

Duncan

Shaman
Teamwork: X-Laws
Advantage: Body
Strike: Melee

Hunter's Pride

Strike - Front
Shaman: Duncan
Intercept: 6
Force: 5
Move up to three of your Green to your yellow zone.

Gethsemane

Strike - Front
Shaman: Duncan
Yellow: 1
Intercept: 5
Force: 6
This strike starts in the yellow zone.

Dark Solstice

Strike - Back
Shaman: Duncan
Yellow: 1
Red: 1
Intercept: 8
Force: 6
Move all of your Yellow to the red zone.<p>Move all of your Green to the yellow zone.

Cyclone of Perdition

Strike - Back
Shaman: Duncan
Yellow: 1
Red: 1
Intercept: 6
Force: 7
-2 Intercept >>> Your opponent may not focus or pitch.

Besiege

Strike - Back
Shaman: Duncan
Yellow: 3
Intercept: 5
Force: 8
Your opponent cannot charge or play his signature move.

Jeanne

Shaman
Teamwork: X-Laws
Advantage: Soul
Strike: Guardian

Maiden Voyage

Strike - Front

Shaman: Jeanne

Red: 1

Intercept: 5

Force: 5

-1 Intercept >>> If you counterattack with Maiden Voyage, you may eliminate an opponent's Yellow. If you do, add a Yellow.

Mash's Splendor

Strike - Front

Shaman: Jeanne

Red: 1

Intercept: 5

Force: 6

-1 Intercept >>> If you counterattack with Mash's Splendor, add a Red.

Throne of Scourging

Strike - Back

Shaman: Jeanne

Red: 1

Intercept: 6

Force: 6

-1 Intercept >>> If you counterattack with Throne of Scourging, choose one: Add a Red or +1 Force.

Cage of Penitence

Strike - Back

Shaman: Jeanne

Red: 1

Intercept: 7

Force: 7

-2 Intercept >>> If you counterattack with Cage of Penitence you may eliminate one of your opponent's red. If you do, add a red.

Voltaic Storm

Strike - Back

Shaman: Jeanne

Red: 1

Intercept: 7

Force: 7

Your opponent gains one point >>> +3 Force.

Jun

Shaman

Teamwork: Yoh

Advantage: Body

Strike: Guardian

Rocket Kick

Strike - Front

Shaman: Jun

Yellow: 1

Intercept: 5

Force: 5

Charge a zone of your choice.

Fury Crush

Strike - Front

Shaman: Jun

Green: 1

Red: 1

Intercept: 7

Force: 6

Stir the Shadows

Strike - Back

Shaman: Jun

Red: 2

Intercept: 5

Force: 7

Your opponent may not focus or pitch .

Fojan Kick

Strike - Back

Shaman: Jun

Yellow: 1

Red: 1

Intercept: 8

Force: 7

Charge a zone of your choice.

Daodando Kick

Strike - Back

Shaman: Jun

Yellow: 1

Red: 2

Intercept: 7

Force: 9

Len

Shaman

Teamwork: Yoh

Advantage: Mind

Strike: Melee

Sky to Ground Power Dive

Strike - Front

Shaman: Len

Intercept: 4

Force: 1

Yellow >>> +1 Force.

Golden Punch

Strike - Front

Shaman: Len

Green: 1

Intercept: 5

Force: 5

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

Golden Thunder Impalement

Strike - Back

Shaman: Len

Yellow: 1

Intercept: 5

Force: 1

Green >>> +1 Force.<p>Golden Thunder Impalement starts in your opponent's yellow zone.

Rapid Tempo Assault

Strike - Back

Shaman: Len

Intercept: 6

Force: 6

Your opponent must discard teamworks and advantages.

Ultra Cavalary Charge

Strike - Back

Shaman: Len

Yellow: 1

Intercept: 7

Force: 7

If your opponent's attack is 3 or less, you may eliminate up to three furyoku.

Lola

Shaman

Teamwork: Zeke

Advantage: Mind

Strike: Ranged

Hand Plant Barrage

Strike - Front

Shaman: Lola

Green: 2

Intercept: 5

Force: 5

Eliminate all of your opponent's teamworks.

Evil Ollie

Strike - Front

Shaman: Lola

Intercept: 6

Force: 5

You may eliminate a teamwork.

Goodnight Kiss

Strike - Back

Shaman: Lola

Yellow: 2

Intercept: 7

Force: 6

Put any number of teamworks on top of their owners' decks.

Shooting Star

Strike - Back

Shaman: Lola

Intercept: 0

Force: 6

Shooting Star's Intercept equals the Force of your opponent's attack.

Engulfing Helix

Strike - Back

Shaman: Lola

Green: 1

Red: 1

Intercept: 0

Force: 0

Engulfing Helix's Force and Intercept equal the Force of your opponent's attack.

Lyserg

Shaman

Teamwork: X-Laws

Advantage: Mind

Strike: Ranged

Riochet Riot

Strike - Front

Shaman: Lyserg

Yellow: 1

Intercept: 9

Force: 1

-8 Intercept >>> +8 Force.

Homing Pendulum

Strike - Front

Shaman: Lyserg

Green: 1

Intercept: 4

Force: 4

Put a teamwork you control on top of its owner's deck >>> +1 Force, +1 Intercept

Double Cross

Strike - Back

Shaman: Lyserg

Green: 1

Red: 1

Intercept: 10

Force: 5

-1 Intercept >>> Put the top card of your deck in your discard pile. If it is a teamwork, +1 Force

Dowsing Pendulum

Strike - Back

Shaman: Lyserg

Intercept: 8

Force: 6

Look at the top five cards of your deck. You may put them back in any order.

Big Ben Blitz

Strike - Back

Shaman: Lyserg

Yellow: 2

Intercept: 7

Force: 7

Put a teamwork on top of its owner's deck.

Matti

Shaman

Teamwork: Zeke

Advantage: Body

Strike: Melee

Trick or Treat

Strike - Front

Shaman: Matti

Intercept: 5

Force: 5

Your opponent must discard advantages .

Slice and Dice

Strike - Front

Shaman: Matti

Intercept: 5

Force: 5

Slice and Dice starts in your opponent's yellow zone.

Ultimate Hallow Slash

Strike - Back

Shaman: Matti

Intercept: 8

Force: 5

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

Halloween Rip

Strike - Back

Shaman: Matti

Intercept: 7

Force: 7

Your opponent must discard advantages .

Pumpkin Dumpkin

Strike - Back

Shaman: Matti

Intercept: 6

Force: 6

Pumpkin Dumpkin starts in your opponent's red zone.

Trey

Shaman

Teamwork: Yoh

Advantage: Soul

Strike: Ranged

Fountain Cone of Cold

Strike - Front

Shaman: Trey

Intercept: 5

Force: 5

If any of your zones have 0 furyoku, add a furyoku to that zone

Avalanche

Strike - Front

Shaman: Trey

Yellow: 1

Intercept: 6

Force: 5

Remove all your teamwork cards. Place each in any empty zone you control.

Ice Dagger Attack

Strike - Back

Shaman: Trey

Yellow: 2

Intercept: 12

Force: 0

-1 Intercept >>> +1 Force

Mogul Buster

Strike - Back

Shaman: Trey

Intercept: 15

Force: 5

Add 3 Yellow.

Scimitar of Snow

Strike - Back

Shaman: Trey

Intercept: 7

Force: 6

You may move an opponent's teamwork to one of your empty zones.

Yoh

Shaman

Teamwork: Yoh

Advantage: Soul

Strike: Melee

Filial Insight

Strike - Front

Shaman: Yoh

Green: 1

Intercept: 5
Force: 5
Add two Red.

Overhead Thwap

Strike - Front
Shaman: Yoh
Red: 1
Intercept: 6
Force: 6
Overhead Thwap starts in your opponent's yellow zone.

Counterstrike

Strike - Back
Shaman: Yoh
Red: 2
Intercept: 7
Force: 6
Counterstrike starts in your opponent's yellow zone. <p> For each teamwork you have in play, +1 Force.

Celestial Slash

Strike - Back
Shaman: Yoh
Green: 1
Yellow: 1
Intercept: 6
Force: 6
Uncharge all of your opponent's zones. For each zone uncharged this way, +1 Force.

Grand Halo Blade

Strike - Back
Shaman: Yoh
Intercept: 6
Force: 6
Add two Green, two Yellow, and two Red.

Zeke

Shaman
Teamwork: Zeke
Advantage: Soul
Strike: Guardian

Roaring Flames

Strike - Front
Shaman: Zeke
Yellow: 1
Intercept: 5
Force: 4
Eliminate one of your opponent's teamworks >>> +2 Force. Use only once.

Author's Insight

Strike - Front
Shaman: Zeke

Yellow: 1

Red: 1

Intercept: 6

Force: 6

You may either add a Red or make your opponent lose a Red.

Meltdown

Strike - Back

Shaman: Zeke

Red: 1

Intercept: 6

Force: 6

Eliminate one of your opponent's teamworks >>> +2 Force.

Incinerate

Strike - Back

Shaman: Zeke

Green: 1

Red: 2

Intercept: 8

Force: 8

Add a Red and your opponent loses a Red.

Elemental Transmutation

Strike - Back

Shaman: Zeke

Intercept: 10

Force: 6

Charge all of your opponent's zones. For each zone charged this way, +2 Force