

"Officer" Joseph

[C] If there are 2 or more "Officer" Joseph' in your WR, this gets -1 Level while in your hand.

[C] If all your Charas are ::Modification::, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

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

Modification | TF/S32-001 T: Soul

L3
C2

"Officer" Joseph

[C] If there are 2 or more "Officer" Joseph' in your WR, this gets -1 Level while in your hand.

[C] If all your Charas are ::Modification::, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

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

Modification | TF/S32-001S T: Soul

L3
C2

"Officer" Adolf

[A] When the Damage dealt by this is Canceled, this gains +2000 Pow for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Canceled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Modification - Electricity | TF/S32-002 T: Soul

L3
C2

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"Officer" Adolf

[A] When the Damage dealt by this is Canceled, this gains +2000 Pow for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Canceled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Modification - Electricity | TF/S32-002SP T: Soul

L3
C2

"Lightning of Squad 5" Adolf

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Modification:: Chara, put it in your hand, and discard a card a card from your hand to the WR.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "A Drop of Thunder Rain" in your WR and return it to your hand.

Modification - Electricity | TF/S32-003 T: None

L0
C0

"Crew of Annex I" Eva

[A] [(1)] Put a Chara from your Stage in the WR) When the Battle Opp. of this becomes Reversed, if "DESIRE Wish" is in your CZ, may pay. If so, search your LB for up to 1 "Officer" Adolf' and up to 1 ::Modification:: Chara, reveal them, put them in your hand, and shuffle your LB.

Modification | TF/S32-004 T: None

L1
C0

Terra Formars Booster Pack

"Crew of Annex I" Eva

[A] [(1)] Put a Chara from your Stage in the WR) When the Battle Opp. of this becomes Reversed, if "DESIRE Wish" is in your CZ, may pay. If so, search your LB for up to 1 "Officer" Adolf' and up to 1 ::Modification:: Chara, reveal them, put them in your hand, and shuffle your LB.

Modification | TF/S32-004SP T: None

L1
C0

"Lightning Eel" Adolf

[C] During your turn, for each of your other ::Modification:: Charas, this gains +500 Pow.

[A] ENCORE [Put the top card of your LB in your Clock]

Modification - Electricity | TF/S32-005 T: None

L1
C1

"Crew of Annex I" Adolf

[A] [Put the top card of your LB in your Clock] When this attacks, if "DER ZITTEAAL Lightning Creature" is in the CZ, may pay. If so, search your LB for up to 1 ::Modification:: Chara, reveal it, and put it in your hand. Afterward, shuffle your LB, for the turn, this gains +2000 Pow and your Opp. cannot use "[A] ENCORE". (This includes "[A] ENCORE [(3)]" provided by rules)

Modification - Electricity | TF/S32-006 T: Soul

L2
C1

"Crew of Annex I" Adolf

[A] [Put the top card of your LB in your Clock] When this attacks, if "DER ZITTEAAL Lightning Creature" is in the CZ, may pay. If so, search your LB for up to 1 ::Modification:: Chara, reveal it, and put it in your hand. Afterward, shuffle your LB, for the turn, this gains +2000 Pow and your Opp. cannot use "[A] ENCORE". (This includes "[A] ENCORE [(3)]" provided by rules)

Modification - Electricity | TF/S32-006S T: Soul

L2
C1

"Officer" Asimov

[A] When this is placed from hand to the Stage, this gains +2000 Pow for the turn, and all your Charas gain +1 Soul for the turn.

[A] When this Front Attacks, if you have another ::Modification:: Chara, this gains +X Pow for the turn. X = 1000 times # of Soul of this.

[A] When this attacks, if "CRAB Fierce Fighter" is in the CZ, all your Charas gain +3000 Pow for the turn.

Modification - Crab | TF/S32-007 T: Soul

L3
C2

"Gentle Smile" Eva

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

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

Modification | TF/S32-008 T: None

L0
C0

"Crew of Annex I" Joseph

[C] If you have no other Charas, this gains +1 Leven and +1500 Pow.

Modification | TF/S32-009 T: None

L0
C0

"Crew of Annex I" Alexander

[A] When this Front Attacks, if you have another ::Modification:: Chara, this gains +X Pow for the turn. X = 1000 times # of Soul of this.

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

Modification - Bug | TF/S32-010 T: None

L1
C1

"Crew of Annex I" Ivan Perepelkin

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

[S] [Discard a "Crew of Annex I" Elena' from hand to the WR, Rest this] All your Charas gain +1 Soul for the turn.

Modification - Plant | TF/S32-011 T: Soul

L2
C1

"Officer" Liu Yiwu

[C] Chara Opposite this gets -1 Soul.

[C] During battles involving this, your Opp. cannot play BACKUP from hand.

[A] At the start of your Climax Phase, put all your Stock in your WR, and this gains +3000 Pow until the next end of your Opp.'s turn.

Modification | TF/S32-012 T: Soul

L3
C2

"Crew of Annex I" Nina

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.

[S] [(1) Rest this] Choose 1 of your ::Modification:: Charas, and that Chara gains +1 Soul for the turn.

Modification - Bug | TF/S32-013 T: None

L0
C0

"Crew of Annex I" Elena

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Modification | TF/S32-014 T: None

L0
C0

"Crew of Annex I" Isabella
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Modification - Bug | TF/S32-015 T: None

L0
C0

"Kind Girl" Eva
 --No Text--

Modification | TF/S32-016 T: None

L0
C0

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

Modification | TF/S32-017 T: None

L1
C0

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"Cold Side Look" Adolf
 --No Text--

Modification - Electricity | TF/S32-018 T: None

L1
C0

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

Modification | TF/S32-019 T: Soul

L2
C1

"High Battle Power" Joseph
 --No Text--

Modification | TF/S32-020 T: Soul

L2
C2

Terra Formars Booster Pack

A Drop of Thunder Rain
 If you don't have a Chara with "Adolf" in name, you cannot play this from hand.
 [Counter] Choose 1 of your Charas, and that Chara gains +3500 Pow and +1 Soul for the turn.

TF/S32-021 T: None

L1
C1

Hallucination of Devil's Trumpet
 If you don't have a Chara, you cannot play this from hand.
 [Modification:] Chara, you cannot play this from hand.
 Choose 1 of your Charas, and that Chara gains +4000 Pow and +2 Soul for the turn.

TF/S32-022 T: None

L2
C0

DESIRE Wish
 [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.

TF/S32-023 T: 2 Soul

DESIRE Wish
 [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.

TF/S32-023R T: 2 Soul

DER ZITTERAAL Lightning Creature
 [C] All your Charas gain +1000 Pow and +1 Soul.

TF/S32-024 T: Soul Bounce

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

TF/S32-025 T: Soul

"Officer" Shoukichi Komachi
 [A] When the Battle Opp. of this becomes Reversed, if "Frontline of the Battle" is in the CZ, you may choose a card in your Clock and return it to your hand. If so, put the top card of your LB in your Clock.

Modification - Bug | TF/S32-026 T: None

L1
C0

"Captain of Annex I" Shoukichi Komachi
 [A] [Discard a card from hand to the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [A] When this attacks, if "Last Words" is in the CZ, put the top card of your LB in Stock, and this gains +3000 Pow until the next end of your Opp.'s turn.

Modification - Bug | TF/S32-027 T: Soul

L3
C2

"Captain of Annex I" Shoukichi Komachi
 [A] [Discard a card from hand to the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [A] When this attacks, if "Last Words" is in the CZ, put the top card of your LB in Stock, and this gains +3000 Pow until the next end of your Opp.'s turn.

Modification - Bug | TF/S32-027S T: Soul

L3
C2

"Bright Like the Sun" Sheila
 [A] [(1) Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Chara, reveal it, put it in your hand, and shuffle your LB.

Modification | TF/S32-028 T: None

L0
C0

"Bright Like the Sun" Sheila
 [A] [(1) Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Chara, reveal it, put it in your hand, and shuffle your LB.

Modification | TF/S32-028S T: None

L0
C0

"Crew of Annex I" Keiji Onizuka
 [A] When your other Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put that card back where it was)
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action, "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Modification - Sports | TF/S32-029 T: None

L0
C0

"Friendly Youth" Marcos
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a **Modification**: Chara, you may move this to an empty Slot in the Front Row.

Modification - Bug | TF/S32-030 T: None

L0
C0

"Trip to Mars" Marcos
 [C] If you have 2 or more other Charas with "Alex" (not "Alexander") in name, this gains +500 Pow and cannot be Reversed by your Opp.'s Chara's [A] abilities.

Modification - Bug | TF/S32-031 T: None

L1
C1

"Crew of Annex I" Marcos
 [C] For each Marker under this, this gains +4000 Pow.
 [A] When this attacks, if "ANIMA Admiration" is in the CZ and you have another Chara with "Alex" (not "Alexander") in name, you may choose 1 "Bright Like the Sun" Sheila' in your Memory and put it face-down under this as Marker.

Modification - Bug | TF/S32-032 T: Soul

L2
C2

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"Crew of Annex I" Marcos
 [C] For each Marker under this, this gains +4000 Pow.
 [A] When this attacks, if "ANIMA Admiration" is in the CZ and you have another Chara with "Alex" (not "Alexander") in name, you may choose 1 "Bright Like the Sun" Sheila' in your Memory and put it face-down under this as Marker.

Modification - Bug | TF/S32-032SP T: Soul

L2
C2

"Born in Japan 'Giant Hornet'" Shoukichi Komachi
 [C] All your other **Modification**: Charas gain +500 Pow.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "BUGS Procedure" in your WR and return it to your hand.

Modification - Bug | TF/S32-033 T: None

L0
C0

"Mantis Shrimp" Keiji Onizuka
 [C] If you have 2 or more other **Modification**: Charas, this gains +1000 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Modification - Sports | TF/S32-034 T: None

L1
C0

Terra Formars Booster Pack

"Crew of Annex I" Kanako Sanjou
 [S] [Discard a **Modification**: Chara from hand to the WR] Reveal the top card of your LB. If it's a **Modification**: Chara, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara." (Put the revealed card back where it was)

Modification - Animal | TF/S32-035 T: None

L1
C1

"Crew of Annex I" Sheila
 [C] All your other **Modification**: Charas gain +1000 Pow.
 [S] [Rest this] Choose 1 of your Charas with either "Marcos", "Alex" (not "Alexander"), or "Shoukichi" in name, and that Chara gains +1000 Pow for the turn.

Modification | TF/S32-036 T: Soul

L2
C1

"Threat to Mankind" Terraformar
 [C] For each of your other Charas with "Terraformar" in name, this gains +1000 Pow.
 [A] [(2)] When the Battle Opp. of this becomes Reversed, if you have 4 or more other Charas with "Terraformar" in name, may pay. If so, put that Battle Opp. in Clock.

Bug | TF/S32-037 T: Soul

L2
C2

"Spider Thread Bombyx Type" Terraformar
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
 [A] [(1) Discard a card from hand to the WR] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara with "Terraformar" in name, reveal it, put it in your hand, and shuffle your LB.

Bug - Modification | TF/S32-038 T: None

L0
C0

"Future of Earth" Marcos
 --No Text--

Modification - Bug | TF/S32-039 T: None

L0
C0

"Battle for Survival" Shoukichi Komachi
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in Stock.

Modification - Bug | TF/S32-040 T: None

L0
C0

"Cane Spider" Marcos
 [A] When you use the **BACKUP** of this, choose 1 of your **Modification**: Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Modification - Bug | TF/S32-041 T: None

L1
C0

"Worst Vermin in History" Terraformar
 [C] For each Marker under this, this gains +1000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a **Modification**: Chara in your WR and put it face-down under this as Marker.

Bug | TF/S32-042 T: None

L1
C0

"Kind Girl" Sheila
 --No Text--

Modification | TF/S32-043 T: None

L1
C0

"Kind Boxer" Keiji Onizuka
 --No Text--

Modification - Sports | TF/S32-044 T: Soul

L2
C1

"Chief of U-NASA Mars Exploration Team" Shoukichi
 [C] If you have 3 or fewer Charas, you cannot play this from your hand.

Modification - Bug | TF/S32-045 T: Soul

L2
C1

BUGS Procedure
 Rest 1 of your Standing Charas with "Shoukichi" in name. If so, all your Charas gain +1000 Pow until the next end of your Opp.'s turn.

TF/S32-046 T: None

L1
C0

Cockroaches Released onto Mars
 If you have 5 or more Charas with "Terraformar" in name, Rest 2 of your Standing Charas. If so, choose 1 of your Opp.'s Level 3 or lower Charas and put it in Clock.

TF/S32-047 T: None

L3
C4

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

TF/S32-048 T: Treasure

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

TF/S32-048R T: Treasure

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Frontline of the 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.

TF/S32-049 T: 2 Soul

ANIMA Admiration
 [A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

TF/S32-050 T: 2 Soul

"Crew of Annex I" Alex
 [C] All your other ::Modification:: Charas gain +500 Pow.
 [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 up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Modification - Sports | TF/S32-051 T: None

L1
C0

Terra Formars Booster Pack

"Crew of Annex I" Alex
 [C] All your other ::Modification:: Charas gain +500 Pow.
 [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 up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Modification - Sports | TF/S32-051SP T: None

L1
C0

"Crew of Annex I" Akari Hizamaru
 [A] When this is placed from hand to the Stage or via the effect of "An Extended Hand" to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1)] When this attacks, if "M.O. Operation" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand.
 [A] When this becomes Reversed in battle, if you have 1 or fewer other ::Modification:: Charas, put the top card of your LB in your Clock.

Modification - Bug | TF/S32-052 T: Soul

L3
C2

"Crew of Annex I" Akari Hizamaru
 [A] When this is placed from hand to the Stage or via the effect of "An Extended Hand" to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1)] When this attacks, if "M.O. Operation" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand.
 [A] When this becomes Reversed in battle, if you have 1 or fewer other ::Modification:: Charas, put the top card of your LB in your Clock.

Modification - Bug | TF/S32-052SP T: Soul

L3
C2

"Trip to Mars" Akari Hizamaru
 [A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Standing Charas and Rest it.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Modification - Bug | TF/S32-053 T: None

L0
C0

"Miracle Child" Michelle
 [C] If you have no other Charas with "Akari" in name, this does not Stand during your Stand Phase.
 [A] When this becomes Reversed, if the Level of hte Battle Opp. of htis is 1 or lower, you may Reverse that Chara.

Modification - Bug | TF/S32-054 T: None

L1
C0

"Miracle Child" Michelle
 [C] If you have no other Charas with "Akari" in name, this does not Stand during your Stand Phase.
 [A] When this becomes Reversed, if the Level of hte Battle Opp. of htis is 1 or lower, you may Reverse that Chara.

Modification - Bug | TF/S32-054S T: None

L1
C0

"Trip to Mars" Alex
 [A] When this is placed from hand to the Stage, if you have another Chara with "Marcos" in name, this gains +2000 Pow for the turn.
 [A] When "Things to Be Done" is placed in your CZ, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Modification - Sports | TF/S32-055 T: None

L1
C0

"Reliable Crew" Akari Hizamaru
 [A] When your other ::Modification:: Chara attacks, this gains +1000 Pow for the turn.
 [A] When your Opp.'s Standing Chara becomes Rested, this gains +1500 Pow for the turn.

Modification - Bug | TF/S32-056 T: None

L1
C1

"Miracle Child" Akari Hizamaru
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] At the end of your turn, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Modification - Bug | TF/S32-057 T: Soul

L2
C1

"Miracle Child" Akari Hizamaru
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] At the end of your turn, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Modification - Bug | TF/S32-057S T: Soul

L2
C1

"Vice Chief of U-NASA Mars Exploration Team" Michelle
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [Rest 2 of your Charas] Choose 1 of your ::Modification:: Charas, and that Chara gains +1000 Pow for the turn.

Modification - Bug | TF/S32-058 T: None

L0
C0

"Reason to Fight" Akari Hizamaru
 [A] [Put this in the WR] When your other Chara with "Michelle" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [A] BOND/"Miracle Child" Michelle' [(1)]

Modification - Bug | TF/S32-059 T: None

L0
C0

"Deploy" Akari Hizamaru
 [C] For each of your Opp.'s Rested Charas, this gains +500 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Modification - Bug | TF/S32-060 T: None

L1
C0

"Prologue to Battle" Michelle
 [A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose 1 "Prologue to Battle" Michelle' in your WR and return it to your hand.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Modification - Bug | TF/S32-061 T: Soul

L2
C1

"Harpy Eagle" Alex
 [C] If you have another Front Row Chara with "Marcos" in name, this gains +3000 Pow.
 [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.

Modification - Sports | TF/S32-062 T: Soul

L2
C1

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"Friendly Youth" Akari Hizamaru
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "An Extended Hand" in your WR and return it to your hand.
 [A] When this attacks, choose 1 of your ::Modification:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Modification - Bug | TF/S32-063 T: None

L0
C0

"Friendly Youth" Alex
 [C] All your other "Trip to Mars" Marcos' gain +1000 Pow.
 [A] **BOND/"Trip to Mars" Marcos'** [Put the top card of your LB in your Clock]

Modification - Sports | TF/S32-064 T: None

L0
C0

"Relied Hope" Michelle
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

Modification - Bug | TF/S32-065 T: None

L0
C0

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"Superb Sports Reflex" Alex
 --No Text--

Modification - Sports | TF/S32-066 T: None

L0
C0

"Battle for Survival" Michelle
 [A] When this becomes Reversed in battle, if you have 1 or fewer other ::Modification:: Chara, put this in Clock.

Modification - Bug | TF/S32-067 T: None

L0
C0

"Crew of Annex I" Yaeko Yanasegawa
 [A] When this is placed from hand to the Stage, your Opp. may reveal his or her hand. If so, and there is at least 1 Climax card revealed this way, Rest this.

Modification - Animal | TF/S32-068 T: None

L1
C0

"Disquieting Air" Michelee
 --No Text--

Modification - Bug | TF/S32-069 T: None

L1
C1

"Inherited Power" Michelle
 [C] If you have 2 or more other ::Modification:: Charas, this gains +1000 Pow and [A] **ENCORE** [Discard a Chara from your hand to the WR].
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.
 [A] [(1)] When this attacks, if "TERRAFORMAS Them And Us" is in the CZ, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.

Modification - Bug | TF/S32-070 T: Soul

L2
C2

Racial Conflict
 Choose up to 2 Charas in your WR and return them to your hand, and discard a card from your hand to the WR.

TF/S32-071 T: None

L2
C1

An Extended Hand
 You may discard a Chara with "Akari" in name from hand to the WR. If so, choose 1 "Crew of Annex I" Akari Hizamaru' in your WR and put it in any Slot on the Stage.

TF/S32-072 T: None

L2
C2

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

TF/S32-073 T: Salvage

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

TF/S32-073R T: Salvage

TERRAFORMARS Them And Us
 [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.

TF/S32-074 T: 2 Soul

Things to Be Done
 [C] All your Charas gain +2 Soul.

TF/S32-075 T: 2 Soul

"Evil-Bearing Being" Terraformar
 [C] All your other Charas with "Terraformar" in name gain +1500 Pow.
 [A] [(1) Discard a card from hand to the WR, Rest this] When "BLACK BEETLE Deceased And Bug" is placed in your CZ, if this card is Standing, may pay. If so, search your LB for up to 1 Level 2 or lower Chara with "Terraformar" in name and put it in any Slot on the Stage, and shuffle your LB.

Bug | TF/S32-076 T: Soul

L2
C2

"Evil-Bearing Being" Terraformar

[C] All your other Charas with "Terraformar" in name gain +1500 Pow.
 [A] [(1)] Discard a card from hand to the WR, Rest this] When "BLACK BEETLE Deceased And Bug" is placed in your CZ, if this card is Standing, may pay. If so, search your LB for up to 1 Level 2 or lower Chara with "Terraformar" in name and put it in any Slot on the Stage, and shuffle your LB.

Bug | TF/S32-076S T: Soul

L2
C2

"Crew of Annex I" Michelle

[C] This cannot Side Attack.
 [A] [(1)] When this is placed from hand to the Stage or via effect of "Administering Drugs" 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] This ability activates up to once per turn. When you use an [S] ability, all your Charas gain +2000 Pow for the turn.

Modification - Bug | TF/S32-077 T: Soul

L3
C2

"Crew of Annex I" Michelle

[C] This cannot Side Attack.
 [A] [(1)] When this is placed from hand to the Stage or via effect of "Administering Drugs" 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] This ability activates up to once per turn. When you use an [S] ability, all your Charas gain +2000 Pow for the turn.

Modification - Bug | TF/S32-077SP T: Soul

L3
C2

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"Reliable Squad Leader" Michelle

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Administering Drugs" in your WR and return it to your hand.
 [S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, search your LB for up to 1 :Modification:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Modification - Bug | TF/S32-078 T: None

L0
C0

"Reliable Squad Leader" Michelle

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Administering Drugs" in your WR and return it to your hand.
 [S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, search your LB for up to 1 :Modification:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Modification - Bug | TF/S32-078S T: None

L0
C0

"For the Promise" Akari Hizamaru

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +1 Level and +1500 Pow.

Modification - Bug | TF/S32-079 T: None

L0
C0

Terra Formars Booster Pack

"Protecting Subordinates" Shoukichi Komachi

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If at least 1 Climax is put in the WR this way, Rest this.
 [A] ENCORE [Discard a Chara from your hand to the WR]

Modification - Bug | TF/S32-080 T: None

L0
C0

"Relied Hope" Akari Hizamaru

[C] For each of your other :Modification:: Charas, thsi gains +500 Pow.

Modification - Bug | TF/S32-081 T: None

L1
C0

"Officer" Michelle

[C] During your Opp.'s turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.
 [S] [(2)] Rest this] Return all cards in your WR to the LB. Shuffle your LB.

Modification - Bug | TF/S32-082 T: Soul

L2
C1

"Kind Captain" Shoukichi Komachi

[A] When this is placed from hand to the Stage, choose 1 of your other :Modification:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] [(1)] Rest 2 of your Standing :Modification:: Charas] When this is placed from hand to the Stage, may pay. If so, draw a card.

Modification - Bug | TF/S32-083 T: None

L0
C0

"Abominable Being" Terraformar

[C] You may have as many copies of cards with the same name as this in your deck.
 [C] This cannot Side Attack.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with "Terraformar" in name.

Bug | TF/S32-084a T: None

L0
C0

"Abominable Being" Terraformar

[C] You may have as many copies of cards with the same name as this in your deck.
 [C] This cannot Side Attack.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with "Terraformar" in name.

Bug | TF/S32-084b T: None

L0
C0

"Abominable Being" Terraformar

[C] You may have as many copies of cards with the same name as this in your deck.
 [C] This cannot Side Attack.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with "Terraformar" in name.

Bug | TF/S32-084c T: None

L0
C0

"Kamikaze Ant" Michelle

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
 [A] ENCORE [Discard a Chara from your hand to the WR]

Modification - Bug | TF/S32-085 T: None

L1
C0

"Relied Hope" Shoukichi Komachi

[C] If you have 2 or more other :Modification:: Charas, this gains "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] When your other :Modification:: Chara attacks, this gains +1500 Pwoer for the turn.

Modification - Bug | TF/S32-086 T: Soul

L2
C1

"High Battle Power" Akari Hizamaru

[A] [(1)] Discard a card from hand to the WR] When this attacks, if "The Second" is in the CZ, may pay. If so, Rest all of your Opp.'s Standing Charas, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase. Afterward, choose up to 2 of your other :Modification:: Charas, and they gain the following ability for the turn. [C] This may Side Attack without the Soul Penalty.
 [A] When your Opp.'s Standing Chara becomes Rested, this gains +1500 Pow for the turn.

Modification - Bug | TF/S32-087 T: Soul

L2
C1

"Future of Earth" Akari Hizamaru

[C] All your other :Modification:: Charas gain +500 Pow.
 [S] [Rest this] Choose 1 of your Opp.'s Standing Charas and Rest it.

Modification - Bug | TF/S32-088 T: None

L0
C0

"Future of Earth" Michelle

--No Text--

Modification - Bug | TF/S32-089 T: None

L0
C0

"Skinhead Type" Terraformar
 [C] If there's a Climax in your Opp.'s CZ, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with "Terraformar" in name.

Bug | TF/S32-090 T: None

L1
C0

"Reason to Fight" Shoukichi Komachi
 --No Text--

Modification - Bug | TF/S32-091 T: None

L1
C0

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

Modification - Bug | TF/S32-092 T: Soul

L1
C1

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"Eumeta Japonica" Akari Hizamaru
 [A] At the start of your Opp.'s Attack Phase, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
 [A] [(2)] At the start of your Opp.'s Draw Phase, may pay. If so, choose 1 of your Opp.'s Standing Level 2 or lower Charas and Rest it.

Modification - Bug | TF/S32-093 T: Soul

L1
C1

"Strong Will" Michelle
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
 [A] [(1) Discard a card from hand to the WR] When this attacks, if "The First" is in the CZ, may pay. If so, choose up to 1 of your Opp.'s Cost 0 or lower Charas and put it on the bottom of the LB, and this gains +1000 Pow for the turn.

Modification - Bug | TF/S32-094 T: None

L1
C1

"Inherited Power" Akari Hizamaru
 [C] For each of your other Charas, this gains +500 Pow.
 [A] When your Opp.'s Standing Chara becomes Rested, this gains +1500 Pow for the turn.

Modification - Bug | TF/S32-095 T: Soul

L2
C2

Terra Formars Booster Pack

Bloodline of Devil
 [Counter] Choose 1 of your Charas and put it in the WR. If so, choose up to 2 of your Charas with "Terraformar" in name, and they gain 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."

TF/S32-096 T: None

L1
C1

Adminsterring Drugs
 You may discard a Chara with "Michelle" in name from hand to the WR. If so, choose 1 "Crew of Annex I" Michelle' in your WR and put it in any Slot on the Stage.

TF/S32-097 T: None

L2
C2

BLACK BEETLE Deceased And Bug
 [C] All your Charas gain +1000 Pow and +1 Soul.

TF/S32-098 T: Soul Gate

BLACK BEETLE Deceased And Bug
 [C] All your Charas gain +1000 Pow and +1 Soul.

TF/S32-098R T: Soul Gate

The Second
 [C] All your Charas gain +2 Soul.

TF/S32-099 T: 2 Soul

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

TF/S32-100 T: Draw

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