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AZL/S119-001		(RR) 0/0 Sirius (Warship/Royal Navy) CONT - During your turn, if all of your characters are Yellow or Blue, this gets +1500 power. AUTO - [(1) Put 1 <Warship> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. <i>*Note: Has a Soul Trigger</i>	 	SR & SP	
AZL/S119-002		(RR) 1/0 Cheshire (Warship/Royal Navy) CONT - EXPERIENCE 2 - During your turn, if the sum of Levels of cards in your Level Zone is 2 or more, this gets +6000 power. AUTO - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them. AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice <i>Note: Has a Soul Trigger</i>	 	SR & SP	
AZL/S119-003		(RR) 3/2 Belfast (Warship/Royal Navy) CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock. CONT - EXPERIENCE 6 - During your turn, if the sum of Levels of cards in your Level Zone is 6 or more, this gets +3500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to the top of your opponent's deck."	 	SR & SP	
AZL/S119-004		(RR) 3/2 Unicorn (Warship/Royal Navy) AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room. AUTO - {CX Combo} When this attacks, if you have the Choice CX (032) in your CX Area, and you have another <Warship> character, perform the following effect X times, "Mill 1. If that card has a Soul Trigger, deal 1 damage to your opponent." X is equal to 3 if this is in the front row center slot, 2 if it is not.	  	SR, SP, SEC+	









AZL/S119-005		<p>(R) 0/0 Chen Hai (Warship/Dragon Empery)</p> <p>AUTO - [(1 Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character from your Waiting Room, add it to hand.</p> <p>AUTO - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.</p>	 	SR & SP	
AZL/S119-006		<p>(R) 0/0 Joffre (Warship/Vichya Dominion)</p> <p>AUTO - When this is placed on stage from hand, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 Yellow character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.</p>	 	SR & SP	
AZL/S119-007		<p>(R) 0/0 Plymouth (Warship/Royal Navy)</p> <p>CONT - You cannot play Events or BACKUPS from hand.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may move this to your empty Front Row Center Slot.</p>	 	SR & SP	
AZL/S119-008		<p>(R) 1/0 Scylla (Warship/Royal Navy)</p> <p>CONT - EXPERIENCE 2 - When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 2 or more, until the end of your opponent's next turn, this gets +4500 power.</p> <p>AUTO - When this card's Trigger Check reveals a card with a Soul Trigger, choose 1 of your characters, this turn, it gets +1 Soul.</p> <p><i>*Note: Has a Soul Trigger.</i></p>	 	SR & SP	












AZL/S119-009		<p>(R) 1/0 Janus (Warship/Royal Navy)</p> <p>CONT - During your turn, if you have another <Warship> character, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Choice CX (033) in your CX Area, choose 1 <Warship> character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gets "AUTO - ENCORE [Discard 1 character]"</p>	 	SR & SP	
AZL/S119-010		<p>(R) 2/1 Brest (Warship/Iris Libre)</p> <p>CONT - During your opponent's turn, if you have another <Warship> character, this gets +10500 power.</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +10500 power.</p>	 	SR & SP	
AZL/S119-011		<p>(R) 2/1 Manchester (Warship/Royal Navy)</p> <p>AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power and +2 Souls.</p>	 	SR & SP	
AZL/S119-012		<p>(R) 3/2 Implacable (Warship/Royal Navy)</p> <p>AUTO - When this is placed on stage from hand, if your opponent has 4 or more hand, randomly choose 1 card from your opponent's hand, reveal it, send it to Memory, at the end of your opponent's next turn, your opponent returns it to their hand.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>	 	SR & SP	












AZL/S119-013	<p>(U) 0/0 Surcouf (Warship/Iris Libre)</p> <p>AUTO - When a CX with a Choice Trigger is placed in your CX Area, choose 1 of your <Warship> characters, this turn, it gets +1 Soul.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect: "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>	<p>SR</p>		
AZL/S119-014	<p>(U) 0/0 Royal Oak (Warship/Royal Navy)</p> <p>AUTO - [Discard 1 <Warship> character] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 of your opponent's characters, send it to Memory, at the start of the Encore Step, your opponent places that character on stage in any slot.</p> <p>AUTO - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>	<p>SR</p>		
AZL/S119-015	<p>(U) 0/0 Valiant (Warship/Royal Navy)</p> <p>AUTO - When this is placed on stage from hand, mill up to 2 cards.</p> <p>AUTO - [Discard 1 Level 1 or higher card] During your Main Phase, when this is placed on stage from hand, you may pay cost. If you do, choose a <Warship> character in your Waiting Room whose Level is equal to or lower than your Level, this Main Phase, you may play that character from your Waiting Room without meeting Color Requirement. <i>(If that character has a cost, pay the cost to play it)</i></p>	<p>SR</p>		
AZL/S119-016	<p>(U) 0/0 Albion (Warship/Royal Navy)</p> <p>CONT - You cannot play Events or BACKUPS from hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, this turn, it gains the following ability, "CONT - This card cannot return to hand or be sent to Memory."</p>	<p>SR</p>		














AZL/S119-017	 <p>(U) 1/0 Abercrombie (Warship/Royal Navy)</p> <p>CONT - All of your CX with a Choice Trigger in any area gains Soul Trigger.</p> <p>ACT - [Rest this] Look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose 1 of your <Warship> characters, this turn, it gets +1000 power.</p>	 <p>SR</p>		
AZL/S119-018	 <p>(U) 2/1 Flandre (Warship/Vichya Dominion)</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (034) in your CX Area, until the end of your opponent's next turn, this gains the following ability, "AUTO - (2) When this is front attacked, you may pay cost. If you do, choose 1 character across from this, this turn, it gets +6 Souls."</p> <p>AUTO - EXPERIENCE 5 - During this card's battle, when the damage you take is cancelled, if the sum of Levels of cards in your Level Zone is 5 or more, you may deal 1 damage to your opponent.</p>	 <p>SR</p>		
AZL/S119-019	 <p>(C) 0/0 Charybdis (Warship/Royal Navy)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.</p> <p>AUTO - When this attacks, choose 1 of your other <Warship> characters, this turn, it gets +1000 power.</p>	 <p>SR</p>		
AZL/S119-020	 <p>(C) 0/0 Vanguard (Warship/Royal Navy)</p> <p>CONT - If this is in your front row center slow, this gets +3000 power.</p> <p>AUTO - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Warship> character in your Waiting Room, add it to hand.</p>	 <p>SR</p>		













AZL/S119-021		<p>(C) 0/0 Theseus (Warship/Royal Navy)</p> <p>CONT - All of your other <Warship> characters get +500 power.</p> <p>ACT - [Rest this] Choose 1 card in your Level Zone and 1 <Warship> character in your Waiting Room, swap them.</p>		SR		
AZL/S119-022		<p>(C) 0/0 Argus (Warship/Royal Navy)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.</p> <p>AUTO - (1) During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, reveal the top 2 cards of your deck. Your opponent choose 1 character or Event from among them, you add it to hand, and send the rest to Waiting Room.</p>		SR		
AZL/S119-023		<p>(C) 1/0 Alsace (Warship/Iris Libre)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +3000 power.</p> <p>AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</p>		SR		
AZL/S119-024		<p>(C) 1/0 Lung Wu (Warship/Dragon Empery)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p> <p>ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. Deal X damage to your opponent. X is equal to the number of CXes among them.</p>		SR		









AZL/S119-025		(C) 1/0 Indomitable (Warship/Royal Navy) CONT - During your turn, for each of your other <Warship> characters, this gets +500 power. AUTO - [Discard 1 <Warship> character] At the start of your CX Phase, you may pay cost. If you do, choose 1 character across from this and 1 of your opponent's other level 1 or lower characters, swap them.		SR		
AZL/S119-026		(C) 1/1 Mogador (Warship/Vichya Dominion) AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room. AUTO - ENCORE [Discard 1 character]		SR		
AZL/S119-027		(C) 2/1 Vampire (Warship/Royal Navy) AUTO - EXPERIENCE 3 [(1) Discard 1 card] When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 3 or more, you may pay cost. If you do, heal 1. ACT - BACKUP +2500 power.		SR		
AZL/S119-028		(C) 2/1 Fortune (Warship/Royal Navy) CONT - ASSIST +2000 to Level 3 or higher characters. ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1500 power.		SR		









AZL/S119-029		<p>(U) 1/1 Event</p> <p>COUNTER - If you don't have a <Warship> character, this cannot be played from hand. Choose 1 of your characters, this turn, it gains the following ability, "CONT - This cannot be Reversed."</p>		SR		
AZL/S119-030		<p>(U) 2/0 Event</p> <p>All players mill 3. If the number of Level 1 or lower characters you milled is greater than the number of Level 0 or lower characters your opponent milled, you may draw 1 card.</p> <p>Send this to Stock.</p>		SR		
AZL/S119-031		<p>(U) 3/1 Event</p> <p>Choose 1 of your characters, this turn, it gets +4000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may deal 1 damage to your opponent."</p>		SR		
AZL/S119-032		<p>(CR) Choice CX</p>	 		RRR & RRR+	
AZL/S119-033		<p>(CR) Choice CX</p>		RRR		









AZL/S119-034		(CR) Choice CX		RRR		
AZL/S119-035		(RR) 0/0 Nagato (Warship/Sakura Empire) CONT - If you have 4 or more hand, and you have no other characters, this cannot be Reversed. CONT - During your turn, this gets +3000 power. AUTO - [Discard 1 <Warship> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.			SR & SP	
AZL/S119-036		(RR) 0/0 Shimakaze (Warship/Sakura Empire) AUTO - When this is placed on stage from hand, this turn, this gets +1500 power. AUTO - [Discard 2 cards] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 2 <Warship> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room			SR & SP	
AZL/S119-037		(RR) 1/0 Noshiro (Warship/Sakura Empire) CONT - If all of your characters are <Warship>, this gets +2000 power. AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (063) in your CX Area, perform the following effect twice, "Reveal the top card of your deck. If that card is a <Warship> character or an Event, add it to hand."			SR & SP	









AZL/S119-038	 <p>(RR) 2/1 Shinano (Warship/Sakura Empire)</p> <p>AUTO - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck.</p> <p>ACT - [Discard 1 {Copy of this}, Rest 2 of your characters] Put up to 2 cards from the top of your deck into Stock.</p>	   <p>SR, SP, SEC+</p>
AZL/S119-039	 <p>(RR) 3/2 Ayanami (Warship/Sakura Empire)</p> <p>CONT - EXPERIENCE 7 - If the sum of Levels of cards in your Level Zone is 7 or more, this gets +3000 power and the following ability, "CONT - During this card's battle, your opponent cannot play Events from hand."</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] This ability activates up to once per turn. At the end of this card's attack, if you have the Bar CX (064) in your CX Area, you may pay cost. If you do, Stand this.</p>	  <p>SR & SP</p>
AZL/S119-040	 <p>(R) 0/0 Hatsuzuki (Warship/Sakura Empire)</p> <p>CONT - If all of your characters are <Warship>, this gets +3000 power.</p> <p>AUTO - When this attacks, if you have 2 or more other <Warship> characters, you may draw 1 card. If you do, discard 1 card.</p>	  <p>SR & SP</p>
AZL/S119-041	 <p>(R) 0/0 Yuugure (Warship/Sakura Empire)</p> <p>CONT - When this is placed on stage from hand or attacks, if all of your characters are <Warship>, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Warship> character from your Waiting Room, add it to hand, then choose 1 of your other <Warship> characters, this turn, it gets +1000 power.</p>	  <p>SR & SP</p>

















AZL/S119-042	 <p>(R) 1/1 Tosa (Warship/Sakura Empire)</p> <p>AUTO - When you use this card's BACKUP, if you have a <Warship> character, you or your opponent mills 3.</p> <p>ACT - BACKUP +2000</p>	  <p>SR & SP</p>	
AZL/S119-043	 <p>(R) 2/1 Shimanto (Warship/Sakura Empire)</p> <p>CONT - During your turn, if you have another <Warship> character, this gets +6000 power.</p> <p>AUTO - {CX Combo} EXPERIENCE 5 - When this attacks, if you have the Bar CX (065) in your CX Area, and the sum of Levels of cards in your Level Zone is 5 or more, and you have 4 or more other <Warship> characters, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Deal 1 damage to your opponent, then your opponent mills 4."</p> <p>b) "Choose up to 2 Level 1 or higher characters in your Waiting Room, add them to hand."</p>	  <p>SR & SP</p>	
AZL/S119-044	 <p>(R) 3/2 Unzen (Warship/Sakura Empire)</p> <p>AUTO - When this is place on stage from hand, you may heal 1.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (066) in your CX Area, look at up to 3 cards from the top of your deck, choose up to 3 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. and this turn, this gets +1000 power and the following ability, "AUTO - This ability activates up to once per turn. When this card's damage is cancelled, you may deal 1 damage to your opponent."</p>	  <p>SR & SP</p>	
AZL/S119-045	 <p>(R) 3/2 Musashi (Warship/Sakura Empire)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p> <p>AUTO - [Send this to Waiting Room] When your other <Warship> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +4500 power.</p>	  <p>SR & SP</p>	













AZL/S119-046	 <p>(U) 0/0 Chitose (Warship/Sakura Empire)</p> <p>CONT- If you have another front row "Chiyoda - 048", this gets +4000 power.</p> <p>CONT - During your turn, all of your other "Chiyoda - 048" gets +4000 power.</p>	 <p>SR</p>		
AZL/S119-047	 <p>(U) 0/0 Ryuuhou (Warship/Sakura Empire)</p> <p>AUTO - When this attacks, choose 1 of your other <Warship> characters, this turn, it gets +X power. X equals the number of your other <Warship> characters times 500.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p>	 <p>SR</p>		
AZL/S119-048	 <p>(U) 0/0 Chiyoda (Warship/Sakura Empire)</p> <p>AUTO - [(1) Put the top card of your deck into Clock, Return this to hand] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other "Chitose - 046", and return it to hand.</p> <p>ACT - [Rest 2 of your characters] This turn, this gets +500 power and the following ability, "CONT - All of your other "Chitose - 046" and "Chiyoda - 048" in any area gains Soul Trigger."</p>	 <p>SR</p>		
AZL/S119-049	 <p>(U) 0/0 Asanagi (Warship/Sakura Empire)</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Warship> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	 <p>SR</p>		













AZL/S119-050	 <p>(U) 1/0 Sakawa (Warship/Sakura Empire)</p> <p>AUTO - {CX Combo} When the Bar CX (063) is placed in your CX Area, if you have 4 or more other <Warship> characters, reveal the top 2 cards of your deck. Your opponent choose 1 character or Event from among them, you add it to hand, and send the rest to Waiting Room.</p> <p>ACT - [Rest this] Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose 1 of your characters, this turn, it gets +1000 power."</p> <p>b) "[Discard 1 card, Rest 1 of your other <Warship> characters] You may pay cost. If you do, search your deck for up to 1 {New RR 1/0 Noshiro - 037}, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p>	 <p>SR</p>		
AZL/S119-051	 <p>(U) 1/0 Haruna (Warship/Sakura Empire)</p> <p>CONT - EXPERIENCE 2 - If the sum of Levels of cards in your Level Zone is 2 or more, for each of your other <Warship> characters, this gets +500 power.</p> <p>AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</p>	 <p>SR</p>		
AZL/S119-052	 <p>(U) 1/0 Natori (Warship/Sakura Empire)</p> <p>AUTO - When this is placed on stage from hand, all players resolve the following effect: "If you have 5 or more Memory, choose 4 cards from your Memory, and send all other cards to Waiting Room."</p> <p>AUTO - When this attacks, choose 1 of your other <Warship> characters, this turn, it gets +X power. X equals the number of your other <Warship> characters times 500.</p>	 <p>SR</p>		
AZL/S119-053	 <p>(U) 1/1 Haguro (Warship/Sakura Empire)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +2500 power.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.</p>	 <p>SR</p>		









AZL/S119-054	 <p>(U) 2/1 Kazagumo (Warship/Sakura Empire)</p> <p>CONT - If a CX with a Bar Trigger is in your CX Area, all of your other, "Shinano - AZL/S102-038" in any area gains Bar Trigger.</p> <p>CONT - All of your other "Shinano - AZL/S102-038" gains the following ability, "AUTO - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room."</p>	 <p>SR</p>		
AZL/S119-055	 <p>(C) 0/0 Izumo (Warship/Sakura Empire)</p> <p>CONT - All of your other <Warship> characters get +500 power.</p> <p>ACT - [Rest this] Choose 1 of your <Warship> characters, this turn, it gets +1500 power.</p>	 <p>SR</p>		
AZL/S119-056	 <p>(C) 0/0 Ryuujou (Warship/Sakura Empire)</p> <p>AUTO - At the start of your opponent's Attack Phase, choose 1 of your <Warship> characters, this turn, it gets +500 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 <Warship> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>SR</p>		
AZL/S119-057	 <p>(C) 0/0 Miyuki (Warship/Sakura Empire)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Warship> characters, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - EXPERIENCE - If this is in your Level Zone, at the start of your Main Phase, choose 1 <Warship> character in your Waiting Room and this card, you may swap them.</p>	 <p>SR</p>		









AZL/S119-058	 <p>(C) 0/0 I-26 (Warship/Sakura Empire)</p> <p>AUTO - (1) When this attacks, if you have a Green CX in your CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Green character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gets +1000 power.</p>	 <p>SR</p>		
AZL/S119-059	 <p>(C) 1/0 Kirishima (Warship/Sakura Empire)</p> <p>CONT - During your turn, if you have, another <Warship> character, this gets +3000 power.</p> <p>ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>	 <p>SR</p>		
AZL/S119-060	 <p>(C) 1/1 Mikasa (Warship/Sakura Empire)</p> <p>CONT - If you have 2 or more other <Warship> characters, during your turn, this gets +2500 power, during your opponent's turn, this gets +1500 power.</p> <p>AUTO - ENCORE [Discard 1 character]</p>	 <p>SR</p>		
AZL/S119-061	 <p>(C) 2/0 Owari (Warship/Sakura Empire)</p> <p>CONT - If you have another front row "Kii - AZL/S102-055", this gets +4000 power.</p> <p>AUTO - [Discard 1 card] This ability activates up to once per turn, when your other "Kii - AZL/S102-055" is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	 <p>SR</p>		









AZL/S119-062		(C) 2/1 Akatsuki (Warship/Sakura Empire) CONT - EXPERIENCE 3 - During your turn, if the sum of Levels of cards in your Level Zone is 3 or more, this gets +8000 power.		SR		
AZL/S119-063		(CR) Bar CX			RRR & RRR+	
AZL/S119-064		(CR) Bar CX			RRR & RRR+	
AZL/S119-065		(CR) Bar CX		RRR		
AZL/S119-066		(CR) Bar CX		RRR		
AZL/S119-067		(RR) 0/0 Roon (Warship/Iron Blood) AUTO - At the start of your Main Phase, choose up to 3 level 2 or lower characters or Events in your Level Zone, until the end of your opponent's next turn, they get +1 Level. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Warship> character from your Waiting Room, and add it to hand.				SR, SP, SEC+









AZL/S119-068		<p>(RR) 1/0 Aegir (Warship/Iron Blood)</p> <p>CONT - EXPERIENCE 1 - During your turn, if the sum of Levels of cards in your Level Zone is 2 or more, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (094) in your CX Area, and you have another <Warship> character, look at up to 3 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, and send the rest back on top of your deck in any order.</p>	 	SR & SP	
AZL/S119-069		<p>(R) 0/0 Felix Schultz (Warship/Iron Blood)</p> <p>CONT - If you have 3 or more Clock, this gets +3000 power.</p> <p>AUTO - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your other <Warship> characters.</p>	 	SR & SP	
AZL/S119-070		<p>(R) 0/0 Prinz Rupprecht (Warship/Iron Blood)</p> <p>AUTO - {CX Combo} [Send the Standby CX (095) from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, choose 1 <Warship> character in your Waiting Room, add it to hand.</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>	 	SR & SP	
AZL/S119-071		<p>(R) 0/0 Otto von Alvensleben (Warship/Iron Blood)</p> <p>AUTO - (1) When your CX is placed on the CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Warship> character, you may move this to an empty slot in your Front Row.</p>	 	SR & SP	











AZL/S119-072	 <p>(R) 1/0 Regensburg (Warship/Iron Blood)</p> <p>AUTO - When this is placed on stage from hand, if you have another <Warship> character, this turn, this gets +4000 power.</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.</p>	  <p>SR & SP</p>	
AZL/S119-073	 <p>(R) 3/2 Marco Polo (Warship/Sardegna Empire)</p> <p>CONT - If you have 4 or more <Warship> characters, this gets -1 Level in hand.</p> <p>CONT - EXPERIENCE 4 - If the sum of Levels of cards in your Level Zone is 4 or more, this gets +1000 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p>	  <p>SR & SP</p>	
AZL/S119-074	 <p>(R) 3/2 Golden Hind (Warship/Tempesta)</p> <p>AUTO - When this is placed on stage from hand, you may perform the following effect, "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck."</p> <p>AUTO - When a CX is placed in your CX Area, if you are Level 3 or higher, reveal the top card of your deck. If that card is Level 1 or lower, send it to Stock.</p>	  <p>SR & SP</p>	
AZL/S119-075	 <p>(R) 3/2 Hindenburg (Warship/Iron Blood)</p> <p>CONT - The character across from this gets -1 Soul.</p> <p>AUTO - {CX Combo} [(2) Discard 4 cards] When this attacks, if you have the Door CX (096) in your CX Area, and all of your characters are Green or Red, you may pay cost. if you do, this turn, this gets +4000 power, then your opponent reveals the top 3 cards of their deck. If there are 2 or more CXes among them, send them to Waiting Room, if there is 1 or less CXes, send them to Clock in any order.</p>	  <p>SR & SP</p>	














AZL/S119-076		<p>(U) 0/0 Brünhilde (Warship/Iron Blood)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your other <Warship> characters, this turn, it gets +1000 power.</p> <p>AUTO - At the start of your CX Phase, you may look at the top card of your opponent's deck.</p>		SR		
AZL/S119-077		<p>(U) 1/0 Magdeburg (Warship/Iron Blood)</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +2000 power.</p> <p>ACT - [Send this to Waiting Room] Choose 1 of your characters, this turn, it gets +1 Soul.</p>		SR		
AZL/S119-078		<p>(U) 1/0 Yorck (Warship/Iron Blood)</p> <p>AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Warship> characters, this turn, it gets +1500 power.</p>		SR		
AZL/S119-079		<p>(U) 1/0 Lützow (Warship/Iron Blood)</p> <p>CONT - If all of your characters are <Warship>, this gets +2000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may send that character to the top of your opponent's deck.</p>		SR		









AZL/S119-080		<p>(U) 1/1 Z35 (Warship/Iron Blood)</p> <p>ACT - [Send this to the bottom of your deck] Choose 1 character in your hand whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.</p>		SR		
AZL/S119-081		<p>(U) 2/1 Jade (Warship/Iron Blood)</p> <p>CONT - ASSIST +1000.</p> <p>ACT - [Rest this] Choose 1 of your opponent's front row characters, this turn, it gets -2000 power, and the following ability, "CONT - During this card's battle, you cannot play events from hand."</p>		SR		
AZL/S119-082		<p>(U) 2/1 Z28 (Warship/Iron Blood)</p> <p>AUTO - When this Direct Attacks, choose 1 <Warship> character in your Waiting Room, you may send it to Stock.</p> <p>ACT - EXPERIENCE 5 (4) If the sum of Levels of cards in your Level Zone is 5 or more, return all of your opponent's front row level 3 or lower characters to hand.</p>		SR		
AZL/S119-083		<p>(C) 0/0 Blücher (Warship/Iron Blood)</p> <p>AUTO - When this is Reversed, mill 2. If there is a level 2 or higher card among them, you may send this to Stock.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.</p>		SR		

AZL/S119-084	 <p>(C) 0/0 U-37 (Warship/Iron Blood)</p> <p>CONT - All of your other <Warship> characters get +500 power.</p> <p>AUTO - [Discard 1 card] When you trigger a CX with a Door Trigger, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.</p>	 <p>SR</p>		
AZL/S119-085	 <p>(C) 0/0 U-410 (Warship/Iron Blood)</p> <p>AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Warship> character from your Waiting Room, and add it to hand.</p> <p>AUTO - When damage dealt by this is Cancelled, you may send this to Stock.</p>	 <p>SR</p>		
AZL/S119-086	 <p>(C) 0/0 Friedrich Carl (Warship/Iron Blood)</p> <p>AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>AUTO - When this attacks, choose 1 of your other <Warship> characters, this turn, this gets +2000 power.</p>	 <p>SR</p>		
AZL/S119-087	 <p>(C) 0/0 Thüringen (Warship/Iron Blood)</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other <Warship> characters, you may draw 1 card. If you do, discard 1 card.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot move to other slots."</p>	 <p>SR</p>		









AZL/S119-088		(C) 0/0 Pola (Warship/Sardegna Empire) AUTO - When this is placed on stage from hand, mill 2. If there is a CX(es) among them, look at up to 4 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		SR	
AZL/S119-089		(C) 1/0 Attilio Regolo (Warship/Sardegna Empire) ACT - BACKUP +X. X equals the number of your <Warship> characters times 500.		SR	
AZL/S119-090		(C) 1/1 Mainz (Warship/Iron Blood) AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory. AUTO - When this attacks, if all of your characters are <Warship>, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.		SR	
AZL/S119-091		(C) 2/1 Littorio (Warship/Sardegna Empire) AUTO - [(2) Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room. ACT - BACKUP +2500		SR	

AZL/S119-092		<p>(C) 2/2 Royal Fortune (Warship/Tempesta)</p> <p>CONT - For each of your other <Warship> characters, this gets +1000 power.</p> <p>AUTO - ENCORE [Discard 1 character]</p>		SR		
AZL/S119-093		<p>(U) 2/1 Event</p> <p>Look at up to 3 cards from the top of your deck, choose up to 3 <Warship> character from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		SR		
AZL/S119-094		<p>(CR) Door CX</p>		RRR & RRR+		
AZL/S119-095		<p>(CR) Standby CX</p>		RRR		
AZL/S119-096		<p>(CR) Door CX</p>		RRR		

AZL/S119-097		(RR) 0/0 New Jersey (Warship/Eagle Union) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. If X is 2 or higher, you may draw 1 card. If you do, discard 1 card. X equals the Level of the revealed card.	 	SR & SP	
AZL/S119-098		(RR) 2/0 Pamiat Merkuria (Warship/Northern Parliament) AUTO - {CX Combo} EXPERIENCE 5 - When the Pants CX (127) is placed in your CX Area, if the sum of Levels of cards in your Level Zone is 5 or more, choose up to 1 character in your Waiting Room, add it to hand, this turn, this gets +1000 power, and until the end of your opponent's next turn, this gains the following ability, " AUTO - When this is Reversed, reveal the top card of your deck. If that card is a <Warship> character, you may return this to hand."	 	SR & SP	
AZL/S119-099		(RR) 3/2 Enterprise (Warship/Eagle Union) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - {CX Combo} EXPERIENCE 6 [(2) Discard 1 card] When this attacks, if you have the Pants CX (128) in your CX Area, and the sum of Levels of cards in your Level Zone is 6 or more, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice, and this turn, this gains the following ability, " AUTO - This ability activates up to twice per turn. When this Trigger Check reveals a Yellow or Blue <Warship> character, you may deal 3 damage to your opponent."	  	SR, SP, SEC+	
AZL/S119-100		(R) 0/0 Bristol (Warship/Eagle Union) AUTO - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to the bottom of your opponent's deck. AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.	 	SR & SP	









AZL/S119-101	 <p>(R) 0/0 Yorktown II (Warship/Eagle Union)</p> <p>AUTO - When a CX is placed in your CX Area, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.</p> <p>AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, choose 1 Blue character from your Waiting Room, and add it to hand.</p>	 <p>SR & SP</p>	
AZL/S119-102	 <p>(R) 0/0 Grozny (Warship/Northern Parliament)</p> <p>CONT - If you have 5 or more hand, this gets +1000 power.</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 character with EXPERIENCE from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p>	 <p>SR & SP</p>	
AZL/S119-103	 <p>(R) 1/0 Hammann II (Warship/Eagle Union)</p> <p>CONT - During your turn, if all of your characters are <Warship>, this gets +2000 power.</p> <p>AUTO - [(1) Discard 1 card, Rest 1 of your other Standing <Warship> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Warship> characters in your Waiting Room, add them to hand.</p>	 <p>SR & SP</p>	
AZL/S119-104	 <p>(R) 3/2 Laffey II (Warship/Eagle Union)</p> <p>CONT - If you have 4 or more <Warship> characters, this gets -1 Level in hand.</p> <p>AUTO - EXPERIENCE 6 - When this is placed on stage from hand, choose up to 1 <Warship> character from your Clock, put it on the bottom of your deck, and if the sum of Levels of cards in your Level Zone is 6 or more, this turn, this gets +4500 power.</p> <p>AUTO - When this is Reversed, you may return this to hand.</p>	 <p>SR & SP</p>	

AZL/S119-105	<p>LEVEL 3 2 SAMPLE 10000 キアサージ</p>	(R) 3/2 Kearsarge (Warship/Eagle Union) AUTO - When this is placed on stage from hand, search your deck for up to 1 <Warship> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. AUTO - {CX Combo} EXPERIENCE 8 [(1) Discard 1 <Warship> character] When this attacks, if you have the Pants CX (129) in your CX Area, and the sum of Levels of cards in your Level Zone is 8 or more, you may pay cost. If you do, deal 2 damage to your opponent, then choose 1 of your opponent's characters, this turn, it gets -X power. X equals the number of your other <Warship> characters times 1000.	<p>LEVEL 3 2 SAMPLE 10000 キアサージ</p>	SR & SP	
AZL/S119-106	<p>LEVEL 0 0 SAMPLE 500 ホーネットII</p>	(U) 0/0 Hornet II (Warship/Eagle Union) AUTO - When this is placed on stage from hand, all of your opponent's front row characters get -500 power. ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.	<p>LEVEL 0 0 SAMPLE 500 ホーネットII</p>	SR	
AZL/S119-107	<p>LEVEL 0 0 SAMPLE 1500 サンジャシント</p>	(U) 0/0 San Jacinto (Warship/Eagle Union) AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.	<p>LEVEL 0 0 SAMPLE 1500 サンジャシント</p>	SR	
AZL/S119-108	<p>LEVEL 1 0 SAMPLE 500 コンステレーション</p>	(U) 1/0 Constellation (Warship/Eagle Union) AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Warship> character, choose 1 of your opponent's Front Row characters, this turn, it gets -6000 power. AUTO - During this card's battle, when the damage you take is cancelled, you may return this to your hand.	<p>LEVEL 1 0 SAMPLE 500 コンステレーション</p>	SR	

AZL/S119-109		<p>(U) 1/0 Seattle (Warship/Eagle Union)</p> <p>CONT - EXPERIENCE 2 - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +4000 power.</p> <p>AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, declare deck or Waiting Room, then search your declared Zone for up to 1 <Warship> character, show it to your opponent, add it to hand, and if you declared deck, shuffle your deck afterwards.</p>		SR		
AZL/S119-110		<p>(U) 1/0 Houston II (Warship/Eagle Union)</p> <p>CONT - If all of your characters are <Warship>, this gets +3000 power.</p> <p>AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +6000 power.</p>		SR		
AZL/S119-111		<p>(U) 1/0 Anchorage (Warship/Eagle Union)</p> <p>CONT - During your turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} EXPERIENCE 2 - When the Pants CX (130) is placed in your CX Area, if this is in your front row, the sum of Levels of cards in your Level Zone is 2 or more, search your deck for up to 2 <Warship> character, and show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to hand, and shuffle your deck afterwards.</p>		SR		
AZL/S119-112		<p>(U) 1/1 Chapayev (Warship/Northern Parliament)</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck.</p> <p>AUTO - EXPERIENCE 2 - When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 2 or more, choose 1 of your characters, this turn, this gets +1500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p>		SR		

AZL/S119-113		<p>(U) 1/1 West Virginia (Warship/Eagle Union)</p> <p>CONT - ASSIST +1000 to <Warship> characters.</p> <p>AUTO - When a CX with a Pants Trigger is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +1000 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p>		SR		
AZL/S119-114		<p>(U) 2/1 Flasher (Warship/Eagle Union)</p> <p>AUTO - EXPERIENCE 2 (1) When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 2 or more, you may pay cost. If you do, deal 1 damage to your opponent.</p> <p>ACT - BACKUP +2500</p>		SR		
AZL/S119-115		<p>(U) 3/2 Guam (Warship/Eagle Union)</p> <p>CONT - EXPERIENCE 6 - If the sum of Levels of cards in your Level Zone is 6 or more, this gets +1000 power and the following ability, "CONT - During this card's battle, you do not receive damage from your opponent character's AUTO effects."</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Warship> characters.</p>		SR		
AZL/S119-116		<p>(C) 0/0 Montpellier (Warship/Eagle Union)</p> <p>CONT - All of your other <Warship> characters get +500 power.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Warship> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR		

AZL/S119-117	<p>(C) 0/0 Halsey Powell (Warship/Eagle Union)</p> <p>AUTO - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.</p> <p>AUTO - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.</p>	<p>SR</p>		
AZL/S119-118	<p>(C) 0/0 Alabama (Warship/Eagle Union)</p> <p>AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of your <Warship> characters times 1000.</p> <p>AUTO - [(1) Put 1 <Warship> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Warship> character from your Waiting Room, and add it to hand.</p>	<p>SR</p>		
AZL/S119-119	<p>(C) 0/0 Morrison (Warship/Eagle Union)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your <Warship> characters, this turn, it gets +2000 power.</p>	<p>SR</p>		
AZL/S119-120	<p>(C) 0/0 Astoria (Warship/Eagle Union)</p> <p>CONT - During your turn, this gets +1000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Warship> characters, Rest it, and move it to an empty Back Row slot.</p>	<p>SR</p>		

AZL/S119-121		<p>(C) 0/0 Nautilus (Warship/Eagle Union)</p> <p>AUTO - [Send this to Waiting Room] When your other <Warship> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p>ACT - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Warship> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR		
AZL/S119-122		<p>(C) 1/0 Dewey (Warship/Eagle Union)</p> <p>CONT - If you have another front row "Gridley - AZL/S102-T10", this gets +1000 power and the following ability, "CONT - All of your other "Gridley - AZL/S102-T10" gets +1500 power and "AUTO - ENCORE [Put 1 <Warship> character from your Waiting Room on the bottom of your Clock]"</p> <p>AUTO - When this attacks, choose up to 2 of your <Warship> characters, this turn, they get +1500 power.</p> <p><i>*Note: Gridley is a 1/0 Vanilla from the Set 1 Eagle Union TD</i></p>		SR		
AZL/S119-123		<p>(C) 1/0 Biloxi (Warship/Eagle Union)</p> <p>AUTO - When this attacks, if you have a CX in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.</p> <p>AUTO - When this attacks, if you do not have a CX in your CX Area, and you have another <Warship> character, this turn, this gets +3000 power.</p>		SR		
AZL/S119-124		<p>(C) 2/1 Louisville (Warship/Eagle Union)</p> <p>CONT - For each of your other <Warship> characters, this gets +1500 power.</p> <p>AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +3000 power.</p>		SR		

AZL/S119-125



(C) 2/1 Chkalov (Warship/Northern Parliament)

ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.

ACT - EXPERIENCE 5 [Rest this] If the sum of Levels of cards in your Level Zone is 5 or more, choose 1 of your characters, this turn, it gets +1000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck."



SR

AZL/S119-126



(U) 2/0 Event

Choose 1 card in your Level Zone and 1 card in your Waiting Room, you may swap them.

Choose 1 <Warship> character in your Waiting Room, add it to hand.



SR

AZL/S119-127



(CR) Pants CX



RRR & RRR+

AZL/S119-128



(CR) Pants CX



RRR

AZL/S119-129



(CR) Pants CX



RRR

AZL/S119-130



(CR) Pants CX



RRR

AZL/S119-131A		(AGR) Pants CX (Set 1 Enterprise CX) <i>Note: Pen Signed card from Enterprise's VA</i>			
AZL/S119-P01 <i>March/April Shop Tournament PR Packs</i>		(PR) 0/0 Laffey (War Ship/Eagle Union) CONT - During your turn, if you have another <Warship> character, this gets +1500 power. AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Warship> character, you may move this to an empty slot in your Front Row.		<i>Foil</i>	
AZL/S119-P02 <i>March/April Shop Tournament PR Packs</i>		(PR+) 0/0 Z23 (Warship/Iron Blood) AUTO - (1) When your CX is placed on the CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Warship> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Warship> character, you may move this to an empty slot in your Front Row.			
AZL/S119-P03 <i>CX Challenge PR</i>		(PR+) 2/1 Javelin (Warship/Royal Navy) AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power and +2 Souls.		<i>Foil</i>	