No./130: 130 (RR) 0/0 Sirius (Warship/Royal Navy) AZL/S119-001 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 SR & SP 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. *Note: Has a Soul Trigger 500 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. SR & SP AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice Note: Has a Soul Trigger 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 **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." 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 SR. SP. SEC+ 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.

AZL/S119-005



(R) 0/0 Chen Hai (Warship/Dragon Empery)

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.

AUTO - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.



SR & SP

AZL/S119-006



(R) 0/0 Joffre (Warship/Vichya Dominion)

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.



SR & SP

AZL/S119-007



(R) 0/0 Plymouth (Warship/Royal Navy)

CONT - You cannot play Events or BACKUPs from hand.

AUTO - At the start of your opponent's Attack Phase, you may move this to your empty Front Row Center Slot.



SR & SP

AZL/S119-008



(R) 1/0 Scylla (Warship/Royal Navy)

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.

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.

*Note: Has a Soul Trigger.



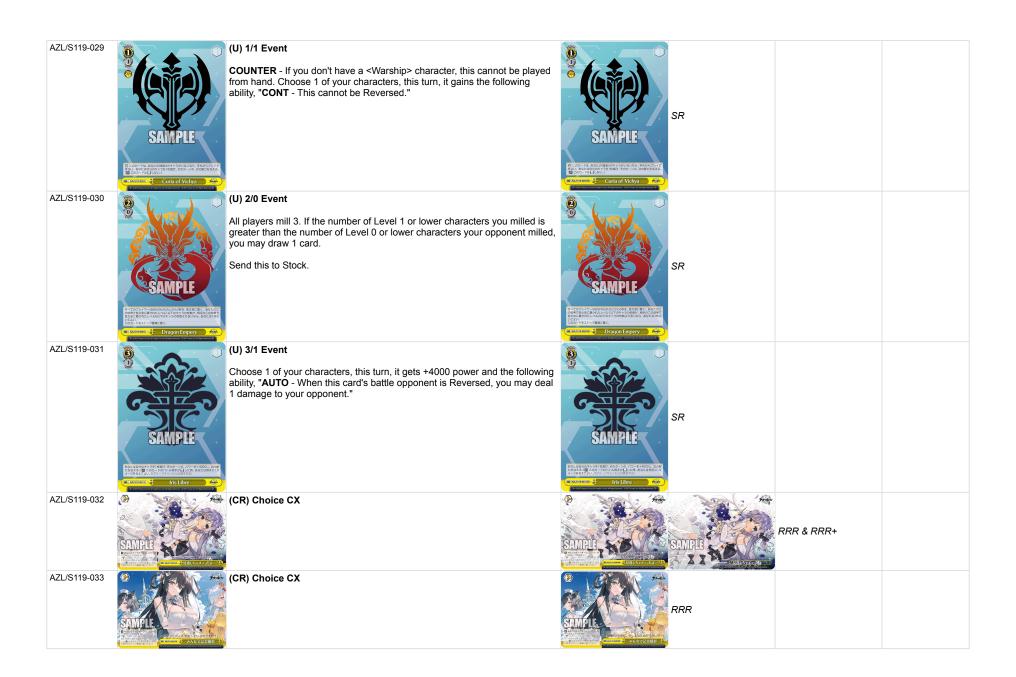
AZL/S119-009 (R) 1/0 Janus (Warship/Royal Navy) CONT - During your turn, if you have another <Warship> character, this gets +3000 power. AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Choice CX (033) in your CX Area, choose 1 < Warship> character SR & SP in your Waiting Room, add it ot hand, and until the end of your opponent's next turn, this gets "AUTO - ENCORE [Discard 1 character]" 4000 (R) 2/1 Brest (Warship/Iris Libre) AZL/S119-010 CONT - During your opponent's turn, if you have another <Warship> character, this gets +10500 power. **AUTO** - When this is placed on stage from hand, this turn, this gets +10500 SR & SP AZL/S119-011 (R) 2/1 Manchester (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. SR & SP 7000 AZL/S119-012 (R) 3/2 Implacable (Warship/Royal Navy) 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. SR & SP **AUTO** - When this is placed on stage from hand, you may Heal 1.

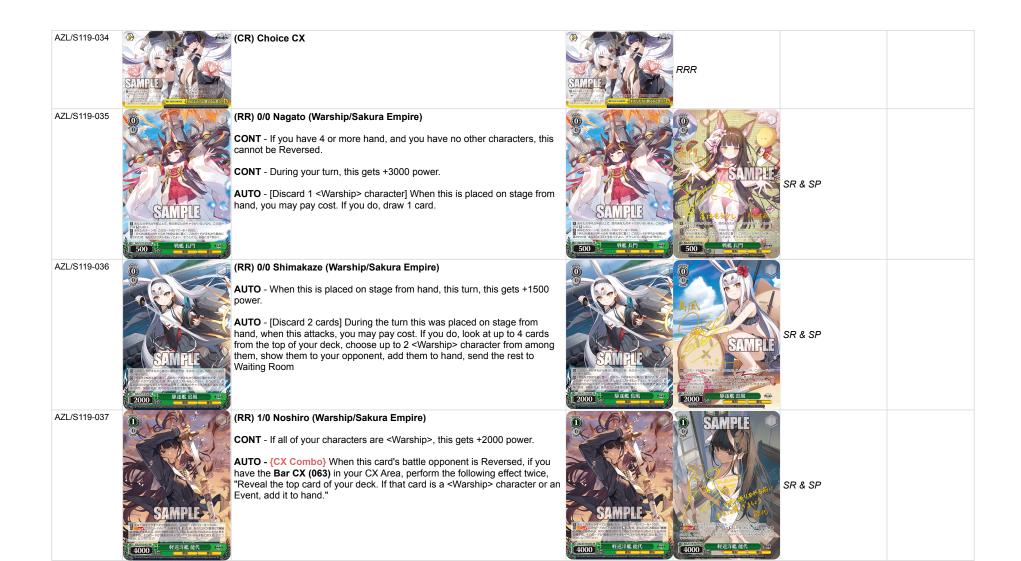
AZL/S119-013	(U) 0/0 Surcouf (Warship/Iris Libre) AUTO - When a CX with a Choice Trigger is placed in your CX Area, choose 1 of your <warship> characters, this turn, it gets +1 Soul. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among 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."</warship>	SR SR
AZL/S119-014	AUTO - [Discard 1 <warship -="" 0="" 1="" <warship="" [discard="" any="" at="" auto="" battle="" bottom="" card="" character="" character]="" characters,="" choose="" cost.="" do,="" encore="" from="" hand,="" if="" in="" into="" is="" it="" level="" lower,="" may="" memory,="" navy)="" of="" on="" opponent's="" opponer="" or="" pay="" placed="" places="" put="" reversed,="" room.<="" royal="" send="" slot.="" stage="" start="" step,="" stock="" stock.="" td="" that="" the="" this="" to="" up="" waiting="" when="" you="" your=""><td>nt SOMPLE SR</td></warship>	nt SOMPLE SR
AZL/S119-015	AUTO - When this is placed on stage from hand, mill up to 2 cards. 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. (If that character has a cost, pay the cost to play it)</warship>	SAMPLE SR SAMPLE SR SAMPLE SR SR SAMPLE SR
AZL/S119-016	(U) 0/0 Albion (Warship/Royal Navy) CONT - You cannot play Events or BACKUPs from hand. 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."	SAURLE SAURLE

AZL/S119-017	SAMPLE AND SOLUTION OF THE PROPERTY OF THE PRO	(U) 1/0 Abercrombie (Warship/Royal Navy) CONT - All of your CX with a Choice Trigger in any area gains Soul Trigger. 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.</warship>	SR SAUPLE Old Transport of the Control of the Contr	
AZL/S119-018	SAMPLE SAMPLE SOURCE STATE OF THE STATE OF	(U) 2/1 Flandre (Warship/Vichya Dominion) CONT - During your turn, this gets +4000 power. 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." 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.	SR SAUTUR SING TO VICTORIA Bridge To Victoria	
AZL/S119-019	SAMPE SAMPE SAMPE 1000 SP 1000 SP 1	(C) 0/0 Charybdis (Warship/Royal Navy) AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets -1000 power. AUTO - When this attacks, choose 1 of your other <warship> characters, this turn, it gets +1000 power.</warship>	SR SALPES B DON-SHARE LATE A SUMPRESSION OF THE STATE OF	
AZL/S119-020	SINGLE SECTION OF SEC	(C) 0/0 Vanguard (Warship/Royal Navy) CONT - If this is in your front row center slow, this gets +3000 power. 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.</warship>	SETTIPLE STATE OF THE PROPERTY OF THE PROPERT	

AZL/S119-021	SELECTION	(C) 0/0 Theseus (Warship/Royal Navy) CONT - All of your other <warship> characters get +500 power. ACT - [Rest this] Choose 1 card in your Level Zone and 1 <warship> character in your Waiting Room, swap them.</warship></warship>	SCR SCAPE STATE OF THE PROPERTY OF THE PROPERT	
AZL/S119-022	BILLY ATTENDED TO THE STATE OF	(C) 0/0 Argus (Warship/Royal Navy) 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. 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.	SR SAMPLE PURCHANGE OF THE PURCHANGE OF	
AZL/S119-023	SAUPLE SAUPLE	(C) 1/0 Alsace (Warship/Iris Libre) AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +3000 power. AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.	SR SAUPE BYR CYTHUR IN THE THE POINT B MOST CONCERNING ACCURATE PARKET	
AZL/S119-024	SAMPLE ACCENTAGE ACCESSOR OF THE SECOND OF	(C) 1/0 Lung Wu (Warship/Dragon Empery) 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. 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.	SR SALPE Bonberton 9 Mattheware and the second of the sec	

AZL/S119-025	SALTERS BACKET AND ADMINISTRATION OF THE PROPERTY OF THE PROP	(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.</warship></warship>	SR SALE LE AR HOME OF THE REAL PROPERTY OF THE RE
AZL/S119-026	SANDE SANDE Description of the second of the	(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 SCHOOLS AND THE CHARGE AND THE C
AZL/S119-027	SAMPILA SAMPILA 3000 272/517	(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 SALITIE CHARLES OF THE SEASON OF THE SEAS
AZL/S119-028	Saper Sa	(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 SSUPER CHARACTER SPACE OF THE STATE OF T





AZL/S119-038 (RR) 2/1 Shinano (Warship/Sakura Empire) **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 ACT - [Discard 1 {Copy of this}, Rest 2 of your characters] Put up to 2 cards SR. SP. SEC+ from the top of your deck into Stock. 7500 航空母艦信濃 AZL/S119-039 (RR) 3/2 Ayanami (Warship/Sakura Empire) 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." AUTO - {CX Combo} [(1) Discard 1 card] This ability activates up to once SR & SP 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. AZL/S119-040 (R) 0/0 Hatsuzuki (Warship/Sakura Empire) CONT - If all of your characters are <Warship>, this gets +3000 power. **AUTO** - When this attacks, if you have 2 or more other <Warship> characters, you may draw 1 card. If you do, discard 1 card. SR & SP AZL/S119-041 (R) 0/0 Yuugure (Warship/Sakura Empire) 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. AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you SR & SP 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.

AZL/S119-042 AZL/S119-043

(R) 1/1 Tosa (Warship/Sakura Empire)

AUTO - When you use this card's BACKUP, if you have a <Warship> character, you or your opponent mills 3.

ACT - BACKUP +2000



SR & SP



(R) 2/1 Shimanto (Warship/Sakura Empire)

CONT - During your turn, if you have another <Warship> character, this gets +6000 power.

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,

a) "Deal 1 damage to your opponent, then your opponent mills 4."

b) "Choose up to 2 Level 1 or higher characters in your Waiting Room, add them to hand."



SR & SP

AZL/S119-044



(R) 3/2 Unzen (Warship/Sakura Empire)

AUTO - When this is place on stage from hand, you may heal 1.

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."



SR & SP

AZL/S119-045



(R) 3/2 Musashi (Warship/Sakura Empire)

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.

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.

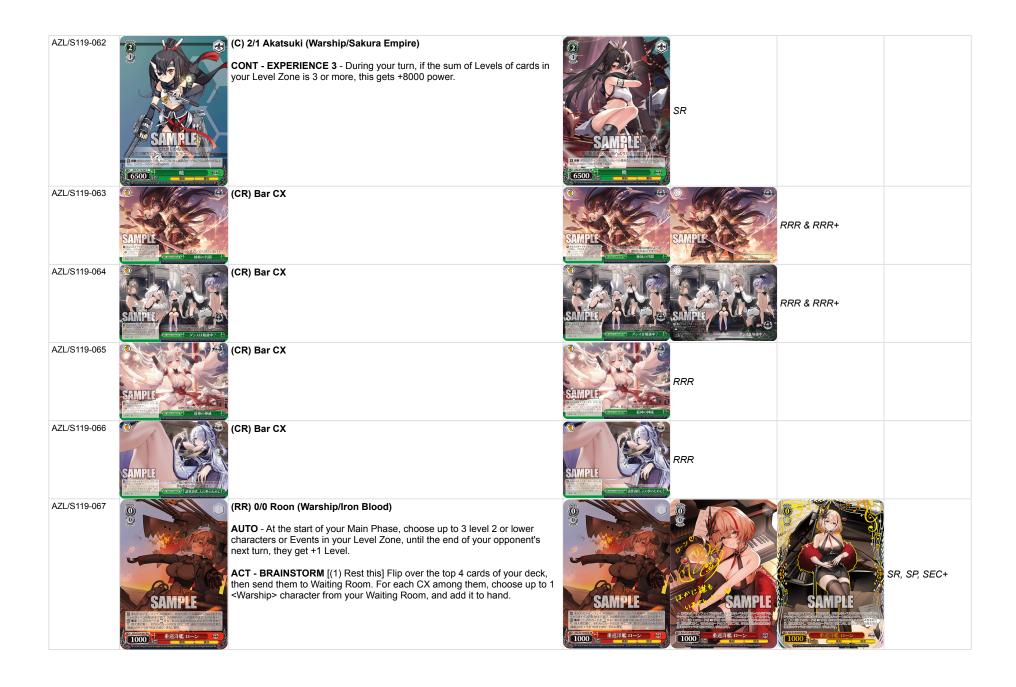


AZL/S119-046	SAMPLE STATE OF THE PARTY OF TH	(U) 0/0 Chitose (Warship/Sakura Empire) CONT- If you have another front row "Chiyoda - 048", this gets +4000 power. CONT - During your turn, all of your other "Chiyoda - 048" gets +4000 power.	SANCE	
AZL/S119-047	SAIPLE SAIPLE First Methods Following a particular and	(U) 0/0 Ryuuhou (Warship/Sakura Empire) 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. 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.</warship></warship>	SR S	
AZL/S119-048	SAMPLE SAMPLE	(U) 0/0 Chiyoda (Warship/Sakura Empire) 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. 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."	SR SSUPEL SOURCE WHITE ALL BACK SIN DA A.M. STREET, PROTECTION OF A CONTROL AND STREET, PROTECTION OF	
AZL/S119-049	SAURE TITLE THE RANGE BRIDGE ALL TO BE A SECURITY OF THE PARKET BRIDGE AND A SECURITY OF THE PARKET B	(U) 0/0 Asanagi (Warship/Sakura Empire) 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.</warship>	SR SAURE Dignort-BMADMA, "Dulling-Licht-NoD's Dignort-BMADMADMA" of Billing Licht-NoD's Dignort-BMADMADMADMADMADMADMADMADMADMADMADMADMADM	

AZL/S119-050	SAMPLE THE TABLE THE STATE OF	(U) 1/0 Sakawa (Warship/Sakura Empire) 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. ACT - [Rest this] Choose 1 of the following 2 effects and resolve it, a) "Choose 1 of your characters, this turn, it gets +1000 power." 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."</warship></warship>	SAUFLE SR	
AZL/S119-051	SAMPLE SAMPLE	(U) 1/0 Haruna (Warship/Sakura Empire) 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. AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</warship>	SAMPLE SA	
AZL/S119-052	SANPLE SANPLE Market Book of Call The control of	(U) 1/0 Natori (Warship/Sakura Empire) 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." 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.</warship></warship>	SR SSUPPLE SINGLE SCHOOL On the control of the c	
AZL/S119-053		(U) 1/1 Haguro (Warship/Sakura Empire) 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. ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.	SR SAIRLE Q 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	

AZL/S119-054	DS-12 cellification Co.A.V. sellic or direction. B and concrete and Professional Consequences, security and consequences, securi	(U) 2/1 Kazagumo (Warship/Sakura Empire) 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. 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."	SR SELICE CA CORRECTE	
AZL/S119-055	SANTEUS SANTEU	(C) 0/0 Izumo (Warship/Sakura Empire) CONT - All of your other <warship> characters get +500 power. ACT - [Rest this] Choose 1 of your <warship> characters, this turn, it gets +1500 power.</warship></warship>	SAMPLE SA	
AZL/S119-056	SAMPLE SAMPLE STATE AND THE	(C) 0/0 Ryuujou (Warship/Sakura Empire) AUTO - At the start of your opponent's Attack Phase, choose 1 of your <warship> characters, this turn, it gets +500 power. 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 deck for up to 1 Warship> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</warship>	SR SAFEE 10 MARCHANICA CONTROL OF THE LACK 10 MARCHANICA 10 MAR	
AZL/S119-057	OPERATION AND ADMINISTRATION OF THE PROPERTY O	(C) 0/0 Miyuki (Warship/Sakura Empire) 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. 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.</warship></warship>	SR SEMPLE BENEFIT AND THE CONTROL OF THE CONTROL O	

AZL/S119-058	SAMPLE SAMPLE 101/100/100/100/100/100/100/100/100/10	(C) 0/0 I-26 (Warship/Sakura Empire) 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.	SAUPE SAUP SAUP SAUP SAUPE SAUPE SAUPE SAUPE SAUP SAUP SAUP SAUP SAUP SAUP SAUP SAUP	
AZL/S119-059	SAMPLE	(C) 1/0 Kirishima (Warship/Sakura Empire) CONT - During your turn, if you have, another <warship> character, this gets +3000 power. 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.</warship>	SR SILIPLE SSTORY SS	
AZL/S119-060	SAMPLE SAMPLE The service of the ser	(C) 1/1 Mikasa (Warship/Sakura Empire) 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. AUTO - ENCORE [Discard 1 character]</warship>	SAMPLE SR	
AZL/S119-061	SAMPLE SAMPLE FOR THE STATE OF THE STATE O	(C) 2/0 Owari (Warship/Sakura Empire) CONT - If you have another front row "Kii - AZL/S102-055", this gets +4000 power. 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.</warship>	SANRES	



AZL/S119-068 AZL/S119-069

(RR) 1/0 Aegir (Warship/Iron Blood)

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.

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.



SR & SP



(R) 0/0 Felix Schultz (Warship/Iron Blood)

CONT - If you have 3 or more Clock, this gets +3000 power.

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.



SR & SP

AZL/S119-070



(R) 0/0 Prinz Rupprecht (Warship/Iron Blood)

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.

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.



SR & SP

AZL/S119-071



(R) 0/0 Otto von Alvensleben (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/S119-072

(R) 1/0 Regensburg (Warship/Iron Blood)

AUTO - When this is placed on stage from hand, if you have another <Warship> character, this turn, this gets +4000 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.



SR & SP

AZL/S119-073



(R) 3/2 Marco Polo (Warship/Sardegna Empire)

CONT - If you have 4 or more <Warship> characters, this gets -1 Level in hand

CONT - EXPERIENCE 4 - If the sum of Levels of cards in your Level Zone is 4 or more, this gets +1000 power.

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.



SR & SP

AZL/S119-074



(R) 3/2 Golden Hind (Warship/Tempesta)

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."

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.



SR & SP

AZL/S119-075



(R) 3/2 Hindenburg (Warship/Iron Blood)

CONT - The character across from this gets -1 Soul.

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.



AZL/S119-076	SAMPLE SAMPLE	(U) 0/0 Brünhilde (Warship/Iron Blood) AUTO - When this is placed on stage from hand, choose 1 of your other <warship> characters, this turn, it gets +1000 power. AUTO - At the start of your CX Phase, you may look at the top card of your opponent's deck.</warship>	STATES ###FINITE TO THE THE CONTROL OF THE PARTY OF THE	SR	
AZL/S119-077	SAMPLE SAMPLE STATEMENT OF THE PROPERTY OF THE	(U) 1/0 Magdeburg (Warship/Iron Blood) ACT - [Rest this] Choose 1 of your characters, this turn, it gets +2000 power. ACT - [Send this to Waiting Room] Choose 1 of your characters, this turn, it gets +1 Soul.	SAMPLE 13. In table of the control	SR	
AZL/S119-078	SAMPLE STATE OF THE PROPERTY O	(U) 1/0 Yorck (Warship/Iron Blood) AUTO - When this is placed on stage from hand or attacks, choose 1 of your <warship> characters, this turn, it gets +1500 power.</warship>	SCHELLS TOUGHER SELECTION TO SE	SR	
AZL/S119-079	SAMPLE 1400 123949 22	(U) 1/0 Lützow (Warship/Iron Blood) CONT - If all of your characters are <warship>, this gets +2000 power. 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.</warship>	SAMPLE SAMPLE 4000 C 93749 4	SR	

AZL/S119-080	SÂNPLE	(U) 1/1 Z35 (Warship/Iron Blood) 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.	SR SALTER SUBJECT STATE OF THE PROPERTY OF THE	
AZL/S119-081	SANFLE ST. BERNAVARIETE	(U) 2/1 Jade (Warship/Iron Blood) CONT - ASSIST +1000. 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."	SALPES 10-75-55-36 February - 2-8 February - 2-10-55 10-75-55-36 February - 2-8 February - 2-10-55 10-75-55-36 February - 2-8 February - 2-10-55 10-75-55-36 February - 2-10-55 10-75-55-	
AZL/S119-082	A A	(U) 2/1 Z28 (Warship/Iron Blood) AUTO - When this Direct Attacks, choose 1 <warship> character in your Waiting Room, you may send it to Stock. 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.</warship>	SR SAUDIA WAS AND THE COLUMN TO THE COLUMN T	
AZL/S119-083	SAMPLE SAMPLE SAMPLE Of county for the property agreement of the property o	(C) 0/0 Blücher (Warship/Iron Blood) AUTO - When this is Reversed, mill 2. If there is a level 2 or higher card among them, you may send this to Stock. AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.	SR SAMPLE Und 12 2 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	

AZL/S119-084	SAMPLE SA	(C) 0/0 U-37 (Warship/Iron Blood) CONT - All of your other <warship> characters get +500 power. 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.</warship>	SR SINGLE BY STATE OF THE STA	
AZL/S119-085	SILPLE	(C) 0/0 U-410 (Warship/Iron Blood) 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. AUTO - When damage dealt by this is Cancelled, you may send this to Stock.</warship>	SR SALPLE	
AZL/S119-086	SAMPLE 12 Mary 1 Mary	(C) 0/0 Friedrich Carl (Warship/Iron Blood) 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. AUTO - When this attacks, choose 1 of your other <warship> characters, this turn, this gets +2000 power.</warship>	SR SR SINGLES INCL. LECTH JOE Miles - BIOS - Trees INCL. LECTH JOE MILES - BIOS	
AZL/S119-087	SAMPLE	(C) 0/0 Thüringen (Warship/Iron Blood) 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. 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."</warship>	SANPLE SR	

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

AZL/S119-092 (C) 2/2 Royal Fortune (Warship/Tempesta) **CONT** - For each of your other <Warship> characters, this gets +1000 AUTO - ENCORE [Discard 1 character] 6000 ゴロイヤル・フォーチュン AZL/S119-093 (U) 2/1 Event 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. AZL/S119-094 (CR) Door CX RRR & RRR+ AZL/S119-095 (CR) Standby CX (CR) Door CX AZL/S119-096

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.



AZL/S119-101 (R) 0/0 Yorktown II (Warship/Eagle Union) 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. 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. SR & SP AZL/S119-102 (R) 0/0 Grozny (Warship/Northern Parliament) CONT - If you have 5 or more hand, this gets +1000 power. **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 SR & SP Waiting Room. If you added a card to hand, discard 1 card. AZL/S119-103 (R) 1/0 Hammann II (Warship/Eagle Union) CONT - During your turn, if all of your characters are <Warship>, this gets +2000 power. **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 SR & SP 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. AZL/S119-104 (R) 3/2 Laffey II (Warship/Eagle Union) CONT - If you have 4 or more <Warship> characters, this gets -1 Level in 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.

AUTO - When this is Reversed, you may return this to hand.

AZL/S119-105	SAULE SEAULE	(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.</warship></warship></warship>	SAMPLE SR & SP SR & SP SR & SP SR & SP	
AZL/S119-106	SAMPLE SAMPLE	(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.</warship>	SAMPLE	
AZL/S119-107	SAMPLE SAMPLE BETT OF BUTTON TO STATE OF BU	(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.	SR SAMPLE SAMPLE STATE OF A PARTICULAR AND A PARTICULAR A	
AZL/S119-108	SAURE 29 9 min 4 min 1 min 2 m	(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.</warship>	SR SING STATE AND	

AZL/S119-109		(U) 1/0 Seattle (Warship/Eagle Union)			
		CONT - EXPERIENCE 2 - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +4000 power.			
	SAURIE DAVA I SPINARE LAGGERIA, O	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.</warship>	SAMPLE SHIPMARK LIROUTED BY TO	SR	
	POTTY = 年4000. 個 1・00カー・サダイル・製作しまりたが、 個 1 年後のなかまたがあること(このカー・サダイル・製作しまりたが、 の 1 人と自らが知るをしてはありや > 9年 日本 1 本人では丁元代、大人 に対える。以びを出したなく、そのはなく キャッカック。		Pay 17 - 18 - 400.		
AZL/S119-110		(U) 1/0 Houston II (Warship/Eagle Union) CONT - If all of your characters are <warship>, this gets +3000 power.</warship>			
		AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +6000 power.	S	SR	
	SAMPLE SAMPLE SAMPLE SAMPLES OF S		SAMPLE TO THE SAME		
AZL/S119-111		(U) 1/0 Anchorage (Warship/Eagle Union) CONT - During your turn, this gets +2000 power.	0		
		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	s	SR	
	SAMPLE STATE OF THE PROPERTY	characters, send it to Waiting Room, add the rest to hand, and shuffle your deck afterwards.	SAMPLE TO A TO		
AZL/S119-112		(U) 1/1 Chapayev (Warship/Northern Parliament) 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.			
	SAMPLE THE HEALTH STATE OF THE SAME OF THE	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."	SAMPLE BITTER PLUT UP - BLAT SELVE O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line) Solved O COD-10 (A Line Cody - Bod Line Solved) O COD-10 (A Line Cody - Bod Line Solved)	SR	
	### CONT. 1/2 5 # 10 # 10 # 10 # 10 # 10 # 10 # 10 #		■ 単 2のカーナリオ surjeit に 面中にお、あためいへの間のカードの人へのから可なしま。 あたけのかり 一つり 1 になっている 1		

AZL/S119-113	STILL: STATE 37.2 - 3.000 4000 91.417-3-7 4000	U) 1/1 West Virginia (Warship/Eagle Union) CONT - ASSIST +1000 to <warship> characters. 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 ower and the following ability, "CONT - This cannot be targeted by your opponent's effects."</warship>	SR SAUCE MILES STANDARD STANDA	
AZL/S119-114		U) 2/1 Flasher (Warship/Eagle Union) 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. ACT - BACKUP +2500	SR S	
AZL/S119-115	STIPE BINTO 9 BINTO 10 CONTROL 1	U) 3/2 Guam (Warship/Eagle Union) 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 his card's battle, you do not receive damage from your opponent character's AUTO effects." AUTO - When this is placed on stage from hand, look at up to X cards from he 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.</warship>	SR SR SR SR SR SR SR SR SR SR	
AZL/S119-116		C) 0/0 Montpelier (Warship/Eagle Union) CONT - All of your other <warship> characters get +500 power. 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.</warship></warship>	SR SALPES Learner of the second of the secon	

AZL/S119-117	SALE DE LA SELECTION DE LA SEL	(C) 0/0 Halsey Powell (Warship/Eagle Union) 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. 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.	SAMPLE SR	
AZL/S119-118	SAMPLE SCALE MEDIUM 1 Charles Medium and a street of the charles	(C) 0/0 Alabama (Warship/Eagle Union) 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. 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.</warship></warship></warship>	SAMPLE SAMPLE AND ADDRESS OF THE SAMPLE AND	
AZL/S119-119	SAMPLE SAMPLE Deliverated light for 1/2/27/2 General transportation and accommodated with a commodated light for 1/2/27/2 General transportation and accommodated with a commodated light for 1/2/27/27/20/20/27/20/20/20/20/20/20/20/20/20/20/20/20/20/	(C) 0/0 Morrison (Warship/Eagle Union) AUTO - When this is placed on stage from hand, this turn, this gets +1500 power. AUTO - When this card's battle opponent is Reversed, choose 1 of your <warship> characters, this turn, it gets +2000 power.</warship>	SAMPLE SAMPLE MINITARY MARINE PLAN LABORATION AND	
AZL/S119-120	SALES SALES BIRTHER STATES OF THE SALES BIRTHER STATES OF THE SALES PARTY 7219	(C) 0/0 Astoria (Warship/Eagle Union) CONT - During your turn, this gets +1000 power. 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.</warship>	SAIPLE SAIPLE SAIPLE Francisco Control of the Association of the As	

AZL/S119-121	SANFLE SANFLE STORY OF BOTH OF THE STORY OF	(C) 0/0 Nautilus (Warship/Eagle Union) 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. 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.</warship></warship>	SAMPLE SAMPLE TO I III AND AND LOCALITY TO III AND AND LOCALITY TO I III AND LOCALITY TO	SR	
AZL/S119-122	SAPES SAPES ST MICHAEL OF THE STATE OF THE	(C) 1/0 Dewey (Warship/Eagle Union) 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]"" AUTO - When this attacks, choose up to 2 of your <warship> characters, this turn, they get +1500 power. *Note: Gridley is a 1/0 Vanilla from the Set 1 Eagle Union TD</warship></warship>	SAUPLE SA	SR	
AZL/S119-123	SAMPLE BOTH 12 FOR 1915 AND 1915 CHARLES AND 1	(C) 1/0 Biloxi (Warship/Eagle Union) 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. 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.</warship>	SAMPLE SAMPLE	SR	
AZL/S119-124	SAUPLE TO COMMITTEE TO COMMITTE	(C) 2/1 Louisville (Warship/Eagle Union) CONT - For each of your other <warship> characters, this gets +1500 power. AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +3000 power.</warship>	SALPE IN CONTROL OF SALPON IN	SR	

AZL/S119-125	SSUPPLE SSUPPLE USA CARR MINISTER AND	(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."	SCHERA SCHERA	SR		
AZL/S119-126	SAMPLE AUGUSINOO-AMBROOT-PERISADOT-PERISADOT-AMBROOT-PERISADOT-PE	(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.</warship>	SAMPLE SAMPLE AGENTACIONAL READON PER REPORTO, AND AGENTACE P. ONTHER PRISONELLE P. ONTHER P.	SR		
AZL/S119-127	SAMPLE	(CR) Pants CX	SAMPLE	SAMPLE	RRR & RRR+	
AZL/S119-128	SAMPLE	(CR) Pants CX	SAMPLE	RRR		
AZL/S119-129	SAMPLE	(CR) Pants CX	STEE STEE	RRR		
AZL/S119-130	SAMPLE	(CR) Pants CX	SATIPLE	RRR		

AZL/S119-131A		(AGR) Pants CX (Set 1 Enterprise CX)		
	Bellevis Co. Burney Style Co. S. September 1997	Note: Pen Signed card from Enterprise's VA		
AZL/S119-P01	0	(PR) 0/0 Laffey (War Ship/Eagle Union)		
March/April Shop		CONT - During your turn, if you have another <warship> character, this gets +1500 power.</warship>		
Tournament PR Packs		·		
	SAMPLE	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.</warship>	Foil	
	日 あたからかった。 内の地域の体制のサウルトものなってのかード リード・ファイスを向かた。 あれるは日本のは中の上からが表 リード・ファイスを向かた。 あれるは日本のは中の上からが表 はまましてより、そのアドウルのトラルの、あれたは2のアド を取りまするとは、そのアドウルのトラルの、あれたは2のアド を取りまするとは、またからは100円であった。		2000 Wild 200	
AZL/S119-P02	O TO THE TOTAL PROPERTY OF THE PARTY OF THE	(PR+) 0/0 Z23 (Warship/Iron Blood)		
March/April Shop Tournament PR		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		
Packs		<warship> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</warship>		
	SAMPLE	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.</warship>		
AZL/S119-P03	0	(PR+) 2/1 Javelin (Warship/Royal Navy)	O	
CX Challenge PR	SAHITE	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.	Foil	
	(a) (b) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c		TOOL OF THE STATE	