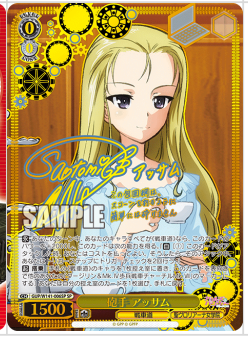
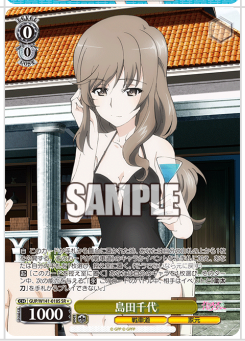
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GUP/W141-001		**(RR) 0/0 Alice (Tankery/All-Stars University Team)** **CONT -** During your turn, if you have 2 or more other characters, this gets +3000 power. **AUTO** - [(1) Put the top card of your deck into Clock] When this is placed on stage 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.			*SR & SP*
GUP/W141-002		**(RR) 1/0 Orange (Tankery/St. Gloriana Girls College)** **CONT** - During your turn, if all of your characters are <Tankery>, this gets +4000 power. **AUTO -** {CX Combo} When the **Choice CX (025)** is placed in your CX Area, if this is in your front row, and all of your characters are <Tankery>, look at up to 4 cards from the top of your deck, choose up to 1 <Tankery> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, look at up to 3 cards from the top of your deck, and put them back on top in any order." **Note: Has a Soul trigger*			*SR & SP*
GUP/W141-003		**(RR) 3/2 Darjeeling & Infantry Tank Mk.IV Churchill Mk.VII (Tankery/St. Gloriana Girls College)** **AUTO** - When this is placed on stage from hand, you may Heal up to 1, and this turn, this gets +3000 power. **AUTO -** {CX Combo} When the **Choice CX (026)** is placed in your CX Area, if this is in your front row, and all of your characters are <Tankery>, deal 1 damage to your opponent, and this turn, this gains the following ability, "**AUTO** - [(1) Discard 1 card] When this card's battle opponent is Reversed, if you have 2 or more Markers with different names underneath this, you may pay cost. If you do, deal 2 damage to your opponent."			*SR & SSP*

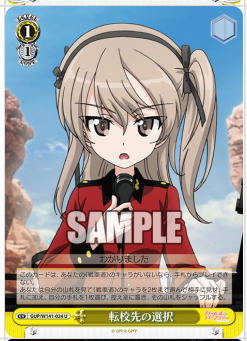
GUP/W141-004		**(RR) 3/2 Alice & Centurion Mk.I A41 (Tankery/All-Stars University Team)** **AUTO -** {CX Combo} When this is placed on stage from hand, choose up to 1 **Choice CX (027)** in your Waiting Room, add it to hand or send it to Stock. **AUTO -** {CX Combo} When this attacks, if you have the **Choice CX (027)** in your CX Area, choose 1 of the following 2 effects and resolve it, a) "Look at up to 3 cards from the top of your deck, and put them back on top in any order, then your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock." b) "[(1) Discard 1 card] You may pay cost. If you do, deal 3 damage to your opponent."			*SR & SSP*
GUP/W141-005		**(R) 0/0 Alice (Tankery/All-Stars University Team)** **AUTO** - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.			*SR*
GUP/W141-006		**(R) 0/0 Assam (Tankery/St. Gloriana Girls College)** **CONT** - During your turn, if all of your characters are <Tankery>, this gets +2000 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." **ACT - BOARDING** [Discard 1 <Tankery> character, Send this underneath your **{3/2 Darjeeling & Infantry Tank Mk.IV Churchill Mk.VII - 003}** face-up as a Marker] Choose 1 card in your Waiting Room, add it to hand.			*SR & SP*

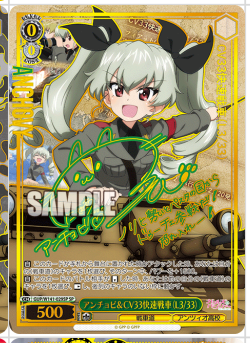
GUP/W141-007		**(R) 2/1 Darjeeling (Tankery/St. Gloriana Girls College)** **AUTO** - [(1) Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, heal 1. **ACT - BACKUP** +2500		*SR*	
GUP/W141-008		**(R) 2/1 Megumi & Azumi & Rumi (Tankery/All-Stars University Team)** **CONT** - For each of your other <Tankery> characters, this gets +1000 power. **AUTO** - {CX Combo} When this attacks, if you have the **Choice CX (028)** in your CX Area, and you have 4 or more other <Tankery> characters, choose up to 1 character in your Waiting Room, add it to hand, then choose up to 1 <Tankery> character in your Waiting Room, send it to Stock.		*SR*	
GUP/W141-009		**(R) 3/2 Marie (Tankery/BC Freedom Academy)** **CONT** - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 3 or more other characters, this gets +3000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 2 <Tankery> characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*SR*	
GUP/W141-010		**(U) 0/0 Cranberry & Vanilla & Peach (Tankery/St. Gloriana Girls College)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Tankery> characters, this turn, it gets +3000 power. **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*	

GUP/W141-011		**(U) 0/0 Ruka (Tankery/BC Freedom Academy)** **AUTO** - (2) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX that has the same name as a CX in your Waiting Room, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO** - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.		*SR*	
GUP/W141-012		**(U) 0/0 Darjeeling (Tankery/St. Gloriana Girls College)** **CONT** - If you have 5 or more hand, this gets +2000 power. **AUTO** - [Discard 1 <Tankery> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.		*SR*	
GUP/W141-013		**(U) 0/0 Darjeeling (Tankery/St. Gloriana Girls College)** **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them, choose up to 1 <Tankery> character from your Waiting Room, and add it to hand.		*SR*	
GUP/W141-014		**(U) 1/0 Orange (Tankery/St. Gloriana Girls College)** **CONT** - During your turn, all of your other <Tankery> characters get +1000 power. **ACT** - [(1) Discard 1 card, Rest this] 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. **ACT - BOARDING** [Send this underneath your **{3/2 Darjeeling & Infantry Tank Mk.IV Churchill Mk.VII - 003}** face-up as a Marker] Choose 1 <Tankery> character in your Waiting Room, add it to hand.		*SR*	

GUP/W141-015		**(U) 1/0 Rena (Tankery/BC Freedom Academy)** **AUTO** - When this is placed on stage from hand, if you have another <Tankery> character, this turn, this gets +2000 power. **AUTO** - [(1) Send this to Waiting Room] When your other <Tankery> character is Front Attacked, you may pay cost. If you do, return that character to hand.		*SR*	
GUP/W141-016		**(U) 2/1 Darjeeling (Tankery/St. Gloriana Girls College)** **CONT** - During your turn, if you have 4 or more other <Tankery> characters, this gets +4500 power and the following 2 abilities, - "**CONT** - During this card's battle, your opponent cannot play Events or BACKUPs from hand." - "**AUTO** - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room."		*SR*	
GUP/W141-017		**(C) 0/0 Marie (Tankery/BC Freedom Academy)** **CONT** - All of your other <Tankery> characters get +500 power. **ACT** - [(2) Rest this] Heal 1.		*SR*	
GUP/W141-018		**(C) 0/0 Chiyo (Tankery/Grandmaster)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Tankery> character or an Event, add it to hand and discard 1 card. **ACT** - [Send this to Waiting Room] 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*	

GUP/W141-019		**(C) 1/0 Rukuriri (Tankery/St. Gloriana Girls College)** **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, then discard 1 card. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 character in your opponent's Waiting Room, place it on their stage in an empty slot.		*SR*	
GUP/W141-020		**(C) 1/0 Alice (Tankery/All-Stars University Team)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - [Discard 1 <Tankery> character] When this attacks, you may pay cost. If you do, mill up to 3, then choose up to 1 Level X or lower <Tankery> character from your Waiting Room, add it to hand. X equals the number of <Tankery> characters sent to Waiting Room by this effect.		*SR*	
GUP/W141-021		**(C) 1/1 All-Stars University Team (Tankery/All-Stars University Team)** **AUTO** - When you use this card's BACKUP, if you have a <Tankery> character, you or your opponent mills 3. **ACT - BACKUP** +2000		*SR*	
GUP/W141-022		**(C) 1/1 Marie (Tankery/BC Freedom Academy)** **AUTO** - When this attacks, if the cost of the character across from this is 2 or higher, this turn, this gets +6000 power. **AUTO - ENCORE** [Discard 1 character]		*SR*	

GUP/W141-023		**(C) 2/1 Rosehip (Tankery/St. Gloriana Girls College)** **CONT** - During your turn, all of your other <Tankery> characters get +X power. X is equal to your level times 1000. **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*	
GUP/W141-024		**(U) 1/1 Event** If you don't have a <Tankery> character, this cannot be played from hand. Search your deck for up to 2 <Tankery> characters, show them to your opponent, add them to hand, then discard 1 card, and shuffle your deck afterwards.		*SR*	
GUP/W141-025		**(CR) Choice CX**		*RRR*	
GUP/W141-026		**(CR) Choice CX**		*RRR*	
GUP/W141-027		**(CR) Choice CX**		*RRR*	

GUP/W141-028		**(CR) Choice CX**		*RRR*	
GUP/W141-029		**(RR) 0/0 Anchovy & Carro Veloce CV.33 (Tankery/Anzio Girls High School)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Tankery> characters, this turn, it gets +1500 power. **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Tankery> characters, Rest it, and move it to an empty Back Row slot.	 	*SR & SP*	
GUP/W141-030		**(RR) 0/0 Mako (Tankery/Ooarai Girls Academy)** **AUTO** - At the start of your CX Phase, choose 1 of your <Tankery> 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, choose up to 1 <Tankery> character from your Waiting Room, and add it to hand. **ACT - BOARDING** [Send this underneath your **{3/2 Miho & Panzer IV H - 031}** face-up as a Marker] Draw up to 2 cards, then discard the same amount, then choose 1 of your characters, this turn, it gets +3000 power.	 	*SR & SP*	
GUP/W141-031		**(RR) 3/2 Miho & Panzer IV H (Tankery/Ooarai Girls Academy)** **AUTO** - {CX Combo} [Discard 2 **{copies of this}**, Discard 1 card, Send the **Bar CX (052)** from your CX Area to Waiting Room] At the start of your Attack Phase, if you have no other front row characters, you may pay cost. If you do, choose up to X cards in your opponent's Waiting Room, your opponent shuffles them into their deck, then deal 2 to your opponent 5 times. X is equal to the number of cards with different names underneath this as Markers + 1.	 	*SR & SSP*	

GUP/W141-032		**(R) 0/0 Miho (Tankery/Ooarai Girls Academy)** **AUTO** - At the start of your CX Phase, choose 1 of your <Tankery> characters, this turn, it gets +1500 power. **ACT** - [(1) Discard 1 card, Rest this] Declare Deck or Waiting Room, search the declared area for up to 1 <Tankery> character, show it to your opponent, and add it to hand. If you declared deck, shuffle your deck.		*SR*	
GUP/W141-033		**(R) 0/0 Hana (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, choose 1 of your opponent's Back Row characters whose Level is higher than your opponent's Level, during your opponent's next Stand Phase, that character does not Stand. **ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 <Tankery> character from your Waiting Room, add it to hand.		*SR*	
GUP/W141-034		**(R) 0/0 Anchovy & Carro Armato P40 (Tankery/Anzio Girls High School)** **AUTO - {CX Combo}** [Return this to hand] When the **Bar CX (053)** is placed in your CX Area, you may pay cost. If you do, choose 1 <Tankery> character in your Waiting Room, send it to Stock. **ACT** - [(2) Discard 1 <Tankery> character, Rest this] Choose 1 character from your Waiting Room, add it to hand, then choose 1 character from your Waiting Room with the same name as the added card, and add it to hand.		*SR*	

GUP/W141-035		**(R) 2/1 Hana (Tankery/Ooarai Girls Academy)** **CONT** - If you have 2 or more other <Tankery> characters, this gets +2000 power and the following 2 abilities, - "**CONT** - During your turn, this gets 3000 power." - "**AUTO - ENCORE** [Discard 1 <Tankery> character]" **ACT - BOARDING** [Send this underneath your **{3/2 Miho & Panzer IV H - 031}** face-up as a Marker] Look at up to 3 cards from the top of your deck, and put them back on top in any order, then choose up to 1 <Tankery> character in your Waiting Room, you may add it to hand or send it to Stock.			*SR & SP*
GUP/W141-036		**(R) 3/2 Mako (Tankery/Ooarai Girls Academy)** **CONT** - If you have 4 or more <Tankery> characters, this gets -1 Level in hand. **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other <Tankery> characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand. **AUTO** - When this attacks, if you have 2 or more other <Tankery> characters, this turn, this gets +2000 power.			*SR*
GUP/W141-037		**(U) 0/0 Mallard Team (Tankery/Ooarai Girls Academy)** **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** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Tankery> character from your Waiting Room, add it to hand, then choose 1 of your other <Tankery> characters, this turn, it gets +1000 power.			*SR*

GUP/W141-038		**(U) 0/0 Miho (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 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, choose 1 <Tankery> character from your Waiting Room, and add it to hand.		*SR*	
GUP/W141-039		**(U) 1/0 Miho (Tankery/Ooarai Girls Academy)** **CONT** - During your turn, if you have 2 or more other <Tankery> characters, this gets +2000 power. **AUTO** - (1) When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Tankery> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room		*SR*	
GUP/W141-040		**(U) 2/1 Anchovy (Tankery/Anzio Girls High School)** **AUTO** - [(1) Discard 1 card] When you use this card's BACKUP, if you have 4 or more <Tankery> characters, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room. **ACT - BACKUP** +2500		*SR*	
GUP/W141-041		**(U) 2/1 Rabbit Team (Tankery/Ooarai Girls Academy)** **CONT** - If all of your character are <Tankery>, this gets +4000 power. **AUTO** - **{CX Combo}** When this attacks, if you have the **Bar CX (054)** in your CX Area, and all of your characters are <Tankery>, choose up to 1 of your other <Tankery> characters, return it to hand, then choose up to 1 <Tankery> character in your Waiting Room, add it to hand.		*SR*	

GUP/W141-042		**(U) 3/2 Anchovy (Tankery/Anzio Girls High School)** **CONT** - For each of your other <Tankery> characters, this gets +500 power. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock.		*SR*	
GUP/W141-043		**(C) 0/0 Carpaccio (Tankery/Anzio Girls High School)** **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000. **AUTO** - When a CX is placed in your opponent's CX Area, you may send this to Stock.		*SR*	
GUP/W141-044		**(C) 0/0 Pepperoni (Tankery/Anzio Girls High School)** **CONT** - During your turn, if you have another <Tankery> character, this gets +1500 power. **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.		*SR*	
GUP/W141-045		**(C) 1/0 Miho (Tankery/Ooarai Girls Academy)** **CONT** - During your turn, this gets +5000 power. **AUTO** - When this card or this card's battle opponent is Reversed, this turn, that character cannot use "**AUTO - ENCORE**".		*SR*	

GUP/W141-046		**(C) 1/0 Hippo Team (Tankery/Ooarai Girls Academy)** **CONT -** During your turn, this gets +4000 power. **AUTO** - During this card's battle, when the damage you take is cancelled, you may return this to your hand.		*SR*	
GUP/W141-047		**(C) 1/0 Shark Team (Tankery/Ooarai Girls Academy)** **CONT** - If you have 2 or more other <Tankery> characters, this gets +2000 power. **AUTO** - [Send this to Waiting Room] When your other <Tankery> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1500 power.		*SR*	
GUP/W141-048		**(C) 1/0 Anchovy (Tankery/Anzio Girls High School)** **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 <Tankery> character in your Waiting Room, place it on stage in any slot. **AUTO** - When a CX is placed in your CX Area, choose up to 2 of your <Tankery> characters, this turn, they get +1500 power.		*SR*	
GUP/W141-049		**(C) 1/0 Pepperoni (Tankery/Anzio Girls High School)** **CONT** - During your turn, if you have 2 or more other characters, this gets +3000 power. **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*	

GUP/W141-050		**(C) 1/1 Carpaccio (Tankery/Anzio Girls High School)** **AUTO** - When this is placed on stage from hand, choose 1 of your other <Tankery> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power." **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*	
GUP/W141-051		**(U) 2/1 Event** Look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room, then search your deck for up to 1 <Tankery> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
GUP/W141-052		**(CR) Bar CX**		*RRR*	
GUP/W141-053		**(CR) Bar CX**		*RRR*	
GUP/W141-054		**(CR) Bar CX**		*RRR*	

GUP/W141-055		**(RR) 1/0 Yukari (Tankery/Ooarai Girls Academy)** **CONT** - If you have 2 or more other <Tankery> characters, this gets +4000 power. **AUTO -** {CX Combo} When this attacks, if you have the **Door CX (080)** 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, then choose up to 1 <Tankery> character in your Waiting Room, add it to hand. **ACT - BOARDING** [Send this underneath your **{3/2 Miho & Panzer IV H - 031}** face-up as a Marker] Draw up to 1 card or choose up to 1 of your opponent's characters, return it to hand.			*SR & SP*
GUP/W141-056		**(RR) 2/1 Kay & M4 Sherman (Tankery/Saunders University High School)** **CONT** - If all of your characters are <Tankery>, this gets +5500 power and the following 2 abilities, - "**CONT** - During your turn, this gets +4000 power." - "**AUTO - ENCORE** [Discard 1 <Tankery> character]" **AUTO** - [(2) or Discard 1 **{copy of this}**] When this card's battle opponent is Reversed, you may pay cost. If you do, send the bottom 5 cards of your opponent's deck to Waiting Room. If there is a CX among them, deal 1 damage to your opponent.			*SR & SP*
GUP/W141-057		**(RR) 3/2 Maho & Tiger I (Tankery/Kuromorimine Girls' Academy)** **CONT** - If all of your characters are <Tankery>, this gets +2000 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. **AUTO -** {CX Combo} When the **Door CX (081)** is placed in your CX Area, if this is in your front row, and all of your character are <Tankery>, choose up to 2 <Tankery> characters in your Waiting Room, add them to hand, then choose up to 2 cards from your hand, send them to Stock in any order.			*SR & SSP*

GUP/W141-058		**(R) 0/0 Maho (Tankery/Kuromorimine Girls' Academy)** **AUTO** - When this attacks, if all of your characters are <Tankery>, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +3000 power. **AUTO** - When this is Reversed, reveal the top card of your deck. If it is a level 1 or lower character, you may return this to hand.			*SR & SP*
GUP/W141-059		**(R) 0/0 Kay (Tankery/Saunders University High School)** **AUTO** - [Put 1 <Tankery> character 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 opponent's characters.			*SR*
GUP/W141-060		**(R) 0/0 Maho (Tankery/Kuromorimine Girls' Academy)** **AUTO** - When you trigger a CX with a Door Trigger, choose 1 of your characters, this turn, it gets +2000 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Door Trigger among them repeat the following effect, "Look at up to 3 cards from the top of your deck, and put them back on top in any order, then draw up to 1 card."			*SR*

GUP/W141-061		**(R) 0/0 Erika (Tankery/Kuromorimine Girls' Academy)** **AUTO -** {CX Combo} [Send the **Door CX (082)** from your CX Area to Waiting Room] At the start of your Encore Step, if you have 2 or more other <Tankery> characters, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 2 <Tankery> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room. **ACT - BRAINSTORM** (1) Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Door Trigger among them, resolve the following effect, "Choose 1 <Tankery> character from your Waiting Room, add it to hand, and discard 1 card."			*SR & SP*
GUP/W141-062		**(R) 2/1 Turtle Team (Tankery/Ooarai Girls Academy)** **AUTO** - (2) When you use this card's BACKUP, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck. **ACT - BACKUP** +2500		*SR*	
GUP/W141-063		**(R) 2/1 Maho (Tankery/Kuromorimine Girls' Academy)** **CONT** - If you are level 2 or higher, and you have 3 or more other <Tankery> characters, your **{RR 3/2 Maho & Tiger I - 057}** in your hand gets -1 level. **CONT - ASSIST** Level x 500. **ACT** - [(1) Send 1 of your other <Tankery> characters on stage to Waiting Room, Rest this] Search your deck for up to 1 <Tankery> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	

GUP/W141-064		**(R) 3/2 Saori (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **ACT - BOARDING** [Send this underneath your **{3/2 Miho & Panzer IV H - 031}** face-up as a Marker] Choose 1 of the following 2 effects and resolve it, a) "Look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, then your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock." b) "Choose up to 2 <Tankery> characters in your Waiting Room, add them to hand."			*SR & SP*
GUP/W141-065		**(R) 3/2 Erika (Tankery/Kuromorimine Girls' Academy)** **CONT** - If your opponent has a Level 3 or higher character or you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. **AUTO** - [Send 1 of your <Tankery> characters on stage to Waiting Room] When this is placed on stage, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card from among them, add it to hand, then choose up to 1 card from among them, send it to Stock, and send the rest to Waiting Room.			*SR*
GUP/W141-066		**(U) 0/0 Shiho (Tankery/Grandmaster)** **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve 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, and discard 1 card."			*SR*

GUP/W141-067		**(U) 0/0 Yukari (Tankery/Ooarai Girls Academy)** **AUTO** - (1) When a CX is placed in your CX Area, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 <Tankery> 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 gains the following ability, "**CONT** - This cannot be targeted by your opponent's effects."		*SR*	
GUP/W141-068		**(U) 0/0 Leopon Team (Tankery/Ooarai Girls Academy)** **CONT** - During your turn, if you have 5 or more hand, this gets +2000 power. **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.		*SR*	
GUP/W141-069		**(U) 1/0 Naomi (Tankery/Saunders University High School)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Tankery> characters, you may draw 1 card. If you do, discard 1 card. **AUTO** - When this attacks, choose 1 of your other <Tankery> characters, until the end of your opponent's next turn, it gets +1500 power and "**AUTO - ENCORE** [Discard 1 character]".		*SR*	
GUP/W141-070		**(U) 1/0 Koume (Tankery/Kuromorimine Girls' Academy)** **AUTO** - When a CX with a Door Trigger is placed 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 have another <Tankery> character, this turn, this gets +3000 power.		*SR*	

GUP/W141-071		**(U) 2/1 Kay (Tankery/Saunders University High School)** **CONT** - If you have 4 or more <Tankery> characters, this gets -1 Level in hand. **AUTO** - {CX Combo} [Send the **Door CX (083)** from your CX Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 4 <Tankery> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*SR*	
GUP/W141-072		**(C) 0/0 Alisa (Tankery/Saunders University High School)** **CONT** - All of your other <Tankery> characters get +500 power. **AUTO** - When this is placed on stage from hand, mill 2. If there is a CX among them, choose up to 1 <Tankery> character in your Waiting Room, send it to Stock.		*SR*	
GUP/W141-073		**(C) 0/0 Duck Team (Tankery/Ooarai Girls Academy)** **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." **AUTO** - When this attacks, choose 1 of your <Tankery> characters, this turn, it gets +X power. X equals the number of your <Tankery> characters times 500.		*SR*	
GUP/W141-074		**(C) 0/0 Erika (Tankery/Kuromorimine Girls' Academy)** **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** - When this card's battle opponent is Reversed, choose 1 of your opponent's front row cost 0 or lower characters, you may send it to Waiting Room.		*SR*	

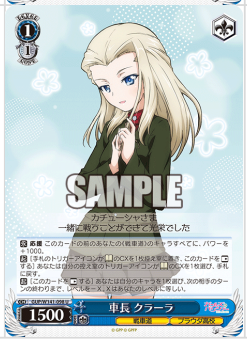
GUP/W141-075		**(C) 1/0 Saori (Tankery/Ooarai Girls Academy)** **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1. **AUTO** - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.		*SR*	
GUP/W141-076		**(C) 1/0 Kay (Tankery/Saunders University High School)** **CONT** - If you have another <Tankery> character, this gets +3000 power. **AUTO** - [(1) Rest 1 of your other Standing <Tankery> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, search your deck for up to 1 <Tankery> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
GUP/W141-077		**(C) 2/1 Maho (Tankery/Kuromorimine Girls' Academy)** **AUTO** - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Tankery> character, add it to hand and discard 1 card. **ACT - BACKUP** +2000		*SR*	
GUP/W141-078		**(C) 1/1 Anteater Team (Tankery/Ooarai Girls Academy)** **CONT** - If you have 2 or more other <Tankery> characters, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +3000 power." - "**AUTO - ENCORE** [Discard 1 character]" **AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +4500 power.		*SR*	

GUP/W141-079		**(U) 2/1 Beer Event** If you don't have a <Tankery> character, this cannot be played from hand. Choose 1 of the following 2 effects and resolve it, a) "Look at up to 5 cards from the top of your deck, choose up to 2 <Tankery> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room." b) "Choose 1 CX with a Door Trigger in your Waiting Room, add it to hand."		*SR*	
GUP/W141-080		**(CR) Door CX**		*RRR*	
GUP/W141-081		**(CR) Door CX**		*RRR*	
GUP/W141-082		**(CR) Door CX**		*RRR*	
GUP/W141-083		**(CR) Door CX**		*RRR*	

GUP/W141-084		**(RR) 0/0 Katyusha & T-34/85 (Tankery/Pravda Girls High School)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Tankery> characters, this turn, it gets +1500 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 <Tankery> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			*SR & SP*
GUP/W141-085		**(RR) 3/2 Mika & BT-42 (Tankery/Continuation High School)** **AUTO** - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock. **AUTO - {CX Combo}** [(2) Discard 1 card] When this attacks, if you have the **Pants CX (111)** in your CX Area, you may pay cost. If you do, deal X damage to your opponent, then look at up to X cards from the top of your opponent's deck, choose up to X cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room. X is equal to 1 if there are 1 or less Markers with different names underneath this, 2 if there are 2 or more.			*SR & SP*
GUP/W141-086		**(R) 0/0 Mika (Tankery/Continuation High School)** **AUTO** - (1) When you trigger a CX with a Pants Trigger, you may pay cost. If you do, draw up to 1 card, then put up to 1 card from your hand 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 with a Pants Trigger among them, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, then choose up to 1 <Tankery> character from your Waiting Room, and add it to hand.			*SR*
GUP/W141-087		**(R) 0/0 Jouko (Tankery/Continuation High School)** **AUTO** - When this attacks, if you have another <Tankery> character, this turn, this gets +3000 power. **ACT** - [Discard 1 <Tankery> character] Reveal the top card of your deck. If that card is an <Tankery> character, this turn, this gains the following ability, "**CONT** - When this attacks, choose 1 of your opponent's back row characters, this card may Front Attack that character instead as the Defending character."			*SR*

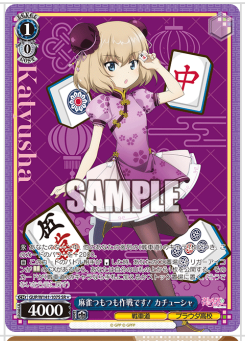
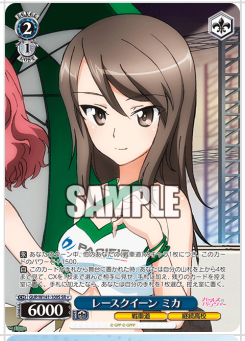
GUP/W141-088		**(R) 0/0 Nonna (Tankery/Pravda Girls High School)** **AUTO** - When a CX with a Book Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +1500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Book Trigger among them, choose up to 1 <Tankery> character from your Waiting Room, and add it to hand, then choose 1 of your characters, this turn, it gets +1000 power.		*SR*	
GUP/W141-089		**(R) 1/0 Aki (Tankery/Continuation High School)** **CONT** - During your turn, if you have 2 or more other <Tankery> characters, this gets +4000 power. **AUTO** - {CX Combo} [Discard 1 card] At the end of this card's attack, if you have the **Pants CX (112)** in your CX Area, and you have 2 or more other <Tankery> characters, you may pay cost. If you do, choose up to 1 <Tankery> character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gets +2 level and the following ability, "**AUTO** - When this is Front Attacked, you may return this to hand."		*SR*	
GUP/W141-090		**(R) 2/1 Kinuyo (Tankery/Chihatan Academy)** **AUTO** - [(2) Send 1 of your <Tankery> 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 -2 Soul. **ACT - BACKUP** +2500		*SR*	
GUP/W141-091		**(R) 2/1 Katyusha (Tankery/Pravda Girls High School)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Tankery> character in your Waiting Room, add it to hand. **ACT** - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		*SR*	

GUP/W141-092		**(R) 3/2 Nonna (Tankery/Pravda Girls High School)** **CONT** - If you or your opponent has a Level 3 or higher character, this gets -1 Level in hand. **CONT** - For each of your other <Tankery> characters, this gets +1000 power. **AUTO** - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "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." b) "You may heal 1."		*SR*	
GUP/W141-093		**(U) 0/0 Mika (Tankery/Continuation High School)** **AUTO** - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose a card in your hand and put it into Clock. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.		*SR*	
GUP/W141-094		**(U) 0/0 Aki (Tankery/Continuation High School)** **CONT** - If you have 2 or more other <Tankery> characters, this gets +2500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Tankery> character in your Waiting Room, add it to hand, then discard 1 card." **ACT - BOARDING** [Send this underneath your **{3/2 Mika & BT-42 - 085}** face-up as a Marker] Choose 1 character in your Waiting Room, add it to hand.		*SR*	

GUP/W141-095		**(U) 0/0 Mikko (Tankery/Continuation High School)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Tankery> characters, this turn, it gets +X power. X equals the number of your <Tankery> characters times 500. **AUTO** - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Tankery> character from your Waiting Room, and add it to hand.		*SR*	
GUP/W141-096		**(U) 1/0 Nonna (Tankery/Pravda Girls High School)** **CONT** - During your turn, for each of your other <Tankery> character, this gets +1000 power. **AUTO** - {CX Combo} [Discard 1 card] When this card's battle opponent is Reversed, if you have the **Draw Splitsoul Book CX (113)** in your CX Area, and you have 2 or more other <Tankery> characters, you may pay cost. If you do, search your deck for up to 2 <Tankery> characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*SR*	
GUP/W141-097		**(U) 1/0 Mika (Tankery/Continuation High School)** **CONT** - During your turn, if you have 4 or more other <Tankery> characters, this gets +2000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPs from hand." **AUTO** - [(1) Discard 1 card, Rest 1 of your other Standing <Tankery> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Tankery> characters in your Waiting Room, add them to hand.		*SR*	
GUP/W141-098		**(U) 1/1 Klara (Tankery/Pravda Girls High School)** **CONT - ASSIST** +1000 to <Tankery> characters. **ACT** - [Discard 1 CX with a Book Trigger, Rest this] Choose 1 CX with a Book Trigger in your Waiting Room, add it to hand. **ACT** - [Rest this] Choose 1 of your characters, until the end of your opponent's next turn, it gets -X level. X is equal to your level.		*SR*	

GUP/W141-099		**(U) 1/1 Jouko (Tankery/Continuation High School)** **CONT - ASSIST** Level x 500 to <Tankery> characters. **AUTO** - When a CX with a Pants Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +1500 power. **ACT** - [Discard 1 **{1/0 Aki - 089}**, Rest this] Choose 1 character in your Waiting Room, add it to hand.		*SR*	
GUP/W141-100		**(U) 2/1 Mikko (Tankery/Continuation High School)** **CONT** - During your turn, if you have 2 or more other <Tankery> characters, this gets +6000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, choose 1 <Tankery> character in your Waiting Room, you may send it to Stock. **ACT - BOARDING** [Send this underneath your **{3/2 Mika & BT-42 - 085}** face-up as a Marker] Draw up to 2 cards, then discard 1 card.		*SR*	
GUP/W141-101		**(U) 3/2 Katyusha (Tankery/Pravda Girls High School)** **CONT** - If you have a **{0/0 Nonna - 088}** and a **{1/1 Klara - 098}**, this gets -1 level in hand. **AUTO - {CX Combo}** When the **Draw Splitsoul Book CX (114)** is placed in your CX Area, choose up to 1 character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, "**CONT** - The character across from this gets -2 soul."		*SR*	
GUP/W141-102		**(C) 0/0 Kinuyo (Tankery/Chihatan Academy)** **CONT** - During your turn, this gets +4000 power. **AUTO** - When this attacks, choose 1 of your other <Tankery> characters, this turn, it gets +X power. X equals that character's Soul times 1000.		*SR*	

GUP/W141-103		**(C) 0/0 Katyusha (Tankery/Pravda Girls High School)** **CONT** - For each of your other back row <Tankery> characters, this gets +1500 power. **AUTO** - When this attacks, if you have a CX with a Book Trigger in your CX Area, search your deck for up to 1 <Tankery> character, show it to your opponent, add it to hand, then discard 1 card, and shuffle your deck afterwards.		*SR*	
GUP/W141-104		**(C) 0/0 Nina (Tankery/Pravda Girls High School)** **AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. **AUTO** - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Tankery> character in your waiting Room, add it to hand.		*SR*	
GUP/W141-105		**(C) 0/0 Shizuko (Tankery/Chihatan Academy)** **CONT** - This cannot side attack. **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Tankery> characters times 1000.		*SR*	
GUP/W141-106		**(C) 1/0 Tamaki (Tankery/Chihatan Academy)** **CONT** - This cannot side attack. **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1500.		*SR*	

GUP/W141-107		**(C) 1/0 Katyusha (Tankery/Pravda Girls High School)** **CONT** - During your turn, for each of your other back row <Tankery> characters, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Book Trigger in your CX Area, reveal the top card of your deck. If that card is a <Tankery> character, add it to hand or send it to Stock.		*SR*	
GUP/W141-108		**(C) 1/1 Haru (Tankery/Chihatan Academy)** **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Tankery> characters, choose 1 <Tankery> character in your Waiting Room, you may send it to Stock. **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.		*SR*	
GUP/W141-109		**(C) 2/1 Mika (Tankery/Continuation High School)** **CONT** - During your turn, for each of your other <Tankery> characters, this gets +1500 power. **AUTO** - When this is placed on stage from hand, look at up to 4 cards from the top of your deck, choose up to 1 CX 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*	
GUP/W141-110		**(C) 1/1 Event** [Discard 1 card] If all of your characters are <Tankery>, you may pay cost. If you do, choose 1 of your opponent's level 3 or lower characters, send it to Waiting Room.		*SR*	

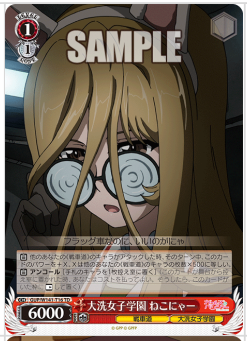
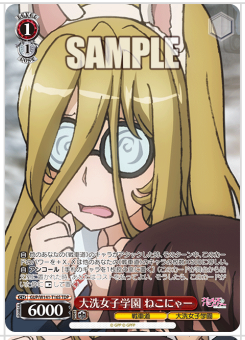
GUP/W141-111		**(CR) Pants CX**		*RRR*	
GUP/W141-112		**(CR) Pants CX**		*RRR*	
GUP/W141-113		**(CR) Draw Splitsoul Book CX**		*RRR*	
GUP/W141-114		**(CR) Draw Splitsoul Book CX**		*RRR*	
GUP/W141-P01 *November / December Shop Tournament PR*		**(PR) 0/0 Alice (Tankery/All-Stars University Team)** **AUTO** - 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 is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.	 	*Foil & PR+*	

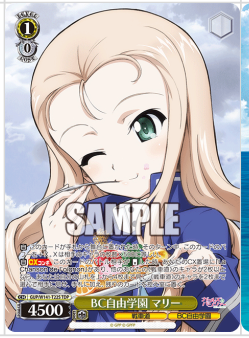
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GUP/W141-T01		**(TD) 0/0 Midoriko (Tankery/Ooarai Girls Academy)** **CONT** - All of your other **{0/0 Mako Vanilla - T03}** gains the following ability, "**AUTO** - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +3000 power." **AUTO - BOND** [Discard 1 card] to **{0/0 Mako Vanilla - T03}**		*TDP*	
GUP/W141-T02		**(TD) 0/0 Caesar (Tankery/Ooarai Girls Academy)** **CONT** - If you have another <Tankery> character, this gets +3000 power.		*TDP*	
GUP/W141-T03		**(TD) 0/0 Mako Vanilla**		*TDP*	

GUP/W141-T04		**(TD) 1/0 Miho & Panzer IV Ausf. D (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Bar CX (T09)** in your CX Area, and you have 2 or more other <Tankery> characters, mill up to 3, then choose up to 1 Level X or lower <Tankery> character from your Waiting Room, add it to hand, then choose up to 1 card from your hand, send it to Stock. X equals the number of <Tankery> characters sent to Waiting Room by this effect.			*TDP & TDSP*
GUP/W141-T05		**(TD) 2/1 Ogin (Tankery/Ooarai Girls Academy)** **AUTO** - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling <Tankery> characters, this turn, it gets +2000 power. **ACT - BACKUP** +2500			*TDP*
GUP/W141-T06		**(TD) 2/1 Yuzu (Tankery/Ooarai Girls Academy)** **CONT - ASSIST** Level x 500. **AUTO** - At the start of your CX Phase, choose 1 of your <Tankery> characters, this turn, it gets +2000 power.			*TDP & TDSP*
GUP/W141-T07		**(TD) 3/2 Hana (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, this turn, this gets +2000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may deal 1 damage to your opponent."			*TDP*

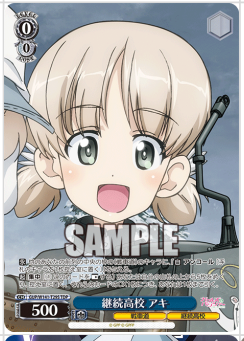
GUP/W141-T08		**(TD) 1/0 Event** **BRAINSTORM** - Flip over the top 3 cards of your deck, then send them to Waiting Room. Choose up to 1 Level X or lower <Tankery> character from your Waiting Room, add it to hand. X equals the number of <Tankery> characters sent to Waiting Room by this effect.		*TDP*	
GUP/W141-T09		**(TD) Bar CX**		*TDP*	
GUP/W141-T10		**(TD) +2 Soul CX**		*TDP*	
GUP/W141-T11		**(TD) 0/0 Saori (Tankery/Ooarai Girls Academy)** **CONT - ASSIST** +500. **ACT** - [(1) Rest this] Choose 1 of your <Tankery> 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."		*TDP*	

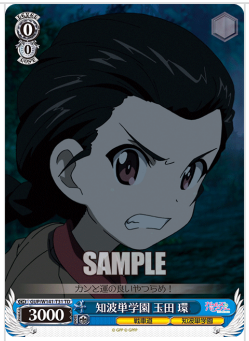
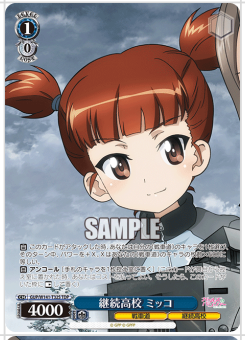
GUP/W141-T12		**(TD) 0/0 Yukari (Tankery/Ooarai Girls Academy)** **CONT** - During your turn, all of your other <Tankery> characters get +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.		*TDP*	
GUP/W141-T13		**(TD) 0/0 Nakajima (Tankery/Ooarai Girls Academy)** **AUTO** - When this is placed on stage from hand, choose 1 of your other <Tankery> characters, this turn, it gets +2000 power. **AUTO** - [Discard 1 <Tankery> character] When this is placed on stage from hand or sent from stage to Waiting Room, you may pay cost. If you do, draw 1 card.		*TDP*	
GUP/W141-T14		**(TD) 0/0 Anzu (Tankery/Ooarai Girls Academy)** **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 <Tankery> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **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.			*TDP & TDSP*
GUP/W141-T15		**(TD) 1/0 Momo (Tankery/Ooarai Girls Academy)** **CONT** - During your turn, if you have another <Tankery> character, this gets +3000 power. **AUTO** - [Send 1 of your other <Tankery> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Tankery> character, add it to hand.			*TDP & TDSP*

GUP/W141-T16		**(TD) 1/1 Nekonya (Tankery/Ooarai Girls Academy)** **AUTO** - When your other <Adolescence> character attacks, this turn, this gets +X power. X equals the number of your other <Tankery> characters times 500. **AUTO - ENCORE** [Discard 1 character]		*TDP*	
GUP/W141-T17		**(TD) 2/1 Noriko (Tankery/Ooarai Girls Academy)** **CONT** - For each of your opponent's back row characters, this gets +3000 power. **AUTO - ENCORE** [Discard 1 <Tankery> character]		*TDP*	
GUP/W141-T18		**(TD) 3/2 Azusa (Tankery/Ooarai Girls Academy)** **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 <Tankery> characters. **AUTO - {CX Combo}** [(1) Discard 2 cards] When this attacks, if you have the **Door CX (T19)** in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent, then look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room.		*TDP*	
GUP/W141-T19		**(TD) Door CX**		*TDP*	

No./19:	19				
GUP/W141-T20		**(TD) 0/0 Orange (Tankery/St. Gloriana Girls College)** **CONT - ASSIST** +500. **ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Tankery> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		*TDP*	
GUP/W141-T21		**(TD) 0/0 Rena (Tankery/BC Freedom Academy)** **CONT** - During your turn, if you have 4 or more hand, this gets +3000 power. **AUTO** - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.		*TDP*	
GUP/W141-T22		**(TD) 1/0 Marie (Tankery/BC Freedom Academy)** **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 500. **AUTO - {CX Combo}** When this card's battle opponent is Reversed, if you have the **Wind CX (T26)** in your CX Area, and you have 2 or more other <Tankery> characters, look at up to 4 cards from the top of your deck, choose up to 2 <Tankery> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.	 	*TDP & TDSP*	

GUP/W141-T23		**(TD) 1/0 Ruka (Tankery/BC Freedom Academy)** **CONT** - During your turn, if you have 2 or more other <Tankery> characters, this gets +2000 power. **AUTO** - (1) During the turn this was placed in stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 <Tankery> character in your Waiting Room, add it to hand.		*TDP*	
GUP/W141-T24		**(TD) 2/1 Alice (Tankery/St. Gloriana Girls College)** **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 2000. **AUTO - ENCORE** [Discard 1 <Tankery> character]		*TDP*	
GUP/W141-T25		**(TD) 3/2 Darjeeling (Tankery/St. Gloriana Girls College)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Tankery> characters times 500. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock	 	*TDP & TDSP*	
GUP/W141-T26		**(TD) Wind CX**		*TDP*	

GUP/W141-T27		**(TD) 0/0 Kinuyo & Type 97 Medium Tank (Tankery/Chi-Ha-Tan Academy)** **AUTO** - When this is placed on stage from hand, this 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 character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.			*TDP & TDSP*
GUP/W141-T28		**(TD) 0/0 Shizuko (Tankery/Chi-Ha-Tan Academy)** **CONT** - All of your other **{0/0 Tamaki Vanilla - T31}** gets +2500 power and "**AUTO - ENCORE** [Discard 1 character]" **AUTO - BOND** [Discard 1 card] to **{0/0 Tamaki Vanilla - T31}**			*TDP*
GUP/W141-T29		**(TD) 0/0 Aki (Tankery/Continuation High School)** **CONT** - Your other front row center slot <Tankery> characters gain "**AUTO - ENCORE** [Discard 1 character]" **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.			*TDP*
GUP/W141-T30		**(TD) 0/0 Mika (Tankery/Continuation High School)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Tankery> character, choose 1 of your characters, this turn, it gets +2000 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 <Tankery> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.			*TDP & TDSP*

GUP/W141-T31		**(TD) 0/0 Tamaki Vanilla**		*TDP*	
GUP/W141-T32		**(TD) 1/0 Mikko (Tankery/Continuation High School)** **AUTO** - When this attacks, choose 1 of your <Tankery> characters, this turn, it gets +X power. X equals the number of your <Tankery> characters times 500. **AUTO - ENCORE** [Discard 1 character]		*TDP*	
GUP/W141-T33		**(TD) 2/1 Jouko (Tankery/Continuation High School)** **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		*TDP*	

GUP/W141-T34		**(TD) 2/1 Haru (Tankery/Chi-Ha-Tan Academy)** **CONT - ASSIST** level x 500. **ACT** - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add it to hand.		*TDP*	
GUP/W141-T35		**(TD) 3/2 Kinuyo (Tankery/Chihatan Academy)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - {CX Combo} [(?) Discard 1 card, Send 1 of your other characters on stage to Waiting Room] At the end of this card's attack, if you have the **+2 Soul CX (T37)** in your CX Area, you may pay cost. If you do, deal 3 or 4 damage to your opponent.		*TDP*	
GUP/W141-T36		**(TD) 1/1 Event** Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*TDP*	
GUP/W141-T37		**(TD) +2 Soul CX**		*TDP*	

GUP/W141-T38		**(TD) +2 Soul CX**		*TDP*	