

"First Battle" Shinji

[A] When this attacks, if "EVA-01's First Battle" is in the CZ, this gains +2 Soul for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Pilot | EV/S12-001 T: None

L1  
C1

"First Battle" Shinji

[A] When this attacks, if "EVA-01's First Battle" is in the CZ, this gains +2 Soul for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Pilot | EV/S12-001R T: None

L1  
C1

EVA-01 (Awaken State 1)

[C] **EXPERIENCE** If sum of the Levels of the cards in your Level Zone is 4 or more, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effect."  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from hand to the WR.

Mecha - Awaken | EV/S12-002 T: Soul

L3  
C2

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EVA-01 (Awaken State 1)

[C] **EXPERIENCE** If sum of the Levels of the cards in your Level Zone is 4 or more, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effect."  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from hand to the WR.

Mecha - Awaken | EV/S12-002SP T: Soul

L3  
C2

Shinji, Bento Duty

[C] All your other Charas with either "Asuka" or "Ayanami" in name gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas with either "Asuka" or "Ayanami" in name, and that Chara gains +500 Pow and ::Bento Box:: for the turn.

Pilot - Bento Box | EV/S12-003 T: None

L0  
C0

Pre-Mission Shinji

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Pilot | EV/S12-004 T: None

L0  
C0

Evangelion Rebuild Booster Pack

Misato Katsuragi

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 1 or higher, this gains +1500 Pow.  
[S] [Rest 1 of your ::Pilot:: Charas] This gains +1000 Pow for the turn.

Animal | EV/S12-005 T: None

L1  
C0

Kaworu on the Lunar Surface

[C] All your other ::Pilot:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas with "Shinji" in name, and that Chara gains +1000 Pow for the turn.

Mystery | EV/S12-006 T: Soul

L1  
C1

Kaworu on the Lunar Surface

[C] All your other ::Pilot:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas with "Shinji" in name, and that Chara gains +1000 Pow for the turn.

Mystery | EV/S12-006S T: Soul

L1  
C1

Misato, Entrusting the Future

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1 Soul.  
[A] [(1)] When "Future Entrusted" is placed to your CZ, if this is in the Front Row, reveal top card of your LB. If it is a Level 2 or lower Chara, move to a Slot on the Stage. (If not, put it back)

Animal | EV/S12-007 T: Soul

L2  
C1

Misato, Entrusting the Future

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1 Soul.  
[A] [(1)] When "Future Entrusted" is placed to your CZ, if this is in the Front Row, reveal top card of your LB. If it is a Level 2 or lower Chara, move to a Slot on the Stage. (If not, put it back)

Animal | EV/S12-007S T: Soul

L2  
C1

PenPen

[A] **BOND/"Misato Katsuragi"** [(1)]  
[S] [Rest this] Choose 1 of your Charas with "Misato" in name, and that Chara gains +500 Pow for the turn.

Animal | EV/S12-008 T: None

L0  
C0

Kaworu Nagisa

[C] All your other ::Mystery:: Charas gain +500 Pow.  
[S] [(1) Rest this] Choose 1 of your ::Mystery:: Charas, and that Chara gains +1 Soul for the turn.

Mystery | EV/S12-009 T: None

L0  
C0

Misato in the Living Room

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Animal:: or ::Pilot::, this gains +1500 Pow for the turn. (Put the revealed card back where it was)

Animal | EV/S12-010 T: None

L0  
C0

Shinji, Fired!?

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.

Pilot | EV/S12-011 T: None

L1  
C0

"EVA-01 Pilot" Shinji

[A] **CHANGE** [(2) Discard a card from the hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "EVA-01 (Awaken State 1)" in your WR and put it in the Slot this was in.

Pilot | EV/S12-012 T: Soul

L2  
C1

Misato in the Picture

[C] During your turn, this gains +1000 Pow.

Animal | EV/S12-013 T: None

L0  
C0

Shinji on the Rooftop

[S] [Rest 1 of your ::Pilot:: Charas] This gains +1000 Pow for the turn.

Pilot - Music | EV/S12-014 T: None

L0  
C0

Shinji, Meeting

--No Text--

Pilot | EV/S12-015 T: None

L0  
C0

Evaluation Test EVA-01

[C] This cannot Side Attack.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Weapon | EV/S12-016 T: None

L1  
C0

Misato, Emergency Situation

--No Text--

Animal | EV/S12-017 T: None

L1  
C1

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Misato, Driver

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Animal - Glasses | EV/S12-018 T: Soul

L2  
C1

EVA-01, G-Type Equipment

[A] [(2)] When this attacks, if "NAME" is in your CZ, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and a Level 2 or lower Chara in your Opp.'s Back Row and return them to hand.

Mecha - Weapon | EV/S12-019 T: Soul

L2  
C2

Shinji Ikari

--No Text--

Pilot | EV/S12-020 T: Soul

L2  
C2

Evaluation Rebuild Booster Pack

Angel's Assault

Choose 1 of your Opp.'s Level 1 or lower Charas and return it to hand.

EV/S12-021 T: None

L1  
C1

Second Impact

Put all Level 3 or lower Charas in Stock in any order you choose.

EV/S12-022 T: None

L3  
C7

EVA-01's First Battle

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

EV/S12-023 T: 2 Soul

Operation Yashima

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

EV/S12-024 T: 2 Soul

Future Entrusted

[C] All your Charas gain +1000 Pow and +1 Soul.

EV/S12-025 T: Soul Bounce

Mari Illustrious Makinami

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] When this attacks, if "Encounter on the Rooftop" is in the CZ, you may put the top card of your LB in your Stock.

Pilot - Glasses | EV/S12-026 T: None

L1  
C1

Mari Illustrious Makinami

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] When this attacks, if "Encounter on the Rooftop" is in the CZ, you may put the top card of your LB in your Stock.

Pilot - Glasses | EV/S12-026R T: None

L1  
C1

Beast Mari

[C] If you have 2 or more other ::Pilot:: Charas, this gains +1000 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Pilot - Glasses | EV/S12-027 T: Soul

L2  
C1

Beast Mari

[C] If you have 2 or more other ::Pilot:: Charas, this gains +1000 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Pilot - Glasses | EV/S12-027S T: Soul

L2  
C1

Mari, Looking at the Sky

[A] When this attacks, choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +500 Pow for the turn.  
[A] **BOND/"Evan" Locally Specified EVA-05** [(1)]

Pilot - Glasses | EV/S12-028 T: None

L0  
C0

Mari, Secret Entry

[A] When this is placed from hand to the Stage, choose 1 of your ::Pilot:: Charas, and that Chara gains +1500 Pow for the turn.

Pilot - Glasses | EV/S12-029 T: None

L0  
C0

Mari, Secret Entry

[A] When this is placed from hand to the Stage, choose 1 of your ::Pilot:: Charas, and that Chara gains +1500 Pow for the turn.

Pilot - Glasses | EV/S12-029SP T: None

L0  
C0

Maya Ibuki

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

EV/S12-030 T: None

L1  
C0

EVA-02, Beast State 2

[A] When this attacks, if "The Last Card" is in the CZ, all your Charas gain +2000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Animal | EV/S12-031 T: Soul

L2  
C2

EVA-02, Beast State 2

[A] When this attacks, if "The Last Card" is in the CZ, all your Charas gain +2000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Animal | EV/S12-031S T: Soul

L2  
C2

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Mari, Hard Fighting

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(3) Put a Level 1 or higher ::Mecha:: Chara from your Stage to the WR] When this attacks, if "Adults' Convenience and Own Goal" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Chara and put it in Clock.

Pilot - Glasses | EV/S12-032 T: Soul

L3  
C2

Mari, the Other EVA-02 Pilot

[C] All your other Charas with either ::Pilot:: or ::Mecha:: gain +500 Pow.

Pilot - Glasses | EV/S12-033 T: None

L0  
C0

4th Angel

[A] When the Battle Opp. of this becomes Reversed, if there is no Climax card in your Opp.'s WR, you may choose a card in your WR and put it in your Stock.  
[S] [Rest 2 of your Charas] Choose 1 of your ::Mystery:: Charas, and that Chara gains +2000 Pow for the turn.

Mystery | EV/S12-034 T: None

L0  
C0

Evangeline Rebuild Booster Pack

3rd Angel

[S] [(1)] Put the top card of your LB in your WR. If it's a ::Mystery:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Mystery | EV/S12-035 T: None

L0  
C0

Mari, Determined

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Beast Mari" in your WR and put it in the Slot this was in.

Pilot - Glasses | EV/S12-036 T: None

L1  
C0

Kaji, Escaped

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Rest 2 of your Charas] Choose 1 of your ::Pilot:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Watermelon | EV/S12-037 T: Soul

L1  
C1

Mari, Deploying

[S] [(1)] This gains +2000 Pow for the turn.

Pilot - Glasses | EV/S12-038 T: None

L0  
C0

5th Angel

[C] If there are 3 or more cards in your Stock, this gains +1000 Pow.

Mystery | EV/S12-039 T: None

L0  
C0

Mari, New Plugsuits

--No Text--

Pilot - Glasses | EV/S12-040 T: None

L0  
C0

Shigeru Aoba

--No Text--

EV/S12-041 T: None

L1  
C0

Evangeline Locally Specified EVA-05

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1000 Pow for the turn.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Mecha - Weapon | EV/S12-042 T: Soul

L1  
C1

Makoto Hyuga

[C] All your other ::Pilot:: Charas gain +1000 Pow.

Glasses | EV/S12-043 T: Soul

L2  
C1

Ryoji Kaji

[C] If there are 7 or more cards in your Stock, this gains +2000 Pow.

Watermelon | EV/S12-044 T: Soul

L2  
C1

Mari in Cockpit of EVA-05

--No Text--

Pilot - Glasses | EV/S12-045 T: Soul

L2  
C1

Hidden Code "The Beast"

Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. Put this in your Stock.

EV/S12-046 T: None

L2  
C0

Invitation to a Date

[Counter] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times sum of Levels of cards in your Level Zone.

EV/S12-047 T: None

L2C0

Encounter on the Rooftop

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

EV/S12-048 T: 2 Soul

The Last Card

[C] All your Charas gain +1000 Pow and +1 Soul.

EV/S12-049 T: Stock

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Adults' Convenience and Own Goal

[C] All your Charas gain +2 Soul.

EV/S12-050 T: 2 Soul

Asuka Langley Shikinami

[A] **CHANGE** [(3) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose an "Asuka in Test Plugsuit" in your WR and put it in the Slot this was in.  
[S] [Rest this] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1500 Pow for the turn.

Pilot - Army | EV/S12-051 T: None

L1C0

Asuka Langley Shikinami

[A] **CHANGE** [(3) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose an "Asuka in Test Plugsuit" in your WR and put it in the Slot this was in.  
[S] [Rest this] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1500 Pow for the turn.

Pilot - Army | EV/S12-051R T: None

L1C0

Evangelion Rebuild Booster Pack

Asuka, Finishing Blow

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [(1) Rest 2 of your ::Pilot:: Charas] Choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR.

Pilot - Army | EV/S12-052 T: Soul

L2C1

Asuka, Finishing Blow

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [(1) Rest 2 of your ::Pilot:: Charas] Choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR.

Pilot - Army | EV/S12-052SP T: Soul

L2C1

Hikari Horaki

[A] **BOND**"Asuka, Monopolizing?" [(1)]  
[A] **EXPERIENCE** [(1)] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Chairman | EV/S12-053 T: None

L0C0

Asuka in the Elevator

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reversed that Chara.  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Pilot:: Chara in your WR and return it to your hand.

Pilot - Army | EV/S12-054 T: None

L0C0

Asuka, Moving

[C] If you have 2 or more other ::Pilot:: Charas, this gains +1000 Pow.

Pilot - Army | EV/S12-055 T: None

L0C0

Asuka, Moving

[C] If you have 2 or more other ::Pilot:: Charas, this gains +1000 Pow.

Pilot - Army | EV/S12-055S T: None

L0C0

Asuka, Unaccepting

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Pilot - Army | EV/S12-056 T: None

L1C0

Asuka in Test Plugsuit

[A] [(1)] When this attacks, if "Worst Possible Situation" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it on top of the LB, and at the end of the turn, put this in your WR.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Pilot - Army | EV/S12-057 T: Soul

L2C2

Asuka in Test Plugsuit

[A] [(1)] When this attacks, if "Worst Possible Situation" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it on top of the LB, and at the end of the turn, put this in your WR.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Pilot - Army | EV/S12-057S T: Soul

L2C2

Asuka, Pointing Out Mistakes

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Pilot:: Charas, and that Chara gains +500 Pow for the turn.

Pilot - Army | EV/S12-058 T: None

L0C0

Toji Suzuhara

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, you may return it to your hand. If so, reveal your hand and choose 1 Level 0 or Lower Chara in your hand and put it in the Slot this was in Rested.

EV/S12-059 T: None

L0C0

EVA-02, Air-thrust S-Type Equipment

[A] When "Finishing Blow" is placed to your CZ, this gains the following ability for the turn.[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 damage to your Opp.." (DC can occur)  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Weapon | EV/S12-060 T: None

L1C0

**Asuka, Cooking!?**  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.

Pilot - Army | EV/S12-061 T: Soul

L2  
C1

**"Ace of the Euro Air Force" Asuka**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this attacks, if "Three People Needed" is in the CZ, you may deal X Damage to your Opp.. X = # of your Opp.'s Reversed Charas. (DC can occur)

Pilot - Army | EV/S12-062 T: Soul

L3  
C2

**Kensuke Aida**  
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Glasses - Camera | EV/S12-063 T: None

L0  
C0

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**7th Angel**  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Mystery:: Chara in your WR and return it to your hand.

Mystery | EV/S12-064 T: None

L0  
C0

**Asuka, Ready for Deployment**  
--No Text--

Pilot - Army | EV/S12-065 T: None

L0  
C0

**8th Angel**  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Mystery | EV/S12-066 T: None

L1  
C0

Evangelion Rebuild Booster Pack

**Asuka, Monopolizing?**  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Pilot:: Chara in your WR and return it to your hand.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Pilot - Army | EV/S12-067 T: None

L1  
C1

**Asuka in the Purification Test Facility**  
--No Text--

Pilot - Army | EV/S12-068 T: None

L1  
C1

**EVA-02, Regular Practical Type**  
--No Text--

Mecha - Weapon | EV/S12-069 T: Soul

L2  
C1

**9th Angel**  
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Mecha - Mystery | EV/S12-070 T: Soul

L2  
C2

**Sealed EVA-02**  
Choose up to 1 Chara with **CHANGE** in your WR and put it in your hand. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

EV/S12-071 T: None

L1  
C1

**Disinfection**  
Choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.

EV/S12-072 T: None

L2  
C2

**Worst Possible Situation**  
[C] All your Charas gain +1000 Pow and +1 Soul.

EV/S12-073 T: Salvage

**Finishing Blow**  
[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

EV/S12-074 T: 2 Soul

**Three People Needed**  
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

EV/S12-075 T: 2 Soul

**Ayanami, Emergency Conscription**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, Rest this.

Pilot - Eye Patch | EV/S12-076 T: None

L0  
C0

**Ayanami, Emergency Conscription**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, Rest this.

Pilot - Eye Patch | EV/S12-076R T: None

L0  
C0

**Ayanami, EVA-00 Pilot**  
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.  
[A] **BOND/"EVA-00, Test Model (Remodeled)"** [(1)]

Pilot | EV/S12-077 T: None

L1  
C0

### Ayanami, EVA-00 Pilot

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.  
[A] **BOND/"EVA-00, Test Model (Remodeled)"** [(1)]

Pilot | EV/S12-077SP T: None

L1  
C0

### Ayanami, Classmate

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability.  
"[S] [Rest this] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1000 Pow for the turn."

Pilot | EV/S12-078 T: None

L0  
C0

### Ayanami, Classmate

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability.  
"[S] [Rest this] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1000 Pow for the turn."

Pilot | EV/S12-078S T: None

L0  
C0

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### EVA-00, Test Model (Remodeled)

[C] All your other ::Pilot:: Charas gain +500 Pow.  
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Mecha - Weapon | EV/S12-079 T: None

L1  
C0

### Gendo, Giving Orders

[C] All your other ::Pilot:: Charas gain +500 Pow.  
[A] [(3)] At the start of your Climax Phase, reveal the top card of your LB. If it's a ::Pilot:: Chara whose Level is equal to or lower than your Level, may pay. If so, put that Chara in any Slot on the Stage. (Otherwise put that card back where it was)

Glasses - Gloves | EV/S12-080 T: Soul

L1  
C1

### Ayanami, Tasked with Defense

[A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose an "Ayanami, Pledge to Protect Shinji" in your WR and put it in the Slot this was in.  
[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Pilot | EV/S12-081 T: Soul

L2  
C1

## Evangelion Rebuild Booster Pack

### Ayanami, Pledge to Protect Shinji

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.  
[A] [Discard an "Ayanami's Smile" from your hand to WR] At the start of Opp.'s Attack Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas, and that Chara gains +3500 Pow for the turn, and this gain +3500 Pow for the turn.

Pilot | EV/S12-082 T: Soul

L3  
C2

### Ayanami, Pledge to Protect Shinji

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[A] [Discard an "Ayanami's Smile" from your hand to WR] At the start of Opp.'s Attack Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas, and that Chara gains +3500 Pow for the turn, and this gain +3500 Pow for the turn.

Pilot | EV/S12-082S T: Soul

L3  
C2

### Ritsuko Akagi

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.

[S] [Rest this] Choose 1 of your Charas with either ::Pilot:: or ::Mecha::, and that Chara gains +1000 Pow for the turn.

Science | EV/S12-083 T: None

L0  
C0

### Smiling Ayanami

[C] During your Opp.'s turn, if you have another "Gendo Ikari", this gains +2000 Pow.

Pilot | EV/S12-084 T: None

L0  
C0

### Rei Ayanami

[A] **EXPERIENCE** [(2)] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, draw a card.

Pilot | EV/S12-085 T: None

L1  
C0

### Yelling EVA-00 (Revised)

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.  
[A] [(3)] When this attacks, if "Desperation Attack" is in the CZ, may pay. If so, deal X Damage to all players. X = # of cards in your hand. (DC can occur)

Mecha - Weapon | EV/S12-086 T: Soul

L2  
C1

### 10th Angel

[S] [Discard a Climax card from your hand to the WR] Put the top card of your LB in your WR. If it's a ::Mystery:: Chara, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = Pow of the Chara put in the WR via this effect.

Mystery | EV/S12-087 T: Soul

L2  
C1

### Gendo Ikari

[C] All your other Charas with "Ayanami" in name gain +500 Pow.  
[S] [(2) Rest this] Draw a card.

Glasses - Gloves | EV/S12-088 T: None

L0  
C0

### Kozo Fuyutsuki

[S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of your LB.  
[S] [(1)] Draw a card, and discard a card from hand to the WR.

EV/S12-089 T: None

L0  
C0

### Ayanami, Bandaged

--No Text--

Pilot - Eye Patch | EV/S12-090 T: None

L0  
C0

### EVA-00, Test Model

[C] If there's 1 or fewer Charas in your Back Row, this cannot attack.  
[C] During your Opp.'s turn, this gains +1000 Pow.

Mecha - Weapon | EV/S12-091 T: None

L0  
C0

### 6th Angel

--No Text--

Mystery | EV/S12-092 T: None

L1  
C0

