

Kyon

[A] [(1)] Put a ::Brigade Chief:: Chara from your Stage in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Normal Haruhi" and put it in any Slot on the Stage. Shuffle your LB.

SOS Brigade | SY/W08-001 T: None

L0C0

Kyon

[A] [(1)] Put a ::Brigade Chief:: Chara from your Stage in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Normal Haruhi" and put it in any Slot on the Stage. Shuffle your LB.

SOS Brigade | SY/W08-001R T: None

L0C0

Santa Girl Haruhi & Kyon

[A] [(5)] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if you have 4 or more other ::SOS Brigade:: Charas, may pay. If so, Stand this.  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of your LB or in the WR.

Brigade Chief - SOS Brigade | SY/W08-002 T: Soul

L3C2

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Kyon's Little Sister, Christmas Party

[A] **BOND/"Normal Kyon"** [Put the top card of your LB in your Clock]  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas with "Kyon" in name, and that Chara gains +1 Soul for the turn.

Animal | SY/W08-003 T: None

L0C0

Kyon's Little Sister, Christmas Party

[A] **BOND/"Normal Kyon"** [Put the top card of your LB in your Clock]  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas with "Kyon" in name, and that Chara gains +1 Soul for the turn.

Animal | SY/W08-003S T: None

L0C0

Koizumi, Mysterious Transfer Student

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.  
[A] [Discard a card from your hand to WR] When your Chara's Trigger Check reveals a Climax card, if it has a Whirlwind Trigger Icon, may pay. If so, search your LB for up to 1 ::SOS Brigade:: Chara, reveal it, and put it in your hand. Shuffle your LB.

ESP - SOS Brigade | SY/W08-004 T: None

L1C0

Haruhi Booster Pack

Koizumi, Mysterious Transfer Student

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.  
[A] [Discard a card from your hand to WR] When your Chara's Trigger Check reveals a Climax card, if it has a Whirlwind Trigger Icon, may pay. If so, search your LB for up to 1 ::SOS Brigade:: Chara, reveal it, and put it in your hand. Shuffle your LB.

ESP - SOS Brigade | SY/W08-004R T: None

L1C0

Haruhi & Kyon, Observable Trust

[A] At the start of your Encore Step, if "Good News from Haruhi Suzumiya" is in the CZ, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Haruhi & Kyon, Observable Trust" in your Memory and put it in any Slot on the Stage, and that Chara gains +3000 Pow for that turn.

Brigade Chief - SOS Brigade | SY/W08-005 T: Soul

L1C1

Normal Kyon

[A] When this attacks, if "sleeping beauty\_" is in the CZ, search your LB for up to 1 ::SOS Brigade:: Chara, reveal it, and put it in your hand. Shuffle your LB.

SOS Brigade | SY/W08-006 T: Soul

L2C1

Kyon in Yukata

[C] If you have 3 or more Charas with either ::SOS Brigade:: or ::Yukata:: in play, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yukata - SOS Brigade | SY/W08-007 T: Soul

L2C2

Kyon in Yukata

[C] If you have 3 or more Charas with either ::SOS Brigade:: or ::Yukata::, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yukata - SOS Brigade | SY/W08-007S T: Soul

L2C2

Sonou Mori

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

Maid | SY/W08-008 T: None

L1C0

Kyon's Little Sister in Swimsuits

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Animal - Swimsuit | SY/W08-009 T: None

L1C0

Kyon in Club Office

[A] **CHANGE** [Put this in your Clock] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Normal Kyon" in your WR and put it in the Slot this was in.

Mecha - SOS Brigade | SY/W08-010 T: Soul

L1C1

Itsuki Koizumi

[C] During your turn, for each of your other ::SOS Brigade:: Charas, this gains +500 Pow.  
[A] When this attacks, if "Closed Space" is in the CZ, you may choose 1 of your Opp.'s Charas and return it to hand.

ESP - SOS Brigade | SY/W08-011 T: Soul

L2C2

Nagato & Koizumi in Club Office

[A] [Discard a card from your hand to the WR] When you use **BACKUP** of this, may pay. If so, choose up to 2 cards in your Opp.'s WR and return them to the LB. Shuffle that LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Alien - ESP | SY/W08-012 T: Soul

L2C1

Kunikida, Classmate

[C] **ALARM** If this is on top of the Clock, all your Charas with no traits gain the following ability. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with no traits, reveal it, and put it in your hand. Shuffle your LB."

SY/W08-013 T: None

L0C0

Kyon in Apron

[C] During your turn, all your other Charas gain +500 Pow.  
[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Book - SOS Brigade | SY/W08-014 T: None

L0C0

Koizumi in Apron

[C] If you have another ::Brigade Chief:: Chara, this gains +2000 Pow.

ESP - Book | SY/W08-015 T: None

L0C0

Taniguchi, Classmate

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

SY/W08-016 T: None

L0C0

Mikuru & Kyon, Overworked

--No Text--

Time - SOS Brigade | SY/W08-017 T: None

L0C0

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Arakawa, Dandy Butler

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Butler | SY/W08-018 T: None

L1C0

Kyon's Little Sister & Asakura

--No Text--

Animal - Alien | SY/W08-019 T: Soul

L2C1

Camping Night

Reveal the top card of your LB. If it is an ::SOS Brigade:: Chara, you may draw a card. (Otherwise put it back where it was)  
All your ::SOS Brigade:: Charas gain +1 Soul for the turn.

SY/W08-020 T: None

L1C1

Haruhi Booster Pack

The Path Home on A Rainy Day

[Counter] If there are 3 or more Charas in your Front Row, you cannot play this from hand.  
All your Charas gain +2500 Pow for the turn.

SY/W08-021 T: None

L2C1

Fumoffu!

Choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in Stock.

SY/W08-022 T: None

L2C2

Good News from Haruhi Suzumiya

[C] All your Charas gain +2 Soul.

SY/W08-023 T: 2 Soul

sleeping beauty

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

SY/W08-024 T: Soul Bounce

Closed Space

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

SY/W08-025 T: Soul Shot

Mikuru & Mikuru (Big), Time Travelers

[A] When this attacks, if "That's Classified" is in the CZ, your Opp. may not play Events from hand until the next end of your Opp.'s turn.  
[A] When this attacks, if "That's Classified" is in the CZ, all your Charas gain +1500 Pow for the turn.

Time - SOS Brigade | SY/W08-026 T: Soul

L2C1

Mikuru & Mikuru (Big), Time Travelers

[A] When this attacks, if "That's Classified" is in the CZ, your Opp. may not play Events from hand until the next end of your Opp.'s turn.  
[A] When this attacks, if "That's Classified" is in the CZ, all your Charas gain +1500 Pow for the turn.

Time - SOS Brigade | SY/W08-026R T: Soul

L2C1

Mikuru, Blunderer

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Time:: Charas, you may put the top card of your LB in your Stock.

Time - SOS Brigade | SY/W08-027 T: Soul

L2C2

Tsuruya-san, Dressed Up

[C] If you have 2 or fewer other Charas, this gains +1500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Forehead - Double Tooth | SY/W08-028 T: None

L0C0

Tsuruya-san, Dressed up

[C] If you have 2 or fewer other Charas, this gains +1500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Forehead - Double Tooth | SY/W08-028S T: None

L0C0

Mikuru Asahina

[A] [(2)] At the start of your Encore Step, may pay. If so, choose 1 of your Charas and this and Send them to Memory.  
At the start of your next Draw Phase, put the chosen Charas from your Memory in separate Slots on the Stage, and those Charas gain +1000 Pow for that turn.

Time - SOS Brigade | SY/W08-029 T: None

L0C0

Tsuruya-san in the Hot Spring

[S] **BRAINSTORM** [(2)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Opp.'s Charas, and that Chara gets -2000 Pow for the turn.

Forehead - Double Tooth | SY/W08-030 T: None

L0C0

**Mikuru, Girl Who Leapt Through Time**  
 [A] **CHANGE** [(1) Put this in your Clock] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Mikuru & Mikuru (Big, Time Travelers)" in your WR and put it in the Slot this was in.  
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

*Time - Book | SY/W08-031 T: None*

L1  
C0

**Mikuru, Girl Who Leapt Through Time**  
 [A] **CHANGE** [(1) Put this in your Clock]. At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Mikuru & Mikuru (Big), Time Travelers" in your WR and put it in the Slot this was in.  
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

*Time - Book | SY/W08-031R T: None*

L1  
C0

**Haruhi & Mikuru in Swimsuits**  
 [A] [Put 1 of your ::Time: Charas from the Stage in the WR]  
 When this attacks, if "Everyday Life of Haruhi Suzumiya" is in the CZ, may pay. If so, search your LB for up to 1 ::Time:: Chara, reveal it, and put it in your hand. Shuffle your LB.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

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**Haruhi & Mikuru in Swimsuits**

[A] [Put 1 of your **::Time::** Charas from the Stage in the WR] When this attacks, if "Everyday Life of Haruhi Suzumiya" is in the CZ, may pay. If so, search your LB for up to 1 **::Time::** Chara, reveal it, and put it in your hand. Shuffle your LB.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

**Mikuru, Dressed Up**

[C] All your other ::SOS Brigade:: Charas gain +1 Level and +500 Pow.

[A] [Discard a card from your hand to the WR] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2000 Pow for the turn.

*Time - SOS Brigade | SY/W08-033 T: None*

**L1**  
**C0**

**Cat-Eared Tsuruya-san**  
[A] [(1)] When your Chara's Trigger Check reveals a Climax card, if it has a Bag Trigger Icon, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.  
[A] **BOND/"Cat-Eared Mikuru"** [(1)]

*Forehead - Animal | SY/W08-034 T: None*

**L1**  
**C0**

## Haruhi Booster Pack

**Mikuru & Tsuruya-san, Beach Voleyball**  
--No Text--

*Swimsuit - Sports | SY/W08-035 T: None*

**L1**  
**C1**

**Tsuruya-san, Waitress**  
 [C] For each of your other ::Time:: Charas, this gains +500 Pow.  
 [A] When this attacks, if "Already Making Big Profit!" is in the CZ, choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. X = 1000 times # of your ::Time:: Charas.

*Forehead - Waitress | SY/W08-036 T: Soul*

**L2**  
**C2**

**Cat-Eared Mikuru**  
[C] Chara Opposite this gets -1 Soul.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. cannot play Climaxes from hand until the next end of your Opp.'s turn.

*Time - Animal | SY/W08-037 T: Soul*

**L3**  
**C2**

**Mikuru at the Signing Event**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [S] [Discard a Climax card from your hand to the WR, Rest 2 of your Charas] Search your LB for up to 1 ::Time:: Chara, reveal it, and put it in your hand. Shuffle your LB.

*Time - Book | SY/W08-038 T: None*

L0  
C0

**Mikuru, Mascot of SOS Brigade**  
 [A] When your other ::SOS Brigade:: Chara is placed from hand or Memory to the Stage, that Chara gains +1000 Pow and ::Tea:: for the turn.

*Time - Maid | SY/W08-039 T: None*

LO  
 CO

**Mikuru, Waitress**  
 [A] **CHANGE** [Put this in your Clock] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Mikuru from the Future" in your WR and put it in the Slot this was in.

*Time - Waitress | SY/W08-040 T: None*

**L0**

**C0**

Haruhi & Nagato & Mikuru, Bunny Girls  
--No Text--

Animal - SOS Brigade | SY/W08-041 T: None

LO  
CO

**Mikuru from the Future**  
 [C] If there are 5 or more cards in your Stock, this gains +1000 Pow.  
 [A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose a "Mikuru, Waitress" in your WR and put it Rested in the Slot this was in.

**Tsuruya-san & Mikuru, Christmas Party**  
 [C] If your Opp. has 4 or more Charas, this gains  
 +1000 Pow.

*Time - Forehead | SY/W08-043 T: Soul*

**L2**  
**C1**

**Mikuru, Miracle Girl**  
--No Text--

Time - Maid | SY/W08-044 T: Soul

**L2**  
**C2**

**Mikuru Beam**  
 If you don't have a ::Time:: Chara, you cannot play this from hand.  
 Choose a Chara in your Clock and return it to your hand.  
 Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.  
 Put this in your Clock.  
*SY/W08-045 T: None*

**Voluntarily Accompanying?**  
 Choose a Level 2 or lower ::SOS Brigade:: Chara in your Clock and put it in any Slot on the Stage. Put this in your Clock.

Baseball Tournament

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

SY/W08-047 T: None

L2

C0

Everyday Life of Haruhi Suzumiya

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

SY/W08-048 T: Treasure

That's Classified

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

SY/W08-049 T: Stock

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Already Making Big Profit!

[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.

SY/W08-050 T: 2 Soul

Haruhi & Kyon, Christmas Party

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

Brigade Chief - SOS Brigade | SY/W08-051 T: Soul

L1

C2

Haruhi, SOS Brigade Chief

[A] [(2)] When "Birth of SOS Brigadel!" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 2 or lower ::SOS Brigade:: Chara and put it in any Slot on the Stage. Shuffle your LB.

Brigade Chief - SOS Brigade | SY/W08-052 T: Soul

L2

C2

Haruhi Booster Pack

Haruhi, SOS Brigade Chief

[A] [(2)] When "Birth of SOS Brigadel!" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 2 or lower ::SOS Brigade:: Chara and put it in any Slot on the Stage. Shuffle your LB.

Brigade Chief - SOS Brigade | SY/W08-052SP T:

L2

C2

Haruhi in Yukata

[A] **BOND/"Kyon** in Yukata" [Put the top card of your LB in your Clock]  
[S] [(1)] Choose 1 of your ::Yukata:: Charas, and that Chara gains +1000 Pow for the turn.

Brigade Chief - Yukata | SY/W08-053 T: None

L0

C0

Haruhi in Yukata

[A] **BOND/"Kyon** in Yukata" [Put the top card of your LB in your Clock]  
[S] [(1)] Choose 1 of your ::Yukata:: Charas, and that Chara gains +1000 Pow for the turn.

Brigade Chief - Yukata | SY/W08-053S T: None

L0

C0

Haruhi in the Hot Spring

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is Level 0 or lower, you may Reverse that Chara.  
[A] When this becomes Reversed in battle, choose 1 of your ::SOS Brigade:: Charas, and that Chara gains +1500 Pow for the turn.

Brigade Chief - SOS Brigade | SY/W08-054 T: None

L0

C0

Haruhi & Tiny Haruhi, Center of the World

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Brigade Chief - SOS Brigade | SY/W08-055 T: None

L0

C0

Haruhi & Tiny Haruhi, Center of the World

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Brigade Chief - SOS Brigade | SY/W08-055S T:

L0

C0

Normal Haruhi

[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Normal Haruhi" in your Memory and put it in a Slot on the Stage.

Brigade Chief - SOS Brigade | SY/W08-056 T: None

L1

C0

Normal Haruhi

[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Normal Haruhi" in your Memory and put it in a Slot on the Stage.

Brigade Chief - SOS Brigade | SY/W08-056SP T:

L1

C0

Haruhi, Beach Volleyball

[C] For every different trait that your Charas possess, this gains +500 Pow.

Brigade Chief - Sports | SY/W08-057 T: Soul

L2

C2

Haruhi, Super Editor-in-Chief

[A] When your other ::Book:: Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[A] [(1)] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Glasses - Book | SY/W08-058 T: None

L0

C0

Haruhi, Dressed Up

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Brigade Chief - SOS Brigade | SY/W08-059 T: None

L0

C0

Haruhi, Disliked Boredom

[A] [(6)] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Alien:: Chara, 1 ::Time:: Chara, and 1 ::ESP:: Chara from your WR and return them to your hand.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Brigade Chief - SOS Brigade | SY/W08-060 T: None

L1

C0

Haruhi & Mikuru in Yukatas

--No Text--

Yukata - SOS Brigade | SY/W08-061 T: None

L1C0

Haruhi, Happy Valentine

[A] When this attacks, if "Happy Valentine" is in the CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Brigade Chief - Sweets | SY/W08-062 T: Soul

L1C1

Haruhi, Hands Full of Bourquet

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] [(1)] When your Chara's Trigger Check reveals a Climax card, if it has a Salvage Trigger Icon, may pay. If so, choose a Level 1 or lower Chara in your Opp.'s Front Row and put it in the WR.

Brigade Chief - SOS Brigade | SY/W08-063 T: None

L0C0

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Haruhi Suzumiya

--No Text--

Brigade Chief - SOS Brigade | SY/W08-064 T: None

L0C0

Haruhi, Vocalist

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Brigade Chief - Music | SY/W08-065 T: Soul

L1C1

Victory Declaration Haruhi

[A] **CHANGE** [(1) Put this in your Clock] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Trouble Girl Haruhi" in your WR and put it in the Slot this was in.

[S] **BRAINSTORM** [(3)] Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Brigade Chief:: Chara in your WR and put it in any Slot on the Stage. X = # of ::Brigade Chief:: Charas among them.

Brigade Chief - Yukata | SY/W08-066 T: Soul

L2C1

Haruhi Booster Pack

Cat-Eared Haruhi

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Brigade Chief - Animal | SY/W08-067 T: Soul

L2C1

Haruhi, Cracker

--No Text--

Brigade Chief - SOS Brigade | SY/W08-068 T: Soul

L2C2

Trouble Girl Haruhi

[A] When this is placed from hand to the Stage or placed via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

[A] When this attacks, if "Someday in the Rain" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur.)

Brigade Chief - Book | SY/W08-069 T: Soul

L3C2

Searching Tour in the City

Send the top 5 cards of your LB to Memory face-down. Your Opp. looks at those 5 cards and separate them into a pile of 2 cards and a pile of 3 cards face-down. Without looking at the content of the piles, you choose 1 pile and put the cards in that pile in your hand. Return the cards in the other pile to your LB. Shuffle your LB.

SY/W08-070 T: None

L1C3

World with Faded Colors

Choose 1 of your Level 1 or higher Charas and put it in the WR. If so, choose a Level 0 or lower ::Brigade Chief:: Chara in your WR and put it in any Slot on the Stage, and choose up to 2 Chara in your WR and return them to your hand.

SY/W08-071 T: None

L2C1

I Am Not Interested in Normal Humans

If you don't have a ::Brigade Chief:: Chara, you cannot play this from your hand.

Search your LB for up to 2 ::SOS Brigade:: Charas, reveal them, and put them in your hand. Shuffle your LB. Discard a card from your hand to the WR.

SY/W08-072 T: None

L1C1

Happy Valentine

[C] All your Charas gain +2 Soul.

SY/W08-073 T: 2 Soul

Birth of SOS Brigade!

[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.

SY/W08-074 T: 2 Soul

Someday in the Rain

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

SY/W08-075 T: Salvage

Nagato & Asakura & Kimidori, Aliens

[C] All your other ::Alien:: Charas gain +500 Pow.

[S] [(2) Rest this] Search your LB for up to 1 ::Alien:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Alien - Book | SY/W08-076 T: None

L0C0

Nagato & Asakura & Kimidori, Aliens

[C] All your other ::Alien:: Charas gain +500 Pow.

[S] [(2) Rest this] Search your LB for up to 1 ::Alien:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Alien - Book | SY/W08-076R T: None

L0C0

Nagato, Dressed Up

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

[A] When this is placed from hand to the Stage, you may send all your Opp.'s Charas to Memory. If so, put those Charas in separate Slots on the Stage.

Alien - Book | SY/W08-077 T: Soul

L3C2

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."  
[A] When this is placed from hand to the Stage, you may send all your Opp.'s Chars to Memory. If so, put those Chars in separate Slots on the Stage.

L3  
C2

[C] During your Opp.'s turn, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

LO  
CO

[A] When this attacks, if "Struggle in the Information Controlled Space" is in the CZ, all your ::Alien:: Charas gain the following ability for the turn. "[A] ([1]) When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card."

L1
C0

[A] When this attacks, if "Struggle in the Information Controlled Space" is in the CZ, all your ::Alien:: Charas gain the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card."

L1  
C0

[A] When this attacks, if "Um, That's Impossible" is in the CZ, this gains +1500 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put it on bottom of the LB.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

L1  
C1

[A] **CHANGE** [Put this in WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Nagato in China Dress" in your WR and put it in Slot this was in.

[S] **BRAINSTEM** [[4]] Flip over the top 4 cards of your LB and put them in WR. For each ::Alien:: Chara revealed this way, choose up to 1 Level 0 or lower Chara in your WR and put them in separate Slots on Stage.

L2	
C1	

[C] During your Opp.'s turn, for each of your other  
::Alien:: Charas, this gains +500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to  
the WR]

L2  
C2

[C] During your Opp.'s turn, for each of your other  
 ::Alien:: Charas, this gains +500 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to  
 the WR]

L2  
C2

[A] When this is placed from hand to the Stage or placed via **CHANGE** to the Stage, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

**L1**  
**C0**

--No Text--

$$\frac{L1}{C0}$$

[A] [(1)] When you use **BACKUP** of this, if you have a ::Brigade Chief:: Chara, may pay. If so, draw a card.

[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

$$\frac{L1}{C1}$$

[C] During your Opp.'s turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.

[A] When your Chara's Trigger Check reveals a Climax card, if it has a Book Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

**L2**  
**C1**

[A] When this attacks, if "I Will Tell You about Myself" is in the CZ, choose up to 2 of your other Charas and Send them to Memory. At the start of your Next Draw Phase, put those Charas from Memory in separate Slots on the Stage, and those Charas gain +1500 Pow for that turn.

**L2**  
**C2**

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

LO
CO

[A] **BOND**/"Kyon in Yukata" [(1)]
$$\frac{L0}{C0}$$

[C] All your other ::Book:: Charas gain +500 Pow.  
[S] [(1) Rest 2 of your Charas] If you have 3 or more other ::Book:: Charas, draw a card.

$$\frac{L0}{C0}$$

[A] **CHANGE** [(1) Put this in WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Haruhi & Nagato in Swimsuits" in your WR and put it in the Slot this was in.

$$\frac{L0}{C0}$$

--No Text--

$$\frac{L0}{C0}$$

[C] **ALARM** If this is top of the Clock, all your Charas with either :Allen: or :Student Council: gain +1000 Pow.

[C] ([1]) When this is placed from hand to Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When Battle Opp. of this becomes Reversed, you may draw a card."

$$\frac{L1}{C0}$$

--No Text--

$$\frac{L2}{C1}$$

If you don't have an ::Alien:: Chara, you cannot play this from hand.  
You may draw a card. If so, discard a card from your hand to the WR.  
You may put the top card of your Clock in your WR.  
Send this to Memory.

$$\frac{L1}{C1}$$

[Counter] Choose 1 of your Charas, and that Chara gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on bottom of the LB."

L2  
C1

[Counter] Choose a Climax card in your Opp.'s CZ and put it in the WR.

L2  
C0

[C] All your Charas gain +2 Soul.


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

[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.

SY/W08-100 T: 2 Soul

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