

Advantage - Untraited

Bestial Savvy

Advantage

Rare

Green: 3

Yellow: 1

Immediate. Add two red furyoku. You do not charge from playing Bestial Savvy.

Cleanse

Advantage

Uncommon

Green: 1

Yellow: 1

Your opponent chooses a teamwork and eliminates it.

Feral Instinct

Advantage

Common

Green: 1

Yellow: 1

Red: 1

Immediate. Add two red furyoku. You do not charge from playing Feral Instinct.

Spirit Aim

Advantage

Common

Green: 1

Your strikes have +1 Force.

In your opponent's red zone, your strikes have -4 Force.

Ten More Sit-ups

Advantage

Common

Green: 2

Immediate. Add a yellow furyoku. You do not charge from playing Ten More Sit-ups.

Ward Off

Advantage

Common

Green: 1

Your strikes have +1 Intercept.

In your opponent's red zone, your strikes have -3 Force.

Advantage - Body

Bring It

Advantage

Rare

Trait: Body

Green: 1

Red: 1

You may not play strikes in your yellow or green zone.

Your strikes have +2 Force.

Devoted Sentry

Advantage

Uncommon

Trait: Body

Green: 1

Your strikes have +1 Intercept.

Dragon Aura

Advantage

Common

Trait: Body

Green: 2

Your strikes have +1 Intercept and +1 Force.

Hunter's Perch

Advantage

Uncommon

Trait: Body

Green: 2

Your strikes start in your opponent's yellow zone.

Oppression

Advantage

Uncommon

Trait: Body

Yellow: 1

If your opponent's attack is 3 Force or less, your strikes have +2 Force.

Spreading Darkness

Advantage

Uncommon

Trait: Body

Green: 1

Your strikes have +1 Force.

Thief's Honor

Advantage

Uncommon

Trait: Body

Green: 2

In your red zone, your strikes have +2 Intercept.

Thug Life

Advantage

Uncommon

Trait: Body

Yellow: 2

If you counterattack from the red zone, add two red furyoku.

Wrath of the Prisoner

Advantage
Rare
Trait: Body
Green: 1
Red: 1
You may not focus this turn.
Your strikes have +2 Force.

Advantage - Mind

Braingrab
Advantage
Rare
Trait: Mind
Green: 1
Intercept: 0
Force: 0
Your opponent may not play his signature move or charge.

Decipher the Runes
Advantage
Common
Trait: Mind
Green: 1
Immediate. Before flipping your next card, draw two cards. Place one on top of your deck and the other in your discard pile.

Fateful Choice
Advantage
Uncommon
Trait: Mind
Green: 1
When you put this in your advantage area, choose one: Your strikes have +1 Intercept and -1 Force, or your strikes have -1 Intercept and +1 Force.

Focal Point
Advantage
Rare
Trait: Mind
Yellow: 1
Immediate. Before flipping your next card, draw three cards. Place one on top of your deck and put the rest in your discard pile.

Pleasant Distraction
Advantage
Uncommon
Trait: Mind
Green: 1
Yellow: 1
Immediate. Eliminate one of your opponent's green or yellow furyoku.

Ponder, Reflect, Consider
Advantage

Uncommon

Trait: Mind

Green: 2

Intercept: 0

Force: 0

Immediate. Look at the top three cards of your deck and place them back on top in any order.

Reposition

Advantage

Common

Trait: Mind

Green: 1

Immediate. You may move a teamwork to an empty zone controlled by the same player.

Triumph of Will

Advantage

Rare

Trait: Mind

Yellow: 1

Red: 1

Immediate. Eliminate one of your opponent's furyoku.

Advantage - Soul

Center

Advantage

Uncommon

Trait: Soul

Green: 1

Yellow: 1

Immediate. If you are defending in your yellow zone, you are now defending in your green zone.

If you are defending in your red zone, you are now defending in your yellow zone.

Cherub's Blessing

Advantage

Common

Trait: Soul

Red: 1

Immediate. Eliminate all cards in all advantage areas. For each card eliminated, add a green furyoku.

Conviction

Advantage

Uncommon

Trait: Soul

Green: 1

Your strikes have -2 Intercept and +2 Force.

Day of Atonement

Advantage

Rare

Trait: Soul

Red: 1

Immediate. Instead of charging this zone, charge any zone instead.

Desolate Screams

Advantage

Common

Trait: Soul

Yellow: 1

Immediate. You may eliminate a teamwork.

Imposing Grandeur

Advantage

Rare

Trait: Soul

Green: 1

Red: 1

Immediate. Your opponent chooses and uncharges one of his charged zones.

Instead of charging this zone, charge any zone instead.

Invulnerability of the Leaf

Advantage

Rare

Trait: Soul

Yellow: 2

Immediate. Instead of defending in this zone, you are now defending in your green zone.

No Quarter

Advantage

Rare

Trait: Soul

Green: 1

Intercept: 0

Force: 0

Tactical: Green.

Your strikes have -3 Intercept and +3 Force.

Relax

Advantage

Uncommon

Trait: Soul

Green: 3

Add two yellow furyoku. You do not charge from playing Relax.

Strike - Untraited

1080 Flash

Strike

Common

Green: 1

Intercept: 3

Force: 2

Green >>> +1 Intercept.

Ancient Discipline

Strike
Common
Green: 1
Intercept: 2
Force: 6
Tactical: Green

Barren Justice
Strike
Common
Green: 2
Yellow: 1
Intercept: 5
Force: 5

Conchi Kick
Strike
Common
Yellow: 1
Intercept: 4
Force: 3
When you counterattack, you may eliminate a green furyoku.

Dark Ascendance
Strike
Uncommon
Green: 2
Yellow: 1
Intercept: 4
Force: 3
If you counterattack with Dark Ascendance, add two furyoku to this zone.

Director's Cut
Strike
Uncommon
Green: 2
Yellow: 1
Intercept: 5
Force: 5
When you counterattack with Director's Cut, you may move a teamwork you control to one of your empty zones.

Epicenter
Strike
Common
Yellow: 2
Intercept: 5
Force: 5
Green >>> +1 Force. Use only once.

Fetish Frenzy
Strike
Common
Yellow: 1

Intercept: 5
Force: 1
Whenever your opponent focuses, +1 Force.

Flamboyant Arrival
Strike
Common
Yellow: 1
Intercept: 4
Force: 4

Ice Storm
Strike
Uncommon
Green: 1
Yellow: 1
Intercept: 1
Force: 7
Green, -5 Force >>> +5 Intercept. Use only once.

Jaded Sphere
Strike
Common
Green: 1
Red: 1
Intercept: 9
Force: 3
When you counterattack, your opponent adds a red furyoku.

Manifestation of Power
Strike
Rare
Green: 1
Intercept: 3
Force: 1
Pitch >>> Add two green furyoku.

Misery Loves Company
Strike
Uncommon
Green: 1
Yellow: 1
Intercept: 5
Force: 3
Your opponent's strikes cost a green furyoku more to play in a zone without a teamwork.

Mystic Beam
Strike
Uncommon
Green: 3
Red: 1
Intercept: 4
Force: 7

Point Blank

Strike

Common

Green: 1

Yellow: 2

Intercept: 7

Force: 4

If you counterattack with Point Blank, look at the top card of your deck. You may put it in your discard pile.

Precognition

Strike

Common

Green: 1

Yellow: 1

Intercept: 5

Force: 5

Whenever your opponent focuses, -2 Force.

Purity of Mind

Strike

Common

Green: 1

Red: 1

Intercept: 6

Force: 4

Pitch >>> Move a yellow furyoku to your red zone.

Seismic Eruption

Strike

Common

Yellow: 1

Intercept: 3

Force: 6

Shared Purpose

Strike

Common

Green: 1

Red: 1

Intercept: 6

Force: 5

Pitch >>> Move a teamwork you control to one of your empty zones.

Shattering Palm

Strike

Common

Yellow: 2

Intercept: 4

Force: 6

Shikigami

Strike

Uncommon

Green: 1
Intercept: 3
Force: 1
Red >>> +4 Intercept. Use only once.

Sucker Punch
Strike
Common
Green: 2
Intercept: 3
Force: 5
Green >>> +1 Intercept. Use only once.

Swooping Talon
Strike
Uncommon
Green: 3
Intercept: 6
Force: 3
-2 Intercept >>> +2 Force. Use only once.

Precognition
Strike
Common
Green: 1
Yellow: 1
Intercept: 5
Force: 5
Whenever your opponent focuses, -2 Force.

Talisman Warrior
Strike
Common
Green: 2
Intercept: 4
Force: 5
Whenever your opponent focuses, -1 Force.

Tectonic Spikes
Strike
Common
Green: 2
Red: 1
Intercept: 6
Force: 4
If you have at least one advantage in your advantage area, +2 Force.

Thorough Schooling
Strike
Common
Green: 4
Intercept: 8
Force: 4
Whenever your opponent focuses, -1 Force.

Totem Blast
Strike
Uncommon
Green: 1
Yellow: 1
Red: 1
Intercept: 6
Force: 6

Strike - Guardian

Ancestral Apparitions
Strike
Rare
Trait: Guardian
Green: 2
Yellow: 1
Intercept: 6
Force: 4
Red >>> When you counterattack, charge any zone. Use only once.

Blistering Onslaught
Strike
Uncommon
Trait: Guardian
Green: 4
Intercept: 6
Force: 6

Bone Army
Strike
Common
Trait: Guardian
Yellow: 1
Intercept: 4
Force: 1
If you counterattack with Bone Army, charge this zone.

Burning Hunger
Strike
Uncommon
Trait: Guardian
Green: 3
Red: 1
Intercept: 5
Force: 5
For each teamwork your opponent has in play, +1 Force.

Disheartening Blow
Strike
Uncommon
Trait: Guardian

Green: 1
Red: 1
Intercept: 7
Force: 4
Pitch >>> Your opponent loses a yellow furyoku.

Euthanize
Strike
Uncommon
Trait: Guardian
Green: 2
Intercept: 4
Force: 3
If your opponent counterattacks from his green zone, gain a yellow furyoku.

Mob Mentality
Strike
Rare
Trait: Guardian
Green: 1
Yellow: 2
Intercept: 5
Force: 5
For each teamwork your opponent has in play, +2 Intercept.

Necrawakening
Strike
Common
Trait: Guardian
Green: 1
Red: 1
Intercept: 5
Force: 5
If you counterattack with Necrawakening, charge this zone.

Ponchi Punch
Strike
Uncommon
Trait: Guardian
Green: 2
Intercept: 4
Force: 1
If you counterattack with Ponchi Punch, your opponent loses a red furyoku.

Rain of Bones
Strike
Rare
Trait: Guardian
Green: 2
Intercept: 4
Force: 3
Move a yellow furyoku to your green zone >>> If you counterattack with Rain of Bones, charge this zone.

Razor's Edge
Strike
Uncommon
Trait: Guardian
Yellow: 1
Intercept: 3
Force: 3
Yellow >>> +4 Intercept and +1 Force. Use only once.

Smoldering Confidence
Strike
Rare
Trait: Guardian
Yellow: 1
Red: 1
Intercept: 10
Force: 5
You may not focus Smoldering Confidence.

Surgeon's Implements
Strike
Uncommon
Trait: Guardian
Yellow: 2
Intercept: 8
Force: 4
If your opponent counterattacks from his green zone, gain a red furyoku.

Tandem Tomfoolery
Strike
Uncommon
Trait: Guardian
Green: 2
Intercept: 3
Force: 3
Tactical: Green.
When you counterattack with Tandem Tomfoolery, eliminate one of your opponent's furyoku.

Titanic Summons
Strike
Uncommon
Trait: Guardian
Green: 1
Red: 1
Intercept: 7
Force: 4
Two Yellow >>> +2 Intercept,+2 Force. Use only once.

Volatile Exhumation
Strike
Uncommon
Trait: Guardian
Red: 1

Intercept: 1
Force: 8
Tactical: Green.

Strike - Melee

Assailing Aegis
Strike
Uncommon
Trait: Melee
Green: 3
Intercept: 4
Force: 4
Flip your Shaman from the back to the front >>> +3 Intercept and +3 Force.

Blinding Foray
Strike
Rare
Trait: Melee
Yellow: 2
Red: 1
Intercept: 6
Force: 6
Blinding Foray starts in your opponent's yellow zone.

Broom Corn Beatdown
Strike
Uncommon
Trait: Melee
Yellow: 2
Intercept: 5
Force: 5
Your opponent may not focus or pitch .

Comeuppance
Strike
Common
Trait: Melee
Green: 2
Yellow: 1
Intercept: 5
Force: 5
Whenever your opponent plays a non-strike, +1 Force.

Consuming Hatred
Strike
Rare
Trait: Melee
Yellow: 2
Intercept: 4
Force: 4
Uncharge this zone >>> +4 Intercept and +2 Force.

Crackback
Strike
Uncommon
Trait: Melee
Yellow: 2
Intercept: 5
Force: 5

Crackback starts in your opponent's yellow zone.

Eon Crush
Strike
Rare
Trait: Melee
Green: 1
Intercept: 2
Force: 2

Red >>> +2 Intercept or +2 Force.

Furious Response
Strike
Rare
Trait: Melee
Green: 1
Red: 1
Intercept: 8
Force: 3

If your opponent's attack is 3 Force or less, +4 Force.

Honing Blades
Strike
Uncommon
Trait: Melee
Green: 3
Intercept: 5
Force: 4

If you counterattack with Honing Blades, you may move a yellow furyoku to your red zone.

Outnumber
Strike
Rare
Trait: Melee
Green: 2
Yellow: 1
Intercept: 6
Force: 3

If you have more teamworks in play than your opponent, +3 Force.

Pounce
Strike
Common
Trait: Melee
Green: 2
Intercept: 4

Force: 4

Whenever your opponent plays a non-strike, +1 Force.

Rebuking Blade

Strike

Common

Trait: Melee

Green: 1

Yellow: 1

Intercept: 5

Force: 2

If your opponent's attack is 3 Force or less, +4 Force.

Reverberate

Strike

Uncommon

Trait: Melee

Red: 1

Intercept: 5

Force: 5

Whenever your opponent focuses, +1 Force.

Sideswipe

Strike

Uncommon

Trait: Melee

Green: 3

Intercept: 4

Force: 5

Pitch >>> Put this in your advantage area. Your strikes have +1 Intercept.

Tag Team

Strike

Rare

Trait: Melee

Green: 2

Yellow: 1

Intercept: 5

Force: 4

If this zone has a teamwork, +2 Force.

Triple Threat

Strike

Uncommon

Trait: Melee

Green: 1

Yellow: 1

Intercept: 1

Force: 5

Tactical: Green.

Pitch >>> Put this in your advantage area. Your strikes have +1 Force.

United Front

Strike
Uncommon
Trait: Melee
Green: 2
Intercept: 3
Force: 6
When flipped in a zone with a teamwork, United Front has "Tactical: Green."

Yamatano Orochi
Strike
Rare
Trait: Melee
Green: 1
Red: 1
Intercept: 7
Force: 5
While your opponent is defending, your teamworks cannot be eliminated.

Strike - Ranged

Concussive Blast
Strike
Common
Trait: Ranged
Green: 1
Yellow: 1
Intercept: 5
Force: 3
When your opponent counterattacks, uncharge the zone from which he counterattacks.

Dynamic Slice
Strike
Uncommon
Trait: Ranged
Yellow: 1
Red: 1
Intercept: 5
Force: 4
-1 Intercept >>> +1 Force

Groundswell
Strike
Common
Trait: Ranged
Green: 1
Yellow: 1
Intercept: 4
Force: 1
This strike has +5 Force until your opponent plays a non-strike.

Gush of Flame
Strike
Rare

Trait: Ranged
Green: 2
Red: 1
Intercept: 9
Force: 0
-1 Intercept >>> +1 Force.

Incendiary Disposition
Strike
Uncommon
Trait: Ranged
Green: 1
Yellow: 1
Intercept: 5
Force: 3
Your opponent's strikes cost one green furyoku more if he has not played a non-strike on his turn.

Owned!
Strike
Uncommon
Trait: Ranged
Green: 3
Intercept: 6
Force: 4
-3 Intercept >>> If you counterattack with Owned!, add a yellow furyoku.

Rail Bird
Strike
Uncommon
Trait: Ranged
Green: 2
Yellow: 1
Intercept: 6
Force: 3
-2 Intercept >>> If you counterattack with Rail Bird, add a yellow furyoku.

Rouge Shot
Strike
Uncommon
Trait: Ranged
Green: 2
Yellow: 1
Intercept: 6
Force: 4
-3 Intercept >>> If you counterattack with Rouge Shot, uncharge any zone.

Rush to Judgment
Strike
Uncommon
Trait: Ranged
Green: 1
Yellow: 1
Intercept: 5

Force: 2
In your opponent's green zone, +4 Force.

Showboat
Strike
Uncommon
Trait: Ranged
Green: 1
Red: 1
Intercept: 5
Force: 7
Whenever your opponent plays a non-strike, -2 Force.

Snowdrift
Strike
Rare
Trait: Ranged
Yellow: 1
Intercept: 4
Force: 3
Red, Green >>> If you counterattack with Snowdrift, eliminate all teamworks.

Stalefish Grab
Strike
Rare
Trait: Ranged
Green: 1
Yellow: 2
Intercept: 6
Force: 4
-1 Intercept >>> If you counterattack with Stalefish Grab, add a green furyoku.

Strafe
Strike
Rare
Trait: Ranged
Green: 3
Intercept: 4
Force: 4
If you counterattack with Strafe, you may eliminate a teamwork.

Thread the Needle
Strike
Common
Trait: Ranged
Green: 2
Yellow: 1
Intercept: 6
Force: 4
In your opponent's green zone, +2 Force.

Unerring Garrote
Strike

Rare

Trait: Ranged

Green: 1

Yellow: 2

Red: 1

Intercept: 6

Force: 7

If you counterattack with Unerring Garrote, you may eliminate a teamwork.

Teamwork - Untraited

Lililala - Keeper of Memories

Teamwork

Common

Green: 1

When you begin your flip step, you may eliminate Lililala. If you do, look at the top three cards of your deck. Put one on top of your deck and the others in your discard pile.

Mikihasa - Masked Mentor

Teamwork

Common

Yellow: 1

Your strikes in Mikihasa's zone have "Tactical: Green."

Silva - Impartial Judge

Teamwork

Common

Yellow: 1

Whenever you play a strike in Silva's zone, eliminate Silva.

When you begin your flip step, look at the top two cards of your deck. Put one on top of your deck and the other in your discard pile.

Tao En - Dark Dictator

Teamwork

Common

Green: 1

Your strikes in Tao En's zone have -2 Intercept and +2 Force.

Teamwork – X-Laws

Duncan - Crusader

Teamwork

Rare

Trait: X-Laws

Yellow: 1

Intercept: 0

Force: 0

If you counterattack from Duncan's zone, whenever your opponent plays a non-strike, your attack gets +1 Force.

Jeanne - Iron Maiden

Teamwork

Rare

Trait: X-Laws

Yellow: 1

-3 Intercept >>> If you counterattack from Jeanne's zone, add a yellow furyoku.

Lyserg - Fresh Recruit

Teamwork

Common

Trait: X-Laws

Green: 1

-3 Force >>> If you counterattack from Lyserg's zone with this strike, charge it.

Marco - Commander

Teamwork

Uncommon

Trait: X-Laws

Green: 1

-2 Intercept >>> If you counterattack from Marco's zone with this strike, add a green furyoku. Use only once.

Venster - Tactician

Teamwork

Uncommon

Trait: X-Laws

Green: 1

Green >>> Your strike in Venster's zone has +2 Intercept and -2 Force. Use only once.

Venster - Punisher

Teamwork

Rare

Trait: X-Laws

Yellow: 1

Green >>> Your strike in Venster's zone has -2 Intercept and +2 Force.

Teamwork - Yoh

Anna - Future Shaman Queen

Teamwork

Rare

Trait: Yoh

Green: 1

Yellow: 1

If you counterattack from Anna's zone with a strike that has red or yellow in its cost, add a green furyoku.

Faust VIII - Boneyard Sorcerer

Teamwork

Rare

Trait: Yoh

Yellow: 1

In Faust VIII's zone, you may pay red costs with yellow furyoku.

Joco - Jocular Comedian

Teamwork

Common

Trait: Yoh

Yellow: 1

In Joco's zone, you may pay yellow costs with green furyoku.

Jun - Big Sister

Teamwork

Rare

Trait: Yoh

Yellow: 1

Pitch any card in Jun's zone >>> Add two furyoku to this zone. You may only do this if you have one or fewer furyoku in Jun's zone.

Rio - Dead Ender

Teamwork

Uncommon

Trait: Yoh

Green: 1

Two Green >>> If you counterattack from Rio's zone, your attack starts in your opponent's yellow zone.

Yohmei - Asakura Patriarch

Teamwork

Uncommon

Trait: Yoh

Yellow: 1

You may not focus in Yohmei's zone.

When you begin your flip step, look at the top two cards of your deck and put them back on top of your deck in any order.

Teamwork - Zeke

Big Bill - Football Fanatic

Teamwork

Rare

Trait: Zeke

Yellow: 2

Your strikes in Big Bill's zone have +1 Intercept.

Kanna - Tube-Topped Terror

Teamwork

Rare

Trait: Zeke

Red: 1

Green >>> If you counterattack from Kanna's zone, your opponent doesn't replenish furyoku of the same color as Kanna's zone.

Mari - Doll Mistress

Teamwork

Uncommon

Trait: Zeke

Red: 1

Eliminate a furyoku you control >>> You may eliminate a furyoku of the same color if you counterattack from Mari's zone. Use only once.

Matti - Witch in Pigtails

Teamwork

Common

Trait: Zeke

Green: 1

Yellow: 1

If you counterattack from Matti's zone, your opponent loses a green furyoku.

Turbine - Desert Warrior

Teamwork

Rare

Trait: Zeke

Green: 1

Yellow: 1

Your strikes in Turbine's zone have +1 Force.

Zeke - Utopian Architect

Teamwork

Uncommon

Trait: Zeke

Green: 1

Two Yellow >>> If you counterattack from Zeke's zone, eliminate a teamwork.

Spectergram - Advantage

Captivate

Advantage

Spectergram

Green: 1

Red: 1

You may play Captivate only if you are Lyserg.

Immediate. Move an opponent's teamwork to this zone. (If there is a teamwork in this zone, you may choose to put either teamwork in your discard pile.)

Hijinks

Advantage

Spectergram

Green: 2

You may play Hijinks only if you are Lola.

Your opponent may not focus, charge, pitch, or play his signature move.

Spectergram – Strike

Baby Steps

Strike

Spectergram

Yellow: 4

Intercept: 6

Force: 6

You may play or pitch Baby Steps only if you are Matti.

Pitch >>> Put this in your advantage area. Your strikes have +1 Force and +1 Intercept.

Icicle Assault

Strike

Spectergram

Green: 4

Intercept: 4

Force: 3

You may play or pitch Icicle Assault only if you are Trey.

Pitch >>> Add two furyoku to this zone.

Nergal's Roar

Strike

Spectergram

Green: 1

Intercept: 1

Force: 1

You may play Nergal's Roar only if you are Duncan.

Green >>> +1 Force or +1 Intercept.

Ultra Cavalry Charge

Strike

Spectergram

Red: 4

Intercept: 4

Force: 10

You may play or pitch Ultra Cavalry Charge only if you are Len.

Pitch >>> Look at the top three cards of your deck and place them back on top in any order.

Viaticum

Strike

Spectergram

Red: 3

Intercept: 8

Force: 8

You may play Viaticum only if you are Jeanne.

Spectergram - Teamwork

Amidamaru - Legendary Samurai

Teamwork

Spectergram

Trait: Spectergram

Green: 1

You may play Amidamaru only if you are Yoh Asakura.

If you counterattack from Amidamaru's zone, charge it.

Lee Pai Long - Daodando Master

Teamwork

Spectergram

Green: 1

You may only play Lee Pai Long if you are Jun.

Green >>> If you counterattack in Lee Pai Long's zone, put a counter on him.

Remove a counter from Lee Pai Long >>> Your strike in Lee Pai Long's zone gets +1 Force.

Milly - Little Darling

Teamwork

Rare

Yellow: 1

All teamworks in Milly's zone have "Pitch >>> Put this teamwork in one of your empty zones."

Spirit of Fire - Immortal Legacy

Teamwork

Spectergram

Green: 1

Red: 1

You may play Spirit of Fire only if you are Zeke.

Your strikes in Spirit of Fire's zone have -1 Intercept and +2 Force.