 HIT:75%
7.62mm x 1 REA:0%
SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type
ATK: 100 HIT: 75%
Ammo: 7.62mmX1 REA: 0%
HIT % decrease after 8 blocks
Notes: 70% chance of SLEEP on
hit.
On a hit, target's COST+5
Load with ammo after
equipping
to attack (EQUIP type).
[Mosin-Nagant 1891/30]
An improvement on the
Mosin-Nagant 1891/30.
Primarily used as an
infantry weapon.
The End has modified his to
be used as a sniper
rifle.

C3+

No. 341 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN

ATK: 40 HIT: 50%
Ammo: 5.56mmX7 REA: 30%
HIT % decrease at: 4 blocks
Notes: HIT+10% for each card
in your hand when you attack.
Load with ammo after equipping
to attack (EQUIP type).
[XM16E1]
Adopted by the U.S. Air Force in
1960, this small, lightweight
assault rifle uses
small-calibur,
high-velocity ammo.
This rifle was used by American
forces in Vietman.
The initial "X" is a test code.

M1891/30

No. 041 COST: 10
Use: Equip Pack: SBSS
Ammo: 7.62
Rarity: Common
Interfere: U:- D:- L:R R:B
Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:80 HIT:70%
7.62mm x 1 REA:0%
SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type
ATK: 80 HIT: 70%
Ammo: 7.62mmX1 REA: 0%
HIT % decrease at: 8 blocks
Notes: 50% chance of
SLEEP on hit.
Adds 3 COST to target on a hit.
Load with ammo after equipping
to attack (EQUIP type).
[Mosin-Nagant 1891/30]
This rifle was carried
by soldiers
of the Red Army when war broke
out with Germany in 1941.
After the war, it was used as a
sniper rifle.

C3

No. 042 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN

Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:180
Detonated by
switch or timer.
KDWN.

Description:
Bomb: Anti-armor; USE type
ATK: 180
Triggered by detonator,
timer, or when hit by
gunshot.
Area of Effect: 3X3
Knocks target down.
[Attack Area]
00000
01110
01X10
01110
00000
[C3]
A special tactical plastic
bomb developed in the
Western Bloc after WW2.

M15+

No. 342 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:80; Detonates
on 8 COST after use
Can be shot.
BURN; KDWN.

Description:
Hand Grenade: Anti-armor;
USE type
ATK: 80
Detonates at 8 COST after
use. 5X5 area attack.
Detonates when hit by
gunshot. Notes: BURNS.
[Attack Area]
00000
01110
01X10
01110
00000
[M15]
Upon detonation, scatters
fragments over a
17-meter radius.

Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:150
Detonated by
switch or timer.
KDWN.

Description:
Bomb: Anti-armor; USE type
ATK: 150
Triggered by detonator, timer,
or when hit by gunshot.
Area of Effect: 3X3
Knocks target down on a hit.
[Attack Area]
00000
01110
01X10
01110
00000
[C3]
Plastic explosive. Wax and resin
is added to high-grade
explosive to
create a stable, solid material.
Explodes when subjected to an
external stress, such as fire or
a gunshot.

M15

No. 043 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
ATK:50; Detonates
for 8 COST after use
Can be shot.
BURN; KDWN.

Description:
Hand Grenade: Anti-armor;
USE type
ATK: 150
Detonates at 8 COST
after using.
3X3 area of effect.
Detonates when hit by gunshot.
Notes: Knocks target down;
BURNS.
[Attack Area]
00000
01110
01X10
01110
00000
[M15]
Upon detonation,

Filled with white phosphorus, which heats up and burns at a temperature of 5,000 degrees Celsius. The burning heat instantly creates a smoke screen.

RPG7V

No. 343 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:200
Anti-armor; KDWN.

Description:

Anti-Tank Rocket:
Anti-armor; USE type
ATK: 200

Select a target to attack.

Notes: Knocks target down.

[RPG7V]

An improvement on the RPG. The RPG7 utilizes an electronic fuse, which is its weak point: if it strikes a metal object, it will short out and fail to detonate.

Quick Draw+

No. 344 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK -5 HIT -20%
Sets COST to 0
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only).
ATK: -5 HIT: -20%
Sets COST to 0.

scatters fragments over a 17-meter radius.

Filled with white phosphorus, which heats up and burns at a temperature of 5,000 degrees Celsius. The burning heat instantly creates a smoke screen.

RPG7

No. 044 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2500
Card Text:
ATK:150
Anti-armor;
KDWN.

Description:

Anti-Tank Rocket: Anti-armor;
USE type
ATK: 150

Select a target to attack.

Notes: Knocks target down.

[RPG7]

An anti-armor weapon that can be carried by a single person. The RPG was developed by the Soviets in the 1960s, taking a cue from the German Panzerfaust. Based on the principles of a recoilless gun, stabilizer fins open up after the rocket is fired. RPG is an acronym of "Rocket Propelled Grenade."

Quick Draw

No. 045 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK -5 HIT -20%
Makes usage COST 0.
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only)
ATK: -5 HIT: -20%
Sets COST of use to 0.

Effect expires after
equipped weapon
is used 3 times.

Concentrate+

No. 345 COST: 0
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
HIT +50%
COST +6 when used
Attaches to weapon.
Can't apply to move.

Description:

Attaches to weapon
(EQUIP type weapons only).
HIT+50%
COST+6 when used.
Effect expires after
equipped weapon
is used 2 times.
Cannot be applied to
movement.

Marines+

No. 346 COST: 4
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 3(6) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Movement Card
Can move 5 BLKS.

Description:

Movement Card.
Can move 5 blocks.
[Marines]
The United States Marine
Corps.
They operate as an
independent branch of
the Navy Department.
"The 'La-Li-Lu-Le-Lo'
How is that -- possible?"

Navy SEALs+

No. 347 COST: 4

Effect expires after
equipped weapon
is used 1 time.

Concentrate

No. 047 COST: 0
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 1000
Card Text:
HIT +30%
COST +3 when used
Attaches to weapon.
Can't apply to move.

Description:

Attaches to weapon
(EQUIP type weapons only)
HIT+30%
COST+3 when used.
Effect expires after
equipped weapon
is used 2 times.
Cannot be applied to
movement.

Marines

No. 050 COST: 4
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 3(6) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Movement card
Can move 4 BLKS.

Description:

Movement Card.
Can move 4 blocks.
[Marines]
The United States Marine
Corps.
They specialize in
amphibious
landing operations.
In MGS2, more than half of
the Marine
crew of a secret training
tanker was lost at sea, when
mercenaries led by
Gurlukovich and
Revolver Ocelot raided the
ship.
"Hoo-ha!"

Navy SEALs

No. 051 COST: 4

Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 3(6) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card
Can move 5 BLKS.

Description:
Movement Card.
Can move 5 blocks.
[Navy SEALs]
The United States Navy
Special Forces.
The teams are
divided up by region.
In MGS2, they launched an
assault on the Big Shell,
which was occupied
by Dead Cell, but were
annihilated instead.
"This is impossible
Nothing will hit her!"

Aim+

No. 348 COST: 7
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
HIT +10%, Links to
ranged attacks
greater than 1 BLKS.

Description:
Triggered Automatically.
HIT+10%
Links to shots that travel
1 block or more.

Body Shot+

No. 349 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 3(6) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement card
Can move 4 BLKS.

Description:
Movement Card.
Can move 4 blocks.
[Navy SEALs]
U.S. Navy Special Forces.
The name
is derived from "SEa, Air,
and Land."
They are used to infiltrate
enemy
territory in all parts of
the world.
In MGS2, they launched an
assault
on the Big Shell, which was
occupied by Dead Cell,
but were annihilated
instead.
"This is impossible
Nothing will hit her!"

Aim

No. 052 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 2000
Card Text:

HIT +20%
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only)
HIT+20%
Effect expires after
equipped weapon
is used 3 times.

Body Shot

No. 053 COST: 8
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Cap: 2(4) Icon: STAR
Singles Price: 2500
Upgrade Cost: 2000
Card Text:

Adds 1/2 LIFE
when target is HIT.
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only).
Hit reduces target's LIFE
by 1/2. Holds one shot.
Effect expires after
equipped weapon
is used 1 time.

Double Shot+

No. 350 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ammo x 2
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only).
Doubles the number of shots
fired by the equipped
weapon.
Stacking increases this to
X3, X4, X5, etc.
Effect expires after
equipped weapon
is used 1 time.

Counter Block+

No. 351 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Prevents equipped
equipment causing
reactions.
Equip to use.

Description:
Attaches to weapon
(EQUIP type weapons only).
Prevents equipped
equipment causing
reactions.
Effect expires after
equipped weapon
is used 20 times.

Adds 1/2 LIFE
when target is HIT.
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only)
Hit reduces target's LIFE
by 1/2.
Holds one shot.
Effect expires after
equipped weapon
is used 1 time.

Double Shot

No. 055 COST: 12
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: STAR
Singles Price: 50000
Upgrade Cost: 2500
Card Text:

Ammo x 2
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only)
Doubles the number of shots
fired by the equipped
weapon.
Stacking increases this to
X3,
X4, X5, etc.
Effect expires after
equipped weapon
is used 1 time.

Counter Block

No. 056 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Blocks reaction
of currently
equipped item.
Attaches to weapon.

Description:
Attaches to weapon
(EQUIP type weapons only)
Blocks reaction
of currently
equipped item.
Effect expires after
equipped weapon
is used 10 times.

Spin Kick+

No. 352 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 3(6) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:120
KDWN; Destroy
EQUIPMENT.
Use next to target.

Description:

ATK: 120.
Must be adjacent to target
to use.

Knocks target down
and destroys target's
equipment on a hit.

[Attack Area]

00000
00000
00100
01X10
00100

Spin Kick

No. 057 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 3(6) Icon: STAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:100
Destroy EQUIPMENT;
KDWN.
Use next to target.

Description:

ATK: 100
Must be adjacent to target
to use.

Knocks target down and
destroys
target's equipment on a hit.

[Attack Area]

00000
00000
00100
01X10
00100

H.F. Blade+

No. 353 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:90 x 2; Use next
to target. BLEEDING,
Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE
type

ATK: 90X2
Must be adjacent to target
to use.

Ineffective against
machines.

Makes target BLEED.
Destroy target's equipment.

[Attack Area]

00000
00000
00000
00100
00X00

[High Frequency Blade]
High-frequency vibrations
in the blade give this
sword a devastating

H.F. Blade

No. 058 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 3000
Upgrade Cost: 2000
Card Text:

ATK:70 x 2; Use next
to target. BLEEDING,
Destroy EQUIP.
Machines unaffected.

Description:

Close-Quarters Weapon: USE
type

ATK: 70X2
Must be adjacent to target
to use.

Ineffective against
machines.

Makes target BLEED.
Destroy target's equipment.

[Attack Area]

00000
00000
00000
00100
00X00

[High Frequency Blade]
High-frequency vibrations
in the blade give this
sword a devastating

cutting edge. Snake is given this weapon inside Arsenal Gear in MGS2.

Republic Blade

No. 354 COST: 6
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:190 x 2; Use next to target. BLEEDING, Destroy EQUIP. Machines unaffected.

Description:

Close-Quarters Weapon: USE type
ATK: 190
Must be adjacent to target to use.
Destroys target's equipment and makes target BLEED on a hit.
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Democracy/Republic Blades]

The twin blades wielded by Solidus Snake.

Briefing+

No. 355 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Allies discard all cards and draw 6 new ones.

Description:

Makes ally discard all cards in hand and draw six new ones.

Add KDWN+

No. 356 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A

cutting edge. In the hands of a master, it can even deflect bullets.

Democracy Blade

No. 059 COST: 6
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: GUN
Singles Price: 3000
Upgrade Cost: 2000
Card Text:

ATK:130 x 2; Use next to target. BLEEDING, Destroy EQUIP. Machines unaffected.

Description:

Close-Quarters Weapon: USE type
ATK: 130
Must be adjacent to target to use.
Destroys target's equipment and makes target BLEED on a hit.
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Democracy/Republic Blades]

The twin blades wielded by Solidus Snake.

Briefing

No. 060 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Allies discard all cards and draw 6 new ones.

Description:

Makes ally discard all cards in hand and draw six new ones.

Add KDWN

No. 063 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A

Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds KDWN effect to
equipped weapon.
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only).
Knocks target down on a hit.
Effect expires after
equipped weapon
is used 3 times.

Head Shot+

No. 357 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds Quick Death
HIT: -30%
Attaches to weapon.
Always 1 shot.

Description:

Attaches to weapon
(EQUIP type weapons only).
Immediately kills target on
a hit.
HIT: -30%.
Effect expires after
equipped weapon
is used 1 time.
Holds one shot.

Hold Up+

No. 358 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lowers EQUIPMENT
LV. by 2.
Must be behind
target.

Description:

Must be 1 block behind
target to use.
Reduces equipment LV. by 2.
Only effective against
living targets.

Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Adds KDWN effect to
equipped weapon.
Attaches to weapon.

Description:

Attaches to weapon
(EQUIP type weapons only).
Knocks target down on a hit.
Effect expires after
equipped weapon
is used 1 time.

Head Shot

No. 064 COST: 12
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: STAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Adds Quick Death
HIT: -30%
Attaches to weapon.
Always 1 shot.

Description:

Attaches to weapon
(EQUIP type weapons only).
Immediately kills target on
a hit.
HIT: -30%
Effect expires after
equipped weapon
is used 1 time.
Holds one shot.

Hold Up

No. 065 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Lowers EQUIPMENT
LV. by 1.
Must be behind
target.

Description:

Must be 1 block behind
target to use.
Reduces equipment LV. by 1.
Only effective against
living targets.

Funds+
No. 359 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally draws
2 cards.
Description:
Makes ally draw 2 cards.

Survival Knife+
No. 360 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:30 x 6
Use next to target.
BLEEDING.
Machines unaffected.
Description:
Close-Quarters Weapon: USE
type
ATK: 30X6
Must be adjacent to target
to use.
Makes target BLEED on a hit.
Ineffective against
machines.
A generic knife used for
survival.
There are also combat knives
designed specifically for
fighting.

Choke+
No. 361 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Adds FAINT to target.
Can be used 1BLK
behind target.
Description:
Must be 1 block behind
target to use.
Adds FAINT to target.

Funds
No. 067 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Ally draws
1 cards.
Description:
Makes ally draw 1 card.

Survival Knife
No. 069 COST: 5
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
ATK:20 x 6
Use next to target.
BLEEDING.
Machines unaffected.
Description:
Close-Quarters Weapon: USE
type
ATK: 20X6
Must be adjacent to target
to use.
Makes target BLEED on a hit.
Ineffective against
machines.
A generic knife used for
survival.
There are also combat knives
designed specifically for
fighting.

Choke
No. 070 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Adds FAINT to target.
Can be used 1BLK
behind target.
Description:
Must be 1 block behind
target to use.
Adds FAINT to target.

Attack 1 Enemy+

No. 362 COST: 5
 Use: Equip Pack: MGS3
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Area->Single attack
 Attaches to weapon.
 Lasts 2 times.

Description:

Attaches to weapon
 (EQUIP type weapons only).
 Converts an area-attack
 weapon to a single-attack
 weapon.
 Effect expires after
 equipped weapon
 is used 2 times.

Attack 1 Enemy

No. 071 COST: 8
 Use: Equip Pack: MGS3
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: STAR
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:

Area->Single attack
 Attaches to weapon.
 Lasts 1 times.

Description:

Attaches to weapon
 (EQUIP type weapons only)
 Converts an area-attack
 weapon
 to a single-attack weapon.
 Effect expires after
 equipped weapon
 is used 1 time.

Hip Shot+

No. 363 COST: 4
 Use: Equip Pack: MGS3
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

HIT -20%
 COST -10 on HIT
 Attaches to weapon.

Description:

Attaches to weapon
 (EQUIP type weapons only).
 Equipped weapon's HIT -20%
 User's COST-10 on a hit.
 Effect expires after
 equipped weapon
 is used 3 times.

Hip Shot

No. 072 COST: 4
 Use: Equip Pack: MGS3
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: STAR
 Singles Price: 1000
 Upgrade Cost: 500
 Card Text:

HIT -20%
 COST -5 on HIT
 Attaches to weapon.

Description:

Attaches to weapon
 (EQUIP type weapons only)
 Equipped weapon's HIT: -20%
 User's COST-5 on a hit.
 Effect expires after equipped
 weapon is used 1 time.

Extra Turn+

No. 364 COST: 10
 Use: Use Pack: SBSS
 Ammo: N/A
 Rarity: Uncommon Foil
 NO LINK BATTLE
 Cap: 2(4) Icon: STAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

After turn ends,
 it becomes user's
 turn immediately.

Description:

Immediately becomes user's
 turn after the current turn

Extra Turn

No. 073 COST: 12
 Use: Use Pack: SBSS
 Ammo: N/A
 Rarity: Uncommon
 Cap: 2(4) Icon: STAR
 Singles Price: 20000
 Upgrade Cost: 2000
 Card Text:

After turn ends,
 it becomes user's
 turn immediately.

Description:

Immediately becomes user's
 turn

ends.

COST is added to the current value.

*Cannot be used in LINK BATTLE mode.

Scope+

No. 365 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
HIT +30% at range
of 3 BLKS or more.

Description:

Equip to use.
Increases equipped weapon's
HIT by 30% at ranges of 3
blocks or greater.
Effect expires after 30 COST.

Body Armor+

No. 366 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:B L:- R:G
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Reduces total damage
by 100.
REA:70%

Description:

Reduces total damage by 100.
REA: 70%
A lightweight body armor
made of bulletproof fibers.

Box A+

No. 367 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.
Made of cardboard.

after the current turn ends.

COST is added to the current value.

Scope

No. 074 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
HIT +20% at range
of 3 BLKS or more.

Description:

Equip to use.
Increases equipped weapon's
HIT by 20% at ranges of 3
blocks or greater.
Effect expires after 30 COST.

Body Armor

No. 075 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Interfere: U:- D:B L:- R:G
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Reduces total damage
by 80.
REA:50%

Description:

Reduces total damage by 80
REA: 50%
A lightweight body armor
made of bulletproof fibers.

Box A

No. 076 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.
Made of cardboard.

"HELIPORT" is written on
the side.

Mine Detector+

No. 368 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 Shows mines.
 Equip to use.
 Lasts 99 COST.

Description:

Equip to use.
Displays the location of
mines.
Effect expires after 99 COST.
Note: Mines can be removed
by crawling over them.

Ration+

No. 369 COST: 4
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 User's LIFE +400.

Description:

User's LIFE+400.
A canned military food
ration.
Some modern rations feature
dessert and are quite tasty,
but this is not one of them.

Handy Survival Kit+

No. 370 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 Ally's LIFE +150.

Description:

Ally's LIFE+150.

Stealth+

No. 371 COST: 8

"HELIPORT" is written on
the side.

Mine Detector

No. 077 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
 Locates mines.
 Equip to use.
 Lasts 50 COST.

Description:

Equip to use.
Displays the location of
mines.
Effect expires after 50 COST.
Note: Mines can be removed
by crawling over them.

Ration

No. 078 COST: 4
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
 User's LIFE +350.

Description:

User's LIFE +350
A canned military food
ration.
Some modern rations feature
dessert and are quite tasty,
but this is not one of them.
"Some grunts used to think
that eating canned food
would replenish
their stamina."

Handy Survival Kit

No. 079 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 500
Card Text:
 Ally's LIFE +100.

Description:

Ally's LIFE +100.

Stealth

No. 080 COST: 6

Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lasts 20 COST or
until user is attacked.
Equip to use.

Description:

Equip to use.

Enemy no longer sees user.

Expires after 20 COST
or when attacked.

Uses optical processing to
match user's appearance
to his surroundings in
real time, making him
invisible to the enemy.

Box B+

No. 372 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A

Rarity: Common Foil

Interfere: U:- D:- L:B R:-

Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.

Made of cardboard.

Used to transport
perishable goods.

Detonator+

No. 373 COST: 4
Use: Use Pack: MGS2
Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Detonates all
placed bombs.

Description:

Detonates all planted bombs.

"Everybody clear the area!"

Handy Medical Kit+

No. 374 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil

Use: Equip Pack: SBST
Ammo: N/A
Rarity: Common

Unlock: Arena Normal x6
Cap: 2(4) Icon: CAN
Singles Price: 2000
Upgrade Cost: 5000
Card Text:

Lasts 15 COST or
until user is attacked.
Equip to use.

Description:

Equip to use.

Enemy no longer sees user.

Expires after 15 COST
or when attacked.

Uses optical processing to
match user's appearance
to his surroundings in
real time, making him
invisible to the enemy.

Box B

No. 081 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A

Rarity: Common

Interfere: U:- D:- L:B R:-

Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.

Made of cardboard.

Used to transport
perishable goods.

Bomb Switch

No. 082 COST: 6
Use: Use Pack: MGS2
Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Detonates all
placed bombs.

Description:

Detonates all planted bombs.

Handy Medical Kit

No. 084 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Revives OOA ally
with +100 LIFE.
Description:
Revives OUT OF ACTION ally
with 100 LIFE.

Survival Kit+

No. 375 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally's LIFE +300.
Description:
Ally's LIFE+300.

Medical Kit+

No. 376 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Revives OOA ally
with maximum LIFE.
Description:
Revives an OUT OF ACTION
ally with full LIFE.

Interesting Book

No. 377 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Stops movement of
enemies who find it.
Pretty good reading.
Description:
Stops movement of
enemies who find it.
This is a magazine with
adult content.

Super Cool Book

No. 378 COST: 8
Use: Use Pack: MGS2
Ammo: N/A

Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Revives OOA ally
with +10 LIFE.
Description:
Revives OUT OF ACTION ally
with +10 LIFE.

Survival Kit

No. 085 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Ally's LIFE +200.
Description:
Ally's LIFE +200

Medical Kit

No. 086 COST: 12
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Revives OOA ally
with maximum LIFE.
Description:
Revives an OUT OF ACTION
ally with maximum LIFE.

Book

No. 087 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Stops movement of
enemies who find it.
A good read.
Description:
Stops movement of
enemies who find it.
This is a magazine with
adult content.

Cool Book

No. 088 COST: 8
Use: Use Pack: MGS2
Ammo: N/A

Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Stops movement of
enemies who find it.
VERY good reading.

Description:

Stops movement of
enemies who find it.
This is a magazine with
adult content.

Phase Down+

No. 379 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Lowers alert phase
by 2 levels.

Description:

Lowers the alert phase by 2
levels.
Cannot be used when the user
is within sight of the enemy.

Timer+

No. 380 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Detonates attached
bomb after 1 COST.
Can't apply to move.

Description:

When attached to a bomb,
causes the bomb to detonate
after
1 COST.
Cannot be applied to
movement.

Thermal Goggles+

No. 381 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN

Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Stops movement of
enemies who find it.
An awesome read.

Description:

Stops movement of
enemies who find it.
This is a magazine with
adult content.

Phase Down

No. 089 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
NO LINK BATTLE

Cap: 2(4) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Lowers alert phase
by 1 levels.

Description:

Lowers the alert phase by 1
level.
Cannot be used when the user
is within sight of the enemy.
*Cannot be used in
LINK BATTLE mode

Timer

No. 090 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Detonates attached
bomb after 10 COST.
Can't apply to move.

Description:

When attached to a bomb,
causes the bomb to detonate
after
10 COST.
Cannot be applied to
movement.

Thermal Goggles

No. 091 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN

Singles Price: N/A
Upgrade Cost: N/A
Card Text:
In Search Mode,
show enemies within
3 BLKS.
Expires in 40 COST.

Description:
Equip to use.
In search mode, displays
enemies within 3 blocks.
Can also detect infrared
sensor.
Expires after 40 COST.
User incurs +2 COST per
turn.
Converts infrared radiation
emanation from target into
visible light.

Box C+

No. 382 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:- L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Made of cardboard.

Description:
Equip to use.
Made of cardboard.
"A cardboard box, similar
to those found in moving
vans everywhere.
The label says it's bound
for Zanzibar Land.
What it's used for
remains a mystery."

Ceramic Armor+

No. 383 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Total damage reduced
by 150.
REA:80%

Description:
Reduces total damage by 150

Singles Price: 1000
Upgrade Cost: 500
Card Text:
In Search Mode,
show enemies within
3 BLKS.
Lasts 20 COST.

Description:
Equip to use.
In search mode, displays
enemies
within 3 blocks.
Can also detect infrared
sensors.
Expires after 20 COST.
User incurs +2 COST per
turn.
Converts infrared radiation
emanation from target into
visible light.

Box C

No. 092 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:- L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Made of cardboard.

Description:
Equip to use.
Made of cardboard.
"A cardboard box, similar
to those
found in moving vans
everywhere.
The label says it's bound
for Zanzibar Land.
What it's used for
remains a mystery."

Ceramic Armor

No. 093 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Total damage reduced
by 120.
REA:60%
Equip to use.

Description:
Reduces total damage by 120

REA: 80%
This is body armor
reinforced with ceramic
plates.

Bomb Blast Suit+
No. 384 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Total damage reduced
by 200.

REA:60%

Anti-BURN.

Description:

Reduces total damage by 200

REA:60%

Protects wearer against
BURN. Equip to use.

Usually worn when defusing
bombs.

Covered entirely in ceramic
plating.

C Ration B1 Unit+
No. 385 COST: 5
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE +250

Description:

User's LIFE+250.

"Restores LIFE when used
with a shot key.

Contains milk, pork,
ham eggs, tuna fish, and
crackers."

*Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in
this game.

C Ration B2 Unit+
No. 386 COST: 5
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A

REA: 60%
Equip to use.
This is body armor
reinforced
with ceramic plates.

Bomb Blast Suit
No. 094 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

Total damage reduced
by 150.

REA:70%. Equip

to use. Anti-BURN.

Description:

Reduces total damage by 150

REA: 70%

Protects wearer against
BURN.

Equip to use.

Usually worn when defusing
bombs.

Covered entirely in ceramic
plating.

C Ration B1 Unit
No. 095 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

User's LIFE +200

Description:

User's LIFE +200.

"Restores LIFE when used
with

a shot key. Contains milk,
pork,

ham eggs, tuna fish, and
crackers."

*Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in
this game.

C Ration B2 Unit
No. 096 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500

Upgrade Cost: N/A
Card Text:
User's LIFE +270
Description:
User's LIFE+270.
"Restores LIFE when used
with a shot key.
Contains beans &
meatballs in tomato sauce,
beans franks, and boild
beef potatoes."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B3 Unit+
No. 387 COST: 5
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE +300
Description:
User's LIFE+300.
"Restores LIFE when used
with a shot key.
Contains sliced ham,
chicken and turkey,
spaghetti, cheese,
and coffee."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

Builder Bed+
No. 388 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Auto-recover with
50 LIFE from OOA.
Description:
When equipped, automatically
restores 50 LIFE when user
is OUT OF ACTION.
[Builder Bed]
One of the main products of
J. E. Corporation, an evil
organization that sells
inferior goods to line its
own pockets under the cover

Upgrade Cost: 1000
Card Text:
User's LIFE +220
Description:
User's LIFE +220.
"Restores LIFE when used
with a shot key.
Contains beans &
meatballs in tomato sauce,
beans franks,
and boild beef potatoes."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

C Ration B3 Unit
No. 097 COST: 4
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's LIFE +250
Description:
User's LIFE +250.
"Restores LIFE when used
with a shot key.
Contains sliced ham,
chicken and turkey,
spaghetti,
cheese, and coffee."
*Text from METAL GEAR 2:
SOLID SNAKE.
There is no shot key in
this game.

Builder Bed
No. 098 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon
Cap: 2(4) Icon: CAN
Singles Price: 20000
Upgrade Cost: 2000
Card Text:

Auto-recover with
10 LIFE from OOA.
Description:
When equipped, automatically
restores 10 LIFE when user
is OUT OF ACTION.
[Builder Bed]
One of the main products of
J. E. Corporation, an evil
organization that sells
inferior goods to line its
own pockets under the cover

of peace.
If you purchase one today,
it comes with the
"Huggy Teddy Pillow."

of peace.
The product's tag
line is,
"Builder Bed - makes you
feel like a new person
Get that action-star
body you always
wanted--while
you sleep!"
In reality, it's nothing
more than legs and a
fram, and the user
must support his own body
with his head and heels.

Gijin-san+

No. 389 COST: 10
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
NO LINK BATTLE
Cap: 4(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

All allies in MISSION
get ATK +30
PTS 1/2.
Snake only.

Description:

Increases all allies' ATK
by 30 for
duration of the mission.
Points are halved on the
MISSION COMPLETE screen.
Cannot be used with
"Big Boss."
Does not affect explosives
and universal attacks.
Snake only.
*Cannot be used in
LINK BATTLE mode.
[Gijin-san]
A simple, affordable
household android secretly
developed by the evil J. E.
Corporation;
which aims to fill its
coffers by making
a profit on shoddy products.
Behind that facade,
however, it is
a fearsome weapon designed
to achieve the nefarious
ambitions of
the J.E. Corporation.

Gijin-san

No. 099 COST: 12
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(4) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 2000
Card Text:

All allies in MISSION
get ATK +20
PTS 1/2.
Snake only.

Description:

Increases all allies' ATK
by 20
for the duration of the
mission.
Points are halved on the
MISSION COMPLETE
screen.
Cannot be used with
"Big Boss"
Does not affect explosives
and universal attacks.
Snake only.
[Gijin-san]
A simple, affordable
household android
secretly developed
by the evil J. E.
Corporation;
which aims to fill its
coffers by making
a profit on shoddy products.
Just think--you can own
your very own android for
no money down,
and only 36 easy payments
of \$9.75 each month.
That's about the price
of two cups of coffee

No. 390 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

All damage -> 0.
After 3 turns, user's
LIFE becomes 1.
Equip to use.

Description:

Sets all damage inflicted
on the user to 0.
After 3 turns,
sets user's LIFE to 1.
Equip to use.
[Dark Loans]
A private, for-profit group
that lends out SOL.
However, their exorbitant
interests rates leave
many of their customers
in tears.
Those who are unable to pay
back the loan are whisked
away to parts unknown, only
to return exhausted.
And no one ever talks about
what happened to them.
Their mascot is named
"Doomy."

Solar Bank+

No. 391 COST: 14
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

All damage -> 10.
After 3 turns, user's
LIFE is fully restored.
Equip to use.

Description:

Sets all damage inflicted
on the
user to 10.
Restores user's LIFE to
maximum
after 3 turns.
restores user's LIFE to
maximum. Equip to use.
[Solar Bank]
A bank for SOL.
The interest they pay on
deposits is miniscule.

No. 100 COST: 12
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CAN
Singles Price: 500000
Upgrade Cost: 2500
Card Text:

All damage -> 0.
After 2 turns, user's
LIFE becomes 1.
Equip to use.

Description:

Sets all damage inflicted
on the user to 0.
After 2 turns,
sets user's LIFE to 1.
Equip to use.
[Dark Loans]
A private, for-profit group
that lends out SOL.
The company advertises that
it puts
the customer first--there's
no need to consult a
lender to get a loan,
and they provide
"peace of mind"
notification and automatic
withdrawal services
as the loan payback
date draws near.

Solar Bank

No. 101 COST: 14
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CAN
Singles Price: 500000
Upgrade Cost: 2500
Card Text:

All damage -> 20.
After 2 turns, user's
LIFE is fully restored.
Equip to use.

Description:

Sets all damage inflicted
on the user to 20.
Restores user's LIFE to
maximum
after 2 turns.
Equip to use.
[Solar Bank]
A bank for SOL.
Their unit of currency is
the SOL.
They have a full personal
guarantee,

Not many people know it, but the Dark Loans company is a big source of funds for the Solar Bank.

Their mascot is named "Luxana."

and no credit cards, etc. are required.

Box D+

No. 392 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:B L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.
Made of cardboard.
The letters on the side have faded to illegibility.

Box D

No. 102 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Interfere: U:- D:B L:B R:B
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Made of cardboard.

Description:

Equip to use.
Made of cardboard.
The letters on the side have faded to illegibility.

Bandage+

No. 393 COST: 8
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
LIFE +50.
Links to attack on card holder.

Description:

Triggered automatically.
User's LIFE+50.
Links when attacked.

Bandage

No. 103 COST: 10
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 2000
Card Text:

User's LIFE: +400.

Description:

User's LIFE+400.

Front Evade+

No. 394 COST: 7
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Interfere: U:G D:G L:G R:G
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User evades frontal attacks. 100%
Equip to use.

Description:

Equip to use.

Front Evade

No. 105 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Interfere: U:G D:G L:G R:G
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

User evades frontal attacks. REA:75%
Equip to use.

Description:

Equip to use.

EVADE attacks from the front.

REA: 100%

Endure+

No. 395 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Damage from 1 attack reduced by 20.

Equip to use.

REA:80%

Description:

Equip to use.

Reduces damage to user from single attacks by 20.

REA: 80%

Hang+

No. 396 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Enables hanging.

Equip to use.

Lasts 60 COST.

Description:

Equip to use.

Enables HANGING.

Expires after 60 COST.

Handy 1st Aid Kit+

No. 397 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adjacent ally's LIFE increased by 300.

Description:

Increases adjacent ally's LIFE by 300.

Cost -5

No. 398 COST: 0
Use: Use Pack: MGS3
Ammo: N/A

EVADE attacks from the front.

REA: 75%

Endure

No. 106 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Damage from 1 attack reduced by 10.

Equip to use.

REA:50%

Description:

Equip to use.

Reduces damage to user from single attacks by 10.

REA: 50%

Hang

No. 107 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Enables hanging.

Equip to use.

Lasts 30 COST.

Description:

Equip to use.

Enables HANGING.

Expires after 30 COST.

Handy 1st Aid Kit

No. 108 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Adjacent ally's LIFE increased by 200.

Description:

Increases adjacent ally's LIFE by 200.

Cost -4

No. 109 COST: 0
Use: Use Pack: MGS3
Ammo: N/A

Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
User's current COST
reduced by 5.
Can't apply to move.

Description:
Reduces user's current COST
by 5.
Cannot be applied to
movement.

Ally Cost -5

No. 399 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally's current COST
reduced by 5.

Description:
reduces ally's current COST
by 5.

Rear Evade+

No. 400 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:G D:G L:- R:-
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
User evades rear
attacks. REA:100%
Equip to use.

Description:
Equip to use.
EVADE attacks from the rear.
REA: 100%

Sacrifice+

No. 401 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
User's LIFE: -100.
Ally's LIFE: +400.

Description:
User's LIFE-100.

Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
User's current COST
reduced by 4.
Can't apply to move.

Description:
Reduces user's current
COST by 4.
Cannot be applied to
movement.

Ally Cost -4

No. 110 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
Ally's current COST
reduced by 4.

Description:
Reduces ally's current COST
by 4.

Rear Evade

No. 111 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:G D:G L:- R:-
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:
User evades rear
attacks. REA:75%
Equip to use.

Description:
Equip to use.
EVADE attacks from the rear.
REA: 75%

Sacrifice

No. 112 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 100
Card Text:
User's LIFE: -100.
Ally's LIFE: +300.

Description:
User's LIFE-100.

Ally's LIFE+400.
Cannot be used if user's
LIFE is less than 100.

Ally's LIFE+300.
Cannot be used if user's
LIFE is less than
100.

Transfuse Blood+
No. 402 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE: +400.

Ally's LIFE: -100.

Description:

User's LIFE+400.

Ally's LIFE-100.

Cannot be used if ally's
LIFE is less than 100.

Transfuse Blood
No. 113 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 100
Card Text:

User's LIFE: +300.

Ally's LIFE: -100.

Description:

User's LIFE+300.

Ally's LIFE-100.

Cannot be used if ally's
LIFE is less than
100

1st Aid Kit+
No. 403 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adjacent ally's LIFE
increased by 500.

Description:

Adjacent ally's LIFE+500.

1st Aid Kit
No. 114 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Adjacent ally's LIFE
increased by 400.

Description:

Adjacent ally's LIFE+400.

Cost -8
No. 404 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's current COST
reduced by 8.

Can't apply to move.

Description:

User's current COST-8.

Cannot be applied to
movement.

*Cannot be used in
LINK BATTLE mode.

Cost -6
No. 115 COST: 0
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's current COST
reduced by 6.

Can't apply to move.

Description:

User's current COST-6.

Cannot be applied to
movement.

*Cannot be used in
LINK BATTLE mode

Ally Cost -8
No. 405 COST: 8
Use: Use Pack: MGS2

Ally Cost -6
No. 116 COST: 8
Use: Use Pack: MGS2

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally's current COST
reduced by 8.
Description:
Ally's current COST-8.

Silenced+

No. 406 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Silenced while
equipped.
Lasts 30 COST.
Description:
Equip to use.
Eliminates all noise.
Expires after 30 COST.

Hand Grip+

No. 407 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Increases
remaining
hang COST.
Description:
Increases the remaining COST
for HANGING.

Reaction Block+

No. 408 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Blocks reaction
while equipped.
Lasts 20 COST.
Description:
Equip to use.
Blocks REA.

Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:
Ally's current COST
reduced by 6.
Description:
Ally's current COST-6.

Silenced

No. 117 COST: 8
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:
Silenced while
equipped.
Lasts 30 COST.
Description:
Equip to use.
Eliminates all noise.
Expires after 30 COST.

Hand Grip

No. 118 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:
Increases
remaining
hang COST.
Description:
Increases the remaining COST
for HANGING.

Reaction Block

No. 119 COST: 8
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Password: Konami
Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 100
Card Text:
Stops reaction while
equipped.
Lasts 20 COST.
Description:
Equip to use.
Blocks REA.

Expires after 20 COST.

Expires after 20 COST.

Evade+

Evade

No. 409 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User evades attacks
from all sides;
REA:100%
Equip to use.

Description:

Equip to use.
EVADE attacks from all
sides.
REA: 100%

No. 120 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 2000
Card Text:

User evades attacks
from all sides.
REA:75%
Equip to use.

Description:

Equip to use.
EVADE attacks from all
sides.
REA: 75%

Cost -12

Cost -10

No. 410 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's current COST
reduced by 12.
Can't apply to move.

Description:

Reduces user's current
COST by 12.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.

No. 121 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
NO LINK BATTLE
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000
Card Text:

User's current COST
reduced by 10.
Can't apply to move.

Description:

Reduces user's current
COST by 10.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.

Ally Cost -12

Ally Cost -10

No. 411 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Ally's current COST
reduced by 12.

Description:

Ally's current COST-12.

No. 122 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Ally's current COST
reduced by 10.

Description:

Ally's current COST -10.

Genome Soldier+

Genome Soldier

No. 412 COST: 4
Use: Move Pack: MGS1
Ammo: N/A

No. 123 COST: 4
Use: Move Pack: MGS1
Ammo: N/A

Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card
Can move 6 BLKS.

Description:

Movement Card.

Can move 6 blocks.

[Genome Soldier]

The next generation of
FOXHOUND

soldiers. After the death
of Big Boss, the Army
bought the independent
nation of OUTER HEAVEN,
and his mercenaries were
reorganized into these
next-generation special
forces.

"Yeah, and they say he's
using stealth too."

Roy Campbell+

No. 413 COST: 10

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Confession"

ATK:200 to 7 x 7 area.

Happens after

15 COST. BURN.

Description:

"Confession"

ATK: 200 to a 7X7 area.

Happens on 15 COST after
using. BURNS.

After the effect ends, the
card is removed from
the deck

(restored at INTERMISSION).

[Roy Cambell]

The Tactical

Commander-in-Chief

of FOXHOUND. Also the

tactical commander of

"OPERATION

INTRUDE FO14."

It was he who called SOLID
SNAKE back to active

duty as the "Intruder."

A former member of the U.S.

5th Marine Division and a

Green Beret,

Rarity: Common

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Movement Card

Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[Genome Solider]

The next generation of
FOXHOUND soldiers.

They've undergone gene
therapy and VR training,
but have little or no
actual combat
experience.

They come in 4 types:

lightly armed,

heavily armed, arctic, and

gas mask.

"Yeah, and they say he's

using stealth too."

Roy Campbell

No. 125 COST: 10

Use: Use Pack: MGS1

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR

Singles Price: 3000

Upgrade Cost: 1000

Card Text:

"Air Strike"

ATK:200 to 5 x 5 area

Takes effect 10 COST

after use. BURN.

Description:

"Air Strike"

ATK: 200 to a 5X5 area.

Activates on 10 COST after
use.

BURNS.

After the effect ends, the
card is removed from

the deck

(restored at INTERMISSION).

[Attack Area]

11111

11111

11X11

11111

11111

[Roy Campbell]

The former commander of

FOXHOUND. He provided

support to Solid Snake

from an Ohio-class

nuclear submarine during the

he assumed vice command of FOXHOUND upon his entry into that unit.

He is capable of formulating in-depth and prudent tactical plans.

In the latter half of the 1990s, he was awarded numerous medals of honor.

"Snake...As usual, you're right on time."

Otacon+

No. 414 COST: 7
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Use Your Brain"
Triggers automatically.
Adds Anti-armor.
ATK +10 HIT +10%

Description:

"Use Your Brain"
Triggered automatically.
Adds Anti-armor.
ATK+10.
HIT+10%.
Links to shots that travel 2 blocks or more, as well as area attacks.
[Hal Emmerich]
the chief developer of ArmsTech Corp.'s Metal Gear project.
After the Shadow Moses Incident, he joined the anti-Metal Gear organization
"Philanthropy."
"Sorry, but you're going to have to deal with it. You're not in the military anymore."

Sniper Wolf+

No. 415 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Marking"
HIT +60%
Attaches to weapon.

Shadow Moses incident.

Meryl Silverburgh is his niece.

"I won't make any excuses..."

Otacon

No. 126 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 3000

Card Text:

"Scientist"
Adds Anti-armor.
ATK +10 HIT +10%
Attaches to weapon.

Description:

"Scientist"
Attaches to weapon (EQUIP type weapons only)
Adds Anti-armor
ATK +10
HIT +10%
Effect expires after equipped weapon is used 2 times.
[Hal Emmerich]
The chief developer of ArmsTech Corp.'s Metal Gear project.
He's also known as "Otacon," since he regularly attends Japanese animation events--"Otaku Conventions."
"Alone? Are you an Otaku too?"

Sniper Wolf

No. 127 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000

Card Text:

"Sniper"
HIT +40%
Attaches to weapon.

Description:
"Marking"
Attaches to weapon
(EQUIP type weapons only).
HIT+60%.
Effect expires after
equipped weapon
is used 1 time.
[Sniper Wolf]
A member of the newly
reformed FOXHOUND,
and a natural-born
sniper. She learned her
marksmanship from
the world's greatest sniper,
a Nepalese Gurkha.
"Until I kill you, you're
all I'll think about."

Vulcan Raven+

No. 416	COST: 4
Use: Equip	Pack: MGS1
Ammo: N/A	
Rarity: Common	Foil
Cap: 4(8)	Icon: CHAR
Singles Price:	N/A
Upgrade Cost:	N/A

Card Text:

"Shaman"
Single->Area attack
(3 x 3). Can't combine
with single attack.

Description:
"Shaman"
Attaches to weapon
(EQUIP type weapons only).
Turns single attacks into
area attacks (3X3).
Effect expires after
equipped weapon
is used 2 times.
Cannot be used with
the "Attack 1 Enemy" card.
[Attack Area]
00000
01110
01110
01110
00X00
[Vulcan Raven]

A member of the newly
reformed FOXHOUND.
He participated in OUTER
HEAVEN as a mercenary
soldier.

Description:
"Sniper"
Attaches to weapon
(EQUIP type weapons only)
HIT +40%
Effect expires after
equipped weapon
is used 1 time.
[Sniper Wolf]
A member of the newly
reformed FOXHOUND,
and a natural-born
sniper.
She has developed her
natural female patience
to its fullest extent,
and can maintain a sniping
position for a week
without eating
or drinking.
"Until I kill you, you're
all I'll think
about."

Vulcan Raven

No. 128	COST: 7
Use: Equip	Pack: MGS1
Ammo: N/A	
Rarity: Common	
Cap: 4(8)	Icon: CHAR
Singles Price:	1500
Upgrade Cost:	1000

Card Text:

"Wild Shot"
Single->Area attack
(3 x 3). Can't combine
with single attack.

Description:
"Wild Shot"
Attaches to weapon
(EQUIP type weapons only)
Turns single attacks into
area
attacks (3X3).
Effect expires after
equipped weapon
is used 1 time.
Cannot be used with
the "Attack 1 Enemy" card.
[Attack Area]
00000
01110
01110
01110
00X00
[Vulcan Raven]

A member of the newly
reformed FOXHOUND.
A giant of a man who
carries a fighter jet's

"The ravens say you are a true warrior."

vulcan cannon on his back.
Of mixed Alaskan Native American and Inuit ancestry, he was raised as a shaman.
"The ravens say you are a true warrior."

Metal Gear REX+
No. 417 COST: 30
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare Foil

Metal Gear REX
No. 129 COST: 30
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare
Unlock: Beat Story Normal

SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Roar"
ATK:350 to 5 x 5 area.
Destroys 2 rand. cards.
Can't apply to move.

SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 50000
Upgrade Cost: 2500
Card Text:
"Trample"
ATK:300
Destroys 2 cards.
Can't apply to move.

Description:
"Roar"
ATK:350 to a 5X5 area in front.
Two cards are randomly discarded from user's hand.
*If user has less than two cards, this card can't be used.
Cannot be applied to movement.

Description:
"Trample"
ATK: 300 to area.
Two cards are randomly discarded from user's hand.
*If user has less than two cards, this card can't be used.
Cannot be applied to movement.

10101
10101
11111
11111
11111
11111
11111
00X00
[Metal Gear REX]
A nuclear-capable bipedal walking tank.
Its main purpose is to enable the launch of a global nuclear strike from anywhere in the world in response to a variety of conditions.

10101
10101
11111
11111
11111
00X00
[Metal Gear REX]
A nuclear-capable bipedal walking tank.
Equipped with an electromagnetic rail gun nuclear warhead launch module on its right arm.
Can launch stealth nuclear warhead undetectable by radar from any point on the globe.
Shadow Moses Island was the site of its nuclear warhead launch tests.

Psycho Mantis+
No. 418 COST: 10
Use: Use Pack: ITGL
Ammo: N/A

Psycho Mantis
No. 131 COST: 10
Use: Use Pack: ITGL
Ammo: N/A

Rarity: Common Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Telepathy"
Confuses chosen
target within area.
Lasts 3 turns.

Description:
"Telepathy"
Confuses target of choice
in a 3X7 area in front
of the user.
Lasts for 3 turns.
*Cannot be used in
LINK BATTLE mode.
[Psycho Mantis]
After the collapse of the
Soviet Union, he went
to America, where he
supervised several
cases as a psychic
 profiler for the FBI.
However, as a result of his
assimilation of the mind of
a serial killer, he
committed several grisly
murders.
After wandering about from
place to place, he was
eventually scouted by
FOXHOUND.
"So you like dating
simulation games?"

Mei Ling+

No. 419 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Black Market"
Doubles interference
effects.
Lasts 40 COST.

Description:
"Black Market"
Doubles allies' INTERFERENCE
effects.
Lasts for 40 COST.
[Mei Ling]
She was the operator in
charge of handling the
communication data
during the Shadow Moses

Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
"Hypnotize"
Confuses chosen
target within area.
Lasts 2 turns.

Description:
"Hypnosis"
Confuses target of choice
in a 3X6 area in front
of the user.
Lasts for 2 turns.
[Psycho Mantis]
A member of FOXHOUND,
formerly with the KGB's ESP
intelligence unit.
Has mind-reading and
psychokinetic powers.
"Now let me ready your mind.
No...perhaps I should say
your past."

Mei Ling

No. 132 COST: 8
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:
"Soliton Radar"
Doubles interference
effects.
Lasts 20 COST.

Description:
"Soliton Radar"
Doubles allies' INTERFERENCE
effects.
Lasts for 20 COST.
[Mei Ling]
Provided technical backup
to Solid Snake during
the Shadow Moses
incident while still a

Incident.

She is an American-born Chinese.

Her original ambition was to be a pilot, but she was scouted into the Army as a specialist in legacy systems and data processing.

After the Shadow Moses Incident she, along with Otacon and Solid Snake, formed the anti-

Metal Gear organization "Philanthropy."

"There's a Chinese proverb, 'The mind cannot be in two places at once.'

make sure that you're not thinking of something else during the mission, OK?"

student at MIT.

The Soliton Radar, the internal communication system that Snake uses, is her brainchild.

Well-versed in Chinese proverb.s "There's a Chinese proverb, 'The mind cannot be in two places at once.'

Make sure that you're not thinking of something else during the mission, OK?"

Genola+

No. 420 COST: 13
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Seismic Event"

All living characters except user FAINT.

Description:

"Seismic Event"

Renders all enemies (living creatures) in range unconscious.

*Cannot be used in LINK BATTLE mode.

[Genola]

A mysterious genetic monstrosity.

Genola

No. 133 COST: 15
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Howl"

All living characters except user FAINT.

Description:

"Howl"

renders all enemies (living creatures) in range unconscious.

[Genola]

A mysterious genetic monstrosity.

Solid Snake (MGS1)+

No. 421 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Rare Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Dave"

User's LIFE: +800.

Description:

"Dave"

User's LIFE+800.

Solid Snake (MGS1)

No. 134 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Rare
Cap: 4(8) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 2500
Card Text:

"Revivify"

User's LIFE: +600.

Description:

"Revivify"

User's LIFE +600.

[Solid Snake]

A former member of the high-tech unconventional warfare unit FOXHOUND. After the trouble in Zanzibar Land, he returns to the shores of Twin Lakes in the Alaskan mountains to live a life of isolation.

He was living a self-sufficient life, but was plagued by post-traumatic stress disorder from his two missions.

"What's a Russian gunship doing here?"

Naomi Hunter+

No. 422 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Nanomachines"

LIFE: +10 every
5 COST (max. 200).

Description:

"Nanomachines"

After use, heals 10 LIFE every 5 COST, up to a maximum of 200.

[Naomi Hunter]

During the Shadow Moses Incident, she was part of the medical staff supporting Snake via the injection of nanomachines, etc.

Nanomachines are virus-sized microscopic machines, various types of which are injected into the body. Their functions include acting as communication devices, radar, and protection against NBC weapons.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

[SolidSnake]

A former member of the high-tech unconventional warfare unit FOXHOUND. Has an I.Q. of 180. Fluent in 6 languages. An expert in parachute jumping, scuba diving, and free climbing.

Has completed countless dangerous missions, earning him the title "Legendary Hero."

In the Shadow Moses incident, he was pressed by his former commander, Roy Campbell, into going into battle one last time.

"What's a Russian gunship doing here?"

Naomi Hunter

No. 135 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"Cure"

LIFE: +10 every
5 COST (max. 200).

Description:

"Cure"

After use, heals 10 LIFE every 5 COST, up to a maximum of 200.

[Naomi Hunter]

A member of FOXHOUND's medical staff, on loan from ATGC.

Oversees the gene therapy and enhancement of FOXHOUND soldiers.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

Meryl Silverburgh+
No. 423 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Aegis"

User's COST 1/2

Can't apply to move.

Description:

"Aegis"

User's COST 1/2.

Cannot be applied to
movement.

[Meryl Silverburgh]

Roy Campbell's niece. She
was raised as a soldier
from an early age,
but she has no tactical
experience.

She has received a small
amount of gene therapy
so that she is not
attracted to the opposite
sex.

"Just what I'd expect from
the legendary Siolid Snake.
You trying to sweep me
off my feet?"

Gurlukovich Sld.+
No. 424 COST: 4
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card

Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[Gurlukovich Soldier]

A band of Russian
mercenaries led by
Sergei Gurlukovich.
they are made up of former
Spetsnaz members.

"We need cover!"

Meryl Silverburgh
No. 136 COST: 0
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Recuperate"

User's COST 1/2.

Can't apply to move.

Description:

"Recuperate"

User's COST 1/2.

Cannot be applied to
movement.

[Meryl Silverburgh]

Roy Campbell's niece.
Campbell too care of
her after her father died
in combat in the Gulf War.
On the day of the Shadow
Moses incident, she was
deployed to FOXHOUND
as an emergency
replacement and ended up
getting caught in the
fray.

"Just what I'd expect from
the legendary Solid Snake.
You trying
to sweep me off my feet?"

Gurlukovich Sld.
No. 137 COST: 5
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card

Can move 5 BLKS.

Description:

Movement Card.

Can move 5 blocks.

[Gurlukovich Solider]

A band of Russian
mercenaries led by
Sergei Gurlukovich.
Armed with AKS74u's and
night vision goggles,
they raided a Marine
vessel on the Hudson River.

"No sign of the AWOL man.
Nothing out of the ordinary
found.

I need someone to fill this

position."

Emma Emmerich+
No. 425 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"G. W."

Total evasion next
turn. All EQUIPMENT
destroyed.

Description:

"G. W."

Equip to use.

EVADE all attacks.

All equipment is destroyed
when this is used.

Effect lasts until next turn.

[Emma Emmerich]

She is the developer of the
optical neuro A.I. named
"G.W.," the only of its
kind in the world.

The Patriots have completed
Arsenal Gear, and have
their trump card "G.W."
in place, thereby
ushering in their new world
order.

"I can't...I can't swim..."

Emma Emmerich
No. 139 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Weak Knees"

Total evasion next
turn. All EQUIPMENT
destroyed.

Description:

"Weak Knees"

Equip to use.

EVADE all attacks.

All equipment is destroyed
when this is used.

Effect lasts until next turn.

[Emma Emmerich]

Stepsister of Otacon
(Hal Emmerich).

Nicknamed E. E.

A specialist in computers,
she designed the system
architecture of the
Big Shell.

Afraid of water due to a
traumatic childhood
experience.

"No, it's not like that. I
like glasses.

And...there's this guy I
liked who used to wear
them..."

Fortune+
No. 426 COST: 8
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare Foil
Interfere: U:G D:- L:B R:B
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Miracle"

Evade 20 bullets.
Equip to use.

Description:

"Miracle"

Equip to use.

Expires after evading
20 shots.

[Fortune]

A former member of Dead
Cell, the Navy SEALs'

Fortune
No. 140 COST: 10
Use: Equip Pack: SBST
Ammo: N/A
Rarity: Rare
Interfere: U:G D:- L:B R:B
Cap: 2(4) Icon: CHAR
Singles Price: 50000
Upgrade Cost: 2500
Card Text:

"E. M. Device"

Evade 10 bullets.
Equip to use.

Description:

"E. M. Device"

Equip to use.

Expires after evading
10 shots.

[Fortune]

A former member of Dead
Cell, the Navy SEALs'

counterterrorism
training unit. Now part of
the terrorist group Sons
of Liberty.
Her real name is Helena
Dolph Jackson.
"All our misfortune was --
just a part of their
project!"

Vamp+

No. 427 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:B D:B L:B R:B
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Surprise Attack"
Adds 1/2 dmg. dealt
to user's LIFE.

Description:

"Surprise Attack"
Adds 1/2 of the damage user
deals to user's LIFE.
Does not affect explosives
and universal attacks.
Equip to use.
Effect expires after 3 turns.

[Vamp]

A former member of Dead
Cell, the Navy SEALs'
counterterrorism training
unit. Now part of
the terrorist group Sons
of Liberty.
He is so tough he almost
seems inhuman.
He calls Fortune "Queen."
"Then, he is all mine."

Solid Snake (MGS2)+

No. 428 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:R L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

counterterrorism
training unit. Now part of
the terrorist group
Sons of Liberty.
She longs for death, but
bullets and grenades
can't even touch her.
Her name derives from her
uncanny luck in battle.
"Since no one can kill me,
I may as well
kill everyone I can."

Vamp

No. 141 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:B D:B L:B R:B
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Bloodsucker"
Adds 1/2 dmg. dealt
to user's LIFE.
Equip to use.

Description:

"Bloodsucker"
Adds 1/2 of the damage user
deals to user's LIFE.
Does not affect explosives
and universal attacks.
Equip to use.
Effect expires after 1 turn.

[Vamp]

A former member of Dead
Cell, the Navy SEALs'
counterterrorism
training unit. Now part of
the terrorist group
Sons of Liberty.
With his superhuman
strength and agility,
he can dodge bullets and
slice through legions of
enemies with his knife.
"Unfortunately, hell had no
vacancies..."

Solid Snake (MGS2)

No. 142 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:R D:R L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Hang"
Lasts 90 COST.
Equip to use.

Description:

"HANG"
Equip to use.
Expires after 90 COST.
[Solid Snake]
A member of "Philanthropy."
He, along with Otacon, is
on the wated list as
a terrorist.
He was confirmed to
have died while sinking
the tanker in the Hudson
River.
"Gives me infinite ammo."

"Hang"
Lasts 70 COST.
Equip to use.

Description:

"HANG"
Equip to use.
Expires after 70 COST.
[Solid Snake]
After the Shadow Moses
incident, Snake joined the
anti-Metal Gear
organization "Philanthropy"
along with Otacon.
Since then, he has
participated in a number
of extralegal extremist
activities against the many
Metal Gear variations being
developed worldwide,
including data collection
and sabotage
missions.
"We're not tools of the
government or anyone
else. Fighting was the
only thing I was good at,
but...
At least I always fought
for what I believed in..."

Iriquois Pliskin+

No. 429 COST: 4
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Cigar"
Reveals IR sensors.
-1 LIFE per 1 COST
Equip to use.

Description:

"Cigar"
Equip to use.
Makes infrared sensors
visible.
While equipped, LIFE
decreases
by -1 per COST.
Effect expires after 6 turns.
[Iroquois Pliskin]
He was sent in to rescue
the U.S.
President, who was being
held prisoner in the
ocean-based plant
"Big Shell." He has

Iriquois Pliskin

No. 143 COST: 7
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 100
Card Text:

"Cigarettes"
Reveals IR sensors.
-1 LIFE per 1 COST
Equip to use.

Description:

"Cigarettes"
Equip to use.
Makes infrared sensors
visible.
While equipped, LIFE
decreases
by -1 per COST.
Effect expires after 3 turns.
[Iroquois Pliskin]
Identifies himself as a
member of the SEAL 10
team sent into the Big
Shell to rescue the
kidnapped President.
Supports Raiden alongside

identified himself as one of the SEAL10 members. He holds the rank of lieutenant. "That suit -- are you FOXHOUND?"

Solidus Snake+

No. 430 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Showdown"
ATK:80 x 3
Machines unaffected.

Description:

"Showdown"
Must be adjacent to target to use.
ATK: 80X3
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Solidus Snake]

One of the survivors of the "Les Enfants Terribles" project. he was created from Big Boss's genetic material. "What a pleasant surprise -- brother."

Mass-Produced RAY

No. 431 COST: 20
Use: Use Pack: SBST
Ammo: N/A
Rarity: Rare Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Missile"
5 random attacks at
ATK:100

Otacon.
"I don't care who you are, kid. You don't point that thing at me."

Solidus Snake

No. 144 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 6000
Upgrade Cost: 2000
Card Text:

"Dual Blades"
ATK:70 x 3
Machines unaffected.

Description:

"Dual Blades"
Must be adjacent to target to use.
ATK: 70X3
Ineffective against machines.

[Attack Area]

00000
00000
00000
00100
00X00

[Solidus Snake]

The perfect Snake, balanced in every way, neither solid nor liquid. Also known as George Sears, 43rd President of the United States of America. Leads the armed group Sons of Liberty. "But now, you should die as the little Jackie boy I once knew."

Metal Gear RAY

No. 145 COST: 20
Use: Use Pack: SBST
Ammo: N/A
Rarity: Rare

Unlock: Beat Story x2
Cap: 2(4) Icon: CHAR
Singles Price: 50000
Upgrade Cost: 2500
Card Text:

"Hydraulic Cutter"
ATK:250 to 1 x 5 area
Can't apply to move.

Can't apply to move.

Description:

"Missile"

Fires 5 shots against random targets.

ATK: 100.

Cannot be applied to movement.

[Mass-produced RAY]

A prototype redesigned by the Navy based on Metal Gear RAY.

Utilizing the artificial intelligence "G.W." as their main control system, the multiple RAYs possess an advanced joint warfare capability that allows them to share communications data with one another. These RAYs have a shorter tailpiece than the prototype.

Jennifer+

No. 432 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Humiliation"

User's added COST is converted to dmg.

Description:

"Humiliation"

Converts each COST to user added from attacks into 10 damage.

Effect lasts until next turn.

[Jennifer]

One of the hostages being held in auditorium B1 of central wing 1 of "Big Shell."

No taking pictures from under the desk.

"You're Jennifer..."

Olga Gurlukovich+

No. 433 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Description:

"Hydraulic Cutter"

ATK: 250 to a 1X5 area.

Cannot be applied to movement.

00100

00100

00100

00100

00100

00X00

[Metal Gear RAY]

An amphibious anti-Metal Gear weapon developed in secret by the U.S. Marines. Later developed by the Army for mass production. Equipped with missiles and vulcan cannons. Its mouth is armed with a hydraulic cannon.

Jennifer

No. 146 COST: 7

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 100

Card Text:

"Endure"

User's added COST converted to dmg.

Description:

"Endure"

Converts each COST to user added from attacks into 10 damage.

Effect lasts until next turn.

[Jennifer]

One of the hostages being held in auditorium B1 of central wing 1 of "Big Shell."

For some reason, the plate attached to the desk she's leaning against reads "35 25 37."

Put her to sleep with the tranquilizer gun and...

"My name is Jennifer!"

Olga Gurlukovich

No. 147 COST: 7

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Mother"

User draws 3 cards.

Description:

"Mother"

User draws three cards.

[Olga Gurlukovich]

The daughter of ex-GRU
colonel Sergei

Gurlukovich. She was
raised in the military
from an early age.

"I saw a man hiding under a
cardboard box."

Johnny Sasaki+

No. 434 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Stomach Cramp"

Discard all cards
and draw 6 new ones.

Description:

"Stomach Cramp"

Destroys all cards in hand
and draws 6 new ones.

[Johnny Sasaki]

A former Genome Soldier. He
was holed up in the
toilet of auditorium
B1 of central wing 1 of
"Big Shell,"

and refused to come out.

"To come all the way to New
York just to get hit with a
bowel attack...
what luck..."

Raiden+

No. 435 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR

Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Reload"

User draws 3 cards.

Description:

"Reload"

User draws three cards.

[Olga Gurlukovich]

The daughter of ex-GRU
colonel Sergei

Gurlukovich, she is also a
soldier in his army.

She took part in the raid
on the tanker on the
Hudson River to steal
Metal Gear RAY.

"Where it isn't due? When
you watched my father
die and did nothing?"

Johnny Sasaki

No. 148 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Half-Naked"

Discard all cards
and draw 6 new ones.

Description:

"Half-Naked"

Destroys all cards in hand
and draws
6 new ones.

[Johnny Sasaki]

One of the Genome Soldiers
assigned to Shadow Moses
Island.

He had his uniform stolen
by a female prisoner.

Since then, it's been one
misfortune after another,
from getting the runs to
letting the intruder
escape on his watch.

"Boy oh boy. That woman is
built, all right."

Raiden

No. 149 COST: 7
Use: Move Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Naked"

Move 3 BLKS forward.

Ignore pits along way.

Description:

"Naked"

Move 3 blocks forward.

Pass over any gaps in floor
in between.

Knocks down all living
targets in the way.

[Raiden]

He was raised as a soldier
from an early age in the
Liberian Civil War.

he has been called,
among other things,

"White Devil"

and "Jack the Ripper."

"Colonel What are you
keeping from me!"

Gurlugon+

No. 436 COST: 10

Use: Use Pack: SBST

Ammo: N/A

Rarity: Uncommon Foil

NO LINK BATTLE

Cap: 2(4) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Another Dimension"

Add 20 COST to all
living enemies
in area.

Description:

"Another Dimension"

COST+20

to living enemies within
range.

*Cannot be used in
LINK BATTLE mode.

[Gurlugon]

A monster from another
dimension that appeared
without warning at the
Big Shell.

Getting hit by the
Gurlugon's Monster Beam
renders the victim unable
to move for a short time.

Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Rolling"

Move 3 BLKS forward.

Ignore pits along way.

Description:

"Rolling"

Move 3 blocks forward.

Pass over any gaps in floor
in between.

Knocks down all living
targets in the way.

[Raiden]

A soldier and member of
FOXHOUND, trained in VR
simulations. Under the
command of the "Colonel,"
he infiltrates the Big Shell.
His real name is Jack.

"This is Snake. I am now
inside Strut A of Shell 1."

Gurlugon

No. 150 COST: 7

Use: Use Pack: SBST

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: CHAR

Singles Price: 20000

Upgrade Cost: 2000

Card Text:

"Monster Beam"

Add 15 COST to all
living enemies
in area.

Description:

"Monster Beam"

COST +15

to living enemies within
range.

[Gurlugon]

A monster from another
dimension that
appeared without
warning at the
Big Shell. Using the
Koppelthorn engine,
the VR system is
somehow able to
transcend ordinary
space,

and "peek" into a parallel
universe that matches
the parameters it is
given.

Since this data is
fed to the VR system in

the form of
virtual space,
its observations and
interference allow the
Gurlugon to exist as a
singularity in the virtual
environment.

Solid Snake (MG)+
No. 437 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Escape"
Used weap. return
to hand; lasts
30 COST.

Description:

"Escape"
Equip to use.
Used EQUIP type weapons
return to the user's hand.
Expires after 30 COST.
[Solid Snake]
A new recruit in FOXHOUND,
sent to infiltrate the
fortress nation Outer
Heaven and destroy Metal
Gear, a nuclear-armed
bipedal walking
tank being developed there.
The code name for the Outer
Heave mission is
"OPERATION INTRUDE N313,"
"This is Solid Snake.
Respond, please..."

Machinegun Kid+
No. 438 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Barrage"
Can use all bullets
for assault rifle
and SMG.

Description:

"Barrage"
Makes all assault rifle and
submachine gun bullets
usable.

Solid Snake (MG)
No. 152 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Infinity Bandana"
Used weap. returns to
hand; lasts 20 COST.
Equip to use.

Description:

"Infinity Bandana"
Equip to use.
Used EQUIP type weapons
return to the user's
hand.
Expires after 20 COST.
[Solid Snake]
A new recruit in FOXHOUND,
sent to infiltrate the
fortress nation Outer
Heaven and destroy Metal
Gear, a nuclear-armed
bipedal walking tank
being developed there.
The code name for the Outer
Heaven mission is
"OPERATION INTRUDE N313."
"This is Solid Snake.
Respond, please..."

Machinegun Kid
No. 154 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Gun Belt"
Can use all bullets
for assault rifle
and SMG.

Description:

"Gun Belt"
Makes all assault rifle and
submachine gun bullets
usable.

Fire Trooper+

No. 439 COST: 7
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Flamethrower"

ATK:150

HIT:85%

Area; BURN.

Description:

"Flamethrower"

Anti-armor;

USE type

ATK: 150

HIT: 95%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

11111

00X00

Fire Trooper

No. 155 COST: 6
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CHAR
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:

"Flamethrower"

ATK:120

HIT:85%

Area; BURN.

Description:

"Flamethrower"

Anti-armor;

USE type

ATK: 120

HIT: 85%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

11111

00X00

Metal Gear+

No. 440 COST: 15
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Rare Foil
 Cap: 2(4) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Vulcan Cannon"

ATK:30 to all targets

BLEEDING.

Can't apply to move.

Description:

"Vulcan Cannon"

ATK: 30 to all targets.

Makes targets BLEED.

Cannot be applied to movement.

[Metal Gear TX-55]

A doomsday weapon being developed in secret in the fortress nation Outer Heaven.

It was designed by

Dr. Petrovich Madnar.

Metal Gear

No. 156 COST: 20
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Rare
 Cap: 2(4) Icon: CHAR
 Singles Price: 20000
 Upgrade Cost: 2500
 Card Text:

"Vulcan Strafe"

ATK:30 to all targets

BLEEDING.

Can't apply to move.

Description:

"Vulcan Strafe"

ATK: 30 to all targets.

Makes targets BLEED.

Cannot be applied to movement.

[Metal Gear TX-55]

A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.

Running Man+

No. 441 COST: 4
 Use: Move Pack: ULMT
 Ammo: N/A
 Rarity: Common Foil

Running Man

No. 157 COST: 4
 Use: Move Pack: ULMT
 Ammo: N/A
 Rarity: Common

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Now That's Fast"
Movement Card
Can move 8 BLKS

Description:

"Now That's Fast"
Movement Card.
Can move 8 blocks.
[Running Man]
The swiftest mercenary in
the world.
He floods the room with
nerve gas and attacks.
"...pant...pant...Hat's
that?
Pretty fast, aren't I?"

Solid Snake (MG2)+
No. 442 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Execute Mission"
Max. LIFE +200 when
equipped.
Equip to use.

Description:

"Execute Mission"
Equip to use.
Increases user's maximum
LIFE by 200.
[Solid Snake]
After "OPERATION INTRUDE
N313," Snake left FOXHOUND
and went to work for the
CIA.
However, he soon became
dissatisfied with the
system and left them as
well. His real name and
nationality are
closely-guarded national
secrets, and remain
unclear. He is 178cm tall,
and weighs 75kg.
"This is Snake...I've
reached the
infiltration point."

Unlock: Arena Hard x6
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Out of Breath"
Movement Card
Can move 7 BLKS

Description:

"Out of Breath"
Movement Card
Can move 7 blocks.
[Running Man]
The swiftest mercenary in
the world. He floods the
room with nerve gas
and attacks.
"...pant...pant...
How's that?
Pretty fast, aren't I?"

Solid Snake (MG2)
No. 158 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 5(X) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Legendary Hero"
Max. LIFE +100 when
equipped.
Equip to use.

Description:

"Legendary Hero"
Equip to use.
Increases user's maximum
LIFE by 100.
[Solid Snake]
In the late 90's,
Zanzibar Land,
a small country on the edge
of the Middle East,
was taken over
in a military coup.
At the same time,
Dr. Kio Marv,
a Czech biologist and the
inventor of OILIX,
a microbe capable
of refining high-grade
petroleum, was kidnapped
by agents of Zanzibar Land.
Solid Snake was
dispatched
to single-handedly
infiltrate Zanzibar
Land and rescue
the kidnapped

scientist.

The missions's code name is

"OPERATION INTRUDE FO14."

"This is Snake...

I've reached the
infiltration point."

Chris Jenner+

No. 443 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Solo Mission"
Converts KDWN to
10 damage.

Description:

"Solo Mission"
Equip to use.
When equipped, the user will
take 10 damage instead
of being knocked down.
Effect expires after 10 turns.
[Chris Jenner]
A member of the Delta Force.
She provided information
support
from the rear, but was sent
into combat at the Galuade
Fortress.
She appears to have a
top-secret mission of
her own.
"...I simply couldn't say
anything..."

Marrionette Owl+

No. 444 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Night Assault"
Visual x 2 in Search
Mode. Lasts 50 COST
Equip to use.

Description:

"Night Assault"
Equip to use.
Visual rangeX2 in search
mode.

Chris Jenner

No. 159 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Still Standing"
Converts KDWN to
20 damage.
Equip to use.

Description:

"Still Standing"
Equip to use.
When equipped, the user will
take 20 damage instead
of being knocked down.
Effect expires after 5 turns.
[Chris Jenner]
A member of Delta Force
with the rank of sergeant.
Her unit is sent
to capture the fortress of
Galuade but all except
Chris are slain, and
she teams up with Solid
Snake.
chris appears to have a
top-secret mission of
her own.
"Right!"

Marrionette Owl

No. 160 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Night Eyes"
Visual x 2 in Search
Mode. Lasts 30 COST
Equip to use.

Description:

"Night Eyes"
Equip to use.
Visual range X2 in search
mode.

Expires after 50 COST.
[Marionette Owl]
A member of the mercenary
group Black Chamber.
He carries two bunraku
puppets with him.
The red one is named
Osan, while the white one
is named Kohal.
"What nice lines your
clavicles have, Snake."

Viper+

No. 445 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Booby Trap"
Destroys 1 target
assault rifle.
Attaches to weapon.

Description:
"Booby Trap"
Attaches to weapon
(EQUIP type weapons only).
One rifle card in targets hand
is destroyed upon
a successful hit.
Effect expires after
equipped weapon
is used 6 times.
[Black Art Viper]
The leader of the mercenary
group Black Chamber.
It may be because of his
rivalry with Snake,
but he has taken the
name "Viper."
"We survivors have sworn
revenge...
and I have chosen this
land."

Expires after 30 COST.
[Marionette Owl]
A member of the mercenary
group Black Chamber.
he is a nocturnal
combat specialist, able to
see in the dark like
an owl. His unusual
body chemistry makes
his eyes shine like a
cat's in the dark,
so he wears goggles.
"No use hiding in the
shadows...
My eyes are as big as an
owl's and I see you
standing there..."

Viper

No. 161 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Password: Viper
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Vengeance"
Destroys 1 target
assault rifle.
Attaches to weapon.

Description:
"Vengeance"
Attaches to weapon.
(EQUIP type weapons only)
One rifle card in targets hand
is destroyed upon
a successful hit.
Effect expires after
equipped weapon
is used 3 times.
[Black Art Viper]
The leader of
the mercenary group
Black Chamber.
A mere touch from
Viper's hands causes
enemies to explode,
earning him the
appellation "Black Art."
He is plotting his
vengeance against
FOXHOUND and Solic Snake,
but his true motives remain
a mystery.
"I made a promise to you,
and now is the time for
you to die."

Pyro Bison+

No. 446 COST: 8
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Flamethrower"

ATK:160

HIT:85%

Area; BURN.

Description:

"Flamethrower"

ATK: 160.

HIT: 85%.

Notes: Area attack; BURNS.

[Attack Area]

01110

01110

01110

01110

00X00

[Pyro Bison]

One of the members of the Black Chamber mercenary company.

He has an unusual obsession with fire.

"What do you think?

Beautiful, ain't it?"

Pyro Bison

No. 162 COST: 7
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: CHAR
 Singles Price: 1500
 Upgrade Cost: 1000
 Card Text:

"Flamethrower"

ATK:140

HIT:80%

Area; BURN.

Description:

Flamethrower: Anti-armor;

USE type

ATK: 140

HIT: 80%

Notes: Area attack; BURNS.

[Attack Area]

00000

01110

01110

01110

00X00

[Pyro Bison]

A member of the mercenary group Black Chamger.

With his giant size, he can easily handle a flamethrower.

The fuel it uses is a special mixture prepared by Bison himself. On occasion, he can even fly.

"Every human being burns differently, did you know that?"

Metal Gear Gander+

No. 447 COST: 20
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Rare Foil
 Cap: 2(4) Icon: CHAR
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

"Missile Pods"

5 random attacks at

ATK:150.

Can't apply to move.

Description:

"Missile Pods"

Fires 5 shots against random targets.

ATK: 150.

Cannot be applied to movement.

Metal Gear Gander

No. 163 COST: 20
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Rare
 Cap: 2(4) Icon: CHAR
 Singles Price: 20000
 Upgrade Cost: 2500
 Card Text:

"Guided Missile"

5 random attacks at

ATK:100.

Can't apply to move.

Description:

"Guided Missile"

Fires 5 shots against random targets with ATK: 100.

Cannot be applied to movement.

[Metal Gear GANDER]

Developed by the United States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. It is stored in repair shop B100F, but it is possible to inflict a tiny amount of damage to it with a grenade in B99F.

Ideaspy 2.5+

No. 448 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Discount"

All cards cost 1/2 for 5 turns.

Description:

"Discount"

All of user's cards can be used

at 1/2 COST for 5 turns after using this.

However, after 5 turns, 1/2 of the total COST of all cards used is added to the user's COST.

[IdeaSpy 2.5]

The ace of IdeaSpy, a top-secret team

assembled by the FBI.

He went to IdeaSpy Academy with "Call Now," but she now hates him because of a certain incident.

"These colored contact lenses are actually incredibly small bombs.

They are set to detonate with the slightest shock."

[Metal Gear GANDER]

Developed by the United States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. Armed with a railgun, 2 vulcan cannons, and 6 guided missile pods. It also carries 2 flying pods that attack independently. In addition, it is equipped with a satellite datalink-based nuclear missile launch system.

Ideaspy 2.5

No. 164 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Inexplicable"

All cards cost 1/2 for 5 turns.

Description:

"Inexplicable"

Usage COST of all of user's cards is halved for

5 turns

after use. However, after

5 turns,

half of the overall COST of the cards used is added

to the user.

[IdeaSpy 2.5]

The ace of IdeaSpy, a top-secret team

assembled by the FBI.

Uses his arsenal of mail-order Idea gadgets, such as "Warming Shoes"

and "color contact lens-type micro-miniature

bombs" to get out of one tight spot after

another.

He has a long history with his colleague 714.

Also a bit of a coward.

To the left of the photo is his "special friend,"

Call Now.

"One day, the people of this city won't need us anymore.

They'll be able to walk
on their own feet.
That's what I tell myself."

Gillian Seed+

No. 449 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 "JUNKER"
 HIT:100%
 Shooting COST +5

Description:

"JUNKER"
Attaches to weapon
(EQUIP type weapons only).
HIT:100%
Shooting COST+5.
Effect expires after
equipped weapon
is used 1 time.
[Gillian Seed]
Lost his memory three years
ago.
His past is shrouded deep in
mystery. He has been
separated for the past
two years from
his wife, Jamie Seed.
"Metal Gear, huh?
That's a weird name."

Gillian Seed

No. 165 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:
 "Shooting Trainer"
 HIT:100%
 Shooting COST +10
 Attaches to weapon.

Description:

"Shooting Trainer"
Attaches to weapon
(EQUIP type weapons only)
HIT: 100%
Shooting COST +10
Effect expires after
equipped weapon
is used 1 time.
[Gillian Seed]
Lost his memory three years
ago.
His past is shrouded deep in
mystery. Separated for the
past two years from
his wife, Jamie Seed.
After undergoing special
training in the army,
he is assigned
to Neo Kobe City
as a Runner for JUNKER.
"Metal Gear, huh? That's a
weird name."

Mika Slayton+

No. 450 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
 "Support"
 User discards 2 cards.
 Ally draws 3.

Description:

"Support"
User discards 2 cards from
hand.
Ally draws 3 cards.
[Mika Slayton]

Mika Slayton

No. 166 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Password: Mika
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
 "Support"
 User discards 2 cards.
 Ally draws 3.

Description:

"Support"
User discards 2 cards from
hand.
Ally draws 3 cards.
[Mika Slayton]

Receptionist and operator
for JUNKER.
Part Japanese and part
Jewish, she holds a
degree in criminal
psychology and municipal
data management from
Kobe City University.
"Gillian Seed? Forgive me."

Metal Gear D(revised)
No. 451 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:
"Vulcan Cannon"
ATK:200 to area.
Can't apply to move.

Description:
"Vulcan Cannon"
Area ATK: 200.
Cannot be applied to
movement.
1010101
0101010
1010101
0101010
1010101
000X000
[Metal Gear D (revised)]
Designed by Dr. Petrovich
Madnar.
Its weak point is its Leg.

Jonathan Ingram+
No. 452 COST: 0
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A

Receptionist and operator
for JUNKER.
After graduation, she
worked in the Kobe Crime
Research Lab prior
to joining the JUNKER
Agency.
"Mr. Gillian Seed?
Forgive me."

Metal Gear Mk-II
No. 167 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Data Processing"
Arranges cards in
hand by type.

Description:
"Data Processing"
Sorts cards in hand by type.
From left to right: SUPPORT,
ACTION, ITEM, CHARACTER,
WEAPON.
[METAL GEAR MK-II]
Gillian Seed's personal
navigator. Navigators
are designed to facilitate
JUNKER's investigative
activities.
Their primary functions
include control analysis,
memory, and
communication.
Height: 980mm
Length: 310mm
Width: 530mm
(including monitor)
Weight: 50kg
Monitor: 10 inch
Storage Capacity: 40 liters
Designer: Harry Benson
"My name is Metal Gear
Mk-II,
and I will be your support
for the mission."

Jonathan Ingram
No. 168 COST: 0
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: 5000

Upgrade Cost: N/A
Card Text:
"Adapter"
User's current COST
reduced by 20.
Can't apply to move.

Description:
"Adapter"
User's current COST-20.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.
[Jonathan Ingram]
One of the original cops in
the Policenauts.
Now working as a kind of
negotiator in OLA.
"Ah, my best friend!"

Tony Redwood+
No. 453 COST: 15
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Frozenner"
All HITS 100%
Lasts 2 turns.

Description:
"Frozenner"
sets HIT rate of all players
on stage to 100%.
Lasts for 2 turns.
[Tony Redwood]
A member of BCP's Advanced
Police unit. He is a
"Frozenner," born by
incubating a
cryogenically-frozen
fertilized egg.
Roughly 30% of the AP and
Army are made up
of these "Frozenners."
"It might not makes sense to
the folks back home,
but for me, the Beyond
is home."

Upgrade Cost: 2500
Card Text:
"Solution"
User's current COST
reduced by 15.
Can't apply to move.

Description:
"Solution"
User's current COST -15.
Cannot be applied to
movement.
*Cannot be used in
LINK BATTLE mode.
[Jonathan Ingram]
Age 30
(birth record lists as 55).
A former Policenaut with
the LAPD.
Set adrift in space for 25
years as a result of an
accident with the
experimental EMPS Yuri; as
a result, he is afflicted by
cosmophobia.
"Yeah, the best friend a
guy could have!"

Tony Redwood
No. 169 COST: 10
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 2500
Upgrade Cost: 1000
Card Text:
"Mr. Goddard"
All HITS 100%
Lasts 1 turns.

Description:
"Mr. Goddard"
Sets HIT rate of all
players to 100%.
Lasts for 1 turn.
[Tony Redwood]
A member of BCP's Advanced
Police unit. His nickname,
"Mr. Goddard,"
derives from his
unparalleled prowess
inside an EMPS,
"It might not make sense to
the folks back home,
but for me,
the Beyond is home."

No. 454 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Scoop"

Ally discards 2 cards.
user draws 3.

Description:

"Scoop"

Ally discards 2 cards from
hand.

User draws 3 cards.

[Karen Hojo]

Jonathan's ex-wife, and the
daughter of Lorraine Hojo.

A popular newscaster for
the BBC.

Her mother and father never
stopped fighting with her
about Jonathan, who
they never liked.

"Your daughter, Karen."

Ed Brown+

No. 455 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Forced Retirement"

All REA blocked for
5 turns.

Description:

"Forced Retirement"

Blocks REA of all players
on stage.

Lasts for 5 turns.

[Ed Brown]

Occupies a corner office at
BCP as head of the
Vice Squad.

After being in the L.A.

Bomb Squad for a year,
he was transferred to
the Narcotics division.

After that, he went on
to BEYOND with

Jonathan.

"The Ed you know is 30 years
younger."

Jehuty+

No. 170 COST: 7
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common

Password: Karen

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Transfuse blood"

Ally discards 2 cards.
user draws 3.

Description:

"Transfuse Blood"

Ally discards 2 cards from
hand.

User draws 3 cards.

[Karen Hojo]

Jonathan's ex-wife, and the
daughter of Lorraine Hojo.

A popular newscaster for
the BBC.

She suffers from aplastic
anemia, and is waiting
for a bone marrow
donor.

"Your daughter, Karen."

Ed Brown

No. 171 COST: 12
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Gun Shy"

All reaction blocked
for 3 turns.

Description:

"Gun Shy"

Blocks REA of all players
on stage.

Lasts 3 turns.

[Ed Brown]

A former policenaut, and a
dyed-in-the-wool cop. Like
Jonathan, he was with the
LAPD.

Now occupies a corner
office at BCP as head
of the Vice Squad.

"The Ed you know is 30 years
younger."

Jehuty

No. 456 COST: 12
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Vector Cannon"
All equipment effects
reset to default state.

Description:

"Vector Cannon"
Returns all equipment and
effects to their original
settings.
*Cannot be used in
LINK BATTLE mode.
[Jehuty]
An orbital frame designed as
part of the Martian
anti-Earth movement's
Arman Projects.
Jehuty is also furnished
with ADA, an independent
combat support unit
that customizes and
enhances the frame
according to the Runner's
personal traits and combat
experience.

ADA+

No. 457 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Implant"
All moves COST 1
for 5 turns.

Description:

"Implant"
All of user's movement COST
set to 1.
Lasts for 5 turns.
[ADA]
An independent combat
support unit.

No. 172 COST: 15
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare
Password: Jehuty
Cap: 2(4) Icon: CHAR
Singles Price: 100000
Upgrade Cost: 2500
Card Text:

"Burst Shot"
All equip. and effects
reset to default state.

Description:

"Burst Shot"
Returns all equipment and
effects to their original
settings.
[Jehuty]
An orbital frame designed
as part of the Martian
anti-Earth movement's
Arman Project.
It employs metatron, a
multipurpose ore found on
the Jovian moon of
Callisto, as its main power
source.
Its right arm is normally
equipped with a blade
or a shot.
Jehuty is also furnished
with ADA,
an independent combat
support unit that
customized and
enhances the frame
according to the Runner's
personal traits and combat
experience.

ADA

No. 173 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Combat AI"
All moves COST 1
for 3 turns.

Description:

"Combat AI"
All of user's movement Cost
set to 1.
Lasts for 3 turns.
[ADA]
An independent combat
support unit

It is a thining machine
whose abilities are a
cut above other battle
computers.

ADA takes into account such
factors as the Runner's
personality, environmental
conditions, and the number
and type of enemies.

"It is hopeless, but you
have no other choice."

GRU Soldier+

No. 458 COST: 6
Use: Move Pack: MGS3
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card
Can move 5 BLKS.

Description:

Movement Card.
Can move 5 blocks.

[GRU Soldier]
GRU is the intelligence
wing of the Soviet General
Staff.

that provides voice-based
assistance to Runners.

"It is hopeless, but you
have no other choice."

GRU Soldier

No. 174 COST: 4
Use: Move Pack: MGS3
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card
Can move 4 BLKS.

Description:

Movement Card.
can move 4 blocks.

[GRU Soldier]
GRU is the intelligence
wing of the
Soviet General Staff.

Ocelot Unit+

No. 459 COST: 4
Use: Move Pack: SBSS
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Movement Card
Can move 7 BLKS.

Description:

Movement Card.
Can move 7 blocks.

[Ocelot Unit]
An elite GRU unit headed by
Ocelot under the command
of Colonel Volgin.
"Move move, move!"

Ocelot Unit

No. 175 COST: 4
Use: Move Pack: SBSS
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Movement Card
Can move 6 BLKS.

Description:

Movement Card.
Can move 6 blocks.

[Ocelot Unit]
An elite GRU unit headed by
Ocelot under the command
of Colonel Volgin.
"Move, move, move!"

Major Zero+

No. 460 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Major Zero

No. 176 COST: 10
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"Fox Command"
All enemies appear
on display
Equip to use.

Description:

"FOX Command"

In search mode, makes all
enemies appear on
display.

Lasts for 3 turns.

Equip to use.

[Major Zero]

The commander of FOX, a
covert unit in CIA's
planning division.

His real name is David Oh,
and he is a former
member of the SAS.

He is deeply attached to
drinking tea, especially
his afternoon tea.

He is the chairman of the
unofficial CIA
organization

"The UMA Hunt Club."

"No...just, every time I
think of that face,
it makes me furious.
Doesn't it make you?"

V.B. Volgin+

No. 461 COST: 4

Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Thunderbolt"
Two handgun cards
in target's hand are
destroyed on a hit.

Description:

"Thunderbolt"

Attaches to weapon
(EQUIP type weapons only).

Two handgun cards in targets
hand is destroyed upon
a successful hit.

Effect expires after
equipped weapon
is used 6 times.

[Yevgeny Borisovitch Volgin]

He belongs to Brezhnev's
faction.

His body holds a charge of
10 million volts, allowing
him to alter the trajectories

Card Text:

"Active Sonar"
All enemies appear
on display
Equip to use.

Description:

"Active Sonar"

In search mode, makes all
enemies appear on display.

Lasts for 1 turn.

Equip to use.

[Major Zero]

The commander of FOX, a
covert unit in CIA's
planning division.

Assigns himself the call
sign "Major Tom" during
the Virtuous Mission.

He is the one who
conceived and founded FOX.

"Is that clear? This kind of
sneaking around is the FOX
unit's specialty."

V.B. Volgin

No. 177 COST: 4

Use: Equip Pack: MGS3

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: 500

Card Text:

"Bullet Punch"
Own handgun card
in target's hand are
destroyed on a hit.

Description:

"Bullet Punch"

Attaches to weapon.

(EQUIP type weapons only)
One handgun card in targets
hand is destroyed upon
a successful hit.

Effect expires after
equipped weapon
is used 3 times.

[Yevgeny Borisovitch Volgin]

A KGB colonel, his code
name in the West is

"Thunderbolt."
His body carries a
constant electric charge

of enemy bullets.
He is a sadist, taking
pleasures in tormenting
others.
"Sokolov isn't worth your
love.
You can entertain me until
the rain stops."

N.S. Sokolov+

No. 462 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Conscience"
Anti-armor ATK +10
Attaches to weapon.

Description:

"Conscience"
Attaches to weapon
(EQUIP type weapons only).
Anti-armor ATK+10.
Effect expires after
equipped weapon
is used 4 times.
[Nikolai Stepanovitch
Sokolov]
The head of OKB-754. He
became fearful of his
own creation, the Shagohod,
and fled the Soviet Union,
but was sent back as part
of a deal to end the
Cuban Missile Crisis.
"It means he's a man of his
word."

The Boss+

No. 463 COST: 9
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Rare Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Joy"
Trigger automatically.
ATK +30.
Links to CQC.

Description:

"The Joy"
Triggered Automatically.
ATK+30.
Links to CQC attacks.
[The Boss]

which causes nearby
firearms to explode.
He can fire a bullet simply
by holding it between
his fingers.
"Kuwabara... Kuwabara..."

N.S. Sokolov

No. 178 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Power of Science"
+10 Anti-armor ATK
Attaches to weapon.

Description:

"Power of Science"
Attaches to weapon.
(EQUIP type weapons only)
Anti-armor ATK +10.
Effect expires after
equipped weapon
is used 2 times.
[Nikolai Stepanovitch
Sokolov]
The world's most preeminent
developer of rocket engines.
Humanity's first manned
space flight was a success
largely attributable
to his A1 Rocker
multi-engine cluster.
"And then the age of fear
will truly begin..."

The Boss

No. 180 COST: 8
Use: Equip Pack: MGS3
Ammo: CQC
Rarity: Rare
Cap: 4(8) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Mother of Special
Forces"
Random technique.
Used with equip. CQC.

Description:

"Mother of Special Forces"
Attack vs. forward adjacent
block.
Executes a random technique.
Used in combination with an

Known as the "mother of Special Forces".
Leads the Cobra Unit.
She along with Major Zero, are responsible for starting the SAS.
She was Naked Snake's mentor.
"To make the world one again."

equipped CQC card.
Must be adjacent to target to use.
[The Boss]
Snake's mentor, known as the "mother of Special Forces."
She is the leader of the Cobra Unit, a group assembled from the best and brightest from around the globe.
she is also a expert in close-quarters combat, and has personally devised a number of hand-to-hand techniques.
"Drift away. My place is with them now."

The Fury+

No. 464 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Fury"

ATK:80

HIT:95%

Area; BURN.

Description:

"The Fury": Anti-armor; USE type

ATK: 80.

HIT: 95%.

Notes: Area attack; BURNS.

[Attack Area]

00100

01110

01110

01110

00X00

[The Fury]

A surviving member of the Cobra Unit.

He wears a special flame-retardant Soviet-made space suit, and burns up everything he encounters with a powerful rocket fuel flamethrower.

"My flame suit is ripped!"

The Fury

No. 181 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Flamethrower"

ATK:60

HIT:90%

Area; BURN.

Description:

Flamethrower: Anti-armor; USE type

ATK: 60

HIT: 90%

Notes: Area attack; BURNS.

[Attack Area]

00000

00100

01110

01110

00X00

[The Fury]

One of the surviving members of the Cobra Unit. Wields a flamethrower.

He went into space as an astronaut, but was engulfed in flames during reentry and received severe burns over his entire body. He no longer feels any pain.

"Fury. A great and terrible fury at being alive."

No. 465 COST: 20
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Machinegun"
ATK:250
to 9 x 9 area.
Can't apply to move.

Description:

"Machine Gun"
ATK: 250
to a 9X9 area.
[Shagohod]
A mobile nuclear launch
platform.
Its name means
"The Trading Behemoth."
With the aid of boosters,
it can fire warheads at a
maximum speed
of 500km/h, and achieve
a range of 10000km.
As long as it has a
runway of around 4.8 km, it
can deliver its nuclear
payload from anywhere
in the Soviet Union to
all regions of the United
States.

Eva+

No. 466 COST: 5
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Romance"
No living units within
3 BLKS can engage
in CQC for 30 COST.

Description:

"Romance"
Keeps living creatures
within 3 blocks at bay
for 30 COST.
Lasts for 30 COST.
[EVA]
A former NSA code analyst
who defected to the Soviet
Union in 1960.
At the same time, she
infiltrated the GRU under
the name Tatyana.

No. 182 COST: 20
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CHAR
Singles Price: 50000
Upgrade Cost: 5000
Card Text:

"Vulcan Strafe"
ATK:200
to 9 x 9 area.
Can't apply to move.

Description:

"Vulcan Strafe"
ATK: 200
within a 9X9 area.
Cannot be applied to
movement.
[Shagohod]
A movile nuclear launch
platform,
developed by Dr. Nikolai
Sokolov.

Eva

No. 184 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Temptation"
No living units within
3 BLKS can engage
in CQC for 20 COST.

Description:

"Temptation"
Keeps living creatures
within
3 blocks at bay for 20 COST.
[EVA]
A female spy that Snake
encounters during
Operation Snake Eater.
She rides a
motorcycle and
wields a
Mauser Military.

She was the lover of both
Sokolov and Volgin.
If her medical history is
examined with CURE,
some unexpected
surgery will be revealed...
"Hold steady.
I'm not done yet."

A.L. Granin+

No. 467 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Loyalist"

User's current COST
set to 30.

Can't apply to move.

Description:

"Loyalist"

Sets teh user's COST to 30.
Cannot be applied to
movement.

[Aleksandr Leonovitch
Granin]

The director of OKB-44,
known as the Granin
bureau.

Overseeing the
development of a bipedal
walking tank, though he
is ousted from that
position by Sokolov and
Shagohod. he sent the
results of his research
to a friend living in America.

"I love my country.
I love this land."

Skull Suit

No. 468 COST: 7
Use: Equip Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

REA:80%

"Snake, huh? Well, I'm
EVA...are you
here to tempt me?"

A.L. Granin

No. 185 COST: 0
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Order of Lenin"

User's current COST
to 15.

Can't apply to move.

Description:

"Order of Lenin"

Sets user's current
cost to 15.
cannot be applied to
movement.

[Aleksandr Leonovitch
Granin]

The director of OKB-44,
known as the Granin bureau.

Overseeing the
development of a bipedal
walking tank.
He has had a hand in
the development of
a number of types
of ordnance, including the
SS-1C ballistic missile
system capable
of road movement.

He is one of the heroic
scientists of the Soviet
Union, and a recipient of
the Order of Lenin.

"You mean you've never heard
of me? And you call
yourself an agent."

Sneaking Suit

No. 186 COST: 6
Use: Equip Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(4) Icon: CAN
Singles Price: 2500
Upgrade Cost: 2000
Card Text:

REA:70%; one attk.

Damage from 1 attk
reduced by 20.
Snake only.

Description:

Reduces single-attack damage
by 20

REA:80%

Snake only.

A suit spun entirely from
optical fibers.

It feels similar to rubber,
but it is a material that
blocks a variety of toxic
chemicals.

There are several kinds of
sensors inside the suit,
and nanomachines
offer feedback for on user
conditions usch as
bleeding, etc.

XM8+

No. 469 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:30 HIT:70%
5.56mm x 5
Can move 6.
Adds random effect.

Description:

Assault Rifle: USE type

ATK: 30 HIT: 70%

Ammo: 5.56mmX5

HIT decrease after:4 blocks

Notes: Can move 6 blocks.

A hit causes a random
status effect: BLEED,
KDWN, BURN, or SLEEP.

[XM8]

An assault rifle being
researched by the U.S.
Army as a next-generation
replacement for the M16.
One of its appeal is that
it can be manually used
as a bottle opener,
and it can be re-configured
via interchangeable
parts.

Both 40mm grenades and a
12-gauge shotgun can be
equipped on this weapon.
Since its light bullets
prevent much of the

reduced by 10.
Snake only.
Equip to use.

Description:

Equip to use.

Reduces single-attack damage
by 10

REA: 70

Snake only.

A special suit worn by
Solid Snake.

XM8

No. 187 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common

Password: Xmeight
Cap: 2(4) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:30 HIT:60%
5.56mm x 4
Can move 6.
Adds random effect.

Description:

Assault Rifle: USE type

ATK: 30 HIT: 60%

Ammo: 5.56mmX4

HIT % decrease at: 4 blocks

Notes: Can move 6 blocks.

A hit causes a random
status effect:
BLAAD, KDWN, BURN,
or SLEEP.

[XM8]

A next-generation battle
rifle. By mixing and matching
various barrels,
aiming systems, stocks, and
the like, the weapon can
be converted into a
rifle, a machine gun, a
squad support
weapon, and other firearms.

recoil, it can be fired on its fully automatic setting with only one hand.

Mr. Sigint+

No. 470 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Signal Intelligence"

Draw 3 cards each
turn. Reshuffling
deck will COST 20.

Description:

"Signal Intelligence"

Draw 3 cards each turn.

When reloading deck,

COST will become 20.

Effect expires after 5 turns.

[Sigint]

has been active since the
Snake Eater conflict.

His code name, Sigint, is an
abbreviation of

"Signal Intelligence."

He is the vice-chairman of
the unofficial

CIA organization

"The UMA Hunt Club."

He was assigned to ARPA
after the Snake Eater
conflict.

He is connected to the
developmetn of the ARPAnet,
which started in 1969.

"I feel bad for you, but
that ain't gonna happen.

The last thing needed in
any time period is
human power."

Paramedic+

No. 471 COST: 4
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common Foil

Interfere: U:Y D:- L:B R:-

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"QUACK"

COST reduced by

Mr. Sigint

No. 188 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common

Password: Signt

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

"Tech Support"

Draw 3 cards each
turn. Reshuffling
deck will COST 20.

Description:

"Tech Support"

Draw 3 cards each turn.

When reloading deck,

COST will become 20.

Effect expires after 10 turns.

[SIGINT]

A specialist in the latest
technology, he can
provide technical
support via radio for any
type of weapon or
equipment.

Racist attitudes had
previously preventing
him from finding
employment, but Major Zero
found him and recruited
him into the ranks of
FOX.

"In the digital world, it
doesn't matter whether
you're black or whilte,
American or Russian, or
whatever.

Everybody's going
to be the same.

That's what I think.

Paramedic

No. 189 COST: 4
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common

Interfere: U:Y D:- L:B R:-

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000

Card Text:

"Cure"

COST reduced by

dmg. taken/20.

Equip to use.

Description:

"QUACK"

Reduces user's COST by the amount

of damage taken/20.

Equip to use.

Effect expires after 4 turns.

[Para-Medica]

She has been given the less-than-honorable nickname "QUACK."

After the Snake Eater conflict in 1970, she was responsible for establishing the first paramedics organization in America, in Seattle, WA.

"So I got to thinking - wouldn't it be great if we could parachute medics into the front lines, where they're needed most?"

Lt. Raikov+

No. 472 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Favor"

Add number of attacks in COST to enemy that attacked user.

Description:

"Favor"

Adds the number of attacks in COST to an enemy that attacks the user.

Equip to use.

Effect expires after 4 turns.

[Ivan Raidenovitch Raikov]

A GRU major. He is one of Volgin's lovers, and receives special favors from him.

"Ivan," in American English, is "John."

"Jack" is another name for "John."

"pfff...Trash..."

Women huh..."

dmg. taken/20.

Equip to use.

Description:

"Cure"

reduces user's COST by the amount

of damage taken/20.

Equip to use.

Effect expires after 2 turns.

[Para-Medic]

A supporting member of the FOX unit.

She is in charge of Snake's medical care via radio.

She's a real film buff who loves watching B-movie horror flicks,

science fiction, and disaster movies.

She carries documents written about the ecologies and flavors of living creatures.

"Stay with me I've seen people in worse shape before. Think you can handle it?"

Lt. Raikov

No. 190 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Uncommon

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 8000
Upgrade Cost: 1000
Card Text:

"Senior Officer"

Enemy that attacked user has COST upped by number of attacks.

Description:

"Senior Officer"

Adds the number of attacks in COST to an enemy that attacks the user.

Equip to use.

Effect expires after 2 turns.

[Ivan Raidenovitch Raikov]

A GRU major, who is Volgin's second-in-command at the Fortress of Groznygrad.

He is well-known for his gluttonous excesses within the Fortress.

He will even eat road kill.

"What, you want to join me?"

Fine, then. Come on it!"

The Sorrow+

No. 473 COST: 4
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Sorrow"
No unit can move
for 2 turns.
User's LIFE to 1/2.

Description:

"The Sorrow"
Blocks the movement of all
living units for 2 turns.
Reduces user's LIFE by 1/2.
[The Sorrow]
By calling back the spirits
of soldiers who have
died in battle,
he can make use of those
soldiers' skills, strength,
and combat abilities.
By wearing the Spirit
Camouflage vigen to
you by The Sorrow,
snake can drain stamina
from enemies you choke.
"You want to finish your
mission, don't you?
Then you'll have to
shoot me!"

The End+

No. 474 COST: 7
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The End"
Triggers automatically.
HIT +80% for >= 9 BLKS

Description:

"The End"
Triggered Automatically.
HIT+80.
Links to shots that travel

The Sorrow

No. 191 COST: 8
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Nirvana"
No living unit can
move for 2 turns.
User's LIFE to 1/2.

Description:

"Nirvana"
Blocks the movement of all
living units for 2 turns.
Reduces user's LIFE by 1/2.
[The Sorrow]
A former member of the
Cobra Unit.
One of the legendary
warriors who fought
alongside The Boss.
He possesses strange
necromantic abilities
that allow him to interact
and speak with the dead.
He returned to the Soviet
Union after the Cobra
Unit disbanded, but two
years later, he was killed
by The Boss, who was on a
special assignment by
the CIA.
"Now you will know the
sorrow of those whose
lives you have ended."

The End

No. 192 COST: 7
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 3000
Card Text:

"Pickup"
HIT:100% for >= 6 BLK.
-50 LIFE each turn.
Equip to use.

Description:

"Pickup"
HIT 100% at 6 blocks and
greater.
User's LIFE decreases by

9 blocks or more.
[The End]
His favored weapon is a
Mosin-Nagant modified to
shoot tranquilizer
darts.
He is a friend to
everything in the forest,
and never lacks spies.
If you save while fighting
The End, then come back a
week later, he will be dead
from old age.
"Reckless boy...you don't
deserve to meet your fate
just yet."

50 each turn.
equip to use.
Effect expires after 3 turns.
[The End]
One of the members of the
Cobra Unit.
He is a legendary sniper,
regarded as one of the
fathers of the modern
techniques of
sharpshooting.
He is well over 100 years
in age, and usually
appears to be in a
state of suspended
animation.
Thanks to
the photosynthetic
properties of a
special type of moss that
regulates his body,
he has a limitless reserve
of stamina.
"I beg of you, grant me the
strength to take this
final prey.
let me linger in this world
just a little longer."

The Fear+

No. 475 COST: 7
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Interfere: U:R D:Y L:R R:Y

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Fear"
ATK +20 during
Status Ailment.
Equip to use.

Description:
"The Fear"
ATK+20 during Status
Ailments. Equip to use.
Effect expires after 30 COST.
[The Fear]

The arrows that The Fear
shoots are coated in
the venom of the
Brazilian Wandering
Spider.
He wears the Spider
Camouflage, which
gives him stealth
capabilities.
He encounters Snake in

The Fear

No. 193 COST: 5
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common
Interfere: U:R D:Y L:R R:Y

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 500
Card Text:

"Spider"
ATK +10 during
Status Ailment.
Equip to use.

Description:
"Spider"
ATK +10 during Status
Ailments.
Equip to use.
Effect expires after 20 COST.
[The Fear]

One of the members of the
Cobra Unit.
He uses a pair of
crossbows
he calls "William Tell" and
"Little Joe."
He has a special body type
where each of his
elbows have two joints,

Graniny Gorki South.
"Ohh...my stomach...I...I
feel sick..."

The Pain+

No. 476 COST: 4
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"The Pain"

Return equal damage
to attacking, living
enemy. Equip to use.

Description:

"The Pain"

When the user is attacked
by a living enemy,
that enemy takes the
same damage as it inflicts.
Equip to use.

Effect expires after 4 turns.

[The Pain]

One of the members of the
Cobra Unit. He has the
codename "The Pain."

He has created his alter ego
using bees to confuse his
enemies.

"The pain...the pain..."

Instant Ramen+

No. 477 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's LIFE: +150.

so he can easily swing from
tree to tree.

He wears the "Spider," a
camouflage suit that gives
him stealth abilities.

"Ah, but what fun would
that be?

Not a fitting death at all."

The Pain

No. 194 COST: 8
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Share Pain"

Return equal damage
to attacking, living
enemy. Equip to use.

Description:

"Share Pain"

When the user is attacked
a living enemy,
that enemy takes the
same damage as it inflicts.
Equip to use.

Effect expires after 2 turns.

[The Pain]

One of the members of the
Cobra Unit.

He can control the
actions of bees via the
buzzing of a queen bee
he keeps in his backpack.

He likes to use a Thompson
submachine gun.

The Pain keeps a highly
toxic,

"bullet bee" inside his
body, and can use it to
devour an opponent
from the inside out.

"I will guide you to a
world of anguish beyond
your imagination..."

Instant Ramen

No. 195 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

User's LIFE: +100.

Description:
User's LIFE+150.
[Instant Ramen]
A food product originally developed in Japan.
Just add hot water to reconstitute the ramen noodles.
"I was just going to say that if you weren't going to eat it, you should bring it back to me. I've always wanted to try some."

Fatman+

No. 478 COST: 4
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Bomb Threat"
Mine ATK +50
This effect can be stacked up to 4 times.

Description:
"Bomb Threat"
Grants a+50 ATK bonus to any mine the user places.
This effect can be stacked up to four times.

[Fat Man]
A former member of Dead Cell.
He wears a bomb blast suit, and can move at high speeds via his inline skates.
It is his trademark to apply cologne to the bombs he sets.
He follows his own aesthetic sense, unrestrained by laws or norms.
"Laugh and grow fat!"

Harrier II

No. 479 COST: 10
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Rocket"

Description:
User's LIFE +100.
[Instant Ramen]
A food product originally developed in Japan.
Just add hot water to reconstitute the ramen noodles.
"It's cheap and can be stored for a long time. And besides, it's delicious. It's like a miracle food."

Fatman

No. 196 COST: 7
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"Trap"
Mine ATK +30
This effect can be stacked up to 4 times.

Description:
"Trap"
Grants a +30 ATK bonus to any mine the user places.
This effect can be stacked up to four times.

[Fat Man]
A former member of Dead Cell Obsessed with explosives, he built his very own nuclear bomb at the tender age of 10.
He rigged a large number of C4 explosives on the ocean-borne "Big Shell" plant.
"I am the greatest that humanity has to offer, and the lowest."

Sea Harrier

No. 197 COST: 10
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Uncommon
Password: shrrr
Cap: 2(4) Icon: CHAR
Singles Price: 3000
Upgrade Cost: 1000
Card Text:

"25mmGAU Cannon"

In 5 COST,
ATK:250 to area.

Description:

"Rocket"

Fires after 5 COST.

ATK: 250 to area.

[Harrier II]

Use of a carbon epoxy composite material for the main wing allowed for an overall reduction in weight.

Its avionics systems have been strengthened overall, and it is equipped with both an ASN-130A Inertial Navigation System and an ASB-19

Bombardment System.

The plane that Solidus was in at the ocean plant was one of these.

Rosemary+

No. 480 COST: 4

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

"Backup"

Adds user's REST to ally's next turn.

Description:

"Backup"

Adds user's REST to ally's REST on next turn.

[Rosemary]

Under orders from the

"Patriots,"

she approached Raiden under the guise of a chance meeting.

She researched his type of woman, and changed her hair and eye color to match that type.

During the campaign, she calls Raiden "Jack."

"Is that a -- proposal?"

Arsenal Gear+

No. 481 COST: 20

No attk. for 10 COST.

ATK:250 to area.

Description:

"25mmGAU Cannon"

Fires after 10 COST.

ATK: 250 to area.

[Sea Harrier]

A VTOL warplane used by the British Navy. It was developed based on the GR.1 Harrier for use on lighter aircraft carriers.

It is capable of Vertical Take-Off and Landing by changing the positions of its four engine nozzles.

Rosemary

No. 198 COST: 7

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR

Singles Price: 2000

Upgrade Cost: 1000

Card Text:

"Memorial Day"

Adds user's REST to ally's next turn.

Description:

"Memorial Day"

Adds user's REST to ally's REST on next turn.

[Rosemary]

She was one of the Army's internal data analysts, but she was hastily deployed to participate in a tactical setting due to a lack of clerical workers. She supports Raiden via radio. She and Raiden are lovers.

She is also in charge of saving the game in the plant scenario.

"But we've been together a while.

You know me already."

Arsenal Gear

No. 199 COST: 20

Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Rush"
ATK:350 to
3 x 5 area.

Description:

"Rush"

ATK: 350

to a 3X5 area.

01110

01110

01110

01110

01110

00X00

[Arsenal Gear]

Part of the Patriots' S3
Project.

Its nerve center is the
artificial intelligence

"G.W.," which can take
over all the computers

in the world, achieving
digital information

dominance.

In order to disguise its
presence, it was being

constructed underneath
the ocean-based plant. The

layout of its "stomach"
block, where a variety

of torture implements
are kept, is for

some reason shaped

exactly like Shadow Moses
island.

Funamushi+

No. 482 COST: 6

Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Destroys all recovery
cards in target's hand.
Attaches to weapon.

Description:

On a hit, destroys all

Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare

SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500
Card Text:

"Boot-Up"
ATK:300 to
3 x 5 area.

Description:

"Boot-Up"

ATK: 300

to a 3X5 area.

01110

01110

01110

01110

01110

00X00

[Arsenal Gear]

Built by the U.S. Navy, it
is equipped with several

thousand missiles,
including those with

nuclear warheads.

It is escorted by a legion

of mass-produced

Metal Gear RAYs.

Via its tactical network,

Arsenal Gear can gain

complete control of the

full military might of

the four branches

of the United States

military,

including its nuclear arsenal.

Its internal blocks are

given the designations

stomach, jejunum,

ascending colon, ileum,

sigmoid colon,

and rectum.

Funamushi

No. 200 COST: 6

Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CAN

Singles Price: 1000

Upgrade Cost: 500

Card Text:

Destroys all recovery
cards in target's hand.
Attaches to weapon.

Description:

On a hit, destroys all

of target's recovery cards.
Attaches to weapon
Effect expires after
equipped weapon
is used 3 times.
A sea louse, a type of
crustacean isopod.

Hind D+

No. 483 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Gunship"
Destroys all EQUIP
cards; ATK:#cards x
200 against target.

Description:

"Gunship"
Destroys all of user's
equipped cards.
Inflicts an ATK on target
equal to the
number of equipped cardsX200.
[Mi-24D]
Equipped with swivel mounted
12.7mm gatling-guns in
tandem.
Several of these
helicopters were
depoloyed in Afghanistan.
The Mi-25 is for export.

Decoy Octopus+

No. 484 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Decoy"
All damage you take
is added to ally's
LIFE. Equip to use.

Description:

of target's recovery cards.
Attackes to weapon.
Effect expires after
equipped weapon
is used 1 time.
A sea louse, a type of
crustacean isopod.

Hind D

No. 202 COST: 10
Use: Use Pack: ITGL
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

"Gatling Gun"
Destroys all EQUIP
cards; ATK:#cards x
100 against target.

Description:

"Gatling Gun"
Destroys all of user's
equipped cards.
Inflicts an ATK on target
equal to the number of
equipped cardsX100.
[Mi-24D]
A large, Soviet-manufactured
battle helicopter based on
the Mi-8 transport
helicopter.
HIND is a NATO code.
A tandem cockpit is
characteristic
of this model.
Titanium armor plating is
also used on its rotors.
It has a pair of Izotov
TV-3-117 turbo shaft
engines,
and a central troop
transport section.

Decoy Octopus

No. 203 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Password: Dcy
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500
Card Text:

"Body Double"
All damage you take
is added to ally's
LIFE. Equip to use.

Description:

"Decoy"

Each time you take damage, that damage is added to an ally's LIFE.
Equip to use.
Effect expires after 4 turns.
[Decoy Octopus]
A member of the newly reformed FOXHOUND.
It is said that he is disguised not only outwardly, but down to his very blood.

M1A2

No. 485 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"120mm Smooth-Bore Gun"
ATK: 100 + LIFE/2 to area. User's LIFE to 1/2.

Description:

"120mm Smooth-Bore Gun"
ATK:(100+LIFE/2) to area.
Reduces user's LIFE by 1/2.
[Attack Area]

00100
01110
11X11
01110
00100

[M1A2]

An improvement on the Abrams sr4ies completed in 1992. It has inherited as its main weapon a refit of the 120mm smooth-bore gun used on the M1A1. A smooth-bore gun has no barrel rifling, so the warhead does not spin as it is shot. It can shoot HEAP rounds, which if spun will have their penetrating power reduced due to centrifugal force dispersing their jet. Its Vetronix has been refurbished, making revolutionary improvements to its combat information

"Body Double"

Each time you take damage, that damage is added to an ally's LIFE.
Equip to use.
Effect expires after 2 turns.
[Decoy Octopus]
A member of the newly reformed FOXHOUND.
A master of disguise, originally from Mexico.

M1 Abrams

No. 204 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

"105mm Rifle"
ATK:0 + LIFE/2 to 3 x 3 area.
User's LIFE to 1/2.

Description:

"105mm Rifle Cannon"
ATK:(0+LIFE/2) to a 3X3 area.
Reduces user's LIFE by 1/2.
[Attack Area]

00000
01110
01X10
01110
00000

[M1 Abrams]

The main battle tank of the United States Army. Its name comes from General Creighton Abrams one of the pioneers of tank development. It has a crew of 4. It is equipped with a Textron Lycoming AGT1500 gasturbine engine, and is incredibly mobile. It made its debut on the battlefield during the 1991 Gulf War. First-generation M1s were plated with chobam armor, and their main armament was a 105mm riflecannon, identical to previous models.

processing features such as an inter-vehicular information exchange system.

The tank Vulcan Raven was in on Shadow Moses island was an M1A2.

Donald Anderson+

No. 486 COST: 4
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Search and Destroy"
Enter Search Mode.

Description:

"Search and Destroy"

Switches between search modes.

Switches to search mode ON when not in search mode, or search mode OFF when in search mode.

*Can't be used in Story Mode.

[Donald Anderson]

the head of DARPA.

DARPA is an agency that conducts a variety of research for military purposes. Its name was changed in 1972 from the Advanced Research Projects Agency.

Donald Anderson

No. 205 COST: 7
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"DARPA"
Enter Search Mode.

Description:

"DARPA"

Switches between search modes.

Switches to search mode ON, when not in search mode, or search mode OFF when in search mode.

*Can't be used in Story Mode.

[Donald Anderson]

The head of DARPA. He was taken hostage by the FOXHOUND unit during the Shadow Moses Incident. He was participating in a military drill, since he had experience starting up Metal Gear REX and knew the nuclear launch PAL.

Teliko Freedman+

No. 487 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Interfere: U:- D:Y L:Y R:-

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Dream Town"
Traps have no effect for 2 turns.
No recovery.

Description:

"Dream Town"

Traps will not work for 2 turns.

Cannot be recovered.

Teliko Freedman

No. 206 COST: 5
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common

Interfere: U:- D:Y L:Y R:-

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

"Suspicion"
Traps have no effect for 1 turn.
No recovery.

Description:

"Suspicion"

Traps will not work for 1 turn.

Cannot be recovered.

Equip to use.
[Teliko Friedman]
Assigned to HRT. Her
Japanese name is
"TERUKO," an
old-sounding name about
which she has a bit of
a complex. However, upon
her entry into her unit,
a clerical error recorded
her name as "TELIKO,"
which she has decided to
keep.
The Teliko that Snake meets
underneath Eblo Tower and in
Drean Town is the real
Teliko.
"A pansy technique?
What could that be?"

Jeff Jones

No. 488 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Frame-up"
Add damage taken
to next attack.

Description:

"Frame-up"
Adds the damage the user
takes to the ATK for
the first shot of the
user's next attack.
Effect expires after 1 turn.

[Leone]

Though driven insane by his
taking ACUA, he still
retains powerful combat
abilities.
Along with his reckless
ability to deflect attacks by
spinning his PTRS-1941
at high speed, the
injection of ACUA has
awakened superhuman
abilities in him.
Also, the person being held
prisoner in the residential
area was one of Leone's
disguised underlings, and
Leone was firing blanks
at him.
"My new style is as pretty
as a paaaansy!"

Equip to use.
[Teliko Freedman]
Assigned to HRT. Her squad
was sent in as an
advance team, but
everyone was wiped out.
She was the only survivor.
Her father was an American,
her mother Japanese.
Her father was
the well-known hero Colin
Freedman.
She was one of Roger's
subordinates in the past.
"It's never good to learn
your opponent's
life story before a fight."

Leone

No. 207 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000
Card Text:

"Pansy Shot"
Add damage taken
to next attack.

Description:

"Pansy Shot"
Adds the damage the user
takes to the ATK for
the first shot of the
user's next attack.
Effect expires after 1 turn.

[Leone]

He leads the Leone
Mercenary Unit,
made up of soldiers without
countries. He and his
mercenaries
participated as an
anti-government
organization in the
Republic of Moroni's
civil war. His weapons are
dual Simonov PTRS-1941
anti-tank rifles, which
he easily wields in
each hand. His Simonovs
shoot custom grenade
shells.
"Truly a pleasure.
...Roger."

La Clown+

No. 489 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Swallowtail"
Swap user's and ally's positions.

Description:
"Swallowtail"
Swaps the positions of the user and an ally.
[La Clown]
An assassin employed by BEAGLE.
He was caught in a fire and was badly burned as a child.
There is a large burn mark in the shape of a butterfly on his face.
He uses hypnosis grenades to confuse his enemies.
"So...I guess that makes me the villian."

William L. Fleming

No. 490 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Puppet"
Quick Death has no effect. Equip to use.

Description:
"Puppet"
Immune to QUICK DEATH, Equip to use.
Effect expires after 3 turns.
[Fleming]
The chief researcher at the Lobito Physics and Chemistry Lab.
He was previously involved in developing biological weapons for the U.S. Army.
He is somehow involved in the "Pythagoras" project,

La Clown

No. 208 COST: 10
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Disguise"
Swap user's and ally's positions.

Description:
"Disguise"
Swaps the positions of the user and an ally.
[La Clown]
An assassin employed by BEAGLE.
He is skilled in hypnotism and disguise.
His background is unknown, and no one has ever seen him without a disguise, though he has a penchant for strong colognes.
"Did you miss me, Colonel? Did you miss your former pupil?"

Gary Murray

No. 209 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:B D:G L:Y R:-
Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

"Desperation"
Life to 1/2 has no effect. Equip to use.

Description:
"Desperation"
1/2 LIFE reduction negated. Equip to use.
Effect expires after 3 turns.
[Gary Murray]
One of the researchers at the Lobito Physics and Chemistry Lab.
He is trying to avoid being captured, and asks Snake to help him.
He was teaching practical animal quarantine and communicable disease

but the details are unclear.
"Even if you can't remember
everything, it doesn't
change the fact that you
and I created No. 16."

Elsie & Francis+
No. 491 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Tis moi."
Target OOA if they
do not deal ATK:300
to user in 3 turns.

Description:

"Tis moi."
If target does not apply
ATK of 300
or greater to the user
within 3 turns,
target will be OUT OF ACTION.
Can only be used behind the
target.

[Elsie and Francis]
Two mysterious marionettes
who appeared on the
hijacked Flight 326.
The one on the left is the
younger of the two,
Elsie, while the one on
the right is her older
sister Francis.

No. 16
No. 492 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Ritual of the Swarm"
Protects against

control.
"How does it feel to talk
with a soon-to-be
BILLIONAIRE?"

Elsie & Francis
No. 210 COST: 7
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 2500
Upgrade Cost: 2000
Card Text:

"It's Me."
Target OOA if they
do not deal ATK:100
to user in 3 turns.

Description:

"It's Me."
If target does not apply
ATK of 100
or greater to the user
within 3 turns,
target will be
OUT OF ACTION.
Can only be used behind the
target.

[Elsie and Francis]
Elsie: "Uh-oh, Francis!"
Francis:
"Elsie, before you say
anything, wipe off your
right hand."
Elsie: "But...they made us
into cards!"
Francis: "I know that.
We're main characters,
after all."
Elsie: "Are we powerful?
Huh? Are we?"
Francis: "Oh yes.
If you really think
about how to use us, we are."
Elsie: "Hmmm...Oh, hey
A vapor trail!"

Alice Hazel
No. 211 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

"Far Sight"
Protects against OIL,

CONFUSION, SLEEP,
FAINT. Equip to use.

Description:

"Ritual of the Swarm"
Protects from CONFUSION,
SLEEP, and FAIT.
Equip to use.
Effect expires after 3 turns.
[Alic Hazel]
She managed to discover the
corpses of the SP4 members
who were suspects in the
Harold Barton
murder case.
Her psychic powers range
from clairvoyance to
precognition.
"It's nothing. Roger tried
to pull a little prank."

Roger McCoy+

No. 493 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Debriefing"
Reset deck to initial
state.

Description:

"Debriefing"
returns user's deck to its
initial state.
[Roger McCoy]
In the past, during his
command in Vietnam,
he suspected the
members of his unit as
being spies.
"I lose my temper
sometimes...
So don't be surprised if
your equipment starts
acting up on you..."

KODOQUE+

No. 494 COST: 30
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare Foil
Cap: 2(4) Icon: CHAR

BLIND, KDWN.
Equip to use.

Description:

"Far Sight"
Protects from BLIND, OIL,
and KDWN.
Equip to use.
Effect expires after 3 turns.
[Alice Hazel]
An Englishwoman with psychic
abilities, who has been
helping out operations for
several years.
Supports Snake via radio.
"You don't have to believe
in my gift, but I'd
appreciate it if you'd stop
treating me like some
crappy fortune-teller."

Roger McCoy

No. 212 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Briefing"
Reset deck to initial
state.

Description:

"Briefing"
returns user's deck to its
initial state.
[Roger McCoy]
An American,
born in New Jersey.
Assigned to the CIA.
He had been out of active
duty and was
instructing new recruits,
but he has assumed
command of the
current tactical mission.
His rank is Colonel.
he has said that he and
Colonel Campbell were
in the Green Berets
together.
"Taking cheap shots
at my past now?"

KODOQUE

No. 213 COST: 20
Use: Use Pack: ULMT
Ammo: N/A
Rarity: Rare
Cap: 2(4) Icon: CHAR

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Optical Weapon B"
ATK:300 to area.
Can't apply to move.

Description:

"Optical Weapon B"
ATK: 300 to area.
Cannot be applied to
movement.
[KODOQUE]
Its laser module uses a
gaseous carbon dioxide
laser.
Its drive train is equipped
with a diesel power
generator actuator.
When the optical weapon is
fired, all power generation
is sent to the laser module,
making KODOQUE unable
to move.
All of its power can be
temporarily
transferred to its leg
actuators, alling it
to move rapidly via
jumping, but this ability
cannot be used
frequently since it
imposes a heavy burden.
Its top side is equipped
with stealth camouflage
in order to hide it from
military satellites.

Sabata

No. 495 COST: 4
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon Foil
Interfere: U:R D:R L:- R:-
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Ankoku"
Change area of Gun
del Sol or Gun
del Hell.

Description:

"Ankoku!"
Changes the area of the
Gun del Sol and the Gun del
Hell.
Sabata and Otenko-sama+

Singles Price: 100000
Upgrade Cost: 1000
Card Text:

"Optical Weapon A"
ATK:300 to 1 x 5 area
Can't apply to move.

Description:

"Optical Weapon A"
ATK: 300 to a 1X5 area.
Cannot be applied to
movement.
00100
00100
00100
00100
00100
00X00
[KODOQUE]
A type of Metal Gear built
at the Lobito Physics
and Chemistry Lab
in the South African
Republic of Moroni.
It is 21.5m in height,
and 11m in length,
with a weight of 312 tons.
It is equipped with three
missile pods each on its
right and left sides,
and it has an Optical
Weapon A in its
head and an Optical Weapon
B in its torso.
It employs two SLBM
Dragonfly III
systems in its nuclear
launch modules rather
than any newer
technology.

Django

No. 214 COST: 7
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000
Card Text:

"Taiyo"
Change area of Gun
del Sol or Gun
del Hell.

Description:

"Taiyo!"
Changes the area of the
Gun del Sol and the Gun del
Hell.
Django and Otenko-sama

must be used as a set.
[Sabata]
The Dark Boy who wields the power of darkness.
He is Django's brother.
In the past, he was on the side of the Galactic Animus of Dark, but in the end he fought alongside Django.
"Hey, Sunflower, I can see your tonsils!"

Otenko-sama+
No. 496 COST: 4
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon Foil
Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Otenko"
Change area of Gun
del Sol or Gun
del Hell.

Description:
"Otenko!"
Changes the area of the Gun del Sol and the Gun del Hell.
Sabata and Otenko-sama+ must be used as a set.
[Master Otenko]
A spirit of the sun who acts as Django's advisor. he exists in order to encourage Django in the boy's battles with the immortals.

Slasher Hawk+
No. 497 COST: 4
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A

must be used as a set.
[Django]
A child of the sun who possesses the power of the sun. He carries on his family legacy of vampire hunting from his father, Red Ringo, and his mother, Mani the Moon Beauty.
"Taiyo!"

Otenko-sama
No. 215 COST: 7
Use: Equip Pack: ULMT
Ammo: N/A
Rarity: Uncommon
Cap: 4(8) Icon: CHAR
Singles Price: 5000
Upgrade Cost: 1000
Card Text:

"Otenko"
Change area of Gun
del Sol or Gun
del Hell.

Description:
"Otenko!"
Changes the area of the Gun del Sol and the Gun del Hell.
Django and Otenko-sama must be used as a set.
[Master Otenko]
A spirit of the sun who has descended to Earth to protect all the species cultivated by the sun from the threat of the undead Immortals.
He offers trustworthy guidance to Django in a tone of voice and attitude that belies his appearance, though he also possesses a fiery, single-minded aspect to his personality.
"Let's bring back the season of the sun together!"

Slasher Hawk
No. 216 COST: 6
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000

Upgrade Cost: N/A
Card Text:
"Red Boomerang"
ATK:100; +100ATK
per extra time used
on same turn.

Description:
"Red Boomerang"
ATK: 100
ATK+100 each
time it is used on the same
turn.
[Slasher Hawk]
His real name is unknown.
He is in his forties,
and 213cm tall.
He is accompanied in battle
by his tribal totem,
a hawk that he has raised.
The hawk's name is Bunjil,
taken from an Australian
Creator God who had the
form of a hawk.
"As long as I have my hawk,
I can't lose!"

Wolf Dog+

No. 498 COST: 4
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Savage"
Destroys all target's
armor on a HIT.
Attaches to weapon.

Description:
"Savage"
Destroys all of target's
armor on a hit.
Attaches to weapon
Effect expires after
equipped weapon
is used 4 times.

Dirty Duck+

No. 499 COST: 5
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Upgrade Cost: 500
Card Text:
"Green Boomerang"
ATK:80; +80ATK
per extra time used
on same turn.

Description:
"Green Boomerang"
ATK: 80
ATK +80 each
time it is used on the same
turn.
[Slasher Hawk]
One of the members of the
"Black Chamber" mercenary
company. He is an Aboriginal
Australian.
He uses a traditional
boomerang of his tribe
that exceeds 1m in length.
He has long legs, and is as
agile and alert as a wild
beast.
"Yeah. It looks as if
there's no good way to
while away the hours..."

Wolf Dog

No. 217 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:
"Chew Up"
Destroys target armor
on a HIT.
Attaches to weapon.

Description:
"Chew Up"
Destroys all of target's
armor on a hit.
Attaches to weapon.
Effect expires after
equipped weapon
is used 2 times.

Dirty Duck

No. 218 COST: 8
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500
Card Text:

"Cunning"

Pulls target to 1 BLK
in front of user.

Description:

"Cunning"

Pulls a target in front of
user one block closer.

Red Blaster+

No. 500 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Sabotage"

COST of trap cards
becomes 1.

User can't shoot.

Description:

"Sabotage"

Trap cards only 1 COST when
used.

User cannot shoot.

Effect expires after 50 COST.

Dr. Kio Marv+

No. 501 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Interfere: U:- D:Y L:Y R:-

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"VRAM 01K"

Adds (600 x #enemies
defeated) to PTS
in area attacks.

Description:

"VRAM 01K"

Adds (enemies killed x600)
to PTS when making
an area attack.

Equip to use.

Effect expires after 50 COST.

[Dr. Kio Marv]

A man without a family, who
is famous for his
obsession with
computer games. One of his
more odd aspects is that
he has garnered quite a
high reputation for the games

"Hostage"

Pulls target to 1 BLK
in front of user.

Description:

"Hostage"

Pulls a target in front of
user one block closer.

Red Blaster

No. 219 COST: 8
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"Spetsnaz"

COST of trap cards
becomes 1.

User can't shoot.

Description:

"Spetsnaz"

Trap cards only 1 COST when
used.

User cannot shoot.

Equip to use.

Effect expires after 30 COST.

Dr. Kio Marv

No. 220 COST: 7
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Interfere: U:- D:Y L:Y R:-

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"OILIX"

Adds (300 x #enemies
defeated) to PTS
in area attacks.

Description:

"OILIX"

Adds (enemies killed X300)
to PTS when making
an area attack.

Equip to use.

Effect expires after 30 COST.

[Dr. Kio Marv]

A Czechoslovakian
scientist. He is
a specialist in
biotechnology. He was
working on a plan for
improved biomass
fertilizers in the Eastern

he has created and submitted to a variety of magazines. On his way to America to take part in the "International Conference on Energy Problems," he is kidnapped and taken to Zanzibar Land. He has heart problems. He is 172cm tall, and weighs 65kg.

Bloc, but during his research, he discovered a prototype of the OILIX microorganism that can refine crude oil. He has continued to make improvements on his discovery, which has propelled him to worldwide fame.

Pit Trap+

No. 502 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a trap that prevents movement in the block where used.

Description:

This sets an "Anti-Movement Trap" in the block where it is placed.

A character who steps on this trap cannot move for one turn.

Can be disarmed with an area attack.

Pit Trap

No. 221 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Sets a trap that prevents movement in the block where used.

Description:

This sets an "Anti-Movement" trap in the block where this is placed.

A character who steps on this trap cannot move for one turn.

Can be disarmed with an area attack.

Jam+

No. 503 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where it is placed.

A character who steps on this trap cannot shoot for one turn.

Can be disarmed with an area attack.

Jam

No. 222 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common

Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where this is placed.

A character who steps on this trap cannot shoot for one turn.

Can be disarmed with an area attack.

No. 504 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets an anti-REA
trap in the block
where used.

Description:

This sets an "Anti-REA Trap"
in the block where
it is placed.

A character who steps on
this trap cannot react
for one turn.

Can be disarmed with an
area attack.

Military Gain+

No. 505 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a PTS + Trap
in the block
where used.

Description:

This sets a "PTS+ Trap"
in the block where
it is placed.

While standing on this trap,
each enemy you defeat adds
1000 PTS.

Can be disarmed with an
area attack.

Tent+

No. 506 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a LIFE + Trap in
the block where used.
(LIFE increases by
20% per turn.)

Description:

This sets a "LIFE+ Trap"
in the block where

No. 223 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Sets an anti-REA
trap in the block
where used.

Description:

This sets an "Anti-REA Trap"
in the block where
this is placed.

A character who steps on
this trap cannot react
for one turn.

Can be disarmed with an
area attack.

Military Gain

No. 224 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Sets a PTS + Trap
in the block
where used.

Description:

This sets a "PTS+ Trap"
in the block where
this is placed.

While standing on this trap,
each enemy you defeat adds
500 PTS.

Can be disarmed with an
area attack.

Tent

No. 225 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Sets a LIFE + Trap in
the block where used.
(LIFE increases by
10% per turn.)

Description:

This sets a "LIFE+ Trap"
in the block where

it is placed.
While standing on this trap,
you get LIFE+20%/turn.
Can be disarmed with an
area attack.
Blocks REA.

Front Lines+

No. 507 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a HIT + Trap
in the block
where used.
(HIT +30%)

Description:

This sets a "HIT+ Trap"
in the block where
it is placed.
While standing on this trap,
you get HIT+30%.
Can be disarmed with an
area attack.

Headquarters+

No. 508 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets an Anti-Status
Ailment trap in the
block where used.

Description:

This sets an "Anti-Status
Ailment
Trap" in the block where
this is placed.
A character who steps on
this trap will not be
affected by Status
Ailments for 1 turn.
Can be disarmed with an
area attack.

Disarmament+

No. 509 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI

this is placed.
While standing on this trap,
you get LIFE+10%/turn.
Can be disarmed with an
area attack.
Blocks REA.

Front Lines

No. 226 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Sets a HIT + Trap
in the block
where used.
(HIT +20%)

Description:

This sets a "HIT+ Trap"
in the block where
this is placed.
While standing on this trap,
you get HIT+20%.
Can be disarmed with an
area attack.

Headquarters

No. 227 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Sets an Anti-Status
Ailment trap in the
block where used.

Description:

This sets an "Anti-Status
Ailment Trap" in the
block where this is placed.
Characters standing on this
trap are not affected
by Status Ailments.
Can be disarmed with an
area attack.

Disarmament

No. 228 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a Destroy Equip.
trap in the block
where used.

Description:

This sets a "Destroy
Equipment
Trap" in the block where
this is placed. A character
who steps on this trap will
have one piece of
equipment destroyed at
random.
Can be disarmed with an
area attack.

Supply Cut+

No. 510 COST: 4
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Sets a COST + Trap
in the block
where used.
(COST +15)

Description:

This sets a "COST+ Trap"
in the block where
it is placed.
A character who steps on
this trap
will have 15 COST added.
Can be disarmed with an
area attack.

Attrition+

No. 511 COST: 4
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

No recovery while
this trap exists.

Description:

This sets an "All
Anti-Recovery
Trap" in the block where
it is placed.
No one can recover
while this trap exists.
Disarmed by moving onto it.

Singles Price: 2000
Upgrade Cost: 1000
Card Text:

Sets a Destroy Equip.
trap in the block
where used.

Description:

This sets a "Destroy
Equipment Trap" in
the block where
this is placed. A character
who steps on this trap
will have on piece of
equipment destroyed at
random.
Can be disarmed with an
area attack.

Supply Cut

No. 229 COST: 6
Use: Use Pack: MGS3
Ammo: Trap
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Sets a COST + Trap
in the block
where used.
(COST +10)

Description:

This sets a "COST+ Trap"
in the block where
this is placed.
A character who steps on
this trap
will have 10 COST added.
Can be disarmed with an
area attack.

Attrition

No. 230 COST: 8
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:

No-one can recover
while this trap exists.

Description:

This sets an "All
Anti-Recovery
Trap" in the block where
this is placed.
No one can recover
while this trap exists.
Disarmed by moving onto it.

Can be disarmed with an area attack.

Urban Warfare+

No. 512 COST: 4
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

No-one can shoot while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-Shooting Trap" in the block where it is placed.
No one can shoot while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an area attack.

Ambush+

No. 513 COST: 4
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon Foil
Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

No close-quarters combat while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-CQC Trap" in the block where it is placed.
No one can engage in CQC while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an area attack.

ATK Linkage+

No. 514 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Can be disarmed with an area attack.

Urban Warfare

No. 231 COST: 8
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon
Cap: 2(4) Icon: TRI
Singles Price: 2500
Upgrade Cost: 4000

Card Text:

No-one can shoot while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-Shooting Trap" in the block where this is placed.
No one can shoot while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an area attack.

Ambush

No. 232 COST: 8
Use: Use Pack: SBSS
Ammo: Trap
Rarity: Uncommon
Cap: 2(4) Icon: TRI
Singles Price: 2500
Upgrade Cost: 4000

Card Text:

No close-quarters combat while this trap exists.
User's LIFE to 1/2.

Description:

This sets an "All Anti-CQC Trap" in the block where this is placed.
No one can engage in CQC while this trap exists.
Reduces user's LIFE by 1/2.
Disarmed by moving onto it.
Can be disarmed with an area attack.

ATK Linkage

No. 233 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 500

Card Text:

Triggers automatically.
ATK + 10; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
ATK+10.
Links to ranged attacks
greater than 4 blocks.

Cost Linkage+

No. 515 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
COST -2; Links
to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
COST-2.
Links to ranged attacks
greater than 4 blocks.

Cost+ Linkage+

No. 516 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Adds 2 COST on HIT.
Links to ranged
attacks greater
than 4 BLKS.

Description:

Triggered Automatically.
Adds 2 COST on a hit.
Links to ranged attacks
greater than 4 blocks.

Add KDWN Linkage+

No. 517 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
Adds KDWN.; Links
to ranged attacks

Triggers automatically.
ATK +10
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
ATK+10.
Links to ranged or area
attacks within 3 blocks.

Cost Linkage

No. 234 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Triggers automatically.
COST -2
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
COST-2.
Links to ranged or area
attacks within 3 blocks.

Cost+ Linkage

No. 235 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Triggers automatically.
Adds 2 COST on HIT
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Adds 2 COST on a hit.
Links to ranged or area
attacks within 3 blocks.

Add KDWN Linkage

No. 236 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 500
Card Text:

Triggers automatically.
Adds KDWN
Links to shot fired

greater than 4 BLKS.
Description:
Triggered Automatically.
Knocks target down.
Links to ranged attacks
greater than 4 blocks.

HIT Linkage+

No. 518 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
HIT +20%; Links
to ranged attacks
greater than 4 BLKS.

Description:
Triggered Automatically.
HIT+20%.
Links to ranged attacks
greater than 4 blocks.

Ammo Linkage+

No. 519 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Uncommon Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Trigger automatically.
AMMO +1; Links
to ranged attacks
greater than 4 BLKS.

Description:
Triggered Automatically.
Ammo+1.
Links to ranged attacks
greater than 4 blocks.
Links to attacks of 2 shots
or more.

Add AP Linkage+

No. 520 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Triggers automatically.
Adds Anti-armor. Links

within 3 BLKS.
Description:
Triggered Automatically.
Knocks target down.
Links to ranged or area
attacks within 3 blocks.

HIT Linkage

No. 237 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Triggers automatically.
HIT +20%
Links to shot fired
within 3 BLKS.

Description:
Triggered Automatically.
HIT+20%.
Links to ranged or area
attacks within 3 blocks.

Ammo Linkage

No. 238 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Uncommon

SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 8000
Upgrade Cost: 4000
Card Text:

Trigger automatically.
AMMO +1
Links to shot fired
within 3 BLKS.

Description:
Triggered Automatically.
Ammo+1.
Links to ranged or area
attacks within 3 blocks.
Links to attacks of 2 shots
or more.

Add AP Linkage

No. 239 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common

Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:

Triggers automatically.
Adds Anti-armor.

to ranged attacks
greater than 4 BLKS.

Description:

Triggered Automatically.
Adds Anti-armor.
Links to ranged attacks
greater than 4 blocks.

Dstry Equip. Linkage+

No. 521 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Destroys EQUIPMENT
Links to ranged
attacks greater
than 4 BLKS.

Description:

Triggered Automatically.
Destroys target's equipment
on a hit.
Links to ranged attacks
greater than 4 blocks.

Count Block Linkage+

No. 522 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Target can't counter
Links to ranged
attacks greater
than 4 BLKS.

Description:

Triggered Automatically.
Target cannot counterattack
on a hit.
Links to ranged attacks
greater than 4 blocks.

Defense Linkage+

No. 523 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common Foil

Cap: 3(6) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Triggers automatically.

Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically
Adds Anti-armor.
Links to ranged or area
attacks within 3 blocks.

Dstry Equip. Linkage

No. 240 COST: 4
Use: Move/Link Pack: MGS1
Ammo: Link
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000

Card Text:

Triggers automatically.
Destroys equip.
on HIT Links to shot
fired within 3 BLKS.

Description:

Triggered Automatically.
Destroy's target's equipment
on a hit.
Links to ranged or area
attacks within 3 blocks.

Count Block Linkage

No. 241 COST: 4
Use: Move/Link Pack: MGS3
Ammo: Link
Rarity: Common

Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000

Card Text:

Triggers automatically.
Stops counter on HIT
Links to shot fired
within 3 BLKS.

Description:

Triggered Automatically.
Target cannot counterattack
on a hit.
Links to ranged or area
attacks within 3 blocks.

Defense Linkage

No. 242 COST: 4
Use: Move/Link Pack: MGS2
Ammo: Link
Rarity: Common

SOLIDEYE

Cap: 3(6) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

Triggers automatically.

Dmg. -60

Links to attack on
card holder.

Description:

Triggered Automatically.

Damage reduced by 60.

Links when attacked.

Draw Linkage+

No. 524 COST: 4

Use: Move/Link Pack: MGS2

Ammo: Link

Rarity: Common Foil

Cap: 2(4) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Triggers automatically.

Draw 3 cards

Links to another

linkage.

Description:

Triggered Automatically.

Draw three cards.

Links to another Linkage.

Recovery Linkage+

No. 525 COST: 4

Use: Move/Link Pack: MGS2

Ammo: Link

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Triggers automatically.

LIFE +60

Links to attack on

card holder.

Description:

Triggered Automatically.

LIFE+60.

Links when attacked.

Action+ Linkage+

No. 526 COST: 4

Use: Move/Link Pack: MGS1

Ammo: Link

Rarity: Rare Foil

Cap: 2(4) Icon: TRI

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

Triggers automatically.

REST +1

Links to draw.

Description:

Dmg. -40

Links to attack on
card holder.

Description:

Triggered Automatically.

Damage reduced by 40.

Links when attacked.

Draw Linkage

No. 243 COST: 4

Use: Move/Link Pack: MGS2

Ammo: Link

Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: TRI

Singles Price: 2000

Upgrade Cost: 1000

Card Text:

Triggers automatically.

Draw 3 cards

Links to another

linkage.

Description:

Triggered Automatically.

Draw three cards.

Links to another Linkage.

Recovery Linkage

No. 244 COST: 4

Use: Move/Link Pack: MGS2

Ammo: Link

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI

Singles Price: 1500

Upgrade Cost: 1000

Card Text:

Triggers automatically.

LIFE +30

Links to attack on

card holder.

Description:

Triggered Automatically.

LIFE+30.

Links when attacked.

Action+ Linkage

No. 245 COST: 8

Use: Move/Link Pack: MGS1

Ammo: Link

Rarity: Rare

SOLIDEYE

Cap: 2(4) Icon: TRI

Singles Price: 10000

Upgrade Cost: 5000

Card Text:

Triggers automatically.

REST +1

Links to draw.

Description:

Triggered Automatically.

REST+1.

Links when drawn.

M61A2 Vulcan

No. 527 COST: 14

Use: Use Pack: ITGL

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:20 HIT:50%

20mm x 20

Anti-armor.

Description:

Gatling Gun: Anti-armor;

USE type

ATK: 20 HIT: 50%

20mmX20

[M61A2 Vulcan]

An improvement on the M61.

Until a gatling gun can

spin up to a set

number of rotations, its

firing speed will be lower

than what is indicated

in its specs. The M61A2 has

a lighter barrel, therefore

allowing for a shortened

spin up time.

this weapon is also used in

the Phalanx CIWS.

Glock 18

No. 528 COST: 4

Use: Equip Pack: SBST

Ammo: 9

Rarity: Common Foil

Cap: 2(4) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Card Text:

ATK:90 HIT:85%

9mm x 3 REA:80%

Adds 1 COST.

Description:

Handgun: EQUIP type

ATK: 90 HIT: 85%

9mmX3 REA:80%

HIT % decrease at: 3 blocks

Notes: COST+1.

Load with ammo after

equipping

to attack (EQUIP type).

[Glock 18]

A fully-automatic version

of the Glock 17.

There is a switch

Triggered Automatically.

REST+1.

Links when drawn.

M61 Vulcan

No. 246 COST: 14

Use: Use Pack: ITGL

Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: GUN

Singles Price: 20000

Upgrade Cost: 5000

Card Text:

ATK:10 HIT:60%

20mm x 20

Anti-armor.

Description:

Gatling Gun: Anti-armor;

USE type

ATK: 10 HIT: 60%

Ammo: 20mmX20

[M61 Vulcan]

A rotary 20mm machine gun

with six barrels.

This gun can fire up to 100

shots per second.

It is the principal cannon

armament of the

U.S. Air Force's military

aircraft.

Glock 17

No. 247 COST: 4

Use: Equip Pack: SBST

Ammo: 9

Rarity: Common

Cap: 2(4) Icon: GUN

Singles Price: 2000

Upgrade Cost: 1500

Card Text:

ATK:70 HIT:80%

9mm x 3 REA:80%

Adds 1 COST.

Description:

Handgun: EQUIP type

ATK: 70 HIT: 80%

Ammo: 9mmX3 REA: 80%

HIT % decrease at: 3 blocks

Notes: COST+1

[Glock 17]

A light, large-bore,

semiautomatic

handgun that utilizes

reinforced plastic in

its grip frame.

This weapon was developed

at the rear of the slide that allows for both semi- and fully automatic firing. Fatman uses one of these.

AN94 Abakan+

No. 529 COST: 8
Use: Equip Pack: SBST
Ammo: 5.45
Rarity: Common Foil
Interfere: U:- D:- L:Y R:G
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:80%
5.45mm x 5 REA:10%
BLEEDING; Destroys
EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;
EQUIP type
ATK: 60 HIT: 80%
Ammo: 5.45mmX5 REA:10%
HIT % decrease at: 4 blocks
Notes: Makes target BLEED;
Destroys equipment.
Load with ammo after
equipping
to attack (EQUIP type).
[AN94 Abakan]
A next-generation assault
rifle designed to take on
the mantle of
the AK series. The grip
contains a built-in firing
mechanism, and that
grip can be removed and
stored in a separate
place.

Railgun+

No. 530 COST: 11
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:200 HIT:100%
Area attack
Anti-armor.

Description:

Railgun: Anti-armor; USE
type
ATK: 200 HIT: 100%
Notes: Area attack.
[Railgun]

as the standard sidearm
of the Austrian army.

AN94 Abakan

No. 248 COST: 9
Use: Equip Pack: SBST
Ammo: 5.45
Rarity: Common
Interfere: U:- D:- L:Y R:G
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:60 HIT:75%
5.45mm x 5 REA:10%
BLEEDING; Destroys
EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;
EQUIP type
ATK: 60 HIT: 75%
Ammo: 5.45mmX5 REA: 10%
HIT % decrease at: 4 blocks
Notes: Makes target BLEED;
Destroys equipment.
Load with ammo after
equipping to attack
(EQUIP type).
[AN94 Abakan]
A next-generation assault
rifle designed to take
on the mantle of
the AK series. The grip
contains a built-in firing
mechanism, and that
grip can be removed and
stored in a separate
place.

Railgun

No. 249 COST: 11
Use: Use Pack: SBST
Ammo: N/A
Rarity: Uncommon
Cap: 2(4) Icon: GUN
Singles Price: 6000
Upgrade Cost: 200
Card Text:

ATK:150 HIT:100%
Area attack.
Anti-armor.

Description:

Railgun: Anti-armor; USE
type
ATK: 150 HIT: 100%
Notes: Area attack.
[Railgun]

A portable EM weapon that accelerates projectiles to high speeds via an electromagnetic pulse. Fortune uses this weapon.

RGB6+

No. 531 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Extends grenade throw area.

Equip to use.

Description:

Grenade Launcher: EQUIP type
Extends the throwing range for grenades.

Equip to use.

[RGB6]

A 40mm, 6-shot grenade launcher.

A Croatian-manufactured copy of the South African MGL grenade launcher.

Its stock can be folded up.

Handgun+

No. 532 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:Y D:Y L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:90%

9mm x 2 REA:0%

Description:

Handgun: EQUIP type

ATK: 60 HIT: 90%

HIT % decrease at: 3 blocks

Load with ammo after

equipping

to attack (EQUIP type).

M79 (AP ammo)

No. 533 COST: 5
Use: Use Pack: CHRN

A portable EM weapon that accelerates projectiles to high speeds via an electromagnetic pulse.

RGB6

No. 250 COST: 6
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Extends grenade throw area.

Equip to use.

Description:

Grenade Launcher: EQUIP type
Extends the throwing range for grenades.

Equip to use.

[RGB6]

A 40mm, 6-shot grenade launcher.

A Croatian-manufactured copy of the South African MGL grenade launcher.

It was formally adopted for use by the Croatian army in 1996.

Its stock can be folded up.

Handgun

No. 251 COST: 4
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:Y D:Y L:- R:-
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:50 HIT:80%

9mm x 2

REA:0%

Description:

Handgun: EQUIP type

ATK: 50 HIT: 80%

Ammo: 9mmX2 REA: 0%

HIT % decrease at: 3 blocks

Load with ammo after

equipping

to attack (EQUIP type).

M79 (antipersonnel)

No. 252 COST: 8
Use: Use Pack: CHRN

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

User's ATK increases
as LIFE gets lower.
KDWN; Anti-armor.

Description:

Grenade Launcher:

Anti-armor; USE type

The lower the user's LIFE
is, the greater the user's
ATK will be.

ATK: (100-(LIFEX100/max.
LIFE)) X4

Notes: Knocks target down.
[M79]

A 40mm grenade launcher.
Since it has no ejector,
it must be cleared
manually.

SMG+

No. 534 COST: 7
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Interfere: U:- D:G L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:80 HIT:85%
9mm x 4 REA:0%
Area attack.
COST 0 when dmg. 0

Description:

Supmachine Gun: EQUIP type

ATK: 80 HI: 85%

Ammo: 9mmX4 REA:0%

HIT % decrease at: 4 blocks

Notes: Area attack.

COST 0 if no damage is
inflicted.

Load with ammo after
equipping

to attack (EQUIP type).

[Attack Area]

11111

11111

01110

00100

00X00

Super Dragon

No. 535 COST: 0
Use: Use Pack: CHRN
Ammo: N/A

Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

User's ATK increases
as LIFE gets lower.
KDWN.

Description:

Grenade Launcher: USE type

The lower the user's
LIFE is, the greater
the user's ATK will be.

ATK: (100-(LIFEX100/max.
LIFE))X4

Notes: Knocks target down;
Anti-armor.
[M79]

A 40mm grenade launcher.
Since it has no ejector,
it must be cleared
manually.

SMG

No. 253 COST: 6
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Interfere: U:- D:G L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:50 HIT:80%
9mm x 4 REA:0%
Area attack.
COST 0 when dmg. 0

Description:

Submachine Gun: EQUIP type

ATK: 50 HIT: 80%

Ammo: 9mmX4 REA: 0%

HIT % decrease at: 4 blocks

Notes: Area attack.

COST 0 if no damage is
inflicted.

Load with ammo after
equipping to attack.

(EQUIP type).

M47 Dragon

No. 254 COST: 0
Use: Use Pack: CHRN
Ammo: N/A

Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:15 x total COST
KDWN; Anti-armor.
Can't apply to move.

Description:

Anti-tank Missile:
Anti-armor; USE type
ATK: total COSTX15
Knocks target down.
Cannot be applied to
movement.

[Super Dragon]

The Dragon has issues with
its guidance system and
rocket thrusters.
This version ironed those
problems out.

Cobray M11

No. 536 COST: 6
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:100 HIT:85%
9mm x 4 REA:0%
Area.

Description:

Submachine Gun: EQUIP type
ATK: 100 HIT: 85%
Ammo: 9mmX4 REA:0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after
equipping
to attack (EQUIP type).

00100

00100

00100

01110

01110

00X00

[Cobray M11]

This gun is an Ingram M11
modified to take 9mm
Parabellum ammo.

Rarity: Uncommon
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2000
Card Text:
ATK:10 x total COST
KDWN; Anti-armor.
Can't apply to move.

Description:

Anti-tank Missile:
Anti-armor;
USE type
ATK: Cumulative COST X10
Knocks target down.
Cannot be applied to
movement.

[M47 Dragon Anti-tank Missile]

An anti-tank, wire-guided
missile.

Ingram M11

No. 255 COST: 6
Use: Equip Pack: CHRN
Ammo: 9
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:
ATK:50 HIT:80%
9mm x 4 REA:100%
ATK x 1.5 if
counterattacked.

Description:

Submachine Gun: EQUIP type
ATK: 50 HIT: 80%
Ammo: 9mmX4 REA: 100%
HIT % decrease at: 4 blocks
ATKX1.5 when
counterattacking.
Load with ammo after
equipping
to attack (EQUIP type).

[Ingram M11]

A submachine gun that is a
smaller version of the
M10.

It uses the 380ACP as ammo,
a version of the 9mm
with a shorter shell casing.
Thanks to its simple
structure, it can be easily
manufactured
in back-alley factories.
It can be equipped with a
silencer, and it has been
adopted for use by the
U.S. Army Special Forces

and the Navy SEALs.

MK22+

No. 537 COST: 5
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:70 HIT:70%
9mm x 1
SLEEP.

Description:

Handgun: USE type
ATK: 70 HIT: 70%
Ammo: 9mmX1
HIT % decrease at: 3 blocks
Notes: 50% chance of SLEEP.

[Mk22]

Also known as the
"Hushpuppy."

An improvement of the M39
for use by special forces.
The elongated muzzle is
threaded, allowing a
suppressor to be attached.
It also features a slide
lock mechanism, allowing
for reduced noise when
firing. A "hushpuppy"
is a bit of fried dough
originally given to dogs
to quiet down their
barking, thus "silencing"
them.

MK22

No. 256 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:0 HIT:60%
9mm x 1
SLEEP.

Description:

Handgun: USE type
ATK: 0 HIT: 60%
Ammo: 9mmX1
HIT % decrease at: 3 blocks
Notes: 100% chance of SLEEP.

[Mk22]

Also known as the
"Hushpuppy."

An improvement of the M39
for use by special forces.
The elongated muzzle is
threaded, allowing a
suppressor to be attached.
It also features a slide
lock mechanism,
allowing for reduced
noise when firing. A
"hushpuppy" is a bit of
fried dough originally
given to dogs to quiet down
their barking, thus
"silencing" them.

M1911A1

No. 538 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common Foil
Interfere: U:- D:G L:- R:R
Cap: 5(X) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:30 HIT:90%
CAL45 x 3 REA:0%
ATK x 2 when no
ALERT.

Description:

Handgun: Equip type
ATK: 30 HIT: 90%
CAL45X3 REA:0%
HIT % decrease at: 3 blocks
Notes: ATKX2 when not in
ALERT.
Load with ammo after

M1911

No. 257 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 5(X) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:20 HIT:90%
CAL45 x 3
ATK x 1.5 when no
ALERT.

Description:

Handgun: USE type
ATK: 20 HIT: 90%
Ammo: CAL45X3
HIT % decrease at: 3 blocks
Notes: ATKX1.5 when not in
ALERT.
[M1911]

equipping
to attack (EQUIP type).

[M1911A1]

A further improvement on the
M1911, this model was
completed in 1924.

The grip safety, trigger,
and front sight were all
improved on this model.

This weapon has been used by
the U.S. Army for more than
half a century.

A semiautomatic handgun
adopted for use by the U.S.
Army in 1911.

It was manufactured based
on a design by John
Browning.

At the time, the main Army
handgun was the 9mm,
but during the
Spanish-American
War, the American Naval
forces dispatched to
the Philippines were
unable to quell the
Moro with these sidearms.
In response to this problem,
the Army decided to
adopt a 45 caliber gun with
greater man-stopping
power.

The first gun to be equipped
with a thumb safety.
Features a "cock and lock"
safety device when the
bullet is in the chamber.

Saru-Gun-Shake

No. 539 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Uncommon Foil
Interfere: U:B D:B L:B R:B

Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:10 HIT:70%
CAL45 x 3 REA:0%
Dmg. 1/2; PTS 1/2.
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: CAL45X3 REA:0%
HIT % decrease at: 3 blocks
Notes: Damage 1/2 while
equipped.
1/2 points
40% chance of SLEEP on hit.
Load with ammo after
equipping
to attack (EQUIP type).
[SARU-GUN-SHAKE]
Wielding this gun makes you
feel happy

AMD-63 Carbine

No. 540 COST: 7
Use: Equip Pack: MGS3

EZ Gun

No. 258 COST: 7
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Uncommon
Interfere: U:B D:B L:B R:B
Unlock: Arena Easy x6

Cap: 2(4) Icon: GUN
Singles Price: 5000
Upgrade Cost: 2000
Card Text:

ATK:10 HIT:70%
CAL45 x 3 REA:0%
Dmg. 1/2; PTS 1/2.
Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: CAL45X3 REA: 0%
HIT % decrease at: 3 blocks
Notes: Silenced; damage 1/2
while equipped. 1/2 points.
20% chance of SLEEP on hit.
Load with ammo after
equipping
to attack (EQUIP type).
[EZ Gun]
A tranquilizer gun with a
laser sight and a silencer
used only by FOX.

AMD-63

No. 259 COST: 6
Use: Use Pack: MGS3

Ammo: 7.62
Rarity: Common Foil
Interfere: U:R D:- L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:50 HIT:80%
7.62mm x 2 REA:10%
KDWN.

Description:
Assault Rifle: EQUIP type
ATK: 50 HIT: 80%
Ammo: 7.62mmX2 REA:10%
HIT % decrease at: 4 blocks
Notes: Knocks target down.
Load with ammo after
equipping
to attack (EQUIP type).
[AMD-63]
The carbine version of the
AMD-63.

AK-47II

No. 541 COST: 7
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:R L:- R:Y
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
ATK:40 HIT:85%
7.62mm x 2 REA:50%
ATK x 2 when LIFE at
maximum.

Description:
Assault Rifle: EQUIP type
ATK: 40 HIT: 85%
Ammo: 7.62mmX2 REA:50%
HIT % decrease at: 4 blocks
Notes: ATKX2 when at max
LIFE.
Load with ammo after
equipping
to attack (EQUIP type).
[AK-4711]
An improvement on the
AK-47I.
The Kalashnikov is a weapon
composed of few parts,
making it very easy to handle.
It is highly reliable in a
variety of environments,
and not prone to
malfunctions.
Thanks to these qualities,
it is heavily used in the
Middle East and Africa, and

Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 500
Upgrade Cost: 1000
Card Text:
ATK:40 HIT:75%
7.62mm x 2
KDWN.

Description:
Assault Rifle: USE type
ATK: 40 HIT: 75%
Ammo: 7.62mmX2
HIT % decrease at: 4 blocks
Notes: Knocks target down.
[AMD-63]
A Hungarian-manufactured
improvement on the AKM.

AK-47I

No. 260 COST: 6
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 500
Upgrade Cost: 1000
Card Text:
ATK:20 HIT:80%
7.62mm x 4
ATK x 1.5 when LIFE
at maximum.

Description:
Assault Rifle: USE type
ATK: 20 HIT: 80%
Ammo: 7.62mmX4
HIT % decrease at: 4 blocks
Notes: ATKX1.5 when at max
LIFE.
[AK-47I]
The Avtomat Kalashnikova.
Developed in the former
Soviet Union by Mikhail
Timofeevich Kalashnikov.
It served as the model for
the subsequently developed
and manufactured AK
series of rifles.

historically, a great number of these weapons have been manufactured.

Patriot+

No. 542 COST: 9
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
ATK:180 HIT:90%
5.56mm x 1
Area Attack.

Description:
Assault Pistol: USE type
ATK: 180 HIT: 90%
Ammo: 5.56mmX1
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after equipping to attack (EQUIP type).
[Attack Area]
11111
11111
11111
00000
00X00
[Patriot]
An assault handgun, made by sawing off the barrel of an XM16E1 and removing the stock.

Type-17 Pistol

No. 543 COST: 5
Use: Equip Pack: MGS3
Ammo: 7.62
Rarity: Common Foil
Interfere: U:- D:R L:R R:-
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
ATK:50 HIT:100%
7.62mm x 2 REA:10%
Target interference has no effect.

Description:
Handgun: EQUIP type
ATK: 50 HIT: 100%
Ammo: 7.62mmX2 REA:10%
HIT % decrease at: 3 blocks

Patriot

No. 261 COST: 7
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Common
SOLIDEYE

Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:
ATK:50 HIT:85%
5.56mm x 5 REA:20%
ATK x 1.5 when covered.

Description:
Assault Pistol: EQUIP type
ATK: 50 HIT: 85%
Ammo: 5.56mmX5 REA: 20%
HIT % decrease at: 4 blocks
Notes: ATKX1.5 when covered.
Load with ammo after equipping to attack (EQUIP type).
[Patriot]
A unique handgun used by The Boss.
It consists of an XM16E1 with a sawed-off barrel and no stock.
It combines an ease of carrying with the stopping power of 5.56mm rounds, but it can be extremely difficult to handle due to its large recoil.

C96

No. 262 COST: 4
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common

Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:
ATK:10 HIT:85%
7.62mm x 6
Target interference has no effect.

Description:
Handgun: USE type
ATK: 10 HIT: 85%
Ammo: 7.62mmX6
HIT % decrease at: 4 blocks

Notes: Prevents target INTERFERENCE.
Load with ammo after equipping to attack (EQUIP type).
[Shansei "Broom Handle"]
A mass-produced Chinese copy of an exported Mauser C96. Compared to the original, this version has a clip that juts out from the bottom, plus a wider barrel and firing chamber.
One of the typical techniques for the C96 is the "Mounted Bandit" style of utilizing the gun's recoil to rapidly fire from the side.
This is EVA's weapon of choice.

Thompson M1

No. 544 COST: 5
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common Foil
Interfere: U:R D:- L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:100 HIT:95%
CAL45 x 2 REA:0%
Area Attack.

Description:

Submachine Gun: EQUIP type
ATK: 100 HIT: 95%
Ammo: CAL45X2 REA:0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after equipping to attack (EQUIP type).
[Attack Area]

01110
01110
00100
00100
00X00

[Thompson M1]

This gun was adopted for use in America in 1942 as an improvement on the Thompson M1928. The foregrip and radiator fins, as well as the compensator have been removed. It is a cheaper weapon than

Notes: Prevents target INTERFERENCE on a hit.
[C96]
A semiautomatic pistol known under the name Mauser Military. Usually called the "broomhandle." Bullets are loaded into the gun via a special clip mounted to its fixed chamber.
It was adopted for use by German security forces and armed guard units. A unique stock can also be affixed to the gun. Later models included fully automatic versions.

Thompson M1928

No. 263 COST: 6
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Common
Interfere: U:R D:- L:- R:R
Cap: 4(8) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500
Card Text:

ATK:90 HIT:90%
CAL45 x 2 REA:0%
Area Attack.

Description:

Submachine Gun: EQUIP type
ATK: 90 HIT: 90%
Ammo: CAL45X2 REA: 0%
HIT % decrease at: 4 blocks
Notes: Area attack.
Load with ammo after equipping to attack (EQUIP type).
[Attack Area]

01110
01110
00100
00100
00X00

[Thompson M1928]

Known under the nickname "Tommygun," this is a submachine gun that was formally adopted for use in the USA in 1928. In addition to a 50-round drum clip, there are also 20-and 30-round stick magazine models.

the M1928, since engineering processes reduced its number of parts.

It was a popular weapon in organized crime during that period.

William Tell+

No. 545 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:150 x 1
HIT:75%; BLEEDING;
Destroys EQUIPMENT.

Description:

Crossbow: USE type
ATK: 150X1
HIT: 75%
HIT % decrease at: 5 blocks
Notes: Destroys equipment;
Makes target BLEED.
[William Tell]
One of The Fear's favored weapons.
A long-range crossbow.
It is high-powered, but takes a long time to reload.

William Tell

No. 264 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

ATK:100 x 1
HIT:90%
BLEEDING.

Description:

Crossbow: USE type
ATK: 100X1
HIT: 90%
HIT % decrease at: 4 blocks
Notes: Makes target BLEED.
[William Tell]
One of The Fear's favored weapons.
A long-range crossbow. It is high-powered, but takes a long time to reload.

G36C+

No. 546 COST: 10
Use: Equip Pack: SBSS
Ammo: 5.56
Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:60 HIT:60%
5.56mm x 5 REA:90%
Destroys EQUIPMENT.
Anti-armor.

Description:

Assault Rifle: Anti-armor;
EQUIP type
ATK: 60 HIT: 60%
Ammo: 5.56mmX5 REA:90%
HIT % decrease at: 5 blocks
Notes: Destroys equipment.
Load with ammo after equipping to attack (EQUIP type).
[G36C]
Length: 998mm
Weight: 3850g
Loaded Ammo: 30 shots
Rifling: 1:6" right twist rate

G36C

No. 265 COST: 10
Use: Use Pack: SBSS
Ammo: N/A
Rarity: Uncommon
Unlock: Arena Extreme x6
Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2000
Card Text:

ATK:60 HIT:60%
5.56mm x 4
Destroys EQUIPMENT.
Anti-armor.

Description:

Assault Rifle: USE type
ATK: 60 HIT: 60%
Ammo: 5.56mmX4
HIT % decrease at: 4 blocks
Notes: Destroys equipment.
[G36C]
A compact version of the G36 officially adopted for use in Germany in 1996. The German army continued to adopt the 7.62mmX51 G3 rifle for use, but due to need for their participation in the U.N. Security Forces, they were pressured to

make changes to use the standard NATO 5.56mmX45 ammo.

Most of the components of the G36 are made of fiber reinforced polymer plastics known for their high production rate and durability.

The G36C is the most compact of the models for use by special forces.

XM29

No. 547 COST: 6
Use: Equip Pack: MGS3
Ammo: 5.56
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:20 HIT:50%
5.56mm x 3 REA:50%

Description:

Assault Rifle: EQUIP type
ATK: 20 HIT: 50%
Ammo: 5.56mmX3 REA:50%
HIT % decrease at: 4 blocks
Load with ammo after equipping to attack (EQUIP type).

[XM29]

A rifle in development for the next generation of foot soldier. There are four modes that can be selected for its 20mm grenades: a rapid-fire mode where the grenade will explode on contact with a target, an air assault mode where the grenade will explode in the air over its target, a delayed- blast mode where the grenade will explode after penetrating the front of its target, and a window mode, where the grenade will detonate at a designated distance upon being shot. The mode set with the Fire Control System will be recorded in the warhead's fuse.

OICW

No. 266 COST: 7
Use: Equip Pack: MGS3
Ammo: 5.56
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:10 HIT:50%
5.56mm x 6
REA:50%

Description:

Assault Rifle: USE type
ATK: 10 HIT: 50%
Ammo: 5.56mmX6 REA: 50%
HIT % decrease at: 4 blocks
Load with ammo after equipping to attack (EQUIP type).

[OICW]

A rifle in development for the next generation of foot soldier. It contains both a 5.56mm rifle and a 20mm grenade launcher, both of which are managed by a Fire Control System.

PTRS-1941+

No. 548 COST: 14
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common Foil
 Cap: 2(4) Icon: GUN
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

ATK:350 HIT:70%
 14.5mm x 1; Adds
 5 COST; Anti-armor.

Description:

Anti-Tank Rifle: Anti-armor;
 USE type
 ATK: 350 HIT: 70%
 Ammo: 14.5mmX1
 COST+5
 HIT % decrease at: 5 blocks
 [Simonov PTRS-1941]
 A semiautomatic anti-tank
 rifle manufactured in
 the former Soviet Union.
 In addition to being able
 to penetrate armor,
 it can also be used
 to snipe at a tank's
 periscope.
 However, with
 reinforcements being made
 to tanks, the anti-tank
 rifle itself is being
 phased out in favor of
 anti-tank
 rockets.

ATK Backup+

No. 549 COST: 6
 Use: Use Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: TRI
 Singles Price: N/A
 Upgrade Cost: N/A
 Card Text:

Ally ATK +10
 Lasts 1 time.

Description:

Ally's ATK+10.
 expires after triggering
 1 time.

HIT Backup+

No. 550 COST: 5
 Use: Use Pack: MGS2
 Ammo: N/A
 Rarity: Common Foil
 Cap: 4(8) Icon: TRI

PTRS-1941

No. 267 COST: 12
 Use: Use Pack: CHRN
 Ammo: N/A
 Rarity: Common
 Cap: 2(4) Icon: GUN
 Singles Price: 5000
 Upgrade Cost: 3000
 Card Text:

ATK:300 HIT:75%
 14.5mm x 1
 Anti-armor; KDWN.

Description:

Anti-Tank Rifle: Anti-armor;
 USE type
 ATK: 300 HIT: 75%
 Ammo: 14.5mmX1
 HIT % decrease at: 5 blocks
 Notes: Knocks target down
 on a hit.
 [Simonov PTRS-1941]
 14.5mm Protivo Tankovoe
 Ruzhe sistemy Simonova, obr.
 1941g.
 An anti-tank rifle
 manufactured by
 the former Soviet Union.
 It was officially adopted
 for used in 1941.

ATK Backup

No. 268 COST: 5
 Use: Use Pack: MGS2
 Ammo: N/A
 Rarity: Common
 Cap: 4(8) Icon: TRI
 Singles Price: 2000
 Upgrade Cost: 3000
 Card Text:

Ally's ATK +5
 Lasts 1 time.

Description:

Ally's ATK+5.
 Expires after triggering
 1 time.

HIT Backup

No. 269 COST: 5
 Use: Use Pack: MGS2
 Ammo: N/A
 Rarity: Common
 SOLIDEYE
 Cap: 4(8) Icon: TRI

Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Ally HIT +30%
Lasts 1 time.

Description:
Ally's HIT+30%.
Expires after triggering
1 time.

Evade Backup+

No. 551 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
-30% to HIT ally
Lasts 1 time.

Description:
Attacks on allies are at-30%.
Expires after triggering
1 time.

Serum+

No. 552 COST: 8
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
Cure Ally of
Status Ailment.

Description:
Allows ally to recover from
a Status Ailment.

Remove Trap+

No. 553 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 2(4) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Dismarm 1 trap.

Description:
Disarms one trap of the
user's choice.

Near Def. Support+

No. 554 COST: 7
Use: Equip Pack: MGS1

Singles Price: 1500
Upgrade Cost: 2000
Card Text:
Ally's HIT +20%
Lasts 1 time.

Description:
Ally's HIT+20%.
Expires after triggering
1 time.

Evade Backup

No. 270 COST: 5
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:
-20% for ally to be
HIT Lasts 1 time.

Description:
Attacks on allies are at-20%.
Expires after triggering
1 time.

Serum

No. 271 COST: 12
Use: Use Pack: MGS3
Ammo: N/A
Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000
Card Text:
Cure Ally of
Status Ailment.

Description:
Allows ally to recover from
a Status Ailment.

Remove Trap

No. 272 COST: 10
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000
Card Text:

Dismarm 1 trap.

Description:
Disarms one trap of the
user's choice.

Near Def. Support

No. 273 COST: 7
Use: Equip Pack: MGS1

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Nearby ally's total
dmg. reduced by 100.
Equip to use.
Lasts 5 turns.

Description:
Adjacent ally's
total damage taken -100.
Equip to use.
Lasts for 5 turns.

Near Atk. Support+
No. 555 COST: 6
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Nearby ally's gets
ATK +10.
Equip to use.
Lasts 5 turns.

Description:
Adjacent ally's ATK+10.
Equip to use.
Lasts for 5 turns.

Projectile Soak+
No. 556 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Projectile damage
adds to LIFE; close-
quarters dmg. doubles.
Equip to use.

Description:
Damage inflicted by gunshot
is added to user's LIFE.
Damage is doubled if
inflicted at close
quarters.
Equip to use.

Close-Range Soak+
No. 557 COST: 8
Use: Equip Pack: MGS1

Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:

Nearby ally's total
dmg. reduced by 50.
Equip to use.
Lasts 5 turns.

Description:
Adjacent ally's
total damage taken -50.
Equip to use.
Lasts for 5 turns.

Near Atk. Support
No. 274 COST: 7
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

SOLIDEYE
Cap: 4(8) Icon: TRI
Singles Price: 1500
Upgrade Cost: 2000
Card Text:

Nearby ally's gets
ATK +5.
Equip to use.
Lasts 5 turns.

Description:
Adjacent ally's ATK+5.
Equip to use.
Lasts for 5 turns.

Projectile Soak
No. 275 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000
Card Text:

Projectile damage
adds to LIFE; close-
quarters dmg. doubles.
Equip to use.

Description:
Damage inflicted by gunshot
is added to user's LIFE.
Damage is doubled if
inflicted at close quarters.
Equip to use.

Close-Range Soak
No. 276 COST: 8
Use: Equip Pack: MGS1

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Close-quarters dmg.
adds to LIFE;
projectile damage
doubles. Equip to use.

Description:
Damage inflicted at close
quarters
is added to user's LIFE.
Damage is doubled if
inflicted by gunshot.
Equip to use.

Projectile Counter+

No. 558 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Projectiles countered;
Close-quarters dmg.
is x 1.5. Equip to use.

Description:
Gunshot attacks
are counterattacked.
DamageX1.5 if inflicted at
close quarters.
Equip to use.

Close-Rng Counter+

No. 559 COST: 5
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A

Card Text:
Projectile dmg. is
x 1.5; close-quarters
attns are countered.
Equip to use.

Description:
CQC attacks
are counterattacked.
DamageX1.5 if inflicted
from 3 or more blocks away.
Equip to use.

Cost Counter+

No. 560 COST: 5
Use: Equip Pack: MGS1

Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000

Card Text:
Close-quarters dmg.
adds to LIFE;
projectile damage
doubles. Equip to use.

Description:
Damage inflicted at close
quarters is added to
user's LIFE.
Damage is doubled if
inflicted by gunshot.
Equip to use.

Projectile Counter

No. 277 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000

Card Text:
Projectiles countered;
Close-quarters dmg.
is x 1.5. Equip to use.

Description:
Gunshot attacks
are counterattacked.
DamageX1.5 if inflicted at
close quarters.
Equip to use.

Close-Rng Counter

No. 278 COST: 8
Use: Equip Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 2000
Upgrade Cost: 1000

Card Text:
Projectile dmg. is
x 1.5; close-quarters
attns are countered.
Equip to use.

Description:
CQC attacks
are counterattacked.
DamageX1.5 if inflicted by
gunshot.
Equip to use.

Cost Counter

No. 279 COST: 8
Use: Equip Pack: MGS1

Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Return COST add to
opponent.
Equip to use.
Lasts 1 time.

Description:
Counters a COST add from a
target.
Equip to use.
Expires after triggering
1 time.

Card Seal+

No. 561 COST: 6
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: TRI
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

No player can use
a card that was
just used.

Description:
The card just played becomes
unusable to everyone.
Whenever "Card Seal" is
used, the card that is
sealed changes.
*Can't be used in Story Mode.

Uniform-R+

No. 562 COST: 6
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Total damage reduced
by 100.
REA: 100%

Description:
Equip to use.
Reduces total damage by 100
REA:100%

Uniform-B+

No. 563 COST: 6

Ammo: N/A
Rarity: Common
SOLIDEYE
Cap: 2(4) Icon: TRI
Singles Price: 1500
Upgrade Cost: 1000
Card Text:

Return COST add to
opponent.
Equip to use.
Lasts 1 time.

Description:
Counters a COST add from a
target.
Equip to use.
Expires after triggering
1 time.

Card Seal

No. 280 COST: 12
Use: Use Pack: MGS1
Ammo: N/A
Rarity: Common
Cap: 2(4) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500
Card Text:

No player can use
a card that was
just used.

Description:
The card just played becomes
unusable to everyone.
Whenever "Card Seal" is
used,
the card that is sealed
changes.
*Can't be used in Story
Mode.

Uniform-R

No. 282 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Total damage reduced
by 50.
REA:80%

Description:
Equip to use.
Reduces total damage by 50
REA:80%

Uniform-B

No. 283 COST: 5

Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Total damage reduced
by 200.
REA: 100%

Description:
Equip to use.
Reduces total damage by 200
REA:100%

Uniform-G+

No. 564 COST: 6
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

Equip to use.
Total damage reduced
by 200.
REA: 100%

Description:
Equip to use.
Reduces total damage by 200
REA:100%

FIM-92A

No. 565 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:260
Locks on to
machines only.

Description:
Missile: Anti-armor; USE
type
ATK: 260
Locks on to machines only.
[FIM-92A]
A portable, surface-to-air
Stinger missile. This is a
low-altitude
surface-to-air missile that
can be carried and fired
by a single person.
Equipped with a device that
distinguishes between

Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Total damage reduced
by 100.
REA:80%

Description:
Equip to use.
Reduces total damage by 100
REA:80%

Uniform-G

No. 284 COST: 5
Use: Equip Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

Equip to use.
Total damage reduced
by 100.
REA:80%

Description:
Equip to use.
Reduces total damage by 100
REA:80%

Redeye-II

No. 299 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500
Card Text:

ATK:180
Locks on to
machines only.

Description:
Missile: Anti-armor, USE
type
ATK: 180
Locks on to machines only.
[Redeye 2]
The XFIM-92 surface-to-air
missile.
This test version was
developed as
a successor to the Redeye.
It can
attack its target from any
direction.

friend and foe.
the infrared seeker on
the tip of the missile
allows it to attack
its target from any
direction.

MGA2FACTS - EXTRA CARD FACTS

468 Skull Suit is the only upgraded card that is not foil.
451 Metal Gear D(revised) is the only non-upgraded card numbered above 300.

The "book" cards serve as distractions for the guards. It is not explained anywhere in the game, but they add the following costs when a guard sees them:

Original:	Upgrade:
087 Book +10 COST	-> 377 Interesting Book +15 COST
088 Cool Book +20 COST	-> 378 Super Cool Book +25 COST

280 Card Seal & 561 Card Seal+ can seal each other and themselves!

The following card pairs appear identical, but if you look at the card descriptions the effects last twice as long for the upgrades:

161 Viper & 445 Viper+
189 Paramedic & 471 Paramedic+

298 No Smoking can only be used when your character has BURN status, it will remove the BURN status and reduce your health to 1.

CARD ORDER THEORY

For a while I couldn't figure out why the upgraded cards appeared in the order that they did. The reason is they are based on the card order from the first Metal Gear Ac!d game, and moreover, every card from 1-299 features a unique image, and cards from 300-565 feature duplicate images from their "downgrades." The only exception is 451 Metal Gear D(revised), but I have no idea why it's not listed below 299 like the rest of the new cards. Please contact me if you have a solid answer as to why!

MGA2SNAKE - SNAKE ONLY (7)

049 Action+
062 Action++
099 Gijin-san
153 Big Boss
186 Sneaking Suit
389 Gijin-san+
468 Skull Suit

MGA2NOLINK - NO LINK BATTLE (24)

089 Phase Down
115 Cost -6
121 Cost -10
168 Jonathan Ingram
285 Ayumi Kinoshita
286 Meguru Ishii
287 Natsume Sano
288 MGS4
289 Emma's Parrot

290 Banana Skin
291 Jack
292 Possessed Arm
294 Solid Snake (MGS4)
296 Gekko
298 No Smoking
364 Extra Turn+
389 Gijin-san+
404 Cost -8
410 Cost -12
418 Psycho Mantis+
420 Genola+
436 Gurlugon+
452 Jonathan Ingram+
456 Jehuty+

MGA2EYE - SOLID EYE CARDS (47)

069 Survival Knife
070 Choke
076 Box A
129 Metal Gear REX
144 Solidus Snake
174 GRU Soldier
179 Naked Snake
189 Paramedic
190 Lt. Raikov
191 The Sorrow
192 The End
193 The Fear
195 Instant Ramen
198 Rosemary
199 Arsenal Gear
200 Funamushi
205 Donald Anderson
207 Leone
211 Alice Hazel
216 Slasher Hawk
217 Wolf Dog
218 Dirty Duck
219 Red Blaster
220 Dr. Kio Marv
221 Pit Trap
224 Military Gain
228 Disarmament
237 HIT Linkage
238 Ammo Linkage
240 Dstry Equip. Linkage
242 Defense Linkage
243 Draw Linkage
244 Recovery Linkage
245 Action+ Linkage
261 Patriot
269 HIT Backup
270 Evade Backup
271 Serum
273 Near Def. Support
274 Near Atk. Support
279 Cost Counter
281 Reiko Hinomoto

285 Ayumi Kinoshita
286 Meguru Ishii
287 Natsume Sano
288 MGS4
451 Metal GearD (revised)

MGA2AMMO - AMMO CARDS

--5.45mm (6)
5x 011 AKS74u
5x 016 AKS74u (Laser S.)
5x 248 AN94 Abakan
6x 310 AKS74un
6x 315 AKS74un (Laser S.)
5x 529 AN94 Abakan+
--5.56mm (15)
5x 002 FAMAS/G1
8x 012 M4
8x 017 M4 (Laser S.)
5x 026 Galil Sar
6x 037 M63
7x 040 XM16E1
5x 261 Patriot
6x 266 OICW
8x 311 M4A1
8x 316 M4A1 (Laser S.)
6x 325 R5
6x 336 M63A
5x 339 M16A2
5x 546 G36C+
3x 547 XM29
--5.7mm (4)
2x 019 P90
3x 027 Five-seveN Standard
2x 318 P90+
3x 326 Five-seveN Tactical
--7.62mm (10)
2x 013 PSG1
2x 039 SVD
1x 041 M1891/30
3x 312 PSG1-T
3x 331 AKMN
2x 338 SVD+
1x 340 M1891/30+
2x 540 AMD-63 Carbine
2x 541 AK-47II
2x 543 Type-17 Pistol
--9mm (21)
3x 009 USP
4x 010 Makarov
2x 014 M9
3x 015 USP (Laser S.)
3x 023 MP5SD
3x 028 M92F (Laser S.)
3x 029 M92F
3x 247 Glock 17
2x 251 Handgun
4x 253 SMG
4x 255 Ingram M11
3x 308 P8
4x 309 PMM

2x 313 M9+
3x 314 P8 (Laser S.)
3x 327 M92FS (Laser S.)
3x 328 M92FS
3x 528 Glock 18
2x 532 Handgun+
4x 534 SMG+
4x 536 Cobray M11
--12GA (4)
3x 020 SPAS12
2x 038 M37
3x 319 SPAS12+
1x 337 M37+
--45CAL (9)
2x 001 SOCOM
2x 018 S.A.A.
3x 258 EZ Gun
2x 263 Thompson M1928
2x 317 S.A.A.+
3x 538 M1911A1
3x 539 Saru-Gun-Shake
2x 544 Thompson M1

MGA2INTER - UNIQUE INTERFERENCE

INTERFERENCE X1

B
- - 023 MP5SD
-
- 020 SPAS12, 319 SPAS12+
B - 081 Box B, 372 Box B+
- 026 Galil Sar, 325 R5
-
- - 040 XM16E1, 339 M16A2
B
-
- B 013 PSG1, 312 PSG1-T
-
-
- G 019 P90, 318 P90+
-

INTERFERENCE X2

- 028 M92F (Laser S.), 327 M92FS (Laser S.)
- B 029 M92F, 328 M92FS
B
-
B B 092 Box C, 382 Box C+
-
G
- - 039 SVD, 338 SVD+
B

G
- G 038 M37
-
G
- - 111 Rear Evade, 400 Rear Evade+
G
-
G R 010 Makarov, 309 PMM
-
R
B - 014 M9, 313 M9+
-
R 009 USP, 308 P8
- - 015 USP (Laser S.), 314 P8 (Laser S.)
B 143 Iriquois Pliskin, 429 Iriquois Pliskin+
-
R B 041 M1891/30, 340 M1891/30+
-
R
- R 263 Thompson M1928, 544 Thompson M1
-
R
- Y 540 AMD-63 Carbine
-
R
- - 495 Sabata
R
- 160 Marrisonette Owl, 444 Marrisonette Owl+
R R 496 Otenko-sama+
-
-
- B 018 S.A.A., 317 S.A.A.+
Y
-
- G 075 Body Armor, 366 Body Armor+
B
-
- R 538 M1911A1
G
-
- Y 253 SMG, 534 SMG+
G
-
- Y 541 AK-47II
R

-
R - 543 Type-17 Pistol
R

-
Y G 248 AN94 Abakan, 529 AN94 Abakan+

-
Y
B - 189 Paramedic, 471 Paramedic+

-
Y
- - 251 Handgun, 532 Handgun+

-
Y - 206 Teliko Freedman, 487 Teliko Freedman+
Y - 220 Dr. Kio Marv, 501 Dr. Kio Marv+

INTERFERENCE X3

-
B B 102 Box D, 392 Box D+

B
Y - 209 Gray Murray
G

B 012 M4, 311 M4A1
- G 017 M4 (Laser S.), 316 M4A1 (Laser S.)
R

B
R R 016 AKS74u (Laser S.), 315 AKS74un (Laser S.)
-

G
B B 140 Fortune, 426 Fortune+

R
- R 027 Five-seven Standard, 326 Five-seven Tactical
R

INTERFERENCE X4

B 141 Vamp, 427 Vamp+
B B 258 EZ Gun, 539 Saru-Gun-Shake
B

B
G B 037 M63, 336 M63A
B

G
G G 105 Front Evade, 394 Front Evade+
G

R 124 Liquid Snake
R R 142 Solid Snake (MGS2), 428 Solid Snake (MGS2)+
R

R
R Y 193 The Fear, 475 The Fear+
Y

+MGA2BONUS - BONUS IN-GAME GUIDE

Operation (Card Selection)

Left/Right buttons:

Card Selection

Up/Down buttons:

Select USE/MOVE

[Square] button: Show Card Details

[Triangle] button: Aerial Camera View

[Circle] button: Make Selection

[X] button: Cancel

Analog stick:

Rotate Perspective

L button and R button:

Rotate View

START button:

Pause, Skip Demo

SELECT Button:

Status Window ON/OFF"

Operation (Movement)

Directional buttons:

Movement/Selection

[Square] button: Switch Between

Crawl and Stand

[Triangle] button: Switch Movement

Turn Mode

[Circle] button: Confirm

[X] button: Cancel

[Triangle] button+[Circle] button:

Engage in Combat

Analog stick: Rotate Perspective

L button and R button:

Rotate Viewpoint

SELECT button:

Aerial Camera View

Screen Display

"The Status Window displayed

next to the character shows

[0] The number of cards in hand

[0] The current cost

[0] The turn order

for that character in order

from the top.

The cost and turn order for a

card will be previewed in red

before you decide to use it.

Only the characters close to the player will be displayed in the status window, but by pressing the SELECT button, you can switch the display for all characters ON/OFF.

About COST 1

When you use a card, its COST (a measure of the amount of effort it takes to perform an action) will be added to the player's current COST. COST decreases with the passage of turns, and when it hits zero, it becomes your turn. COST applies to both enemies and allies.

In other words, all turns progress in order from the unit with the smallest current COST. You can use "COST-4" cards and other methods to decrease your COST and make your turn come up more frequently. Also, for each extra card you use in the same turn, you get a discount of -1 cost for the second card, -2 for the third, and so on.

About COST 2

For example, if there were two enemies:
Enemy A: COST = 4
Enemy B: COST = 7
and your COST was 0 when your turn started, when you use a card the subsequent turn order would become:

[]If your COST rises to 4 or less:
Player -> Enemy A -> Enemy B
[]If your COST rises to 5 to 7:
Enemy A -> Player -> Enemy B
[]If your COST rises 8 or more:
Enemy A -> Enemy B -> Player
Of course, if you use a card that lowers your COST, you can restore yourself to the top of the turn order.

Movement 1

Almost all cards can be used to move the player instead of

their stated effects by selecting MOVE.

Note: There are some movement cards for which only MOVE can be selected, as well as special cards that cannot be used to MOVE.

After selecting MOVE, you can use the directional buttons to select a path for the character to move in.

If you press the [Triangle] button while moving, you can change the facing of the player character.

Movement 2

The [Square] button will switch between crawling and standing while moving, and you can perform a punch with the [Triangle] button+the [Circle] button. When you are crawling, you can enter and hide in places you couldn't go while standing, such as under a truck.

Attacks

You can make an attack with a weapon by selecting USE or EQUIP on a weapon card. You can then select a target if you are making a single attack. When you select a target to attack, you can preview the damage that attack inflicts. You can press the [Triangle] button and then the [Circle] button when you are near an enemy to execute a punch attack. You can only make one punch attack per turn.

Area Attacks

For a weapon with the description "Area attack", you can make one attack per block of its effect. Area attacks are not subject to counterattacks.

Enemy Sight and Hearing

All enemies have a basic capacity for thought, sight (their field of view), and hearing. Like players, once an enemy's

COST drops to zero, their turn comes around and they can act. Enemies are not aware of the player when the player is not in their field of view. The enemy's field of view can be displayed as blue blocks by switching to Aerial Camera View ([Triangle] button), and centering the screen.

If you enter one of these blue blocks, you will be spotted by the enemy, who will call for backup and attack you. Also, if you knock on a wall or make any other noise, the enemy will come to investigate.

Noises such as gunshots or explosions will immediately cause the Danger Phase to begin.

Also, enemies will faint if they are attacked when they have no cards in their hand. When it is the enemy's turn, pressing [Triangle] enables high-speed mode.

To cancel high-speed mode, press the [Triangle] button again. Also, by holding the [Triangle] button down you can skip your turn.

Alert Phases

There are several phases which determine how an enemy will act. Enemies move in different patterns depending on the current phase.

If the enemies lose sight of the player for a fixed COST, the phase will be reduced by one step.

Danger Phase:

In this phase, you have been discovered by an enemy, and their headquarters have sent in backup.

Enemy soldiers will actively pursue and attack the player.

Evasion Phase:

In this phase, the enemy has lost sight of the player and is searching for him.

The moment the player is found the Danger Phase will begin.

Alert Phase:

In this phase, security is reinforced for a fixed number

of COST. The moment the player is found, the Danger Phase will begin.

Sneaking Phase:

In this phase, no one has discovered the player. Enemies will patrol their standard routes.

If anyone sees the player, they will call headquarters for backup.

It remains Sneaking Phase until the enemy has finished calling for backup.

Attack Direction and Damage

The amount of damage a character takes depends on the direction the attack came from.

Attacks from Behind: X1.5

Attacks from the Side: X1.2

Attacks from Above: X1.5

These directional effects can stack.

For example, if you are attacked from both above and behind, the damage will be x2.25.

Weapon Attributes

ATK=The attack power of a single attack.

HIT=The % chance a single attack will hit its target.

Ammo: [O]mmX[O]=The gauge of the ammunitionXthe number of shots

REA=The % chance that the effect for a card EQUIPPED in the equipment column will occur.

HIT Decrease On: The distance that the HIT chance begins to decrease.

The actual total damage is equal to ATKXthe number of shots that hit.

The number of shots that hit is determined by the number of shots and HIT.

The expected damage=

ATKXnumber of shotsXHIT

The greater the number of shots, the closer the result will be to the expected damage.

Knockdown and Faint

Any character on the stage that

is knocked down with a "KNOCKDOWN" attack will lose one card from his hand. If this causes the character's number of cards to drop to zero, that character will "FAINT".

A character who FAINTS will be forced to end his turn. After a fixed COST, the character will return to consciousness with a full hand of cards.

The COST to recover from a "FAINT" will vary depending on the character.

Status Ailments

During your mission, attacks from enemies may cause you to experience certain Status Ailments.

When "SLEEPING", you will be unable to move for a fixed COST.

When "OUT OF ACTION", you are unable to move for 30 COST, then will recover with 10 LIFE.

When "BLEEDING", you will take 5 damage per 1 COST, for a maximum of 50 damage.

The damage is calculated at the end of each COST period of a certain length.

When "BURNING", you will take 10 damage per 1 COST.

"BURNING" disappears after you move 5 blocks.

When you are "BURNING", any adjacent character will also catch on fire.

When an enemy is "BLINDED", he will lose his field of view.

When the player is "BLINDED", his cards will turn to white and cannot be read.

Being covered in "OIL" will prevent you viewing your cards, and reduce your movement by 1 block. Anyone shot while covered in "OIL" will catch on fire.

Reshuffling the Deck

Decks edited in the DECK EDITOR are shuffled for use in your mission.

When these cards are used or equipped, they are discarded from your hand.

When all cards have been used from a character's deck, they are automatically shuffled and re-dealt.

Re-dealing the entire deck in this manner takes 10 COST.

10 COST is added to the character's total.

Be sure to pay attention to the number of cards remaining in your hand during your mission.

Linkage

A Linkage Card is a type of card that takes effect only when certain conditions are met.

Attack Linkage:

Takes effect based on the timing of the attack.

There are two conditions:

either close-range attacks (less than 4 blocks away) or long-range attacks (4 or more blocks away).

Defensive Linkage:

Takes effect when you are attacked.

If you draw new cards into your hand via a "Draw 3 Linkage" or similar card, the linkage will take effect as long as the linkage conditions on the drawn cards are met.

Map Gimmicks

Oil Drum:

Will explode if shot.

Any character within a 3X3 area will take damage and be knocked down.

Fire Extinguisher:

Will explode if shot.

Any character within a 3X3 area will take damage and be blinded.

Sentry Camera:

Has a field of view. If one spots you, it will raise the Alert Phase to the Danger Phase. Sentry cameras can be destroyed.

Gun Camera:

If you enter the field of view of a Gun Camera, it will attack you.

Gun cameras can be destroyed.

Oil:

If you enter an area with Oil while standing, you will fall down. Consequently, you will become covered in OIL.

Electrified flooring:

Due to the high voltage running through it, you cannot pass these until you've destroyed the switchboard in the same area.

Infrared Sensor

Invisible to the human eye, this infrared sensor triggers Danger Phase when the player passes by.

Destroyable Walls

Some walls can be destroyed using explosives.

Ricochet Walls

By targeting these with a single attack, you hit enemies around right-angle corners.

Extra Missions

If you have completed a mission once, you can select its map again to unlock extra missions. You will gain PTS for this extra mission if you meet its designated mission requirements.

There are also trial missions with a high degree of difficulty.

there are certain trial missions where you must make use of a pre-built deck.

Upgrades

The cards that you can have in your hand can be upgraded by selecting UPGRADE while in the DECK EDITOR.

Each upgrade requires a certain amount of PTS.

Once upgraded, the number of original cards will be reduced by one.

Trap Cards

These cards, when used, allow you to place a trap somewhere on the stage.

When a character enters the block where a trap is set, he

will trigger it and take its effects.

EQUIP Type Weapons

The detailed descriptions of certain weapons may indicate that the weapon can be equipped.

Unlike USE type weapons, you must first EQUIP these weapons before they can be used.

Once these weapons are equipped, loading them with the proper gauge of ammo will allow you to make your first attack. Ammo gauge can be found in its detailed description, and will appear as Ammo: 5.56mm or similar.

Ammo can only be used with a weapon of the same gauge.

Be careful, since equipping it with a different gauge of weapon will cause it to replace that weapon in the equipment column.

The attack capacity of an EQUIP type weapon is determined by its ATK and HIT. Its number of shots is determined by the type of ammo used with it.

The number of shots a particular type of ammo has is indicated after its gauge, e.g., "X6".

Also, when you are attacked by an enemy while you have an EQUIP type weapon equipped, there is a chance that you will be able to make a counterattack.

Weapons with an REA value allow a chance to counterattack.

When the reaction occurs, you do not have to have ammo loaded in the weapon,

but in that case the weapon will become unequipped after the counterattack." "In summary:

[O]EQUIP type weapons must be loaded with ammo of their gauge after equipping them.

[O]Attack capability is determined by the EQUIPPED weapon and the number of shots by its ammo.

[O]EQUIP type weapons have a chance to perform a counterattack.

[O]Weapons that perform a counterattack are removed from the equipment column.

Adding Effects

Some cards have the description "Attaches to weapon".

If you use these cards on top of an EQUIPPED weapon and select OK, the card's effect will be added to the weapon. Effects that can be attached include an increase to HIT, the addition of "KNOCKDOWN" or "BLEEDING" effects, and more.

Interference

There are some cards that have markings that show different colors and directions (Up, Down, Left, Right).

These are known as "Interface Markings". When these cards are equipped, they will influence equipment in neighboring equipment columns.

Red: Single ATK+10,

Defensive Power-10

Blue: Single ATK-10,

Defensive Power+50

Green: Chance REA occurs

+10%

Single ATK-5,

Defensive Power-5

Yellow: HIT+10%

Using these colors of cards will change the attack power and defensive power of neighboring weapons and equipment.

Keep in mind that if a counterattack causes a weapon to be unequipped, and interface effects it has will also be lost.

An important tactic is raising your ATK by using these cards in the correct location in the equipment column.

Cover Fire

When two players are playing the game and one makes an attack, the other player can use cover fire under the following conditions:

? If the target being attacked is within the area of attack of

the ally's equipped weapon.
? If the ally providing the cover is behind the target being attacked.

During such cover fire, the ally will attack at the ATK of the equipped weaponXnumber of shots.

Unlike a counterattack, cover fire does not cause a weapon to become unequipped.

LINK BATTLE

If you select LINK BATTLE, you will enter the wireless LINK BATTLE Mode.

LINK BATTLE Mode allows for two-on-two battles, where the side that fulfills the victory conditions will be declared the winner.

[O]Victory Conditions

? Both enemy players are put OUT OF ACTION.

? All of the enemy player targets are destroyed.

Any character that becomes OUT OF ACTION in LINK BATTLE Mode

will not be revived.

Also, after starting this mode, no player may enter an enemy player's area during the first turn.

Search Mode

Depending on the details of a mission or a card's effects, Search Mode may be put into effect.

In Search Mode, both the enemy's and player's field of view will be limited in the same way.

Terrain features can be seen, but enemies not in either player's field of view, that enemy will not show up on the screen.

The white blocks displayed in front of the character is that character's view area.

Also, if you manage to hit an enemy's gun, that enemy will be "BLINDED" for a fixed cost, and he will lose sight of you.

In Search Mode, you can't cancel movement or facting

changes.

MGA2PACK - CARDS BY PACK

METAL GEAR SOLID 3 (MGS3) 113 Cards

Total Cards: 157 (113 + 44)

MGS3/SBSS Pack Cost: 600

031 Vz61	032 AKM	042 C3
043 M15	069 Survival Knife	070 Choke
071 Attack 1 Enemy	072 Hip Shot	102 Box D
103 Bandage	105 Front Evade	109 Cost -4
110 Ally Cost -4	119 Reaction Block	153 Big Boss
174 GRU Soldier	176 Major Zero	177 V.B. Volgin
178 N.S. Sokolov	179 Naked Snake	180 The Boss
181 The Fury	183 Ocelot	184 Eva
185 A.L. Granin	188 Mr. Sigint	190 Lt. Raikov
192 The End	193 The Fear	195 Instant Ramen
221 Pit Trap	222 Jam	223 Blitz
224 Military Gain	225 Tent	226 Front Lines
227 Headquarters	228 Disarmament	229 Supply Cut
233 ATK Linkage	234 Cost Linkage	235 Cost+ Linkage
236 Add KDWN Linkage	237 HIT Linkage	239 Add AP Linkage
241 Count Block Linkage	256 MK22	257 M1911
258 EZ Gun	259 AMD-63	260 AK-47I
262 C96	263 Thompson M1928	264 William Tell
266 OICW	271 Serum	285 Ayumi Kinoshita
286 Meguru Ishii	287 Natsume Sano	291 Jack
330 Vz61+	331 AKMN	341 C3+
342 M15+	360 Survival Knife+	361 Choke+
362 Attack 1 Enemy+	363 Hip Shot+	392 Box D+
393 Bandage+	394 Front Evade+	398 Cost -5
399 Ally Cost -5	408 Reaction Block+	458 GRU Soldier+
460 Major Zero+	461 V.B. Volgin+	462 N.S. Sokolov+
463 The Boss+	464 The Fury+	466 Eva+
467 A.L. Granin+	470 Mr. Sigint+	472 Lt. Raikov+
474 The End+	475 The Fear+	477 Instant Ramen+
502 Pit Trap+	503 Jam+	504 Blitz+
505 Military Gain+	506 Tent+	507 Front Lines+
508 Headquarters+	509 Disarmament+	510 Supply Cut+
514 ATK Linkage+	515 Cost Linkage+	516 Cost+ Linkage+
517 Add KDWN Linkage+	518 HIT Linkage+	520 Add AP Linkage+
522 Count Block Linkage+	537 MK22+	538 M1911A1
539 Saru-Gun-Shake	540 AMD-63 Carbine	541 AK-47II
543 Type-17 Pistol	544 Thompson M1	545 William Tell+
547 XM29	552 Serum+	

METAL GEAR SOLID 3 SUBSISTENCE (SBSS) 44 Cards

033 Punch (CQC)	034 Kick (CQC)	035 Throw (CQC)
036 Rush (CQC)	037 M63	038 M37
039 SVD	040 XM16E1	041 M1891/30
044 RPG7	073 Extra Turn	175 Ocelot Unit
182 Shagohod	187 XM8	189 Paramedic
191 The Sorrow	194 The Pain	230 Attrition
231 Urban Warfare	232 Ambush	261 Patriot
265 G36C	332 Punch (CQC)+	333 Kick (CQC)+
334 Throw (CQC)+	335 Rush (CQC)+	336 M63A
337 M37+	338 SVD+	339 M16A2
340 M1891/30+	343 RPG7V	364 Extra Turn+

459 Ocelot Unit+	465 Shagohod+	469 XM8+
471 Paramedic+	473 The Sorrow+	476 The Pain+
511 Attrition+	512 Urban Warfare+	513 Ambush+
542 Patriot+	546 G36C+	

METAL GEAR SOLID 2 (MGS2) 141 Cards

Total Cards: 163 (141 + 22)

MGS2/SBST Pack Cost: 900

007 Chaff Grenade	009 USP	010 Makarov
011 AKS74u	012 M4	013 PSG1
014 M9	015 USP (Laser S.)	016 AKS74u (Laser S.)
017 M4 (Laser S.)	019 P90	020 SPAS12
021 Claymore	022 Nikita Missile	050 Marines
051 Navy SEALs	052 Aim	053 Body Shot
054 Critical Shot	056 Counter Block	057 Spin Kick
058 H.F. Blade	060 Briefing	065 Hold Up
066 Double Action:Cost+	067 Funds	068 Double Action
081 Box B	082 Bomb Switch	083 Styptic
084 Handy Medical Kit	085 Survival Kit	086 Medical Kit
087 Book	088 Cool Book	089 Phase Down
090 Timer	104 Styptic+	107 Hang
108 Handy 1st Aid Kit	111 Rear Evade	112 Sacrifice
113 Transfuse Blood	115 Cost -6	116 Ally Cost -6
117 Silenced	118 Hand Grip	137 Gurlukovich Sld.
139 Emma Emmerich	141 Vamp	142 Solid Snake (MGS2)
143 Iriquois Pliskin	144 Solidus Snake	146 Jennifer
147 Olga Gurlukovich	148 Johnny Sasaki	149 Raiden
196 Fatman	197 Sea Harrier	198 Rosemary
199 Arsenal Gear	200 Funamushi	242 Defense Linkage
243 Draw Linkage	244 Recovery Linkage	268 ATK Backup
269 HIT Backup	270 Evade Backup	282 Uniform-R
283 Uniform-B	284 Uniform-G	289 Emma's Parrot
292 Possessed Arm	299 Redeye-II	306 Chaff Grenade+
308 P8	309 PMM	310 AKS74un
311 M4A1	312 PSG1-T	313 M9+
314 P8 (Laser S.)	315 AKS74un (Laser S.)	316 M4A1 (Laser S.)
318 P90+	319 SPAS12+	320 Claymore+
321 Nikita Missile+	346 Marines+	347 Navy SEALs+
348 Aim+	349 Body Shot+	351 Counter Block+
352 Spin Kick+	353 H.F. Blade+	355 Briefing+
358 Hold Up+	359 Funds+	372 Box B+
373 Detonator+	374 Handy Medical Kit+	375 Survival Kit+
376 Medical Kit+	377 Interesting Book	378 Super Cool Book
379 Phase Down+	380 Timer+	396 Hang+
397 Handy 1st Aid Kit+	400 Rear Evade+	401 Sacrifice+
402 Transfuse Blood+	404 Cost -8	405 Ally Cost -8
406 Silenced+	407 Hand Grip+	424 Gurlukovich Sld.+
425 Emma Emmerich+	427 Vamp+	428 Solid Snake (MGS2)+
429 Iriquois Pliskin+	430 Solidus Snake+	432 Jennifer+
433 Olga Gurlukovich+	434 Johnny Sasaki+	435 Raiden+
478 Fatman+	479 Harrier II	480 Rosemary+
481 Arsenal Gear+	482 Funamushi+	523 Defense Linkage+
524 Draw Linkage+	525 Recovery Linkage+	549 ATK Backup+
550 HIT Backup+	551 Evade Backup+	562 Uniform-R+
563 Uniform-B+	564 Uniform-G+	565 FIM-92A

METAL GEAR SOLID 2 SUBSTANCE (SBST) 22 Cards

018 S.A.A.	055 Double Shot	059 Democracy Blade
------------	-----------------	---------------------

064 Head Shot	080 Stealth	140 Fortune
145 Metal Gear RAY	150 Gurlugon	247 Glock 17
248 AN94 Abakan	249 Railgun	317 S.A.A.+
350 Double Shot+	354 Republic Blade	357 Head Shot+
371 Stealth+	426 Fortune+	431 Mass-Produced RAY
436 Gurlugon+	528 Glock 18	529 AN94 Abakan+
530 Railgun+		

CHRONICLE (CHRN) 108 Cards

Total Cards: 130 (108 + 22)

CHRN/ULMT Pack Cost: 1200

024 RC Missile	025 Mine	026 Galil Sar
027 Five-seveN Standard	028 M92F (Laser S.)	029 M92F
091 Thermal Goggles	092 Box C	093 Ceramic Armor
094 Bomb Blast Suit	095 C Ration B1 Unit	096 C Ration B2 Unit
099 Gijin-san	130 Cyborg Ninja	151 Gray Fox
152 Solid Snake (MG)	154 Machinegun Kid	155 Fire Trooper
156 Metal Gear	158 Solid Snake (MG2)	159 Chris Jenner
160 Marrisonette Owl	161 Viper	162 Pyro Bison
163 Metal Gear Gander	164 IdeaspY 2.5	165 Gillian Seed
166 Mika Slayton	167 Metal Gear Mk-II	169 Tony Redwood
170 Karen Hojo	171 Ed Brown	173 ADA
206 Teliko Freedman	207 Leone	208 La Clown
209 Gray Murray	210 Elsie & Francis	211 Alice Hazel
212 Roger McCoy	216 Slasher Hawk	218 Dirty Duck
219 Red Blaster	220 Dr. Kio Marv	250 RGB6
251 Handgun	252 M79 (antipersonnel)	253 SMG
254 M47 Dragon	255 Ingram M11	267 PTRS-1941
281 Reiko Hinomoto	290 Banana Skin	293 Solid Eye
294 Solid Snake (MGS4)	295 Otacon (MGS4)	296 Gekko
297 Metal Gear Mk.II	298 No Smoking	323 RC Missile+
324 Mine+	325 R5	326 Five-seveN Tactical
327 M92FS (Laser S.)	328 M92FS	381 Thermal Goggles+
382 Box C+	383 Ceramic Armor+	384 Bomb Blast Suit+
385 C Ration B1 Unit+	386 C Ration B2 Unit+	389 Gijin-san+
437 Solid Snake (MG)+	438 Machinegun Kid+	439 Fire Trooper+
440 Metal Gear+	442 Solid Snake (MG2)+	443 Chris Jenner+
444 Marrisonette Owl+	445 Viper+	446 Pyro Bison+
447 Metal Gear Gander+	448 IdeaspY 2.5+	449 Gillian Seed+
450 Mika Slayton+	451 Metal Gear D(revised)	453 Tony Redwood+
454 Karen Hojo+	455 Ed Brown+	457 ADA+
487 Teliko Freedman+	488 Jeff Jones	489 La Clown+
490 William L. Fleming	491 Elsie & Francis+	492 No. 16
493 Roger McCoy+	497 Slasher Hawk+	499 Dirty Duck+
500 Red Blaster+	501 Dr. Kio Marv+	531 RGB6+
532 Handgun+	533 M79 (AP ammo)	534 SMG+
535 Super Dragon	536 Cobray M11	548 PTRS-1941+

CHRONICLE UNLIMITED (ULMT) 22 Cards

030 Gun del Sol	097 C Ration B3 Unit	098 Builder Bed
100 Dark Loans	101 Solar Bank	157 Running Man
168 Jonathan Ingram	172 Jehuty	213 KODOQUE
214 Django	215 Otenko-sama	329 Gun del Hell
387 C Ration B3 Unit+	388 Builder Bed+	390 Dark Loans+
391 Solar Bank+	441 Running Man+	452 Jonathan Ingram+
456 Jehuty+	494 KODOQUE+	495 Sabata
496 Otenko-sama+		

METAL GEAR SOLID (MGS1) 96 Cards

Total Cards: 115 (96 + 19)

MGS1/ITGL Pack Cost: 1500

001 SOCOM	002 FAMAS/G1	003 C4
004 Desert Eagle	005 Grenade	006 Stun Grenade
008 FIM-92B	045 Quick Draw	046 Strand
047 Concentrate	048 Equipment LV.2	049 Action+
061 Equipment LV.3	062 Action++	063 Add KDWN
074 Scope	075 Body Armor	076 Box A
077 Mine Detector	079 Handy Survival Kit	106 Endure
114 1st Aid Kit	120 Evade	121 Cost -10
122 Ally Cost -10	123 Genome Soldier	125 Roy Campbell
126 Otacon	127 Sniper Wolf	128 Vulcan Raven
132 Mei Ling	134 Solid Snake (MGS1)	135 Naomi Hunter
136 Meryl Silverburgh	138 Revolver Ocelot	203 Decoy Octopus
204 M1 Abrams	205 Donald Anderson	217 Wolf Dog
238 Ammo Linkage	240 Dstry Equip. Linkage	245 Action+ Linkage
272 Remove Trap	273 Near Def. Support	274 Near Atk. Support
275 Projectile Soak	276 Close-Range Soak	277 Projectile Counter
278 Close-Rng Counter	279 Cost Counter	280 Card Seal
300 SOCOM+	301 FAMAS/F2	302 TNT
303 Desert Eagle+	304 Grenade+	305 Stun Grenade+
307 FIM-92C	344 Quick Draw+	345 Concentrate+
356 Add KDWN+	365 Scope+	366 Body Armor+
367 Box A+	368 Mine Detector+	370 Handy Survival Kit+
395 Endure+	403 1st Aid Kit+	409 Evade+
410 Cost -12	411 Ally Cost -12	412 Genome Soldier+
413 Roy Campbell+	414 Otacon+	415 Sniper Wolf+
416 Vulcan Raven+	419 Mei Ling+	421 Solid Snake (MGS1)+
422 Naomi Hunter+	423 Meryl Silverburgh+	484 Decoy Octopus+
485 M1A2	486 Donald Anderson+	498 Wolf Dog+
519 Ammo Linkage+	521 Dstry Equip. Linkage+	526 Action+ Linkage+
553 Remove Trap+	554 Near Def. Support+	555 Near Atk. Support+
556 Projectile Soak+	557 Close-Range Soak+	558 Projectile Counter+
559 Close-Rng Counter+	560 Cost Counter+	561 Card Seal+

METAL GEAR SOLID INTEGRAL (ITGL) 19 Cards

023 MP5SD	078 Ration	124 Liquid Snake
129 Metal Gear REX	131 Psycho Mantis	133 Genola
186 Sneaking Suit	201 McDonnell Miller	202 Hind D
246 M61 Vulcan	288 MGS4	322 MP5SD6
369 Ration+	417 Metal Gear REX+	418 Psycho Mantis+
420 Genola+	468 Skull Suit	483 Hind D+
527 M61A2 Vulcan		

MGA2LEGAL - LEGAL

Copyright 2014 Jason Kawakami

This guide may not be reproduced in any way or used for any sale of any kind.

I give permission to Gamefaqs to post this guide to their site. Any one else who desires to host this guide must contact me for permission first.

This guide is free to use otherwise, please enjoy collecting all of the cards!

CREDITS/SPECIAL THANKS

With the exception of the "singles cost" for some of the cards, all data in this guide was collected and transcribed by myself, using only the game for reference.

Some of the card singles costs were taken from the Japanese guide:
"METAL GEAR AC!D2 THE COMPLETE GUIDE". Special thanks to the author(s)!

Special thanks to Hideo Kojima and Konami for making the wonderful Metal Gear series, and their other great game series such as Zone of the Enders, Rumble Roses, and everything else that the cards are based on. We need some Castlevania cards if a sequel is ever made...

CONTACT INFORMATION

There are some intentional typos in this guide, since I tried to match the source as exactly as possible, but if you notice any typos, or conflicting information, basically anything that isn't correct, PLEASE let me know as I have striven to make the most correct document as possible, and I will immediately make any fixes necessary as soon as they are brought to my attention. There is so much information covered in this guide I will not be surprised by any mistakes. It's been tough to check all of this on my own. You can contact me by email at jasonhex at hotmail dot com. Please include something about Metal Gear Ac!d 2 in the subject line if you are contacting me because of the guide. ANY FEEDBACK IS APPRECIATED.

THANK YOU

END OF FILE

This document is copyright jasonhex and hosted by VGM with permission.