No./100:	100				
STS/W140-001		**(RR) 0/0 Wraith (Trekker/Norstheim)** **AUTO -** [(1) Put 1 <Trekker> or <Tyrant> 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. **ACT - {1 Per Turn}** [Send 1 of your other characters with RECOLLECTION on stage to Memory] This ability can only be activated if the total number of cards in your Memory and Marker Zone is 1 or less. Reveal the top card of your deck. If that card is a level 0 or lower character, add it to hand.			*SR & SP*
STS/W140-002		**(RR) 1/0 Firenze (Trekker/United Harvest)** **CONT** - During your turn, if you have 2 or more other <Trekker> or <Tyrant> characters, this gets +4000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {Copy of this} in your Waiting Room, place it on stage in any slot, and this turn, it gets +1 level. **AUTO -** {CX Combo} When this attacks, if you have the **Bar CX (031)** in your CX Area, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, you may add it to hand or send it to Stock.			*SR & SP*
STS/W140-003		**(RR) 3/2 Otoha (Trekker/Goodwind Homecare)** **CONT - MEMORY** - If the total number of cards in your Memory and Marker Zone is 3 or more, this gets -1 Level in hand. **CONT** - If there is a Marker underneath this, this gets +5000 power. **AUTO** - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "Draw up to 1 card, then choose up to 1 cost 1 or lower character from your hand, place it on stage in any slot." b) "You may heal 1."			*SR & SP*
STS/W140-004		**(RR) 3/2 Nazuka (Trekker/Petal Bloom Guild)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO -** {CX Combo} [Discard 1 card] When this attacks, if you have the **Bar CX (032)** in your CX Area, and you have another <Trekker> or <Tyrant> character, you may pay cost. If you do, deal 2 damage to your opponent, and if there is a Marker underneath this, this turn, this gains the following ability, "**AUTO - {1 Per Turn}** When this card's trigger check reveals a CX, you may deal 2 damage to your opponent, or heal up to 2."			*SR & SP*

STS/W140-005		**(R) 0/0 Mistique (Trekker/Scarlet Sights Media)** **AUTO - {CX Combo}** [Return this to hand] When the **Bar CX (033)** is placed in your CX Area, you may pay cost. If you do, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, 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 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."		*SR*	
STS/W140-006		**(R) 0/0 Canace (Trekker/Grace Imperium)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand. **AUTO** - When a CX is placed in your opponent's CX Area, you may send this to Stock.		*SR*	
STS/W140-007		**(R) 0/0 Coronis (Trekker)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a level 0 or lower character, send this to Stock. **AUTO** - [(1) Send 1 of your other <Trekker> or <Tyrant> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, perform the following effect twice. "Reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character or an Event, add it to hand."		*SR*	
STS/W140-008		**(R) 0/0 Tyrant-Chan (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **AUTO - {1 Per Turn}** When your other character attacks, this turn, that attacking character gets -1 soul, then reveal the top card of your deck. If that card is a level 0 or lower character, 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. **Note: Has 0 soul.*			*SR & SSP*

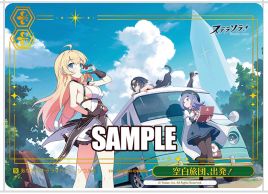
STS/W140-009		**(R) 0/0 Noya (Trekker/New Star Guild)** **AUTO** - When this is placed on stage from hand or Reversed, look at up to 3 cards from the top of your deck, choose up to 1 CX with 2 Soul Triggers from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.			*SR & SSP*
STS/W140-010		**(R) 1/0 Nanoha (Trekker/Goodwind Healthcare)** **CONT** - During your turn, if there is a Marker underneath this, this gets +3000 power. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Cost 0 or lower <Trekker> or <Tyrant> character in your Waiting Room, place it on stage in any slot, then choose up to 1 {U 0/0 Nanoha} in your Waiting Room, place it underneath this face-up as a Marker. At the end of the turn, send any character placed on stage by this effect to Waiting Room. **Note: Has a Soul Trigger*		*SR*	
STS/W140-011		**(R) 1/1 Ann (Trekker)** **AUTO** - When you use this card's BACKUP, if you have a <Trekker> or <Tyrant> character, you or your opponent mills 3. **ACT - BACKUP** +2000		*SR*	
STS/W140-012		**(R) 1/1 Caramel (Trekker)** **CONT** - During your turn, if you have 2 or more other <Trekker> or <Tyrant> characters, this gets +6000 power and the following 2 abilities, - "**CONT** - If the character across from this is Red, this gets +4000 power." - "**AUTO** - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock." **AUTO** - When this is placed on stage from hand, if there is a Marker underneath this, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, you may send it to Stock.		*SR*	

STS/W140-013		**(R) 2/1 Cosette (Trekker)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your opponent's deck, and put them back on top in the original order. **ACT** - [Send this to Waiting Room] All players mill 2. If there is a CX among them, choose up to 2 of your opponent's front row level 3 or lower characters, return them to hand.		*SR*	
STS/W140-014		**(U) 0/0 Coronis (Trekker)** **AUTO** - [Send this to Waiting Room] When your other <Trekker> or <Tyrant> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested. **ACT** - [Send 1 of your other <Trekker> or <Tyrant> characters on stage to Waiting Room, Rest this] If you have 2 or more other <Trekker> or <Tyrant> characters, choose 1 of your opponent's characters, move it to an opponent's empty slot, and until the end of your opponent's next turn, that character gains the following ability, "CONT - This cannot move to other slots."		*SR*	
STS/W140-015		**(U) 0/0 Ann (Trekker)** **AUTO** - At the end of this card's attack or when this is Reversed, if the total number of cards in your Memory and Marker Zone is 1 or less, you may send this to Memory. **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **CONT** - If this is in your Marker Zone, during your turn, the <Trekker> or <Tyrant> character with this as a Marker gets +1500 power.		*SR*	
STS/W140-016		**(U) 0/0 Firenze (Trekker/United Harvest)** **AUTO** - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, mill 2, then choose up to 1 Level X or lower <Trekker> or <Tyrant> character from your Waiting Room, and add it to hand. If you sent a CX to Waiting Room by this effect, you may put 1 card from the top of your deck into Stock. X equals the sum of Levels of cards milled by this effect.		*SR*	

STS/W140-017		**(U) 0/0 Nanoha (Trekker/Goodwind Healthcare)** **AUTO** - [Discard 1 card, Send this to Memory] When this is Reversed, if all of your characters are <Trekker> or <Tyrant>, and you do not have a card in your Memory or Marker Zone, you may pay cost. If you do, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand. **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory.		*SR*	
STS/W140-018		**(U) 1/0 Wraith (Trekker/Norstheim)** **AUTO** - When this is placed on stage from hand, choose 1 card in your clock, you may add it to hand. If you do, choose 1 card in your hand, put it into Clock. **ACT** - [Send 1 of your other **{RR 0/0 Wraith - 001}** on stage to Waiting Room, Send this to Waiting Room] Choose 1 Event in your Waiting Room, add it to hand.		*SR*	
STS/W140-019		**(U) 1/0 Nazuka (Trekker/Petal Bloom Guild)** **CONT** - If you do not have another **{copy of this}**, all of your CXes with a Bar Trigger in any area gains Wind Trigger. **ACT** - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 **{RR 3/2 Nazuka - 004}** from your hand, place it on stage in this card's former slot, and this turn, it gets +2000 power.		*SR*	
STS/W140-020		**(U) 1/0 Mistique (Trekker/Scarlet Sights Media)** **ACT** - (1) Send this to Memory. **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - If this is in your Marker Zone, when a <Trekker> or <Tyrant> character with this Marker attacks, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Trekker> or <Tyrant> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		*SR*	

STS/W140-021		**(U) 2/0 Caramel (Trekker)** **CONT** - If there is a Marker underneath this, and you have another <Trekker> or <Tyrant> character, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +6000 power." - "**AUTO - ENCORE** [Discard 1 <Trekker> or <Tyrant> character]" **AUTO** - When this is sent from Stage to Waiting Room, reveal the top card of your deck. If that card is level 1 or higher, you may send this to Stock.		*SR*	
STS/W140-022		**(U) 2/1 Otoha (Trekker)** **AUTO** - [(1) Send 1 of your <Trekker> or <Tyrant> 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, this turn, it gets -1 Soul. **ACT - BACKUP** +2500		*SR*	
STS/W140-023		**(U) 2/1 Cosette (Trekker)** **AUTO** - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."		*SR*	
STS/W140-024		**(U) 2/1 Canace (Trekker/Grace Imperium)** **ACT** - [Send this Standing card to Memory] Choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand. **CONT - RECOLLECTION**: **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - If this is in your Marker Zone, when a <Trekker> or <Tyrant> character with this Marker attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order.		*SR*	

STS/W140-025		**(C) 0/0 Wraith (Trekker/Norstheim)** **AUTO** - [Discard 1 CX, Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand. **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.		*SR*	
STS/W140-026		**(C) 0/0 Otoha (Trekker)** **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 Waiting Room. **ACT** - [Send this to Waiting Room] Choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +1 soul.		*SR*	
STS/W140-027		**(C) 1/1 Tyrant-Kun (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **CONT** - During your turn, all of your other <Trekker> or <Tyrant> characters get +1000 power. **AUTO** - When your other character attacks, this turn, you may have that attacking character get -1 soul. If you do, this turn, that attacking character gets +2000 power. **Note: Has no soul.*		*SR*	
STS/W140-028		**(C) 3/2 Noya (Trekker/New Star Guild)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO -** {CX Combo} [(3) Discard 1 **{copy of this}**] When this attacks, if you have **+2 Soul CX (034)** in your CX Area, and this has 4 or less soul, you may pay cost. If you do, during this attack, when this card's attack would deal damage, instead deal 1 damage to your opponent X times. X equals this card's Soul. **Note: Has 1 Soul.*		*SR*	

STS/W140-029		**(C) 1/0 Event** All players shuffle all cards from their Waiting Room into their deck.		*SR*	
STS/W140-030		**(C) 1/1 Event** [Send 1 of your characters 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 2 <Trekker> or <Tyrant> character or Events from among them, show them to your opponent, choose 1, add it to hand, and send the rest to Stock. Send this to Memory. **AUTO - MEMORY** [Discard 1 CX] If this is in your Memory, when you trigger a CX, you may pay cost. if you do, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand.		*SR*	
STS/W140-031		**(CR) Bar CX**		*RRR*	
STS/W140-032		**(CR) Bar CX**		*RRR*	
STS/W140-033		**(CR) Bar CX**		*RRR*	
STS/W140-034		**(CR) +2 Soul CX**		*RRR*	

STS/W140-035		**(RR) 0/0 Shia (Trekker)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. **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.			*SR & SP*
STS/W140-036		**(RR) 1/0 Minova (Trekker/Ashwind Clan)** **CONT** - If there is a Marker underneath this, this gets +4500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Standby CX (064)** in your CX Area, look at up to 6 cards from the top of your deck, choose up to 1 <Trekker> or <Tyrant> character or an event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room			*SR & SP*
STS/W140-037		**(RR) 3/2 Fuyuka (Trekker/Petal Bloom Guild)** **CONT** - If this is in the Front Row, all of your <Trekker> or <Tyrant> characters get +1500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Standby CX (065)** in your CX Area, and you have 2 or more other <Trekker> or <Tyrant> characters, choose 1 of the following 2 effects and resolve it, a) "[(1) Discard 1 card] If your opponent is level 3 or higher, you may pay cost. If you do, deal 3 damage to your opponent." b) "[Discard 1 card] If your opponent is level 2, you may pay cost. If you do, deal 2 damage to your opponent."			*SR & SP*
STS/W140-038		**(R) 0/0 Amber (Trekker/New Star Guild)** **AUTO** - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower <Trekker> or <Tyrant> character in your Waiting Room, place it on stage in any slot. **AUTO** - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your <Trekker> or <Tyrant> characters and this card, Stand and swap them.			*SR & SSP*

STS/W140-039		**(R) 0/0 Chixia (Trekker/Yunji Studio)** **AUTO** - When this is placed on stage from hand, mill up to 2. **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 <Trekker> or <Tyrant> 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)*			*SR & SP*
STS/W140-040		**(R) 0/0 Laru (Trekker/Grace Imperium)** **CONT** - This does not Stand during your Stand Phase. **AUTO** - At the start of your opponent's Attack Phase, if all of your characters are <Trekker> or <Tyrant>, you may mill 1. If that card is a Level 2 or lower character, this turn, this gains the following ability, "**AUTO** - When this is Front-Attacked, you may return this to hand."			*SR*
STS/W140-041		**(R) 1/0 Kasimira (Trekker/White Cat Troupe)** **AUTO** - When this attacks, you or your opponent mills 3. **AUTO** - When this attacks, choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +1500 power.			*SR*

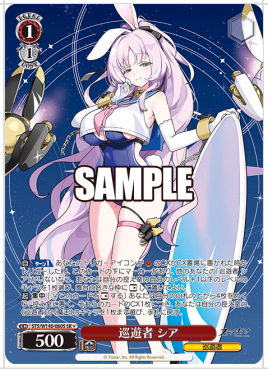
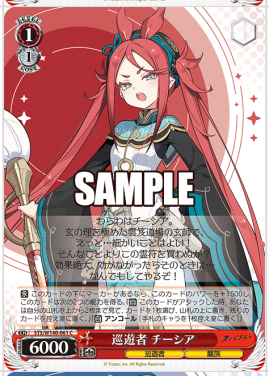
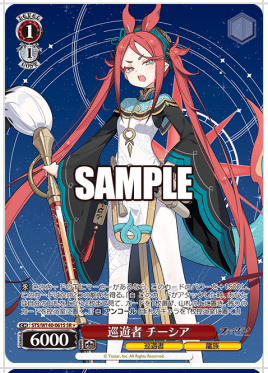
STS/W140-042		**(R) 1/0 Jinglin (Trekker/Loong)** **CONT** - During your turn, this gets +2000 power. **AUTO** - During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, choose 1 of the following 2 effects and resolve it, a) "(1) You may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room." b) "[(1) Rest 1 of your other Standing <Trekker> or <Tyrant> characters] You may pay cost. If you do, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand."		*SR*	
STS/W140-043		**(R) 1/0 Flora (Trekker)** **AUTO** - When this attacks, if you have 2 or more other <Trekker> or <Tyrant> characters, this turn, this gets +2000 power. **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*	
STS/W140-044		**(R) 2/1 Tilia (Trekker/Imperial Guard)** **CONT** - During your turn, if there is a Marker underneath this, this gets +8000 power. **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Trekker> or <Tyrant> characters, you may draw 2 cards. If you do, discard 2 cards. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Trekker> or <Tyrant> characters, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, you may send it to Stock. **Note: Has 2 Souls.*		*SR*	

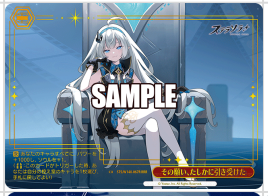
STS/W140-045		**(U) 0/0 Tilia (Trekker/Imperial Guard)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power. **AUTO** - When this attacks, choose 1 of your other <Trekker> or <Tyrant> characters, until the end of your opponent's next turn, it gets +1500 power and "**AUTO - ENCORE** [Discard 1 character]".		*SR*	
STS/W140-046		**(U) 0/0 Chixia (Trekker/Yunji Studio)** **AUTO** - At the end of this card's attack or when this is Reversed, if the total number of cards in your Memory and Marker Zone is 1 or less, you may send this to Memory. **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - If this is in your Marker Zone, when a <Trekker> or <Tyrant> character with this Marker attacks, you may draw 1 card. If you do, discard 1 card.		*SR*	
STS/W140-047		**(U) 0/0 Jinglin (Trekker/Loong)** **AUTO** - When this is placed on stage from hand, if the total number of cards in your Memory and Marker Zone is 2 or less, choose 1 {Copy of this} in your Waiting Room, you may send it to Memory. **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory.) **CONT** - If this is in your Marker Zone, during your turn, the <Trekker> or <Tyrant> character with this as a Marker gets +1000 power.		*SR*	

STS/W140-048		**(U) 1/0 Kasimira (Trekker/White Cat Troupe)** **AUTO** - [Discard 2 cards] 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** +1000 **Note: Has a Soul trigger*		*SR*	
STS/W140-049		**(U) 1/0 Laru (Trekker/Grace Imperium)** **ACT** - [(1) Send this to Memory] Look at up to 3 cards from the top of your deck, choose up to 1 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **CONT - RECOLLECTION** > **AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. > **AUTO** - When this leaves the Marker Zone, send this to Memory. **CONT** - If this is in your Marker Zone, during your turn, the <Trekker> or <Tyrant> character with this as a Marker gets +1500 power.		*SR*	
STS/W140-050		**(U) 2/1 Fuyuka (Trekker/Petal Bloom Guild)** **CONT** - If you are level 2 or higher, this gains the following ability, "**ACT** - [(1) Send this to Memory] Choose up to 1 **{RR 3/2 Fuyuka - 037}** from your hand, place it on stage in this card's former slot." **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - (2) If this is in your Marker Zone, when your <Trekker> or <Tyrant> character with this as a Marker attacks, you may pay cost. If you do, deal 1 damage to your opponent.		*SR*	

STS/W140-051		**(U) 2/2 Shia (Trekker)** **CONT** - During your turn, this gets +3000 power. **AUTO -** {CX Combo} At the Start of your Attack Phase, if you have the **Standby CX (066)** in your CX area, and there is a Marker underneath this, Stand this.		*SR*	
STS/W140-052		**(U) 2/2 Flora (Trekker)** **CONT** - If you have 2 or more other <Trekker> or <Tyrant> characters, this gets +3000 power. **AUTO - ENCORE** [Discard 1 <Trekker> or <Tyrant> character]		*SR*	
STS/W140-053		**(U) 3/2 Minova (Trekker/Ashwind Clan)** **CONT** - If you have 4 or more <Trekker> or <Tyrant> characters, this gets -1 Level in hand. **AUTO** - When this is placed on stage from hand, choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +X power. X equals the number of your <Trekker> or <Tyrant> characters times 500. **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*	
STS/W140-054		**(C) 0/0 Kasimira (Trekker/White Cat Troupe)** **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 <Trekker> or <Tyrant> characters, this turn, it gets +1000 power.		*SR*	

STS/W140-055		**(C) 0/0 Tilia (Trekker/Imperial Guard)** **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) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.		*SR*	
STS/W140-056		**(C) 0/0 Flora (Trekker)** **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. **AUTO** - At the start of your CX Phase, choose 1 of your <Trekker> or <Tyrant< characters, this turn, it gets +1000 power.		*SR*	
STS/W140-057		**(C) 0/0 Jinglin (Trekker/Loong)** **CONT** - If the total number of cards in your Memory and Marker Zone is 1 or less, this gains the following ability, "**ACT - {1 Per Turn}** [Send 1 of your other characters with RECOLLECTION on stage to Memory] This turn, this gets +2500 power." **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Trekker> or <Tyrant> character from your Waiting Room, add it to hand, then choose 1 of your other <Trekker> or <Tyrant> characters, this turn, it gets +1000 power.		*SR*	
STS/W140-058		**(C) 0/0 Tyrant-Kun (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **ACT** - [(1) Send this Standing card to Memory] 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. **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. **Note: Has no soul.*		*SR*	

STS/W140-059		**(C) 1/0 Amber (Trekker/New Star Guild)** **CONT** - During your turn, if you have another <Trekker> or <Tyrant> character, this gets +3000 power. **AUTO -** {CX Combo} When this attacks, if you have the **Door CX (067)** in your CX Area, you may mill 1. If that card is a <Trekker> or <Tyrant> character or an event, add it to hand, then you may mill 1. If that card is a <Trekker> or <Tyrant> character or an event, add it to hand.		*SR*	
STS/W140-060		**(C) 1/1 Shia (Trekker)** **AUTO - {1 Per Turn}** When a CX with a Standby Trigger is placed in your CX Area or is triggered, if there is a Marker underneath this, and you do not have another **{copy of this}**, choose 1 character whose level is equal to or lower than your level +1 in your Waiting Room, you may place it on stage in any slot Rested. **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*	
STS/W140-061		**(C) 1/1 Chixia (Trekker/Yunji Studio)** **CONT** - If there is a Marker underneath this, this gets +1500 power and the following 2 abilities, - "**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 - ENCORE** [Discard 1 character]"		*SR*	
STS/W140-062		**(C) 3/2 Tyrant-Chan (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **CONT - ASSIST** +2000. **AUTO** - [(1) Discard 2 cards] During the turn this was placed on stage from hand, at the start of your CX Phase, if all players are level 3 or higher, you may pay cost. If you do, all players sends all of their Clock to Waiting Room. **ACT** - [(1) Rest this] Return this to hand. **Note: Has no soul.*		*SR*	

STS/W140-063		**(C) 1/1 Event** **COUNTER** - Choose 1 of the following 2 effects and resolve it, a) "Choose 1 of your characters, return it to hand." b) "Choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand."		*SR*	
STS/W140-064		**(CR) Standby CX**		*RRR*	
STS/W140-065		**(CR) Standby CX**		*RRR*	
STS/W140-066		**(CR) Standby CX**		*RRR*	
STS/W140-067		**(CR) Door CX**		*RRR*	
STS/W140-068		**(RR) 0/0 Freesia (Trekker/Post Haste)** **CONT** - If all of your characters are <Trekker> or <Tyrant>, during your turn, this gets +500 power, during your opponent's turn, this gets +1500 power. **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 <Trekker> or <Tyrant> character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.	 	*SR & SP*	

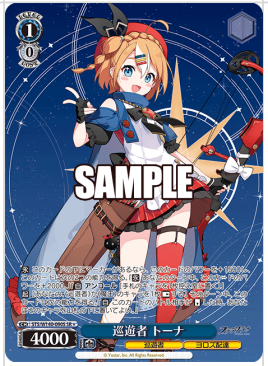
STS/W140-069		**(RR) 1/0 Nazuna (Trekker/Petal Bloom Guild)** **CONT** - During your turn, this gets +2000 power. **AUTO** - {CX Combo} At the end of this card's attack, if you have the **Pants CX (097)** in your CX Area, and you have 2 or more other <Trekker> or <Tyrant> characters, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. If there is a Marker underneath this, and X is 0 or lower, put up to 1 card from the top of your deck into Stock. X equals the Level of the revealed card.			*SR & SP*
STS/W140-070		**(RR) 3/2 Chitose (Trekker)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - {CX Combo} At the end of this card's attack, if you have the **Pants CX (098)** in your CX Area, and there is a Marker underneath this, and you have 2 or more other <Trekker> or <Tyrant> characters, choose 1 of the following 2 effects and resolve it, a) "[(1) Discard 1 card] You may pay cost. If you do, deal 3 damage to your opponent." b) "[(3) Discard 1 Blue card] You may pay cost. If you do, deal 1 damage to your opponent X times. X is equal to the number of CXes in your opponent's Waiting Room -2."			*SR & SP*
STS/W140-071		**(R) 0/0 Shimiao (Trekker/Loong)** **CONT** - If all of your characters are <Trekker> or <Tyrant>, this gets +3000 power. **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 character with RECOLLECTION or an Event 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.			*SR*
STS/W140-072		**(R) 0/0 Donna (Trekker/Post Haste)** **AUTO** - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot. **ACT** - [Discard 1 card, Send this to Waiting Room] Search your deck for up to 1 <Trekker> or <Tyrant> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.			*SR & SP*

STS/W140-073		**(R) 0/0 Teresa (Trekker/Post Haste)** **ACT** - [Send this to your Clock] Look at up to 4 cards from the top of your deck, choose up to 1 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +1500 power.		*SR*	
STS/W140-074		**(R) 0/0 Gerie (Trekker/Grace Imperium)** **AUTO** - At the start of your CX Phase, if this is the first turn of the first player, put 1 card from the top of your deck into Stock. **AUTO** - When this is Reversed, if all of your characters are <Trekker> or <Tyrant>, and the battle opponent's Level is 0 or lower, you may send that character to the bottom of your opponent's deck.	 	*SR & SP*	
STS/W140-075		**(R) 1/0 Ridge (Trekker/United Harvest)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Trekker> or <Tyrant> characters, reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character, choose 1 of your opponent's front row characters with 8000 or less power, send it to Waiting Room. **AUTO** - When this attacks, choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +3000 power.		*SR*	
STS/W140-076		**(R) 3/2 Iris (Trekker/New Star Guild)** **AUTO** - When this is placed on stage from hand, perform the following 2 effects once each, - "Look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room." - "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock." **AUTO** - [Discard 1 card] When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice	 	*SR & SSP*	

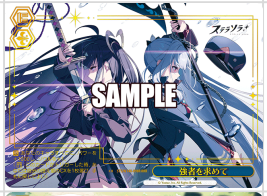
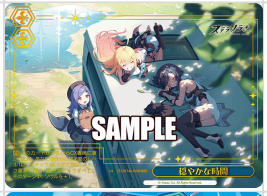
STS/W140-077		**(U) 0/0 Teresa (Trekker/Post Haste)** **ACT** - [Discard 1 card, Send this Standing character to Waiting Room] Choose 1 level 1 or higher character in your Waiting Room, add it to hand, and if the total number of cards in your Memory and Marker Zone is 2 or less, choose up to 1 of {this card} in your Waiting Room, send it to Memory. **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **CONT** - If this is in your Marker Zone, during your turn, the <Trekker> or <Tyrant> character with this as a Marker gets +1000 power.		*SR*	
STS/W140-078		**(U) 0/0 Donna (Trekker/Post Haste)** **AUTO** - At the end of this card's attack or when this is Reversed, if the total number of cards in your Memory and Marker Zone is 1 or less, you may send this to Memory. **CONT - RECOLLECTION** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **CONT** - If this is in your Marker Zone, when the <Trekker> or <Tyrant> character with this as a Marker attacks, choose 1 of your characters, this turn, it gains the following ability, "**CONT** - During this card's battle, your opponent cannot play Events or BACKUPs from hand."		*SR*	
STS/W140-079		**(U) 0/0 Nazuna (Trekker/Petal Bloom Guild)** **CONT** - If the total number of cards in your Memory and Marker Zone is 1 or less, this gains the following ability, "**ACT - {1 Per Turn}** [Send 1 of your other characters with RECOLLECTION on stage to Memory] This turn, this gets +2500 power." **AUTO** - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Trekker> or <Tyrant> character from your Waiting Room, and add it to hand.		*SR*	

STS/W140-080		**(U) 1/0 Chitose (Trekker)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room. **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 to 1 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*	
STS/W140-081		**(U) 1/0 Shimiao (Trekker/Loong)** **ACT** - (1) Send this to Memory. **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - (1) If this is in your Marker Zone, when a <Trekker> or <Tyrant> character with this Marker attacks, you may pay cost. If you do, during the Trigger Step of that attack, perform Trigger Check twice.		*SR*	
STS/W140-082		**(U) 1/1 Gerie (Trekker/Grace Imperium)** **ACT - BACKUP** +1500 [(1) Send this from your hand to Memory] **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **CONT** - If this is in your Marker Zone, during your turn, the <Trekker> or <Tyrant> character with this as a Marker gets +1500 power.		*SR*	
STS/W140-083		**(U) 2/1 Ridge (Trekker/United Harvest)** **AUTO** - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "**AUTO** - When this card's battle opponent is Reversed, send it to Memory." **ACT - BACKUP** +3000		*SR*	

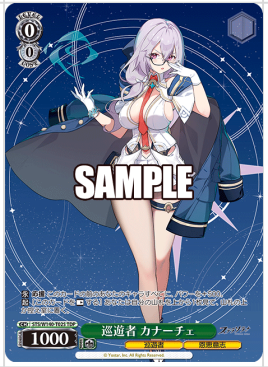
STS/W140-084		**(U) 2/1 Freesia (Trekker/Post Haste)** **CONT** - If you have 2 or more other <Trekker> or <Tyrant> characters, this gets +4000 power. **AUTO - {CX Combo}** [Send the **Pants CX (100)** from your CX Area to Waiting Room] At the end of this card's attack, if there is a Marker underneath this, and you have another <Trekker> or <Tyrant> character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 4 <Trekker> or <Tyrant> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*SR*	
STS/W140-085		**(C) 0/0 Nazuna (Trekker/Petal Bloom Guild)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck. **AUTO** - [(1) 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. If that card is a level 0 or lower character, choose 1 CX in your Waiting Room, add it to hand, if it is not, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, add it to hand.		*SR*	
STS/W140-086		**(C) 0/0 Ridge (Trekker/United Harvest)** **ACT** - [Rest this] If you have 4 or more other <Trekker> or <Tyrant> characters, draw 1 card, then discard 1 card. **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 <Trekker> or <Tyrant> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
STS/W140-087		**(C) 0/0 Chitose (Trekker)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character, add it to hand and discard 1 card. **AUTO** - [Discard 1 <Trekker> or <Tyrant> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.		*SR*	

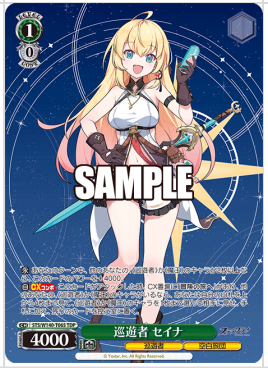
STS/W140-088		**(C) 0/0 Tyrant-Kun (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. **ACT** - [(1) Rest this] Choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand." **Note: Has no soul.*		*SR*	
STS/W140-089		**(C) 1/0 Freesia (Trekker/Post Haste)** **CONT** - If you have 2 or more other <Trekker> or <Tyrant> characters, this gets +1500 power and the following 2 abilities, - "**AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power." - "**AUTO** - When this card's battle opponent is Reversed, you may send that character to Memory."		*SR*	
STS/W140-090		**(C) 1/0 Donna (Trekker/Post Haste)** **CONT** - If there is a Marker underneath this, this gets +1500 power and the following 2 abilities, - "**CONT** - During your turn, this gets +2000 power." - "**AUTO - ENCORE** [Discard 1 character]" **ACT** - [Rest 1 of your <Trekker> or <Tyrant> characters] This turn, this gains 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*	
STS/W140-091		**(C) 1/1 Tyrant-Chan (Tyrant/Tyrant Protocol)** **CONT** - This cannot be targeted by your opponent's effects. **CONT** - During your turn, all of your other characters get +X power. X is equal to its soul times 500. **AUTO** - When a CX with 2 Soul Triggers is placed in your CX Area, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this attacks, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock." **Note: Has no soul.*		*SR*	

STS/W140-092		**(C) 2/1 Teresa (Trekker/Post Haste)** **CONT - ASSIST** Level x 500. **AUTO** - [Discard 2 cards] When you trigger a CX with a Pants Trigger, you may pay cost. If you do, choose up to 2 <Trekker> or <Tyrant> characters in your Waiting Room, add them to hand.		*SR*	
STS/W140-093		**(C) 2/1 Shimiao (Trekker/Loong)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power. **AUTO** - When this card's level 2 or higher battle opponent is Reversed, you may put 1 card from the top of your deck into Stock.		*SR*	
STS/W140-094		**(C) 3/2 Gerie (Trekker/Grace Imperium)** **CONT** - If you have 4 or more <Trekker> or <Tyrant> characters, this gets -1 Level in hand. **CONT** - If there is a Marker underneath this, this gets +3500 power and the following ability, "**AUTO** - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent." **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 <Trekker> or <Tyrant> characters.		*SR*	
STS/W140-095		**(C) 1/0 Iris (Trekker/New Star Guild)** **CONT** - During your turn, for each of your other <Trekker> or <Tyrant> characters, this gets +1000 power. **AUTO** - **{CX Combo}** When this card's battle opponent is Reversed, if you have the **Stocksoul CX (099)** in your CX Area, reveal the top card of your deck, then look at up to 4 cards from the top of your deck, choose up to X <Trekker> or <Tyrant> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room. X is equal to 2 if the revealed card has a Soul Trigger. Otherwise it is 1. **Note: Has a Soul Trigger*		*SR*	

STS/W140-096		**(C) 1/1 Event** Your opponent mills 8. Reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character, add it to hand.		*SR*	
STS/W140-097		**(CR) Pants CX**		*RRR*	
STS/W140-098		**(CR) Pants CX**		*RRR*	
STS/W140-099		**(CR) Stocksoul CX**		*RRR*	
STS/W140-100		**(CR) Pants CX**		*RRR*	

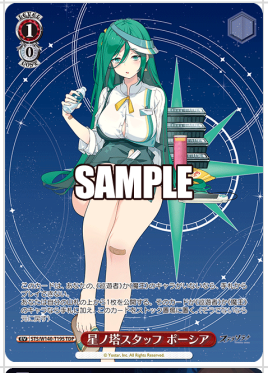
STS/W140-P01 *November / December Shop Tournament PR*		**(PR) 0/0 Firefly (Trekker/Grace Imperium)** **AUTO** - When your other <Trekker> or <Tyrant> character attacks, this turn, this gets +1000 power. **AUTO** - [(1) Send this to Waiting Room] When your other <Trekker> or <Tyrant> character is Front Attacked, you may pay cost. If you do, return that character to hand.			*Foil & PR+*
STS/W140-P02 *CX Challenge PR*		**(PR) 2/1 Fuyuka (Trekker/Petal Bloom Guild)** **CONT** - If you are level 2 or higher, this gains the following ability, "**ACT** - [(1) Send this to Memory] Choose up to 1 **{RR 3/2 Fuyuka - 037}** from your hand, place it on stage in this card's former slot." **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - (2) If this is in your Marker Zone, when your <Trekker> or <Tyrant> character with this as a Marker attacks, you may pay cost. If you do, deal 1 damage to your opponent. **Note: Same card name as 050.*			
STS/W140-P04		**(U) 1/0 Mistique (Trekker/Scarlet Sights Media)** **ACT** - (1) Send this to Memory. **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory. **AUTO** - If this is in your Marker Zone, when a <Trekker> or <Tyrant> character with this Marker attacks, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Trekker> or <Tyrant> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card. **Note: Same card name as 020.*			

No./19:	19				
STS/W140-T01		**(TD) 0/0 Nanoha (Trekker/Goodwind Healthcare)** **AUTO** - (1) When a CX is placed 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 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **AUTO** - [Put the top card of your Stock to Waiting Room or Send 1 of your other characters on stage to Waiting Room] At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an empty slot in your back row.			*TDP & TDSP*
STS/W140-T02		**(TD) 0/0 Canace (Trekker/Grace Imperium)** **CONT - ASSIST** +500. **ACT** - [Rest this] Look at the top card of your deck, and put it on top of your deck or into your Waiting Room.			*TDP*
STS/W140-T03		**(TD) 0/0 Cosette (Trekker)** **AUTO** - When this is placed on stage from hand, this turn, this gets +2000 power and the following ability, "**AUTO** - When this attacks, reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character, add it to hand, then discard 1 card." **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Trekker> or <Tyrant> characters, Rest it, and move it to an empty Back Row slot.			*TDP & TDSP*
STS/W140-T04		**(TD) 0/0 Nazuka (Trekker/Petal Bloom Guild)** **CONT** - All of your other **{TD 1/0 Fuyuka - T17}** gets +1000 power. **AUTO - BOND** [Discard 1 card] to **{TD 1/0 Fuyuka T17}**			*TDP*

STS/W140-T05		**(TD) 0/0 Caramel (Trekker)** **CONT** - During your turn, if you have another <Trekker> or <Tyrant> character, this gets +1500 power. **AUTO - {1 Per Turn}** When this is Reversed, reveal the top card of your deck. If that card is level 2 or higher, you may Rest this.		*TDP*
STS/W140-T06		**(TD) 1/0 Noya (Trekker/New Star Guild)** **CONT -** During your turn, if you have 2 or more other <Trekker> or <Tyrant> characters, this gets +4000 power. **AUTO -** {CX Combo} When this attacks, if you have the **Bar CX (T11)** in your CX Area, and you have another <Trekker> or <Tyrant> characters, look at up to 4 cards from the top of your deck, choose up to 1 <Trekker> or <Tyrant> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room		*TDP*
STS/W140-T07		**(TD) 2/1 Coronis (Trekker)** **ACT - BACKUP** +3500.		*TDP*
STS/W140-T08		**(TD) 2/1 Firenze (Trekker/United Harvest)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +3000 power. **Note: Has 2 Souls.*		*TDP*

STS/W140-T09		**(TD) 2/1 Ann (Trekker)** **CONT - ASSIST** +2000 to level 3 or higher characters. **ACT** - [Rest this] Choose 1 of your <Trekker> or <Tyrant> characters, this turn, it gets +2000 power**.**		*TDP*	
STS/W140-T10		**(TD) 3/2 Mistique (Trekker/Scarlet Sights Media)** **AUTO** - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, it gets +2000 power. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Trekker> or <Tyrant> characters, choose 1 <Trekker> or <Tyrant> character in your Waiting Room, you may send it to Stock.	 	*TDP & TDSP*	
STS/W140-T11		**(TD) Bar CX**		*TDP*	
STS/W140-T12		**(TD) 0/0 Iris (Trekker/New Star Guild)** **AUTO -** When this attacks, choose 1 of your characters, this turn, it gets +1000 power. **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 <Trekker> or <Tyrant> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*TDP*	

STS/W140-T13		**(TD) 0/0 Tyrant-Kun (Tyrant/Tyrant Protocol)** **AUTO** - When a CX is placed in your CX Area, look at up to 2 cards from the top of your deck, and put them back on top in any order. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card. **Note: Has no soul.*		*TDP*
STS/W140-T14		**(TD) 0/0 Tyrant-Chan (Tyrant/Tyrant Protocol)** **AUTO** - [Send this to the bottom of your deck] When your other <Trekker> or <Tyrant> character is Reversed, if this is in your back row, you may pay cost. If you do, return that character to hand. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card. **Note: Has no soul.*		*TDP*
STS/W140-T15		**(TD) 0/0 Laru (Trekker/Grace Imperium)** **CONT** - If you have 5 or more hand, this gets +2000 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 <Trekker> or <Tyrant> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*TDP*
STS/W140-T16		**(TD) 1/0 Minova (Trekker/Ashwind Clan)** **AUTO** - When this is placed on stage from hand, this turn, this gets +5500 power and the following ability, "**AUTO** - At the end of this card's attack, if the total number of cards in your Memory and Marker Zone is 1 or less, you may send this to Memory." **CONT - RECOLLECTION:** **> AUTO** - If this is in your Memory, when a character is placed on stage from anywhere other than the stage, if there is no Marker underneath it, you may send this underneath that character face-up as a Marker. **> AUTO** - When this leaves the Marker Zone, send this to Memory.		*TDP*

STS/W140-T17		**(TD) 1/0 Fuyuka (Trekker/Petal Bloom Guild)** **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put 1 card from the top of your deck into Stock.		*TDP*
STS/W140-T18		**(TD) 3/2 Amber (Trekker/New Star Guild)** **AUTO** - When this is placed on stage from hand, heal up to 1, and this turn, this gets +1500 power. **AUTO - {CX Combo}** [(1) Discard 1 <Trekker> or <Tyrant> character] When this attacks, if you have the **Door CX (T20)** in your CX Area, and there is a Marker underneath this, you may pay cost. If you do, deal 2 damage to your opponent. If that damage is not cancelled, you may send the top card of your opponent's deck into their Clock.		*TDP*
STS/W140-T19		**(TD) 1/0 Event** If you don't have a <Trekker> or <Tyrant> character, this cannot be played from hand. Reveal the top card of your deck. If that card is a <Trekker> or <Tyrant> character, add it to hand, then send this to Stock.		*TDP*
STS/W140-T20		**(TD) Door X**		*TDP*