

Ani-Mayhem 2010 「アニメイヘム.com」

Guide

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	8 Man	Character
Abilities	Attack: 4/2, Defense: 4/2, Movement: 4/2, Charm: 1/3, Energy: 0	
Skills	Speed x2, Strength x2, Computer	
Gender	Male	
Instruction	Health = 8.	
Quote	"Now that I'm a cyborg I'm expected to kill people. It's part of the job description."	
Categories	Cyborg	

	A-ko Magami	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Student, Strength x3, Acrobatics, Communications	
Gender	Female	
Text	A lively seventeen-year-old, no different from any other...	

	Admiral Rudolph	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Pilot, Swimming, Military x2	
Gender	Male	
Instruction	Can use any Military card.	
Text	Savior of mankind.	
Quote	"It's all over. The devil, he made fools out of us."	

	Afura Mann	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 4, Energy: 3	
Skills	Priest, Flying, Air Element, Savoir-Faire	
Gender	Female	
Instruction	Additional +1 bonuses for all Air effects.	
Text	Most sophisticated of the Muldoon Priestesses.	
Categories	Muldoon	

	Agent "D"	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Hunter, Survival, Swordsman, Investigation	
Gender	Female	
Instruction	Will not attack anyone with Royalty .	
Quote	"This is DC138621 S113, codename 'D'."	
Categories	Alien	

	Aira	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 1	
Skills	ESP, Driving, Teacher, Pure Heart, Green Thumb	
Gender	Female	
Instruction	+1 Defense & Energy at Tree Locations.	
Quote	"Do you like my hair?"	

	Akane Tendo	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Student, Cooking -1, Martial Arts	
Gender	Female	
Text	The youngest Tendo, she is engaged to Ranma.	
Quote	"Hey, wait a minute here. Don't we get to have some say in who we're going to marry?"	

	Al Cu Ad Solte	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Tech, Mech, Police, Driving	
Gender	Male	
Instruction	Once per game, Al can prevent a Vehicle from being Destroyed.	
Quote	"Squad Leader, are we allowed to do this ?"	

	Alielle Relryle	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Student, Peeping, Seduction, Streetwise	
Gender	Female	
Instruction	Will not be attacked while another Character is at her Location.	
Quote	"Red hair!"	

	Alluro	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Skills	Communications x5	
Gender	Male	
Instruction	Additional +1 bonuses for all Illusion effects. Can pierce Illusions .	
Text	A master of mental manipulation.	
Quote	"...relax..."	
Categories	Lunatak	

	Ami Kurimoto	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Cooking	
Gender	Female	
Instruction	Cannot be Charmed by Mega Playboy .	
Quote	"I'd really like to meet the girl who decides to marry that idiot."	

	Ami Mizuno	Character
Abilities	Attack: 1/2, Defense: 2/3, Movement: 2/3, Charm: 2/3, Energy: 0/2	
Skills	Genius, Student, Computer	
Gender	Female	
Instruction	Ami may Scavenge any School Location.	
Quote	"But I like books."	

	Amok	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 1, Energy: 0	
Skills	Genius -1, Strength x3	
Gender	Male	
Instruction	Can carry 1 Character and their Equipment.	
Quote	"Nice work Amok. Good boy." - Luna	
Categories	Lunatak	

	Amy	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Medic, Military, Weapons	
Gender	Female	
Quote	"What's going to happen to us?"	

	Andromeda Shun	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Weapons, Pure Heart, Martial Arts	
Gender	Male	
Instruction	Opponents which fail to do Damage take 1 Damage.	
Text	His gentle disposition tends to hold him back from using his full power, until he's forced to it. Shun is the purest soul and a Chosen One.	
Categories	Bronze Saint	

	Annapuma	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Music, Criminal, Seduction, Streetwise, Acrobatics	
Gender	Female	
Instruction	+1 Defense when at the same Location as Unipuma .	
Quote	"Uni, it's been a while since we've had such nice lighting."	
Categories	Android	

	Aquila Marin	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Speed, Teacher, Climbing, Martial Arts	
Gender	Female	
Instruction	Will not attack Seiya .	
Text	Marin was Seiya's teacher when he was training to become a Saint.	
Categories	Silver Saint	

	Artemis	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Teacher, Climbing, Computer, Acrobatics	
Gender	Male	
Text	Sailor Venus' companion.	
Quote	"That's okay. They always have the chance to become good friends again."	
Categories	Animal	

	Asako Nakamura	Character
Abilities	Attack: 2, Defense: 1, Movement: 3, Charm: 3, Energy: 0	
Skills	Cooking, Student, Martial Arts	
Gender	Female	
Text	Delivery girl for her family's ramen restaurant.	
Quote	"I won't give up!"	

	Asato Kido	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Phase, Student, Streetwise	
Gender	Male	
Instruction	May paralyze an opponent at his Location. Opponent cannot be attacked.	
Quote	"But you see, it doesn't matter what you would have done, because the fact is, I did trap you."	

	Athena Henderson	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot x2, Military, Survival	
Gender	Female	
Text	Kei's daughter was born shortly after he was trapped in time.	
Quote	"No matter what happens, you'll always be my commander."	

	Atlia	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 3	
Skills	Survival, Strength, Weapons, Swordsman, Pure Heart	
Gender	Male	
Text	Leader of the rebellion on Planet Arlia.	
Quote	"It doesn't matter what their size and shape are. They are our brothers!"	
Categories	Alien, Bugrom	

	Aya Kishida	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Pilot, Artist, Student, Marksman	
Gender	Female	
Text	She just wants to get into college...	
Quote	"My test is coming up, I have to study."	

	Ayaka Kisaragi	Character
Abilities	Attack: 3, Defense: 2, Movement: 3, Charm: 3, Energy: 3	
Skills	Magic, Music -1, Climbing, Acrobatics, Blind Luck, Investigation	
Gender	Female	
Instruction	+1 Attack & Defense vs. Demon and Spirit .	
Quote	"I'm getting too old for this. I've got to watch these all-nighters."	

	Azusa Matsudaira	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Tech, Medic, Genius, Student, Green Thumb	
Gender	Female	
Instruction	Can use any Science card.	
Text	She has many degrees in the sciences.	
Quote	"Research is my life."	
Categories	Science	

	B-ko Daitokuji	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Tech, Mech, Genius, Student, Computer	
Gender	Female	
Text	The spoiled, brilliant daughter of a business tycoon.	
Quote	"If I'm the villain, then I'll settle this like a villain should!"	
Categories	Money	

	Baba	Character
Abilities	Attack: 1, Defense: 2, Movement: 4, Charm: 2, Energy: 5	
Skills	ESP, Phase, Magic, Flying, Investigation x2, Communications	
Gender	Female	
Instruction	Every 3rd Turn, Baba can revive one of your Killed Characters or a Defeated Disaster. Place it at any Location. It stays in play for 1 Turn. You will control the Character, but not the Disaster.	
Categories	Dimensional	

	Baby Gohan	Character
Abilities	Attack: 1/6, Defense: 2/10, Movement: 2/3, Charm: 4/0, Energy: 2/0	
Skills	Student, Pure Heart, Investigation	
Gender	Male	
Instruction	Transforms if Full Moon is in play. When transformed treat as a Major Disaster. If another Character in his group is reduced to < 2 Health, Gohan is +4 Attack the following Combat round (not when transformed).	
Categories	Saiyan	

	Bauer	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Driving, Military, Weapons	
Gender	Male	
Text	Tank captain, capable soldier.	

	Bean Bandit	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 0	
Skills	Mech, Strength, Survival, Streetwise, Driving x2	
Gender	Male	
Instruction	+1 all vs. Vehicle .	
Text	First class courier.	
Quote	"He's a scoundrel, but deep down he loves to be a good guy." - Rally Vincent	

	Bear Geki	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 3, Energy: 1	
Skills	Strength x2, Martial Arts	
Gender	Male	
Text	Trained in the Rocky Mountains of Canada.	
Categories	Bronze Saint	

	Becky Farrah	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer, Investigation x2, Communications	
Gender	Female	
Instruction	Becky is privy to the results of all View effects.	
Text	An information specialist, she assists Rally and May, but only for a price.	
Quote	"You didn't ask me to find THAT out."	

	Bengali	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Artist, Strength, Weapons	
Gender	Male	
Text	He was a blacksmith on Thundera.	
Quote	"...strike for truth, justice, honor, and loyalty!"	
Categories	Thunderian	

	Bill Collins	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Marksman, Bureaucracy, Investigation	
Gender	Male	
Instruction	Ignores ATF Director .	
Quote	"Hey Minnie, it's agent double O 7-11." - Rally	

	Billy Fernwood	Character
Abilities	Attack: 5, Defense: 2, Movement: 4, Charm: 1, Energy: 0	
Skills	Police, Weapons, Strength x2	
Gender	Male	
Instruction	Health = 6.	
Text	Captain of the A.D. Police Special Mobile Squad.	
Quote	"Order the others to move back. They'll just get in the way."	
Categories	Cyborg, Battlesuit	

	Blue Morris	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pure Heart, Bureaucracy	
Gender	Female	
Text	Minerva's long suffering lady-in-waiting.	
Quote	"My princess!!!"	

	Bob	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Hunter, Investigation, Bureaucracy	
Gender	Male	
Text	An agent of Ghomvak Security & Investigations.	
Quote	"I match the talent to the job."	

	Bon Jovina	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 1, Energy: 0	
Skills	Military, Swordsman	
Gender	Male	
Text	Bon Jovina is the unfortunate Captain of the Guard of Metallicana.	

	Botan	Character
Abilities	Attack: 2, Defense: 3, Movement: 3, Charm: 4, Energy: 1	
Skills	Pilot, Flying, Sports, Student, Investigation	
Gender	Female	
Instruction	Killed Characters may be returned to Haven instead of being Discarded if Botan goes with them.	
Text	Pilot on the River Styx.	
Quote	"Bingo!"	
Categories	Spirit, Dimensional	

	Buaku	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 1, Energy: 0	
Skills	Weapons, Criminal, Streetwise	
Gender	Male	
Instruction	Health = 3.	
Text	Leader of the most wanted gang in Newport city.	
Categories	Android	

	Bubbles	Character
Abilities	Attack: 0, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Speed, Strength	
Gender	Male	
Instruction	All other Characters in party are +1 Attack & Defense.	
Text	Perhaps not too bright, but strong and very fast. Catching Bubbles is the first step in King Kai's training.	
Categories	Animal, Cute, Dimensional	

	Bulma	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Mech, Pilot, Genius, Tech x2, Computer, Investigation, Communications	
Gender	Female	
Instruction	You may play 1 additional piece of Equipment during the Equip phase each Turn.	
Text	A girl who knows what she wants.	
Quote	"I did it because I felt like it, okay?!"	
Categories	Science	

	Captain	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Weapons x2, Military x2	
Gender	Male	
Instruction	+1 Attack & Defense vs. Robot .	
Quote	"I put him together from all the extra machine parts we scavenged." - Mome	
Categories	Robot	

	Captain Bragg	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Pilot, Hunter, Streetwise, Communications	
Gender	Male	
Instruction	Can use any Holding card.	
Text	Ringmaster and bounty hunter.	
Quote	"For a modest fee, I will rid your planet of any and all undesirables."	

	Captain Napolipolita	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Military, Marksman -1, Bureaucracy, Communications	
Gender	Female	
Text	Captain of the aliens who have come to Earth to kidnap C-ko.	
Quote	"We have absolutely nothing insidious planned."	
Categories	Alien	

	Carrie	Character
Abilities	Attack: 2, Defense: 1, Movement: 2, Charm: 4, Energy: 0	
Skills	Weapons, Criminal, Seduction	
Gender	Female	
Instruction	Will not attack Semmerling .	
Text	Semmerling's lover, and partner in crime.	
Quote	"How about I slice it off?"	

	Casshan	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2, Energy: 0	
Skills	Tech, Speed, Genius, Acrobatics, Strength x2	
Gender	Male	
Instruction	+2 Attack vs. Robot .	
Quote	"...Or could it be that you're something else more powerful?" - Sagria	
Categories	Cyborg	

	Catty	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Military, Computer, Strength, Pure Heart	
Gender	Female	
Instruction	Health = 4.	
Text	Hundreds of android copies of Catty were created to carry out the species unification plan.	
Categories	Android, Science	

	Chameleon Juné	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Skills	Weapons, Martial Arts	
Gender	Female	
Text	Shun's childhood friend, and a fellow disciple of Cepheus Albioire. She uses a whip and wears the Chameleon Cloth.	
Categories	Bronze Saint	

	Chaplain	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Priest, Police, Streetwise, Savoir-Faire	
Gender	Male	
Quote	"God will rejoice if thou gatherest thy friends and guest to jail together rather than to Heaven by thyself!"	

	Cheetara	Character
Abilities	Attack: 3, Defense: 4, Movement: 2, Charm: 4, Energy: 2	
Skills	ESP, Music, Speed x3	
Gender	Female	
Text	Her speed is unmatched.	
Quote	"I am a woman! I will not be defeated!"	
Categories	Thunderian	

	Chi-Chi	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Medic, Cooking, Royalty, Teacher, Weapons, Driving -1, Martial Arts	
Gender	Female	
Instruction	Will not attack Gohan . +1 Attack when at the same Location as Gohan .	
Quote	"I'm going to worry myself to death."	

	Chiao-Tzu	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 4, Energy: 5	
Skills	ESP, Phase, Flying, Royalty, Martial Arts	
Gender	Male	
Instruction	Every 3rd Turn, Chiao-Tzu can paralyze 1 opponent at his Location for 1 round.	
Text	Gave up his throne to wander in search of adventure and wisdom and his life trying to stop Nappa.	

	Chief Servant Londs	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Military, Savoir-Faire, Bureaucracy	
Gender	Male	
Instruction	Londs adds 3 uses to Palace Guards .	
Quote	"I simply will not take no for an answer. Come along."	

	Chief Tanaka	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Police x2, Bureaucracy, Investigation	
Gender	Male	
Quote	"Your job's to see that justice gets done once in a while, just like the rest of us!"	

	Chilla	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 5, Energy: 3	
Skills	Pilot, Ice Element, Fire Element	
Gender	Female	
Instruction	Additional +1 bonuses for all Ice effects. -1 Attack & Defense vs. Fire .	
Quote	"Freeze kittens!"	
Categories	Lunatak	

	Chiloria Yurisis	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 5, Energy: 3	
Skills	Magic, Swordsman x2	
Gender	Female	
Text	Widely known as "Lady Death".	
Quote	"...afterall, I am a woman. And I do like a good looking man."	

	Chimin	Character
Abilities	Attack: 2, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Weapons, Survival, Military	
Gender	Male	
Text	Fights for the Hazzard against Rodoist oppression.	
Quote	"I'll die before I give myself up!"	

	Coach Mukoda	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Teacher, Martial Arts	
Gender	Male	
Instruction	All other Characters in party gain a Martial Arts skill.	
Quote	"Come on! Don't just stand there!"	

	Crys	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Computer	
Gender	Female	
Text	Works part time after school at the data library.	

	Cygnus Hyoga	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 3	
Skills	Ice Element, Martial Arts	
Gender	Male	
Instruction	+1 Defense vs. Fire .	
Text	As a Saint born under the Cygnus constellation, Hyoga is able to control and manipulate ice and snow as he pleases.	
Categories	Bronze Saint	

	D	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2, Energy: 2	
Skills	Speed, Hunter, Strength, Swordsman	
Gender	Male	
Text	Son of that most noble and ancient vampire, Dracula.	
Quote	"You and your kind do not belong among the living."	
Categories	Undead	

	Dailey Wong	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Police, Bureaucracy, Savoir-Faire, Investigation	
Gender	Male	
Instruction	Defeats Red Tape .	
Text	Leon's partner in the A.D. Police.	
Quote	"Leon, you shouldn't get so steamed. I could help you relax tonight. We could go to a motel."	

	Daitetsu Kunikida	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Priest, Peeping, Comedian, Bureaucracy	
Gender	Male	
Instruction	Will not attack Kaede .	
Text	Leader of the T.A.C., and a master of puns.	
Quote	"Sticky, like a bag of gummi bears. Aragummi bears..."	

	Daizaburo Ban	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Marksman, Martial Arts, Police	
Gender	Male	
Text	The Mad Bull's rookie partner.	
Quote	"Come and fight properly, and I'll kick the living shit out of yas!"	

	Dakuan	Character
Abilities	Attack: 2, Defense: 3, Movement: 4, Charm: 1, Energy: 0	
Skills	Shapechange, Investigation	
Gender	Male	
Instruction	Dakuan can Run Away alone, even if he is in a group. When Running Away, play rock / paper / scissors. If you win, opponent has no final attack.	
Text	A shady government spy who is sent to investigate the Eight Demons of Kimon and their employer, the Shogun of the Dark, who wishes to overthrow the government.	

	Dark Schneider	Character
Abilities	Attack: 5/1, Defense: 5/2, Movement: 3/2, Charm: 4/5, Energy: 5/0	
Skills	Magic x2, Seduction, Fire Element, Swordsman x2, Lightning Element	
Gender	Male	
Instruction	Will not attack Tia Noto Yoko . Cannot be Killed, only Bonked.	
Quote	"My goal is to destroy all the ugly, gorilla looking guys like you and take all the women in the world for myself."	

	Deedlit	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 5, Energy: 3	
Skills	Magic, Acrobatics, Swordsman	
Gender	Female	
Instruction	Additional +1 bonuses for all Air and Water effects.	
Text	Youngest of the High Elves.	
Quote	"A person's life, a worm's life, a life is a life."	
Categories	Elf	

	Diamond	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Pilot, Weapons, Military	
Gender	Female	
Text	Interceptor pilot out of Moon Base.	

	Dick Saucer	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Music, Hunter, Swordsman	
Gender	Male	
Instruction	+1 all vs. Dragon .	
Text	The dragon-slaying crooner.	
Quote	"But do not fear, for Dick is here, to slay that dragon."	

	Doc Ido	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Tech x2, Medic x2, Weapons, Hunter, Investigation	
Gender	Male	
Instruction	+1 Attack vs. Cyborg . No Cyborgs in his group can be Killed, only Bonked.	
Text	A brilliant cyberneticist, he was exiled from Zalem.	
Quote	"Don't get involved with the Factory!"	
Categories	Science	

	Dr. Tofu	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 4	
Skills	Medic, Martial Arts x2	
Gender	Male	
Instruction	While with a group, no other Character can be Bonked or Killed. If Kasumi is in play, Dr. Tofu has no actions.	
Quote	"Why, hello Kasumi..."	

	Dragon Shiryu	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Strength x2, Martial Arts	
Gender	Male	
Instruction	+1 Defense vs Bronze Saint . Will not attack Shunrei .	
Text	Trained near the Rozan Falls by Libra's Saint Dohko, Shiryu is the wisest of Bronze Saints.	
Categories	Bronze Saint	

	Eddie Barrows	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Computer, Investigation, Communications	
Gender	Male	
Quote	"Hey, you want some advice? Don't kill your partner this time."	

	Eluza	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Military, Weapons, Bureaucracy	
Gender	Female	
Instruction	+1 Defense vs. Paranoid .	
Text	A natural leader.	

	Elysse Aldo Mordish	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 5, Energy: 0	
Skills	Student, Pure Heart	
Gender	Female	
Instruction	Female opponents with a lower Charm are -1 Charm.	
Quote	"I don't understand."	

	Etoh	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 1	
Skills	Priest, Medic	
Gender	Male	
Text	An novitiate of Falis.	
Quote	"Never be so proud that you pass up a chance for experience."	

	Farmer	Character
Abilities	Attack: 2, Defense: 1, Movement: 4, Charm: 1, Energy: 0	
Skills	Mech, Music, Hunter, Driving, Blind Luck -1	
Gender	Male	
Instruction	All other Characters in party are Movement = 4.	
Quote	"Goodness, why me?"	

	Fortin	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Weapons, Military, Survival, Marksman	
Gender	Female	
Text	Sergeant with the Eastern guerrilla forces.	

	Friender	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Flying, Speed, Strength, Shapechange, Fire Element	
Gender	Male	
Text	Friender used to be Tetsuya's dog, Lucky.	
Quote	"Friender, take wing!" - Casshan	
Categories	Animal, Robot	

	Fujikuro	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Pilot, Hunter, Marksman, Investigation	
Gender	Male	
Instruction	Cancels gender Illusions .	
Quote	"Hey, if you guys let me in on this I'm willing to take a third off my percentage."	

	Future Trunks	Character
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 3, Energy: 5	
Skills	Mech, Flying, Strength, Computer, Streetwise, Martial Arts x2, Swordsman x3	
Gender	Male	
Instruction	Cannot be used as a Starting Character. Stays in play a maximum of 3 Turns, and is then shuffled back into Draw pile.	
Quote	"I come from twenty years from now, and I saw the future you will never know."	
Categories	Saiyan, Dimensional	

	Gally	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Speed, Hunter, Strength, Acrobatics, Martial Arts x3	
Gender	Female	
Instruction	Health = 6. For 1 Energy may Discard opponents Physical Combat card.	
Quote	"Tonight I felt something new, like I was really alive for the first time."	
Categories	Cyborg	

	Galus	Character
Abilities	Attack: 3/2, Defense: 3/2, Movement: 3, Charm: 4/1, Energy: 3	
Skills	Magic, Royalty, Seduction, Bureaucracy	
Gender	Male	
Instruction	Health = 3. When Illusion is revealed, use 2nd stats and no Seduction .	
Text	Leader of the Shadow Nation on El-Hazard.	
Categories	Illusion, Phantom Tribe	

	Garnet	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Genius, Computer, Bureaucracy	
Gender	Female	
Text	Strongly opposed to the zero population growth plan.	
Quote	"Ten years without babies?!"	

	Genkai	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 6	
Skills	Teacher, Strength, Martial Arts x2	
Gender	Female	
Instruction	All other Characters in party gain a Martial Arts skill.	
Text	A mountain-livin', game-lovin' martial arts master.	
Quote	"Dimwit!"	

	Genma Saotome	Character
Abilities	Attack: 3/4, Defense: 3/3, Movement: 2/3, Charm: 2/3, Energy: 3/1	
Skills	Teacher, Survival, Climbing, Martial Arts	
Gender	Male	
Quote	"It's difficult to explain. Here, let me show you."	

	George "Ogre" Saotome	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Music, Streetwise, Bureaucracy	
Gender	Male	
Instruction	+1 all vs. Music .	
Text	Koenma's favorite rapping blue ogre.	
Quote	"Sir, that's the first time you ever called me by my first name."	
Categories	Ogre	

	Ghim	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 2, Energy: 0	
Skills	Artist, Weapons, Strength x2, Archaeology	
Gender	Male	
Instruction	Cannot be Held.	
Quote	"Don't tell a dwarf how to fight his battles!"	
Categories	Dwarf	

	Gishi	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Tech, Pilot, Mech, Survival	
Gender	Male	
Text	Jeke's third in command, and Honran's constant companion.	

	Gohan	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 2, Energy: 4	
Skills	Flying, Student, Driving, Teacher, Martial Arts	
Gender	Male	
Text	Still torn between his studies and his love of adventure.	
Categories	Saiyan	

	Gohan the Barbarian	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Hunter, Climbing, Survival, Swordsman, Martial Arts	
Gender	Male	
Instruction	+1 Attack & Defense vs. Animal .	
Quote	"I want Goku's son to come with me for special training." - Piccolo	
Categories	Saiyan	

	Goku	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 3, Energy: 4	
Skills	Speed, Flying, Strength, Pure Heart, Martial Arts x2	
Gender	Male	
Instruction	-1 Attack & Defense vs. Mecha and for all Mecha bonuses.	
Quote	"Being mortal is what makes the impossible, possible."	
Categories	Saiyan	

	Goku	Character
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 3, Energy: 5	
Skills	Speed, Flying, Strength, Pure Heart, Martial Arts x2	
Gender	Male	
Instruction	-1 Attack & Defense vs. Mecha and for all Mecha bonuses.	
Quote	"Being mortal is what makes the impossible, possible."	
Categories	Saiyan	

	Goten	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 4, Energy: 3	
Skills	Flying, Blind Luck, Acrobatics, Pure Heart, Martial Arts	
Gender	Male	
Text	Goku & Chi-Chi's younger son. Goten is far more like Goku than Gohan is.	
Categories	Saiyan	

	Gove	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Teacher, Merchant, Communications x2	
Gender	Male	
Text	The wise and honored elder of the Glomar crew.	
Quote	"We'd better make a profit where we can."	

	Grandpa	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 1, Energy: 0	
Skills	Mech, Strength, Medic, Savoir-Faire	
Gender	Male	
Text	Runs an orphanage in one of the desert towns.	

	Great Priest Geo Noto Soto	Character
Abilities	Attack: 3, Defense: 5, Movement: 3, Charm: 1, Energy: 4	
Skills	Magic x2, Priest x2, Investigation	
Gender	Male	
Instruction	Health = 3. All other Characters in party are +1 Defense.	
Text	Yoko's father, a cleric who at one time fought alongside Lars against Dark Schneider.	

	Greco Roman	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Criminal, Streetwise, Bureaucracy	
Gender	Male	
Text	The mayor's obnoxious son	
Quote	"What's wrong with wanting to do someone a favor?"	

	Gregory	Character
Abilities	Attack: 1, Defense: 2, Movement: 4, Charm: 3, Energy: 2	
Skills	Flying, Magic, Teacher, Speed x2, Martial Arts	
Gender	Male	
Text	One of King Kai's T.A.'s.	
Quote	"Fast? I'll show you fast!"	
Categories	Bugrom, Dimensional	

	Gren	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 4, Energy: 0	
Skills	Hunter, Teacher, Weapons, Martial Arts	
Gender	Male	
Instruction	Any Student that stays with Gren for at least 3 Turns may copy 1 of his skills. Limit 1 skill per Student .	
Quote	"Get as far away as you can, and watch your back from now on."	

	Gurio Umino	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Student, Peeping, Computer, Comedian	
Gender	Male	
Text	Total nerd.	
Quote	"Oh...we're just friends. Ughhhh."	

	Hachiman	Character
Abilities	Attack: 4, Defense: 5, Movement: 3, Charm: 3, Energy: 0	
Skills	Artist, Weapons, Military, Survival, Swordsman x2	
Gender	Male	
Text	This ancient samurai lives by the Bushido code.	
Quote	"While a warrior still has his sword, he is never alone."	

	Hanza	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Military, Weapons, Swordsman, Martial Arts	
Gender	Male	
Text	Hanza is the captain for the Koga clan ninja team.	
Categories	Ninja	

	Hazama Itsuru	Character
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/4, Charm: 3/1, Energy: 0	
Skills	Driving, Peeping, Streetwise, Investigation	
Gender	Male	
Text	Private eye and robot super hero.	
Quote	"I don't know who's body this is anymore, mine or his?"	

	Hiei	Character
Abilities	Attack: 4/6, Defense: 4/6, Movement: 3/4, Charm: 2/1, Energy: 3/5	
Skills	Speed x2, Survival, Swordsman, Fire Element, Martial Arts	
Gender	Male	
Instruction	May transform for 1 turn for each unique Demon Item he is carrying.	
Text	An outcast fire demon, born of the union of an ice maiden and a man.	
Quote	"Is that all you have to say? They're last words, you know."	
Categories	Fire, Demon	

	Hiro	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Sports, Driving x2, Streetwise	
Gender	Male	
Instruction	Gains a Military skill when at the same Location as another Character with it.	
Text	Captain of the Killer Commandos.	

	Honran	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Cooking, Survival, Medic, Tech	
Gender	Female	
Text	Second in command in Jeke's crew.	
Quote	"Stop being a pain in the ass."	

	Hydra Ichi	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 1, Energy: 2	
Skills	Peeping, Martial Arts	
Gender	Male	
Instruction	Any Character that Ichi does Damage to is poisoned, and will be incapacitated in 3 Turns, and Killed in 6 Turns.	
Categories	Bronze Saint	

	Hyobu Sakaki	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 1, Energy: 0	
Skills	Swordsman, Bureaucracy, Savoir-Faire	
Gender	Male	
Instruction	Cannot be Charmed.	
Text	The Mochizuki Clan chamberlain, he has little respect for those who work for him.	

	Hyper Doll Mew	Character
Abilities	Attack: 5/3, Defense: 6/3, Movement: 4/3, Charm: 5/3, Energy: 4/1	
Skills	Flying, Speed x2, Strength x2, Swordsman	
Gender	Female	
Instruction	Health = 8. +1 Attack when at the same Location as Hyper Doll Mica .	
Quote	"...show no mercy!"	
Categories	Alien	

	Hyper Doll Mica	Character
Abilities	Attack: 6/3, Defense: 5/3, Movement: 4/3, Charm: 6/4, Energy: 4/1	
Skills	Flying, Speed x2, Strength x2, Swordsman	
Gender	Female	
Instruction	Health = 8. +1 Defense when at the same Location as Hyper Doll Mew .	
Quote	"The star earrings..."	
Categories	Alien	

	Ichiro	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Driving	
Gender	Male	
Text	Chief Tanaka's nephew.	
Quote	"Golly Chief, what a mess, everywhere you look in town there's another cyborg."	

	Iria	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Student, Driving, Communications	
Gender	Female	
Text	Apprentice to the Hunter Gren.	
Quote	"Big brother!"	
Categories	Cute	

	Iria	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Hunter, Driving, Climbing, Martial Arts	
Gender	Female	
Text	A fully licensed Hunter, registration number 9799-5.	

	Iria	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Pilot, Hunter, Weapons, Martial Arts, Acrobatics	
Gender	Female	
Quote	"I guess you are still with me, big brother."	

	Jabby	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	ESP, Strength, Fire Element	
Gender	Male	
Instruction	Once per game, Jabby can Defeat a non-Combat Dimensional Disaster.	
Text	The only Dragonoid on the patchwork planet.	
Quote	"Relax."	
Categories	Alien, Dragon	

	Jackalman	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Speed, Hunter, Weapons	
Gender	Male	
Text	As cunning as he is greedy.	
Quote	"Never do a favor, for a favor."	
Categories	Mutant	

	Jaga	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 3, Energy: 4	
Skills	Phase, Magic, Military, Teacher, Swordsman	
Gender	Male	
Text	The noble Jaga sacrificed himself to ensure that the Thundercats made it to Third Earth.	
Quote	"I will always be with you."	
Categories	Spirit, Thunderian, Dimensional	

	Jagara	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 5	
Skills	Tech, Phase, Priest, Flying, Magic x2	
Gender	Female	
Text	Guardian of the Mighty Gyroscope that keeps New Thundera intact.	
Quote	"What brings you to the Great Beneath?"	
Categories	Thunderian	

	Jeena Malso	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Police, Driving, Survival, Marksman, Streetwise	
Gender	Female	
Text	Leon's first partner in the A.D. Police.	
Quote	"I don't expect anything from a rookie."	
Categories	Cyborg	

	Jeke	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Pilot, Military, Survival, Mech	
Gender	Male	
Instruction	May ignore any effect that cancels Illusions .	
Text	The original founder of the Hazzard.	

	Jubei Kibagami	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 0	
Skills	Speed, Weapons, Climbing, Swordsman x3, Martial Arts x2	
Gender	Male	
Instruction	+1 Attack vs. Demon .	
Text	A vagabond ninja, who's talent rests in his expert swordsmanship, being able to defeat a vast number of opponents by himself.	
Categories	Ninja	

	Julian "Pluto" Moore	Character
Abilities	Attack: 1, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Genius, Student, Computer x2, Communications	
Gender	Male	
Instruction	Health = 6.	
Text	Only male Third type android.	
Quote	"Don't call me by my handle. It's embarrassing."	
Categories	Android	

	Jun Yamano	Character
Abilities	Attack: 1, Defense: 1, Movement: 1, Charm: 3, Energy: 0	
Skills	Student, Pure Heart	
Gender	Male	
Quote	"I came to hang out."	

	Junta Momonari	Character
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 2/7, Energy: 0/2	
Skills	Student, Peeping -1, Pure Heart	
Gender	Male	
Instruction	-2 Charm vs. Female . Will lose Pure Heart if he gains a Peeping skill.	
Quote	"I'm the guy from the future who has 100 kids, the Mega Playboy?"	

	Juri	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Sports, Pure Heart, Communications	
Gender	Female	
Text	Koto's replacement, she doesn't know the rules of the Dark Tournament.	
Quote	"I don't want to die a virgin!"	
Categories	Spirit	

	K2	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Peeping, Streetwise	
Gender	Male	
Quote	"If I gave back everything I stole, I wouldn't be a very good thief, would I"?	

	Kaede Kunikida	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 2	
Skills	Priest, Student, Royalty	
Gender	Female	
Instruction	+1 Attack when at the same Location as Momiji .	
Text	One of the Fujimiya twins, she was adopted by Daitetsu Kunikida, the head of the T.A.C.	

	Kagero	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Medic, Weapons, Martial Arts	
Gender	Female	
Instruction	Any Character that beats Kagero in Charm Combat is poisoned, and will be paralyzed in 3 Turns, and Killed in 6 Turns. Kagero cannot be poisoned.	
Categories	Ninja	

	Kai Harn	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Magic x2, Swordsman, Lightning Element	
Gender	Female	
Instruction	Characters Bonked by Kai Harn cannot re-enter play while she's on the Field.	
Text	One of Arshes Nei's three sorcerer generals.	

	Kalia	Character
Abilities	Attack: 6*, Defense: 8, Movement: 4, Charm: 3, Energy: 0	
Skills	Martial Arts	
Gender	Female	
Instruction	After 2 turns, Kalia becomes a Major Disaster. If Energy is used against Kalia, the Attack is added to Kalia's counter-strike.	
Quote	"I had no plans of collaborating with you from the start. Even when you woke me."	

	Kami	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 6	
Skills	Flying, Magic x2, Splitting, Pure Heart, Bureaucracy	
Gender	Male	
Instruction	All other Characters in party are +1 Energy.	
Text	When the evil within him manifested itself as Piccolo, Kami assumed the mantle of Earth's Guardian. He created the Earth's Dragon Balls from memories of those on his home planet Namek.	
Categories	Alien, Namek, Dimensional	

	Kaori Shimamori	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Peeping, Celebrity, Acrobatics, Communications	
Gender	Female	
Text	The evening anchor on News PM 9.	
Quote	"My, my, such strong language from a weather girl. Haven't you heard, the news anchor is a bit more important."	

	Kaos	Character
Abilities	Attack: 0, Defense: 3, Movement: 3, Charm: 2, Energy: 7	
Skills	Priest, Martial Arts	
Gender	Male	
Text	An ancient warrior-monk.	
Quote	"I cannot let this world fall into the hands of evil!"	

	Karin Aoi	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Pilot, Tech, Medic, Acrobatics, Investigation	
Gender	Female	
Text	The best DNA operator in the business.	
Quote	"She's one in a million."	

	Katsuhiko Jinnai	Character
Abilities	Attack: 1, Defense: 3, Movement: 2, Charm: 1, Energy: 1	
Skills	Student, Streetwise, Bureaucracy, Communications x2	
Gender	Male	
Instruction	Cannot be attacked by Combat Disasters. All Combat Disasters in play are +1 Attack & Defense.	
Quote	"ha, hA, Ha, HA, hA, ha, HA, HA, Ha, ha, HA, hA, ha, HA, HA."	

	Kazuma Kuwabara	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 2, Energy: 3	
Skills	ESP, Student, Strength x2, Swordsman, Streetwise	
Gender	Male	
Instruction	Health = 6.	
Text	Yusuke's rival for toughest punk in school, and his very own personal punching bag.	
Quote	"A mulberry is a tree, Kuwabara is a man, and I'll prove it!"	

	Kazumi Kishida	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Sports, Student, Pure Heart	
Gender	Female	
Text	A good-natured girl.	
Quote	"Go get 'em, Kazumi!"	

	Kei	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Tech, Streetwise, Survival	
Gender	Female	
Instruction	Appears as Male . +1 Charm vs. Female . No Charm bonus when Illusion is revealed.	
Text	An orphan child from the Shadow District of the resort planet Taowajan.	
Categories	Illusion, Hungry	

	Kei Katsuragi	Character
Abilities	Attack: 3, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Pilot x2, Genius -1, Military	
Gender	Male	
Text	Kei is one of the two dimensional singularities.	
Quote	"I don't know what you're talking about."	
Categories	Dimensional	

	Keiko Nakadai	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 6, Energy: 0	
Skills	Swimming, Seduction x2, Martial Arts, Communications	
Gender	Female	
Text	The most outrageous weather girl in Japan.	
Quote	"You fool! I am a genius at everything!"	

	Keiko Yukimura	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Cooking	
Gender	Female	
Instruction	+2 Attack vs. Males with a Charm lower than her own.	
Text	Yusuke's girlfriend, though neither would admit it.	
Quote	"There's ways you move and speak that in a hundred years I wouldn't forget."	

	Ken Nakajima	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Peeping, Driving	
Gender	Male	
Instruction	-3 Charm vs. Miyuki .	
Text	The White Hawk of Bokuto.	
Quote	"You see, Ken has this thing for Miyuki." - Yoriko Nikaido	

	Kessley Ulga	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Speed, Weapons	
Gender	Female	
Quote	"Young man? I'm a woman!"	

	Kid Goku	Character
Abilities	Attack: 3/9, Defense: 3/9, Movement: 3/4, Charm: 3/0, Energy: 2/4	
Skills	Speed, Strength, Pure Heart, Martial Arts	
Gender	Male	
Instruction	Transforms if Full Moon is in play. When transformed treat as a Major Disaster. -1 Attack & Defense vs. Mecha and for all Mecha bonuses.	
Quote	"Grandpa trained me to be like steel."	
Categories	Saiyan	

	Kiki	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Skills	Magic, ESP x2	
Gender	Male	
Instruction	Can move 1 Minor Combat Disaster to an adjacent Location.	
Text	Kiki never fights, but has a strong telekinesis which he can use on opponents. He is the disciple of Mu.	

	Kimiko Ayanokouji	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 5, Energy: 1	
Skills	ESP, Genius, Student, Fashion	
Gender	Female	
Text	Twin daughter of a multinational enterprise controlling family.	
Quote	"I'm so utterly fantastic."	

	King Kashue	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 4, Energy: 0	
Skills	Speed, Royalty, Military, Swordsman, Savoir-Faire	
Gender	Male	
Text	United the desert kingdom of Flaim with only the might of his sword.	
Quote	"The obvious path is often the wrong path."	

	Kiriya	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Hunter, Marksman, Streetwise	
Gender	Female	
Instruction	May declare any 1 additional skill during Equip Phase.	
Quote	"The Phantom Tribe live beneath El-Hazard. They are merciless." - Miz	
Categories	Illusion, Phantom Tribe	

	Kiyone Makibi	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Streetwise, Investigation	
Gender	Female	
Text	Galaxy Police Detective assigned as Mihoshi's partner.	
Quote	"My life was absolutely perfect up to that point."	

	Koenma	Character
Abilities	Attack: 1/1, Defense: 1/2, Movement: 2/2, Charm: 2/5, Energy: 5/2	
Skills	Magic, Royalty, Bureaucracy x2	
Gender	Male	
Instruction	Transforms every 3rd Turn for a Turn at a time. Energy cannot be used to increase Attack.	
Text	Son of the ruler of Spirit World, King Enma.	
Quote	"I'm Koenma. I'm very cool."	
Categories	Divine, Dimensional	

	Kome Sawaguchi	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Military, Weapons, Streetwise, Marksman -1	
Gender	Female	
Text	Her motto is 'If you still have bullets, keep shooting.'	
Quote	"I prefer the old fashioned way, Ba-BOOM!"	

	Komimasa	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Mech, Peeping, Survival, Savoir-Faire	
Gender	Male	
Text	An orphan child from the Shadow District and Kei's partner in crime.	
Quote	"Is there any food in it?"	
Categories	Hungry	

	Kosaku Hatanaka	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Martial Arts x2	
Gender	Male	
Instruction	-1 Attack & Defense vs. Food .	
Quote	"I'm not ranked, but I'm a pro boxer."	
Categories	Hungry	

	Koto	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Celebrity, Acrobatics, Communications x2	
Gender	Female	
Instruction	Always wins rock / paper / scissors.	
Text	Referee of the Dark Tournament.	
Quote	"The hostess with the mostest, and your voice of choice, Koto!"	
Categories	Spirit	

	Kotomi Takanashi	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Acrobatics	
Gender	Female	
Instruction	-2 Charm vs. Male .	
Quote	"You confess to your love, and I'll confess to mine."	

	Kozo Karino	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Police, Streetwise, Savoir-Faire, Investigation	
Gender	Male	
Instruction	Kozo may Scavenge any Police Location.	
Quote	"Sometimes the police help you, right?"	

	Krillin	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2, Energy: 3	
Skills	Priest, Flying, Streetwise, Martial Arts x2	
Gender	Male	
Text	This noseless little monk is Goku's best friend and possibly the strongest human on Earth. His name means "chestnut", which probably has nothing to do with that head.	
Quote	"But what if I do die? I haven't even had a girlfrie-EEP!, ahem."	

	Kurama	Character
Abilities	Attack: 4/5, Defense: 4/5, Movement: 3/4, Charm: 5/4, Energy: 3/4	
Skills	Genius, Student, Martial Arts, Green Thumb	
Gender	Male	
Instruction	Additional +1 bonuses for all Tree effects.	
Text	Kurama is the spirit of a fox demon growing up as a human boy.	
Quote	"Logic is panic's prey."	
Categories	Demon	

	Lachloa Valvis	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Merchant, Seduction	
Gender	Female	
Quote	"From magic protectors to fully loaded magic spells, we carry a full line."	

	Launch (Bad)	Character
Abilities	Attack: 3/1, Defense: 3/1, Movement: 2/2, Charm: 5/2, Energy: 0/0	
Skills	Weapons, Driving x2, Seduction, Streetwise, Acrobatics	
Gender	Female	
Text	When Launch sneezes, she changes. Boy, does she change.	

	Launch (Good)	Character
Abilities	Attack: 1/3, Defense: 1/3, Movement: 2/2, Charm: 2/5, Energy: 0/0	
Skills	Cooking, Pure Heart	
Gender	Female	
Text	When Launch sneezes, she changes. Boy, does she change.	
Quote	"Did I do something bad?"	

	Lea	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Pilot	
Gender	Female	
Instruction	+1 Defense when at the same Location as Mai .	
Text	Mai and Lea are Emaan twins.	
Quote	"For a few years of vacation..."	

	Leegh	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Tech x2, Genius, Merchant	
Gender	Male	
Instruction	Can use any Dimensional Equipment.	
Text	Chief engineer of the Glomar.	
Quote	"No, no. That's where you should put the inertia control system."	

	Lemnear	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 5, Energy: 1	
Skills	Pilot, Strength, Swordsman	
Gender	Female	
Text	The Champion of Silver.	
Quote	"I'm a warrior."	
Categories	Silver Saint	

	Leon McNichol	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Police, Driving, Survival, Marksman, Streetwise	
Gender	Male	
Text	A.D. Police Detective.	
Quote	"Looks like the Knight Sabers have bitten off more than they can chew."	

	Leona Ozaki	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Police, Driving, Survival	
Gender	Female	
Instruction	Counts as Male when Scavenging Locations.	
Quote	"Do you conduct that kind of torture all the time?"	

	Linealter	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Swordsman, Celebrity	
Gender	Male	
Quote	"Surely you must have heard the name 'Linealter, the Silver Rogue', haven't you?"	

	Linna Yamazaki	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Driving, Teacher, Acrobatics	
Gender	Female	
Text	Professional class dancer and a Knight Saber.	
Quote	"...aren't they too big for us? Besides, I'm not too keen on this payment on delivery stuff."	

	Lion-O	Character
Abilities	Attack: 4, Defense: 5, Movement: 3, Charm: 3, Energy: 0	
Skills	Royalty, Swordsman, Pure Heart	
Gender	Male	
Instruction	Group cannot attack a Disaster without him.	
Text	The hereditary Lord of the Thundercats.	
Quote	"Thundercats, ho!"	
Categories	Thunderian	

	Lionet Ban	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 2	
Skills	Strength, Martial Arts	
Gender	Male	
Text	Trained to be a Saint on Mount Kilimanjaro.	
Categories	Bronze Saint	

	Lisa Vanette	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Police, Student, Investigation	
Gender	Female	
Text	A budding investigative reporter.	
Quote	"Aw, this is no fun, what with Nene gone and hardly any disasters happening..."	

	Little Washu	Character
Abilities	Attack: 2/3, Defense: 4/3, Movement: 2/3, Charm: 2/4, Energy: 6/5	
Skills	Tech, Mech, Medic, Teacher, Computer, Genius x2	
Gender	Female	
Instruction	All other Characters in party are +1 Health.	
Quote	"I am the greatest scientific genius in the Universe, and I'm cute too!"	
Categories	Cute, Dimensional	

	Lord Ashram	Character
Abilities	Attack: 5, Defense: 4, Movement: 3, Charm: 3, Energy: 0	
Skills	Strength, Military, Swordsman x2	
Gender	Male	
Text	Commander of the Marmo forces under Emperor Beld.	
Quote	"...I will make all Lodoss mine."	

	Lovely Angel Kei	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Weapons, Climbing, Martial Arts, Investigation	
Gender	Female	
Instruction	+1 ESP when at the same Location as Yuri .	
Quote	"I just want to go in with a frontal assault. It's more my style."	

	Lovely Angel Yuri	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Weapons, Computer, Acrobatics, Investigation	
Gender	Female	
Instruction	+1 ESP when at the same Location as Kei .	
Quote	"Girls like me enjoy a little danger in their lives."	

	Lt. Randolph	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Police x2, Streetwise, Bureaucracy	
Gender	Male	
Instruction	Can Defeat any 1 Legal Disaster. May ignore any Legal effect.	
Quote	"Survival. It's basic training."	

	Lucien Renren	Character
Abilities	Attack: 1/5, Defense: 2/5, Movement: 2/3, Charm: 5/4, Energy: 0/5	
Skills	Pure Heart, Magic -1, Savoir-Faire -1	
Gender	Male	
Text	A worry-free boy of fourteen that loves to do laundry. Shares body and soul with Dark Schneider, who is magically sealed inside him.	

	Lufa	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 2	
Skills	Magic, Medic, Seduction, Lightning Element	
Gender	Female	
Quote	"Spirits of the sky and air, unleash your power over there.	
Categories	Elf	

	Lufy	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot x2, Weapons, Military, Marksman	
Gender	Female	
Instruction	Can be brought back from Killed once per game.	
Text	Ace fighter pilot.	
Quote	"We just have to win the goddamn war."	

	Luna	Character
Abilities	Attack: 1, Defense: 2, Movement: 0, Charm: 2, Energy: 1	
Skills	Royalty, Survival -1	
Gender	Female	
Text	Leader of the Lunataks.	
Quote	"I will command, and you will obey."	
Categories	Lunatak	

	Luna	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Teacher, Climbing, Computer, Acrobatics	
Gender	Female	
Instruction	Equip at any Location.	
Text	Advisor to the Sailor Guardians.	
Quote	"It's not a bald spot. Don't be rude."	
Categories	Animal	

	Luna Kozuki	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Tech, Weapons, Survival, Seduction	
Gender	Female	
Instruction	+2 Charm if no other Females at Location.	
Text	She wanders the world looking for her lost love.	

	Lynx-O	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 1	
Skills	ESP, Blind Luck, Martial Arts	
Gender	Male	
Text	Blinded during the destruction of Thundera, his other senses have become heightened to an extraordinary level.	
Quote	"We're a team. That's our strength."	
Categories	Thunderian	

	Mackie Stingray	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Tech, Mech, Pilot, Computer	
Gender	Male	
Quote	"Crack into the A.D. Police databases. Mackie can help you with the passwords." - Sylia	

	Madam Suimei	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 1	
Skills	ESP x2, Merchant	
Gender	Female	
Instruction	Every 3rd Turn, Madam Suimei can look at the cards under any Location.	
Quote	"No money, no credit, no fortune."	

	Magical Girl Pretty Sammy	Character
Abilities	Attack: 3/1, Defense: 3/2, Movement: 3/2, Charm: 4/4, Energy: 3/1	
Skills	Magic, Investigation, Communications	
Gender	Female	
Text	Uses her magic to make the world a happier place.	
Quote	"Pretty Mutation Magical Recall!"	

	Mai	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Pilot, Marksman -1	
Gender	Female	
Instruction	+1 Attack when at the same Location as Lea .	
Text	Mai and Lea are the youngest members of the Glomar's crew.	
Quote	"...we'd go through anything!"	

	Mako Domon	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Speed, Strength, Teacher	
Gender	Female	
Instruction	+3 Charm vs. Student .	
Text	A young teacher fresh out of college.	
Quote	"Stupid boys! Don't take a grown-up lightly!"	

	Makoto Kino	Character
Abilities	Attack: 3/4, Defense: 3/4, Movement: 3/3, Charm: 3/4, Energy: 0/3	
Skills	Student, Cooking, Strength x2	
Gender	Female	
Quote	"You shouldn't bully people weaker than yourself."	

	Makoto Mizuhara	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 5, Energy: 2	
Skills	Student, Blind Luck, Savoir-Faire	
Gender	Male	
Instruction	Can use any Equipment without the required skills. Can Charm Combat for Ifurita's Power Key Staff .	
Quote	"Wow, if he's superhuman, maybe I am too... then again maybe not."	

	Mamoru Chiba	Character
Abilities	Attack: 2/3, Defense: 2/3, Movement: 3/3, Charm: 4/5, Energy: 0/1	
Skills	Student, Driving, Streetwise	
Gender	Male	
Instruction	If Sailor Moon comes into play Mamoru automatically transforms.	
Quote	"Hey bun-head."	

	Mamoru Kusanagi	Character
Abilities	Attack: 4/6, Defense: 4/6, Movement: 3/4, Charm: 3/2, Energy: 3/4	
Skills	Speed, Peeping, Strength, Acrobatics, Shapechange	
Gender	Male	
Instruction	Transforms if Momiji or Kaede takes Damage.	
Quote	"Never noticed those before. There's a nice body inside that sailor suit. B cup, right?"	

	Mamoru Shimesu	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Cooking, Computer, Investigation, Communications	
Gender	Male	
Text	A bodyguard and servant sent to the Kisaragi family, Mamoru handles the financial management, cooking, and even the washing for the company.	

	Mandora	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Driving, Police x2, Marksman, Investigation	
Gender	Female	
Text	A First Class Evil Chaser with the Interplanetary Control Force.	
Quote	"It's a serious offense to interfere with a controller on duty."	
Categories	Planetary	

	Manisha Thoov	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Military, Bureaucracy	
Gender	Female	
Instruction	+1 Attack when at the same Location as Shaya .	
Text	Leads the Thoov clan in Shaya's absence.	
Quote	"...she never needs you, 'til she needs you."	

	Marble	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer, Bureaucracy	
Gender	Female	
Instruction	Double the uses or effects of 1 Money card.	
Text	Enjoys her job as a bank teller.	

	Maron Namikaze	Character
Abilities	Attack: 4, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Speed, Student, Strength x4	
Gender	Female	
Text	Newest member of the counter Demon Seed taskforce.	
Quote	"I'm sorry, but I forgot my lines."	

	Maruten	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Police, Peeping, Shapechange	
Gender	Male	
Instruction	Once per game, Maruten can bring a Killed Character back to life on the Turn they are killed.	
Text	Space Patrol commander.	

	Master Roshi	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 3	
Skills	Priest, Teacher, Peeping, Martial Arts, Savoir-Faire	
Gender	Male	
Instruction	All other Characters in party gain a Martial Arts skill.	
Text	An island-livin', turtle-lovin' martial arts master.	
Quote	"I don't know what's worse, the power rating or the commentary that goes with it."	

	Mayuko Inoue	Character
Abilities	Attack: 1, Defense: 2, Movement: 1, Charm: 3, Energy: 2	
Skills	Student	
Gender	Female	
Instruction	Can only use Energy for Defense bonuses.	
Text	Mayuko comes from a line of powerful women shaman.	
Quote	"Good morning."	

	Mazoku Yusuke	Character
Abilities	Attack: 6, Defense: 6, Movement: 4, Charm: 0, Energy: 5	
Skills	Flying, Royalty, Speed x2, Strength x2, Martial Arts x2	
Gender	Male	
Instruction	If Yusuke is Killed 2 times, he can be replaced by this card every 3rd Turn for a Turn at a time. All other Characters in his group automatically take 1 Damage per round.	
Quote	"Too bad... Dying's good for me. I get tougher every time I come back."	
Categories	Demon	

	Mega Playboy	Character
Abilities	Attack: 4/2, Defense: 4/2, Movement: 3/2, Charm: 7/2, Energy: 2/0	
Skills	Student, Celebrity, Martial Arts, Seduction x3	
Gender	Male	
Instruction	Will automatically transform after 1 Turn.	
Quote	"The most notorious playboy in history." - Karin	

	Melody	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Military, Survival, Communications	
Gender	Female	
Text	Earth observer at Mars U.N.	

	Messhu	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Swordsman x2	
Gender	Male	
Text	The Champion of Bronze.	
Quote	"I don't care how mighty you think yourself to be, because I know your biggest weakness."	
Categories	Bronze Saint	

	Mew Fumizuki	Character
Abilities	Attack: 3/5, Defense: 3/6, Movement: 3/4, Charm: 3/5, Energy: 1/4	
Skills	Speed, Student, Strength, Shopping	
Gender	Female	
Instruction	Health = 8.	
Quote	"The back of your head is flat. That's why you try to hide it with that awful hairstyle." - Mica	
Categories	Alien	

	Mia Kawaii	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Pilot, Driving, Student, Savoir-Faire	
Gender	Female	
Text	A natural leader, head of the ARIEL team.	
Quote	"Uncle, I'm never crawling into that rust bucket again!"	

	Mica Minazuki	Character
Abilities	Attack: 3/6, Defense: 3/5, Movement: 3/4, Charm: 4/6, Energy: 1/4	
Skills	Speed, Fashion, Student, Strength	
Gender	Female	
Instruction	Health = 8.	
Quote	"You really shouldn't buy skimpy outfits like that considering how much weight you're gaining lately." - Mew	
Categories	Alien	

	Michiko Kawai	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 4, Energy: 0	
Skills	Cooking, Seduction -1, Communications	
Gender	Female	
Text	She'll do anything to get her job back as the prime-time weather girl.	
Quote	"No, it can't be."	

	Mihoshi Kuramitsu	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Blind Luck, Investigation	
Gender	Female	
Text	Galaxy Police Detective.	
Quote	"We don't have a budget big enough to spend any more money on her."	

	Mimsy Laarz	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Royalty, Merchant	
Gender	Female	
Instruction	If Mimsy doesn't Charm an opponent within 3 Turns shes is -1 Charm.	
Text	Heir to the Laarz clan.	
Quote	"There's absolutely no need for me to come on to you mister."	

	Minako Aino	Character
Abilities	Attack: 2/3, Defense: 2/3, Movement: 3/3, Charm: 4/5, Energy: 0/3	
Skills	Sports, Student, Communications	
Gender	Female	
Quote	"No matter how many times you fall, keep picking yourself up."	

	Mink	Character
Abilities	Attack: 3, Defense: 6, Movement: 3, Charm: 4, Energy: 2	
Skills	Flying, Acrobatics, Blind Luck, Fire Element	
Gender	Female	
Instruction	Health = 3.	
Quote	"I'm just a normal girl who likes Saucer like everyone else."	
Categories	Dragon	

	Minnie May Hopkins	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Hunter, Seduction, Streetwise, Acrobatics, Weapons x2	
Gender	Female	
Text	Rally's partner, and a true explosives enthusiast.	
Quote	"No explosions in the house May." - Rally	

	Miranda	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Fashion, Driving, Royalty	
Gender	Female	
Instruction	Can retrieve any Weapon Equipment from a Location without Scavenging it.	
Text	Queen of the Killer Commandos rollerbiking team.	
Quote	"Aphrodia's been beaten, but not me."	

	Miss Ayumi	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Teacher, Driving, Seduction	
Gender	Female	
Instruction	Miss Ayumi may ignore any School Disaster.	
Quote	"B-ko, why did you stop?"	

	Miss Haruna	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Teacher, Communications	
Gender	Female	
Text	Usagi's homeroom and English teacher.	
Quote	"Good morning everyone."	

	Mitsunari Yanagisawa	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 2, Energy: 0	
Skills	Student, Shapechange x3	
Gender	Male	
Instruction	May copy any Character Bonked or Held by his group, as long as the Character is Bonked or Held.	
Quote	"That's for me to know, and you to find out."	

	Mitty	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Cooking, Survival, Blind Luck, Streetwise	
Gender	Female	
Instruction	May choose direction when moved randomly.	
Quote	"Don't worry about her. She's always off poking around." - Score	
Categories	Hungry	

	Miyuki Ayanokouji	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Student, Driving, Cooking, Computer	
Gender	Female	
Text	Twin daughter of a multinational enterprise controlling family.	
Quote	"Kimiko, you're an idiot!"	

	Miyuki Kobayakawa	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Police, Mech x2, Driving x2	
Gender	Female	
Text	Miss Speed Racer.	
Quote	"If they run I chase 'em. It's my job, and I'm very good at it!"	

	Miz Mishtal	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 4, Energy: 3	
Skills	Priest, Bureaucracy, Water Element	
Gender	Female	
Instruction	Additional +1 bonuses for all Water effects.	
Text	Eldest of the Muldoon Priestesses.	
Quote	"Keeping beautiful as an unpicked flower is so tedious. Where is my valiant gardener?"	
Categories	Muldoon	

	Mome	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Tech, Medic, Cooking, Seduction -1	
Gender	Female	
Instruction	Health = 4.	
Text	A nurse robot of the Mu.	
Quote	"Mr. Kei, what do you think...of me?"	
Categories	Android	

	Momiji Fujimiya	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 2	
Skills	Priest, Student, Royalty, Pure Heart	
Gender	Female	
Instruction	+1 Defense when at the same Location as Kaede .	
Quote	"You're one of two twins, born to the Kushinada, fifteen years ago." - Kusanagi	

	Monkian	Character
Abilities	Attack: 4, Defense: 5, Movement: 3, Charm: 2, Energy: 0	
Skills	Peeping, Strength, Genius -1, Acrobatics, Climbing x2	
Gender	Male	
Text	More brawn than brains.	
Quote	"Nothing attacks Monkian and gets away free."	
Categories	Mutant	

	Mousse	Character
Abilities	Attack: 3/1, Defense: 3/2, Movement: 2/2, Charm: 2/2, Energy: 2/1	
Skills	Marksman, Acrobatics, Martial Arts, Weapons x2	
Gender	Male	
Instruction	Can Equip anywhere and once per Turn anytime.	
Text	A hidden weapons master.	
Quote	"Be careful. He has studied the dark arts."	

	Mr. Masamichi Fujisawa	Character
Abilities	Attack: 5/2, Defense: 5/2, Movement: 3/2, Charm: 3, Energy: 2	
Skills	Teacher, Climbing, Survival, Strength x2	
Gender	Male	
Instruction	Use 1st stats and Strength 2 of 3 Turns. Every 3rd Turn, or when Alcohol is present, Mr. Fujisawa has had a bit too much to drink. Use 2nd stats and no Strength .	
Quote	"What's this? Do you dare taste Fujisawa's fist of justice again?"	

	Mr. Panda	Character
Abilities	Attack: 4/3, Defense: 3/3, Movement: 2/2, Charm: 3/2, Energy: 1/3	
Skills	Survival, Climbing	
Gender	Male	
Text	Works for Dr. Tofu. Likes to play go in his off hours.	
Quote	"This is the real me."	
Categories	Animal	

	Mu-Mu Chan	Character
Abilities	Attack: 1/3, Defense: 2/3, Movement: 2/2, Charm: 2/2, Energy: 1/2	
Skills	Flying, Survival	
Gender	Male	
Quote	"No one ever go in Cursed Spring on purpose before." - Jusenkyo Guide	
Categories	Animal	

	Mughi	Character
Abilities	Attack: 1, Defense: 4, Movement: 3, Charm: 4, Energy: 0	
Skills	Pilot, Military, Computer	
Gender	Male	
Text	Military Utility Genetic Hyper Intelligence.	
Categories	Animal	

	Mumm-Rana	Character
Abilities	Attack: 2/5, Defense: 2/5, Movement: 1/3, Charm: 2/4, Energy: 2/6	
Skills	Magic x2, Pure Heart	
Gender	Female	
Text	A good counter-part to the evil Mumm-Ra.	
Quote	"Ancient Spirits of Goodness, transform this gentle form to Mumm-Rana, the Ever Good."	
Categories	Undead	

	Nabiki Tendo	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Student, Streetwise, Savoir-Faire, Bureaucracy, Investigation	
Gender	Female	
Text	The most practical Tendo, she always keeps her eye on the bottom line.	
Quote	"I'm just making a little pocket money."	

	Nail	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 2, Energy: 3	
Skills	Flying, Police, Military, Weapons, Splitting	
Gender	Male	
Text	Every Namek is born for a particular job. Nail is an exceptional Namek of the soldier class and the guardian of Guru.	
Categories	Alien, Namek	

	Nanami Jinnai	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 2	
Skills	Student, Cooking, Survival, Investigation	
Gender	Female	
Instruction	Cancels Illusions . All Disasters at Location are -2 Charm.	
Quote	"Oh, why does my life have to be so hard in every world!"	

	Nanami Rokugo	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 4	
Skills	Student, Cooking, Fire Element	
Gender	Female	
Instruction	Can only use Energy for Fire effects. When Nanami uses a Fire effect, everyone at Location except target plays rock / paper / scissors. If they lose, they take 1/2 Damage. Target takes full Damage. Nanami is unaffected.	

	Nanpoo	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 1, Energy: 0	
Skills	Weapons, Criminal, Streetwise	
Gender	Male	
Text	A worthless individual.	
Quote	"One step closer and I'll ice these two."	

	Naomi Armitage	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 0	
Skills	Police, Strength, Investigation	
Gender	Female	
Instruction	Damage 2x Health reduces Attack to 2. 3x Bonks, 4x Kills.	
Text	Martian Police Officer. Third type android.	
Quote	"That's right, I'm a monster."	
Categories	Android	

	Naomi Armitage	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Police, Strength, Marksman, Investigation	
Gender	Female	
Instruction	Health = 8. Can be brought back from Killed once per game.	
Text	Martian police officer.	
Quote	"Badge toting terror in hot pants." - Eddie	
Categories	Android	

	Naru Osaka	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	ESP, Student, Blind Luck	
Gender	Female	
Text	Trouble always seems to find her.	
Quote	"Umino and I are not together! We're not dating, he and I are just friend."	

	Nasté Yagyu	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Computer, Archaeology	
Gender	Female	
Text	Student at Sengoku University.	

	Natsumi Tsujimoto	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Strength, Martial Arts	
Gender	Female	
Instruction	Will not attack Animal .	
Text	The newest traffic cop at Bokuto Station.	
Quote	"Yeah! You go girl!"	

	Nayda	Character
Abilities	Attack: 2, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Hunter, Survival, Marksman, Acrobatics	
Gender	Female	
Text	A warrior maiden of the Treetop kingdom.	
Quote	"Never do what your enemies expect."	

	Nene Romanova	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Computer x2, Communications	
Gender	Female	
Instruction	+1 Attack & Defense vs. Computer .	
Text	A Knight Saber and one of the A.D. Police.	
Quote	"I'll do it! I get a kick out of watching those A.D. Police clowns."	

	Nina Kirov	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Pilot, Student, Military, Marksman	
Gender	Female	
Text	The last daughter of the Rominov family.	
Quote	"Commuting on land is strictly for amateurs."	

	Ninja Master Gara	Character
Abilities	Attack: 5, Defense: 4, Movement: 3, Charm: 1, Energy: 4	
Skills	Magic, Strength, Weapons, Swordsman x2, Martial Arts x2	
Gender	Male	
Instruction	Opponents cannot Protect the 1st round of Combat.	
Text	One of the four Divine Kings and wielder of the mystic Murasame sword. Gara now fights with Dark Schneider after falling to him in battle.	
Categories	Ninja	

	Norton	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2, Energy: 0	
Skills	Tech, Military, Strength, Weapons	
Gender	Male	
Quote	"Leftover army scrap? Just like me."	
Categories	Cyborg	

	O'Conner	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Speed, Strength, Streetwise	
Gender	Male	
Instruction	Health = 8.	
Text	A washed up footballer who thought he was getting a second chance at the big time.	
Categories	Cyborg	

	Olson D. Verne	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot x2, Military, Survival, Savoir-Faire	
Gender	Male	
Text	Olson arrived in the future five years before Kei.	
Quote	"Saving the Earth. That's what I'll work for."	
Categories	Dimensional	

	Oobayashi	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Student, Peeping, Sports	
Gender	Male	
Text	Star of the Ushinabe High rugby team.	
Quote	"Delinquents are always reborn by playing rugby."	

	Oolong	Character
Abilities	Attack: 4/1, Defense: 4/1, Movement: 3, Charm: 0, Energy: 0	
Skills	Driving, Peeping, Streetwise x2, Shapechange, Investigation	
Gender	Male	
Instruction	Use 2nd stats after Damage is taken.	
Text	Not just a pig, a cowardly one.	
Categories	Animal	

	Orlin Carey	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 2	
Skills	Magic, Priest	
Gender	Female	
Quote	"What a beautiful time of year this is."	

	Orson	Character
Abilities	Attack: 6, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Survival -1, Swordsman, Strength x2	
Gender	Male	
Instruction	Cannot Run Away.	
Text	Possessed by Hyuri, the spirit of rage and madness.	
Quote	"It is said when a bersker passes, only corpses remain." - Deelit	

	Other World Gatekeeper	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 2	
Skills	Magic, Computer, Bureaucracy, Communications	
Gender	Male	
Instruction	Once per game, group can Scavenge any Dimensional Location.	
Quote	"Hey! You there! Back in line!"	
Categories	Ogre, Dimensional	

	Ox-King	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 1	
Skills	Royalty, Weapons, Strength, Martial Arts	
Gender	Male	
Text	Goku's rather large father-in-law. He was a student of Master Roshi's with Goku's grandfather. A master of weapons, and one-time terror of the plains.	
Quote	"Now Chi-Chi, calm down...please."	

	P-Chan	Character
Abilities	Attack: 1/3, Defense: 2/4, Movement: 2/3, Charm: 4/2, Energy: 0/3	
Skills	Survival, Blind Luck	
Gender	Male	
Instruction	Heads in a random direction every 3rd movement. +2 Charm vs. Female .	
Quote	"And that's when I realized I'd been cast into Hell."	
Categories	Animal, Cute	

	Panthro	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 3, Energy: 0	
Skills	Mech x2, Weapons, Martial Arts	
Gender	Male	
Instruction	Once per game, Panthro can Equip a Vehicle from any pile.	
Text	A master mechanic, he built all of the Thundercats' vehicles.	
Quote	"The time to plan for a rainy day is when the sun is shining."	
Categories	Thunderian	

	Parn	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Student, Swordsman	
Gender	Male	
Instruction	All skill gains are doubled.	
Text	Son of a disgraced Holy Knight.	
Quote	"I won't be beaten!"	

	Patty	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Military, Pure Heart	
Gender	Female	
Instruction	-1 Attack vs. Paranoid .	

	Pearl	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student	
Gender	Female	
Instruction	Double all skill bonuses.	
Text	The destiny of humanity lies with this simple student.	

	Pegasus Seiya	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Speed, Martial Arts	
Gender	Male	
Instruction	+1 Attack vs. Silver Saint . Will not attack Marin .	
Text	Seiya's main objective is to find his older sister Seika, who disappeared from Japan when Seiya was sent to train to become a Saint.	
Categories	Bronze Saint	

	Perrine Valley	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Marksman, Martial Arts, Police	
Gender	Female	
Text	A detective recently transferred to the 34th.	
Quote	"Daizaburo!"	

	Phoenix Ikki	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Survival, Martial Arts, Pure Heart -1, Fire Element	
Gender	Male	
Instruction	Will protect only Shun . Cannot be Killed, only Bonked.	
Quote	"Brother... it's you!" - Shun	
Categories	Bronze Saint	

	Pia	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Strength, Weapons, Archaeology	
Gender	Female	
Instruction	Does not count toward group limit.	
Quote	"Oh, don't worry. I'll be good excess baggage."	
Categories	Dwarf	

	Piccolo	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 2, Energy: 5	
Skills	Speed, Flying, Teacher, Strength x2, Shapechange, Martial Arts, Streetwise -1	
Gender	Male	
Instruction	Will not attack Gohan and may only protect Gohan . If another Namek is Killed at his Location, he adds 1/2 of that Character's abilities (rounded down) for the rest of the game.	
Categories	Alien, Namek	

	Pirotess	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 6, Energy: 3	
Skills	Magic, Swordsman, Seduction, Acrobatics	
Gender	Female	
Text	Among the most skilled, and beautiful, of the Dark Elves.	
Quote	"Only foolish humans or goblins embark on hopeless battles."	
Categories	Elf	

	Pony	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Tech, Military, Computer x2	
Gender	Female	
Quote	"She's the only one here that knows how to operate the computer." - Rabby	

	Prince Vegeta	Character
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 1, Energy: 5	
Skills	Speed, Flying, Royalty, Strength, Martial Arts x2	
Gender	Male	
Instruction	Vegeta's abilities cannot be greater than Goku's.	
Quote	"Are you ready now, to witness a power not seen for thousands of years?"	
Categories	Saiyan	

	Princess Ayeka	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 2	
Skills	Pilot, Royalty, Bureaucracy	
Gender	Female	
Quote	"That is an order!"	
Categories	Juraian	

	Princess Minerva	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 2	
Skills	Magic, Swordsman	
Gender	Female	
Quote	"She is the beautiful lady knight, Cutey Kamen!"	

	Princess Sasami	Character
Abilities	Attack: 1/3, Defense: 2/3, Movement: 2/3, Charm: 4/4, Energy: 1/3	
Skills	Cooking, Royalty, Student	
Gender	Female	
Text	The youngest Juraian princess, she is linked with Tsunami.	
Quote	"I'm Ayeka's sister. How do you do? Will you play a game with me?"	
Categories	Juraian	

	Princess Sheila	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Medic, Royalty, Student, Pure Heart, Weapons -1	
Gender	Female	
Instruction	Damage done to all other Characters in party is reduced by 1.	
Text	Metallicana's seventeen year old princess, fast falling in love with Dark Schneider. Due to her father's injuries she is the acting imperial ruler.	

	Princess Vina	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Royalty, Magic x2, Shapechange	
Gender	Female	
Text	Vina is a slime half, and president of the Dick Saucer fan club.	
Quote	"You, a normal girl? Don't make me laugh, you little snake-tailed trollop."	

	Priss Asagiri	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Music, Driving, Survival, Streetwise	
Gender	Female	
Text	The loner of the Knight Sabers.	
Quote	"Remember Priss, no solo jobs."	

	Pu	Character
Abilities	Attack: 1, Defense: 1, Movement: 1, Charm: 4, Energy: 1	
Skills	Flying	
Gender	Male	
Instruction	Yusuke gains +1 to all skills and abilities. If Pu is Bonked or Killed Yusuke is also.	
Quote	"He's even got your hair." - Keiko	
Categories	Spirit, Animal	

	Pumyra	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Medic, Acrobatics, Marksman	
Gender	Female	
Quote	"Come on Thunderians, let's not give up."	
Categories	Thunderian	

	Quick Pick	Character
Abilities	Attack: 2, Defense: 3, Movement: 5, Charm: 4, Energy: 0	
Skills	Speed, Criminal, Streetwise x2	
Gender	Male	
Instruction	Cannot be Held. Once per game, Quick Pick may steal an Item.	
Text	The reformed King of Pickpockets.	
Quote	"Marvelous."	
Categories	Cyborg, Bugrom	

	Rabby	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Military, Weapons, Survival	
Gender	Female	
Instruction	+1 Attack & Defense if your Eluza is Killed.	
Text	Second officer of the Star Leaf.	

	Rally Vincent	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Cooking, Weapons, Streetwise, Marksman x2, Communications	
Gender	Female	
Instruction	Every 3rd Turn, Rally can Reload one Weapon .	
Quote	"Stay cool Bean."	

	Rally Vincent	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Hunter, Driving x2, Acrobatics, Marksman x2	
Gender	Female	
Instruction	+1 Attack for any Weapon requiring Marksman .	
Quote	"I'm surprised to find an American woman of such skill." - Radinov	

	Ran	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Survival, Climbing, Streetwise	
Gender	Male	
Text	An orphan looking for the man with a scar on his chest that killed his mother.	
Quote	"Let me join the Hazzard."	

	Ranma Saotome (Boy)	Character
Abilities	Attack: 4/3, Defense: 3/4, Movement: 2/3, Charm: 3/4, Energy: 3/3	
Skills	Student, Survival, Climbing, Acrobatics, Martial Arts	
Gender	Male	
Instruction	Ranma can use any Equipment for +1 Attack once per Turn. The Equipment cannot be used for anything else.	
Quote	"I'm Ranma Saotome. Sorry about this."	

	Ranma Saotome (Girl)	Character
Abilities	Attack: 3/4, Defense: 4/3, Movement: 3/2, Charm: 4/3, Energy: 3/3	
Skills	Student, Cooking, Climbing, Seduction, Acrobatics, Martial Arts	
Gender	Female	
Instruction	Ranma can use any Equipment for +1 Attack once per Turn. The Equipment cannot be used for anything else.	
Quote	"I'm Ranma Saotome. Sorry about this."	

	Ratar-O	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Pilot, Military x2, Martial Arts	
Gender	Male	
Instruction	Once per game, Ratar-O can make any Mutant perform any action.	
Text	The commander of the Mutant forces on Plun-Darr.	
Quote	"Stand to attention when you see me underling."	
Categories	Mutant	

	Red-Eye	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 2, Energy: 0	
Skills	Peeping x2, Strength	
Gender	Male	
Instruction	Can use any View card.	
Text	Hails from the Dark Moon of Plun-Darr.	
Quote	"...against my eyes, color him finished."	
Categories	Lunatak	

	Rei Hino	Character
Abilities	Attack: 2/3, Defense: 2/3, Movement: 3/3, Charm: 3/4, Energy: 1/3	
Skills	ESP, Priest, Student	
Gender	Female	
Text	A boy-crazy shrine maiden.	
Quote	"Don't tell me what to do."	

	Reika Syu	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 5, Energy: 1	
Skills	Sports, Student, Strength, Martial Arts	
Gender	Female	
Text	The daughter of a Hong Kong mechant.	
Quote	"Eww, that look's painful."	

	Reika "Vision" Chang	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Music, Driving, Seduction, Marksman, Celebrity	
Gender	Female	
Instruction	If GD-42 and Quincy are in play, you may opt to Bonk Vision to Defeat both.	
Quote	"Miss Reika is too soft. She can't bring herself to kill people."	

	Ro-Bear Belle	Character
Abilities	Attack: 0, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Cooking, Pure Heart, Green Thumb	
Gender	Female	
Text	Ro-Bear Bill's Ro-Bear bride.	
Categories	Cyborg	

	Ro-Bear Bill	Character
Abilities	Attack: 0, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pure Heart, Green Thumb, Communications -1	
Gender	Male	
Text	Leader of the Berbil village.	
Quote	"From the planet Ro-Bear. Been here for Berbil years."	
Categories	Cyborg	

	Rokkon	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 3	
Skills	Priest, Magic, Strength, Climbing	
Gender	Male	
Instruction	+1 Energy vs. Demon and Spirit .	
Quote	"Just as I thought, he was under contract."	

	Ross Sylibus	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Police, Driving, Streetwise, Investigation x2	
Gender	Male	
Text	He transferred to Mars from Earth after his partner was killed by a robot.	
Quote	"Since I'm allowed a choice, I choose not to like something that pretends to be human."	
Categories	Cyborg	

	Ruby	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Speed, Student, Cooking	
Gender	Female	
Quote	"I cancelled a date for this?"	

	Ruka	Character
Abilities	Attack: 1, Defense: 5, Movement: 2, Charm: 6, Energy: 3	
Skills	Magic, Medic, Criminal, Seduction x2	
Gender	Female	
Instruction	May paralyze opponents during Combat at a cost of 1 Energy per opponent per round.	
Quote	"Regarded as the most talented creature alive in spell defense incantations."	
Categories	Spirit	

	Rumy	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Cooking, Military, Communications	
Gender	Female	
Instruction	+1 Charm vs. Male .	
Text	The youngest crew member of the Star Leaf.	
Categories	Hungry	

	Ryo Sanada	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Swordsman, Fire Element, Martial Arts	
Gender	Male	
Instruction	Additional +1 bonuses for all Fire Equipment.	
Quote	"Let me handle this."	

	Ryo-Ohki (Cabbit)	Character
Abilities	Attack: 1/6, Defense: 2/7, Movement: 1/1, Charm: 5/1, Energy: 0/0	
Skills	Phase, Flying, Computer	
Gender	Female	
Quote	"According to this data, Ryo-Ohki is a ruthless pirate that destroyed twenty-eight planets and sixty-nine colonies."	
Categories	Animal, Cute	

	Ryo-Ohki (Ship)	Character
Abilities	Attack: 6/1, Defense: 7/2, Movement: 1/1, Charm: 1/5, Energy: 0/0	
Skills	Flying, Computer x2	
Gender	Female	
Instruction	Can carry 4 Characters and their Equipment.	
Quote	"Um, I guess we can travel in that."	
Categories	Planetary Vehicle, Planetary	

	Ryoga Hibiki	Character
Abilities	Attack: 3/1, Defense: 4/2, Movement: 3/2, Charm: 2/4, Energy: 3/0	
Skills	Survival, Acrobatics, Strength x2, Martial Arts	
Gender	Male	
Instruction	Heads in a random direction every 3rd movement.	
Text	The eternally lost boy.	
Quote	"Oh sure, you waited three days, but when I got there on the fourth day, you had already turned tail and run!"	

	Ryoko	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Pilot, Phase, Flying, Strength, Seduction, Streetwise	
Gender	Female	
Instruction	Will not attack Tenchi .	
Quote	"My, I certainly am a pretty demon."	

	Ryoko Takeuchi	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Police, Driving, Streetwise, Marksman	
Gender	Female	
Instruction	Cannot be Charmed by Shunichi Sugishita .	
Text	Calm, cool, and a crack shot too.	
Quote	"I like my men to be a little more experienced."	

	Ryuji Sugashita	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Student, Shapechange, Martial Arts	
Gender	Male	
Instruction	Bonk if The Assimilator comes into play. Cannot re-enter play while The Assimilator is in play.	
Quote	"True, I'm handsome, and tall. And my family is very wealthy."	
Categories	Money	

	Sachiko Yokogawa	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pure Heart, Communications	
Gender	Female	
Quote	"Yokogawa, Public Relations department. If you have a minute sir, I think you may want to see these numbers."	

	Sagittarius Aiolos	Character
Abilities	Attack: 6, Defense: 6, Movement: 4, Charm: 3, Energy: 5	
Skills	Speed x2, Marksman, Strength x2, Weapons, Martial Arts, Lightning Element	
Gender	Male	
Instruction	Remove from game after 1 Turn.	
Categories	Gold Saint	

	Sailor Jupiter	Character
Abilities	Attack: 4/3, Defense: 4/3, Movement: 3/3, Charm: 4/3, Energy: 3/0	
Skills	Magic, Strength x2, Lightning Element	
Gender	Female	
Quote	"10,000 volts of heartbreak power looking for a boyfriend."	
Categories	Planetary	

	Sailor Mars	Character
Abilities	Attack: 3/2, Defense: 3/2, Movement: 3/3, Charm: 4/3, Energy: 3/1	
Skills	ESP, Magic, Fire Element	
Gender	Female	
Quote	"I'll humor you 'cuz you're dumb."	
Categories	Planetary	

	Sailor Mercury	Character
Abilities	Attack: 2/1, Defense: 3/2, Movement: 2/2, Charm: 3/2, Energy: 2/0	
Skills	Magic, Genius, Computer, Water Element	
Gender	Female	
Quote	"No matter what the obstacle is, let's tackle it head on."	
Categories	Planetary	

	Sailor Moon	Character
Abilities	Attack: 3/1, Defense: 3/2, Movement: 2/2, Charm: 4/3, Energy: 3/0	
Skills	Magic, Royalty, Pure Heart	
Gender	Female	
Quote	"In the name of the Moon, I will punish you!"	
Categories	Planetary	

	Sailor Venus	Character
Abilities	Attack: 3/2, Defense: 3/2, Movement: 3/3, Charm: 5/4, Energy: 3/0	
Skills	Magic, Police, Investigation	
Gender	Female	
Text	The double secret identity of the crime fighter Sailor V.	
Quote	"I will call the judgement of love upon you!"	
Categories	Planetary	

	Sakura Yamazaki	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 2	
Skills	Priest, Fashion, Driving, Student, Seduction	
Gender	Female	
Instruction	Can use O-fuda 3 times.	
Text	Trained by the CIA from a young age to hone her spiritual powers.	
Quote	"Howdy fellas..."	

	Sally	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Priest, Cooking, Military -1, Pure Heart	
Gender	Female	
Quote	"We cannot allow further harm to the environment. You are all, killing the Earth."	

	Sam O'Conner	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Streetwise	
Gender	Male	
Instruction	+1 all vs. Cyborg .	
Quote	"Zam-my-man"	

	Sandy	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Military, Weapons, Survival	
Gender	Female	
Text	Daughter of the famous Dr. Newman.	

	Score	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Driving, Weapons, Military, Survival, Marksman	
Gender	Female	
Quote	"I don't hang with Mars army."	

	Sean Ari	Character
Abilities	Attack: 2, Defense: 3, Movement: 3, Charm: 4, Energy: 2	
Skills	Magic, Savoir-Faire, Seduction x2	
Gender	Female	
Instruction	+1 Charm vs. Males .	
Text	Once Arshes Nei's trusted retainer, this sorcerer general, adept of talisman magic, has fallen to Dark Schneider's charms.	

	Seiji Date	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Swordsman, Martial Arts, Lightning Element	
Gender	Male	
Instruction	Additional +1 bonuses for all Lightning Equipment.	
Quote	"The bigger the enemy, the more determined I am."	

	Shampoo	Character
Abilities	Attack: 3/1, Defense: 3/3, Movement: 2/3, Charm: 3/4, Energy: 2/2	
Skills	Hunter, Cooking, Acrobatics, Martial Arts	
Gender	Female	
Quote	"When he's a boy, she wants him, when he's a girl, she wants him dead."	

	Shampoo (Cat)	Character
Abilities	Attack: 1/3, Defense: 3/3, Movement: 3/2, Charm: 4/3, Energy: 2/2	
Skills	Climbing, Survival	
Gender	Female	
Text	Shampoo fell into the pool of drowned cat at Jusenkyo.	
Quote	"Meow."	
Categories	Animal, Cute	

	Shaya Thoov	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Royalty, Merchant x2, Bureaucracy	
Gender	Female	
Instruction	+1 Defense when at the same Location as Manisha .	
Text	Abandoned her duties as head of the Thoov clan to live the carefree life of a trader.	

	Shayla-Shayla	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 4	
Skills	Priest, Acrobatics, Fire Element	
Gender	Female	
Instruction	Additional +1 bonuses for all Fire effects.	
Text	Youngest and most violent of the Muldoon Priestesses.	
Quote	"They always have to learn the hard way."	
Categories	Muldoon	

	Shildy	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Medic, Military, Investigation	
Gender	Female	
Quote	"There won't be any winners in this war."	

	Shin Mori	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Swordsman, Martial Arts, Water Element	
Gender	Male	
Instruction	Additional +1 bonuses for all Water Equipment.	
Text	Shin is the quiet one in the group.	

	Shiris	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Military, Swordsman, Investigation	
Gender	Female	
Text	Sword for hire.	
Quote	"And that's why we're bowing out of this job, eh Orson."	

	Shizuru Kuwabara	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	ESP, Fashion, Martial Arts, Savoir-Faire	
Gender	Female	
Instruction	+1 Attack vs. Kuwabara . Cannot be attacked by Kuwabara .	
Text	Kuwabara's nagging older sister.	
Quote	"Look at it this way, if demons did have toilets, would you really want to sit on them?"	

	Shu Rei Fuan	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Weapons, Martial Arts, Earth Element	
Gender	Male	
Instruction	Additional +1 bonuses for all Earth Equipment.	
Quote	"Can't fight on an empty stomach."	

	Shunichi Sugishita	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Police, Seduction	
Gender	Male	
Instruction	All other Characters in party gain the Police skill.	
Text	Sugishita is the liaison between the T.A.C. and the police.	

	Shunrei	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Priest, Cooking, Pure Heart	
Gender	Female	
Instruction	Shiryu is +1 Defense when Shunrei is at your Haven.	
Text	Shunrei is an abandoned orphan found by Dohko. She cares deeply of Shiryu, praying for his safety through his fights.	

	Shuten	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Priest, Weapons, Martial Arts	
Gender	Male	
Instruction	+1 all vs. Demon .	
Text	The former Warlord of Demons.	
Quote	"I will lay down my life to carry out Kaos' promise."	

	Sister Angela	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 3, Energy: 0	
Skills	Priest, Teacher	
Gender	Female	
Instruction	Prevents Kosaku's abilities from being reduced.	
Text	Nun in training, teaches at Santa Maria Kindergarten.	
Quote	"I'll pray for you every day."	

	Slay	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Pilot, Savoir-Faire -1	
Gender	Male	
Instruction	Slay cannot protect Mimsy .	
Text	Mimsy's fiancé.	
Quote	"We should be completely open with each other."	

	Slayn	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 4	
Skills	Magic x3	
Gender	Male	
Quote	"My magic isn't yet what it could be. I still have many more books to read."	

	"Sleepy" John Estes	Character
Abilities	Attack: 5, Defense: 8, Movement: 2, Charm: 4, Energy: 0	
Skills	Police x2, Strength x2, Criminal	
Gender	Male	
Text	A.k.a The Mad Bull.	
Quote	"In the 34th Precinct, I'm the law! And no scumbag is gonna get away with shit while I'm alive!"	

	Slithe	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 2, Energy: 0	
Skills	Cooking, Strength, Military	
Gender	Male	
Text	Ruthless leader of the Mutants.	
Quote	"We are the fear-makers, not the ones who fear."	
Categories	Mutant	

	"Snarf" Osbert	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Cooking, Pure Heart, Communications	
Gender	Male	
Text	Lion-O's overprotective guardian.	
Quote	"You never know what you can do until you try."	
Categories	Snarf	

	Snarfer	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Tech, Pilot, Student, Pure Heart	
Gender	Male	
Text	Nephew of Snarf, and a graduate of "Snarf College".	
Quote		
Categories	Snarf	

	Snowman	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 3, Energy: 1	
Skills	Royalty, Weapons, Ice Element	
Gender	Male	
Text	The knight of Hook Mountain castle.	
Quote	"Friendship, honor, and alliance must be earned, youth. Earned in deadly combat."	

	Snowmeow	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Speed, Strength	
Gender	Male	
Instruction	+2 Defense vs. Ice .	
Text	Snowman's loyal steed.	
Categories	Animal	

	Spea	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Mech, Medic, Military, Communications	
Gender	Female	
Text	Salvage and soldier recovery technician on the Lorilei.	

	Specs	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Investigation, Communications	
Gender	Male	
Instruction	Can use any Science card.	
Quote	"The deal is we offer you security."	
Categories	Science	

	Squad Leader Brenten	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Survival, Blind Luck	
Gender	Male	
Quote	"I'm keeping myself on a leash. Just once in my life, I'd like to rob a bank, too!"	

	Super Saiyan Goku	Character
Abilities	Attack: 7, Defense: 9, Movement: 4, Charm: 0, Energy: 7	
Skills	Speed x2, Flying x3, Strength x4, Martial Arts x3	
Gender	Male	
Instruction	If Goku is Bonked 3 times, he can be replaced by this card every 3rd Turn for a Turn at a time. All other Characters at the Location automatically take 1 Damage per round.	
Categories	Saiyan	

	Super Saiyan Goten	Character
Abilities	Attack: 5, Defense: 6, Movement: 4, Charm: 0, Energy: 5	
Skills	Speed x2, Flying x3, Strength x2, Martial Arts x3	
Gender	Male	
Instruction	If Goten reaches Energy = 7 , he can be replaced by this card every 3rd Turn for a Turn at a time. All other Characters at the Location automatically take 1 Damage per round.	
Categories	Saiyan	

	Super Saiyan Trunks	Character
Abilities	Attack: 6, Defense: 7, Movement: 4, Charm: 0, Energy: 5	
Skills	Speed x2, Flying x3, Strength x2, Martial Arts x3	
Gender	Male	
Instruction	If Trunks reaches Energy = 8 , he can be replaced by this card every 3rd Turn for a Turn at a time. All other Characters at the Location automatically take 1 Damage per round.	
Categories	Saiyan	

	Susan Sommers	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 3, Energy: 0	
Skills	Artist, Streetwise, Communications	
Gender	Female	
Text	Independent Press reporter from Earth.	
Quote	"Gee what a picture! Go on, fire!"	

	Sylia Stingray	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Tech, Mech, Pilot, Genius, Computer, Streetwise, Bureaucracy	
Gender	Female	
Text	Leader of the Knight Sabers.	
Quote	"I've got a hunch Genom's involved and that today's explosion is related to it."	

	Sylvie	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 6, Energy: 0	
Skills	Pilot, Driving, Computer, Strength, Seduction, Acrobatics	
Gender	Female	
Instruction	Cannot be attacked by 33-S Sexaroid .	
Text	An escaped 33-S Sexaroid Boomer.	
Quote	"Be free Sylvie...free enough for all of us."	
Categories	Android, Boomer	

	Tatsumi Tokumaru	Character
Abilities	Attack: 3, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Martial Arts, Savoir-Faire, Swordsman	
Gender	Male	
Text	Tatsumi is Saori's butler, bodyguard, and right-hand man. He was in charge of overseeing the orphans who were to be sent out, all over the world, to train to become Saints.	

	Tenchi Masaki	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 5	
Skills	Student, Royalty, Swordsman, Savoir-Faire	
Gender	Male	
Quote	"Tenchi, same name as the sword. Tenchi can't be copied. Very clever Tsunami. You've won, boy." - Kagato	
Categories	Juraian	

	Thunder Empress Arshes Nei	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 5	
Skills	Music, Magic x2, Weapons, Swordsman, Fire Element	
Gender	Female	
Instruction	Will not attack Dark Schneider if his Health is below 2.	
Text	Half dark elf and half human, she has a love-hate relationship with Dark Schneider, wielding sword and magic against him.	

	Tia Noto Yoko	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Priest, Pure Heart, Martial Arts	
Gender	Female	
Instruction	If any Male engages her in Charm Combat she will automatically begin Physical Combat.	
Text	Fifteen years old and the only one who can exert any control over Dark Schneider.	

	Tien	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 4	
Skills	Flying, Strength, Splitting, Pure Heart, Martial Arts x2	
Gender	Male	
Instruction	If not Bonked, will heal 1 Health per round.	
Text	The serious, three-eyed companion and protector of Chiao-Tzu.	

	Tita Mu Koshigaya	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Pilot, Hunter, Climbing	
Gender	Female	
Instruction	+1 Attack vs. Animal .	
Text	Captain of the Cha-Cha Maru.	
Quote	"Chasing cloud whales across the Sea of Clouds is my life."	

	Toma Hashiba	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Marksman, Martial Arts, Air Element	
Gender	Male	
Instruction	Additional +1 bonuses for all Air Equipment.	
Quote	"If it means I can save everyone, I'll give up my life!"	
Categories	Planetary	

	Tomoko Saeki	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Student, Celebrity, Seduction	
Gender	Female	
Text	Miss Fukoma High.	
Quote	"Just kidding."	

	Tora	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 2, Energy: 4	
Skills	Phase, Speed, Flying, Strength, Lightning Element	
Gender	Male	
Text	Trapped by the Beast Spear for the past five centuries.	
Quote	"Are monsters such a rare thing nowadays?"	
Categories	Animal, Demon	

	Trunks	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Flying, Strength, Streetwise, Martial Arts	
Gender	Male	
Text	Bulma and Vegeta's son combines all the qualities that make them so lovable.	
Categories	Saiyan	

	Tug-Mug	Character
Abilities	Attack: 5, Defense: 5, Movement: 2, Charm: 2, Energy: 0	
Skills	Strength x2, Marksman, Acrobatics	
Gender	Male	
Text	Strong enough to snap the Sword of Omens like a twig.	
Quote	"I have no fear of Thundercats."	
Categories	Lunatak	

	Tuxedo Mask	Character
Abilities	Attack: 3/2, Defense: 3/2, Movement: 3/3, Charm: 5/4, Energy: 1/0	
Skills	Royalty, Seduction, Swordsman	
Gender	Male	
Instruction	If Usagi Tsukino comes into play Tuxedo Mask automatically transforms.	
Quote	"And now, farewell. Until we meet again."	

	Tygra	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 3, Energy: 0	
Skills	Tech, Phase, Swimming	
Gender	Male	
Text	A trained architech, he designed the Cats' Lair and Tower of Omens.	
Quote	"Good is not that easily defeated by evil."	
Categories	Thunderian, Science	

	Ukyo Kuonji	Character
Abilities	Attack: 3, Defense: 4, Movement: 2, Charm: 3, Energy: 2	
Skills	Student, Cooking x2, Martial Arts	
Gender	Female	
Instruction	Will not attack Ranma .	
Quote	"How dare you force a woman to tell you something like that, you insensitive jerk!"	

	Unicorn Jabu	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 3	
Skills	Martial Arts, Savoir-Faire -1	
Gender	Male	
Text	Even as a child he was very obedient to Saori, going so far as to let her ride him like a horse.	
Categories	Bronze Saint	

	Unipuma	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Music, Criminal, Seduction, Streetwise, Acrobatics	
Gender	Female	
Instruction	+1 Attack when at the same Location as Annapuma .	
Quote	"Anna, with this audience, it'll be worth our while."	
Categories	Android	

	Usagi Tsukino	Character
Abilities	Attack: 1/3, Defense: 2/3, Movement: 2/2, Charm: 3/4, Energy: 0/3	
Skills	Student, Pure Heart	
Gender	Female	
Text	A clutzy fourteen-year-old, unlike any other...	
Quote	"If there's a top of the class, there has to be a bottom too."	

	Ushio Aotsuki	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Skills	Artist, Weapons, Student	
Gender	Male	
Text	The son of a temple priest and priestess.	
Quote	"Anyone with a brain knows that monsters and ghosts aren't real!"	

	Vultureman	Character
Abilities	Attack: 2, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Tech, Mech, Genius, Weapons	
Gender	Male	
Instruction	Can use any Mutant card.	
Text	The great Mutant inventor.	
Quote	"Might is right, Thundercat. And you might as well give in now."	
Categories	Mutant	

	Washu	Character
Abilities	Attack: 3/2, Defense: 3/4, Movement: 3/2, Charm: 4/2, Energy: 5/6	
Skills	Medic, Teacher, Computer, Genius x2, Seduction	
Gender	Female	
Instruction	All other Characters in party are +1 Health.	
Quote	"I like you. Would you like to be a guinea pig for my experiments?"	
Categories	Dimensional	

	White Blaze	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Speed, Hunter, Climbing, Strength	
Gender	Male	
Instruction	Opponents cannot gain bonuses vs. Animal .	
Quote	"Roar!"	
Categories	Animal	

	Willa	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Hunter, Royalty, Marksman, Acrobatics	
Gender	Female	
Text	Queen of the warrior maidens.	
Quote	"Willa. Soft name for such a tough girl." - Lion-O	

	Wilykat	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Comedian, Acrobatics	
Gender	Male	
Instruction	+1 Attack when at the same Location as Wilykit .	
Text	The more cautious of the Thunderkittens.	
Quote	"I can't run, but I'm not going down without a fight!"	
Categories	Thunderian	

	Wilykit	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Comedian, Acrobatics	
Gender	Female	
Instruction	+1 Defense when at the same Location as Wilykat .	
Text	The more carefree of the Thunderkittens.	
Quote	"Safe is boring."	
Categories	Thunderian	

	Wizz-Ra	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 4, Energy: 5	
Skills	ESP, Priest, Magic x2, Royalty	
Gender	Male	
Instruction	Cannot be used as a Starting Character. Stays in play a maximum of 1 Turn, and is then shuffled back into Draw pile.	
Text	Exiled thousands of years ago by the Great Sphinx.	
Categories	Dimensional	

	Wolf Nachi	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Skills	Speed, Martial Arts	
Gender	Male	
Text	Calm and easy going, he spent his youth training in Liberia.	
Categories	Bronze Saint	

	Woodchuck	Character
Abilities	Attack: 4, Defense: 3, Movement: 4, Charm: 2, Energy: 0	
Skills	Speed, Criminal, Weapons, Streetwise	
Gender	Male	
Text	A mysterious thief fleeing war for greener pastures.	
Quote	"You know, looks are about equal down here."	

	Yajirobe	Character
Abilities	Attack: 1, Defense: 2, Movement: 1, Charm: 1, Energy: 0	
Skills	Medic, Driving, Streetwise, Swordsman, Bureaucracy	
Gender	Male	
Instruction	Yajirobe can Run Away alone.	
Text	Korrin's assistant. He carries a big, samurai style sword.	
Quote	"Yes, even you Yajirobe, have a contribution to make." - Kami	
Categories	Hungry	

	Yamcha	Character
Abilities	Attack: 4, Defense: 3, Movement: 2, Charm: 5, Energy: 2	
Skills	Pilot, Sports, Hunter, Celebrity, Martial Arts	
Gender	Male	
Instruction	-6 Charm Attack vs. Female .	
Quote	"I'm a little nervous around girls."	

	Yoko Kurama	Character
Abilities	Attack: 5/4, Defense: 5/4, Movement: 4/3, Charm: 4/5, Energy: 4/3	
Skills	Flying, Criminal, Weapons, Seduction, Green Thumb x2	
Gender	Male	
Text	Kurama's true form.	
Quote	"Worthy to fight, worthy to die."	
Categories	Demon	

	Yoko Ryuzaki	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Student, Fashion, Streetwise, Shapechange	
Gender	Female	
Text	The illegitimate great-granddaughter of Adolf Hitler.	
Quote	"Once begun, the job is finished. Thus is life."	

	Yoriko Nikaidou	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Tech, Police, Peeping, Communications -1	
Gender	Female	
Text	An incorrigible gossip.	
Quote	"heh heh heh"	

	Yoshiki Yaegashi	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 2, Energy: 0	
Skills	Genius, Peeping, Weapons -1, Computer x2	
Gender	Male	
Instruction	Any change in his Peeping or Computer skills affect the other.	
Quote	"Don't pair me with Yaegashi!" - Kome	

	Young Belldandy	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 4	
Skills	Magic, Phase, Music	
Gender	Female	
Instruction	May stay on the Field no more than 4 Turns without returning to Haven. If still on Field at the end of 4th Turn, Bonk.	
Quote	"One week of summer, that was fulfilling as a year, seemed as short as a day."	
Categories	Divine	

	Young Biker Inorganic	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Mech, Speed, Driving, Streetwise	
Gender	Male	
Instruction	Divide Charm Attack by 2. Charm Defense is normal.	
Quote	"I hate women!!!"	
Categories	Robot	

	Young Gohan	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Flying, Student, Strength, Pure Heart, Martial Arts	
Gender	Male	
Text	After Piccolo sacrifices himself to protect Gohan from the Saiyans, Gohan vows to resurrect his friend and journeys to Namek to locate the original Dragon Balls and wish Piccolo back to life.	
Categories	Saiyan	

	Yu Kaito	Character
Abilities	Attack: 0, Defense: 4, Movement: 2, Charm: 2, Energy: 0	
Skills	Genius, Student	
Gender	Male	
Instruction	Combat cannot be initiated at his Location, unless Genius x2 is present.	
Quote	"You have to beat me at my game."	
Categories	Dimensional	

	Yukina	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 3	
Skills	Medic, Pure Heart, Ice Element x2	
Gender	Female	
Text	Hiei's twin sister, and Kuwabara's oblivious crush.	
Quote	"Big clown. I wonder if he says that to everyone?"	
Categories	Ice, Demon	

	Yusuke Urameshi	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Peeping, Student -1, Martial Arts, Streetwise x2	
Gender	Male	
Instruction	+1 Attack & Energy when a Character in his group is Killed.	
Quote	"This day did start out weird. I went to school."	

	Yuuichirou Kumada	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Priest, Student, Streetwise	
Gender	Male	
Text	The son of a wealthy family, trying to find his own way in the world.	
Quote	"I train so I can become a better person."	

	Mr. Popo	Character
Abilities	Attack: 3, Defense: 4, Movement: 2, Charm: 2, Energy: 3	
Skills	Flying, Teacher, Martial Arts, Bureaucracy	
Gender	Male	
Instruction	Once per game, can move directly to any Location.	
Text	Attendant to the Guardian of Earth, and caretaker of the Lookout.	
Quote	" "	
Categories	Divine, Dimensional	

	Arale Norimaki	Character
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3, Energy: 5	
Skills	Flying	
Gender	Female	
Instruction		
Text		
Quote		
Categories	Android	

	Baba	Character
Abilities	Attack: 1, Defense: 2, Movement: 4, Charm: 2, Energy: 5	
Skills	ESP, Phase, Magic, Flying, Investigation x2, Communications	
Gender	Female	
Instruction	Every 3rd Turn, Baba can revive one of your Killed Characters or a Defeated Disaster. Place it at any Location. It stays in play for 1 Turn. You will control the Character, but not the Disaster.	
Categories	Dimensional	

	Bora	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 3, Energy: 0	
Skills	Hunter x2, Strength, Pure Heart	
Gender	Male	
Instruction		
Text		
Quote		

	Emperor Pilaf	Character
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3, Energy: 3	
Skills	Royalty x2	
Gender	Male	
Instruction		
Text		
Quote	"Bossing people around is one of my strong points."	

	Kami	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 6	
Skills	Magic, Flying, Splitting	
Gender	Male	
Instruction	All other Characters in party are +1 Energy.	
Text		
Categories	Alien, Namek, Dimensional	

	Kid Chi-Chi	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Strength, Pure Heart, Martial Arts	
Gender	Female	
Instruction		
Text		
Quote		

	Kid Krillin	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 2, Energy: 1	
Skills	Priest, Speed, Peeping, Martial Arts	
Gender	Male	
Text	The smallest monk of the Orin Temple, he fled his bullies to seek out the training of the great Turtle Hermit.	
Quote		

	Launch (Bad)	Character
Abilities	Attack: 3/1, Defense: 3/1, Movement: 2/2, Charm: 5/2, Energy: 0/0	
Skills	Weapons, Driving x2, Seduction, Streetwise, Acrobatics	
Gender	Female	
Instruction	Can Equip any Weapon as a Flash Effect.	
Text		

	Launch (Good)	Character
Abilities	Attack: 1/3, Defense: 1/3, Movement: 2/2, Charm: 2/5, Energy: 0/0	
Skills	Cooking, Pure Heart	
Gender	Female	
Text		
Quote	"Did she do anything bad to you?"	

	Mai	Character
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3, Energy: 0	
Skills	Tech, Pilot	
Gender	Female	
Instruction		
Text		
Quote		

	Master Roshi	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 3	
Skills	Priest, Teacher, Peeping x2, Martial Arts, Savoir-Faire	
Gender	Male	
Instruction	All other Characters in party gain a Martial Arts skill.	
Text		
Quote		

	Mr. Popo	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Student, Strength x3, Acrobatics, Communications	
Gender	Male	
Instruction		
Text		
Quote		

	Oolong	Character
Abilities	Attack: 4/1, Defense: 4/1, Movement: 3, Charm: 0, Energy: 0	
Skills	Driving, Peeping, Streetwise x2, Shapechange, Investigation	
Gender	Male	
Instruction	Use 2nd stats after Damage is taken.	
Text		
Quote		
Categories	Animal	

	Puar	Character
Abilities	Attack: 1, Defense: 1, Movement: 1, Charm: 4, Energy: 0	
Skills	Flying, Shapechange x2	
Gender	Male	
Instruction	May declare any 1 additional skill during Equip Phase.	
Text	Graduate of...	
Quote		

	Shu	Character
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3, Energy: 3	
Skills	Pilot, Swordsman	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Animal, Ninja	

	Young Bulma	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Student, Strength x3, Acrobatics, Communications	
Gender	Female	
Instruction		
Text		
Quote		

	Young Yajirobe	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Student, Strength x3, Acrobatics, Communications	
Gender	Male	
Instruction		
Text		
Quote		

	Young Yamcha	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 4, Energy: 2	
Skills	Hunter, Driving, Criminal, Martial Arts	
Gender	Male	
Instruction	-6 Charm Attack vs. Female .	
Text		
Quote	"He's absolutely dreamy!" - Bulma	

	A Goddess' Kiss	Enhancement
Bonus	Attack: +1, Movement: +1	
Instruction	+1 Attack & Movement.	
Quote	"For luck. I guarantee it's effectiveness."	
Categories	Move	

	Akagiyama Missiles	Enhancement
Bonus	Attack: +3	
Requirements	Battlesuit or Robot or Android or Cyborg	
Uses	2	
Quote	"I see smoke! They must be over there!!!" - Ine	
Categories	Missile, Weapon	

	Animal Cruelty	Enhancement
Cost	Charm: -1	
Bonus	Attack: +3	
Skills	Pure Heart -1	
Instruction	+3 Attack vs. Animal . -1 Charm. Lose all Pure Heart .	
Quote	"Please don't hurt her. I'll do anything you want." - Kuwabara	
Categories	Fear	

	Apprentice of Magic	Enhancement
Skills	Magic, Student	
Instruction	Gives the Magic & Student skills, but does not increase existing skills.	

	ARIEL Gun	Enhancement
Bonus	Attack: +1	
Requirements	Mecha	
Instruction	Play on a Mecha . +1 Attack.	
Quote	"Die! Die! Die! Die!" - Kazumi	
Categories	Mecha, Weapon	

	ARIEL Missiles	Enhancement
Bonus	Attack: +2	
Requirements	Mecha	
Uses	2	
Instruction	Play on a Mecha . +2 Attack.	
Quote	"Turn around and hit it with the missiles!" - Mia	
Categories	Mecha, Missile, Weapon	

	ARIEL Rocket Launcher	Enhancement
Bonus	Attack: +3	
Requirements	Mecha	
Uses	1	
Instruction	Play on a Mecha . +3 Attack.	
Quote	"Ready Kazumi? This will be the blow that finishes him!" - Mia	
Categories	Mecha, Missile, Weapon	

	Armor of Inferno	Enhancement
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Armor of Wildfire	
Instruction	Additional +1 bonuses for Armor of Wildfire .	
Text	Ultra-ballistic power.	
Quote	"I will show you what the human spirit is about!" - Ryo	
Categories	Fire, Battlesuit	

	Armor of the Demon Ape	Enhancement
Bonus	Defense: +1	
Requirements	Demon	
Skills	Strength	
Instruction	Gives the Strength skill or +1 to an existing skill. +1 Defense. Limit 1 per Character.	
Text	This is the first of Kuro Momotaro's beast armors created by the Steaming Spheres.	
Categories	Animal, Demon	

	Armor of the Demon Dog	Enhancement
Bonus	Attack: +1	
Requirements	Armor of the Demon Pheasant	
Skills	Speed	
Instruction	Gives the Speed skill or +1 to an existing skill. +1 Attack. Limit 1 per Character.	
Quote	"It might just be fun to go all the way." - Kuro Momotaro	
Categories	Animal, Demon	

	Armor of the Demon Pheasant	Enhancement
Bonus	Health: +1	
Requirements	Armor of the Demon Ape	
Skills	Flying	
Instruction	Gives the Flying skill or +1 to an existing skill. +1 Health. Limit 1 per Character.	
Quote	"This sequel to his beast armor is even bigger and badder than the first one." - Koto	
Categories	Animal, Demon	

	Assassin Disguise	Enhancement
Instruction	Appear as opposite sex. Hide an Item so it is not detected by Disasters.	
Quote	"It's a gift, a present for your boyfriend." - Kiriya	
Categories	Lingerie, Illusion, Phantom Tribe	

	Athena's Scepter	Enhancement
Instruction	Play on a Silver Saint Disaster on the Turn it comes into play. Play as your Character for the duration of the game.	

	Battle Queen	Enhancement
Bonus	Defense: +1	
Skills	Driving -1, Royalty	
Instruction	Gives the Royalty skill or +1 to an existing skill. Lose a Driving skill. Add 1 to your Defense.	
Quote	"Each team has a queen her own riders try to protect. Get her and there's a three point bonus." - Bartender	

	Battle Scar	Enhancement
Cost	Health: -1	
Bonus	Charm: +1	
Instruction	+1 Charm. -1 Health. No Health cost if Health has been reduced by another effect.	
Quote	"That fight must have left you with a pretty nasty scar." - Sachiko	
	Better Off Dead	Enhancement
Instruction	Health = 1. Discard any 1 Disaster and retrieve any Items it is carrying. This card may be only be Discarded when you are Killed.	
Categories	Medical	
	Black Magic of Human Form	Enhancement
Skills	Shapechange	
Instruction	Gives the Shapechange skill or +1 to an existing skill.	
Quote	"For thirteen years I studied..." - Princess Vina	
Categories	Magic	
	Brain Registration	Enhancement
Skills	Hunter	
Instruction	Gives the Hunter skill or +1 to an existing skill.	
Quote	"Using the laser we will now imprint your registration number on your brain tissue. Please hold still." - Deckman 10	
Categories	Cyborg	
	Bump on the Head	Enhancement
Instruction	Play on a Combat Disaster with a base combined Attack & Defense < 13 on the Turn it comes into play. Play as your Character for the duration of the game. Limit 2 per deck.	
Quote	"Any other child would have died, but you recovered, and from then on you were a normal, loving boy." - Master Roshi	
	Bureaucrat Disguise	Enhancement
Skills	Bureaucracy	
Instruction	Gives the Bureaucracy skill or +1 to an existing skill.	
Quote	"Stamp? Sure. Stamp? Sure. Approval? Sure." - Koenma	
Categories	Illusion	
	Cable Gadget	Enhancement
Skills	Climbing	
Instruction	Gives the Climbing skill or +1 to an existing skill.	
Quote	"...and I was hoping to go down." - Iria	

	Catsuit	Enhancement
Uses	1	
Instruction	Scavenge any Ice Location.	
Quote	"Thermal Thunder-wear." - Snarfer	
Categories	Thunderian, Ice, Clothing	
	Chanting the Sutra	Enhancement
Skills	Priest	
Instruction	Gives the Priest skill or +1 to an existing skill. Access Dimensional Locations.	
Categories	Dimensional	
	Cherry on Top	Enhancement
Instruction	Play on a Vehicle . Vehicle gains Police category.	
Quote	"Yahoo!"	
Categories	Police	
	Clean Livin'	Enhancement
Cost	Charm: -2	
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense. -2 Charm. Mr. Fujisawa gains +2. Limit 1 per Character.	
Quote	"I don't go on the wagon for nothing." - Mr. Fujisawa	
	Cosmos	Enhancement
Bonus	Energy: +1	
Instruction	+1 Energy.	
	Crownan	Enhancement
Skills	Comedian	
Instruction	Gives the Comedian skill or +1 to an existing skill.	
Quote	"Feather face am I? Well let me ask you who's behind bars, Luna, you or me?"	
Categories	Animal	
	Crystal Saint	Enhancement
Skills	Ice Element	
Instruction	Gives the Ice Element skill or +1 to an existing skill.	
Categories	Silver Saint	
	Cyborg Disguise	Enhancement
Instruction	Gain Cyborg category.	
Quote	"Casshan? Can it be you've come at last?"	
Categories	Cyborg, Illusion	

	Dark Magician Disguise	Enhancement
Skills	Magic	
Instruction	Gives the Magic skill or +1 to an existing skill.	
Categories	Magic, Illusion	
	Data Stream	Enhancement
Requirements	Computer	
Instruction	Use any 1 skill from any of your other Characters on the Field or in your Haven that have the Computer skill.	
Categories	Computer, Science	
	Dedicated Student	Enhancement
Skills	Student	
Instruction	Gives the Student skill or +1 to an existing skill.	
Quote	"If I study all night, there may be a chance." - Kuwabara	
Categories	School	
	Diver Disguise	Enhancement
Skills	Swimming	
Instruction	Gives the Swimming skill or +1 to an existing skill.	
Text	Bloop	
Categories	Water, Illusion	
	Doctor Disguise	Enhancement
Skills	Medic	
Instruction	Gives the Medic skill or +1 to an existing skill.	
Categories	Illusion	
	Don't be Stupid	Enhancement
Instruction	Negate a single negative skill.	
Quote	"I say we get all the girls who work here to do a striptease on camera."	
	Don't Touch	Enhancement
Bonus	Charm: +1	
Instruction	Characters may not initiate any Combat on this Character.	
Categories	Clothing, Android	
	Dream Escape	Enhancement
Instruction	Character is unaffected by Fear cards.	
Categories	Dream	

	Drum Bombs	Enhancement
Bonus	Attack: +2	
Requirements	Vehicle	
Uses	2	
Instruction	Play on a Vehicle .	
Categories	Weapon	

	Energy Bat	Enhancement
Requirements	Shapechange	
Skills	Lightning Element	
Instruction	Gives the Lightning Element skill or +1 to an existing skill.	
Categories	Illusion, Fear, Animal	

	Energy Blade	Enhancement
Cost	Energy: -2	
Bonus	Attack: +3	
Instruction	+3 Attack. -2 Energy. +1 Defense if you have Swordsman .	

	Exorcism Circle	Enhancement
Cost	Energy: -4	
Uses	1	
Instruction	For the cost of 4 Energy, Discard 1 Disaster.	
Categories	Magic	

	Fashionista Disguise	Enhancement
Skills	Fashion	
Instruction	Gives the Fashion skill or +1 to an existing skill.	
Quote	"You didn't make that wedding dress, so it'll be cheating." - Ami	
Categories	Illusion	

	Fatora Disguise	Enhancement
Skills	Royalty	
Instruction	Gives the Royalty skill or +1 to an existing skill.	
Quote	"Do you think I enjoy dressing like this?" - Makoto "Quite possibly..." - Shayla	
Categories	Illusion, Clothing	

	Festival Disguise	Enhancement
Skills	Fashion	
Instruction	Gives the Fashion skill or +1 to an existing skill.	
Quote	"Tada! I hope you like it, because I brought each of you one of my old yukatas to wear to the celebration." - Shoko	
Categories	Clothing	

	Fine Suit	Enhancement
Bonus	Charm: +1	
Skills	Savoir-Faire	
Instruction	Gives the Savoir-Faire skill or +1 to an existing skill. +1 Charm.	
Text	Hand tailored by Launch.	
Quote	"You look adorable." - Launch	
Categories	Clothing	
	Flight Attendant Disguise	Enhancement
Skills	Survival	
Instruction	Gives the Survival skill or +1 to an existing skill.	
Quote	"It's my sworn duty to see the passengers have a safe and pleasant trip." - Usagi	
Categories	Illusion	
	Flintstones Brakes	Enhancement
Requirements	Strength	
Instruction	Prevent a Vehicle from being sent in a random direction.	
	Fortune Teller Disguise	Enhancement
Skills	ESP	
Instruction	Gives the ESP skill or +1 to an existing skill.	
Quote	"Prepare, as I will now predict your future." - Usagi	
Categories	Illusion	
	Freezon Crystals	Enhancement
Uses	3	
Instruction	Opponent has no actions for 1 round.	
Text	Laced with Thundernip.	
Categories	Magic, Ice	
	Fur Suit	Enhancement
Cost	Charm: -1	
Instruction	Gain Animal category.	
Categories	Animal, Clothing	
	Gene Doubling	Enhancement
Cost	Energy: -2	
Instruction	-2 Energy. Character's base skills are doubled.	
Quote	"Without further testing on the subject in question, the results will be unpredictable."	
Categories	Science	

	Going Undercover	Enhancement
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill. Appear as opposite sex.	
Categories	Clothing, Lingerie, Illusion	
	Going Up!	Enhancement
Skills	Climbing	
Instruction	Gives the Climbing skill or +1 to an existing skill.	
	Good Deed	Enhancement
Skills	Pure Heart	
Instruction	Gives the Pure Heart skill but does not increase an existing skill.	
	Gun Port	Enhancement
Instruction	Play on a Vehicle . One Character may attack from inside the Vehicle .	
Quote	"I'll swing around to their left. You blow a hole through their engine." - Bean Bandit	
	Gym Clothes	Enhancement
Skills	Student	
Instruction	Gives the Student skill or +1 to an existing skill.	
Categories	Illusion, School	
	Heavy Gravity Training	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Instruction	+1 Attack, Defense, or Movement for each Turn Character remains in Haven (up to 3 Turns). Limit 1 per Character.	
Text	Goku builds immense strength training at from 10 to 100 G's in Dr. Brief's Gravity Ship on his journey from Earth to Namek.	
	Hey, Get Off!	Enhancement
Cost	Movement: -1	
Requirements	Flying Vehicle	
Instruction	Play on a Flying Vehicle . -1 Movement. Increase the capacity by 1.	
Quote	"Haven't you fallen off yet?" - Fujikuro	
	Hide and Seek Master	Enhancement
Instruction	Character is unaffected by Illusion cards.	
Quote	"I see you." - Goku	
	High Fashion	Enhancement
Skills	Fashion	
Instruction	Gives the Fashion skill or +1 to an existing skill.	
Quote	"Look at you. And dressing Mughi up in that outfit." - Yuri	
Categories	Illusion	

	Hot Musician Disguise	Enhancement
Bonus	Charm: +1	
Skills	Music	
Instruction	Gives the Music skill or +1 to an existing skill. +1 Charm.	
Quote	"So what do you think? Pretty cool, huh?" - Usagi	
Categories	Music, Illusion	
	House Fly Disguise	Enhancement
Instruction	Gain Bugrom category.	
Quote	"Maybe this wasn't such a great idea." - Mumm-Ra	
Categories	Bugrom, Illusion	
	How to Shoot	Enhancement
Skills	Marksman	
Instruction	Gives the Marksman skill or +1 to an existing skill.	
Quote	"Pull your elbow in a little more. That's it." - Gren	
	I Like to Watch	Enhancement
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill, and the ability to pierce Illusions .	
Text	For some reason, Krillin is always looking out the window. Perhaps that's why he's the first to notice Raichi and Zaakro and their "Namek" aren't what they seem to be.	
	I Like to Watch	Enhancement
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill, and the ability to pierce Illusions .	
Quote	"I have a feeling Goku's going to need our help." - Krillin	
	I'm Buyin'	Enhancement
Uses	1	
Instruction	Duration: 3 Turns. Make any 1 Character drunk. Stats -2 to a minimum of 1.	
Quote	"Hey buddy, drink up!" - Shayla	
Categories	Gift, Alcohol	
	Idol Disguise	Enhancement
Skills	Music, Celebrity	
Instruction	Gives the Music & Celebrity skills or +1 to existing skills.	
Quote	"Alright! It's decided. I'll take you to the T.V. station." - Yaegashi	
Categories	Fame, Music, Illusion	

	Idol Training	Enhancement
Instruction	+2 all vs. Music .	
Quote	"Shiny love. My heart beats with summer love." - Maron Namikaze	
Categories	Music	
	Immortality	Enhancement
Instruction	Character cannot be Killed, only Bonked. This card cannot be removed.	
Text	The demon lord Garlic, Jr. managed to collect all seven Dragon Balls and gain his wish for immortality. May it serve you better than it did him.	
Categories	Magic	
	Immovable Object	Enhancement
Cost	Energy: -1*	
Instruction	For 1 Energy, prevent a Character in your party from being moved to another Location.	
Quote	"What is this? How can he just stand there like that?!" - Garlic, Jr.	
Categories	Holding	
	Inhuman Strength	Enhancement
Skills	Strength	
Instruction	Gives the Strength skill or +1 to an existing skill.	
Quote	"Shoot me. I don't mind." - Julian	
Categories	Science	
	Interdimensional Teleport	Enhancement
Cost	Energy: -*	
Instruction	Access Dimensional Locations. With Power Key Staff may transport 1 Character per Energy spent to any Location.	
Categories	Magic, Move, Dimensional	
	Invisibility	Enhancement
Cost	Energy: -1	
Requirements	Phase	
Instruction	This Character will not be attacked while another Character is at its Location.	
Quote	"Now you see me, now you don't." - Tygra	
Categories	Illusion	
	Jacking In	Enhancement
Requirements	Computer	
Instruction	Look at any card under a Location requiring Computer to Scavenge.	
Quote	"I hate that this is the easiest way." - Julian	
Categories	Computer, Science	

	Jacking In	Enhancement
Requirements	Computer	
Instruction	Look at any card under a Location requiring Computer to Scavenge.	
Quote	"Okay, let's see what we've got." - Hazama	
Categories	Computer, Science	
	Judo Disguise	Enhancement
Skills	Martial Arts	
Instruction	Gives the Martial Arts skill or +1 to an existing skill.	
Categories	Illusion	
	Jump	Enhancement
Uses	2	
Instruction	Party can jump over 1 Location during movement.	
Quote	"Super-Fujiswaaaaaaaaaaaaa Jump!"	
	Juraian Battlesuit	Enhancement
Cost	Energy: -2	
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	+1 Attack, Defense & Movement. -2 Energy.	
Quote	"On this journey, you will have to go alone."	
Categories	Juraian	
	Juraian Swordplay Routine	Enhancement
Instruction	Gives the Swordsman skill or +1 to an existing skill.	
Quote	"Tenchi, watch your feet." - Katsuhito Masaki	
	Juraian Ultra Battlesuit	Enhancement
Cost	Energy: -4	
Bonus	Attack: +2, Defense: +2, Movement: +1	
Instruction	+2 Attack & Defense, +1 Movement. -4 Energy. 1/2 cost for Tenchi .	
Categories	Juraian	
	King Arthur	Enhancement
Skills	Royalty, Swordsman	
Instruction	Gain the Royalty and Swordsman skills.	
Quote	"He faught for justice and honor against all evil." - Ancient Spirits of Evil	
	Koenma's Barrier	Enhancement
Cost	Energy: -1*	
Bonus	Attack: 0	
Instruction	Prevent automatic Damage. For 1 additional Energy each, prevent other Characters from taking automatic Damage. Does not prevent automatic Damage caused by Protecting.	

	Kumbaya	Enhancement
Bonus	Charm: +1	
Requirements	Priest	
Skills	Music	
Instruction	Gives the Music skill or +1 to an existing skill.	
Categories	Music	

	Leap of Faith	Enhancement
Skills	Flying	
Instruction	Gives the Flying skill but does not increase an existing skill.	
Text	Despite the incredible things she's seen with Goku, Bulma still finds it difficult to believe in many of them...flying carpets for instance. Luckily, she perseveres for the sake of her friends in need.	

	Lee Press Ons	Enhancement
Bonus	Attack: +1	
Requirements	Fashion	
Instruction	+1 Attack.	

	Left Hand	Enhancement
Instruction	Every 3rd turn, you may Destroy a Minor Combat Disaster with Defense <= 3. Limit 1 per Character.	
Quote	"What would you do without me?"	
Categories	Demon	

	Leotard	Enhancement
Skills	Acrobatics	
Instruction	Gives the Acrobatics skill or +1 to an existing skill.	
Quote	"If I do my routine without any mistakes, would you consider dating me, for real?" - Kotomi	
Categories	Clothing	

	Level Up!	Enhancement
Bonus	Energy: +1	
Requirements	Magic	
Skills	Magic	
Instruction	+1 to an existing Magic skill. +1 Energy.	

	Like Brother, Like Sister	Enhancement
Skills	Blind Luck	
Instruction	Gives the Blind Luck skill or +1 to an existing skill.	
Quote	"For luck." - Iria	

	M.V.P.	Enhancement
Bonus	Charm: +1	
Skills	Celebrity	
Instruction	Gives the Celebrity skill or +1 to an existing skill. +1 Charm.	
Quote	"Twenty-thousand...how's that for a nice bonus? It's hard to believe that the entire season is resting on my shoulders. Boy, that's an awful lot of pressure." - Yamcha	
	Maid Disguise	Enhancement
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill.	
Quote	"Be careful he doesn't jump you Nene."	
Categories	Illusion	
	Medical Disguise	Enhancement
Skills	Medic	
Instruction	Gives the Medic skill or +1 to an existing skill.	
Categories	Illusion	
	Military Disguise	Enhancement
Skills	Military	
Instruction	Gives the Military skill or +1 to an existing skill.	
Categories	Illusion	
	Mind Power	Enhancement
Uses	3	
Instruction	Play any Illusion card without meeting the skill requirements.	
Quote	"Make him see what is not there." - Tygra	
Categories	Illusion	
	Mind Scanner	Enhancement
Instruction	You may copy 1 skill per Turn from this Character to give to any other Character.	
Quote	"No! You can't check her memory without her permission..."	
Categories	Computer, Science	
	Mirage	Enhancement
Cost	Attack: -1	
Bonus	Charm: +1	
Instruction	-1 Attack. +1 Charm.	
Text	"...Somebody's dreams then begin to appear. Wandering souls, tempted to come. Somebody's dreams then begin to appear."	
Categories	Illusion	

	Momiji's Love	Enhancement
Cost	Energy: -1	
Requirements	Priest	
Instruction	Once per game, instantly move to anywhere on the Field.	
Quote	"Kusanagi!!!" - Momiji	
	Mountain Man	Enhancement
Skills	Climbing	
Instruction	Gives the Climbing skill or +1 to an existing skill.	
Quote	"Don't give up. This is the most incredible alternate route I've ever seen!" - Mr. Fujisawa	
	New Pilot Suit	Enhancement
Bonus	Charm: +2	
Requirements	Pilot	
Instruction	+2 Charm.	
Quote	"Maybe you can have one when you're a little older." - Mia	
Categories	Clothing	
	Newscaster Disguise	Enhancement
Skills	Communications	
Instruction	Gives the Communications skill or +1 to an existing skill.	
Quote	"Not bad. She might actually pull this off." - Luna	
Categories	Illusion	
	Ninja Training	Enhancement
Skills	Martial Arts, Swordsman	
Instruction	No actions for 2 Turns. Then gain the Martial Arts and Swordsman skills. or No actions for 5 Turns. And also gain Ninja category. Limit 1 per Character.	
Categories	Ninja	
	NOS	Enhancement
Requirements	Vehicle & Driving x2	
Skills	Speed x2	
Instruction	Play on a Vehicle . Gives the Speed x2 skill or +2 to an existing skill.	
Quote	"Way cool, nitro?!" - Natsumi	
Categories	Vehicle	
	No Lightweight	Enhancement
Instruction	Character is unaffected by Alcohol cards.	
Quote	"It's an interface cocktail." - Bartender	
	Pass Around	Enhancement
Instruction	Duration: 4 Turns. Use any 1 Equipment or Item carried by an opponent.	

	Patiently Waiting	Enhancement
Instruction	Hold a Disaster at your Location until another Character enters your Location. Maximum time Disaster can be held is 3 Turns.	
Categories	Holding	

	Patiently Waiting	Enhancement
Instruction	Hold a Disaster at your Location until another Character enters your Location. Maximum time Disaster can be held is 3 Turns.	
Quote	"I don't like the way you play, Butajiri." - Toguro	
Categories	Holding	

	Patiently Waiting	Enhancement
Instruction	Hold a Disaster at your Location until another Character enters your Location. Maximum time Disaster can be held is 3 Turns.	
Quote	"Yo!" - Kazumi	
Categories	Holding	

	Peep Hole	Enhancement
Instruction	Look at a random card in either your Draw pile or an opponent's hand.	
Categories	View	

	Peeping Disguise	Enhancement
Skills	Peeping	
Instruction	Gives the Peeping skill or +1 to an existing skill.	
Quote	"We're here at the Hot Springs, and there are beautiful women up there. It would be rude not to peek." - Nobuyuki Masaki	
Categories	Illusion	

	Pellet Effect (Dinosaur)	Enhancement
Bonus	Attack: 3, Defense: 3, Health: 3	
Uses	1	
Instruction	Use to attack an opponent's group of Characters as if it were a Disaster. It will not steal 1 Item.	
Quote	"There's something funny about this thing." - Lion-O	
Categories	Animal, Illusion	

	Personal Training	Enhancement
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense.	
Quote	"What's the matter, Ranma, weren't you willing to give your life for the art?" - Genma	

	Personal Training	Enhancement
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense.	
Quote	"So Urameshi, ready to fight back now?!" - Kuwabara	

	Photographer Disguise	Enhancement
Skills	Artist	
Instruction	Gives the Artist skill or +1 to an existing skill.	
Text	You too can be a professional shutterbug.	
Categories	Illusion	

	Playing the Fool	Enhancement
Skills	Comedian	
Instruction	Gives the Comedian skill or +1 to an existing skill.	
Quote	"Yeah, monster!" - Masaru	
Categories	Illusion	

	Pleasure Treatment	Enhancement
Bonus	Health: +2	
Instruction	+2 Health.	
Quote	"Is this your Home Robotization plan?" - Ross	
Categories	Robot	

	Police Disguise	Enhancement
Skills	Police	
Instruction	Gives the Police skill or +1 to an existing skill.	
Categories	Illusion	

	Police Forensics Expert	Enhancement
Skills	Computer, Medic	
Instruction	Gives the Computer & Medic skills or +1 to existing skills.	
Quote	"The results of my investigation were, well... interesting." - Lowell Gantz	
Categories	Police, Medical, Science	

	Power Chi	Enhancement
Cost	Energy: -3	
Instruction	-3 Energy. Make 1 additional attack this round.	

	Princess Disguise	Enhancement
Bonus	Charm: +1	
Skills	Royalty	
Instruction	Gives the Royalty skill or +1 to an existing skill.	
Quote	"Luna, check out this dress. Isn't it lovely?" - Usagi	
Categories	Illusion	

	Purple Turtle Shell	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Uses	1	
Instruction	Wear for 2 Turns at -1 Attack, Defense, & Movement, then permanently add +1 to each.	
Quote	"Whoa! My body's so light now. I feel like paper." - Goku	
Categories	Clothing	

	Raven	Enhancement
Requirements	Magic x2	
Skills	Speed, Flying	
Instruction	Gain the Speed and Flying skills.	
Quote	"Wa-Quo... RAVEN!"	
Categories	Magic	

	Reptillian Cook	Enhancement
Skills	Cooking	
Instruction	Gives the Cooking skill or +1 to an existing skill.	
Quote	"Slop. Unfit for Mutant consumption." - Slithe	
Categories	Mutant	

	Researcher Disguise	Enhancement
Skills	Archaeology	
Instruction	Gives the Archaeology skill or +1 to an existing skill.	
Categories	Knowledge, Illusion	

	Robot Flight Crew	Enhancement
Instruction	Play on a Flying Vehicle to satisfy the Pilot requirement.	
Categories	Robot, Science	

	Robot Guard	Enhancement
Bonus	Attack: 4, Defense: 5, Health: 5	
Uses	1	
Instruction	Use to attack an opponent's group of Characters as if it were a Disaster. It will not steal an Item.	
Quote	"Only authorized personnel are allowed in the main computer room."	
Categories	Robot	

	Sailor Disguise	Enhancement
Skills	Military	
Instruction	Gives the Military skill or +1 to an existing skill.	
Text	They want you, they want you. They want you as a new recruit.	
Categories	Illusion	

	Sand Torpedo	Enhancement
Bonus	Attack: +3	
Requirements	Vehicle	
Uses	2	
Instruction	Play on a Vehicle .	
Categories	Weapon	
	Schoolgirl Flight Crew	Enhancement
Instruction	Play on a Mecha to satisfy 1 Pilot requirement.	
Quote	"We like to pilot ARIEL, but Aya..." - Kazumi	
Categories	School	
	Servant	Enhancement
Uses	*	
Instruction	Equip at any Location. Number of uses is equal to Character's Charm. or Discard to draw 1 piece of Equipment from Draw pile.	
Categories	Animal	
	Shaka's Disciple	Enhancement
Requirements	Student	
Instruction	Gives the Dimensional ability.	
Categories	Knowledge, Dimensional	
	Sharp Reflexes	Enhancement
Bonus	Defense: +1	
Skills	Speed	
Instruction	Gives the Speed skill or +1 to an existing skill. +1 Defense.	
	Show Them Who's the Boss	Enhancement
Bonus	Attack: +2	
Instruction	+2 Attack for a Character with a base Attack < 3 against an opponent with a base Attack > 2.	
	Silver Maiden Disguise	Enhancement
Skills	ESP	
Instruction	Gives the ESP skill or +1 to an existing skill.	
Quote	"Your silver hair certainly is splendid." - Rodoist Bishop	
Categories	Illusion	
	Solemn Vow	Enhancement
Uses	1	
Instruction	After 2 Turns, Charm any Female .	
Quote	"I swear someday I'm gonna have a relationship with a girl, just like a real guy!" - Junta	

	Speed	Enhancement
Bonus	Movement: x2	
Uses	3	
Instruction	Doubles a Character's Movement for 1 Turn.	
Quote	"Wait. It's too soon. Stick with the plan!" - B-ko	
Categories	Move	

	Speed	Enhancement
Bonus	Movement: x2	
Uses	3	
Instruction	Doubles a Character's Movement for 1 Turn.	
Quote	"There was a guy running along side the car." - Max	
Categories	Move	

	Speed ²	Enhancement
Requirements	Speed	
Instruction	Square Character's base Speed skill.	
Quote	"I clock her at about thirty seconds for the mile." - Tygra	

	Speed II	Enhancement
Skills	Speed	
Instruction	Gives the Speed skill or +1 to an existing skill.	
Quote	"Man, that guy oughta get a ticket for reckless running!"	

	Spinning Tops	Enhancement
Bonus	Movement: -2	
Requirements	Vehicle	
Uses	1	
Instruction	Play on a Vehicle . The next group to pass this Location loses 2 Movement for 2 Turns.	
Text	Whhheeeeeee!	
Categories	Weapon	

	Spirit	Enhancement
Bonus	Energy: +1	
Instruction	+1 Energy. Limit 6 per deck.	
Text	It is this raw energy of life, channeled through each individual's own chi, which fuels most of the powers available to Goku, his friends, and sometimes, even his enemies.	

	Spirit	Enhancement
Bonus	Energy: +1	
Instruction	+1 Energy. Limit 6 per deck.	
Quote	"A human being emits both body and spirit energy." - Koenma	

	Spirit Fighting	Enhancement
Bonus	Attack: +2, Defense: +2	
Requirements	Martial Arts x2	
Instruction	+2 Attack & Defense vs. Demon , Ogre , and Undead .	
Text	On the interstellar voyage from Earth to Namek, Gohan and Krillin rely on highly focused meditation skills to maintain their training.	
Categories	Dimensional	
	Spirit Sword	Enhancement
Cost	Energy: -2	
Bonus	Attack: +2*, Defense: +1*, Movement: +1*	
Instruction	+2 Attack or +1 Defense or +1 Movement. -2 Energy. 1/2 cost for Kuwabara .	
Quote	"Kuwabara's got the good stuff."	
	Stowaway	Enhancement
Instruction	The movement of the group is limited by the second lowest Movement ability.	
Quote	"Take me with you." - Kazumi	
	Survey	Enhancement
Requirements	Flying	
Uses	2	
Instruction	Look at the Disasters under any 1 Location adjacent to the Location you are at.	
Quote	"Hmm, I sense a stronger power. That must be him...I'm coming Kakarot!" - Raditz	
Categories	View	
	Survival Training	Enhancement
Skills	Survival, Hunter, Climbing	
Instruction	Gives the Survival , Hunter , & Climbing skills, but does not increase existing skills.	
Quote	"Survive out here a little while. If you can do that, then I'll teach you how to fight." - Piccolo	
	Tabbut Digui	Enhancement
Skills	Merchant	
Instruction	Gives the Merchant skill or +1 to an existing skill.	
Text	Tabbuts are the money-men of Third-Earth.	
	Teacher Disguise	Enhancement
Skills	Teacher	
Instruction	Gives the Teacher skill or +1 to an existing skill.	
Categories	Illusion, Science	

	Teaching a Saint	Enhancement
Skills	Teacher	
Instruction	Gives the Teacher skill or +1 to an existing skill.	
Categories	School	
	The Bolt	Enhancement
Skills	Lightning Element	
Instruction	Gives the Lightning Element skill or +1 to an existing skill.	
	The Flame	Enhancement
Skills	Fire Element	
Instruction	Gives the Fire Element skill or +1 to an existing skill.	
	The Joy of Painting	Enhancement
Skills	Artist	
Instruction	Gives the Artist skill or +1 to an existing skill.	
Quote	"Still, I'm impressed that my artistic desire to create has come forth." - Ushio	
	These Measurements	Enhancement
Bonus	Charm: +1	
Requirements	Battlesuit	
Instruction	+1 Charm for a Character in a Battlesuit .	
Quote	"Well, not even wearing armor can hide these measurements. See what I mean?" - Nene	
	This Device	Enhancement
Skills	Genius	
Instruction	Gives the Genius skill or +1 to an existing skill.	
Categories	Science	
	Throw Me A...	Enhancement
Requirements	Vehicle	
Uses	2	
Instruction	Play on a Vehicle . Equip directly from the Vehicle .	
Quote	"Throw me a plunchit." - Gren	
Categories	Weapon	
	Thundrainium Plating	Enhancement
Bonus	Attack: +2, Defense: +1	
Requirements	Robot or Cyborg	
Instruction	+1 Defense. +2 Attack vs. Thunderian .	
Quote	"And I shall give your armaments the power you need to accomplish the task." - Mumm-Ra	

	Tour Guide Disguise	Enhancement
Skills	Archaeology	
Instruction	Gives the Archaeology skill or +1 to an existing skill.	
Quote	"Please follow me everyone." - Kiyone	
Categories	Illusion	

	Tua	Enhancement
Uses	1	
Instruction	Bring a Killed Character back to life.	
Quote	"The nice lady who gave me milk is hurting."	
Categories	Magic	

	Turbo Boost	Enhancement
Bonus	Movement: +1	
Instruction	Play on a Vehicle . +1 Movement.	
Quote	"Where are you going with my tank?" - Brenten	
Categories	Move	

	Turmagar the Tuska	Enhancement
Skills	Pilot	
Instruction	Gives the Pilot skill or +1 to an existing skill.	
Text	A skilled gomplin pilot.	

	V.J.	Enhancement
Skills	Music, Tech	
Instruction	Gives the Music & Tech skills or +1 to existing skills.	
Quote	"It's out pick for today! So let's hit it! Here's Vision and The Revengers' hot new disc, 'Say Yes!' Let's go!"	

	VR Training Goggles	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Instruction	Wear while using Virtual Disaster for additional +1 bonus.	
Text	Virtual danger with real results.	
Quote	"Hey, careful with that thing!" - Fujikuro	
Categories	Computer	

	Wedding Jewels	Enhancement
Bonus	Charm: +2	
Instruction	+2 Charm.	
Categories	Clothing	

	Weighted Clothing	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Uses	1	
Instruction	Wear for 2 Turns at -1 Attack, Defense, & Movement, then permanently add +1 to each.	
Text	Goku and Piccolo both train with weighted clothing to increase their strength and speed.	
Quote	"Hah! I'm twice as fast now." - Goku	
Categories	Clothing	

	Wild Workout	Enhancement
Cost	Movement: -1	
Bonus	Energy: +1	
Instruction	+1 Energy. -1 Movement.	
Quote	"25,000 erg watts! Now that's more like it." - Luna	
Categories	Sports	

	Wilderness Training	Enhancement
Bonus	Attack: +1	
Skills	Strength	
Instruction	Gives the Strength skill or +1 to an existing skill. +1 Attack vs. Animal .	

	Wings of the Light Hawk	Enhancement
Cost	Energy: -6	
Bonus	Defense: +2	
Instruction	+2 Defense. Blocks 1 attack per Combat, For Tenchi the effect is doubled.	
Categories	Juraian	

	Wrist Lasers	Enhancement
Bonus	Attack: +2	
Requirements	Robot or Cyborg or Android	
Uses	4	
Instruction	+2 Attack.	
Categories	Missile, Weapon	

	Yosho "Katsuhito" Masaki	Enhancement
Skills	Teacher, Priest	
Instruction	Gain Juraian category. Discard Yosho to prevent a Disaster from getting an attack on Characters that are Running Away.	
Categories	Juraian	

	Yukinojo	Enhancement
Skills	Pilot	
Instruction	Gives the Pilot skill or +1 to an existing skill. or Play on a Flying Vehicle to satisfy the Pilot requirement.	
Categories	Robot	

	A.R.I.E.L.	Equipment
Bonus	Attack: 8, Defense: 8, Health: 8, Movement: 3, Charm: 6	
Requirements	Pilot	
Skills	Flying	
Instruction	Pilot x2 required for Defense. Pilot x3 required for Attack. Female x3 required for Charm. Can carry 3 Characters and their Equipment.	
Text	The supreme weapon against the alien invasion.	
Categories	Mecha	

	Ail	Equipment
Bonus	Attack: +1	
Requirements	Planetary Vehicle	
Instruction	Equip to a Planetary Vehicle . +1 Attack. +2 if Toil is Equipped.	
Text	This poor robot is constantly tripping over the bulkheads.	
Categories	Robot	

	Airbus	Equipment
Bonus	Movement: 3	
Requirements	Driving or Pilot	
Instruction	Can carry 6 Characters and their Equipment, including 1 Vehicle .	
Text	Can I buy your magic bus?	
Categories	Flying Vehicle	

	Akagiyama 23	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1, Charm: +1	
Requirements	Pilot or Mech	
Skills	Flying, Acrobatics	
Instruction	B-ko gets +2 to Attack & Defense.	
Quote	"The breathtaking 'M' line. The Akagiyama 23! This is what I'll take you on with!!" - B-ko	
Categories	Battlesuit, Clothing	

	Algebra	Equipment
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Requirements	Student	
Instruction	+1 Attack or Defense or Movement. Choice is permanent and cannot be changed later.	
Quote	"Everything is connected. It takes the same kind of ingenuity to solve all problems." - Chi-Chi	
Categories	School	

	Ami's Pocket Supercomputer	Equipment
Requirements	Genius & Computer	
Instruction	Use any Computer card.	
Text	It can even call up Robocop's prime directives.	
Quote	"I was gonna give it to Usagi, but I'm not sure she'd get it." - Luna	
Categories	Knowledge, Computer	

	Apple Computer	Equipment
Bonus	Charm: +1	
Skills	Computer	
Instruction	Gives the Computer skill to a Character that does not have it.	
Quote	"It's the databank on the aragami that only we're supposed to have, and it's been translated into English." - Takeuchi	
Categories	Computer	

	Armitage's Gun	Equipment
Bonus	Attack: +1	
Uses	6	
Instruction	+1 Attack. Discard or Reload.	
Quote	"Freeze! Get your hands up." - Armitage	
Categories	Weapon	

	Armor and Sword	Equipment
Cost	Movement: -1*	
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense. -1 Movement if you don't have Strength .	
Categories	Battlesuit, Weapon	

	Armor of Heavens	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Skills	Air Element	
Text	Crafted with the virtue of wisdom.	
Categories	Air, Battlesuit, Planetary	

	Armor of Nimbus	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Skills	Lightning Element	
Text	Graced by the virtue of grace.	
Categories	Lightning, Battlesuit	

	Armor of Stone	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Skills	Earth Element	
Text	Formed by the virtue of justice.	
Categories	Earth, Battlesuit	

	Armor of Torrent	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Skills	Water Element	
Text	Imbued with the virtue of trust.	
Categories	Water, Battlesuit	

	Armor of Wildfire	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Skills	Fire Element	
Text	Forged from the virtue of righteousness.	
Categories	Fire, Battlesuit	

	Athena's Nikick	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 4	
Requirements	Pilot	
Instruction	Can carry 1 Character and their Equipment.	
Text	Athena's fighter is a model MBG-24C.	
Categories	Mecha, Flying Vehicle	

	Attack Pods	Equipment
Bonus	Attack: +1, Movement: 4	
Requirements	Pilot	
Instruction	+1 Attack. Can carry 1 Character and their Equipment.	
Categories	Vehicle	

	Balsam	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 3	
Requirements	Military & Pilot	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Planetary Vehicle	
	Battle Jacket	Equipment
Bonus	Attack: 7, Defense: 7, Health: 7, Movement: 2	
Requirements	Military or RedRibbonArmy	
Quote	"This is going to hurt, a lot." - Staff Officer Black	
Categories	Battlesuit	
	Bengali's Hammer	Equipment
Bonus	Attack: +1, Defense: +1	
Instruction	Bengali's bonuses are +2. Every 3rd Turn he can restore an Equipment to full Health.	
Quote	"That should do it." - Bengali	
Categories	Thunderian, Weapon	
	Berserker Warship	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 2	
Instruction	Can carry 6 Characters and their Equipment.	
Quote	"Storm the beach, Berserkers!" - Hammerhand	
Categories	Water, Vehicle	
	Bicycle	Equipment
Bonus	Movement: +2	
Instruction	Can carry 2 Characters without their Equipment.	
Text	"I want to ride my bicycle, I want to ride my bike."	
Categories	Vehicle	
	Big Gun	Equipment
Bonus	Attack: +2	
Requirements	Marksman	
Uses	4	
Instruction	+2 Attack.	
	Bio-Ball Remover	Equipment
Instruction	Defeats Bio-Ball .	
Quote	"Give the girl the remover for the Bio-Ball." - Buaku	
Categories	Medical, Science	

	Black Crystal	Equipment
Instruction	Transform any Monster in play. Limit 1 per deck.	
Quote	"With it we can turn people into monsters. Ha ha ha." - Zoisite	
Categories	Earth, Magic	
	Blasters	Equipment
Bonus	Attack: +1	
Skills	Pure Heart -1	
Text	These wrist-mounted energy weapons are basic weaponry issued to Freeza's soldiers. They are effective, but surely, the taint of evil is upon them.	
Categories	Weapon	
	Boat	Equipment
Instruction	Can carry 3 Characters and their Equipment. May Scavenge any Swamp or Water Location without the required skills.	
Categories	Water, Vehicle	
	Babylonian Barbarian Boiler	Equipment
Bonus	Attack: +5	
Requirements	Archaeology & Tech	
Instruction	+5 Attack vs. Locations.	
Quote	"Out ancient ancestors used it to liquify their enemies!" - Mumm-Ra	
Categories	Magic, Weapon	
	Bonaparte	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 4, Charm: 3	
Requirements	Driving	
Instruction	Can carry 2 Characters and their Equipment. Bonaparte may ignore Move cards.	
Quote	"Oh, but I'm on my way to the Welfare Department!" - Leona	
Categories	Police, Vehicle	
	Book of Prophecy	Equipment
Requirements	Investigation	
Uses	1	
Instruction	Discard 1 Minor Combat Disaster. Remove from game after use. Limit 1 per deck.	
Categories	Knowledge	

	Borobdin	Equipment
Bonus	Attack: +2	
Requirements	Weapons	
Uses	4	
Instruction	Discard or Reload. Limit 1 per Turn.	
Quote	"If you shoot that thing we'll all fry!" - Fujikuro	
Categories	Weapon	

	Branch	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Requirements	Military & Pilot	
Instruction	Can carry 1 Character and their Equipment. Character takes no Damage when Branch is Discarded.	
Categories	Planetary	

	Bronze-D	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Requirements	Military	
Instruction	Use as a Battlesuit . or With Star Leaf use to attack a Disaster as if it were a Character.	
Categories	Battlesuit	

	Bronze Cloth (Andromeda)	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Instruction	Shun's bonuses are +2. Gain Bronze Saint category.	
Categories	Bronze Saint, Battlesuit	

	Bronze Cloth (Cygnus)	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Instruction	Hyoga's bonuses are +2. Gain Bronze Saint category.	
Categories	Bronze Saint, Battlesuit	

	Bronze Cloth (Dragon)	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Instruction	Shiryu's bonuses are +2. Gain Bronze Saint category.	
Categories	Bronze Saint, Battlesuit	

	Bronze Cloth (Pegasus)	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Instruction	Seiya's bonuses are +2. Gain Bronze Saint category.	
Categories	Bronze Saint, Battlesuit	

	Bronze Cloth (Phoenix)	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Requirements	Martial Arts	
Instruction	Ikki's bonuses are +2. Gain Bronze Saint category.	
Categories	Bronze Saint, Battlesuit	

	Bug Spray	Equipment
Bonus	Health: -1	
Instruction	Does 1 Damage to Bugrom . Limit 1 use per Turn.	
Quote	"Ha! Nothing beats bug spray from the Spirit World." - Botan	

	Bushy	Equipment
Skills	Climbing	
Instruction	Gives the Climbing skill or +1 to an existing skill.	
Quote	"Come on. Wake up. Time for some work." - Willa	
Categories	Bugrom	

	Caltrops	Equipment
Requirements	Ninja	
Instruction	Place on a Location. Any Character that lands on the Location will have their Movement reduced to 1 for 2 Turns.	
Quote	"Ha ha! I guess you get the point, eh?" - Murasaki	

	Capsule Boat	Equipment
Instruction	Can carry 3 Characters and their Equipment. Move directly from any Water Location to any other Water Location.	
Quote	"It was a good idea to travel down this river." - Bulma	
Categories	Water, Vehicle	

	Capsule Motor Bike	Equipment
Bonus	Movement: 3	
Instruction	Can carry 2 Characters and their Equipment.	
Quote	"Just hop on, it won't bite you." - Bulma	
Categories	Vehicle	

	Cats' Eyes	Equipment
Instruction	Scavenge Jungles of Darkness . View effects cannot be blocked.	
Quote	"Even with these Cats' Eyes, it's hard to make anything out." - Cheetara	
Categories	View, Clothing	
	Cha-Cha Maru	Equipment
Bonus	Movement: 4	
Requirements	Hunter & Pilot	
Instruction	Can carry 6 Characters and their Equipment, including 1 Vehicle .	
Text	The Cha-Cha Maru is a pet shop hunter ship.	
Categories	Flying Vehicle	
	Chain	Equipment
Bonus	Movement: -2	
Instruction	Place on an opponent at the same Location as Character. Reduces opponent's Movement by 2. Recover by Defeating opponent.	
Categories	Weapon	
	Cheetara's Bo Staff	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack. Cheetara may attack up to 2 Locations away from the Location she is at, at -2 from her total Attack per Location.	
Categories	Thunderian, Weapon	
	Claw Shield	Equipment
Bonus	Defense: +2	
Requirements	Royalty	
Skills	Climbing	
Text	Though it serves as a sheath for the Sword of Omens, it is a powerful weapon in its own right.	
Categories	Thunderian, Weapon	
	Cockatrice	Equipment
Bonus	Movement: +1	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Animal, Flying Vehicle	
	Combat Monobike	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 4	
Requirements	Driving & Military	
Instruction	Can carry 1 Character and their Equipment.	
Quote	"This is the FMB. Faster anything the Ishtarian army's got, and twice as maneuverable." - Colonel Sims	
Categories	Military, Vehicle	

	Comm Goggles	Equipment
Skills	Communications	
Instruction	Gives the Communications skill or +1 to an existing skill.	
Quote	"It's them. The list of Thirds." - Armitage	
Categories	Computer, View	

	Comm Phone	Equipment
Uses	2	
Instruction	Put 1 Enhancement from your Discard pile in to your hand. Discard or Reload.	
Categories	Computer	

	Communication Mirror	Equipment
Cost	Energy: -1	
Skills	Communications	
Instruction	Gives the Communications skill or +1 to an existing skill.	
Quote	"Its Botan here in the Living World. You copy?" - Botan	
Categories	Spirit, View	

	Computer Link	Equipment
Instruction	Gain Robot category. Access Dimensional Locations.	
Quote	"The Lieutenant was right. Humans don't go where I'm going. Only robots." - Ross	
Categories	Computer, Dimensional	

	Concentration Ring	Equipment
Cost	Health: -4	
Bonus	Energy: +4	
Requirements	Investigation	
Uses	1	
Instruction	+4 Energy. -4 Health.	
Quote	"Only use it as a last resort." - Botan	
Categories	Spirit	

	Control Apple	Equipment
Uses	3	
Instruction	Take any Robot card from your Draw pile, and place in your hand. Limit 1 per Turn. Limit 1 per deck.	
Text	Used by the Dream Princess to control the animals at Dreamland.	
Categories	Robot	

	Control Cube	Equipment
Instruction	Can Equip anywhere, any Phase, up to 3 pieces of Equipment. Access Dimensional Locations.	
Quote	"Why can't this thing just materialize me a cup of coffee?" - Mihoshi	
Categories	Dimensional	

	Cordless Phone	Equipment
Requirements	Student	
Skills	Communications	
Instruction	All Students in party gain a Communications skill.	
Quote	"I called Yusuke earlier, but he still hadn't come home yet." - Keiko	

	Covert Lipstick	Equipment
Requirements	Communications	
Instruction	Scavenge any Location you have previously Scavenged.	
Quote	"Venus was supposed to become the promised land. But instead of milk and honey, there is only the desolation of war." - Susan Sommers	

	Demon Compass	Equipment
Cost	Energy: -1	
Uses	2	
Instruction	Move directly to any Location with a Demon card.	
Quote	"Indicates the distance and direction of an already identified demon." - Botan	
Categories	Spirit	

	Dempadon	Equipment
Bonus	Movement: +1	
Requirements	Pilot	
Instruction	Can carry 1 Character and their Equipment.	
Quote	"Want a ride on my Dempadon, baby? I'll take you someplace nice." - Fujikuro	
Categories	Flying Vehicle	

	Derringer	Equipment
Bonus	Attack: +2	
Uses	2	
Instruction	+2 Attack.	
Quote	"For a woman the best insurance against an assault is this."	

	Desert Skimmer	Equipment
Bonus	Movement: 4	
Requirements	Driving or Pilot	
Instruction	Can carry 4 Characters and their Equipment.	
Quote	"Heh, heh, heh. You either pay up or you can get out here!"	
Categories	Desert, Vehicle	

	Desert Survival Suit	Equipment
Bonus	Defense: 4, Health: 4	
Instruction	Desert Locations will not attack you. Limit 6 per deck.	
Text	Your suit is fitted desert fashion. Who told you how to do that?	
Categories	Desert, Battlesuit	

	Dimensional Hammer	Equipment
Bonus	Attack: +2	
Uses	3	
Instruction	Equip as Flash Effect. Cannot be Stolen or Destroyed.	
Categories	Weapon	

	Disguise Pen	Equipment
Uses	3	
Instruction	Equip an Illusion Enhancement as a Flash Effect. Limit 1 per deck.	
Quote	"You just have to shout 'Moon Power', then say what you want to look like. - Luna	
Categories	Magic, Clothing	

	Doji-Kagi	Equipment
Skills	Flying	
Instruction	Can carry 1 Character and their Equipment.	
Text	Hachiman's loyal steed.	
Categories	Robot, Animal, Planetary Vehicle, Planetary	

	Dr. Clay's Shuttle	Equipment
Bonus	Movement: 2	
Instruction	Can carry 2 Characters and their Equipment.	
Quote	"We're going out." - Dr. Clay	
Categories	Planetary Vehicle, Planetary	

	Dragon Radar	Equipment
Instruction	All players must reveal any Dragon Balls they have while Dragon Radar is in play. Limit 1 per deck.	
Text	This was Bulma's first invention, and it's still the only way to track Dragon Balls.	
Categories	View	

	Dragon Radar	Equipment
Instruction	All players must reveal any Dragon Balls they have while Dragon Radar is in play. Limit 1 per deck.	
Quote	"Let's see here. Oh yeah, there it is! You're as good as mine, you little jewel." - Bulma	
Categories	View	

	Dream Mirror	Equipment
Instruction	Look at the 1st Disaster at this Location. If you wish, you may choose to confront the 2nd Disaster first. or Discard to view another player's hand. Limit 1 per deck.	
Quote	"His family?! Hmph! This one's too tame to keep. I'll just eat him instead." - Princess Snake	
Categories	Dream, Magic, View	
	East Army Hovercraft	Equipment
Bonus	Attack: 6, Defense: 4, Health: 4, Movement: 3	
Instruction	Can carry 3 Characters and their Equipment.	
Text	Also comes in troop transport and radar configurations.	
Categories	Missile, Military, Vehicle	
	Electra-Charger	Equipment
Bonus	Movement: 4	
Requirements	Pilot	
Instruction	Can carry 3 Characters and their Equipment.	
Quote	"Pull over there." - Mandora	
Categories	Police, Planetary Vehicle, Planetary	
	Electronic Day Planner	Equipment
Uses	2	
Instruction	On Locations requiring more than 1 skill, you may ignore any 1 skill requirement that you wish.	
Categories	Computer	
	Emaan Scooter	Equipment
Bonus	Movement: 5	
Instruction	Can carry 2 Characters without their Equipment.	
Quote	"What an amazing machine." - Kei	
Categories	Flying Vehicle	
	Feliner	Equipment
Bonus	Movement: 3	
Requirements	Pilot	
Instruction	Can carry 6 Characters and their Equipment, including 1 Vehicle .	
Text	The Thundercats use it to travel between Third Earth and New Thundera.	
Categories	Thunderian, Planetary Vehicle, Planetary	

	Fire Bomb	Equipment
Bonus	Attack: +2	
Uses	1	
Instruction	Flip the striker and throw. No skill required.	
Categories	Fire, Weapon	

	Fire Extinguisher	Equipment
Uses	3	
Instruction	Cancel a Fire effect.	
Quote	"Ahhh ha ha ha!" - Daizaburo	

	Fire Sword	Equipment
Cost	Health: -2*	
Bonus	Attack: +1*	
Requirements	Swordsman	
Instruction	-2 Health. +1 Attack. If Character has Fire Element & & Magic x2 , -0 Health and +3 Attack, and it cannot be Discarded. Limit 1 per deck.	
Categories	Fire, Weapon	

	Fistpounder	Equipment
Bonus	Attack: 6, Defense: 4, Health: 4, Movement: 3	
Instruction	Can carry 1 Character without their Equipment.	
Quote	"You weren't expecting the Fistpounder, were you?" - Monkian	
Categories	Mutant, Vehicle	

	Flamethrower	Equipment
Bonus	Attack: +2	
Skills	Fire Element	
Instruction	Gives the Fire Element skill or +1 to an existing skill. +2 Attack.	
Quote	"We should have used these in the first place."	
Categories	Fire, Weapon	

	Flash Grenade	Equipment
Bonus	Attack: +2	
Uses	1	
Instruction	Cancels any View card. +2 Attack.	
Quote	"Grenade!"	
Categories	Weapon	

	Floating Car	Equipment
Bonus	Movement: 3	
Requirements	Driving	
Instruction	Can carry 4 Characters and their Equipment.	
Text	A low-end Capsule vehicle. It's economical and sturdy.	
Categories	Vehicle	

	Flying Machine	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 3	
Requirements	Vultureman or Pilot	
Instruction	Can carry 2 Characters and their Equipment.	
Categories	Mutant, Flying Vehicle	

	Flying Top	Equipment
Bonus	Health: -1	
Uses	1	
Instruction	Does 1 Damage.	
Categories	Weapon	

	Food & Water Ship	Equipment
Bonus	Movement: 2	
Requirements	Pilot	
Instruction	Can carry 5 Characters and their Equipment. May ignore any Desert Disaster.	
Quote	"Ah, we're in luck— a water dealer!"	
Categories	Desert, Vehicle	

	Freezer Gun	Equipment
Bonus	Attack: +1	
Uses	2	
Instruction	A successful attack paralyzes opponent for 1 round. Discard or Reload.	
Categories	Weapon	

	Giant's Toy Biplane	Equipment
Bonus	Movement: 2	
Requirements	Mech or Pilot	
Instruction	Can carry 3 Characters and their Equipment.	
Text	Bulma, Krillin, and Gohan escape in this from an illusory giant in the Illusory Castle (hey, wait a minute).	
Categories	Flying Vehicle	

	Glider	Equipment
Bonus	Movement: 2	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Flying Vehicle	
	Gold Cloth (Sagittarius)	Equipment
Bonus	Attack: +2, Defense: +2, Energy: +2	
Requirements	Martial Arts x4	
Instruction	Gain Gold Saint category. Limit 1 per deck.	
Categories	Gold Saint, Battlesuit	
	Goz' Flying Machine	Equipment
Bonus	Movement: 2	
Instruction	Requires Strength or a group of at least 3 Characters. Immediately move 1 Character 2 Locations in any direction. If used during Combat, final attack Damage is halved.	
Quote	"I made it myself. I jump on this end, and you go flying!" - Goz	
	Gravity Ship	Equipment
Bonus	Movement: 1	
Instruction	Can carry 5 Characters and their Equipment, including 1 Vehicle .	
Text	Custom-fitted with a heavy gravity training area (up to 100 G).	
Categories	Planetary Vehicle, Planetary	
	Green Citroën	Equipment
Bonus	Movement: 3	
Requirements	Driving	
Instruction	Can carry 4 Characters and their Equipment.	
Quote	"We got a call from their security guys saying someone in a green Citroën and a shabby overcoat tried to break in." - Chief Tanaka	
Categories	Vehicle	
	Grenade Jock Strap	Equipment
Bonus	Attack: +2	
Uses	5	
Instruction	+2 Attack. Limit 1 per deck.	
Quote	"Ha ha ha! I had a feeling this evening might end up like this, so I used these grenades for a jock strap!" - Mad Bull	
Categories	Weapon	

	Griffon II	Equipment
Bonus	Attack: 5, Defense: 4, Health: 4, Movement: 4	
Instruction	Can carry 2 Characters and their Equipment. +2 Attack vs. Vehicles that can only carry 1 Character.	
Text	An imported sports car, this one was turned into a killing machine capable of incredible speeds.	
Categories	Weapon, Vehicle	

	Grocery Basket	Equipment
Instruction	Food Items cannot be stolen.	
Categories	Food	

	Grune's Thundrainium Mace	Equipment
Cost	Energy: -1	
Bonus	Attack: +1*	
Instruction	+1 Attack. +2 Attack vs. Thunderian .	
Quote	"And now, the final conflict." - Grune	
Categories	Weapon	

	Guerrilla Rifle	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack.	
Categories	Weapon	

	Hand Computer	Equipment
Skills	Computer	
Instruction	Gives the Computer skill or +1 to an existing skill.	
Categories	Computer	

	Hand Gun	Equipment
Bonus	Attack: +1	
Requirements	Tech or Cyborg or Android or Robot	
Instruction	Never needs winding...or reloading.	
Categories	Mecha, Weapon	

	Hand Gun	Equipment
Bonus	Attack: +1	
Requirements	Tech or Cyborg or Android or Robot	
Instruction	Never needs winding...or reloading.	
Quote	"This ain't exactly a Saturday night special, if you know what I mean."	
Categories	Cyborg, Weapon	

	Hekatonkheir	Equipment
Bonus	Movement: 1	
Requirements	Pilot & Military x2	
Instruction	If Hekatonkheir has moved for at least 3 consecutive turns, you may Destroy 1 Planetary Location.	
Quote	"Serves them right. Them and their Heckaton-whatsis." - Score	
Categories	Military, Planetary Vehicle, Planetary	

	Holster	Equipment
Instruction	Hide 1 Weapon here so it is not detected by Disasters. Place during the Equip phase.	

	Holy Knight's Shield	Equipment
Bonus	Defense: +2	
Text	The Holy Knights protect the lands of Valis.	
Quote	"Well then, why don't you take the shield? Since you don't have one of your own." - King Kashue	

	Horse	Equipment
Bonus	Movement: +1	
Instruction	Can carry 1 Character and their Equipment. +1 Attack.	
Categories	Animal, Vehicle	

	Hover Bike	Equipment
Bonus	Movement: 2	
Requirements	Driving	
Instruction	Can carry 3 Characters and their Equipment.	
Quote	"I love to speed on a hover bike." - Aira	
Categories	Desert, Vehicle	

	HoverCat	Equipment
Bonus	Attack: +1, Movement: 3	
Skills	Flying	
Instruction	+1 Attack. Can carry 1 Character and their Equipment.	
Text	Small, and highly maneuverable.	
Categories	Thunderian, Flying Vehicle	

	Ice Runner	Equipment
Bonus	Attack: 2, Movement: 2	
Requirements	Pilot	
Instruction	Can carry 1 Character and their Equipment.	
Text	Chilla's personal cruiser.	
Quote	"Gosh officer, was I going too fast?" - Chilla	
Categories	Planetary Vehicle, Ice, Lunatak, Planetary	

	Ingram Mac-10	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack.	
Quote	"Who needs strategy when you got bullets?" - Polly	
Categories	Weapon	

	Interplanetary Bookmobile	Equipment
Bonus	Movement: 4	
Requirements	Teacher	
Instruction	Can carry 6 Characters and their Equipment.	
Categories	Knowledge, Planetary Vehicle, Planetary	

	Iria's Gun	Equipment
Bonus	Attack: +1	
Requirements	Hunter	
Uses	7	
Instruction	+1 Attack. Discard or Reload.	
Text	Pew! Pew!	
Categories	Weapon	

	Iria's Missile Gun	Equipment
Bonus	Attack: +3	
Uses	1	
Instruction	+3 Attack. Discard or Reload.	
Quote	"What's she doing?" - Bob	
Categories	Weapon, Missile	

	Iria's Sword	Equipment
Bonus	Attack: +2	
Requirements	Swordsman	
Instruction	+2 Attack.	
Categories	Weapon	

	Iria's Wing	Equipment
Bonus	Movement: 1	
Instruction	Can carry 2 Characters and their Equipment.	
Quote	"This wing is great!" - Kei	
Categories	Flying Vehicle	

	Jackalman's Club	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack. Jackalman's bonus is +2.	
Quote	"This will slow you down!"	
Categories	Mutant, Weapon	
	Janken Machine	Equipment
Uses	1	
Instruction	Win rock / paper / scissors. Discard or Reload.	
Quote	"Don't play the other games, they're just for me." - Genkai	
	Jet Bike	Equipment
Bonus	Attack: +2, Movement: 4	
Instruction	+2 Attack. Can carry 1 Character and their Equipment.	
Quote	"Woo hoo!" - Score	
Categories	Flying Vehicle	
	Jet Blowgun	Equipment
Bonus	Attack: +2, Movement: 3	
Requirements	Pilot	
Instruction	+2 Attack. Can carry 1 Character and their Equipment.	
Categories	Vehicle	
	Jet Pack	Equipment
Bonus	Movement: +1	
Skills	Flying	
Instruction	Gives the Flying skill or +1 to an existing skill. +1 Movement.	
Quote	"Wow! Co-o-III! I wanna try that too!" - C-ko	
	Jubei's Sword	Equipment
Bonus	Attack: +2	
Requirements	Swordsman	
Instruction	+2 Attack. Cannot be Discarded. Limit 1 per deck.	
Categories	Weapon	
	Juicer	Equipment
Instruction	Convert a Food card to a Water card.	
Quote	"Drink up, it's the real thing." - Kiba	
	K-12 Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Skills	Flying, Strength	
Categories	Battlesuit	

	Kagero's Headband	Equipment
Bonus	Attack: +1, Defense: +1	
Requirements	Ninja	
Instruction	+1 Attack & Defense.	
Categories	Ninja, Clothing	

	Karin's Hoverbike	Equipment
Bonus	Movement: 3	
Skills	Flying	
Instruction	Can carry 2 Characters and their Equipment.	
Quote	"Hey, you know your bike is really cool." - Junta	
Categories	Vehicle	

	Kazuya's Energy Gun	Equipment
Cost	Energy: -1	
Bonus	Attack: +2	
Requirements	Weapons or Shapechange	
Instruction	+2 Attack. -1 Energy.	
Quote	"The only person who can produce THAT weapon is the ruffian known as Kazuya." - Itsuki	
Categories	Weapon	

	Kei's Battlesuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Flying	
Instruction	Kei's bonuses are +2.	
Categories	Battlesuit	

	Kei's Secret Weapon	Equipment
Instruction	Hold an opponent at your Location for 2 rounds. or Reduce an opponent's Defense by half for 1 round. Limit 1 use per Turn.	
Quote	"It isn't a toy." - Kei	
Categories	Weapon, Holding	

	King Fahn's Sword	Equipment
Bonus	Attack: +2	
Requirements	Swordsman	
Quote	"Princess Fianna thought it was only right that you carry it." - Etoh	
Categories	Weapon	

	King Kai's Dimensional Sedan	Equipment
Requirements	Driving & Royalty	
Instruction	Can carry 2 Characters and their Equipment. Access Dimensional Locations.	
Quote	"Say, nice wheels." - Goku	
Categories	Vehicle, Dimensional	

	Kiyone's Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Requirements	Pilot	
Skills	Flying	
Categories	Battlesuit	

	Kreper (Pink)	Equipment
Bonus	Attack: 1, Defense: 2, Health: 2, Movement: 3	
Requirements	Driving or Pilot	
Instruction	Can carry 3 Characters and their Equipment. Can only Scavenge Planetary Locations once every 3 Turns.	
Categories	Planetary Vehicle, Planetary	

	Kreper (Tan)	Equipment
Bonus	Attack: 1, Defense: 2, Health: 2, Movement: 3	
Requirements	Driving or Pilot	
Instruction	Can carry 3 Characters and their Equipment. Can only Scavenge Planetary Locations once every 3 Turns.	
Categories	Planetary Vehicle, Planetary	

	Lamp of Fire	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Skills	Fire Element	
Instruction	A Muldoon Artifact.	
Categories	Muldoon, Artifact, Fire	

	Lamp of the Winds	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Skills	Air Element, Flying	
Instruction	A Muldoon Artifact.	
Categories	Muldoon, Artifact, Air	

	Lamp of Water	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Skills	Water Element	
Instruction	A Muldoon Artifact.	
Categories	Muldoon, Artifact, Water	

	Lances of Myrii	Equipment
Bonus	Attack: +2	
Instruction	+2 Damage vs. Dragon .	
Quote	"With faith in Myrii's divine protection and your own power, may you bury yourself into the creature's heart, inflicting a fatal wound!" - King Kashue	
Categories	Divine, Weapon	

	Leon's Boomer Rifle	Equipment
Bonus	Attack: +2	
Uses	3	
Instruction	Discard or Reload.	
Quote	"My gun is bigger."	
Categories	Weapon	

	Leon's Missile Gun	Equipment
Bonus	Attack: +3	
Uses	1	
Instruction	Discard or Reload.	
Categories	Missile, Weapon	

	Light	Equipment
Skills	Investigation	
Instruction	View the uppermost Item beneath the Location this Character is at.	
Text	No one knows how old these ruins are, but it's been thousands of years since they've even been explored.	
Categories	View	

	Light	Equipment
Skills	Investigation	
Instruction	View the uppermost Item beneath the Location this Character is at.	
Categories	View	

	Linna's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Flying	
Instruction	Linna's bonuses are +2, and her "knuckle buster" concussor glove doubles all Combat card Attack bonuses.	
Categories	Battlesuit	

	Look What I Found	Equipment
Bonus	Attack: +4	
Uses	1	
Instruction	Play rock / paper / scissors. If you win, +4 Attack.	
Quote	"No, it's supposed to go the other way!" - Kei	
Categories	Weapon, Missile	

	Lunatacker	Equipment
Bonus	Attack: 8, Defense: 2, Health: 2, Movement: 2	
Instruction	Can carry 2 Characters without their Equipment.	
Text	The Lunatacks response to the ThunderTank.	
Quote	"That Lunatacker packs some punch." - Lion-O	
Categories	Lunatak, Vehicle	

	Lynx-O's Light Shield	Equipment
Bonus	Attack: +1, Defense: +1	
Instruction	Lynx-O's bonuses are +2, and once per Combat he can reflect an Energy attack back upon his opponent.	
Categories	Thunderian, Weapon	

	M-Rover	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 3	
Skills	Flying	
Instruction	Can carry 1 Character and their Equipment.	
Text	There are two M-Rovers aboard the Glomar, for Mai and Lea.	
Quote	"Is it complicated to operate?" - Kei	
Categories	Mecha, Flying Vehicle	

	Mackie's Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Skills	Flying, Strength, Computer	
Quote	"Mackie, blow that door."	
Categories	Battlesuit	

	Madouradin	Equipment
Bonus	Attack: 10, Movement: 1	
Requirements	Military or Police	
Instruction	Can carry 6 Characters and their Equipment. Can only attack Locations.	
Quote	"The Madouradin! Clear a path!"	
Categories	Vehicle, Weapon	

	Magic Megaton Ring	Equipment
Bonus	Attack: +3	
Uses	2	
Instruction	+3 Attack.	
Quote	"It's not just a ring. It's my most powerful beam weapon yet." - Dr. Q	
Categories	Clothing, Weapon	

	Magnetic Lock	Equipment
Requirements	Tech	
Uses	1	
Instruction	Make Tech x2 an additional requirement to Scavenge a Location.	
Quote	"I haven't picked a lock this old in years." -Leegh	

	Make a Wish...	Equipment
Requirements	7 Dragon Balls & Kami or 7 Dragon Balls & Guru	
Instruction	Win the game.	
Quote	"Dragon! Arise!" - Master Roshi	
Categories	Magic	

	Make a Wish...	Equipment
Requirements	7 Dragon Balls & Kami or 7 Dragon Balls & King Piccolo	
Instruction	Win the game.	
Quote	"I want to rule the world!" - Emperor Pilaf	
Categories	Magic	

	Mappy	Equipment
Bonus	Defense: +3	
Instruction	+3 Defense for a Character with a base Attack < 2.	
Quote	"You know I'll always be okay with Mappy guarding me." - Pia	
Categories	Animal	

	Mars Shuttle	Equipment
Bonus	Movement: 2	
Requirements	Pilot	
Instruction	Can carry 5 Characters and their Equipment, including 1 Vehicle .	
Quote	"Attention ladies and gentlemen. We are now on final approach to our destination."	
Categories	Planetary Vehicle, Planetary	

	Master Disguise Kit	Equipment
Uses	3	
Instruction	Equip an Illusion Enhancement as a Flash Effect.	
Quote	"How can a school girl look like a middle-aged detective?" - Nina	
Categories	Clothing	
	MBT W-85 Tank	Equipment
Bonus	Attack: 4, Defense: 6, Health: 6, Movement: 3	
Instruction	Can carry 2 Characters and their Equipment.	
Text	The W-85 is widely deployed in the human resistance.	
Categories	Military, Vehicle	
	Medical Scanner	Equipment
Uses	3	
Instruction	Equip any Weapon from your hand at Character's present Location as a Flash Effect.	
Quote	"What's going on? What's the meaning of this machine gun?" - V.A.P. Doc	
Categories	Medical, Computer, Science	
	Mejiru Seal	Equipment
Bonus	Health: +1	
Instruction	+1 Health to any Character forced to leave the group until the Character is free to rejoin group.	
Quote	"This clever little gadget is guaranteed to blow you away!" - Botan	
Categories	Spirit	
	Mercenary Galleon	Equipment
Bonus	Movement: 2	
Instruction	Water Locations do not count toward Movement.	
Text	The journey from Lodoss to Marmo can be made only by boat, or by dragon.	
Categories	Water, Vehicle	
	MF Gun	Equipment
Bonus	Attack: +3	
Requirements	Tech	
Instruction	+3 Attack vs. Robot and Android . Attack is 0 if used against Cyborg . Limit 1 use per Combat.	
Quote	"I managed to retrieve this prototype and plans from my father's lab." - Luna	
Categories	Weapon	

	Mihoshi's Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Requirements	Police	
Skills	Flying	
Categories	Battlesuit	

	Mihoshi's Laser Pistol	Equipment
Bonus	Attack: +2	
Uses	6	
Instruction	Discard or Reload.	
Quote	"Surrender now, or I'll have to blast you, and that will really hurt!" - Mihoshi	
Categories	Weapon	

	Military Plane	Equipment
Bonus	Movement: +1	
Requirements	Pilot & Military	
Instruction	Can carry 4 Characters and their Equipment.	
Categories	Flying Vehicle	

	Miyuki's Honda Today	Equipment
Bonus	Movement: 4	
Requirements	Driving x2	
Instruction	Can carry 2 Characters and their Equipment, including 1 Vehicle .	
Quote	"This car will smoke anything!" - Miyuki	
Categories	Vehicle	

	MME Data Link	Equipment
Uses	3	
Instruction	View the Item beneath a Location a Paranoid Disaster is at.	
Quote	"This drone can access the MME data net to a radius of 200 kilometers." - Norton	
Categories	Computer	

	Monkian's Flail	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack. Monkian's bonus is +2.	
Categories	Mutant, Weapon	

	Monkian's Shield	Equipment
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense.	
Quote	"Anything I can see, I can hit." - Monkian	
Categories	Mutant, Weapon	

	Moon Stick	Equipment
Uses	7	
Instruction	Defeat a Monster if it has less than half of its Health remaining. Limit 1 use per Turn. Limit 1 per deck.	
Quote	"Moon Healing Escalation!" - Sailor Moon	
Categories	Magic	

	Mule	Equipment
Requirements	Hunter x2	
Uses	3	
Instruction	Take a Combat Disaster from your deck and place at your Location. Limit 1 use per Turn. Limit 1 per deck.	
Text	Safari Joe's retainer.	
Quote	"Congratulations sir. A successful hunt."	
Categories	Robot	

	Mumm-Raft	Equipment
Bonus	Movement: 8	
Requirements	Pilot	
Instruction	Can carry any number of Undead Characters and their Equipment, including all Vehicles .	
Quote	"We will travel through time and space." - Mumm-Ra	
Categories	Undead, Planetary Vehicle, Planetary	

	Murasame Sword	Equipment
Bonus	Attack: +2, Energy: +2	
Requirements	Magic & Swordsman x3	
Instruction	+2 Attack & Energy. Limit 1 per deck.	
Categories	Weapon	

	Mystic Whistle	Equipment
Cost	Energy: -2	
Instruction	Instantly move all Demons and Spirits to your Location.	
Quote	"Sort of a dog whistle for apparitions." - Botan	
Categories	Spirit	

	Naginata	Equipment
Bonus	Attack: +2	
Requirements	Swordsman	
Instruction	+2 Attack.	
Quote	"Prepare to die!!!" - Ayeka	
Categories	Weapon	

	Namek Ship	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 2	
Requirements	Pilot or Namek	
Instruction	Can carry 4 Characters and their Equipment, including 1 Vehicle .	
Text	Kami used this to remove himself and the evil within him from Namek. Years later, Bulma used it to return in search of the original Dragon Balls.	
Categories	Planetary Vehicle, Planetary	

	Nanmo	Equipment
Bonus	Defense: +1	
Instruction	Play on a Planetary Vehicle to satisfy the Pilot requirement. +1 Defense & Health.	
Text	The Lovely Angels' adorable robot helper.	
Categories	Robot	

	Natsumi's Honda Motocompo	Equipment
Bonus	Movement: 3	
Requirements	Driving	
Instruction	Can carry 1 Character and their Equipment.	
Quote	"Baby's hot. She's smokin'. We're gonna burn him. You're toast mister!" - Natsumi	
Categories	Vehicle	

	Nene's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Computer	
Instruction	Nene's bonuses are +2.	
Quote	"Not even wearing armor can hide these measurements!"	
Categories	Battlesuit	

	Norton's Heavy Gun	Equipment
Bonus	Attack: +3	
Requirements	Strength & Weapons	
Instruction	+3 Attack. Limit 1 use per combat.	
Categories	Weapon	

	NoseDiver	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 4	
Requirements	Mutant or Driving	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Mutant, Vehicle	

	Orbital Weapons Platform	Equipment
Bonus	Attack: +5	
Requirements	Planetary Vehicle	
Instruction	+5 Attack vs. Locations.	
Categories	Weapon, Planetary	

	Orgel	Equipment
Requirements	Royalty	
Uses	3	
Instruction	Defeats Prince Endymion . or Transforms a Monster to its base form. Limit 1 per deck.	
Quote	"That melody, why is it resonating inside my soul? - Mamoru	
Categories	Music, Gift	

	Orguss	Equipment
Bonus	Attack: 7, Defense: 7, Health: 7, Movement: 3	
Requirements	Pilot	
Skills	Flying	
Instruction	Can carry 1 Character and their Equipment. Limit 1 per deck.	
Text	Orguss is named for the war god of Jabby's people.	
Quote	"It's Bronco time!" - Kei	
Categories	Mecha, Flying Vehicle	

	P-51 Mustang	Equipment
Bonus	Attack: 6, Defense: 2, Movement: 4	
Requirements	Pilot	
Instruction	Can carry 1 Character without their Equipment.	
Quote	"Roger!"	
Categories	Flying Vehicle	

	Panthro's Nun-chuks	Equipment
Requirements	Martial Arts	
Instruction	+1 Attack & Defense. Panthro's bonuses increase by 1 for each additional Martial Arts skill.	
Categories	Thunderian, Weapon	

	Pedal Copter	Equipment
Requirements	Strength & Pilot	
Instruction	Can carry 5 Characters without their Equipment or 3 Characters with their Equipment.	
Quote	"Well?! Are you coming or aren't you?!" - Mari	
Categories	Flying Vehicle	

	Pellet Belt	Equipment
Instruction	Store any number of Pellet Effects here. Place during the Discard phase.	
Text	The Thunderkittens have many tricks.	
Categories	Thunderian, Weapon	

	Periscope	Equipment
Requirements	Vehicle	
Uses	3	
Instruction	Look at the cards under any Desert Location.	
Quote	"Thanks for the directions."	
Categories	View	

	Plasma Axe	Equipment
Cost	Charm: -1	
Bonus	Attack: +1*	
Instruction	+1 Attack, +3 if you have Weapons . -1 Charm.	
Text	An effective weapon, if you're willing to use it.	
Categories	Weapon	

	Plun-Darrian Warbot	Equipment
Bonus	Attack: 7, Defense: 7, Health: 7, Movement: 1	
Instruction	Use to attack Locations. It must enter the Field from your Haven.	
Quote	"The most awesome invention of Plun-Darrian science." - Slithe	
Categories	Mutant, Mecha	

	Pocket Communicator	Equipment
Uses	2	
Instruction	Put 1 Character from your Draw pile in to your Haven.	
Quote	"Oh, Usagi. The communicators should only be used for serious and important transmissions." - Ami	
Categories	Computer	

	Police Submachine Gun	Equipment
Bonus	Attack: +2	
Instruction	+2 Attack. Limit 6 per deck.	
Quote	"Here! There's one for each of us." - Garnet	
Categories	Weapon	

	Pony-7	Equipment
Bonus	Movement: 3	
Requirements	Driving or Pilot	
Skills	Flying	
Instruction	Can carry 2 Characters and their Equipment. Gain Flying if you have Pilot .	
Quote	"Leave it to my Pony-7!" - Rasa	
Categories	Vehicle, Flying Vehicle	

	Portable Energy Cannon	Equipment
Bonus	Attack: +2	
Uses	3	
Instruction	+2 Attack.	
Categories	Weapon	

	Power Loader	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 2	
Requirements	Pilot	
Text	The Caterpillar P-5000 Powered Work Loader.	
Quote	"Hey, it's all part of the job." - Kei	
Categories	Mecha	

	Power Pole	Equipment
Instruction	Attack up to 2 Locations away from the Location Character is at, at -2 from your total Attack per Location. or Double Movement for 2 Characters without Equipment.	
Text	This powerful weapon, which can extend many times its normal length, was given to Goku by his adoptive grandfather, Gohan, who won it in a card game from Korin.	
Categories	Weapon	

	Priss' Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Strength	
Instruction	Priss' bonuses are +2, and her pin darts always do at least 1 Damage.	
Quote	"I got trashed. It was embarrassing."	
Categories	Battlesuit	

	Priss' Motorbike	Equipment
Bonus	Movement: 6	
Requirements	Driving	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Vehicle	

	Pruning Shears	Equipment
Bonus	Defense: -2	
Instruction	Reduce an opponent's Defense by 2.	
Text	Full Contact Combat Flower Arranging.	
Categories	Weapon	

	Psychic Spyglass	Equipment
Cost	Energy: -1	
Skills	ESP	
Instruction	Gives the ESP skill or +1 to an existing skill.	
Quote	"You must use it wisely." - Botan	
Categories	Spirit, View	

	Pumyra's Cat's Tail	Equipment
Bonus	Attack: +1	
Skills	Climbing	
Instruction	+1 Attack. Pumyra's bonus is +2, and she can use Pellet Effects .	
Categories	Thunderian, Weapon	

	Racing Monobike	Equipment
Bonus	Movement: 6	
Requirements	Driving x2	
Instruction	Can carry 1 Character without their Equipment.	
Text	Rollerbiking is the number one pastime on Venus.	
Quote	"Gyro's on the fritz. She's gonna roll around, so make sure you got lots of balance on the curves." -Gary	
Categories	Vehicle	

	Rat's Eyes	Equipment
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense. Ratar-O also gains +1 Energy.	
Text	Feared by Mutant and Thundercat alike.	
Categories	Mutant, Weapon	

	RatStar	Equipment
Bonus	Attack: 6, Defense: 6, Health: 6, Movement: 2	
Requirements	Ratar-O or Pilot	
Instruction	Can carry 6 Characters and their Equipment, including 1 Vehicle .	
Quote	"Put your toys away, ThunderCats. This is a grown-up's game!" - Ratar-O	
Categories	Mutant, Planetary Vehicle, Planetary	

	Razor Balls	Equipment
Cost	Health: -2*	
Instruction	Place on a Location. Any Character that lands on the Location without Acrobatics or Speed who is not in a Vehicle will take 2 Damage. Damage lasts until the end of the Turn.	
Text	These were just the first of Dr. Weelo's sinister tests.	

	Rebel Booby Trap	Equipment
Bonus	Attack: 3	
Requirements	Weapons	
Uses	1	
Instruction	Place on Location where a Character has been Killed. The next Disaster to land on the Location takes 3 Damage.	
Categories	Weapon	

	Red Centipede	Equipment
Bonus	Attack: 6, Defense: 8, Health: 8, Movement: 4	
Requirements	Pilot x2 & Tech x2	
Instruction	Can carry 6 Characters and their Equipment, including 2 Vehicles . Scavenge any Desert Location.	
Text	Flagship of the Hazzard fleet.	
Categories	Desert, Vehicle	

	Red Dragon Spirit Capture Star Sword	Equipment
Cost	Energy: -1	
Bonus	Attack: +1	
Instruction	For a cost of 1 Energy, +1 Attack. If Character has Magic skill, +2 Attack.	
Categories	Magic, Weapon	

	Revolver	Equipment
Bonus	Attack: +1	
Requirements	Police	
Uses	6	
Instruction	+1 Attack. Discard or Reload.	
Quote	"Take him out!" - Chief Tanaka	
Categories	Police, Weapon	

	Roadbuster	Equipment
Bonus	Movement: *	
Requirements	Driving x2	
Instruction	Movement is equal to number of Locations divided by 2.	
Quote	"Drag race through the heart of downtown? I like that." - Bean Bandit	
Categories	Vehicle	

	Robot Slave	Equipment
Instruction	Discard to prevent 1 Character from being Bonked or Killed.	
Quote	"Well, one purpose of robots is to help turn human fantasies into realities." - Eugene H. Allen	
Categories	Robot	

	Rocket Hammer	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Instruction	+3 Attack. Limit 1 use per Combat.	
Text	It's a hammer, with a rocket in it. A rocket hammer.	
Categories	Weapon	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Uses	1	
Instruction	Discard or Reload.	
Text	How many times do I have to tell you...drive, then fire!!!	
Categories	Missile, Weapon	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Uses	1	
Instruction	Discard or Reload.	
Categories	Missile, Weapon	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Uses	1	
Instruction	Discard or Reload.	
Quote	"You're in big trouble now buddy!" - Kome	
Categories	Missile, Weapon	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Uses	1	
Instruction	Discard or Reload.	
Categories	Missile, Weapon	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Requirements	Weapons	
Uses	1	
Instruction	Discard or Reload.	
Quote	"Steady Puar. That's it!" - Yamcha	
Categories	Missile, Weapon	

	Roshi	Equipment
Bonus	Attack: 3, Defense: 3, Health: 3, Movement: 3	
Skills	Flying	
Instruction	Can carry 1 Character and their Equipment.	
Quote	"Roshi!!!" - Damaramu	
Categories	Animal	

	Ross' Battlesuit	Equipment
Bonus	Attack: 6, Defense: 4, Health: 8, Movement: 3	
Requirements	Police or Pilot	
Instruction	Health = 8.	
Categories	Battlesuit	

	Ross' Ferrari	Equipment
Bonus	Movement: 3, Charm: +3	
Requirements	Driving	
Instruction	Can carry 2 Characters and their Equipment. Driver gains +3 Charm.	
Quote	"Whoa! Too cool." - Chris Brown	

	Royal Flying Barge	Equipment
Bonus	Movement: 4	
Requirements	Pilot or Royalty	
Instruction	Can carry 6 Characters and their Equipment, including 1 Vehicle .	
Categories	Flying Vehicle	

	Ryo's Katanas	Equipment
Bonus	Attack: +1	
Requirements	Swordsman	
Instruction	+1 Attack.	
Categories	Fire, Weapon	

	Saiyan Space Pod	Equipment
Bonus	Defense: +1, Movement: 2	
Instruction	Can carry 1 Character and their Equipment.	
Text	Saiyans travel the vast reaches of space held in suspended animation in these small, computerized craft.	
Categories	Saiyan, Planetary Vehicle, Planetary	

	Sakura's Blade	Equipment
Cost	Energy: 2	
Bonus	Attack: +3	
Requirements	Priest x2 or O-fuda	
Instruction	With O-fuda , equip as Flash Effect.	
Categories	Spirit, Weapon	

	Sand Cycle	Equipment
Bonus	Movement: 3	
Instruction	Crossing Desert Locations doesn't cost Movement. Can carry 1 Character and their Equipment or 2 Characters without their Equipment.	
Quote	"Hey, it's a girl." - Biker Inorganic	
Categories	Desert, Vehicle	

	S-Cargo	Equipment
Bonus	Movement: 4	
Requirements	Driving	
Skills	Speed	
Instruction	Can carry 1 Character and their Equipment.	
Text	Launch's stylish monobike.	
Categories	Vehicle	

	Scouter	Equipment
Requirements	Mech or Freeza	
Skills	Communications	
Instruction	View Items and Equipment carried by 1 Character at this or an adjacent Location.	
Text	Originally given to the Saiyans by Freeza, these devices read power levels and serve serve as long-distance communicators.	
Categories	View	

	Screwgun	Equipment
Bonus	Attack: +2	
Uses	1	
Instruction	+1 Attack. Disregard all of target's Equipment Defense bonuses.	
Quote	"Iria! Shoot!!" - Gren	
Categories	Weapon	

	Search Party	Equipment
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill. Gives the Survival skill if there are at least 3 Characters in the group.	
	Seiji's Nodachi	Equipment
Bonus	Attack: +1	
Requirements	Swordsman	
Instruction	+1 Attack.	
Categories	Lightning, Weapon	
	Sexy Grenade	Equipment
Bonus	Attack: +2, Charm: +2	
Uses	1	
Instruction	+2 Attack or Charm.	
Categories	Weapon	
	Shark Suit	Equipment
Skills	Swimming	
Instruction	Gives the Swimming skill or +1 to an existing skill.	
Quote	"These suits were designed so our divers could move among other fish without attracting attention." - Dr. Dometone	
Categories	Water	
	Shelby Cobra GT 500	Equipment
Bonus	Movement: 4, Charm: +2	
Requirements	Driving x2	
Instruction	Driving x2 must be possessed by a single Character. Can carry 4 Characters and their Equipment.	
Quote	"I'll drive!" - Rally	
Categories	Vehicle	
	Shin's Jumonji Yari	Equipment
Bonus	Attack: +1	
Requirements	Swordsman	
Instruction	+1 Attack.	
Categories	Water, Weapon	
	Shu's Sansetsukon	Equipment
Bonus	Attack: +1	
Requirements	Weapons	
Instruction	+1 Attack.	
Categories	Earth, Weapon	

	Shuttle Craft	Equipment
Bonus	Movement: 1	
Requirements	Pilot	
Instruction	Can carry 5 Characters and their Equipment, including 1 Vehicle .	
Quote	"If the SDPC is involved, we might as well pack it in."	
Categories	Planetary Vehicle, Planetary	

	SkyCutter	Equipment
Bonus	Attack: 4, Defense: 4, Health: 4, Movement: 4	
Requirements	Mutant or Pilot	
Instruction	Can carry 1 Character and their Equipment.	
Categories	Mutant, Flying Vehicle	

	Slithe's Axe	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack. Slithe's bonus is +2.	
Categories	Mutant, Weapon	

	Snarf MK-1 Charger	Equipment
Bonus	Attack: +1, Defense: +1	
Requirements	Snarf	
Instruction	+1 Attack & Defense.	
Quote	"Guaranteed to strike fear into the hearts of all Mutants." - Panthro	
Categories	Snarf, Battlesuit	

	Space Merchant Bao's Ship	Equipment
Bonus	Movement: 2	
Requirements	Pilot	
Instruction	Can carry 2 Characters and their Equipment. For total Movement can jump over a Location or an open area on Field.	
Quote	"You boob! We need to warp! Let's warp!" - Bao	
Categories	Planetary Vehicle, Planetary	

	Spaceboard	Equipment
Bonus	Movement: +1	
Instruction	Can carry 1 Character and their Equipment. Wilykit's bonus is +2.	
Quote	"Hey! This is sensational!" - Wilykit	
Categories	Thunderian, Flying Vehicle	

	Spike Glove	Equipment
Bonus	Defense: +2	
Text	The best defense is a good offense.	
Categories	Weapon	

	Spinning Disc	Equipment
Bonus	Attack: +1	
Requirements	Acrobatics or Music	
Uses	3	
Text	Much more effective than the VHS edition.	
Categories	Weapon	

	Spyglass	Equipment
Instruction	Prevents the use of your Characters by another Player.	
Quote	"Are you sure we should just watch like this?" - Kei	

	Star Leaf	Equipment
Bonus	Attack: 6, Defense: 7, Health: 7, Movement: 3	
Requirements	Pilot	
Instruction	Can carry 7 Characters and their Equipment, including 2 Planetary Vehicles .	
Quote	"Photon torpedoes! Return fire!" - Eluza	
Categories	Planetary Vehicle, Planetary	

	Steel Cloth (Earth)	Equipment
Bonus	Attack: 4, Defense: 3, Movement: 4	
Skills	Speed, Earth Element	
Instruction	Once per Turn you may do 2 Damage to all opponents without Flying . No attack this turn.	
Categories	Battlesuit	

	Steel Cloth (Sea)	Equipment
Bonus	Attack: 4, Defense: 3, Movement: 3	
Skills	Acrobatics, Water Element	
Instruction	Can cancel any effect that requires ESP .	
Categories	Battlesuit	

	Steel Cloth (Sky)	Equipment
Bonus	Attack: 4, Defense: 3, Movement: 3	
Skills	Flying, Air Element	
Instruction	+1 Attack vs. opponents without Flying .	
Categories	Battlesuit	

	Stereo	Equipment
Skills	Music	
Instruction	Gives the Music skill but does not increase an existing skill.	
Categories	Music	

	Struggle Suit	Equipment
Bonus	Attack: +2, Defense: +2	
Requirements	Military & Female	
Instruction	+2 Attack & Defense.	
Categories	Battlesuit	

	Stun Gun	Equipment
Uses	4	
Instruction	Paralyze an opponent for 1 Turn.	
Quote	"Well... you didn't wake up when I used the stun gun." - Rally	
Categories	Lightning, Weapon	

	Sub-based Helicopter	Equipment
Bonus	Movement: 3	
Requirements	Pilot	
Instruction	Can carry 6 Characters and their Equipment.	
Quote	"Clear the decks and launch the chopper." - Adm. Rudolph	
Categories	Military, Flying Vehicle	

	Super-strength Battle Armor	Equipment
Bonus	Defense: +2	
Instruction	+2 Defense.	
Quote	"When I found out the winner was a girl, I decided to change it to look like this." - Dr. Shimokobe	
Categories	Battlesuit	

	Swamp Boat	Equipment
Instruction	Can carry 2 Characters and their Equipment. Scavenge any Swamp or Water Location without the required skills.	
Categories	Water, Vehicle	

	Sword of Fervor	Equipment
Bonus	Attack: +3	
Requirements	Swordsman x2	
Instruction	+3 Attack.	
Text	Possessing a tremendous spirit this sword is know for its fury.	
Categories	Fire, Weapon	

	Sylia's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Flying	
Instruction	Sylia's bonuses are +2. Every 3rd round, she is in close quarters and is able to use her cutting blade. Her Attack bonus increases to +4.	
Quote	"You surpass the K-12 in both mass and mobility."	
Categories	Battlesuit	

	Tack Bombs	Equipment
Bonus	Defense: +2	
Uses	1	
Instruction	+2 Defense when being attacked from this Location.	
Quote	"Don't step on any of those round things." - Iria	
Categories	Weapon	

	Tactical Baton	Equipment
Bonus	Attack: +2	
Requirements	Police or Military	
Instruction	+2 Attack.	
Quote	"Don't shoot him. I have a better way."	
Categories	Weapon	

	The Four Horsemen	Equipment
Bonus	Movement: 3	
Instruction	Can carry 4 Characters and their Equipment.	
Categories	Animal, Vehicle	

	The Lovely Angel	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 3	
Requirements	Pilot	
Instruction	Can carry 3 Characters and their Equipment. Once per game, double one movement.	
Quote	"Let's double warp! ...The spaceship gangs still do it." - Kei	
Categories	Planetary Vehicle, Planetary	

	The Masaki Van	Equipment
Bonus	Movement: 3	
Requirements	Driving	
Instruction	Can carry 5 Characters and their Equipment.	
Categories	Vehicle	

	Thermal Imager	Equipment
Requirements	Computer & Tech	
Instruction	View the bottommost Disaster beneath the	Location this Character is at.
Quote	"Momiji, push the shift key..." - Yaegashi	
Categories	View	

	Thunder Bra	Equipment
Bonus	Health: -1	
Requirements	Fashion	
Instruction	Does 1 Damage to an opponent	attacking this Character.
Quote	"The Madonna Company's special	bra, it's highly recommended"
Categories	Lightning, Lingerie	

	Thunder God Armor	Equipment
Bonus	Defense: +2	
Requirements	Lightning Element & Weapons	
Instruction	+2 Defense. Limit 1 per deck.	
Categories	Battlesuit	

	Thunder God Sword	Equipment
Bonus	Attack: +2, Energy: +2	
Requirements	Lightning Element & Swordsman	
Instruction	+2 Attack & Energy	Limit 1 per deck.
Quote	"I'll show you that even Efrete is no	match for the Thunder Beast Nue, who lives inside the Thunder God Sword!" - Arshes Nei
Categories	Lightning, Weapon	

	Thunder-Cutter	Equipment
Bonus	Attack: +2	
Requirements	Swordsman x2	
Text	Hachiman's trusty blade, it will not commit an	evil act.
Categories	Lightning, Weapon	

	ThunderClaw	Equipment
Bonus	Movement: 3	
Requirements	Pilot	
Uses	3	
Instruction	Free any Held Character.	
Categories	Thunderian, Flying Vehicle	

	Thunderkittens' Lasso	Equipment
Instruction	Hold an opponent at your Location for 2 rounds. or Reduce an opponent's Attack by half for 1 round. Limit 1 use per Turn.	
Text	Wilykit and Wilykat each carry their own.	
Categories	Thunderian, Weapon	

	Thunderscope	Equipment
Instruction	All players must reveal any Thunderian cards they have while Thunderscope is in play. Limit 1 per deck.	
Quote	"The ancients designed it to locate lost Thunderians and their belongings." - Lynx-O	
Categories	Thunderian, Artifact	

	ThunderStrike	Equipment
Bonus	Attack: 5, Defense: 5, Health: 5, Movement: 4	
Requirements	Pilot	
Instruction	Can carry 3 Characters and their Equipment.	
Categories	Thunderian, Flying Vehicle	

	ThunderTank	Equipment
Bonus	Attack: 7, Defense: 7, Movement: 3	
Requirements	Driving	
Instruction	Can carry 6 Characters and their Equipment.	
Text	Built from parts scavenged from the Royal Flagship.	
Categories	Thunderian, Vehicle	

	Thundrainium Projector	Equipment
Uses	3	
Instruction	Thunderians must move to an adjacent Location.	
Quote	"I will drive the Thundercats from their homes, and Mumm-Ra will be so grateful he will reward me for all eternity." - Vultureman	
Categories	Mutant, Weapon	

	Thundrometer	Equipment
Uses	3	
Instruction	Take any Thunderian card from your Draw pile, and place in your hand. Limit 1 per Turn. Limit 1 per deck.	
Quote	"Must be some thundrillium deposits nearby." - Tygra	
Categories	Thunderian	

	Toil	Equipment
Bonus	Defense: +1	
Requirements	Planetary Vehicle	
Instruction	Equip to a Planetary Vehicle . +1 Defense & Health. +2 if Ail is Equipped.	
Text	He likes to watch Rummy stuff her face.	
Categories	Robot	

	Toma's Bow	Equipment
Bonus	Attack: +1	
Requirements	Marksman	
Instruction	+1 Attack.	
Categories	Air, Weapon, Planetary	

	Tonfas	Equipment
Bonus	Attack: +1, Defense: +2	
Requirements	Weapons & Martial Arts	
Quote	"...Hiyah!! Rhaa'ta! Cha cha!..." - Gren	
Categories	Weapon	

	Trace-Eyes	Equipment
Bonus	Health: -1, Movement: 3	
Requirements	Demon	
Instruction	Does 1 Damage to targeted Character when at the same Location as Character. Moves along Disaster movement path during the Equip phase.	
Quote	"Once these bombs set their sights on you, they will follow you forever." - Karasu	
Categories	Demon, Animal, Weapon	

	Tracer Bug	Equipment
Uses	3	
Instruction	Retrieve 1 piece of Equipment from your Discard pile and place in your Haven. Cannot be used on another Tracer Bug .	
Categories	Computer	

	Tracer Bug	Equipment
Uses	3	
Instruction	Retrieve 1 piece of Equipment from your Discard pile and place in your Haven. Cannot be used on another Tracer Bug .	
Quote	"You put those tracers on practically everyone in town." - Junta	
Categories	Computer	

	Transmitter Bra	Equipment
Uses	2	
Instruction	Instantly move 1 Character to your Location from anywhere on the Field.	
Categories	Computer, Lingerie, Move	

	Transsembler Scanner	Equipment
Uses	1	
Instruction	Look at the Disasters under 1 Location that is at least 3 Locations away.	
Quote	"I think I saw Gren in there." - Iria	
Categories	View	

	Tsunami	Equipment
Bonus	Attack: 9, Defense: 12, Health: 12, Movement: 3	
Requirements	Master Key	
Instruction	Can carry 8 Characters and their Equipment. With the Master Key and 3 Power Gems , use as Haven.	
Quote	"Jurai Royal family's most powerful ship."	
Categories	Planetary Vehicle, Juraian, Planetary	

	Tug Mug's Gravity Carbine	Equipment
Uses	3	
Instruction	Paralyze an opponent for 1 round. Discard or Reload.	
Text	Too much or too little gravity can make it difficult to move.	
Categories	Lunatak, Weapon	

	Turtle Hermit Fighting Armor	Equipment
Bonus	Attack: +1, Charm: +3	
Requirements	Female	
Skills	Martial Arts, Seduction	
Instruction	+1 Attack, +3 Charm. Gain the Martial Arts and Seduction skills.	
Quote	"Okay, but it doesn't seem to protect much." - Launch	
Categories	Lingerie, Battlesuit	

	Tygra's Bolo Whip	Equipment
Bonus	Attack: +1	
Instruction	Tygra's bonus is +2, and for total Movement, in any given Turn, he can jump over an open area on Field or exit one side of the Field and enter another.	
Categories	Thunderian, Weapon	

	Ura, The Armor Cat	Equipment
Bonus	Defense: +2	
Skills	Climbing	
Quote	"Aah, he looks even more like her royal highness when he has the cat around him." - Londs	
Categories	Animal	

	Videodrone	Equipment
Requirements	Tech	
Uses	*	
Instruction	View an opponent's hand. Number of uses is equal to number of Tracer Bugs played.	
Categories	View	
	Vision's Private Jet	Equipment
Bonus	Movement: 4	
Requirements	Pilot	
Instruction	Can carry 4 Characters and their Equipment. For total Movement, in any given Turn, can jump over an open area on Field or exit one side of the Field and enter another.	
Categories	Flying Vehicle	
	Warrior Maidens' Bow	Equipment
Bonus	Attack: +2	
Requirements	Marksman	
Uses	6	
Instruction	+2 Attack. Discard or Reload.	
Categories	Weapon	
	Whisker	Equipment
Bonus	Movement: 2	
Skills	Investigation x2	
Instruction	Can carry 2 Characters and their Equipment.	
Quote	"The Whisker is a tracker vehicle. These whiskers are probes. They can be programmed to search for anything." - Panthro	
Categories	Thunderian, View, Vehicle	
	Yajirobe's Hog	Equipment
Bonus	Movement: 3	
Requirements	Driving	
Skills	Streetwise, Survival	
Instruction	Can carry 3 Characters and their Equipment.	
Text	Get your motor running. Heavy metal thunder.	
Categories	Vehicle	
	Yuri's Battlesuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Skills	Flying	
Instruction	Yuri's bonuses are +2.	
Categories	Battlesuit	

	Capsule Camper	Equipment
Bonus	Movement: 2	
Requirements	Driving	
Instruction	Can carry 6 Characters and their Equipment.	
Categories	Vehicle	

	Capsule Car	Equipment
Bonus	Movement: 4	
Requirements	Driving	
Instruction	Can carry 3 Characters and their Equipment.	
Text		
Quote		
Categories	Vehicle	

	7th Sense	Flash Effect
Bonus	Attack: +1, Energy: +2	
Instruction	+1 Attack and +2 Energy for 1 Turn. Limit 1 per Character.	

	A Fair Fight	Flash Effect
Instruction	If combating a single Character alone, this Character's Attack and Defense are the same as the opponent's.	

	Act of Desperation	Flash Effect
Instruction	Kill 1 of your Characters.	
Quote	"Good-bye Bobby!" - Ai Lin	

	Addiction	Flash Effect
Instruction	-1 to all abilities.	
Text	Just Say No	
Quote	"I...need it." - Tygra	

	Afterimage Technique	Flash Effect
Cost	Energy: -*	
Instruction	Create a false target for a Disaster for each Energy spent.	
Quote	"Looks like I found the right one here!" - Korin	

	Afternoon Nap	Flash Effect
Instruction	1 Student has no actions for 1 Turn.	
Categories	Dream	

	Ambulance	Flash Effect
Instruction	Allows a group or Character to make another full movement.	
Categories	Medical, Move	

	Andromeda's Warm Cosmos	Flash Effect
Cost	Energy: -2	
Instruction	Restore any living Character to full Health. No Attack this round.	

	Angel of Mercy	Flash Effect
Instruction	Shuffle any 2 Discarded non-Character cards back into your Draw pile. or Put 1 Killed Character back in your Haven.	
Quote	"I only need ONE more sample; the most important one!" - Washu	
Categories	Medical	

	Angry Teacher	Flash Effect
Bonus	Attack: +1	
Requirements	Teacher	
Instruction	+1 Attack for each Teacher skill.	
Categories	School	

	Animal Sacrifice	Flash Effect
Instruction	Discard 1 Animal . Remove from game after use. Limit 1 per deck.	
Quote	"To the immortal Rodo we give this holy offering!"	

	ARIEL Launch	Flash Effect
Instruction	Equip a Mecha at any Location.	
Text	ARIEL, fight! ARIEL attack! Flying through the big blue sky, your crimson form we see!	
Categories	Flying Vehicle	

	Arlia	Flash Effect
Instruction	Discard all Robots . Remove from game after use. Limit 1 per deck.	
Quote	"When the Universe is completely full of organic lives like yours, it will be reborn, and evolve to the next stage."	
Categories	Divine	

	Arrest This Sicko!	Flash Effect
Instruction	Send a Character with Peeping to a Police Location.	
Quote	"It must be pretty stressful overseeing an all-girls highschool, isn't it, Principal?" - Detective Daichi	
Categories	Police	

	Ass Full of Lead	Flash Effect
Bonus	Attack: 0	
Instruction	Take no Damage from an attack by a Weapon .	

	Assault with Intent to Kill	Flash Effect
Instruction	Gain access to any Haven. Remove from game after use. Limit 1 per deck.	
Quote	"They've lost it." - Eddie	

	Assisted Flight	Flash Effect
Skills	Flying	
Instruction	Duration: 3 Turns. Gives the Flying skill or +1 to an existing skill.	
Quote	"If I'd known I was going to die today, I wouldn't have done all that homework."	

	Assisted Shot	Flash Effect
Bonus	Attack: +2*	
Instruction	+2 Attack with a Missile , +3 if Julian is at the Location. or Gives Marksman skill for 1 Scavenge attempt.	
Quote	"If he gets Armitage I won't last long." - Julian	

	Atomic Thunderbolt	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +6	
Requirements	Martial Arts x3 & Lightning Element	
Instruction	+6 Attack. Ignore any Defense bonuses.	
Categories	Lightning	

	Aurora Execution	Flash Effect
Cost	Energy: -4	
Bonus	Attack: +6	
Requirements	Martial Arts x3 & Ice Element	
Instruction	+6 Attack. Bonked Characters are Held. Martial Arts x3 or Fire Element x3 frees.	
Categories	Ice	

	Aurora Thunder Attack	Flash Effect
Cost	Energy: -2*	
Bonus	Attack: +3*	
Requirements	Ice Element	
Instruction	+3 Attack. +1 Attack for each additional Energy.	
Categories	Ice	

	Avalanche	Flash Effect
Requirements	Ice Element or Music x2	
Instruction	Block an Ice Location.	
Quote	"Avalanche?" - Monkian	
Categories	Ice	

	Avoid Fire	Flash Effect
Instruction	Prevent any Damage to any Equipment from a Weapon .	

	AXIA	Flash Effect
Instruction	Look at the Item below this Location.	
Categories	View	
	Back to Reality	Flash Effect
Instruction	Cause opponent to Discard 1 random card from their hand.	
Categories	Computer	
	Bad Cop	Flash Effect
Bonus	Health: -2	
Requirements	Police	
Instruction	Does 2 Damage to a Criminal . Limit 1 per Turn.	
Quote	"Tell us who your suppliers are or I'll break your fucking neck dickweed!" - Mad Bull	
Categories	Police	
	Bad Driving	Flash Effect
Skills	Driving -1	
Instruction	Duration: 2 Turns. Remove a Driving skill from a Character.	
Quote	"No good Inspector. They got away."	
	Bad Reputation	Flash Effect
Bonus	Charm: -2	
Instruction	Reduce opponent's Charm by 2.	
	Bad Reputation	Flash Effect
Bonus	Charm: -2	
Instruction	Reduce opponent's Charm by 2.	
Quote	"Sex fiend!!"	
	Baldok	Flash Effect
Instruction	Hold an opponent at any Location for 1 Turn.	
Quote	"Shame it is you can't fight back, but Baldok understands."	
Categories	Holding	
	Balvolt	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Magic & Lightning Element	
Instruction	-2 Energy. +2 Attack.	
Quote	"Slayer, Slayer, Dark Thunder of Balmor... BALVOLT!"	
Categories	Lightning, Magic	

	Bathroom Break	Flash Effect
Instruction	Move a group to the edge of the Field. Limit 1 per deck.	
Categories	Water, Move	

	Beasts Unleashing	Flash Effect
Requirements	Animal	
Instruction	Take any Animal card from your Draw pile, and place in your hand.	
Quote	"I could tear you into little pieces with nothing but the hairs on my mane." - Byakko	

	Bedsheet Ladder	Flash Effect
Requirements	Climbing	
Instruction	Free any Held Character.	
Quote	"Well, at least it's a nice prison." - Momiji	

	Berbil Mumm-Ra	Flash Effect
Requirements	Shapechange	
Instruction	Scavenge Berbil Village . or Gives Pure Heart skill for 1 Scavenge attempt.	
Quote	"A disguise no Thundercat would expect." - Mumm-Ra	
Categories	Illusion	

	Big Sucker Gas Slash	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Quote	"I hate that name! It's my move, I wanna name it." - Afura Mann	
Categories	Air	

	Bit of Glue	Flash Effect
Instruction	Prevent an Item from becoming a fake Item.	
Quote	"I hope we found all the pieces." - Mai	

	Black Knight with Soup	Flash Effect
Bonus	Attack: +2	
Requirements	Shapechange	
Instruction	+2 Attack.	
Quote	"If you leave town now I will spare you." - Oolong	

	Blades! Run Away!	Flash Effect
Cost	Energy: 1	
Bonus	Attack: +4	
Requirements	Cooking x2	
Instruction	+4 Attack. -1 Energy.	
Quote	"Those aren't rocks!" - Yusuke	

	Bloody Card	Flash Effect
Bonus	Attack: +2	
Requirements	Magic	
Instruction	+ 2 Attack.	
Text	Madam Beryl's signature move.	
	Blown Main CPU	Flash Effect
Instruction	Discard 1 random Science or Computer card.	
Categories	Computer, Science	
	Bomb!	Flash Effect
Instruction	Transform instantly. Limit 6 per deck.	
Categories	Magic	
	Boom Stick	Flash Effect
Bonus	Attack: +4	
Instruction	+4 Attack for a Character with a base Attack < 3. No further actions this Combat.	
Quote	"Hey!, that was my only shot." - Komimasa	
	Booster Juice	Flash Effect
Bonus	Movement: x3	
Instruction	Triples a Vehicle's Movement for 1 Turn.	
Quote	"Multi-octane, high potential, maximum velocity fuel formula." - Alluro	
	Borobdin, Setting 2	Flash Effect
Bonus	Attack: +3	
Instruction	Use to increase the Borobdin's bonus by an additional +3 Attack.	
Categories	Weapon	
	Brainwashing	Flash Effect
Requirements	Medic	
Instruction	Use an opponent's Character for 1 Turn at -3 Health. Limit 1 per Turn.	
Quote	"Increase the voltage to 150."	
Categories	Medical	
	Bridge of Slime	Flash Effect
Requirements	Climbing	
Instruction	Jump over an open area on Field.	
Categories	Move	
	Bring Her Around	Flash Effect
Instruction	Un-paralyze a Character.	
Quote	"She'll thaw out if you stick your finger up her ass." - Mad Bull	

	Brodo	Flash Effect
Instruction	Access a Dimensional Location.	
Quote	"Ancient spirits of good, transport this young Lion-O back to his own world."	
Categories	Knowledge, Magic, Dimensional	
	Broken Back	Flash Effect
Instruction	Opponent unable to perform any actions for 1 Turn.	
	Broken Back	Flash Effect
Instruction	Opponent unable to perform any actions for 1 Turn.	
	Broken Seal	Flash Effect
Requirements	Blind Luck	
Instruction	Take any Spirit card from your Draw pile and play it immediately.	
Quote	"A door. And symbols were carved in it to ward off evil." - Bundun	
Categories	Magic	
	Brutal Victory	Flash Effect
Instruction	Play before attacking. If attack Defeats opponent, opponent's abilities are reduced by half if opponent or another copy of opponent re-enters play.	
Quote	"Hiei wins in under a minute. Getting bonus points in my book for both skull piercing and amputation." - Koto	
	Brute-Men	Flash Effect
Requirements	Criminal	
Instruction	Add a Haven to the Field without waiting.	
Quote	"Faster you lazy Brute-Men, on to Castle Plun-Darr!" - Jackalman	
	Bubble Spray	Flash Effect
Cost	Energy: -1	
Bonus	Attack: -2	
Requirements	Water Element	
Instruction	Reduce an opponent's Attack by 2.	
Quote	"And now we're gonna stop you!" - Sailor Mercury	
Categories	Water	
	Burning Cosmos	Flash Effect
Bonus	Energy: +1	
Instruction	+1 Energy for 1 Combat. Limit 6 per deck.	

	Burning Palm Technique	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Martial Arts	
Instruction	+2 Attack. -2 Energy.	
Quote	"What a strange power." - Kibano	
	Bzzzzzz	Flash Effect
Instruction	Remove all Climbing skills from a group.	
	Cabbitphobia	Flash Effect
Bonus	Defense: -1	
Instruction	-1 Defense vs. Animal .	
Quote	"WHAAA! Oh! AAAAHH AHHH!" - Ayeka	
Categories	Fear, Animal	
	Caged	Flash Effect
Instruction	Character will not be attacked if another Character is at Location.	
Categories	Holding	
	Call for Backup	Flash Effect
Requirements	Communications	
Instruction	Move 1 Character from your Haven directly to this Location.	
Quote	"This is A-17, do you read me? This is A-17, where's our ammo?" - Melody	
Categories	Military	
	Call To God	Flash Effect
Requirements	Communications	
Instruction	Cancel the effects of 1 Magic card.	
Categories	Divine	
	Can You Hear Me Now?	Flash Effect
Skills	Communications -1	
Instruction	Duration: 2 Turns. Remove a Communications skill from a Character.	
Quote	"MY EAR!!!" - Cassios	
	Can't Miss	Flash Effect
Instruction	Cancels any effect that reduces or blocks a Weapon attack.	
Quote	"Bye-bye, Mega Playboy." - Karin	
	Can't Miss	Flash Effect
Instruction	Cancels any effect that reduces or blocks an Energy attack.	
Quote	"Kind of a cheap move when you don't even have to aim." - Kuwabara	

	Captain Shiner	Flash Effect
Requirements	Military	
Instruction	Steal an Item from a group, and exchange it for an Item held by a Disaster.	
Quote	"Mercenaries, if you please."	
	Carry-on Passenger	Flash Effect
Requirements	Mecha	
Instruction	Carry an extra Character in a Mecha .	
	Cast-off Skin	Flash Effect
Requirements	Shapechange	
Instruction	No Damage from a final attack when Running Away alone.	
	Cast Out the Demon	Flash Effect
Instruction	Free a Character from possession.	
	Catch	Flash Effect
Instruction	Prevent an Item or Equipment from dropping beneath a Location.	
	Ceramic Field	Flash Effect
Instruction	Cancels any effect that Discards more than 1 Spirit card.	
Quote	"I've prepared a special coffin for you." - Orochi	
	Change Direction	Flash Effect
Instruction	Attach to any moving Disaster during Disaster phase. The Disaster permanently moves in the opposite direction from now on, beginning with the next Move phase.	
Quote	"Wow, that little guy's got some moves!" - Vegeta	
Categories	Move	
	Chemistry Set	Flash Effect
Requirements	Genius	
Instruction	Cancel the effects of 1 Science card.	
Categories	Science	
	Childe of Gorgon	Flash Effect
Requirements	Mask of Gorgon	
Instruction	Move an Earth Location to an open spot on the Field.	
Text	The Childe of Gorgon was restored to life from the Hills of Elfshima by the Mask of Gorgon.	
Categories	Move	

	Circus Train	Flash Effect
Instruction	Move a Held opponent to any Location.	
Quote	"Well step right up, this offer's too good to resist." - Crownan	
Categories	Move, Flying Vehicle	
	Claudus	Flash Effect
Skills	Royalty	
Instruction	Gives Royalty skill for 1 Scavenge attempt.	
Text	Lion-O's father, the previous lord of the Thundercats.	
Quote	"Justice, truth, honor, loyalty."	
Categories	Thunderian	
	Clothes Beam	Flash Effect
Cost	Energy: -1	
Requirements	Magic or Namek	
Instruction	Play a Clothing card as a Flash Effect.	
Text	"Now you can't say I never gave yo anything kid." - Piccolo	
	Cold Feet	Flash Effect
Cost	Defense: -2	
Instruction	Hold an opponent at your Location. -2 Defense.	
Categories	Ice, Holding	
	Comb the Desert	Flash Effect
Instruction	Scavenge any Desert Location.	
Text	"There's nothing here but a barren desert!" - Colonel Silver	
Categories	Desert	
	Come Out and Play	Flash Effect
Requirements	Police	
Instruction	Take any Character from your Draw pile, and place in your hand.	
Quote	"Roadbuster! Come out and play!"	
	Command Override	Flash Effect
Requirements	Android	
Instruction	Cancel the effects of 1 Computer card. or Hold a Computer Disaster at your Location for 2 Turns.	
Quote	"I located the password, and delivered an override command." - Catty	
Categories	Computer	
	Complete the Circuit	Flash Effect
Instruction	Bonk an Android Character to Defeat 1 non-Combat Disaster.	
Quote	"We WILL have our new world." - Catty	

	Contract Say Pinky...	Flash Effect
Instruction	Opponent must Discard entire hand. Remove from game after use. Limit 1 per deck.	
Quote	"Christ! You're outta your fuckin' mind!"	
	Cosmic Points	Flash Effect
Instruction	Cure 1 poisoned Character if that Character has the Martial Arts skill.	
	Countdown	Flash Effect
Requirements	Weapons	
Instruction	The duration of an effect or Disaster is reduced by 2 Turns.	
Quote	"...one, ZERO!" - Tita	
Categories	Weapon	
	Counterspell	Flash Effect
Requirements	Magic x2	
Instruction	Cancel the effects of 1 Magic card.	
Quote	"What?! It had no effect!" - Dark Schneider	
Categories	Magic	
	Crane Game Trolling	Flash Effect
Requirements	ESP	
Instruction	Move any Items and Equipment beneath a Location so they are beneath the top most Disaster.	
Quote	"I've heard that every single stuffed animal he sets his sights on, he gets."	
	Crazy Eyes	Flash Effect
Instruction	Draw 1 additional Combat card.	
Categories	Fear	
	Crazy Eyes	Flash Effect
Instruction	Draw 1 additional Combat card.	
Categories	Fear	
	Crazy Eyes	Flash Effect
Instruction	Draw 1 additional Combat card.	
Categories	Fear	
	Crazy Eyes	Flash Effect
Instruction	Draw 1 additional Combat card.	
Quote	"I challenge you to a duel! To the death!" - Keiko	
Categories	Fear	

	Crescent Beam	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +1, Defense: -1	
Instruction	Add 1 to your Attack and reduce opponent's Defense by 1.	
	Crystal Defense Shield	Flash Effect
Bonus	Defense: +5	
Instruction	Add 5 Defense to Location.	
Quote	"The first application of Unified Field Theory." - Dr. Kishida	
Categories	Science	
	Cybernetic Brain Surgery	Flash Effect
Requirements	Medic or Computer	
Instruction	Restore any Android , Cyborg , or Robot to full Health.	
Quote	"The system's a hack job. And on top of that, this guy's clock is ticking." - Yuri	
Categories	Medical, Computer	
	Dance Dance Temple	Flash Effect
Requirements	Music & Acrobatics & Archaeology	
Instruction	Scavenge a blocked Location without the required skills and discard the blocking card.	
Quote	"You see, it takes three people to open this door." - Old Joe	
	Dark Offering	Flash Effect
Cost	Energy: -3	
Instruction	Take a Disaster from your Discard pile, and place it at any Location.	
Quote	"Hear my plea, and awaken once more." - Queen Beryl	
	Dark Rescue	Flash Effect
Instruction	Prevent a card from being Destroyed. Place that card in an opponent's hand.	
Quote	"Your parents were not terminated..." - Black King	
	Daylight	Flash Effect
Bonus	Attack: +3	
Instruction	Play on any Undead opponent to do 3 Damage. or Cancel any Undead effect card.	
Quote	"Okay, do it!" - Ayaka	
	DCM Bullet	Flash Effect
Instruction	Limit 6 per deck. Allows a Character to transform instantly.	
Quote	"We use any number of composite mutagens to change the DNA." - Karin	

	Dead Howling	Flash Effect
Bonus	Attack: +2	
Instruction	+2 Attack.	

	Deathblow	Flash Effect
Instruction	Defeat a Disaster if it only has 1 Health remaining.	
Quote	"Don't look so upset. We can't all have the last laugh. Ha ha ha." - Raditz	

	Death Plant Blossom	Flash Effect
Cost	Energy: -2	
Requirements	Green Thumb	
Instruction	If opponent is not attacked for 2 rounds, opponent is Killed.	
Quote	"I have but to will it, and it will instantly bloom." - Kurama	
Categories	Tree	

	Defiance	Flash Effect
Instruction	This Character may combat 1 Character of equal or greater Attack alone. Opponent must act alone.	
Quote	"Gara I'm here! Return the woman!" - Dark Schneider	

	Demon Sword	Flash Effect
Bonus	Health: -1*	
Requirements	Swordsman	
Instruction	Does 1 Damage for each Swordsman . Limit 1 per Turn.	

	Demonic Absorption Wall	Flash Effect
Cost	Energy: -2	
Bonus	Attack: 0	
Instruction	Take no Damage from an attack by a Demon .	
Quote	"I can't believe it. He absorbed my entire attack." - Shura	

	Destructo Disk	Flash Effect
Cost	Energy: -2	
Bonus	Health: -3	
Requirements	Martial Arts	
Instruction	Does 3 Damage. Limit 1 per Turn.	
Quote	"Nappa, don't touch it! You fool!" - Vegeta	

	Diamond Dust	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +1*	
Requirements	Martial Arts & Ice Element	
Instruction	+1 Attack. +1 Attack for each additional Ice Element skill.	
Categories	Ice	

	Dimension Sword	Flash Effect
Cost	Energy: -2	
Requirements	Spirit Sword	
Instruction	Remove the Dimension category from another card. or Discard 1 non-Combat Dimensional Disaster. Remove from game after use.	
Quote	"What is this? He's in another dimension. He can't possibly break through. Unless, unless he's the One." - Sea Man	
Categories	Dimensional	

	Dimension Transit	Flash Effect
Requirements	Vehicle	
Instruction	Allows a Vehicle to access a Dimensional Location.	
Quote	"Five seconds. Four, three, two, one. GO!" - Oharu	
Categories	Dimensional	

	Disassembly	Flash Effect
Bonus	Health: -1	
Requirements	Mech	
Instruction	Does 1 Damage to a Robot or Cyborg .	
Quote	"Please sir. I'm right handed." - Quick Pick	

	Dispersal	Flash Effect
Instruction	Place an Item beneath a random Location to send a Character or Disaster to a random Location.	
Quote	"Looks like it's coming from the forest." - Kyomiroe	
Categories	Move	

	Divert Attack	Flash Effect
Requirements	Martial Arts	
Instruction	Direct as many Damage as you expend in Energy from 1 attack to any opponent at this Location.	

	Dodonpa	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Instruction	+2 Attack. -1 Energy.	

	Don't Move	Flash Effect
Instruction	Cancel the effects of 1 Move card.	
Quote	"I'm your punisher!" - Higashi Narita	
Categories	Holding	

	Don't Throw the Gun	Flash Effect
Bonus	Attack: +2	
Instruction	Discard a Weapon for +2 Attack.	

	Don't Walk	Flash Effect
Requirements	Driving	
Instruction	Hold an opponent at your Location for 1 Turn.	
Categories	Holding	

	Double Kill	Flash Effect
Instruction	Play when a Mecha Disaster Kills a Character. Kill an additional Character.	
Categories	Mecha	

	Dragon Gong	Flash Effect
Requirements	Celebrity	
Instruction	End an opponent's turn.	

	Dragon of the Book of Omens	Flash Effect
Bonus	Health: -2	
Instruction	Do 2 Damage to all Characters in a group at a Location they are unable to Scavenge.	
Quote	"Ah! Wah! What is happening?!" - Mumm-Ra	
Categories	Magic, Dragon, Fire, Dimensional	

	Dragon of the Darkness Flame	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +5	
Requirements	Martial Arts x2	
Instruction	All other Characters in group take 1 Damage. If attack does not Defeat opponent, Character is Destroyed.	
Quote	"You know, it's impossible to control it completely. Once I release it, I have no say." - Hiei	
Categories	Dragon	

	Dragon Shield	Flash Effect
Bonus	Defense: +2	
Instruction	+2 Defense.	
Quote	"The Dragon Shield is the strongest among all Bronze Saints." - Shiryu	

	Dragon Spirit	Flash Effect
Cost	Energy: -2	
Instruction	Play before attacking. Restore your Health to full. Opponent's Attack is doubled the next round.	

	Dragon's Breath	Flash Effect
Bonus	Attack: +1	
Requirements	Fire Element	
Instruction	+1 Attack for each Fire Element skill.	
Categories	Dragon, Fire	
	Dramatic Escape	Flash Effect
Requirements	Martial Arts x3	
Instruction	When Running Away, send each Character to a random Location requiring a skill that the Character has, or to Haven if there are no matching skills. Opponent has no final attack.	
Quote	"Where did they go? You guys!" - Jun	
	Dress on the Run	Flash Effect
Instruction	Take any Clothing card from your Draw pile, and place in your hand.	
Quote	"You thievin' bastard! Give me my money back! You cocksucker!"	
	Eagle Toe Flash	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +4	
Instruction	+4 Attack. -2 Energy.	
	Earth's Guardian	Flash Effect
Cost	Energy: -2	
Bonus	Defense: x2	
Instruction	Double the Defense of a Protecting Character.	
Quote	"It is my duty." - Kami	
	Easy Rescue	Flash Effect
Instruction	Discard a Minor Disaster at a Water Location.	
Quote	"Oh my god! Pull me up! This is so gross!"	
	Eezuka	Flash Effect
Instruction	Block a Water Location.	
Text	Named for "ThunderCats" production lead Masaki Iizuka.	
Quote	"He's taken our reserve water tank." - Bengali	
Categories	Animal	
	Electrocuted	Flash Effect
Bonus	Health: -1	
Instruction	Does 1 Damage. Cannot be played against Lightning Element .	

	Electrocuted	Flash Effect
Bonus	Health: -1	
Instruction	Does 1 Damage. Cannot be played against Lightning Element .	
	Emergency Stop	Flash Effect
Instruction	Discard 1 Science Enhancement or Global Effect.	
	End of Thundera	Flash Effect
Instruction	Block a Planetary Location.	
Text	Destroyed by the power of the Sword of Plun-Darr.	
Quote	"That was Thundera, Lion-O, the planet we called home." - Jaga	
	Energy Ball	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Requirements	Demon	
Instruction	+2 Attack. -1 Energy.	
Categories	Demon	
	Energy Blast Barrage	Flash Effect
Bonus	Energy: +2	
Requirements	Demon	
Instruction	+2 Energy for 1 Combat.	
Categories	Demon	
	Energy Flux	Flash Effect
Bonus	Energy: +3	
Requirements	Magic x2	
Instruction	+3 Energy this Turn.	
	Energy Shield	Flash Effect
Cost	Energy: -1	
Requirements	Juraian	
Instruction	Prevents all Damage to 3 Characters this round.	
Categories	Juraian	
	Equipment Breakdown	Flash Effect
Instruction	Discard 1 piece of Equipment.	
	Equipment Breakdown	Flash Effect
Instruction	Discard 1 piece of Equipment.	

	Exodus	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +4	
Requirements	Magic x2 & Lightning Element	
Instruction	-3 Energy. +4 Attack. Limit 1 per Turn.	
Quote	"Boo-ray Boo-raya dead. Obey your blood oath, come forth from the land of Abaddon. Fire of Gehennam become a fiery blast and burn everything around us...EXODUS!"	
Categories	Lightning, Magic	

	Exorcised	Flash Effect
Instruction	Free a Character from possession.	
Quote	"Trying to make trouble at our shrine, huh? Forget it, I won't let you!" - Rei	

	Fake Item	Flash Effect
Instruction	Return an Item to beneath the Location it was originally at. Fake Item cannot be played by anyone again this game.	
Text	The telepathic aliens Raiichi and Zaakro lead Gohan, Krillin, and Bulma on an illusion-based wild goose chase.	
Categories	Illusion	

	Falis' Healing	Flash Effect
Cost	Energy: -1	
Instruction	Restore any living Character to full Health.	
Quote	"It should be better soon." - Etoh	
Categories	Medical, Magic	

	False Moon	Flash Effect
Requirements	Saiyan	
Instruction	Duration: 2 Turns. All Saiyan in play transform.	
Quote	"Let me show you a little trick we've learned." - Vegeta	

	Fated Discovery	Flash Effect
Instruction	Defeats Dongemaharu . or Prevent a Location from being Destroyed.	

	Female Jealousy	Flash Effect
Instruction	No opposing Female Characters can work together this Turn for Combat or Scavenging.	

	Female Jealousy	Flash Effect
Instruction	No opposing Female Characters can work together this Turn for Combat or Scavenging.	
Quote	"Geez, this really sucks." - Perrine	

	Field of Daggers	Flash Effect
Requirements	Earth Element	
Instruction	End an opponent's movement.	
Quote	"The shortest way is across the Field of Daggers." - Tygra We'll just have to risk it." - Panthro	
Categories	Earth	

	Fight of Dragons	Flash Effect
Bonus	Attack: +5	
Requirements	Dragon	
Instruction	+5 Attack vs. Dragon	
Quote	"The golden dragon Mycen will deal with Narse." - Prince Jester	

	Fire Punch	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +1	
Requirements	Fire Element	
Instruction	+1 Attack. -1 Energy.	
Categories	Fire	

	Fire Shield	Flash Effect
Cost	Energy: -3	
Bonus	Defense: 2	
Instruction	+2 Defense. -3 Energy.	
Categories	Fire	

	Fire Soul	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Requirements	Fire Element	
Quote	"Feel the burn." - Sailor Mars	
Categories	Fire	

	Flower Power	Flash Effect
Cost	Energy: -1	
Requirements	ESP	
Instruction	Opponent is now a tree. Attack, Movement, Charm, and Energy are reduced to 0. Opponent gains Tree category.	
Quote	"How scary." - Rodoist Bishop	
Categories	Fear, Illusion	

	Flying Block	Flash Effect
Bonus	Attack: 0	
Instruction	No Damage from 1 Attack.	
Quote	"Yo, Kuno, you feeling okay?"	
	Following Orders	Flash Effect
Instruction	Reverse the results of 1 Charm Combat.	
Quote	"Are you trying to blackmail me?" - Brenten	
Categories	Police	
	Forceful Passage	Flash Effect
Requirements	Strength	
Instruction	Free a blocked Location. Discard blocking card.	
Quote	"A-ko, did we just hit something?" - C-ko	
	Freeing the Ship	Flash Effect
Instruction	Requires a group of at least 3 Characters. Immediately free a Held Vehicle .	
Quote	"That should do. Let's go."	
Categories	Move	
	Friender's Flame	Flash Effect
Bonus	Attack: +2	
Requirements	Fire Element	
Instruction	+2 Attack for a Character with a base Energy of 0.	
Categories	Fire	
	Frozen	Flash Effect
Bonus	Attack: x2	
Instruction	Target takes double Damage from all attacks during the next round this Turn. Cannot be played against Fire Element or Water Element .	
Categories	Ice	
	Frozen in Fear	Flash Effect
Instruction	Opponent has no Turn. Remove from game after use. Limit 1 per deck.	
Text	One of the many weapons of the Plun-Darrian War-bot.	
Categories	Fear	
	Frozen Waterfall	Flash Effect
Cost	Energy: -1	
Requirements	Ice Element	
Instruction	Scavenge any Water Location.	
Categories	Ice	

	Fuel Tanker Tractor	Flash Effect
Requirements	Driving x2 & Mech x2	
Instruction	Move a Haven and all cards at the Haven to an open spot on the Field.	
Quote	"Let's go General." - Gary	
Categories	Move, Vehicle	
	Fury of Wildfire	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Fire Element	
Instruction	+2 Attack. -2 Energy.	
Categories	Fire	
	Genki-Dama	Flash Effect
Cost	Energy: -8	
Bonus	Attack: +*	
Requirements	Martial Arts x3	
Instruction	Add all the Energy of all Characters in play to your Attack this round. All other Characters in group are unable to attack this round.	
Quote	"It gathers its energy from all life on the planet..." - King Kai	
	Get Around	Flash Effect
Instruction	Scavenge any Location with Defense < 10 without the required skills.	
	Giant Crow	Flash Effect
Instruction	Steal an Item from an opponent Combating a Disaster.	
Text	Scavenges the leftovers of the Tree Monster.	
Categories	Animal	
	Giant Flyswatter	Flash Effect
Bonus	Attack: +1*	
Requirements	Shapechange	
Instruction	+1 Attack, +3 Attack vs. Bugrom .	
Quote	"Now's your chance Puar! Get him!" - Yamcha	
	Give Me a Hand...	Flash Effect
Requirements	Strength	
Instruction	Remove the Cyborg category from a Character or Disaster.	
	Gnawed Wire	Flash Effect
Requirements	Snarf or Animal	
Instruction	Destroy an Equipment at this Location.	
Quote	"It's worth a try." - Snarf	

	Go Fish	Flash Effect
Instruction	Draw 1 card from your Draw pile. If it is a Disaster, Discard it.	
Quote	"No carrot unless you catch a fish."	
	Go Fish	Flash Effect
Instruction	Draw 1 card from your Draw pile. If it is a Disaster, Discard it.	
Quote	"Hey, Snarf, this is the life." - Lion-O	
	Go Fish	Flash Effect
Instruction	Draw 1 card from your Draw pile. If it is a Disaster, Discard it.	
	Gohan is Angry...	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +4	
Instruction	+4 Attack for a Character with a base Attack < 3.	
Quote	"Impossible! But...my scouter's indicating. There's no way a boy could have such a high power level! Piece of junk..." - Raditz	
	Gold Cloth (Libra)	Flash Effect
Requirements	Martial Arts x3	
Instruction	Free any Held Character or Discard any Holding card. Limit 1 per deck.	
Categories	Gold Saint	
	Golden Arrow	Flash Effect
Instruction	Discard 1 Combat Disaster. Remove from game after use. Limit 1 per deck.	
	Good-byes at Sunset	Flash Effect
Instruction	Exchange an Item with another Player.	
Categories	Gift	
	Good Haul	Flash Effect
Requirements	Streetwise or Survival	
Instruction	Steal 1 Food Item.	
Quote	"We haven't eaten in a while so don't mess up." - Komimasa	
	Got You!	Flash Effect
Requirements	Strength	
Instruction	Play before attacking. 1 Character that is Bonked is restored to full Health at the end of Combat.	
	Got Your Tail	Flash Effect
Bonus	Health: -2	
Requirements	Speed or Movement 4+	
Instruction	Does 2 Damage to a Saiyan . Limit 1 per Turn.	
Quote	"I remember how much it used to hurt when somebody grabbed my tail." - Goku	

	Gotcha!	Flash Effect
Bonus	Charm: +2	
Requirements	Speed	
Instruction	+2 Charm.	
	Grab 'n Run	Flash Effect
Instruction	Steal an Item from a group in a Flying Vehicle and send them back to their Haven.	
	Greedy Eyes	Flash Effect
Instruction	Gain the Money category for 1 Turn.	
Text	Whether yen or dollars, money is money.	
Categories	Money, Dream	
	Growhill	Flash Effect
Instruction	Restore a Water Location to full Health.	
Quote	"I ask you to take care of this place." - Dynastar	
Categories	Water	
	Hairspray	Flash Effect
Instruction	Held Character can attack once.	
Quote	"HA! HA! Serves you right." - Ryoko	
	Hairspray Cloud	Flash Effect
Requirements	Fashion	
Instruction	Does 1 Damage.	
Categories	Air	
	Hanging Bear	Flash Effect
Bonus	Attack: +3	
Requirements	Strength x2	
Instruction	+3 Attack.	
	Haste	Flash Effect
Bonus	Movement: +1	
Instruction	+1 Movement to entire group this Turn. or Gives the Speed skill for 1 Turn.	
Quote	"I'm really going to have to motor..." - Goku	
	Haste II	Flash Effect
Cost	Energy: -1	
Instruction	Gives the Speed x2 skill for 1 Turn.	
Quote	"Hey, don't get ahead of yourself." - Goku	

	Headshot	Flash Effect
Bonus	Attack: +3	
Requirements	Weapon	
Instruction	+3 Attack.	
Quote	"If they can still stand you gotta keep pulling the trigger till they lie down." - Mad Bull	

	Heavens Shockwave	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Air Element	
Instruction	+2 Attack. -2 Energy.	
Categories	Air, Planetary	

	Halloween	Flash Effect
Cost	Energy: -8	
Requirements	Magic x3 & Lightning Element x2	
Instruction	Destroy current Location. This Character is unaffected. Remove from game after use. Limit 1 per deck.	
Quote	"Karzard, azuzard, kisku. Hansay glos silk. Unleash total destruction. Sage of Hades, use the seven keys to open the gates of Hell... HELLOWEEN!"	
Categories	Lightning, Magic	

	Helpless	Flash Effect
Requirements	Strength	
Instruction	Discard opponent's Physical Combat card.	
Quote	"Come on Goku, you have to get up!" - Goku	

	Hercules & Sampson	Flash Effect
Bonus	Attack: +10, Defense: +10	
Instruction	+10 Attack & Defense to a Location that has Attack or Defense.	
Quote	"Since the beginning, two robots, Hercules and Sampson have guarded the plug." - Dr. Dometone	
Categories	Robot, Animal, Science	

	Here Comes Arale	Flash Effect
Instruction	Flip a coin. If heads, move your group to any Location.	
Quote	"Weee! Weee!" - Arale	
Categories	Move	

	Here's Snakey	Flash Effect
Instruction	Reveal an Item hidden from Disasters.	
Quote	"No one will ever find us." - Wilykat	

	Hey Mister...	Flash Effect
Requirements	Pure Heart	
Instruction	Take a Character from your deck and place with your group.	
Quote	"Hey, I found them Krillin." - Goku	
	Hey, You're Dead!	Flash Effect
Instruction	1 Character Bonked this round is Killed instead.	
Quote	"We better call in for an ambulance."	
	Hey, You're Not Dead!	Flash Effect
Instruction	1 Character Killed this round is Bonked instead.	
	Hidden Weapon	Flash Effect
Instruction	Equip any Weapon from your Draw pile or your hand.	
Quote	"Ready, Anna?" "Ready and waiting, Uni!"	
	Hidden Weapon	Flash Effect
Instruction	Equip any Weapon from your Draw pile or your hand.	
	Hidden Weapon	Flash Effect
Instruction	Equip any Weapon from your Draw pile or your hand.	
Categories	Cyborg	
	High Ground	Flash Effect
Bonus	Defense: +1	
Requirements	Climbing or Flying or Genius	
Instruction	+1 Defense and reduce opponent's Defense by 1.	
	Highway Robbery	Flash Effect
Requirements	Criminal	
Instruction	Steal an Item from an opponent at your Location.	
Quote	"I've got his purse. Grab the saddlebags." - Slithe	
	Hitting the Wall	Flash Effect
Bonus	Attack: +5	
Requirements	Strength	
Instruction	+5 Attack vs. a Location.	
Quote	"God damn it!" - Mad Bull	
	Hold it In	Flash Effect
Instruction	Cancel any effect that reduces Charm.	
Quote	"If I puke it will all go away like that. Gotta keep it together." - Junta	

	Hold On	Flash Effect
Bonus	Movement: +2	
Requirements	Vehicle	
Instruction	+2 Movement for 1 Vehicle .	
Quote	"Get by them. We cannot afford to be late." - Bob	
	Holy Mother Miracle	Flash Effect
Cost	Energy: -1	
Requirements	ESP	
Instruction	Cancels Sprouted or Flower Power .	
Quote	"Show us a miracle." - Rodoist Bishop	
	Hoodlum	Flash Effect
Instruction	Steal 1 Vehicle card.	
Quote	"Yusuke, what are you doing? That's not even yours." - Keiko "It is now!" - Yusuke	
	Hostage Abuse	Flash Effect
Bonus	Charm: -3	
Instruction	Reduce a Held opponent's Charm by 3.	
Quote	"Looks good on you, old man."	
	Hungry Flower	Flash Effect
Bonus	Attack: +2	
Requirements	Green Thumb or Tree	
Instruction	+2 Attack.	
Categories	Tree	
	Hustle	Flash Effect
Requirements	Phase	
Instruction	Gives Student or Streetwise skill for 1 Scavenge attempt.	
Text	Space toad oil salesman.	
	I Can Do Both	Flash Effect
Requirements	Driving or Weapons	
Instruction	Make an attack from inside a Vehicle .	
Quote	"Keep charging!" - Kei	
	I'm a Lousy Shot	Flash Effect
Instruction	Kill one of your Characters to equip another with any Equipment in your Haven, Hand, or Draw pile.	
Quote	"I came to give you this 'cus..." - Komimasa	

	I'm Still Here	Flash Effect
Instruction	Characters and Equipment are not Destroyed when a Location is Destroyed. No further actions this Turn.	
Quote	"If I bought it in a place like this I'd never live it down." - Woodchuck	
	I'm the Brains	Flash Effect
Instruction	Choose a Disaster's target.	
Quote	"I'll be right here rooting for you Goku." - Bulma	
	I've Been Waiting for You	Flash Effect
Instruction	Prevent an opponent from Running Away.	
Quote	"Shall we settle this fight now?" - B-ko	
	Ice Breath	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Requirements	Ice Element	
Quote	"I don't know why I even waste my breath on you." - Chilla	
Categories	Ice	
	Immobilized	Flash Effect
Instruction	Zeiram Disaster has no actions for 1 Turn.	
Quote	"What gives? These aren't the hijackers." - Iria	
	Indigestion	Flash Effect
Bonus	Attack: 3	
Instruction	Do 3 Damage to a Hungry Disaster.	
Categories	Food	
	Innocent Blood	Flash Effect
Bonus	Attack: +1, Energy: +1	
Requirements	Cyborg	
Instruction	+1 Attack and Energy for duration of Combat when a non-Android, non-Cyborg, non-Robot Character is Killed.	
	Inorganic Oil	Flash Effect
Requirements	Robot	
Instruction	Move a Vehicle 2 Locations in a random direction.	
Quote	"You friggin' idiot!" - Inorganic Biker	
Categories	Science	
	Introduction	Flash Effect
Instruction	Opponent has no attack this round.	
Quote	"Here are two brand new friends for everyone." - Miss Ayumi	

	Iron Rock Crusher	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Earth Element	
Instruction	+2 Attack. -2 Energy.	
Categories	Earth	

	It's Bulma	Flash Effect
Requirements	Pure Heart	
Instruction	Take any Character from your Draw pile, and place in your hand.	
Quote	"He he, well, uh, that's not quite enough to go on there."	

	It's Mine	Flash Effect
Instruction	Prevent an Item from being stolen.	
Quote	"Whatever you have, hand it over!"	

	Jabby's Trick	Flash Effect
Bonus	Attack: +1*, Charm: +1*	
Requirements	Fire Element	
Instruction	+1 Attack. or +1 Charm vs. Student .	
Text	Jabby has a flamethrower jammed in his throat.	
Categories	Fire	

	Jail Break	Flash Effect
Requirements	Swordsman	
Instruction	Free any Held Character.	
Quote	"That does it, this calls for some real action."	

	Jailed	Flash Effect
Requirements	Hunter or Police	
Instruction	Hold an opponent at your Location for 2 Turn.	
Quote	"I'll break your bones, conman!" - Monkian	
Categories	Holding	

	Jan-Ken-Pon	Flash Effect
Instruction	Play rock / paper / scissors with the player to your left. If you win, move any 1 Disaster 1 Location forward.	
Quote	"Let's fight it out, then!" - Goz "Loser does all the paperwork!" - Mez	

	Janken	Flash Effect
Instruction	Play rock / paper / scissors with the player to your left. If you win, choose which Character will be the target of a Disaster.	
Quote	"Janken? And what the hell is that?" - Hiei	

	Jealous Yokai	Flash Effect
Instruction	Return a Character taken by another player.	
Text	Sealed away long ago by the legendary lovers.	
Quote	"Give him back!"	
Categories	Spirit	
	Jump Ship	Flash Effect
Instruction	Escape a Vehicle that is about to be Discarded or Destroyed.	
Categories	Robot	
	Just a Natural Gas Leak	Flash Effect
Instruction	Prevent a Location from being Destroyed. Remove from game after use. Limit 1 per deck.	
Quote	"The papers ran a cover story, explaining how a buildup of gas in the construction site had been responsible for the spectacular explosion." - Momiji	
	Just a Scratch	Flash Effect
Bonus	Attack: 0	
Requirements	Speed	
Instruction	No Damage from 1 attack.	
Quote	"You're pretty good. That almost got me!" - Raditz	
	Kamehameha	Flash Effect
Cost	Energy: -*	
Bonus	Attack: +*	
Requirements	Martial Arts x2	
Instruction	Add all of your Energy to your Attack this round. No attack and -2 Defense next round.	
Text	Kamehameha means "Turtle Destruction Wave".	
Quote	"Damn him! He can raise his power level by concentrating his energy onto one point!" - Raditz	
	Karaoke	Flash Effect
Skills	Music	
Instruction	Gives Music for 1 Scavenge attempt.	
Quote	"Come on, let's sing it together." - Mihoshi	
	Karaoke Taxi	Flash Effect
Skills	Music -1	
Instruction	Duration: 2 Turns. Remove a Music skill from a Character.	
Quote	"Ma'am, we're almost to Shinjuku. I'll be cited. Ma'am, please."	
Categories	Vehicle, Music	

	Keen Observation	Flash Effect
Instruction	Destroy 1 random card from another player's Draw pile.	
Text	Hey, there's people out there!	

	Kei-Un-Ki Ninja Strike	Flash Effect
Cost	Energy: -*	
Bonus	Attack: +*	
Requirements	Murasame Sword	
Instruction	Add all of your Energy to your Attack this round. Health = 1 next round.	

	Kid Sister	Flash Effect
Instruction	Take any Female Character from your Draw pile, and place with your group.	
Quote	"I bet she's a pint size pain in the you know what just like you. Probably ugly too." - Kuwabara	

	Kiss of Death	Flash Effect
Instruction	Cure 1 poisoned Character.	
Categories	Medical	

	Knapsacked	Flash Effect
Instruction	Control which of your Characters is kidnapped.	
Quote	"Princess Minerva, please behave." - Pyrocession	

	Know When to Run	Flash Effect
Bonus	Attack: 1/2	
Instruction	Group takes only half Damage from a final attack when Running Away.	
Text	Oh jeez, what was I thinking? Man, am I in for it now! Anybody want to trade a sword for some painkillers?	

	Kodak Moment	Flash Effect
Bonus	Charm: -2	
Instruction	Reduce an opponent's Charm by 2.	
Quote	"Nice pose there princess." - Kusanagi	

	Kol'co	Flash Effect
Cost	Energy: -1	
Bonus	Defense: +2	
Requirements	Martial Arts & Ice Element	
Instruction	+2 Defense. -1 Energy.	
Categories	Ice	

	Kudi	Flash Effect
Instruction	Cure 1 poisoned Character. or Return 1 Character to their group.	
Text	Kudi is very knowledgeable about the plants of Third Earth.	
Categories	Animal, Medical	

	Laser Breath	Flash Effect
Bonus	Attack: +2	
Instruction	Play on a Combat Disaster. +2 Attack for the duration of Combat.	
Categories	Android	

	Laser Eyes	Flash Effect
Bonus	Attack: +2	
Instruction	Play on a Combat Disaster. +2 Attack for the duration of Combat.	
Quote	"We don't want anybody watchin' us!" - Nappa	
Categories	Android	

	Laser Eyes	Flash Effect
Bonus	Attack: +2	
Instruction	Play on a Combat Disaster. +2 Attack this round.	
Categories	Undead	

	Last Chance to Confess	Flash Effect
Instruction	Cancels the effects of any Police card except Disasters.	
Quote	"A suspect's got rights, you know? Like the right to remain silent!" - Mario	
Categories	Police	

	Last Chocolate Bar	Flash Effect
Requirements	Strength	
Instruction	Steal a Food Item.	
Quote	"It's all mine!" - Shu	

	Last Dragon	Flash Effect
Cost	Energy: -5	
Requirements	Martial Arts x3	
Instruction	Remove this Character from the game to remove 1 Combat Disaster from the game.	

	Last Meal	Flash Effect
Instruction	Scavenge any Food Location. or Cancel a Food effect.	
Quote	"Tonight's menu features my very special curry." - Usagi	
Categories	Food	

	Laughing Lillypad	Flash Effect
Bonus	Defense: 1/2	
Instruction	Reduce opponent's Defense by 1/2.	
Quote	"I bet you've never seen anything like this." - Frogman	
Categories	Holding, Tree	
	Learn the Pain	Flash Effect
Bonus	Health: -1	
Instruction	Does 1 Damage to yourself.	
Quote	"Oh yeah! That's it! It feels so good!" - Kuro Momotaro	
	Legendary Warriors	Flash Effect
Bonus	Attack: +3	
Requirements	Juraian & Royalty	
Instruction	+3 Attack. Limit 1 per deck.	
Quote	"The two knights loyal to Jurai's royal family, Azaka and Kamidake." - Ayeka	
Categories	Juraian	
	Leo of the Stars	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Instruction	+2 Attack. -1 Energy.	
Quote	"Devour the girl!" - Nephrite	
Categories	Magic, Animal, Planetary	
	Library Research	Flash Effect
Instruction	Take any 2 Knowledge cards from your Draw pile, and place in your hand.	
Quote	"This doesn't make any sense!! This stuff is driving me crazy!!" - Momiji	
Categories	School	
	Licking Your Wounds	Flash Effect
Requirements	Animal	
Instruction	Restore any living Character to full Health.	
Categories	Animal	
	Lie Translator	Flash Effect
Instruction	Discard an Illusion card.	
Text	"Just as soon as Lion-O's guard is down, I'll bash him with the Psyclub." - Alluro	

	Lightning Flash Surprise	Flash Effect
Cost	Energy: -3	
Bonus	Attack: 2	
Instruction	Add 2 Damage to a successful attack.	
Quote	"It certainly looks powerful, but what we all must be wondering is, what exactly does it do?" - Tournament Announcer	
Categories	Lightning	
	Lightning Strike	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Lightning Element	
Instruction	+2 Attack. -2 Energy.	
Categories	Lightning	
	Like a Twig	Flash Effect
Requirements	Strength x2	
Instruction	Destroy a Weapon .	
Quote	"Why, I snapped that cub's sword like a twig." - Tug Mug	
	Lionet Bomber	Flash Effect
Bonus	Attack: +2	
Instruction	+2 Attack.	
	Live from the Scene	Flash Effect
Requirements	Communications	
Instruction	Reduce an opponent's Charm by 1. or Increase an opponent's Charm by 1.	
Quote	"Let's see how this exciting battle will resolve." - Botan	
	Locket of Lies	Flash Effect
Cost	Energy: -1	
Requirements	Magic	
Instruction	A Treasure of Thundera is now a fake. It loses all abilities. It is still an Item. Limit 1 per deck.	
Quote	"You know it may be part of the Treasure of Thundera. We should tell the Thundercats about it." - Egbert	
	Love Shield	Flash Effect
Bonus	Defense: x2	
Requirements	Charm > 4	
Instruction	Double the Defense of a Protecting Character.	
Quote	"Because I love him with all my heart. And I'll defend him even if it ends up costing me my life." - Naru	

	Loving You	Flash Effect
Bonus	Charm: +3	
Instruction	+3 Charm vs. Robot , Android , and Cyborg .	
Quote	"I was so worried! Are you all right? Did they hurt you?" - Leona Ozaki	
	Lucky Shot	Flash Effect
Instruction	Discard any Weapon in play.	
Quote	"Gotcha!" - Buaku	
	Magic Shield	Flash Effect
Cost	Energy: -2	
Bonus	Defense: +3	
Requirements	Magic	
Instruction	-2 Energy. +3 Defense.	
Categories	Magic	
	Makkankoupousou	Flash Effect
Requirements	Martial Arts	
Instruction	Each successive round Character does not attack or protect, store an additional 2 Energy for this attack. Attack = 2x total Energy stored. Disregard all of target's Equipment Defense bonuses.	
Quote	"I was saving it for you, Goku." - Piccolo	
	Mana	Flash Effect
Requirements	Dragon	
Instruction	Charm any Male .	
Text	Mink's mother is an Imperial Red Dragon.	
Categories	Dragon	
	Man-o-War Cloud	Flash Effect
Instruction	Kidnap an opponent's Character. Kidnapped Character moves with group, but is not involved in Combat.	
Quote	"Oh Lion-O, do something. Save her, please." - Ro-Bear Bill	
Categories	Animal, Holding	
	Mars Reinforcements	Flash Effect
Instruction	Equip a Vehicle from your Draw pile or your hand if it has the Military category.	
Quote	"It's the Mars Force!" - Score	
Categories	Military	
	Master of Disguise	Flash Effect
Requirements	Fashion	
Instruction	Take an Illusion Enhancement from your Draw pile and play on any Character.	

	Medical Treatment	Flash Effect
Requirements	Medic	
Instruction	Restore any living Character to full Health.	
Categories	Medical	

	Medical Treatment	Flash Effect
Requirements	Medic	
Instruction	Restore any living Character to full Health.	
Quote	"Ow! That's enough." - Sen. Ed Haints	
Categories	Medical	

	Medical Treatment	Flash Effect
Requirements	Medic	
Instruction	Restore any living Character to full Health.	
Categories	Medical	

	Meditation	Flash Effect
Instruction	Look at the top 3 cards from your draw pile. Put 1 in your hand and the others on the bottom of your draw pile.	
Categories	View	

	Mega-thrust	Flash Effect
Requirements	Pilot & Genius x2	
Instruction	Move a Haven and all cards at the Haven to an open spot on the Field.	
Quote	"Zero to 5000 in ten seconds." - Luna	
Categories	Move	

	Megadeath	Flash Effect
Cost	Energy: -4	
Bonus	Health: -5	
Requirements	Magic x3 & Lightning Element	
Instruction	All other Characters at this Location take 5 Damage. Limit 1 per Turn.	
Quote	"Day boom stain. Spirits of earth and air. Honor the ancient pact and fulfill your debt to me... MEGADEATH!"	
Categories	Lightning, Magic	

	Mellow Poison	Flash Effect
Bonus	Attack: +1	
Instruction	+1 Attack. If opponent is a Character, a successful attack poisons Character. Poisoned Character is incapacitated in 3 Turns, and Killed in 6 Turns.	

	Meltdown	Flash Effect
Instruction	Play before attacking. A successful attack Bonks Character or Defeats Disaster.	
Text	Ack! Oop!	

	Mihoshi's Driving	Flash Effect
Instruction	Prevent a Vehicle from being Destroyed. Place it in your hand.	

	Million Ghosts	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +4	
Requirements	ESP	
Instruction	+4 Attack. -2 Energy.	
Categories	Illusion	

	Mindtap	Flash Effect
Requirements	ESP	
Instruction	Look at top 4 cards in another player's Draw pile. Return them to the pile in any order.	
Categories	View	

	Miniaturization Gas	Flash Effect
Requirements	Magic or Undead	
Instruction	Reduce an opponent's Attack, Defense & Movement by half for 1 Turn.	
Categories	Magic	

	Minor Injury	Flash Effect
Cost	Defense: -1	
Bonus	Attack: +2	
Quote	"Yeah! Yeah! We were really close! Yeah, how do you think I got THIS?" - Annapuma	

	Misdirection	Flash Effect
Instruction	Control direction and distance of movement of any Character or Disaster in motion, within its current Movement limit.	
Categories	Move	

	Missile Walk	Flash Effect
Bonus	Attack: 0	
Requirements	Movement 4+	
Instruction	No Damage from Weapons for 1 Combat.	
Categories	Move	

	Molemen	Flash Effect
Instruction	Scavenge any Earth Location. Limit 1 per deck.	
Text	The Molemen slave away in the tunnels of Third Earth in search of gold.	
Quote	"Let's burrow. Burrow. Burrow. Burrow."	
Categories	Earth, Animal	

	Money Grab	Flash Effect
Requirements	Criminal	
Instruction	Steal 1 Money Item.	

	Monopoly	Flash Effect
Cost	Energy: -3	
Requirements	Phase x3	
Instruction	The game is over, go play a game of Monopoly instead.	
Categories	Gift, Money, Holding, Dimensional	

	Moon Destruction	Flash Effect
Requirements	Attack 8+ or Attack 5+ & Planetary	
Instruction	Cancels 1 False Moon or Defeats 1 Planetary Disaster.	
Quote	"The moon...they need the moon!" - Piccolo	

	Moon Tiara Action	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +1	
Quote	"Throw your tiara at her and yell 'Moon Tiara Action!'" - Luna "Why would I want to do that? What's gonna happen?" - Sailor Moon	

	Mother Instinct	Flash Effect
Bonus	Attack: +3	
Requirements	Teacher	
Quote	"Chi-Chi's pretty protective of Gohan." - Goku	

	Motocompo Skills	Flash Effect
Requirements	Vehicle	
Instruction	Character can jump over 1 Location during movement.	
Quote	"Look out!" - Natsumi	
Categories	Vehicle	

	Motorcycle Getaway	Flash Effect
Instruction	Stop the effects of any Holding card.	
Quote	"No! Wake up! Eyes on the road!" - Buaku	
Categories	Move	

	Mouth Beam	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +4	
Text	Minty fresh.	

	Mumm-Ra's Cloning Machine	Flash Effect
Instruction	Create a Minor Disaster copy of a Character.	
Quote	"Now I shall be able to duplicate this Thundercat in every exact detail." - Mumm-Ra	
	Nap Time	Flash Effect
Instruction	Opponent has no action this Turn, but is +1 all the next Turn.	
Quote	"Everyone, even the strongest warriors, needs their shuteye." - Master Roshi	
Categories	Dream, Holding	
	Nature Walk	Flash Effect
Instruction	Scavenge any Tree Location.	
Quote	"Why is it that everyone I gotta meet is in love with friggin' nature?" - Yusuke	
	Nebula Chain Attack!	Flash Effect
Bonus	Attack: +2*	
Requirements	Weapons	
Instruction	+2 Attack. +1 for each Weapons skill.	
Categories	Weapon	
	Nebula Chain Defense!	Flash Effect
Bonus	Defense: +3	
Requirements	Weapons	
Instruction	+3 Defense.	
Categories	Weapon	
	Netherworld Bridge	Flash Effect
Requirements	Martial Arts x3	
Instruction	Scavenge any Demon Location.	
Quote	"I will be the bridge to Arago's domain." - Kaos	
	Netherworld Power Torture	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +3	
Requirements	Demon	
Instruction	+3 Attack. -2 Energy.	
Quote	"I don't need your power anymore! Let me out!" - Shuten	
	Next Time!	Flash Effect
Instruction	+2 all vs. opponent that has previously Defeated you.	
Quote	"I've lost again, I do! Nothing I do seems to have any effect at all!" - Chiren	

	Nice Skirt	Flash Effect
Instruction	Opponent must reveal all Lingerie Items.	
Quote	"It's lacy." - Yusuke	
	Not Out Yet	Flash Effect
Cost	Energy: -1	
Instruction	Character cannot be moved from current Location.	
Quote	"A last ditch effort has kept Kuwabara inside the ring!" - Koto	
Categories	Move	
	Not Really Haunted	Flash Effect
Instruction	Scavenge any Undead Location.	
Quote	"Welcome." "Welcome." "Welcome."	
	Offensive Driving	Flash Effect
Bonus	Attack: +3	
Requirements	Driving	
Instruction	Use any Vehicle for a +3 Attack bonus the 1st round of Combat.	
Quote	"Junk heap?! Like Hell!" - Bean Bandit	
Categories	Vehicle	
	Opening the Tomb	Flash Effect
Instruction	Free a blocked Location. Discard blocking card. Any Disasters turned up are +3 Attack.	
Quote	"Let's see if there's anything buried underneath." - Wilykat	
	Out of the Frying Pan	Flash Effect
Instruction	Swap any 1 Combat Disaster in play with another Combat Disaster in play.	
Quote	"I'm going to be fondue if I don't get out of here!" - Gohan	
Categories	Move	
	Out You Go!	Flash Effect
Instruction	Move an opposing group or Disaster to an adjacent Location.	
Quote	"You're disrupting our business!" - Jadeite	
	Over the Edge	Flash Effect
Instruction	Discard 1 Disaster. Remove from game after use. Limit 1 per deck.	
Quote	"Bon voyage." - Armitage	
	Over the Edge	Flash Effect
Instruction	Discard 1 Disaster. Remove from game after use. Limit 1 per deck.	
Quote	"Oh no, not again." - Sachiko	

	Pain Rain	Flash Effect
Cost	Energy: -2	
Bonus	Defense: -2	
Requirements	Water Element	
Instruction	Reduce an opponent's Defense by 2. -2 Energy.	
Categories	Water	

	Panic Attack	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Fire Element	
Instruction	+2 Attack. -2 Energy.	
Quote	"I was just a little bit scared." - Nanami	
Categories	Fear, Fire	

	Panty Predictor Program	Flash Effect
Bonus	Charm: -5	
Instruction	-5 Charm to a Character that has Peeping or Computer . Limit 1 per Turn.	
Quote	"This is a revolutionary program. There's nothing else in the world like it.!" - Yaegashi	
Categories	Computer	

	Passed by a Kid on a Bike	Flash Effect
Bonus	Charm: -2*	
Requirements	Speed x2	
Instruction	Reduce opponent's Charm by 2, 4 if they have Driving .	
Quote	"I swear that never happens to me. It's just a one time thing."	

	Pay Attention!	Flash Effect
Instruction	No actions for 1 Turn.	
Quote	"Was that part of the routine?" "No."	

	Pedestrian Power Block	Flash Effect
Requirements	Strength	
Instruction	Opponent cannot use a Vehicle for the duration of Combat.	
Text	I'm walking here!	

	Pegasus Rolling Crash	Flash Effect
Cost	Energy: -3*	
Bonus	Attack: +3*	
Requirements	Martial Arts	
Instruction	+3 Attack. +1 Attack for each additional Energy.	

	Pegasus Ryu Sei Ken	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +1*	
Requirements	Martial Arts	
Instruction	+1 Attack for each Martial Arts skill.	
	Pegasus Sui Sei Ken	Flash Effect
Cost	Energy: -2	
Bonus	Health: -2*	
Instruction	Does 2 Damage, 5 Damage if you have Martial Arts x3 .	
	Pellet Effect (Butterflies)	Flash Effect
Bonus	Defense: -2	
Requirements	Pellet Belt	
Instruction	-2 Defense for 1 round.	
	Pellet Effect (Flash)	Flash Effect
Bonus	Attack: -1, Defense: -1	
Requirements	Pellet Belt	
Instruction	-1 Attack & -1 Defense for 1 round.	
	Pellet Effect (Grease)	Flash Effect
Requirements	Pellet Belt	
Instruction	Opponent gets no final attack when Running Away.	
Quote	"Monkians sure know how to fall, don't they?" - Wilykit	
	Pellet Effect (Lightning Rope)	Flash Effect
Requirements	Pellet Belt	
Instruction	Steal an opponent's Vehicle .	
Quote	"Come on Wilykit, let's go." - Wilykat	
	Pellet Effect (Raft)	Flash Effect
Requirements	Pellet Belt	
Instruction	Duration: 3 Turns. Take no Damage from a Water Location.	
Quote	"Bah! Quite resourceful, those little pondscummers." - Frogman	
Categories	Water, Vehicle	
	Pellet Effect (Sand)	Flash Effect
Requirements	Pellet Belt	
Instruction	Cancel any View effect.	
Quote	"My eyes!" - Monkian	

	Pentacle	Flash Effect
Cost	Energy: -2	
Instruction	Block 1 Energy attack or remove an existing Energy effect.	
Quote	"Red Dragon Spirit Capture Star Sword — Pentacle!" - Ayaka	
Categories	Magic	

	Phantom Gen Waku Ken	Flash Effect
Cost	Energy: -1	
Bonus	Attack: 0	
Requirements	ESP	
Instruction	Take no Damage this round.	
Text	Geist's signature move.	
Categories	Illusion	

	Phoenix Illusion Demonic Fist	Flash Effect
Instruction	Your Opponent deals Damage equal to half its Attack to its Health. Limit 1 per Turn.	
Categories	Illusion, Fear	

	Phoenix' Wings Rise	Flash Effect
Cost	Energy: -3*	
Bonus	Attack: +3*	
Requirements	Martial Arts & Fire Element	
Instruction	+3 Attack. +1 Attack for each additional Energy.	
Categories	Fire	

	Plasma Fist	Flash Effect
Cost	Energy: 2	
Bonus	Attack: +4	
Requirements	Cyborg	
Instruction	+4 Attack. -2 Energy.	
Text	Plasma manipulation is Gally's specialty.	

	Plotting	Flash Effect
Instruction	Discard any Horde or Illusion effect card.	
Quote	"Uh-oh! Class is starting!" - B-ko	

	Popped Camera	Flash Effect
Instruction	Discard all View cards. Limit 1 per deck.	
Quote	"My film's ruined!" - Mr. Usagi	

	Possession	Flash Effect
Instruction	Use an opponent's Character for 1 Turn. Limit 1 per Turn.	

	Possession	Flash Effect
Instruction	Use an opponent's Character for 1 Turn. Limit 1 per Turn.	
Quote	"You will now do anything I say, Naru Osaka." - Nephrite	
	Power Gem Removal	Flash Effect
Requirements	Master Key	
Instruction	Steal a Power Gem and paralyze the Character you stole it from for 1 Turn.	
	Power of the Creator	Flash Effect
Cost	Energy: -3	
Requirements	Magic	
Instruction	Discard a Minor Disaster. Limit 1 per deck.	
Quote	"Use me as your weapon against this evil." - Slayn	
Categories	Spell	
	Power of the Kushinada	Flash Effect
Requirements	Priest & Royalty	
Instruction	Kill this Character to Destroy 1 Demon Disaster.	
Quote	"You mean she's sacrificing herself to stop Susano-oh?!" - Kome	
	Power Push	Flash Effect
Instruction	Move an opponent 1 Location in any direction.	
Quote	"Good. Let's call it a day." - A-ko	
Categories	Move	
	Prisoner of the Treasure	Flash Effect
Instruction	Paralyze an opponent that has viewed your hand or deck.	
Quote	"He has seen my treasures. It is for me to punish him." - Queen Tartara	
Categories	Holding	
	Proper Directions	Flash Effect
Instruction	Move directly to any Location.	
	Raid	Flash Effect
Requirements	Police x6	
Instruction	Scavenge any Location.	
Quote	"All units in the vicinity of midtown, converge on the Biotechno Corporation Tower Apprehend suspect Daigo. Also known as Mr. Halloween." - Chief Tanaka	
Categories	Police, Legal	
	Re-Entry Warning	Flash Effect
Instruction	Prevent a Vehicle from being Discarded or Destroyed by a Planetary Disaster.	
Quote	"Beep! Beep! Beep! Beep! Beep! Beep! Beep! Beep!" - Kreper	

	Rear-view Drink	Flash Effect
Instruction	Prevent your cards from being viewed.	
Quote	"Get lost. You're makin' my drink taste bad." - Kei	
Categories	Alcohol	

	Red-Eye-Spy	Flash Effect
Instruction	View the cards in an opponent's Haven.	
Quote	"Just the three of them." - Red-Eye	
Categories	View	

	Regeneration	Flash Effect
Cost	Energy: -1	
Requirements	Shapechange	
Instruction	Restores any living Character to full Health and gives 1 additional attack this round.	
Quote	"Man, that's handy." - Krillin	

	Regeneration	Flash Effect
Cost	Energy: -2	
Requirements	Magic x2	
Instruction	Restore any living Character to full Health.	
Categories	Magic	

	Reincarnation	Flash Effect
Instruction	Revive a Defeated Disaster. Place it at any Location. It stays in play for 1 Turn. Remove from game after use. Limit 1 per deck.	
Categories	Magic	

	Reload	Flash Effect
Instruction	Restore an Equipment to full number of uses. Limit 6 per deck.	

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Instruction	Restore an Equipment to full number of uses. Limit 6 per deck.	
Quote	"Five to one odds say you'll live. Place the gun to your head, then bang! You're off to the races."	
	Rescue	Flash Effect
Instruction	Shuffle any 2 Discarded non-Character cards back into your Draw pile.	
	Reverse Attack	Flash Effect
Instruction	Reverse the effects of 1 attack.	
	Ricochet	Flash Effect
Requirements	Speed	
Instruction	1 Minor Disaster at this Location takes Damage equal to its Attack. Limit 1 per deck.	
	Rise and Shine	Flash Effect
Instruction	Discard 1 Undead Minor Combat Disaster or Full Moon .	
Categories	Planetary	
	Rock/Paper/Scissors	Flash Effect
Instruction	Play rock / paper / scissors. If you win, opponent has no actions for 1 Turn.	
Quote	"I won again!! You're not very good, are you? How cute!" - C-ko	
	Rock Salt	Flash Effect
Instruction	+4 Attack vs. Ice .	
Text	"Ah! No! No! Not that! Anything but rock salt!" - Chilla	
Categories	Earth	
	Rockmen	Flash Effect
Bonus	Attack: x2, Defense: x2	
Instruction	Double the Attack & Defense of an Earth Location.	
Quote	"Rockmen! They're on to us." - Panthro	
Categories	Earth	

	Rosario	Flash Effect
Instruction	Take a non-Combat Disaster from your deck and play it on an opponent.	
Quote	"I said that I have a plan!"	

	Rose Whip	Flash Effect
Bonus	Attack: +2	
Requirements	Green Thumb	
Instruction	+2 Attack.	
Quote	"It smells girly. I don't think I like it." - Kuwabara	
Categories	Tree	

	Rouge, The Red Lightning	Flash Effect
Requirements	Swordsman	
Instruction	Charm any Female .	
Text	Mink's father is a dragon slayer that fell in love with a dragon.	

	Royal Librarian	Flash Effect
Instruction	Take any 3 cards from your Draw pile. Place 1 in your hand, and 2 on top of the Draw pile. Remove from game after use.	
Quote	"Of course I'm sure. I'm Dr. Schtalubaugh."	

	Rozan Ryu Hi Sho	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +5	
Instruction	+5 Attack. or Defeat 1 Horde Minor Disaster.	
Quote	"Behold the Dragon Saint most powerful technique." - Shiryu	

	Rozan Sho Ryu Ha	Flash Effect
Cost	Energy: -1*	
Bonus	Attack: +1*	
Instruction	+1 Attack. +1 Attack for each additional Energy.	

	Ruckus	Flash Effect
Requirements	Cooking	
Instruction	Skip Charm Combat.	
Quote	"Go home now! Go home now!" - Mome	

	Ruined Swimsuit	Flash Effect
Instruction	Block a Water or Hot Tub Location.	
Quote	"The moths got it! It's full of holes! Waaaaa!!!" - Usagi	

	Rusty Angel	Flash Effect
Requirements	Investigation	
Instruction	Take any Cyborg Character from your Draw pile, and place with your group.	
Quote	"She's alive! Incredible! She's really still alive!!!" - Doc Ido	
Categories	Cyborg	
	Ryo-Ohki's Birth	Flash Effect
Instruction	Take Ryo-Ohki from your Draw pile and place at your Haven. or Prevent Ryo-Ohki from being Killed or Destroyed. Return her to your Haven after 1 Turn.	
Quote	"Tenchi's the father?!" - Sasami	
	Safety's Off	Flash Effect
Instruction	Remove the Marksman requirement from a Weapon for 1 Turn.	
Quote	"It's above the trigger you stupid geek!!!" - Kome	
Categories	Weapon	
	Sagittarius Cloth	Flash Effect
Requirements	Martial Arts x3	
Instruction	Defeats 1 Combat Disaster with a combined Attack and Defense < 15. Limit 1 per deck.	
	Sailor Teleport	Flash Effect
Requirements	Magic x5	
Instruction	Move directly to, and Scavenge any Location. Remove from game after use. Limit 1 per deck.	
Text	And so begins the assault on the Dark Kingdom's fortified position at D Point.	
Categories	Magic	
	Sakiko's Rage	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +6	
Requirements	ESP x2	
Instruction	+6 Attack. -3 Energy.	
Quote	"Ghost!"	
Categories	Spirit	
	Sandblasted	Flash Effect
Requirements	Air Element or Flying Vehicle x2	
Instruction	Discard an opponent's Enhancement.	
Quote	"Maybe we can rub it off them." - Lion-O	
Categories	Air	

	Save the Heroine	Flash Effect
Requirements	Female	
Instruction	Free any Held Female .	
Quote	"You sure cause a lot of trouble." - Score	
	Scan Level 5	Flash Effect
Requirements	Robot or Cyborg or Android	
Instruction	Look at the Disasters under your current Location.	
Quote	"Get your men out of here. There's a bomb inside him." - 8 Man	
Categories	Cyborg, View	
	Scared Stiff	Flash Effect
Instruction	Character will not be targeted by a Disaster.	
Quote	"Unless you want to be plant food, I suggest you don't move." - Yoko Kurama	
Categories	Fear	
	Scooper	Flash Effect
Instruction	Look at the 1st Disaster at this Location.	
Text	A gift to the Thunderkittens from the Berbils.	
Quote	"Boy, it looks like Scooper smells something." - Wilykat	
Categories	Robot, Animal, View	
	Scrape	Flash Effect
Instruction	Scavenge any Water Location. Limit 1 per deck.	
Text	A salvage expert from the planet of Blue Plunder.	
Quote	"To whom it may concern, I'm about to empty the ocean. Stand by."	
	Screwloose	Flash Effect
Skills	Tech, Genius	
Instruction	Gives Tech & & Genius for 1 Scavenge attempt.	
Text	He holds himself above all other robots, a "Self Acting Phenomenon".	
Quote	"Ah, nothing lasts these days. They just don't make me like they used to."	
Categories	Robot	
	Scrum	Flash Effect
Requirements	Sports x4	
Instruction	Steal an Item from an opponent at your Location.	
Quote	"Push it!" - Akagiyama	
Categories	Sports	
	'Scuse Us	Flash Effect
Instruction	Discard any Move or Holding card in play.	

	Sharing the Burden	Flash Effect
Instruction	Play when another Character is Killed. Bonk that Character and this Character instead.	
Quote	"Take my life instead. That way Kurama can live and still get his wish." - Yusuke	
	Shen Lon	Flash Effect
Instruction	No Scavenging next Turn. Take any 1 card of your choice from your Draw pile and play it immediately. or Move 1 Disaster to any Location. or Draw 4 cards from your Draw pile. Discard any Disasters. Place the rest in your Haven. Limit 1 per deck.	
Categories	Dragon	
	Shen Lon	Flash Effect
Instruction	No Scavenging next Turn. Take any 1 card of your choice from your Draw pile and play it immediately. or Move 1 Disaster to any Location. or Draw 4 cards from your Draw pile. Discard any Disasters. Place the rest in your Haven. Limit 1 per deck.	
Categories	Dragon	
	Shi Chi Hokodan	Flash Effect
Cost	Energy: -3*	
Bonus	Attack: +4	
Instruction	For the entire amount of a Character's Energy +4 Attack.	
	Shield	Flash Effect
Cost	Energy: -3	
Bonus	Attack: 0	
Instruction	Protects any 1 Character or Disaster from all Damage this round.	
Quote	"Gee, that felt good, kind of...refreshing." - Vegeta	
	Shikigami	Flash Effect
Instruction	Create a false target for a Disaster.	
Quote	"Mr. Shikigami, please don't kill them. Just stop them for a little while, okay?" - Momiji	
Categories	Spirit, Magic	
	Shuffle	Flash Effect
Instruction	Shuffle any deck.	
Quote	"Could we use a new deck?" - Yuri	
Categories	Magic	

	Sight Beyond Sight	Flash Effect
Requirements	Sword of Omens	
Instruction	Look at any card. Limit 6 per deck.	
Quote	"Sword of Omens, give me sight beyond sight." - Lion-O	
Categories	View	
	Sinning Tree	Flash Effect
Requirements	Green Thumb x2	
Instruction	Paralyze a Character or Disaster.	
Quote	"It ensnares your mind with hallucinations of wickedness, while it sucks away your life." - Kurama	
Categories	Demon, Tree, Holding	
	Ski Patrol	Flash Effect
Instruction	Discard an Ice card. or Block an Ice Location.	
Quote	"You shall not pass!" - Yuuichirou	
	Sleeping In	Flash Effect
Instruction	Take 2 Dream cards from your Draw pile.	
Quote	"Usagi...it's after eight o'clock." - Mrs. Tsukino	
Categories	Dream	
	Sleeping Pollen	Flash Effect
Instruction	Discard 1 Bugrom Minor Disaster. or Paralyze an opponent for 1 Turn.	
	Smoke Screen	Flash Effect
Bonus	Attack: 0	
Requirements	Weapons or Air Element	
Instruction	Opponent has no attack this round.	
Text	Poof!	
Categories	Air	
	Snarf-Ra, The Ever-Living	Flash Effect
Bonus	Attack: +4	
Requirements	Magic	
Instruction	+4 Attack for a Character with a base Attack < 2.	
Text	A bit of the ol' Mumm-Ra magic.	
Categories	Magic	
	Snarf's Great Catch	Flash Effect
Instruction	Take an opponent's card as they Discard it and place in your hand.	
Quote	"Way to go Snarf." - Lion-O	
Categories	Sports	

	Soaring Kuwabara	Flash Effect
Requirements	Martial Arts	
Skills	Flying x2	
Instruction	Duration: 1 Turns. Gives the Flying x2 skill or +2 to an existing skill.	

	Sodom	Flash Effect
Cost	Energy: -2	
Bonus	Health: -2	
Requirements	Magic x2	
Instruction	Does 2 Damage.	
Quote	"Eni-Ono-In... SODOM!"	
Categories	Magic	

	Solar Beam	Flash Effect
Cost	Energy: -2*	
Bonus	Attack: +3	
Instruction	For the entire amount of a Character's Energy +3 Attack.	
Quote	"You beat them Casshan. You destroyed every last one." - Luna	

	Solar Flare	Flash Effect
Cost	Energy: -1	
Requirements	Martial Arts	
Instruction	Opponent gets no final attack when Running Away.	
Text	Where'd you go?	

	Soldier Sprinkle Spikes	Flash Effect
Bonus	Health: -2	
Requirements	Robot	
Instruction	Do 2 Damage to an Equipment.	
Quote	"I'll show her my secret weapon." - Inorganic Biker	
Categories	Weapon	

	Sommelier's Revenge	Flash Effect
Instruction	Double the effects of an Alcohol card.	
Quote	"Do you know about wines, Miss Nakadai?" - Kaori	
Categories	Alcohol	

	Sonic Disruptor	Flash Effect
Requirements	Tech	
Instruction	Remove any Robot Enhancement used to pilot a Vehicle .	
Quote	"Just for you." - Fujikuro	

	Spill it Weirdo	Flash Effect
Instruction	View an opponent's hand.	
Quote	"Now tell me who it was! Was it you, you insect?!" - Keiko	
Categories	Fear	
	Spin	Flash Effect
Bonus	Defense: +2	
Requirements	Speed	
Instruction	+2 Defense.	
	Spirit Gun	Flash Effect
Cost	Energy: -1/3	
Bonus	Attack: +2	
Requirements	Martial Arts	
Instruction	+2 Attack. Energy cost is 1/3 total Energy (round up).	
Quote	"Try to take control of your spirit energy, and then gather as much as you can into your right index finger." - Koenma	
	Spirit Shotgun	Flash Effect
Cost	Energy: 4	
Bonus	Health: -1	
Requirements	Martial Arts x2	
Instruction	Does 1 Damage to all opponents at Location.	
Quote	"It's like you're shooting a whole spray of spirit gun bullets all at once!" - Kuwabara	
	Spirit Wave Orb	Flash Effect
Instruction	Remove a Character from the game to permanently give half their Energy (rounded down) to another Character. Remove from game after use. Limit 1 per deck.	
Quote	"It's the only way slacker. Are you ready to kill me, or not?" - Genkai	
	Splash	Flash Effect
Instruction	+1 Attack.	
Text	It's not very effective.	
Categories	Water	
	Split Form	Flash Effect
Requirements	Shapechange or Splitting	
Instruction	2 attacks per round for the remainder of this Combat.	
Text	Piccolo uses this technique for intense training in isolation. Krillin later also learns it from Kami.	
Quote	"Now where would I be hiding if I were me?" - Piccolo	

	Split Up	Flash Effect
Instruction	Prevent an alliance between Disasters.	
Categories	Move	
	Splitting Image	Flash Effect
Bonus	Attack: 0*	
Requirements	Splitting	
Instruction	Play rock / paper / scissors. If you win, opponent's Attack is 0.	
	Spotlight	Flash Effect
Instruction	Duration: 3 Turns. All players must play with hands face up.	
	Springheels	Flash Effect
Instruction	Scavenge Mountains of the Moon . or Gives Climbing x2 skill for 1 Scavenge attempt.	
Categories	Clothing	
	Stand Up Straight	Flash Effect
Instruction	Any Character at 0 Health is brought back to full Health and can act this round.	
	Starry-eyed	Flash Effect
Instruction	Take any copies you have in your Draw pile of a card played by an opponent, show the cards, and place them in your hand.	
Quote	"Of course I do! Yeah!" - Usagi	
	Still Life Subject	Flash Effect
Requirements	Artist	
Instruction	Hold an opponent for 2 Turns.	
	Striptease	Flash Effect
Instruction	Male Characters are unable to Scavenge or help in Combat.	
Quote	"Hey, boy..."	
Categories	Clothing, Holding	
	Stryper	Flash Effect
Cost	Energy: -4	
Bonus	Attack: 0	
Requirements	Magic x3	
Instruction	Protects entire group from all Damage this round. You cannot attack this round.	
Quote	"Ele-Ele-Meilla. Holy spirit, become our shield and protect us... STRYPER!"	
Categories	Magic	

	Stylish Rose Whip	Flash Effect
Bonus	Health: -1	
Requirements	Fashion & Green Thumb	
Instruction	Does 1 Damage.	
Quote	"Only an amateur depends on arms and legs for victory." - Kurama	
	Sudden Recall	Flash Effect
Instruction	Return 1 Character to their Haven and restore Health to full if Damage has been taken.	
Quote	"Oh dear. Have I chosen a bad time to bring you back?" - Washu	
Categories	Move	
	Summoning Lord Susano-oh	Flash Effect
Instruction	Steal 1 Divine Item.	
Quote	"Sacred ropes surrounding three buildings. It's got to be some kind of incantation or barrier spell." - Kunikida	
Categories	Magic	
	Summoning the Power	Flash Effect
Bonus	Energy: +3	
Requirements	Magic	
Instruction	Add 3 Energy to an Equipment attack.	
Quote	"I summon now the noble spirits of Mother Earth. Imbue my sword with power!" - Princess Minerva	
Categories	Magic	
	Sunshine Daydream	Flash Effect
Instruction	Cancels any 1 Holding card. or Gives either the Music or Pure Heart skill to a Character that does not have it for 1 Turn.	
Text	Gohan has a vivid imagination.	
Categories	Dream	
	Super Beryl	Flash Effect
Instruction	Double the abilities of a Monster for 1 Turn. Limit 1 per deck.	
Text	The fusion of Queen Beryl and the dark energy of Queen Metalia.	
Quote	"I will now rule the entire world!!! Ha ha ha!!!"	
Categories	Monster	
	Super Frying Pan Attack	Flash Effect
Bonus	Attack: +2	
Requirements	Cooking	
Instruction	+2 Attack.	

	Supreme Battle Aura	Flash Effect
Cost	Energy: -0*	
Instruction	Cast any 1 Energy effect with no Energy cost.	

	Supreme Thunder	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +2	
Requirements	Lightning Element	
Quote	"Jupiter, my guardian planet, bring forth the storm, summon the clouds, and bring down your thunder!" - Sailor Jupiter	
Categories	Lightning	

	Swarm	Flash Effect
Requirements	Animal	
Instruction	An unlimited number of Animals may attack target. No others may attack.	
Quote	"Manya! Manya! Manya!"	

	Tail Copter	Flash Effect
Skills	Flying	
Instruction	Duration: 3 Turns. Gives the Flying skill or +1 to an existing skill.	
Quote	"Eh, wha! He's flying!" - Jackie Chun	

	Take Your Best Shot	Flash Effect
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense for 1 round.	
Quote	"Where the Hell did you learn to shoot like that?" - Ayaka "The Academy." - Korino	

	Tarantula Net	Flash Effect
Cost	Energy: -1	
Requirements	Martial Arts	
Instruction	Hold an opponent at your Location for 2 Turns.	
Categories	Holding	

	Taunt	Flash Effect
Bonus	Attack: -1, Defense: -2	
Instruction	-1 Attack & -2 Defense for 1 round.	

	Taunt	Flash Effect
Bonus	Attack: -1, Defense: -2	
Instruction	-1 Attack & -2 Defense for 1 round.	
Quote	"Hey! Fuck the lot of ya! You can kiss my butt and call it ice cream! Ya limp dick faggots!" - Daizaburo	

	Telekinesis	Flash Effect
Cost	Energy: -*	
Bonus	Movement: *	
Instruction	Character may move an Item from its current Location to an adjacent Location. Energy cost equals the distance to the target Item. Energy is lost until your next Turn. Limit 1 per Turn.	
Categories	Move	
	Temporal Disturbance	Flash Effect
Instruction	Characters or Disasters at 1 Location unable to move for 1 Turn.	
Categories	Holding	
	Terrible Disguise	Flash Effect
Instruction	Reverse the effects of an Illusion card.	
Quote	"What was that supposed to be?" - Youko	
Categories	Clothing	
	Tesla	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +3	
Requirements	Magic & Lightning Element	
Instruction	-3 Energy. +3 Attack.	
Quote	"Ji Ef Kiss. Upon the alter I pledge. Honor your ancient pact. I command the spirits and call down lightning to strike... TESLA!"	
Categories	Lightning, Magic	
	That Way!	Flash Effect
Instruction	Move directly to a Location with Defense.	
Quote	"Right, move it!" - Parn	
Categories	Move	
	That's Sick	Flash Effect
Instruction	Restore any Zeiram to full Health.	
Categories	Medical, Zeiram	
	The Final Showdown	Flash Effect
Instruction	Play when another player has won the game. Each player will choose 1 Character for a final Combat. The winner wins the game. Limit 1 per deck.	
	The Last One	Flash Effect
Instruction	Play rock / paper / scissors. If you win, steal 1 Food card.	
Quote	"Mine!" - Kome	

	The Shifter	Flash Effect
Instruction	Switch the stats of 2 Characters in the same group.	
Quote	"I've done it again." - Vultureman	
Categories	Science	
	The Slip	Flash Effect
Requirements	Fashion	
Instruction	Free any Held Character.	
Quote	"Botan, raise your arms!" - Yusuke	
Categories	Clothing	
	There's Roshi	Flash Effect
Instruction	Equip an Illusion Enhancement as a Flash Effect.	
Text	Nam is Roshi, and Roshi is Jackie?	
Quote	"If I'm not mistaken that's Master Roshi in the audience right there." - Jackie Chun	
Categories	Illusion	
	There's Nothing You Can Do	Flash Effect
Instruction	Prevent a Character from Protecting.	
Quote	"Let me go! Let me go, that's my daughter! Let me go!" - Moe Fujimiya	
	This Bag?	Flash Effect
Instruction	Equip a card from your Haven as a Flash Effect.	
Quote	"What's in your bag? ...Somehow I have a bad feeling about it." - Hokushin	
	This is My Gun...	Flash Effect
Instruction	+1 Attack to any Weapon with 6+ uses.	
Text	There are many like it, but this one is mine.	
	Thousand Hands Fist	Flash Effect
Bonus	Attack: +3	
Requirements	Speed x2	
Instruction	+3 Attack.	
	Tiger Fury Fist	Flash Effect
Bonus	Attack: +2	
Requirements	Strength	
Instruction	+2 Attack.	
	Time Out!	Flash Effect
Instruction	Characters or Disasters at 1 Location have no actions for 1 Turn.	
Quote	"We'll wait two hours. Let's see if Kakarot is really going to show." - Vegeta	
Categories	Holding	

	Tokyo Jungle	Flash Effect
Instruction	Turn any Location into a Tree Location.	
Categories	Tree	
	Torched	Flash Effect
Cost	Health: -2	
Skills	Fire Element	
Instruction	-2 Health. Gives Fire Element skill for 1 Scavenge attempt.	
Quote	"Aaaaaggghhh!" - Zeiram Clone	
	Torn Yukata	Flash Effect
Skills	Fashion -1	
Instruction	Duration: 2 Turns. Remove a Fashion skill from a Character.	
Quote	"How, how could you do that?" - Shoko	
	Total Blush	Flash Effect
Bonus	Charm: -1	
Instruction	-1 Charm.	
Quote	"Oh, what's happening? Why is my heart beating so fast all of a sudden?" - Ryoko	
	Totally Shocked!	Flash Effect
Instruction	Discard all Combat cards.	
	Touch of Amortus	Flash Effect
Instruction	Opponent must leave group. or End a Disaster's alliance.	
Quote	"You can never go home!" - Amortus	
	Training Partner	Flash Effect
Bonus	Attack: +2*, Defense: +2*	
Instruction	If you have Personal Training +2 Attack or Defense this round.	
	Training Partner	Flash Effect
Bonus	Attack: +2*, Defense: +2*	
Instruction	If you have Personal Training +2 Attack or Defense this round.	
Quote	"Kosaku! That's too hard! Take it easy!" - Tabuchi	
	Transformation Brooch	Flash Effect
Instruction	Transform instantly. Limit 6 per deck.	
Quote	"Moon prism power, make up!" - Sailor Moon	
Categories	Magic	
	Transmitter Destruction	Flash Effect
Instruction	Defeats any non-Combat Zeiram Disaster.	

	Transsembler (Locale)	Flash Effect
Requirements	Bureaucracy x3	
Instruction	Move a Location and all cards at the Location to an open spot on the Field.	
Quote	"I'll tell the owners, ...if they're alive." - Myce Administrator	
Categories	Move	
	Transsembler (Personnel)	Flash Effect
Requirements	Computer	
Instruction	Send a Character to any Location.	
Quote	"There's a transsembler in the central control room." - Bob	
Categories	Move	
	Transsembler (Vehicle)	Flash Effect
Requirements	Hunter	
Instruction	Send a Vehicle to any Location.	
Quote	"But the transit time's booked." - Bob	
Categories	Move	
	Tree Monster	Flash Effect
Bonus	Attack: +2	
Requirements	Green Thumb or Tree	
Instruction	+2 Attack.	
Quote	"Ha ha ha, mmm, mmm."	
Categories	Tree	
	True Power Revealed	Flash Effect
Instruction	+1 all abilities for 1 Turn. Limit 1 per Turn.	
Quote	"Well, here goes..." - Master Roshi	
	Tuxedo Rose	Flash Effect
Cost	Energy: -1	
Bonus	Health: -1	
Requirements	Royalty or Green Thumb	
Instruction	Does 1 Damage.	
Quote	"The beautiful Sailor Moon will never suffer defeat at the hands of evil, not while I'm around." - Tuxedo Mask	
Categories	Tree	
	Ultimate Sacrifice	Flash Effect
Instruction	Kill your strongest Character to Destroy 1 Combat Disaster.	
Quote	"...fool! If that hits, it will destroy us both." - Raditz "Then I guess we'll go together." - Goku	

	Ultimate Sacrifice	Flash Effect
Instruction	Kill your strongest Character to Destroy 1 Combat Disaster.	
Quote	"Kill me, and then another will come forward. And then another." - Luna	
	Ultimate Sacrifice	Flash Effect
Instruction	Kill your strongest Character to Destroy 1 Combat Disaster.	
Quote	"Not if I bury you first!" - Hazama	
	Ultimate Swordsman	Flash Effect
Bonus	Attack: +1*	
Requirements	Ninja	
Instruction	+1 Attack for each Swordsman . If you have Speed effect is doubled. Limit 1 per Turn.	
	Ultra Ballistic Fury of Wildfire	Flash Effect
Cost	Energy: -3	
Bonus	Attack: +6	
Requirements	Fire Element x2 & Martial Arts	
Instruction	+6 Attack. -3 Energy. Limit 1 per Turn.	
Categories	Fire	
	Umizato	Flash Effect
Instruction	Take any Spirit card from your Draw pile, and place in your hand.	
Quote	"There is a favor I would ask of you, great lord Nagatobimaru."	
Categories	Spirit	
	Under Fire	Flash Effect
Bonus	Attack: x2	
Requirements	Weapons & Weapon	
Instruction	Double final attack on an opponent that is Running Away.	
Quote	"This sucks!" - Yuri	
	Unicorn Gallop	Flash Effect
Bonus	Attack: +2	
Instruction	+2 Attack.	
	Unicorn Keeper	Flash Effect
Instruction	Scavenge any Magic Location. Limit 1 per deck.	
Text	Guardians of the mythic unicorns of Third Earth.	
	Unlikely Assassin	Flash Effect
Instruction	Use a Weapon without a Weapons skill. Flip a coin. If tails, Attack is 0.	
Quote	"A reporter in league with terrorists is a dangerous enemy." - General Donner	

	Unrequited	Flash Effect
Cost	Charm: -1	
Instruction	Destroy a Gift card. -1 Charm for 2 Turns. Limit 1 per deck.	
Quote	"I don't want it!" - Shingo	
Categories	Fear	

	Up, Up, and Away!	Flash Effect
Requirements	Hunter	
Instruction	No Damage from a final attack when Running Away in a Vehicle .	
Quote	"What are you doing?! Do you want to die?!" - Fujikuro	

	Vampire's Bidding	Flash Effect
Requirements	Animal	
Instruction	Steal a Divine Item.	
Quote	"Garlic and crucifixes won't stop him. His werewolves and mutants remove such obstacles." - D	

	Venom	Flash Effect
Cost	Energy: -5	
Bonus	Attack: +6	
Requirements	Magic x3	
Instruction	If the target's Health is reduced to 0 or below, it is Destroyed. Remove from game after use. Limit 1 per deck.	
Quote	"Zazard, zazard, sorono, rono-sook. Burning in the depths of darkness, fires of Hell. Become my sword and strike down my enemy... VENOM!!!"	
Categories	Magic	

	Venus	Flash Effect
Requirements	Shapechange	
Instruction	Charm any Character with Royalty .	
Quote	"I'm going to marry the King."	

	Victory	Flash Effect
Instruction	Cancels Happy Ending .	
Categories	Military	

	Voice of God	Flash Effect
Requirements	Priest	
Instruction	Restore any living Character to full Health.	
Quote	"Fight!" - Sister Angela	
Categories	Divine	

	Wake Up Call	Flash Effect
Instruction	Discard a Holding card.	
Quote	"To fool Ayaka Kisaragi, you've got to get up pretty early in the morning."	
Categories	Gift	
	Warp Gas	Flash Effect
Instruction	Cause an opponent to attack a random Character in their group each round of Combat.	
Quote	"Hold your breath." - Monkian	
Categories	Fear, Air	
	Washu's Space Time Converter	Flash Effect
Instruction	Immediately undo the results of 1 Combat.	
	Water Ballet	Flash Effect
Instruction	Use an Acrobatics skill to meet a Swimming skill requirement.	
Quote	"Relax Akai! You can stop the performance any time now." - Detective Todo	
	Water Kettle	Flash Effect
Instruction	Transform instantly. Limit 6 per deck.	
Categories	Water	
	Water Spear	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Instruction	+2 Attack. -2 Energy.	
Categories	Water	
	Wave Crusher	Flash Effect
Cost	Energy: -2	
Bonus	Attack: +2	
Requirements	Water Element	
Instruction	+2 Attack. -2 Energy.	
Categories	Water	
	Webs of Steel	Flash Effect
Bonus	Defense: -2	
Requirements	Bugrom	
Instruction	Reduce opponent's Defense by 2.	
Quote	"Ha ha ha! It's no use. They are webs of steel."	
Categories	Bugrom	

	What's the Big Idea?	Flash Effect
Instruction	Prevent an Item or Equipment from being Stolen.	
Quote	"That's my line you little brat." - Iria	
	What Have They Done to You?	Flash Effect
Requirements	Tech & Genius	
Instruction	Turns 1 Character into a piece of Equipment, with no stats, that gives its skills and special abilities to the Character it is equipped to. Discard all cards attached to the Character turned Equipment. Remove from game after use. Limit 1 per deck.	
Quote	"This isn't so bad." - Bob	
	Who Sows the Wind	Flash Effect
Cost	Energy: -3	
Bonus	Attack: -5, Defense: -5	
Requirements	Martial Arts x3	
Instruction	-5 Attack & Defense to 1 Character or Disaster at this Location for the duration of this Combat.	
Quote	"Wow! Piccolo did that?!" - Gohan	
	Wipe Out	Flash Effect
Instruction	Play when a Vehicle is Discarded or Destroyed. Kill the Character using the Vehicle .	
Quote	"That black car is at it again."	
	Wizard Lock	Flash Effect
Requirements	Magic x2	
Instruction	Scavenge this Location without the required skills.	
Quote	"It has a wizard lock on it." - Dark Schneider	
	Wrath of the Eye of God	Flash Effect
Instruction	Discard any card in play.	
Quote	"When the Eye of God blinks, the path to the sky shall open up and the Shadow Nation becomes one." - Princess Rune Venus	
	Yamaha	Flash Effect
Requirements	Martial Arts	
Instruction	Opponent has no final attack when you Run Away.	
Quote	"Stop this fight, Stop it!"	
	Yield	Flash Effect
Instruction	A Character turned Disaster becomes a Character again.	

	Yoiko-no-taiso, Step 1	Flash Effect
Instruction	Successful attack Bonks Character or Defeats Disaster and their Attack is added to yours the next round.	
Quote	"Behold, delinquent. Feel the power of the Anything Goes technique!"	
	You Listen to Me	Flash Effect
Requirements	Bureaucracy	
Instruction	Use an opponent's Police Characters for 1 Turn. Limit 1 per Turn.	
Quote	"How long do you think you'll last if I get thrown out of office?!" - Mr. Mayor	
	You're Coming with Me	Flash Effect
Requirements	Strength	
Instruction	Kidnap an opponent's Female Character, and use her skills to Scavenge Locations.	
Quote	"A woman's touch is what's needed here." - Slithe	
Categories	Holding	
	You're Not Radinov	Flash Effect
Instruction	Discard an Illusion Enhancement to Defeat a non-Combat Minor Disaster.	
Quote	"I don't believe it. The gun control candidate with a gun in his hand." - Kate	
Categories	Fear	
	Sky Projector	Flash Effect
Instruction		
Text		
Quote		
	End of Snake Way	Flash Effect
Instruction		
Text		
Quote		
	Projected Full Moon	Flash Effect
Instruction		
Text		
Quote		
Categories	Science	
	Baby It's Cold Outside	Flash Effect
Instruction		
Text		
Quote		
Categories	Ice	

	Copy Technique	Flash Effect
Requirements	Ninja	
Instruction		
Text		
Quote		
Categories	Illusion	

	Going My Way?	Flash Effect
Instruction		
Text		
Quote		
Categories	Move	

	Ultra Beam	Flash Effect
Cost	Energy: -1	
Bonus	Attack: +1	
Instruction	+1 Attack. -1 Energy.	
Text		
Quote		

	Wolf Fang Fist	Flash Effect
Bonus	Attack:	
Instruction	.	

	A Wish for Death	Global Effect
Cost	Energy: -4	
Instruction	Destroy a Defeated Demon . -4 Energy for 1 Turn.	
Quote	"He fell into the Hell that he created, and he will live forever there." - Kami	

	Acrophobia	Global Effect
Uses	4	
Instruction	Remove Climbing or Flying from any Character for 1 Turn.	
Categories	Fear	

	Aerobics Class	Global Effect
Requirements	Female	
Skills	Acrobatics	
Instruction	Duration: 5 Turns. All Females gain an Acrobatics skill.	
Text	One, two. Three, four!	

	Alliance	Global Effect
Requirements	Pure Heart or Blind Luck	
Uses	3	
Instruction	At any time during Combat, bring any other player's Character in play to the Location your Characters are at to ally with your Characters. After Combat is over, the Character is returned (if it survives).	
Quote	"There's only one chance you'll beat him...and that's if I go with you."	

	All the Panties	Global Effect
Requirements	Student or Peeping	
Instruction	Duration: 5 Turns. Opponents may not steal or Destroy Lingerie cards.	
Quote	"The first rule of getting ready for a date, wear a clean pair of underwear." - Usagi	
Categories	Lingerie	

	Aries Mu	Global Effect
Uses	5	
Instruction	Shuffle any Bronze Cloth from your Discard pile into your Draw pile. Limit 1 per deck.	
Categories	Gold Saint	

	Artificial Kushinada Pulse	Global Effect
Bonus	Energy: +1	
Requirements	Tech & Genius	
Instruction	+1 Energy to all Characters with Priest .	
Quote	"We've duplicated Momiji's Kushinada pulse exactly." - Matsudaira	
Categories	Science	

	Battleground Overview	Global Effect
Requirements	Climbing or Flying or Vehicle	
Uses	3	
Instruction	Look at the top Disaster at current Location.	
Categories	View	

	Bottomless Chasm	Global Effect
Uses	3	
Instruction	A Discarded card is Destroyed instead. Limit 1 per deck.	
Quote	"Prepare for you doom, Thundercat." - Mumm-Ra	
Categories	Earth, Dimensional	

	Breaking and Entering	Global Effect
Uses	2	
Instruction	Enter any Location with only 1 of the required skills.	
Quote	"This year, we vacation on the Cote D'Azure again." - Unipuma	

	Briefing	Global Effect
Uses	2	
Instruction	View top 4 cards of your Draw pile. Replace in any order you wish.	
Quote	"You really should be listening to this, you know."	
Categories	View	
	Broken Bonds	Global Effect
Uses	3*	
Instruction	Free a Held Character or Discard a Holding card. If you have Makoto Mizuhara in play you get 4 uses.	
Categories	Computer, Magic	
	Building Security	Global Effect
Bonus	Attack: +6, Defense: +6	
Instruction	+6 Attack & Defense to your Haven.	
	Caveman	Global Effect
Skills	Strength	
Instruction	Duration: 5 Turns. All of your Characters gain the Strength skill.	
Text	Ugg.	
	Char	Global Effect
Uses	3	
Instruction	Prevent an Equipment from being Destroyed. Limit 1 per deck.	
Text	Blacksmith, and scrap metal collector.	
Quote	"What has my precious metal detector found for Char today?"	
	Chief Gooley	Global Effect
Uses	3	
Instruction	Control direction and distance of movement of any Character with the Investigation skill.	
Quote	"Work your hands, not your mouth!"	
	Classy Crooks	Global Effect
Requirements	Police or Streetwise	
Instruction	Duration: 5 Turns. Opponents may not steal Gift or Clothing Items.	
Categories	Police	
	Clothes Shop	Global Effect
Bonus	Charm: +1	
Instruction	When clothes shop is in play all your characters add +1 to their charm.	

	Co-ed Bath	Global Effect
Instruction	Sexes cannot be separated.	
Quote	"What's wrong with a bath together?" - Mimsy	
Categories	Hot Tub	
	Coach Huwa	Global Effect
Bonus	Movement: +1	
Requirements	Student or Teacher	
Skills	Sports	
Instruction	Duration: 5 Turns. All of your Characters with the Student or Teacher skills gain +1 Movement and the Sports skill.	
Text	A former pro player, known as the Legendary Number 8.	
Quote	"Go get the balls!"	
Categories	Sports	
	Combat Training	Global Effect
Bonus	Attack: +1, Defense: +1	
Instruction	Duration: 5 Turns. All Characters +1 Attack & Defense.	
	Combat Training	Global Effect
Bonus	Attack: +1, Defense: +1	
Instruction	Duration: 5 Turns. All Characters +1 Attack & Defense.	
Quote	"The boy couldn't kill time if he wanted to." - Ghim	
	Commander Pepo	Global Effect
Requirements	Food	
Uses	*	
Instruction	Number of uses is equal to Food Items in Haven. Take a Disaster from your Draw pile and place it on the Field.	
Quote	"Why aren't you two attending to your mission?!" - Commander Pepo	
Categories	Fear	
	Cooking Class	Global Effect
Requirements	Cooking & Teacher	
Uses	3	
Instruction	Gives 1 Character the Cooking skill.	
Quote	"Knead, knead."	
Categories	Food	
	Cyber Glove	Global Effect
Uses	1	
Instruction	Shuffle any deck.	

	Cybernetic Transformation Chamber	Global Effect
Uses	3	
Instruction	Take any Cyborg card from your Draw pile, and place in your hand.	
Quote	"Father. Mother. I am Tetsuya, and Casshan. Your son twice over. It was for this moment you made me what I am. I will not fail you." - Casshan	
Categories	Science	

	Def Leppard	Global Effect
Requirements	Magic x2	
Instruction	Duration: 2 Turns. Discard all Magic Enhancements. Magic effects cannot be played. Limit 1 per deck.	
Quote	"Ji Elio Phil Are, I call forth the mysterious symbol which has been passed down from ancient times...DEF LEPPARD!"	

	Dispatch	Global Effect
Requirements	Communications	
Uses	3	
Instruction	Send all Police to 1 Location.	
Quote	"Gunfire reported at 26th and Parkway. Civilians down. Approach with caution, cyborgs involved."	
Categories	Police	

	Dohko	Global Effect
Requirements	Martial Arts	
Skills	Martial Arts	
Instruction	Duration: 5 Turns. All of your Characters gain the Martial Arts skill.	
Categories	Gold Saint	

	Dr. Dometone	Global Effect
Instruction	Duration: 5 Turns. Double the bonuses from Science effects.	
Quote	"One of Third Earth's great scientists, thinkers, and gentlemen." - Wilykit	
Categories	Science	

	Dr. Fehring	Global Effect
Uses	2	
Instruction	Free any Held Character.	
Quote	"That place isn't fit for human beings, infected or not."	
Categories	Medical	

	Dr. Flappe	Global Effect
Bonus	Defense: +2, Health: +2	
Instruction	Duration: 3 Turns. All Androids +2 Defense & Health.	
Quote	"I did it! There's nothing more to worry about."	
Categories	Science	

	Dr. Hakase	Global Effect
Bonus	Attack: +1, Defense: +1	
Instruction	Duration: 5 Turns. Steel Cloth +1 Attack & Defense.	
Text	Charged with developing man-made cloths like those of Athena's great Saints.	
Categories	Science	

	Dr. Kishida	Global Effect
Uses	3	
Instruction	Take any Character from your Draw pile, and place with your group (if there is room).	
Text	The maddest scientist.	
Quote	"I didn't pick the time and place. Blame that on the aliens!"	
Categories	Science	

	Dr. Newman	Global Effect
Uses	3	
Instruction	All Paranoids -2 Attack & Defense. Other Disasters -1 Attack & Defense.	
Text	Leader of the research team that discovered the ancient Solnoid technology on the Moon.	
Categories	Science	

	Dr. Q	Global Effect
Uses	3	
Instruction	Take any 1 Equipment from your Draw pile and place at your Haven.	
Quote	"So much for the prototype. Well, that's okay."	
Categories	Science	

	Dr. Raven	Global Effect
Instruction	Duration: 5 Turns. All Destroyed Equipment is shuffled into Draw pile.	
Quote	"Call me Doctor! How many times do I have to tell you?"	
Categories	Science	

	Dr. Shimokobe	Global Effect
Uses	3	
Instruction	Play an Equipment on a Combat Disaster.	
Quote	"That crazy old coot. He'll use any dirty trick in the book in the pursuit of justice." - Chief Hattori	
Categories	Science	

	Dr. Stingray	Global Effect
Uses	3	
Instruction	All Boomers -2 Attack & Defense. Other Disasters -1 Attack & Defense.	
Quote	"It's been a whole week daddy... When are you coming home?" - Sylia	
Categories	Science	
	Dr. Touka	Global Effect
Uses	5	
Instruction	All Zeiram -2 Attack & Defense.	
Quote	"You don't have to humor this old bag."	
Categories	Science	
	Dr. Yagyu	Global Effect
Uses	3	
Instruction	Gives 1 Character an Any Element skill for 1 turn.	
Text	Professor of antiquities at Sengoku University.	
Quote	"Wildfire, Rock, Nimbus, Heavens, Torrent."	
Categories	Knowledge	
	Elite Medical Staff	Global Effect
Uses	2	
Instruction	Shuffle any Killed Character back into the owner's Draw pile. They are now a Cyborg .	
Quote	"Over fifty percent of his body will be replacement parts."	
Categories	Medical	
	Emperor Beld	Global Effect
Bonus	Attack: +1	
Skills	Swordsman	
Instruction	Duration: 3 Turns. All of your Characters gain the Swordsman skill. +1 Attack.	
Quote	"All Lodoss will resound with my power, by this sword I so swear it."	
	Equipment Retrieval	Global Effect
Uses	2	
Instruction	Take any 1 Equipment from your Draw pile and give it to any Character.	
	Eternal Sleep	Global Effect
Uses	4	
Instruction	Remove a Defeated Minor Disaster from the game.	
Quote	"Enough talk and excuses! You're a disgrace!" - Queen Beryl	
Categories	Ice, Magic, Holding	

	Evening News	Global Effect
Requirements	Investigation	
Uses	3	
Instruction	Reveal the Item a Disaster is carrying.	
Quote	"A rescue in that dangerous sector will take time."	
Categories	View	
	Feudal Japan	Global Effect
Bonus	Attack: +1, Defense: +1	
Instruction	Duration: 3 Turns. All Ninja +1 Attack & Defense.	
	Fighting Boys	Global Effect
Bonus	Attack: x2	
Requirements	Military	
Uses	1	
Instruction	Double the Attack of all Characters with the Military skill.	
Quote	"This will be our final battle, give it everything you've got!" - Commander Nelson	
Categories	Military	
	Final Stand	Global Effect
Bonus	Health: +1	
Uses	4	
Instruction	Add 1 Health to all of your Characters at a Location for 1 round.	
	Friendship	Global Effect
Bonus	Defense: +1	
Instruction	Duration: 5 Turns. +1 Defense while protecting.	
	Frothy Mugs of Water	Global Effect
Instruction	Duration: 3 Turns. All Killed Characters are Bonked instead, and all Defeated Disasters are shuffled into their owner's Draw pile. Limit 1 per deck.	
Text	You have been picked up for broadcast in the U.S. and are now being heavily censored.	
	Full Moon (Dreams of Love)	Global Effect
Bonus	Charm: +1	
Instruction	Duration: 5 Turns. All Characters are +1 Charm.	
Quote	"Moonlight is the messenger of love." - Usagi	
Categories	Dream, Planetary	

	Full Moon (Sanguine Moon)	Global Effect
Bonus	Defense: +2	
Instruction	Duration: 2 Turns. All Females are + 2 Defense.	
Quote	"Women are safe during the Red Moon because vampires believe female blood is unclean on that night."	
Categories	Planetary	
	Full Moon (Three Moons)	Global Effect
Uses	3	
Instruction	Equip a Magic Equipment from your hand as a Flash Effect.	
Quote	"No ordinary magician can use them. I think you shall find a way." - Hagga	
Categories	Magic, Planetary	
	Fully Licensed Hunter	Global Effect
Uses	3	
Instruction	Gives 1 Character the Hunter skill or +1 to an existing skill. or Prevents an Item from being stolen. or Prevents a Weapon from being emptied prematurely.	
	General Dominov	Global Effect
Bonus	Attack: +1, Defense: +1	
Requirements	Military	
Instruction	Duration: 5 Turns. All Characters with the Military skill gain +1 Attack & Defense.	
Text	Leader of the remaining East forces in Australia.	
Categories	Military	
	General Nelson	Global Effect
Skills	Military	
Instruction	Duration: 5 Turns. All Characters gain a Military skill.	
Text	Leader of the West army.	
Categories	Military	
	Girls' Night In	Global Effect
Bonus	Charm: +1	
Requirements	Female	
Instruction	Duration: 5 Turns. +1 Charm to Females if no Males in group.	
Quote	"What the Hell are you all doing?" - Kunikida	
	Going to Market	Global Effect
Instruction	Duration: 5 Turns. Hungry Disasters and Characters do not eat Food Items.	
Categories	Money, Food	

	Gossip	Global Effect
Bonus	Charm: -2	
Requirements	Student	
Uses	3	
Instruction	Reduce the Charm of a Student or Teacher by 2.	
Quote	"I just heard something funny. Tomoko Saeki just tried to say hello to Junta." - Kotomi	
Categories	School	

	Grand Pope Shion	Global Effect
Bonus	Energy: +1	
Requirements	Martial Arts	
Instruction	Duration: 5 Turns. +1 Energy. Limit 1 per deck.	

	Great King Enma	Global Effect
Instruction	Duration: 5 Turns. +1 Attack & Defense vs. Demon .	
Text	King of the Spirit World and the father of Koenma.	
Quote	"You know how my dad can get. Everything's fire and brimstone with him." - Koenma	
Categories	Divine	

	Great King Yemma	Global Effect
Uses	3	
Instruction	Access Dimensional Locations.	
Text	Yemma is in charge of the check-in station to the afterlife.	
Quote	"Kami! I heard that! You little weasel. I'll remember that when I'm passing sentence on you! Ha, ha, ha!"	
Categories	Ogre, Dimensional	

	Ground Self-Defense Forces	Global Effect
Bonus	Attack: +1, Defense: +1	
Requirements	Military or Bureaucracy	
Instruction	Duration: 5 Turns. Allows 1 Character per Turn +1 Attack & Defense.	
Categories	Military, Horde	

	Guardian of the Earth	Global Effect
Bonus	Defense: +1	
Requirements	Martial Arts	
Skills	Splitting	
Instruction	All of your Characters with the Martial Arts skill gain +1 Defense and the Splitting skill.	
Quote	"The Guardian of the Earth. Goku knows him well. No doubt Kami has some special purpose in mind..."	
Categories	Namek	

	Guru	Global Effect
Uses	3	
Instruction	During the Equip phase, choose any Enhancement from your Draw pile and play it on any Character in a Haven.	
Text	Guru is the progenitor of the entire Namek race. He created the Namekian Dragon Balls and can awaken the "sleeping power" in any being.	
Categories	Namek	
	Haggun	Global Effect
Skills	Magic	
Instruction	Duration: 5 Turns. All of your Characters gain the Magic skill.	
Categories	Magic	
	Hallucination	Global Effect
Uses	2	
Instruction	Cancel the effects of 1 Dream card.	
Quote	"Ran! Ran! It's dinner time!"	
Categories	Dream	
	Hand Augmentation	Global Effect
Uses	3	
Instruction	Draw 1 extra card during the Draw phase. If it is a Disaster Discard it.	
	Hang on a Moment	Global Effect
Requirements	ESP	
Uses	3	
Instruction	A non-Combat Disaster will not affect your group.	
Quote	"What is it? Is something wrong?" - Ami	
	Happy Ending	Global Effect
Instruction	Duration: 5 Turns. Owner wins any ties. If Disasters win the game by 1 Item, owner wins the game instead.	
Categories	Cute	
	Happy Students	Global Effect
Instruction	Duration: 5 Turns. Students may ignore School Disasters and effects.	
Quote	"I'll remember this vacation forever!" - A-ko	
Categories	School	

	Hardass Police Captain	Global Effect
Skills	Police	
Instruction	Duration: 5 Turns. All of your Characters gain the Police skill.	
Quote	"My head is on the chopping block all the time!!"	
Categories	Police	
	Hiding Out	Global Effect
Uses	2	
Instruction	Choose a group, Disasters will skip their Location during the Disaster phase. Limit 1 per deck.	
Quote	"You get yourself killed if you want, I'm staying right here." - Yajirobe	
	High Priestess Neese	Global Effect
Bonus	Charm: +1	
Skills	Priest	
Instruction	Duration: 3 Turns. All of your Characters gain the Priest skill. +1 Charm.	
Quote	"Marfa, give us strength."	
	Hostess	Global Effect
Skills	Seduction	
Instruction	Duration: 5 Turns. Gives the Seduction skill or +1 to an existing skill to Female Characters with 3+ Charm.	
	Inappropriate Attire	Global Effect
Bonus	Charm: +/-	
Uses	3	
Instruction	Reverse the Charm bonus of a Clothing card.	
	Inert Dragon Balls	Global Effect
Instruction	Duration: 4 Turns. Make a Wish... cannot be used.	
Quote	"There won't be any Dragon Balls for a year." - Bulma	
Categories	Magic	
	Interference	Global Effect
Uses	3	
Instruction	Cancels any View card.	
	Interrogation	Global Effect
Uses	2	
Instruction	Steal an Item from an opponent at your Location. Remove from game after 2nd use. Limit 1 per deck.	
Quote	"He confessed to five counts of rape without being asked." - Brenton	
Categories	Fear, Police	

	Kaio-ken	Global Effect
Cost	Energy: -*	
Bonus	Attack: +*, Defense: +*	
Requirements	Martial Arts	
Instruction	Keep a Character out of Combat. +1 Attack & Defense per Martial Arts . Bonus accumulates each successive round Character stays out of Combat at a cost of 1 Energy per round. Bonus lasts for the remainder of Combat. Limit 1 use per Turn.	
Quote	"I don't believe it! His power level is incredible! And it keeps rising!" - Vegeta	

	Karla, The Grey Witch	Global Effect
Instruction	All Players gain the bonuses of all Global Effects as if they had been played by the Player.	
Text	Last survivor of Kastuul, the kingdom of sorcery.	
Quote	"I am here to see that fate will balance the scales of history."	
Categories	Magic	

	Kasumi Tendo	Global Effect
Uses	3	
Instruction	Gives 1 Character the Cooking skill. or Prevents an Item or Equipment from being stolen or Destroyed.	

	Keep That Oiled	Global Effect
Requirements	Mech	
Uses	4	
Instruction	Any Equipment at 1 or more Health is restored to full Health.	
Quote	"Ran, did you grease it yet?" - Takasama	

	King Fahn	Global Effect
Bonus	Defense: +1	
Skills	Royalty	
Instruction	Duration: 3 Turns. All of your Characters gain the Royalty skill. +1 Defense.	
Quote	"You six brave souls are truly heroes. Come now, and raise your heads up high."	

	King Flevè	Global Effect
Bonus	Movement: +1	
Skills	Strength	
Instruction	Duration: 3 Turns. All of your Characters gain the Strength skill. +1 Movement.	
Text	Last ruler of the mighty dwarven kingdom of Stone.	

	King Kai	Global Effect
Bonus	Attack: +1*	
Instruction	Duration: 5 Turns. Gives the Comedian skill or +1 to an existing skill and +1 Attack to Characters with 4+ Charm. or Allows 1 Character per Turn to add the ESP skill for 1 Turn.	
Quote	"Forget it! I won't train someone who has no sense of humor."	
Categories	Dimensional	
	Kuwabara Gang	Global Effect
Bonus	Attack: +1	
Instruction	Duration: 5 Turns. All Students +1 Attack.	
Text	The tough guys of Sarayashiki Jr. High.	
	Late for School	Global Effect
Bonus	Movement: +1	
Requirements	Student	
Instruction	Duration: 5 Turns. All Students +1 Movement.	
Categories	Move	
	Love What You Do	Global Effect
Bonus	Charm: +1	
Instruction	Duration: 5 Turns. Pick 1 skill. Each time a Character uses that skill to Scavenge a Location they gain 1 Charm. Limit +3 Charm.	
Quote	"Ha hah ha ha!" -Gary	
	Medical Regenerator	Global Effect
Uses	3	
Instruction	Immediately after a Character of yours is Killed, place here. After 3 Turns, return the Character to your Haven (with Enhancements), restored to full Health. Limit 1 Character at a time.	
Categories	Medical	
	Mega Motoslave	Global Effect
Uses	2	
Instruction	Allows 1 Character to Equip a Battlesuit anywhere. or +5 Defense for 1 Combat.	
Quote	"I need more power to fight this guy. More than I've ever had before."	
	Merlin	Global Effect
Uses	5	
Instruction	Take any Magic card from your Draw pile, and place in your hand. Limit 1 per Turn.	
Text	The most powerful wizard the world has ever known.	
Categories	Magic	

	Micrits	Global Effect
Uses	3	
Instruction	Attacks that affect the entire group affect only the target.	
Quote	"Careful! Don't step on them. They're all over the place." - Lion-O	
	Misaki Comes Visiting	Global Effect
Uses	3	
Instruction	Opposing Characters have no actions for 1 Turn.	
Quote	"...but, but, I've been trying to tell you..."	
	Moji	Global Effect
Skills	Music	
Uses	2	
Instruction	Gives 1 Character the Music skill.	
Quote	"Hasten wind and gather clouds. Fall, rain, fall. Fall, rain, fall. Shake the Earth. And douse the Sun. Fall, rain, fall..."	
	Mudhog King	Global Effect
Uses	2	
Instruction	A Disaster leaving the Field drops its Item at the last Location.	
Text	The mudhogs rob anyone that wander onto their lands, and then feed them to the buzzards.	
Categories	Animal	
	Mutant Armory	Global Effect
Uses	4	
Instruction	Equip a Weapon from your Haven as a Flash Effect.	
Text	Each a Vultureman original.	
Categories	Weapon	
	Night Vision	Global Effect
Uses	2	
Instruction	Copy any View card in play.	
Quote	"The cargo is gone." - Gren	
	Old Mage	Global Effect
Bonus	Energy: +1	
Instruction	Duration: 5 Turns. All Swordsman +1 Energy.	
Quote	"It is my duty to pass down the legends of old."	
Categories	Knowledge, Magic	

	Orphans	Global Effect
Skills	Student -1	
Uses	4	
Instruction	Remove the Student skill from 1 of your Characters.	
Text	The conflict between the Hazzard and the Rodoists has left many orphans.	
Quote	"We don't need any more orphans like them." - Grandpa	

	Palace Guard	Global Effect
Bonus	Attack: +1, Defense: +2	
Requirements	Royalty	
Uses	1*	
Instruction	Duration: 1 Turn. All Characters in party +1 Attack and +2 Defense. 1 use, plus 1 additional use for each Haven in play.	
Categories	Military, Police	

	Police Captain	Global Effect
Instruction	Duration: 5 Turns. Prevents Police Characters from having no actions.	
Quote	"Get—on—the—case."	
Categories	Police	

	Police Reinforcements	Global Effect
Bonus	Attack: +1, Defense: +1	
Requirements	Police	
Instruction	Duration: 5 Turns. Allows 1 Character per Turn +1 Attack & Defense.	
Categories	Police, Horde	

	Power Grip	Global Effect
Uses	2	
Instruction	Party cannot be moved from current Location.	

	Power Sense	Global Effect
Uses	3	
Instruction	Another player must show you all the cards they have in play, in their Haven, or in their hand.	
Quote	"Hah! If you can't see your enemy feel him out." - Piccolo	
Categories	Magic, View	

	Product Placement	Global Effect
Instruction	No Item can become fake.	
Quote	"This car's like a damn bake oven." - Daizaburo	

	Professor Tani	Global Effect
Uses	3	
Instruction	All Cyborgs +2 Attack & Defense. Robots and Androids +1 Attack & Defense.	
Quote	"Take this stimulant, I think you'll be needing it. Don't worry, it's not the same substance those cyber-junkies are main-lining on the street."	
Categories	Science	
	Rainy Day	Global Effect
Instruction	Additional +1 bonuses for all Water effects.	
Quote	"Oh brother. You can never trust those weather forecasters." - Mako	
Categories	Water	
	Ready to Go	Global Effect
Bonus	Movement: +3	
Requirements	Vehicle	
Uses	3	
Instruction	+3 Movement to a Vehicle	
Categories	Vehicle, Move, Police	
	Refuge	Global Effect
Instruction	Store 2 Flash Effects here. Place during the Discard phase.	
	Relaxing Hot Springs	Global Effect
Uses	2	
Instruction	Characters of the opposite sex of player at your Location drop all Equipment and Items and move 1 Location forward. Remove from game after 2nd use.	
Quote	"I can feel all the tension flowing away." - Afura	
Categories	Hot Tub	
	Rigorous Training	Global Effect
Uses	3	
Instruction	Take a Personal Training from your Draw pile and play on any Character.	
Quote	"Screw up this time, and your life as a boxer is over forever!" - Coach Mukoda	
	Rodo's Blessing	Global Effect
Skills	Water Element	
Uses	3	
Instruction	Gives 1 Character the Water Element skill for 1 turn.	
Quote	"...All give praise to Rodo, night and day. If you are lost, Rodo will show you the way."	
Categories	Water	

	Sacred Ground	Global Effect
Instruction	Duration: 3 Turns. Characters with Priest or Royalty cannot be killed. Limit 1 per deck.	
	Saori Kido (Athena)	Global Effect
Bonus	Health: +2	
Instruction	Duration: 5 Turns. +2 Health to Bronze Saints . Limit 1 per deck.	
	Satellite Observation	Global Effect
Uses	5	
Instruction	Cancels the effects of 1 View card.	
Categories	View	
	Scalper	Global Effect
Uses	1	
Instruction	Discard 1 Money Item to Scavenge any non-Planetary, non-Dimensional Location.	
Quote	"Get your tickets while you can! I still got some beautiful seats left!"	
Categories	Demon, Money	
	Security Camera	Global Effect
Uses	3	
Instruction	Look at top card of any pile.	
Quote	"You better get out of here or I will call the security gadget."	
Categories	Computer, View	
	Sentai Power	Global Effect
Instruction	Duration: 5 Turns. You may have 5 Characters in your group.	
Quote	"It is now the time unify our powers and fight them!" - Toma	
	Sentai Power	Global Effect
Instruction	Duration: 5 Turns. You may have 5 Characters in your group.	
Quote	"Mercury Power!" "Mars Power!" "Jupiter Power!" "Venus Power!" "Moon Prism Power!"	
	Shape Ray	Global Effect
Cost	Health: -1	
Bonus	Charm: +2	
Uses	3	
Instruction	+2 Charm. -1 Health.	
Quote	"A mere five minutes in the Shape Ray, and you'll be the fittest you've been in your entire life." - Jadeite	
Categories	Magic	

	Shortcut	Global Effect
Uses	3	
Instruction	Entire group moves directly to any Location. Limit 1 per Turn.	
Quote	"There it is! We'll take a shortcut..." - A-ko	
Categories	Move	
	Sickbay	Global Effect
Requirements	Medic	
Uses	3	
Instruction	Cure 1 poisoned Character.	
Quote	"We'll try to transmat it out of her." - Rabby	
	Ski Instructor	Global Effect
Skills	Sports	
Instruction	Duration: 5 Turns. All of your Characters gain the Sports skill.	
Text	Go that way, really fast. If something gets in your way, turn.	
Categories	Ice, Sports	
	Sleeping Beauty	Global Effect
Uses	1	
Instruction	Shuffle any Killed Character back into the owner's Draw pile. They are now +1 Charm.	
	Slow Moving Traffic	Global Effect
Bonus	Movement: 1	
Uses	3	
Instruction	Any 1 Disaster in play moves just 1 Location during its next movement. Limit 1 per deck.	
Text	Hey don't ask me. That's not my job.	
Categories	Move	
	Sondora	Global Effect
Uses	3	
Instruction	Send a Music card directly to your Haven.	
Text	Priestess of the Sound Stones of Dark Side.	
Quote	"By your voice, I know you to be good, and your cause just."	
Categories	Music, Dimensional	
	Spy Camera	Global Effect
Uses	3	
Instruction	View an opponent's hand.	
Quote	"I have to track my son's development."	
Categories	View	

	Storytime with Snarf	Global Effect
Uses	3	
Instruction	Gives 1 Character the Communications skill. or Prevents 1 Knowledge Item or Equipment from being stolen or Destroyed.	
Quote	"That was a great story Snarf. Tell us another one." - Wilykat	
Categories	Knowledge	
	Sunbathing	Global Effect
Bonus	Health: +1, Charm: +2	
Instruction	Duration: 5 Turns. All Characters with Swimsuit or Speedo are +1 Health and +2 Charm.	
	Surveillance	Global Effect
Uses	2	
Instruction	View cards under any 1 Location.	
Categories	View	
	Surveillance	Global Effect
Uses	2	
Instruction	View cards under any 1 Location.	
Quote	"Damn, he found the microphone."	
Categories	View	
	Sword and Sorcery	Global Effect
Instruction	Duration: 3 Turns. Only effects that require Magic or Swordsman are allowed. Limit 1 per deck.	
Quote	"Several hundred years after the fall of human civilization... It was a lawless period... a time without order... Only blood, flesh, bone, and iron... it was also a time of sorcery!"	
	Tender Moment	Global Effect
Bonus	Charm: +1	
Instruction	Duration: 5 Turns. All Characters are +1 Charm.	
Quote	"A hope is a feeling, maybe you'll be okay." - Ross	
	Tender Moment	Global Effect
Bonus	Charm: +1	
Instruction	Duration: 5 Turns. All Characters are +1 Charm.	
Quote	"I knew I'd find you some day. We were meant to be together." - Luna	
	The Chief	Global Effect
Uses	1	
Instruction	Prevent a Location from being Destroyed. Remove from game after use.	
Quote	"Paperwork's all done. Girls, here I come!"	
Categories	Police	

	The Next 8 Man	Global Effect
Instruction	Store 3 Android , Cyborg , or Robot cards here. Place during the Discard phase.	
Quote	"And the only way to fight his cyborgs is to create one of our own." - Professor Tani	
Categories	Cyborg, Science	
	This Way, or That Way?	Global Effect
Instruction	Up, down, left, and right are the only directions for random movement.	
Quote	"If we head by to the hotel and go the normal way, we might make it by sundown." - Shizuru	
	Time Control Guards	Global Effect
Instruction	Duration: 5 Turns. All Dimensional Disasters -2 Attack & Defense.	
Quote	"The past isn't yours to control." - Yokomori	
Categories	Police	
	Training with Genkai	Global Effect
Requirements	Demon	
Skills	Martial Arts	
Instruction	Duration: 5 Turns. All of your Characters with the Demon category gain a Martial Arts skill.	
Quote	"No task before was ever so tough." - Jin	
	Training with Kami	Global Effect
Skills	Martial Arts	
Instruction	Duration: 5 Turns. All of your Characters gain the Martial Arts skill.	
	Transformation Satellite	Global Effect
Instruction	Duration: 5 Turns. Transform instantly. Limit 1 per deck.	
Quote	"Conversion! Activate! Hyper Dolls!"	
Categories	Planetary	
	Under-Earthmen	Global Effect
Uses	3	
Instruction	Double the uses or effects of a Knowledge card.	
Quote	"You will read to us, over-earthman."	
	Unique Weapons	Global Effect
Instruction	No Weapon can be brought into play if another copy is already in play.	
Quote	"Now here's a real handy little item." - Jonathan Washington	

	Virtual Disaster	Global Effect
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Uses	3	
Instruction	Bring a random previously Defeated Combat Disaster back into play so that 1 of your Characters may combat it. If your Character wins, +1 Attack, Defense, or Movement. If your Character loses, it has no actions for 2 Turns. Return Disaster to Discard pile after Combat is over.	
Quote	"Hey! Careful with that thing." - Fujikuro	
Categories	Computer	
	Wake Up	Global Effect
Uses	3	
Instruction	Cancels any Dream card.	
Quote	"You've been asleep for almost five days now." - Kei	
	Warning of Danger	Global Effect
Uses	3	
Instruction	Choose 1 Location. It cannot be Scavenged this Turn.	
Categories	Fear	
	World Tournament Announcer	Global Effect
Uses	3	
Instruction	Gives 1 Character the Communications skill. or A Killed Character is Bonked instead.	
Quote	"Huh? I don't take requests!"	
	Wort	Global Effect
Uses	3	
Instruction	Duration: 1 Turn. Prevent a Disaster's special abilities.	
Quote	"Only the great sage can tell us what we need to know." - Parn	
Categories	Magic	
	You're My Prisoner	Global Effect
Uses	3	
Instruction	Any Character in play has no actions for 1 Turn. Limit 1 per Turn.	
Categories	Holding	
	You Beat 'em, You Eat 'em	Global Effect
Uses	3	
Instruction	Capture a Defeated Combat Disaster as a Food card.	
Text	Mink and the gang eat all the critters that challenge them on their quests.	
Categories	Food	

	Your Record	Global Effect
Instruction		
Text		
Quote		
Categories	Divine	
	Dr. Brief	Global Effect
Instruction		
Text		
Quote		
Categories	Science	
	Grandpa Gohan	Global Effect
Instruction		
Text		
Quote		
	Korin	Global Effect
Instruction		
Text		
Quote		
	Senbei Norimaki	Global Effect
Instruction		
Text		
Quote		
	34th Precinct	Haven
Instruction	Allows 1 Character per Turn to add a Police or Investigation skill.	
Text	The 34th Precinct services the communities of Washington Heights and Inwood within the area of Manhattan, north of West 179th Street.	
Categories	Haven	
	A-ko's House	Haven
Instruction	Allows 1 Character per Turn to add a Strength or Speed skill.	
Categories	Haven	
	Batabitajira	Haven
Instruction	Allows 1 Character per Turn to add a Marksman , Martial Arts , or Acrobatics skill.	
Categories	Haven	

	Blossom	Haven
Instruction	Allows 1 Character per Turn to add a	Military, Survival, or Pilot skill.
Categories	Haven	
	Castle Plun-Darr	Haven
Instruction	Allows 1 Character per Turn to add a	Strength, Criminal, or Pilot skill.
Text	Constructed by the enslaved Brutemen for their Mutant masters.	
Categories	Haven	
	Cats' Lair	Haven
Instruction	Allows 1 Character per Turn to add a	Pure Heart, Survival, or Pilot skill.
Text	The Cats' Lair serves as a home and	base of operations for the Thundercats.
Categories	Haven	
	Cats' Lair	Haven
Instruction	Allows 1 Character per Turn to add a	Pure Heart, Survival, or Pilot skill.
Text	The Cats' Lair serves as a home and	base of operations for the Thundercats.
Categories	Haven	
	Floristica Palace Room	Haven
Instruction	Allows 1 Character per Turn to add a	Royalty skill.
Categories	Haven	
	Game Center	Haven
Instruction	Allows 1 Character per Turn to add a	Computer or Survival skill.
Quote	"Aahh! How did I lose that one?" - Mako	
Categories	Haven	
	Gary's Yard	Haven
Instruction	Allows 1 Character per Turn to add a	Driving or Mech skill.
Quote	"I'm really surprised about you. Pretending to sell scrap, but dealing in weapons." - Miranda	
Categories	Haven	
	Genkai's Place	Haven
Instruction	Allows 1 Character per Turn to add a	Martial Arts or ESP skill.
Quote	"A shore on one side and stone wall on the other will tell you where it ends." - Genkai	
Categories	Haven	
	Gohan's Cave	Haven
Instruction	Allows 1 Character per Turn to add a	Survival, Hunter, or Climbing skill.
Categories	Haven	

	Grandpa's Orphanage	Haven
Instruction	Allows 1 Character per Turn to go directly to 1 Location.	
Categories	Haven	
	Graude Foundation	Haven
Instruction	Equip 1 Bronze Cloth each Turn.	
Categories	Haven	
	Green 1 Slums	Haven
Instruction	Allows 1 Character per Turn to add a Streetwise skill.	
Categories	Haven	
	Hachiman's House	Haven
Instruction	Allows 1 Character per Turn to add a Weapons, Swordsman, or Military skill.	
Text	Hachiman lives on the Planet of the Red Sun.	
Categories	Haven	
	Hazzard Camp	Haven
Instruction	Allows 1 Character per Turn to add a Military or Weapons skill.	
Categories	Haven	
	Hikawa Shrine	Haven
Instruction	Allows 1 Character per Turn to add a Priest or Climbing skill.	
Text	The Shinto temple where Rei lives with her grandfather.	
Categories	Haven	
	Iria's House	Haven
Instruction	Allows 1 Character per Turn to add a Driving, Hunter, or Streetwise skill.	
Categories	Haven	
	Juuban Shopping District	Haven
Instruction	Allows 1 Character per Turn to add a Shopping or Merchant skill.	
Text	Home to many shops and restaurants.	
Categories	Haven	
	Kanon Island	Haven
Instruction	All Characters from this Haven are +1 Health.	
Text	Located not far from Greece.	
Categories	Haven	
	Karin's Time Machine	Haven
Instruction	Allows entire group to access up to 2 Dimensional Locations.	
Quote	"You seem like you might have come from the future." - Junta	
Categories	Haven	

	King Kai's Bungalow	Haven
Instruction	Allows 1 Character per Turn to add a Strength, Cooking, or ESP skill.	
Text	Martial arts training and good eats.	
Quote	"That's the last of the bean tacos!"	
Categories	Haven	
	Large Bath	Haven
Instruction	Allows 1 Character per Turn to add a Fashion, Peeping, or Seduction skill.	
Quote	"You're only young once, so do what feels right." - Takeuchi	
Categories	Haven	
	Launch's House	Haven
Instruction	Allows 1 Character per Turn to add a Communications or Weapons skill.	
Categories	Haven	
	Masaki House	Haven
Instruction	Allows 1 Character per Turn to add a Cooking or Priest skill.	
Categories	Haven	
	Metallicana	Haven
Instruction	Allows 1 Character per Turn to add a Military skill.	
Categories	Haven	
	Mihoshi's Mothership	Haven
Instruction	Allows 1 Character per Turn to add a Police skill for 1 Turn.	
Categories	Haven	
	Mochizuki Clan Palace	Haven
Instruction	Allows 1 Character per Turn to add a Military skill or gain the Ninja category.	
Categories	Haven	
	Other World Lounge	Haven
Instruction	Allows 1 Character per Turn to add a Magic skill or to access a Dimensional Location.	
Text	Sometimes a hangout can be too hip for your own good.	
Categories	Haven	
	Parn's House	Haven
Instruction	Each Character from this Haven may add any skill when first entering play.	
Quote	"Shall we be off then, sir knight?" - Etoh	
Categories	Haven	
	Phantom Quest Corporation	Haven
Instruction	1 Character from this Haven may choose to ignore Spirit cards.	
Categories	Haven	

	Rally's House	Haven
Instruction	Allows 1 Character per Turn to add a Marksman , Weapons , or Hunter skill.	
Quote	"It looks like an ordinary house."	
Categories	Haven	
	Raven's Garage	Haven
Instruction	Characters from this Haven do not lose Equipment when it is Destroyed. Return cards to Draw pile.	
Categories	Haven	
	Roshi's Veranda	Haven
Instruction	Allows 1 Character per Turn to add a Water Element or Martial Arts skill.	
Categories	Haven	
	Ross' Apartment	Haven
Instruction	1 Character from this Haven may choose to ignore Robot cards.	
Quote	"Oh, smells stale." - Armitage	
Categories	Haven	
	Sanctuary	Haven
Instruction	Allows 1 Character per Turn to add a Martial Arts skill.	
Categories	Haven	
	Sky-Tomb	Haven
Instruction	Allows 1 Character per Turn to add a Tech , Marksman , or Pilot skill.	
Text	The Lunataks floating fortress, Sky-Tomb is usually found in Darkside.	
Categories	Haven	
	Squad Bay	Haven
Instruction	Characters from this Haven may Equip any Vehicle anywhere on the Field once per Turn.	
Categories	Haven	
	Tani Manor	Haven
Instruction	Allows 1 Character per Turn to gain the Cyborg category.	
Quote	"This is the weirdest hospital I've ever seen. But whatever works works." - Sam	
Categories	Haven	
	Terrestrial Administration Center	Haven
Instruction	Characters from this Haven are +1 Attack & Defense vs. Spirit .	
Text	The mundane name of this organization helps to hide its important mission.	
Categories	Haven	

	The Glomar	Haven
Instruction	Allows 1 Character per Turn to add a Merchant or Bureaucracy skill.	
Quote	"Good day. Thank you for trading with us. We're the commercial vessel Glomar. May I help you purchase something?" - Shaya	
Categories	Haven	
	The Silky Doll	Haven
Instruction	Characters from this Haven are +1 Charm.	
Categories	Haven	
	The Tendo Dojo	Haven
Instruction	Allows 1 Character per Turn to add a Martial Arts skill.	
Categories	Haven	
	Tree of Revival	Haven
Instruction	Allows 1 Character per Turn to add a Priest or Pure Heart skill.	
Categories	Haven	
	Usagi's House	Haven
Instruction	Allows 1 Character per Turn to add a Cooking or Driving skill.	
Quote	"Usagi! Stop bringing home grades like this! Go outside and think about what you've done!" - Mrs. Tsukino	
Categories	Haven	
	Wukong Hospital	Haven
Instruction	Characters from this Haven may be placed here immediately when Bonked.	
Categories	Haven	
	WWWA Headquarters	Haven
Instruction	Allows 1 Character per Turn to add a Bureaucracy , Weapons , or Investigation skill.	
Text	The World Welfare Works Association helps member systems of the United Galactica deal with various planetary-scale problems, by sending agents called trouble consultants.	
Categories	Haven	
	Yacht House 87	Haven
Instruction	Allows 1 Character per Turn to add a Savoir-Faire skill.	
Text	Independent living.	
Categories	Haven	

	Yamcha's Hideout	Haven
Instruction	Allows 1 Character per Turn to add a Criminal , Survival , or Driving skill.	
Quote	"Victims! Hehehe." - Puar	
Categories	Haven	
	1.44 MB Disk	Item
Instruction	Every 3rd turn, you may duplicate any Computer card in play.	
Quote	"Ahhh! Floppy! Floppy disk! I forgot and left the single most important disk of all back at my house!" - Yaegashi	
Categories	Computer	
	2 Dragon Balls	Item
Instruction	Limit 2 per deck.	
Categories	Magic	
	2 Dragon Balls	Item
Instruction	Limit 2 per deck.	
Quote	"Yeah, these gems have the power to do great things..." - Bulma	
Categories	Magic	
	3 Dragon Balls	Item
Instruction	If another 3 Dragon Balls has already been turned up, that card is now 3 fake Dragon Balls (it still counts as an Item). Limit 1 per deck.	
Categories	Magic	
	3 Dragon Balls	Item
Instruction	If another 3 Dragon Balls has already been turned up, that card is now 3 fake Dragon Balls (it still counts as an Item). Limit 1 per deck.	
Quote	"Here we go. The start of a great adventure." - Bulma	
Categories	Magic	
	5 Yen Coin	Item
Instruction	Discard to Defeat 1 Money Disaster.	
Categories	Money	
	5 Yen Coin	Item
Instruction	Discard to Defeat 1 Money Disaster.	
Quote	"Come on Lady Luck, give me a good one." - Kome	
Categories	Money	
	10 Gauge Solid Slug	Item
Bonus	Attack: +1	
Instruction	+1 Damage to any Weapon .	
Quote	"They use these for roadblocks!" - Rally	
Categories	Weapon	

	300 Yen	Item
Instruction	If another Item is Stolen 300 Yen may be substituted for that Item.	
Quote	"Here. Remember the money you lent me?" - Kido	
Categories	Money	

	500 Yen Coin	Item
Bonus	Attack: *, Defense: *	
Instruction	At the beginning of Combat flip a coin. If heads, +1 Attack & Defense. If tails, -1 Attack & Defense.	
Categories	Money	

	Aiolos' Message	Item
Bonus	Attack: +1, Defense: +1	
Instruction	All Characters in party +1 Attack & Defense if 4 Bronze Saints are present. Limit 1 per deck.	
Quote	"To the young men who come here, I entrust Athena to you."	

	Alarm Clock	Item
Uses	1	
Instruction	Scavenge any Dream Location.	
Quote	"Look at the time! I'm gonna be late!!" - A-ko	
Categories	Dream	

	Alarm Clock	Item
Uses	1	
Instruction	Scavenge any Dream Location.	
Categories	Dream	

	Alarm Clock	Item
Uses	1	
Instruction	Scavenge any Dream Location.	
Quote	"After a long, hard day its time for a little sleep." - Momiji	
Categories	Dream	

	Alarm Clock	Item
Uses	1	
Instruction	Scavenge any Dream Location.	
Quote	"A dream huh? That's stupid. Of all the chicks to see naked, and I dream her." - Yusuke	
Categories	Dream	

	Alarm Clock	Item
Uses	1	
Instruction	Scavenge any Dream Location.	
Quote	"Oh bloody nuts! Boy did I oversleep this time." - Tita	
Categories	Dream	
	Ancient Map	Item
Bonus	Movement: +1	
Instruction	+1 Movement to entire group.	
Categories	Knowledge	
	Ancient Pottery	Item
Skills	Archaeology	
Instruction	Gives the Archaeology skill or +1 to an existing skill.	
Categories	Artifact, Gift	
	Ancient Remedy	Item
Instruction	Discard to restore any living Character to full Health.	
Quote	"This will feel like you've been stung by a bee." - Goku	
Categories	Medical	
	Ancient Thundercat Flag	Item
Instruction	Scavenge Iron Glade .	
Text	The pride of Thundera.	
Categories	Thunderian, Artifact	
	Ancient Tomes	Item
Bonus	Energy: +1	
Instruction	+1 Energy. Limit 1 per Character.	
Categories	Magic, Knowledge	
	Antiques	Item
Uses	1	
Instruction	Scavenge any Museum Location.	
Quote	"The other valuables are no concern of mine. But you have to put that painting back where you found it!" - Red Commando	
Categories	Gift, Money	
	Apprentice's Bead	Item
Skills	Hunter	
Instruction	Gives the Hunter skill or +1 to an existing skill.	
Quote	"She's a hunter. But the color's for an apprentice." - Komimasa	
Categories	Clothing	

	Arles' Chalice	Item
Uses	2	
Instruction	Allows a Character to transform instantly.	
Categories	Food	

	Arles' Necklace	Item
Instruction	Discard Grand Pope Arles .	

	Arrietta Bird	Item
Uses	1	
Instruction	Un-paralyze a Character.	
Text	When the Arrietta bird sings, the Berbil fruit grows.	
Categories	Animal, Music	

	B-ko's English Textbook	Item
Requirements	Student	
Uses	1	
Instruction	Scavenge any School Location.	
Quote	"I've finished translating... All of it." - B-ko	
Categories	Knowledge	

	Baby Athena	Item
Cost	Attack: -1	
Instruction	You must show this Item. -1 to all your attacks. Counts as 2 Items for final Item tally.	
Categories	Cute	

	Baby Dragon	Item
Bonus	Attack: +1, Defense: +1, Movement: +1, Charm: +1	
Instruction	+1 Attack, Defense, Movement, & Charm to a Character with a base Attack of 1.	
Categories	Dragon, Cute, Magic	

	Baby Susano-oh	Item
Uses	1	
Instruction	Scavenge any Divine Location.	
Categories	Divine	

	Barbells	Item
Skills	Strength	
Instruction	Gives the Strength skill or +1 to an existing skill.	
Quote	"Such power, such strength... Truly a tigress among kittens."	

	Beast Spear	Item
Bonus	Attack: +1, Defense: +1	
Requirements	Weapons	
Instruction	+1 Attack & Defense vs. Demon and Spirit .	
Quote	"This spear was made in ancient China over 2000 years ago. It was forged for the sole purpose of killing monsters." - Ushio	
Categories	Weapon	
	Berbil Fruit	Item
Instruction	Discard to Defeat 1 Hungry Disaster.	
Quote	"Eat. Very good." - Ro-Bear Bill	
Categories	Food	
	Big Fish	Item
Skills	Swimming	
Instruction	Gives the Swimming skill or +1 to an existing skill.	
Quote	"Wow! That's what I call a fish." - Goku	
Categories	Water, Animal, Food	
	Bills and Calculator	Item
Instruction	Holder cannot be attacked by Money Disasters.	
Quote	"The U Division will only pay this much..." - Kozo Karino	
Categories	Money	
	Bob II	Item
Requirements	Hunter x2	
Uses	1	
Instruction	Scavenge any Computer Location.	
Quote	"Handy little guy, ain't he?" - Fujikuro	
Categories	Computer	
	Book of Novog Noszh	Item
Uses	3	
Instruction	Take any Magic card from your Draw pile, and place in your hand. Limit 1 per Turn. Limit 1 per deck.	
Categories	Knowledge	
	Bouquet of Roses	Item
Instruction	If you successfully Charm a Character they will remain Charmed for rest of the game.	
Quote	"Would you please do me the honor of becoming my wife?"	
Categories	Tree	

	Bra & Panties	Item
Instruction	Discard to Scavenge any Planetary Location.	
Quote	"On Earth we call them scanties." - Susan Sommers	
Categories	Lingerie	
	Braille Board	Item
Requirements	Blind Luck	
Instruction	Use any View card.	
Quote	"Only Lynx-O's overdeveloped senses can interpret those signals." - Panthro	
Categories	Science	
	Breather Mask	Item
Quote	"The gas masks and steam sterilization really don't do very much."	
Categories	Clothing	
	Bridge Blower-upper	Item
Instruction	Defeats Blown-up Bridge .	
Quote	"This bomb, on that beam, will bring the whole thing crashing down."	
	Broken Toy	Item
Text	In life he was the greatest of heroes.	
Categories	Gift	
	Budweiser	Item
Text	An American-style pale lager.	
Categories	Alcohol	
	Bugrom Big Raid Medal	Item
Bonus	Attack: +2, Defense: +2	
Instruction	Scavenge Bugrom Homeland . +2 Attack & Defense vs. Bugrom .	
Quote	"An entire country crushed in your first battle!" - Diva	
Categories	Military, Gift	
	C-ko Kotobuki	Item
Cost	Attack: -1	
Instruction	You must show this Item. -1 to all your attacks. Counts as 2 Items for final Item tally.	
Quote	"Gee, I know I'm cute, but you all don't have to stare like that! How embarrassing!"	
Categories	Cute	

	C-ko's Lunch	Item
Instruction	Discard to Destroy 1 Hungry Disaster.	
Quote	"And it came out so pretty, too..." - C-ko	
Categories	Food	
	Camel Cigarettes	Item
Cost	Health: -3	
Bonus	Charm: +5	
Instruction	+5 Charm. -3 Health.	
Text	Cool. Dangerously cool.	
	Capsule Army Knife	Item
Instruction	Once per game, retrieve any Equipment under a Location without Scavenging the Location.	
	Car Radio	Item
Skills	Music	
Instruction	Gives Music skill for 1 Scavenge attempt.	
	Cat Food	Item
Uses	3	
Instruction	Shake Cat Food to move an Animal card to this Location.	
Quote	"Meow!" - Andrew	
Categories	Animal, Food	
	Cats' Lair Plans	Item
Uses	1	
Instruction	Add a Haven to the Field without waiting.	
Quote	"We will help you build your home." - Ro-Bear Bill	
	Chanela	Item
Instruction	You must show this Item. +1 all vs. Animal .	
Text	Each chanela emits a unique and delightful scent.	
Quote	"Starting today this chanela is my pet, my only pet!" - Shingo	
Categories	Cute, Animal	
	Chang Tiger Clan Ring	Item
Instruction	Holder cannot be attacked by GD-42 . Discard to Defeat GD-42 .	
Quote	"I'm scared...not that I might die, but of what I'm trying to do."	

	Chapter Black	Item
Skills	Pure Heart -2	
Instruction	May declare any 1 additional skill (except Pure Heart) during Equip Phase. Loss of Pure Heart skill is permanent.	
Text	Thousands of hours of man's most heinous acts.	
Categories	Knowledge	
	Chopped Wood	Item
Bonus	Attack: +2	
Instruction	+2 Damage vs. Tree .	
Quote	"Well, that takes care of that." - Goku	
	Cleaning Supplies	Item
Skills	Priest	
Instruction	Gives the Priest skill or +1 to an existing skill.	
	Cloud Whale	Item
Skills	Flying	
Instruction	Gives the Flying skill or +1 to an existing skill.	
Quote	"Of course, some of them are pretty big for pets." - Tita	
Categories	Air, Animal	
	Combat Tactics	Item
Bonus	Attack: +1	
Uses	1	
Instruction	+1 Attack for each Character in group against 1 Disaster.	
Categories	Knowledge	
	Commemorative Plaque	Item
Instruction	Scavenge Political Rally .	
Quote	"This plaque is a symbol of our appreciation as we commemorate your bravery and courage." - Eddie Haints	
	Compact	Item
Bonus	Charm: +1	
Requirements	Female	
Instruction	+1 Charm to a Female Character holding this Item.	
Categories	Clothing	

	Coors	Item
Cost	Defense: -1	
Bonus	Attack: +1	
Instruction	+1 Attack. -1 Defense.	
Quote	"Hey Daizaburo, want a beer?" - Mad Bull	
Categories	Alcohol	

	Counterfeit Labels	Item
Uses	1	
Instruction	Another Item is now a fake. It loses all abilities. It is still an Item. Limit 1 per deck.	
Quote	"Liter looks a bit fuzzy." - Jeke	

	Crate of Fruit	Item
Quote	"It's jackpot time!" - Komimasa	
Categories	Food	

	Cross	Item
Bonus	Defense: +2	
Instruction	-2 Damage from all Undead or Spirit Disaster attacks.	
Quote	"I'm not going to let you get away this time, buster!" - Ayaka	
Categories	Gift	

	Crystal Ball	Item
Uses	3	
Instruction	Look at an Item below any Location.	
Categories	Artifact, Magic, View	

	Crystal Disk	Item
Uses	1	
Instruction	Scavenge any Computer Location.	
Quote	"Oh well. It's not like I use it that often anyway." - Ami	
Categories	Computer	

	Crystal Necklace	Item
Bonus	Charm: +2	
Requirements	Female	
Instruction	+2 Charm to a Female Character holding this Item.	
Quote	"Ta-da!" - Honran	
Categories	Clothing	

	Cup of Tea	Item
Uses	1	
Instruction	If you also have a Food Item, you may Defeat 1 Hungry Disaster without Discarding any Items.	
Text	It's yours now.	
Categories	Food	

	Cute Little Dolly	Item
Bonus	Charm: +2	
Quote	"I must ask you something serious. What's that?" "It is a cute little dolly."	
Categories	Cute, Gift	

	Cybomechamine	Item
Cost	Health: -2	
Bonus	Attack: +1	
Requirements	Cyborg	
Skills	Speed, Strength	
Instruction	+1 Attack. -2 Health. Health damage is permanent.	
Quote	"...The result is mad-dog killer who thinks he's God." - Hazama	

	Cyborg Schematics	Item
Bonus	Attack: +2	
Instruction	+2 Attack vs. Cyborg .	
Quote	"You are not human, neither are you android. You should never have been born. You are an abomination." - Black King	
Categories	Cyborg, Knowledge, Science	

	Cynthia	Item
Instruction	Defeats Satellite Strike . or Discard to direct 1 strike within its Movement.	
Categories	Boomer	

	Data Chip	Item
Instruction	Defeats Vice President Puttubayh .	
Quote	"Or, perhaps, maybe Ranfan is your mistress?" - Iria	
Categories	Computer	

	Dead Crewman	Item
Instruction	Scavenge Karma .	
Quote	"There are bodies all over the place." - Gren	
Categories	Fear, Food	

	Deadly Brackenberries	Item
Requirements	Green Thumb	
Uses	2	
Instruction	Flip a coin. If heads, Discard a random opponent.	
Quote	"These are 'brocksenberries'. I read about them in a book called Free Meals Off the Land." -Wilykat	
Categories	Food	

	Death Letter	Item
Instruction	If an opponent steals this Item opponent is Defeated or Killed. Limit 1 per deck.	

	Defense Minister Callahan	Item
Skills	Military	
Instruction	Gives the Military skill or +1 to an existing skill.	
Text	Callahan is a Genom puppet.	
Categories	Military	

	Demon's Head	Item
Bonus	Defense: -4	
Requirements	Swordsman or Strength	
Uses	1	
Instruction	Reduce a Demon's Defense by 4.	
Quote	"It's over in seconds yet again. And with another decapitation." - Koto	
Categories	Demon	

	Derpy Space Chickens	Item
Instruction	Remove the Genius skill from any Character.	
Categories	Animal	

	Desert Face Mask	Item
Uses	1	
Instruction	Scavenge any Desert Location.	
Quote	"Where are we going?" - Kei	
Categories	Desert, Clothing	

	Diamonds	Item
Bonus	Defense: +2	
Instruction	Defeats Driller .	
Text	Diamonds are used for high performance drill bits, and for beautiful jewelry.	
Categories	Earth, Money, Gift	

	Dick Saucer CD	Item
Instruction	Discard to send all Females to 1 Location.	
Quote	"Do you want to listen to my new CD? Okay, come over whenever you want." - Pia	
Categories	Music	
	Dick Saucer Concert Ticket	Item
Bonus	Charm: +1	
Instruction	+1 Charm vs. Female .	
Quote	"Would you like one of these little girl?" - King Siva	
Categories	Music, Ticket	
	Dimensional Sleep Chamber	Item
Instruction	Access Dimensional Locations.	
Quote	"Through the endless years I have waited for you, my dear Makoto." - Ifurita	
Categories	Dream, Dimensional	
	Dirty Laundry	Item
Quote	"What is this place? Where did all these come from?!" - A-ko	
Categories	Clothing, Lingerie	
	Dirty Magazine	Item
Cost	Charm: -1	
Instruction	-1 Charm.	
Quote	"Junta, what the Hell are you doing? Stop it!" - Saburo Kurimoto	
	Doris Lang	Item
Instruction	Discard to Destroy 1 Undead Disaster.	
Text	The fair maiden of the village.	
Quote	"Please, won't you help me?"	
Categories	Food	
	Dour Profile	Item
Instruction	Your Charm cannot be reduced.	
Quote	"This picture looks absolutely nothing like you."	
	Dr. Bepper	Item
Instruction	Cancels any effects that make an Item fake.	

	Dr. Ichigaki's Juice	Item
Cost	Health: -2	
Bonus	Attack: +3	
Requirements	Demon	
Instruction	+3 Attack. -2 Health.	
Quote	"Just another brilliant development from the incredible mind of Dr. Ichigaki!"	
Categories	Demon, Medical, Science	

	Dragon Ball	Item
Quote	"On this planet we have something we call Dragon Balls. Whoever brings all seven Dragon Balls together gets any one wish granted."	
Categories	Magic	

	Dragon Ball	Item
Quote	"I hate to be the one to break it to you, but you can't make a wish with just one ball..." - Mai	
Categories	Magic	

	Dragon's Hoard	Item
Text	What does a dragon do with all that gold?	
Categories	Money	

	Drivers License	Item
Skills	Driving	
Instruction	Gives the Driving skill or +1 to an existing skill.	
Quote	"Let's see your license!" - Nene	
Categories	Legal	

	Dwarven Gold Necklace	Item
Uses	1	
Instruction	Scavenge any Dwarf Location.	
Quote	"Does it suit me?" - Deedlit	
Categories	Clothing	

	Earrings	Item
Text	Chain earrings are a punk fad on Mars.	
Categories	Clothing	

	Earth Globe	Item
Requirements	Flying Vehicle	
Uses	3	
Instruction	Move directly to any Location.	
Categories	Artifact	

	Egora Talisman	Item
Bonus	Energy: +2	
Requirements	Communications x2	
Skills	ESP	
Instruction	Gain an ESP skill. +2 Energy.	
Quote	"The Egora Talisman will multiply your power a thousand times." - Mumm-Ra	
Categories	Magic, Artifact	

	Emergency Rations	Item
Quote	"Tell me, how can you possibly eat that stuff?" - Fujikuro	
Categories	Food	

	Escape Shield	Item
Instruction	Use to escape a Planetary Vehicle unharmed.	
Quote	"It isn't fun, but it sure beats dying." - Bob	
Categories	Holding	

	Family Picture	Item
Text	One of the only known pictures of Armitage as a child. She is shown with her father, the famous scientist.	

	Fine Jewelry	Item
Bonus	Charm: +1	
Instruction	+1 Charm.	
Text	Enhance your natural beauty.	
Quote	"500,000 for 30,000?!" - Usagi & Naru	
Categories	Money, Clothing	

	Fine Wooden Comb	Item
Bonus	Charm: +1	
Quote	"This is a gift for Leylia." - Ghim	
Categories	Gift, Clothing	

	Fire Gun	Item
Bonus	Health: -2	
Requirements	Weapons	
Uses	2	
Instruction	Does 2 Damage, no attack this round. Limit 1 per Turn.	
Categories	Fire, Weapon	

	Firewood	Item
Bonus	Attack: +2	
Skills	Fire Element	
Quote	"Yo Goku, you think you've got enough firewood there?"	

	First Aid Kit	Item
Uses	2	
Instruction	Restore any non-Bonked, living Character's Health.	
Quote	"You know losing an arm or two isn't gonna kill you, ya big cry-baby." - Score	
Categories	Medical	

	First Aid Kit	Item
Uses	2	
Instruction	Restore any non-Bonked, living Character's Health.	
Quote	"Pretty girls like you shouldn't have to carry scars, right?" - Mei Lin Jones	
Categories	Medical	

	Fist of O-fuda	Item
Bonus	Attack: +2	
Requirements	Priest	
Uses	5	
Instruction	Paralyze a Demon or Spirit at your Location for 2 Turns. or +2 Attack vs. Demon or Spirit . Limit 1 per deck.	
Quote	"When I use kin against a foul monster like you, it ceases to be." - Hyou	
Categories	Spirit	

	Flower Brooch	Item
Cost	Attack: -1	
Instruction	You must show this Item. -1 to all your attacks. Counts as 2 Items for final Item tally.	
Quote	"For some reason... all of a sudden... I'm sleepy..." - Naru	
Categories	Clothing	

	Flowers for Grave	Item
Text	It is a common custom for people to leave flowers on the grave of a loved one.	

	Flying Nimbus	Item
Bonus	Movement: +4	
Requirements	Pure Heart	
Skills	Flying, Speed	
Text	Goku received this magic cloud as a boy from Master Roshi for helping Roshi's pet turtle.	
Categories	Magic	

	Flying Nimbus	Item
Bonus	Movement: +4	
Requirements	Pure Heart	
Skills	Flying, Speed	
Quote	"You're a very brave boy. I have a gift I want to give you as a token of my gratitude." - Master Roshi	
Categories	Magic	
	Football Trophy	Item
Instruction	Stops Blackfighters from attacking. or Discard to direct 1 attack within their Movement.	
Quote	"Do you remember that play, twelve seconds left in the final, seventy yards from the end zone, and you took the ball right up the middle." - Hazama	
Categories	Sports	
	Forest Fan	Item
Skills	Genius	
Instruction	Gives the Genius skill or +1 to an existing skill.	
Text	What better way to keep cool on a hot summer's day?	
Categories	Air, Tree	
	Forlorn Hope	Item
Requirements	Full Moon	
Instruction	Kill this Character to copy the effect of any card previously played or in your Draw pile.	
Text	One of the three Artifacts of Darkness.	
Categories	Demon, Artifact	
	Fountain Tile	Item
Instruction	Scavenge Caverns of Cold .	
Text	The tile was once part of a beautiful fountain of warm healing water.	
Categories	Thunderian, Artifact	
	French Doll	Item
Quote	"I'd like for you to have the doll that won me the contest." - Mika	
Categories	Gift	
	Fried Eggs	Item
Skills	Cooking	
Instruction	Gives the Cooking skill or +1 to an existing skill.	
Text	Breakfast time.	
Categories	Food	

	Fruit	Item
Bonus	Health: x2	
Instruction	Discard to double Health for 1 Turn.	
Categories	Food	
	Fruit of the Previous Life	Item
Uses	3	
Instruction	Transform instantly.	
Text	Hand-picked from the upper realm of Spirit World.	
Quote	"And drinking that will produce the same dreamy effect of turning you into your demon form." - Beautiful Suzuki	
Categories	Spirit, Food	
	Fruit of the Tree of Might	Item
Bonus	Energy: +5	
Requirements	Tree of Might	
Instruction	+5 Energy. Discard to Defeat Tree of Might .	
Quote	"And when we eat it we'll become more powerful than ever!" - Daiz	
Categories	Magic, Food	
	Galaxy Destroyer Remote	Item
Instruction	Defeats Galaxy Destroyer . or Discard to direct 1 attack within its Movement.	
	Galaxy Police Flag	Item
Skills	Police	
Instruction	Gives the Police skill or +1 to an existing skill.	
Quote	"Tell me, what do the Galaxy Police want in a place like this?"	
	Galaxy Police ID	Item
Skills	Investigation	
Instruction	Gives the Investigation skill or +1 to an existing skill.	
Quote	"I am Detective First Class Mihoshi."	
	Gem Light	Item
Instruction	Scavenge Mountains of the Moon .	
Text	The gem powered the beacon in the signal tower on Thundera.	
Categories	Thunderian, Artifact	
	Gift-wrapped Grenade	Item
Bonus	Attack: +2	
Uses	1*	
Instruction	+2 Attack. 1 use, plus 1 additional use for each Weapons skill.	
Categories	Gift, Weapon	

	Glass of Wine	Item
Text	Captain Napolipolita does not function very well without her daily intake of wine.	
Quote	"Booze! I need booze!!" - Captain Napolipolita	
Categories	Food, Alcohol	
	Glow Dust	Item
Uses	1	
Instruction	View top 3 cards of your Draw pile. Replace in any order you wish.	
Quote	"Look! Ha ha ha." - Deedlit	
Categories	View	
	Go Board	Item
Quote	"Where do those pieces keep disappearing to?" - Suon	
Categories	Gift	
	Go Board	Item
Quote	"That's not fair." - Kei	
Categories	Gift	
	Gohan's Dragon Ball	Item
Instruction	Limit 1 per deck.	
Categories	Clothing, Magic	
	Gohan's Supplies	Item
Cost	Movement: -1	
Instruction	You must show this Item. Gives a Medic , Communications , or Cooking skill once per Turn for 1 Turn.	
Quote	"Mom packed lots of things to keep me busy." - Gohan	
Categories	Food, Clothing, Medical	
	Gold	Item
Instruction	Disasters prefer this card.	
Text	The Devils of Kimon recovered the gold and moved it by cart to nearby Kishima Harbor, to have it picked up by another ship, and sent to the Shogun of the Dark.	
Categories	Money	
	Gold Cloth Prize	Item
Bonus	Attack: +2, Defense: +2	
Requirements	Martial Arts x3	
Instruction	+2 Attack & Defense. Silver Saint Disasters prefer this card. Limit 1 per deck.	

	Golden Oar	Item
Instruction	Scavenge Baleful Swamp .	
Text	One of the two oars that propel the Sacred Barge.	
Categories	Thunderian, Artifact	

	Golden Sphere of Seti	Item
Bonus	Energy: +4	
Requirements	Undead	
Instruction	+4 Energy. Limit 1 per deck.	
Quote	"It's ours. And no one's going to take it away from us." - Wilykat	
Categories	Artifact	

	Golem Chip	Item
Instruction	Win any ties. Limit 1 per deck.	
Quote	"They say whoever possesses the Golem Chip becomes unbeatable." - Yuri	
Categories	Money	

	Golf Attire	Item
Instruction	Scavenge 18th Hole .	
Text	Improve your game, dress the part.	
Categories	Clothing	

	Green 1 Tunnel Map	Item
Instruction	Scavenge Abandoned Tunnel .	
Quote	"I finished checking the east side, can't use that sewer anymore." - Ran	

	Green 5 Map	Item
Bonus	Attack: +2	
Requirements	Military	
Instruction	+2 Attack.	
Quote	"But if we approach from the west, there's this forest..." - Kiba	
Categories	Knowledge	

	Greeting Card	Item
Instruction	Discard to Charm 1 Character.	
Categories	Gift	

	Group Photo	Item
Instruction	Group cannot be divided or Characters returned to Havens who aren't Bonked or Killed.	
Categories	Gift	

	Guillaume de Malatesta XIII	Item
Skills	Strength	
Instruction	Gives the Strength skill or +1 to an existing skill.	
Text	Test subject for an experimental strength serum.	
Categories	Animal	
	H-Game	Item
Instruction	Gives the Peeping skill to a Character that has Computer . or Gives the Computer skill to a Character that has Peeping . Does not increase existing skills.	
Categories	Computer	
	Hair Bead	Item
Bonus	Charm: +1*	
Instruction	+1 Charm to a Male Character holding this Item. -1 Charm to a Female Character holding this Item.	
Quote	"Women should wear makeup, not men's hair beads!" - Fujikuro	
Categories	Clothing, Gift	
	Harp of Charr-Nin	Item
Requirements	Music	
Instruction	Every 3rd turn, you may gain an additional skill of your choosing.	
Quote	"Simply play the harp, young master, and you shall see." - Charr-Nin	
Categories	Music, Magic	
	Hawaii Souvenirs	Item
Uses	1	
Instruction	Send a group back to their Haven.	
Quote	"What kind of cheap crap is this?" - Minnie May	
Categories	Gift, Food	
	Heineken	Item
Text	This beer is made of purified water, malted barley, hops, and yeast.	
Categories	Alcohol	
	Hell Apple	Item
Instruction	Discard to free the Character holding it.	
Quote	"Children shouldn't eat those." - Nicky	
Categories	Food, Alcohol	
	Helmet of Pharnoor	Item
Instruction	Once per Turn make an opponent perform any action.	
Text	Guarded by the ancient wizard Wizz-Ra.	
Categories	Clothing, Artifact	

	Hidden Dagger	Item
Bonus	Attack: +1*	
Instruction	+1 Attack 1st round of Combat, +2 if you have Weapons .	
Categories	Weapon	
	Highjacker Trading Cards	Item
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Instruction	+1 Attack, Defense, or Movement.	
Text	Neat.	
Categories	Gift	
	Holy Cross	Item
Bonus	Attack: +2	
Instruction	+2 Attack vs. Demon and Undead .	
	Horned Mongoose Whistle	Item
Instruction	Discard to Defeat Yamata No Orochi .	
Quote	"Blow on this. It will keep the monsters away."	
Categories	Gift	
	Hostages	Item
Cost	Attack: -1	
Bonus	Defense: +2	
Skills	Criminal, Hunter -1	
Text	You'd better let them go.	
	Hot Coffee	Item
Text	For those long nights spent building your battle tank.	
	Hot Tea	Item
Bonus	Charm: +1	
Uses	2	
Instruction	+1 Charm for 1 Turn.	
Text	Thank you.	
Categories	Food	
	Hunter's Bead	Item
Bonus	Attack: +1	
Skills	Hunter, Police	
Instruction	Gives the Hunter & Police skills or +1 to existing skills.	
Categories	Clothing	

	Hyoga's Cross	Item
Bonus	Defense: +1	
Instruction	+1 Defense.	

	I Love You Panties	Item
Bonus	Charm: +1	
Skills	Seduction -1	
Text	Declare your love!	
Quote	"I think I have the solution... kind of says all, don't it?" - Yaegashi	
Categories	Clothing, Lingerie	

	Ice Skates	Item
Requirements	Sports or Acrobatics	
Uses	1	
Instruction	Scavenge any Ice Location.	
Quote	"I didn't have high hopes for Usagi on ice, but this is worse than I thought." - Luna	
Categories	Ice, Clothing	

	Idunn Box	Item
Uses	1	
Instruction	Transform all other Characters and Disasters in play.	
Text	The smoke from the Idunn Box regresses everyone but the holder to an earlier stage in life.	

	Ifurita's Power Key Staff	Item
Instruction	Stops Ifurita from attacking. or Discard to direct 1 attack within her Movement.	
Quote	"Whoever holds the staff commands Ifurita." - Jinnai	
Categories	Artifact	

	Innocent	Item
Instruction	Discard to Defeat Red Commandos .	
Quote	"Sold, at 900,000,000. Thank you ladies and gentlemen."	

	Inspector Sayaka	Item
Uses	1	
Instruction	If you are Killed when you would have been Bonked, you are restored to full Health.	
Quote	"Are we absolutely certain that Keiko wants Yusuke to come back to life again?"	
Categories	Spirit	

	Interrogation Data Disk	Item
Instruction	Defeats Nuclear Blast .	
Quote	"They'll stop the launch once they see this." - Score	
Categories	Computer, Knowledge	

	IWC Titan Chronograph	Item
Uses	3	
Instruction	Increase the duration of any effect by 1.	
Text	One of the finest timepieces ever produced.	
Categories	Money, Gift	
	Jewel of Life	Item
Requirements	Pure Heart	
Uses	3	
Instruction	+4 Defense vs. Demon . Limit 1 per deck.	
Text	Created from the prayers of 100,000 days.	
Categories	Divine	
	Jizo Statue	Item
Requirements	Priest	
Uses	3	
Instruction	Cure 1 poisoned Character.	
Categories	Artifact	
	Jolly Roger	Item
Instruction	Scavenge Devil Dome Island .	
	Junk Food	Item
Cost	Health: -1	
Instruction	You must show this Item. -1 Health.	
Text	Yum!	
Categories	Food	
	Juraian Royal Teardrop	Item
Quote	"This flower shouldn't be used for happy occasions."	
Categories	Juraian, Tree	
	Kelly McCanon Poster	Item
Instruction	Scavenge Country Bar . Defeats any Music Disaster.	
Quote	"She was the most popular country singer in the Universe. The last one, in fact." - Armitage	
Categories	Music	
	Keys	Item
Text	Keys make it much easier to get in.	
	King Crab Steampot	Item
Instruction	Discard to Charm an opponent.	
Categories	Money, Food	

	King Yemma's Fruit	Item
Bonus	Defense: x2	
Instruction	Discard to double Health for 3 Turns.	
Quote	"Just one piece will double a man's strength and keep him full for three months." - Mez	
Categories	Food	
	Knockoff Dragon Balls	Item
Instruction	Dragon Radar cannot be used.	
Quote	"You lied." - Colonel Silver	
Categories	Illusion, Gift	
	Kodachi's School Dress	Item
Text	The uniform for St. Hebereke School for Girls. Kodachi rarely uses hers...	
Categories	Clothing	
	Koga Ninja Falcon	Item
Bonus	Attack: +3	
Uses	1	
Instruction	+3 Attack next turn to 1 Ninja . Limit 1 per deck.	
Categories	Animal	
	Kunai	Item
Bonus	Health: -2	
Requirements	Martial Arts & Weapons	
Instruction	Discard to do 2 Damage.	
Categories	Weapon	
	Kushinada Ceramic Sample	Item
Instruction	Cancels Ceramic Field .	
Text	The end result of the cancelled Kushinada Project.	
Categories	Science	
	Lab Computers	Item
Text	Used in the creation and development of artificial lifeforms.	
Quote	"Destroy everything! Delete it all." - Dr. Shaha	
Categories	Computer, Medical	

	Lars	Item
Bonus	Movement: +1	
Skills	Flying	
Instruction	Ignore Anthrasax . Limit 1 per deck.	
Text	This baby dragon is the current form of the First Prince of Metallica. He holds the key to the mystery of the "Dragon Knight", the only being able to counter the God of Destruction, Anthrasax.	
Categories	Dragon	
	Lemlia	Item
Bonus	Attack: +1, Charm: +1	
Skills	Royalty	
Instruction	+1 Charm. +1 Attack vs. Bugrom .	
Text	The most beautiful Arlian female. Wife of Atlia. Abducted by a tyrant king.	
Categories	Alien, Bugrom	
	Leylia	Item
Skills	Medic, Music	
Instruction	Gives the Medic & Music skills or +1 to existing skills.	
Quote	"I may be older now, but I'm still good enough to bring home a prodigal daughter or two." - Ghim	
	Lingerie	Item
Skills	Seduction	
Instruction	Gives the Seduction skill or +1 to an existing skill.	
Categories	Clothing, Lingerie	
	Lisa Vanette's Camera	Item
Instruction	View Items carried by Characters at any 1 Location.	
Quote	"Of course! I'm going to uncover the identities of the Knight Sabers!"	
Categories	View	
	Love Charm Necklace	Item
Cost	Charm: -1	
Skills	Seduction	
Instruction	Gives the Seduction skill or +1 to an existing skill. -1 Charm.	
Quote	"I paid 30,000 yen for this stupid trinket!!" - Miss Ayumi	
Categories	Clothing	
	Love Letters	Item
Bonus	Charm: +1	
Requirements	Student	
Instruction	+1 Charm vs. Teacher .	
Text	The boys in class 2-D are still quite naïve.	

	Luna Clock	Item
Uses	1	
Instruction	A player must skip the Reload Phase.	
Quote	"Oh please. That clock doesn't resemble me one bit." - Luna	

	Lyre	Item
Requirements	Music	
Uses	1	
Instruction	Scavenge any Location without the required skills.	
Text	I'll never wander anymore, for all the love I have, I have for you.	
Categories	Music	

	Maine Lobster	Item
Uses	1	
Instruction	Scavenge any Food Location.	
Text	Pass the butter.	
Categories	Food	

	Makai Whistle	Item
Instruction	With Music x2 control the movement of Makai Insect . or Discard to Defeat Makai Insect .	
Text	The whistle sustains the life of the insects in the human world.	
Categories	Music, Demon	

	Manga	Item
Skills	Seduction	
Instruction	Gives the Seduction skill or +1 to an existing skill.	
Quote	"It's a hand book, on how to win the love of someone you love, Earth style." - Sasami	
Categories	Knowledge	

	Maron Namikaze Fan Club Button	Item
Instruction	Maron Namikaze is +1 Charm. Limit 6 per deck.	
Text	Support your idol.	
Categories	Clothing	

	Mask of Gorgon	Item
Uses	3	
Instruction	Paralyze an opponent for 1 Turn. or Remove the Earth category from a card.	
Text	Embedded in Shemlock, pointing away from the Hills of Elfshima.	

	MD Bar	Item
Bonus	Attack: +1, Health: +1	
Instruction	Discard for permanent +1 Attack & Health bonus.	
Categories	Food	
	Mecha Plans	Item
Bonus	Attack: +1	
Instruction	+1 Attack to 1 Battlesuit in party.	
Quote	"I'm confiscating these." - Mr. Daitokuji	
Categories	Knowledge, Science	
	Mecha Washu	Item
Skills	Blind Luck	
Instruction	Gives the Blind Luck skill or +1 to an existing skill.	
Text	A Washu android with the mind of Mihoshi.	
Categories	Android, Science	
	Medusa Shield	Item
Instruction	Paralyze an opponent for 1 Turn.	
Text	Medusa was a monster with a hideous face and hair of living snakes. Looking at her men turn to stone.	
	Men's Thong	Item
Bonus	Charm: *	
Requirements	Male	
Instruction	Subtract 2 from your Charm, then double it.	
Quote	"Even crimefighters like me get days off." - Detective Todo	
Categories	Hot Tub, Clothing	
	Metal Pipe	Item
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack & Defense to a Character with a base Attack of 1.	
Categories	Weapon	
	MFS Control Unit	Item
Instruction	Gives the Driving skill or +1 to an existing skill.	
Text	The MFS Control unit is a neural interface that Gibson used on the black Gryphon.	
	Mighty Fridge	Item
Instruction	Discard to Defeat 1 Minor Combat Disaster.	
Text	A HEAVY-duty appliance.	
Categories	Food	

	Mighty Gyroscope Control Rod	Item
Instruction	Scavenge Mighty Gyroscope . or Discard to Destroy 1 Location adjacent to Mighty Gyroscope . Limit 1 per deck.	
Quote	"For as long as I have the regulator, you cannot control the gyroscope!" - Mumm-Ra	
Categories	Science	
	Mikoshi	Item
Instruction	Once per game, move a Spirit card to any Location.	
Quote	"I wanna see! I wanna see the mikoshi go by!" - Karin	
	Mini Com	Item
Skills	Communications	
Instruction	Gives the Communications skill or +1 to an existing skill.	
Quote	"She keeps you on a short leash." - Bob	
Categories	Clothing	
	Mirror Ball	Item
Uses	1	
Instruction	Scavenge any Fame Location.	
Quote	"This is a pretty elaborate effect."	
Categories	View	
	Mitama	Item
Instruction	+1 to any ability (Attack, Defense, etc.). Gain Spirit category. Limit 8 per deck.	
Quote	"The blue seeds are the souls of the Aragami." - Kusanagi	
Categories	Spirit	
	Motorcycle Key	Item
Uses	1	
Instruction	Equip a Vehicle as a Flash Effect.	
Quote	"Oh yeah! I have class today!" - Mia	
Categories	Vehicle	
	Mountain Sign Post	Item
Instruction	Cancels any card that moves your group to another Location.	
Quote	"Don't ever fall in love with a mountain man. Your heart's left in a valley as he climbs again." - Mr. Fujisawa	
	Mr. Halloween's Cyborg Controller	Item
Instruction	Stops Tony Glek from attacking. or Discard to direct 1 attack within his Movement.	
Quote	"I recognize your abilities. You're very valuable to me, Tony." - Mr. Halloween	
Categories	Cyborg	

	Mr. Halloween's Toys	Item
Instruction	Discard to Defeat Mr. Halloween .	
Categories	Robot, Gift	
	Mrs. Tendo's Cookbook	Item
Skills	Cooking	
Instruction	Gives the Cooking skill or +1 to an existing skill.	
Categories	Knowledge	
	Mu Imperial Treasure	Item
Uses	1	
Instruction	Scavenge any Museum Location.	
Quote	"Grab it all." - Dr. Demon	
Categories	Artifact	
	Mumm-Rana's Belt	Item
Bonus	Energy: +1	
Skills	Magic	
Instruction	Gives the Magic skill or +1 to an existing skill. +1 Energy. Luna's bonuses are +2.	
Text	Claimed by Mumm-Rana after defeating Queen Luna in battle many years ago.	
Categories	Magic, Clothing	
	Musical Instrument	Item
Skills	Music	
Instruction	Gives the Music skill or +1 to an existing skill.	
Categories	Music	
	Musical Score	Item
Bonus	Charm: +1	
Requirements	Music	
Instruction	+1 Charm.	
Categories	Music	
	Mystic Panties	Item
Uses	1	
Instruction	Steal a Dragon Ball card.	
Quote	"I think that little pervert just saved the world." - Yamcha	
Categories	Lingerie	
	Naru's Autograph	Item
Skills	Celebrity	
Instruction	Gives Celebrity skill for 1 Scavenge attempt.	
Quote	"Eighty, so many autographs. Eighty-one." - Naru	

	Necklace	Item
Bonus	Charm: +4	
Instruction	Give this Item to an opposing player for a permanent +4 Charm bonus. Limit 1 use per game.	
Quote	"Is this pretty thing for me?" - Tomoko	
Categories	Gift	
	New Lifeform	Item
Instruction	Defeats System Destroyer .	
Text	Infinite possibilities.	
Quote	"Patty, look what came out of you." - Rummy	
Categories	Alien	
	Newspaper	Item
Instruction	Add a Haven to the Field without waiting.	
Quote	"Look at this!" - Ami "That's Dreamland. The new amusement park." - Usagi	
Categories	Knowledge	
	Night Patrol	Item
Bonus	Attack: +1, Defense: +1	
Text	These two are quite an item.	
Categories	Military	
	Ninja Messenger	Item
Bonus	Defense: +2	
Instruction	+2 Defense the 1st round of Combat against Disasters turned up during Scavenging.	
Categories	Ninja	
	Note d'Amore	Item
Requirements	Female	
Instruction	Cannot be Charmed by Females .	
Text	They're just jealous.	
Quote	"Saw you on the train and fell in love."	
	Novelty Masks	Item
Cost	Charm: -1	
Bonus	Attack: +1, Defense: +1	
Text	Dork powers activate.	
Categories	Gift, Clothing	

	Nozuchi Talisman	Item
Requirements	O-fuda	
Instruction	Discard to Destroy 1 Spirit card.	
Quote	"Here, will this help?" - Momiji	
	Nurse's Uniform	Item
Skills	Medic, Seduction	
Instruction	Gives the Medic & Seduction skills or +1 to existing skills.	
Quote	"Whoa! Hot mama!" - Koenma	
Categories	Clothing	
	O-fuda	Item
Bonus	Attack: +2	
Requirements	Priest	
Uses	1	
Instruction	Paralyze a Demon or Spirit at your Location for 2 Turns. or +2 Attack vs. Demon or Spirit .	
Quote	"No ma sama Klaatu barada nikto Dharmakara na-nu na-nu." - Sakura	
Categories	Spirit	
	Onji's Combat Dice	Item
Uses	6	
Instruction	Choose which of your Characters is targeted by a Disaster.	
Quote	"Why don't we let an outside party decide the pairings?" - Shishiwakamaru	
	Operation Fireball Control Panel	Item
Instruction	Defeats Operation Fireball .	
Quote	"There's only one way to find out." - Jeke	
Categories	Weapon	
	Orb of Baast	Item
Requirements	Demon	
Instruction	Reduce an opponent's Energy by 1 each round. After Energy reaches 0, reduce Health by 1 each round. You cannot attack while using the Orb of Baast.	
Text	One of the three Artifacts of Darkness.	
Categories	Demon, Artifact	
	Orb of Oro	Item
Requirements	Magic	
Instruction	Turn Any Element skill into another Any Element skill.	
Text	The power of transmutation.	
Categories	Magic	

	Ostentatious Gettup	Item
Bonus	Charm: +3	
Requirements	Seduction	
Instruction	+3 Charm. Limit 1 per deck.	
Quote	"No underwear. And when the light hits it, the show really begins." - Keiko	
Categories	Clothing	
	Ostrich Chicken	Item
Instruction	Scavenge Down on the Farm .	
Text	Pastured in the Spinach Wastes.	
Categories	Food, Animal	
	Parfait	Item
Instruction	Discard to Defeat Raizen .	
Text	No one can resist a parfait.	
Categories	Ice, Food	
	Parka	Item
Bonus	Defense: +3	
Instruction	+3 Defense vs. Ice .	
Categories	Clothing	
	Party Popper	Item
Bonus	Charm: +1	
Uses	1	
Instruction	All Characters at Location are +1 Charm if two or more groups are present.	
Quote	"Merry Christmas!"	
Categories	Gift	
	Payment	Item
Quote	"I will, of course, take the payment." - Iria	
Categories	Money	
	Pendant	Item
Quote	"My daughter... uh, Chanty." - Puttubayh	
Categories	Gift	
	People Potion	Item
Uses	1	
Instruction	Remove all categories from a Character or Disaster.	
Quote	"That's why I'm going to become a human myself." - Venus	
Categories	Magic	

	Phobian	Item
Uses	1	
Instruction	Scavenge any Tree Location.	
Quote	"The professor wishes to complete the original terraforming plans." - Wilbur D'anclaude	
Categories	Android, Tree, Science	
	Piece of Cake	Item
Instruction	Discard to Defeat 1 Hungry Disaster.	
Quote	"Oh no, I knew I shouldn't have eaten it all. What do I do now?"	
Categories	Food	
	Pilaf's Universal Key	Item
Uses	1	
Instruction	Free a blocked Location. Discard blocking card.	
Quote	"We could just smash right in, but hey, that's not the way I operate." - Pilaf	
	Pills	Item
Uses	2	
Instruction	Cure 1 poisoned Character. or Restore 1 Character to full Health or Energy.	
Quote	"My head's pounding and I can't breathe through my nose." - Mr. Mayor	
Categories	Medical	
	Pizza	Item
Instruction	Discard to Defeat 8 Hungry Disasters. Limit 1 per deck.	
Categories	Food	
	Poisoned Shuriken	Item
Instruction	Discard to poison 1 Character at Location. Poisoned Character is incapacitated in 3 Turns, and Killed in 6 Turns.	
Categories	Weapon	
	Pom-poms	Item
Bonus	Charm: +1	
Instruction	+1 Charm.	
Text	Rah! Rah!	
Categories	Clothing	
	Pork Buns	Item
Quote	"Hey Krillin, leave me some!" - Master Roshi	
Categories	Gift, Food	

	Portraits	Item
Uses	2	
Instruction	Use a skill belonging to one of your Killed Characters.	
Categories	Artifact	

	Power Gem	Item
Bonus	Energy: +1	
Instruction	+1 Energy. Ryoko also gains +1 Attack. Limit 2 per Character.	
Quote	"Now I have all the gems. Marvelous power... SPLENDID!"	
Categories	Magic	

	Power Readout	Item
Cost	Energy: -1*	
Bonus	Energy: +1*	
Instruction	Alternate from -1 to +1 Energy every other turn.	
Quote	"It looks like there's a regular rhythm, doesn't it?" - Yaegashi	

	Power Spheres	Item
Cost	Movement: -8	
Bonus	Attack: +4, Defense: +4	
Instruction	Power Spheres can only be equipped at the Location they were Scavenged from.	
Text	The power to rule a planet, for a price...	
Categories	Magic	

	Presents	Item
Instruction	Once per game you may use an Item without Discarding it.	
Categories	Gift	

	Priss' First Live Concert Poster	Item
Instruction	Defeats Priss & The Replicants .	
Quote	"Are you sure you want to throw this away? It was your first live concert."	
Categories	Music	

	Project Greenpeace	Item
Text	Project Greenpeace was terminated by the government before being completed.	
Quote	"I was right, it wasn't a dream. Up there. That must be where I was." - Buaku	
Categories	Android, Science	

	Psychic Photo	Item
Skills	ESP	
Instruction	Gives ESP for 1 Scavenge attempt.	
Quote	"Madam Suimei, the lensecap..." - Ayaka	

	Punched Card	Item
Instruction	Gain an Archaeology skill if you have the Computer skill. or Gain a Computer skill if you have the Archaeology skill.	
Text	What is it?	
Categories	Computer	
	Rain from the Heart	Item
Uses	1	
Instruction	Scavenge any Music Location.	
Quote	"Even old guys like you have a right to fall in love!" - Usagi	
Categories	Music	
	Raquete	Item
Bonus	Attack: +2	
Requirements	Sports	
Uses	2	
Instruction	+2 Attack.	
Text	Titanium frame, polymer string: Deadly.	
Categories	Sports	
	Real Gold Arrow	Item
Uses	1	
Instruction	Discard Saori Kido .	
Categories	Weapon	
	Recon Photo	Item
Instruction	Discard to Defeat 1 Disaster from beneath Devil Dome Island .	
Categories	Knowledge	
	Reference Books	Item
Skills	Student	
Instruction	Look at an Item under any Location once every 4 Turns.	
Categories	Knowledge	
	Refined Vizorium	Item
Instruction	Scavenge Planet Agerna . Discard to Defeat Sadinga .	
Text	Vizorium is vital to warp travel.	
Categories	Earth	
	Refreshing Drink	Item
Instruction	Discard to restore 1 Character to full Health.	
Categories	Food, Alcohol	

	Replica Priss Poster	Item
Skills	Music	
Instruction	Gives the Music skill or +1 to an existing skill.	
Categories	Music	
	Rescued Puppy	Item
Skills	Pure Heart	
Instruction	Gives the Pure Heart skill or +1 to an existing skill.	
Quote	"Poor little guy. What's the matter puppy? What's wrong?" - Kome	
Categories	Animal	
	Ringside Tickets	Item
Uses	1	
Instruction	Scavenge any Sports Location.	
Categories	Sports, Ticket	
	Rolex	Item
Bonus	Charm: +1	
Instruction	+1 Charm.	
Text	A widely recognized status symbol.	
Categories	Money, Gift, Clothing	
	Romantic Cruise Tickets	Item
Instruction	Scavenge Cruise Ship .	
Quote	"You're supposed to go with a boyfriend, ya know." - Rei	
Categories	Gift	
	Rosencrantz Medallion	Item
Instruction	Defeats Zaxx . Keep Zaxx and use him as a transformation form.	
Text	The power of the amulet put Zaxx on an even footing with Mumm-Ra.	
Categories	Magic, Clothing	
	Roshi's Dragon Ball	Item
Requirements	Seduction	
Instruction	Limit 1 per deck.	
Quote	"That! I want that! That thing right there, that's hanging around your neck!" - Bulma	
Categories	Clothing, Magic	
	Royal Painting	Item
Instruction	Scavenge City of Floristica .	

	Rugby Ball	Item
Bonus	Attack: +1	
Requirements	Sports	
Instruction	+1 Attack.	
Quote	"Try!"	
Categories	Sports	
	Ryu-Oh's Seed	Item
Instruction	Scavenge Royal Trees of Jurai .	
Categories	Juraian	
	Sailor Moon Figure	Item
Instruction	+1 all vs. Sailor Moon .	
Quote	"Shingo, this is for coming to help me the other day." - Mika	
Categories	Gift	
	Sake Tub	Item
Text	A nice item to relax with while bathing.	
Categories	Hot Tub	
	Samurai Gohan	Item
Skills	Weapons, Swordsman, Military	
Instruction	Gives the Weapons, Swordsman, & Military skills to a Character that does not have them.	
	Sands of Sleep	Item
Instruction	Paralyze an opponent for 2 Turns.	
Quote	"Hey! What's going on?" - Panthro	
	Sceptre of Domination	Item
Instruction	Cannot be attacked by Combat Disasters. All Combat Disasters in play are +1 Attack & Defense.	
Quote	"He who holds the Sceptre of Domination rules Lodoss." - Wagnard	
Categories	Magic, Artifact	
	Seal of Destruction (Iron Maiden)	Item
Instruction	You must show this Item. If another Iron Maiden has already been turned up, that card is now a fake seal (it still counts as an Item). Limit 1 per deck.	
Categories	Artifact	
	Seal of Destruction (Judas)	Item
Instruction	You must show this Item. If another Judas has already been turned up, that card is now a fake seal (it still counts as an Item). Limit 1 per deck.	
Categories	Artifact	

	Seal of Destruction (Metallicana)	Item
Instruction	You must show this Item. If another Metallicana has already been turned up, that card is now a fake seal (it still counts as an Item). Limit 1 per deck.	
Categories	Artifact	
	Seal of Destruction (Whitesnake)	Item
Instruction	You must show this Item. If another Whitesnake has already been turned up, that card is now a fake seal (it still counts as an Item). Limit 1 per deck.	
Categories	Artifact	
	Senzu Beans	Item
Instruction	Discard to restore up to 3 Characters to full Health.	
Text	Korrin, the 800 year-old cat-wizard, grows these.	
Categories	Magic, Medical, Food	
	Sexaroid Data Disk	Item
Instruction	Defeats 33-S Sexaroid and recovers Items it is carrying.	
Quote	"Soon, we'll be able to live under our own power."	
Categories	Computer, Knowledge	
	Shadow Sword	Item
Requirements	Swordsman x2	
Instruction	Any opponent damaged by the Shadow Sword becomes a Demon in 1 Turn. You may damage yourself to gain Demon .	
Text	One of the three Artifacts of Darkness.	
Categories	Demon, Weapon, Artifact	
	Ship's Auto-Toilet	Item
Instruction	Once per game, play 1 Equipment as a Flash Effect.	
Text	Bulma does her best to get the hang of the Namek ship's controls. It takes a while.	
	Shooting Range Target	Item
Skills	Marksman	
Instruction	Gives the Marksman skill or +1 to an existing skill.	
	Shot of Water	Item
Bonus	Health: +1	
Instruction	+1 Health.	
Text	That's good H2O.	
Categories	Water	

	Shun's Rattles	Item
Uses	3	
Instruction	Move 1 Character from this Location up to 2 Locations away.	
Categories	Move	
	Shuriken	Item
Bonus	Health: -2	
Requirements	Weapons	
Instruction	Discard to do 2 Damage.	
Categories	Weapon	
	Skateboard	Item
Bonus	Movement: +1	
Instruction	+1 Movement.	
Quote	"I really like this one." - Jun	
Categories	Sports	
	Sketch	Item
Bonus	Charm: +1	
Skills	Celebrity	
Instruction	You must show this Item. Gives the Celebrity skill. +1 Charm.	
Quote	"Do we need the Armored Carrier Division to kidnap the girl?"	
	Sleepy Grass	Item
Instruction	Discard to gain 1st attack (rather than simultaneous as normal) for the duration of 1 Combat.	
Quote	"It's a little crude, but it should work."	
Categories	Magic, Food	
	Soft Bath Towel	Item
Uses	1	
Instruction	Scavenge any Hot Tub Location.	
Categories	Hot Tub	
	Sound Stones	Item
Uses	3	
Instruction	Double the bonus from a Music effect.	
Quote	"... you will need a warrior who understands the power of sound." - Sondora	
	Spell Scroll	Item
Requirements	Student	
Skills	Magic x2	
Instruction	Gives Magic x2 to a Character that does not have it.	
Categories	Magic, Knowledge	

	Spine	Item
Instruction	This Item counts for 1 additional Item for the final Item tally each time it is Stolen.	
Text	There is a thriving black market for stolen organs.	
Quote	"So that's your little game, is it?" - Zapan	
Categories	Medical, Cyborg, Science	
	Spirit Egg	Item
Instruction	Cannot be dropped, only Discarded. All Disasters move toward this group. Counts as 2 Items for final Item tally. Limit 1 per deck.	
Quote	"My ordeal is a golden chicken egg?" - Yusuke	
Categories	Spirit	
	Spirit Protection Tablet	Item
Cost	Energy: -*	
Bonus	Attack: *, Defense: 1	
Instruction	+1 Defense vs. Spirit and Demon . Use Energy to add to Attack, where the Attack bonus is equal to the Energy expended.	
Categories	Spirit, Magic	
	Sponge Fog	Item
Instruction	Scavenge Acid Lake .	
Text	The only substance capable of neutralizing ultrasolvic acid.	
Quote	"We need a block 20-by-20-by-3 feet deep." - Lion-O	
Categories	Air	
	Staff of Kaos	Item
Bonus	Energy: +1	
Skills	Priest, Martial Arts	
Instruction	Gain a Priest and Martial Arts skill. +1 Energy. Limit 1 per deck.	
Categories	Spirit	
	Star of Thundera	Item
Bonus	Energy: +1	
Instruction	Scavenge Fire Rock Mountain .	
Quote	"The greatest power in the Universe is mine, mine alone." - Mumm-Ra	
Categories	Thunderian, Artifact	
	Still Life	Item
Instruction	Holder cannot be Held or Paralyzed.	
Categories	Gift	

	Strange Banquet	Item
Bonus	Health: +2	
Instruction	+2 Health. Limit 1 per deck.	
Quote	"Please, take mine." - Princess Snake	
Categories	Food	
	Suitcase of Heroin	Item
Skills	Criminal	
Instruction	Gives the Criminal skill or +1 to an existing skill.	
Quote	"Heroin is very dear in Mother Russia." - Radinov	
Categories	Money	
	Super Jumbo Double-decker Cheeseburger	Item
Instruction	Removes the Hungry category from the Character carrying it.	
Quote	"Look at that thing!" - Sister Angela	
Categories	Food	
	Super Power Potion	Item
Bonus	Energy: +1	
Skills	Speed, Flying, Strength	
Instruction	Discard to Defeat Super Vultureman . Limit 1 per deck.	
Quote	"My time has come." - Vultureman	
Categories	Science	
	Supreme Commander Born	Item
Instruction	Scavenge Paranoid Homeworld .	
Quote	"Everything? They wish to destroy everything?"	
	Supreme Commander Journey	Item
Skills	Military x2	
Instruction	Gives the Military x2 skill or +2 to an existing skill. Limit 1 per deck.	
Quote	"All hands, battle stations. All ships, prepare for combat."	
	Swimsuit	Item
Bonus	Charm: +3	
Requirements	Female	
Instruction	+3 Charm to a Female Character holding this Item.	
Categories	Hot Tub, Clothing	
	Sword of Omens	Item
Bonus	Attack: +1, Defense: +1, Energy: +1	
Instruction	Limit 1 per deck.	
Quote	"The source of our power, the Eye of Thundera." - Jaga	
Categories	Thunderian, Weapon	

	Tactical Map (Australia)	Item
Requirements	Military	
Uses	1	
Instruction	Opponent does not attack on the round it is Defeated.	

	Tail Steak	Item
Bonus	Health: +1	
Instruction	+1 Health.	
Quote	"Hey! Tail steak for breakfast again!"	
Categories	Food	

	Tainted Lunch	Item
Instruction	Discard to permanently reduce an opponent's Charm by 2.	
Quote	"The pork cutlet was completely covered in some kind of dissolved laxitive."	
Categories	Gift, Food	

	Target	Item
Skills	Marksman	
Instruction	Gives the Marksman skill or +1 to an existing skill.	
Categories	Police	

	Tea Set	Item
Uses	2	
Instruction	Break a Charm.	
Quote	"Don't worry about it." - Usagi	

	Tear of the Moon Goddess	Item
Requirements	Merchant	
Instruction	Discard to Charm 1 Character.	
Quote	"Only the best for you." -Gove	

	Technological Artifact	Item
Skills	Archaeology	
Instruction	Gives the Archaeology skill or +1 to an existing skill. Discard to Defeat 1 non-Combat Disaster.	
Text	Gohan found this ancient construction robot stuck in a desert cave. When the cave collapses, the noble machine sacrificed itself to save Gohan.	
Categories	Robot, Artifact	

	Telephone	Item
Skills	Communications	
Instruction	Gives the Communications skill or +1 to an existing skill.	
Text	Ring! Ring!	

	Tenchi, The Master Key	Item
Bonus	Attack: +2	
Requirements	Royalty	
Instruction	Hold up to 3 Power Gems .	
Quote	"It is said that sword holds the greatest energy in the Universe when held by a suitable owner. Are you that owner?"	
Categories	Juraian	
	The Devil Tarot Card	Item
Instruction	Gain Demon category.	
Quote	"Wuaha ha ha ha!" - Umino	
Categories	Demon, Knowledge	
	The Great Fighting Headband of Love	Item
Bonus	Attack: +1, Charm: +1	
Instruction	+1 Attack and Charm if a Character of the opposite sex is in play.	
Quote	"Hold on my darling, your brave man is coming." - Kuwabara	
Categories	Clothing	
	The Keystone	Item
Bonus	Energy: +3	
Instruction	+3 Energy for a Character with a base Energy < 3. Limit 1 per deck.	
Quote	"It's magnificent! It's spectacular. I have to touch it." - Tygra	
Categories	Magic	
	Thundercat Doll	Item
Uses	1	
Instruction	Move a Demon to any Location.	
Quote	"But, you must promise never to tell anyone where you got it." - Mumm-Ra	
Categories	Cute, Gift	
	Thundrainium Urn	Item
Instruction	Defeats Thundrainium . or Discard to send it directly to a Location.	
Categories	Undead, Artifact	
	Time-Bewitching Incense	Item
Bonus	Defense: +3	
Instruction	+3 Defense vs. Undead . Limit 1 per deck.	
Quote	"When vampires look at it they're totally paralyzed, but I didn't know she was going to suffer like this, ha ha ha." - Rei Ginsei	
Categories	Magic	

	Time Capsule	Item
Uses	1	
Instruction	Take 2 cards from your Discard pile and place in your hand.	
Quote	"That optocrystal contained the history of our planet right up to the time of its destruction." - Jaga	
Categories	Thunderian, Artifact	
	Tongue-a-saurus	Item
Instruction	Scavenge River of Despair .	
Text	This denizen of the River of Despair will stray far from the water in pursuit of prey.	
Categories	Water, Animal	
	Tony Glek's Head	Item
Bonus	Attack: +1	
Instruction	+1 Damage vs. Cyborg .	
Quote	"HA, Ha, ha. Who's the greatest cyborg after all?" - Tony Glek	
Categories	Cyborg	
	Training Book	Item
Bonus	Attack: +1	
Instruction	+1 Attack.	
Categories	Police, Knowledge	
	Treasure of Thundera (Book of Omens)	Item
Instruction	Use any Thunderian card. Limit 1 per deck.	
Text	A history of Thundera and the Thundercats.	
Quote	"It seems impossible to crack the code." - Lion-O	
Categories	Thunderian, Artifact	
	Treasure of Thundera (Bracelet of Power)	Item
Uses	3	
Instruction	Make a Thunderian perform any action. Limit 1 per deck.	
Quote	"Ask away, Snarf. Anything you want." - Lion-O	
Categories	Thunderian, Artifact	
	Treasure of Thundera (Chain of Loyalty)	Item
Instruction	Group cannot be divided or Characters returned to Havens who aren't Bonked or Killed. Limit 1 per deck.	
Text	The most sacred of the Treasures of Thundera.	
Categories	Thunderian, Artifact	

	Treasure of Thundera (Jade Dragon)	Item
Uses	1	
Instruction	Double the effects of a Holding card. Limit 1 per deck.	
Quote	"Trapped, like flies in amber, for all eternity." - Mumm-Ra	
Categories	Dragon, Thunderian, Artifact	

	Treasure of Thundera (Key of Thundera)	Item
Instruction	Limit 1 per deck.	
Text	Unlock the secrets of the Thundercats.	
Quote	"Thought it was useless. Almost threw it away." - Panthro	
Categories	Thunderian, Artifact	

	Treasure of Thundera (Magical Flute)	Item
Uses	3	
Instruction	Charm or break the Charm of an Animal or a Snarf . Limit 1 per deck.	
Quote	"That flute has some kind of power over them." - Panthro	
Categories	Music, Thunderian, Artifact	

	Treasure of Thundera (Mirror of Truth)	Item
Uses	1	
Instruction	Transform entire group. Limit 1 per deck.	
Quote	"Look into the Mirror of Truth, and see who you really are." - Lion-O	
Categories	Thunderian, Artifact	

	Treasure of Thundera (Reliquary)	Item
Instruction	Gain an extra use for Treasure of Thundera for each Treasure of Thundera you are carrying. Limit 1 per deck.	
Text	Ancient, powerful relics abound on Thundera.	
Categories	Thunderian, Artifact	

	Treasure of Thundera (Totem of Dera)	Item
Uses	3	
Instruction	Restore any Character or Disaster to full Health. Limit 1 per deck.	
Text	The most magical and ancient of the treasures.	
Categories	Magic, Thunderian, Artifact	

	Trial Sword	Item
Bonus	Energy: +2	
Requirements	Swordsman	
Instruction	+2 Energy.	
Quote	"Made from a Japanese cedar that grew to great heights by sucking up the surrounding life." - Beautiful Suzuki	
Categories	Weapon	

	Turtle	Item
Skills	Pure Heart	
Instruction	Gives the Pure Heart skill to a Character that does not have it. Scavenge Kame House .	
Quote	"All right, Mr. Tortoise, put up your dukes." - Bulma	
	Twenty Dollars	Item
Text	\$20, American.	
Categories	Money	
	Ukyo's Okonomiyaki	Item
Instruction	Discard to Defeat 1 Hungry Disaster.	
Categories	Food	
	Unicorn	Item
Requirements	Female & Pure Heart	
Skills	Magic, Blind Luck	
Instruction	Female & & Pure Heart required to hold Unicorn. or Discard for permanent Magic x2 skill.	
Text	A fabulous animal resembling a horse with one horn.	
Categories	Animal	
	Unicorn Ring	Item
Requirements	Pure Heart	
Instruction	Gives the Magic skill or +1 to an existing skill.	
Quote	"May it aid you on your journey, magician friend." - Unicorn Keeper	
Categories	Magic, Clothing	
	Uno	Item
Uses	1	
Instruction	Opponent must draw 4 cards. or Skip opponent's turn.	
	Usagi's Lunch	Item
Quote	"Lunch time!" - Usagi	
Categories	Food	
	Video Game	Item
Bonus	Charm: +2	
Instruction	+2 Charm vs. Males .	
	Vision's Leather Glove	Item
Instruction	Personal items from big stars are hard to get and fans will do almost anything for them.	
Categories	Clothing	

	Wanted Poster	Item
Instruction	Gives the Criminal skill to an opponent.	
Quote	"Do you know the whereabouts of these offenders?" - Captain Bragg	
	Washed Panties	Item
Bonus	Charm: +2	
Instruction	+2 Charm.	
Quote	"Look Yoko, I just washed all of your panties!" - Lucien	
Categories	Clothing, Lingerie	
	Washu's Baby Formula	Item
Instruction	Discard to Defeat Baby .	
Quote	"Makes you big, makes you strong. Yes, this is it."	
Categories	Food	
	Wasp Queen	Item
Instruction	Bugrom will not attack you.	
Categories	Bugrom	
	Water	Item
Uses	1	
Instruction	Gives the Water Element skill or +1 to an existing skill for 1 Turn.	
Quote	"Aaaaahhha." - Iria	
Categories	Food, Water	
	Watermelon	Item
Quote	"Let's eat!"	
Categories	Water, Food	
	Weaponized Bread	Item
Bonus	Attack: +1*	
Requirements	Cooking	
Uses	*	
Instruction	+1 Attack for each Cooking skill. Number of uses is equal to number of Cooking skills.	
Quote	"Bake it again!"	
Categories	Food	
	White Talisman	Item
Uses	1	
Instruction	Scavenge any Undead Location.	
Quote	"Strange. It does not feel as though it belongs in a place of evil." - Lynx-O	
Categories	Magic	

	Work Gloves	Item
Bonus	Attack: +2	
Requirements	Strength	
Instruction	+2 Attack vs. Tree .	
Text	Time to get things done.	
Categories	Clothing	
	Yata no Kagami	Item
Uses	1	
Instruction	Reveal the top Disaster at any Location.	
Text	The legendary mirror used to lure the sun goddess Amaterasu out of hiding.	
Categories	View	
	You're Under Arrest Plush Dolls	Item
Bonus	Charm: +3	
Instruction	+3 Charm vs. Police .	
Text	Yoriko, Natsumi, Miyuki, and Kenny.	
Categories	Gift	
	Zeiram Cell Samples	Item
Bonus	Attack: +1	
Instruction	+1 Damage vs. Zeiram .	
Quote	"Be sure to take a cell sample for Dr. Touka." - Bob	
Categories	Zeiram, Science	
	Zeiram Clone Pods	Item
Instruction	Discard to Defeat 2 Zeiram Minor Combat Disasters. Limit 1 per deck.	
Quote	"Blaauugh." - Zeiram	
Categories	Zeiram	
	Dynocap Box	Item
Instruction	Carry extra Dynocaps .	
Text		
Quote		
	Goku Mask	Item
Instruction		
Text		
Quote		
Categories	Illusion, Clothing	

	Launch's Wanted Poster	Item
Instruction		
Text		
Quote		
	Pirate Treasure	Item
Instruction		
Quote		
	Snowman	Item
Instruction		
Text		
Quote		
Categories	Ice	
	18th Hole	Location
Requirements	Celebrity or Comedian or Green Thumb	
Quote	"I can't believe it." - Linna "You lost, Linna." - Pris "Linna treats." - Nene	
Categories	Sports	
	30 Thirties	Location
Requirements	Music or Seduction or Streetwise	
Quote	"I really doubt they'll let a young girl like you go inside." - Luna	
Categories	Music	
	A.D. Police HQ	Location
Abilities	Attack: 3, Defense: 16,	
Requirements	Police & Bureaucracy or Seduction & Computer	
Quote	"What about Nene?" "She'll be at A.D. Police HQ, updating us on the situation."	
Categories	Police	
	Abandoned Theme Park	Location
Requirements	Survival or Archaeology	
Quote	"Subject C-prime reappeared today at abandoned theme park know as Fantasy Village."	
	Abandoned Tunnel	Location
Requirements	Investigation x2 or Archaeology	
	Acid Lake	Location
Abilities	Attack: 15	
Requirements	Genius & Student x2	
Text	A lake of pure acid.	
Categories	Water, Science	

	Adams' Hotel	Location
Requirements	ESP or Undead	
Text	Perched on a cliff overlooking the ocean.	
	Administration Building	Location
Requirements	Bureaucracy or Hunter x2	
Quote	"Why don't I take you for a ride down to the office?" - Fujikuro	
	Airport Cafeteria	Location
Requirements	Pilot x2 or Streetwise	
Quote	"The food here is usually quite good." - Sagami	
Categories	Food	
	Alaric	Location
Requirements	Bugrom or Cyborg or ESP	
Text	Mukuro's palace is the husk of large demon insect.	
Categories	Demon	
	Alien Jungle	Location
Requirements	Hunter or Survival or Strength	
Quote	"...and that's all right by me."	
Categories	Alien, Tree, Swamp, Planetary	
	Alien Landing Site	Location
Requirements	Military & Police & Investigation or Investigation & Tech or Tech & Genius or Alien	
	Alien Ship	Location
Requirements	Flying & Strength & Weapons or Flying & Strength x2	
Quote	"Forgive the intrusion, but you're needed on the bridge."	
Categories	Alien, Planetary	
	Ama no Iwato	Location
Requirements	Priest & Royalty or Yata no Kagami	
Text	Susano-oh's wickedness forced the Sun goddess Amaterasu into hiding in the cave.	
Categories	Divine	
	Amarok Stock Co.	Location
Requirements	Computer or Genius or Criminal	
Quote	"Nene's tip about Omni's involvement in developing a new A.I. was dead on." - Linna	
Categories	Money	

	Amega Energy Base	Location
Abilities	Defense: 16,	
Requirements	Genius & Military & Bureaucracy	
Quote	"Ladies, this facility is not merely an energy base, but is in fact a development facility for the VR-7 Dimensional Vibration Gun." - Chief Gooley	
	Amusement Park	Location
Requirements	Student x2 or Male & Female	
Instruction	Without Student x2 , an equal number of Males and Females are required.	
Text	A great place to have fun.	
	Ancient Keep	Location
Abilities	Defense: 10,	
Requirements	Archaeology x3	
Text	Abandoned long before it was transported to the patchwork planet by the Space/Time Oscillation Bomb.	
	Ancient Ruins	Location
Abilities	Defense: 14,	
Requirements	Archaeology x2	
Quote	"I don't know why, but the Rodoists never seem to come near these types of ancient ruins." - Aira	
Categories	Desert	
	Andro Corps Armored Train	Location
Abilities	Defense: 17,	
Requirements	Driving & Mech or Speed & Acrobatics	
Quote	"Prepare an armored train. I want troops dispatched to that village immediately." - Black King	
	Andromeda Island	Location
Requirements	Martial Arts & Weapons	
	Aotsuki Shrine	Location
Requirements	Priest	
Quote	"The man who defeated the monster became a monk, and his family has tended the temple ever since." -Papa Aotsuki	
	Aquarius Temple	Location
Requirements	Martial Arts x3	
Instruction	Camus is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	

	Arago's Palace	Location
Abilities	Attack: 9, Defense: 18,	
Requirements	Demon	
Text	It's appearance is the sky above Shinjuku heralded the return of the Emperor of Doom.	
Categories	Demon	
	Arena	Location
Requirements	Swordsman or Martial Arts x3	
Text	It is here that Goku must face the creations of Dr. Weelo.	
	Aries Temple	Location
Requirements	4 Bronze Saints	
Categories	Sanctuary	
	Asteroids	Location
Abilities	Attack: 5	
Requirements	Pilot x2	
Instruction	Stopping here in a Planetary Vehicle without Pilot x2 Destroys the Planetary Vehicle and Bonks everyone in it.	
Categories	Planetary	
	Astral Prison	Location
Abilities	Defense: 15,	
Requirements	Criminal or Climbing	
Text	The warden imprisons wizards and mystics in order to steal their powers.	
Categories	Dimensional	
	ATF Safehouse	Location
Abilities	Defense: 18,	
Requirements	Police x5 & Criminal or Hunter x2	
Quote	"And where would you find a safer place? You're in an ATF safehouse." - Minnie May	
Categories	Police	
	Athens	Location
Requirements	Archaeology or Student x3 & Teacher	
	ATV Building	Location
Requirements	Communications or Tech	
Text	The lowest rated station in the country.	

	B-ko's Bath	Location
Requirements	Seduction & Peeping or B-ko Daitokuji	
Quote	"Wow, what a big bathtub!" - C-ko	
Categories	Hot Tub	
	Baleful Swamp	Location
Abilities	Attack: 10	
Requirements	Green Thumb & Genius	
Quote	"This place gives me the creeps." - Monkian	
Categories	Swamp	
	Bamboo Jungle	Location
Requirements	Swordsman	
Instruction	Characters without Speed are -1 Attack.	
Categories	Tree	
	Baseball Stadium	Location
Requirements	Streetwise or Celebrity or Vehicle	
Quote	"Fighting doesn't pay the rent, Yamcha. You have to make money somehow." - Puar	
	Bath House	Location
Requirements	Money	
Instruction	Criminals cannot enter Location.	
Text	Clean up for only a few hundred yen.	
Categories	Hot Tub	
	Bayou	Location
Instruction	Cannot be Scavenged with skills.	
Categories	Swamp, Water	
	Beach	Location
Requirements	Swimming or Watermelon	
Quote	"The sea breeze is calling me." - Ushio	
Categories	Water	
	Berbil Village	Location
Requirements	Ro-Bear Bill & Ro-Bear Belle or defeat a Disaster at this Location	
Text	The Berbils grow many types of fruit on their farm: meat fruit, bread fruit, and veggie fruit of all kinds.	
	Beware: Bathroom!	Location
Requirements	Investigation or Archaeology	
Instruction	Characters without Fire Element are -1 Attack & Defense their 1st round while Scavenging this Location.	

	Biotechno Corp. Tower	Location
Requirements	Investigation & Communications or Medic & Computer	
Quote	"Isn't Biotechno heavy into pharmaceuticals and cyborg development?" - Hazama	
	Biotechno Research Lab	Location
Requirements	Mech & Genius or Medic & Genius	
Quote	"Take me to the research lab on south street." - Sachiko	
Categories	Science	
	Black Pyramid	Location
Requirements	Magic & Undead or Archaeology x2	
Text	Full of secret chambers, dark creatures, and other mysteries known only to its master, Mumm-Ra.	
Categories	Undead	
	Blood Fountain	Location
Requirements	Magic x2 or Phase & Artist	
Quote	"Row, row, row your boat."	
Categories	Spirit, Dimensional	
	Book of Omens	Location
Abilities	Attack: 15, Defense: 20,	
Requirements	Treasure of Thundera (Key of Thundera)	
Quote	"Do you have the key?"	
Categories	Magic, Thunderian, Dimensional	
	Book Shop	Location
Requirements	Student or Teacher or Communications	
Instruction	If a Knowledge Item is Scavenged from this Location, it counts as 2 Items for final Item tally.	
Categories	Knowledge	
	Bridge	Location
Requirements	Speed & Swordsman	
	Bridge of Light	Location
Abilities	Defense: 8,	
Requirements	Pure Heart	
Text	The bridge is the only way to cross the River of Despair.	
	Broadcast Control	Location
Requirements	Communications x2	

	Bugrom Homeland	Location
Abilities	Attack: 5, Defense: 16,	
Requirements	Flying or Streetwise or Strength x2	
Instruction	With Jinnai , Big Raid Medal , and Power Key Staff , use as Haven. Bugrom will not attack you.	
Quote	"Beyond the holy river of God, lies a mysterious and forbidden world, long shrouded in ancient legend." - Dr. Schtalubaugh	
Categories	Bugrom	
	Byakko's Lair	Location
Requirements	Fire Element or Acrobatics	
Instruction	If Byakko is Defeated at another Location he is immediately moved to this Location and restored to full Health.	
Categories	Fire, Earth	
	Cafe K2R	Location
Requirements	Student x4	
Instruction	Characters with Police cannot stop at this Location.	
Text	The cool spot to hangout for the kids from the local high school.	
	Café	Location
Requirements	Streetwise & Celebrity or Music & Cooking	
Quote	"They have no idea..." - Raditz	
Categories	Food	
	Campground	Location
Requirements	Remain at Location for 2 Turns or Vehicle	
Categories	Tree, Water	
	Cancer Temple	Location
Requirements	Martial Arts x3	
Instruction	Deathmask is +1 Attack & Defense while at this Location.	
Categories	Sanctuary, Dimensional	
	Capricornus Temple	Location
Requirements	Martial Arts x3	
Instruction	Shura is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	
	Capsule Corporation	Location
Requirements	Genius & Tech & Computer or Police & Bureaucracy	
Instruction	A player who enters this Location may choose 1 piece of Equipment from their Draw pile and play it on any Character here.	

	Capsule Corporation	Location
Requirements	Pure Heart & Police or Bulma	
Instruction	A player who enters this Location may choose 1 piece of Equipment from their Discard pile and play it on any Character here.	
	Cargo Bay	Location
Requirements	Computer x2 & Investigation or Mech & Strength & Driving	
Quote	"I think I can open the cargo doors manually." - Gren	
	Carnival	Location
Requirements	Student or Police or Martial Arts or Medic	
Text	Just have a good time.	
	Carrot Fields	Location
Requirements	Ryo-Ohki or Cooking & Strength	
Instruction	Ryo-Ohki is +2 Attack & Defense while at this Location.	
Categories	Food, Earth	
	Castle of Illusion	Location
Requirements	Royalty or ESP	
Categories	Illusion	
	Castle Promise	Location
Abilities	Attack: 12, Defense: 16,	
Requirements	Android & Robot or Royalty	
Text	Castle Promise is the Black King's largest robot assembly plant.	
	Cathedral	Location
Requirements	Investigation or Priest	
Quote	"There's no room for religion on Mars anymore." - D'anclaude	
	Cave of Time	Location
Requirements	Speed x3 or Earth Element	
Instruction	All Characters lose 1 Health per round of Combat.	
Quote	"You mustn't go that way." - Willa	
Categories	Earth	
	Caverns of Cold	Location
Requirements	Ice Element x2	
Instruction	Each Character in party must have Clothing to enter Location.	
Categories	Ice	

	Cest Lavie	Location
Abilities	Defense: 5,	
Requirements	Streetwise or Seduction	
Instruction	Sylia may view Disasters before attempting to Scavenge.	
Quote	"This is a messy job, and it's not going to come cheap."	
Categories	Alcohol	
	Chaotic Jungle	Location
Requirements	Survival or Climbing or Strength	
Categories	Tree	
	Charm School	Location
Requirements	Student or Teacher & Savoir-Faire	
Quote	"That's not correct Miss. Try not to slurp. Unacceptable. Try again. Once again. You can't make those noises!"	
	Chicago	Location
Requirements	Police or Criminal	
Instruction	Weapons cannot be used at this Location.	
Text	The Windy City.	
	Chicago	Location
Requirements	Police or Criminal	
Instruction	Weapons cannot be used at this Location.	
Quote	"You've got to be tough to live in this town." - Rally	
	Chiram HQ	Location
Abilities	Attack: 13, Defense: 21,	
Requirements	Military	
Quote	"They have their rank marked on their forehead?" - Kei	
	Chiram Poker Game	Location
Requirements	Criminal or Poker Chips or Alcohol	
Text	Five aces?!	
	Churning Rocks	Location
Requirements	Air Element & Earth Element or Flying & Climbing	
Quote	"It is only a matter of time before these rocks grind you to pieces." - Grune	
Categories	Earth	
	City Hall	Location
Requirements	Bureaucracy	
Quote	"How are you doing Mr. Mayor?" - Chief Tanaka	
Categories	Legal	

	City of Floristica	Location
Requirements	Royalty or Streetwise	
Quote	"It might as well be never-never land...I hope we get back before I run out of smokes." - Mr. Fujisawa	
	City of the Future	Location
Requirements	Tech & Computer & Bureaucracy	
Instruction	No more than 2 Characters may Scavenge this Location at a time.	
Quote	"100 years from now overpopulation is a desperate problem." - Karin	
Categories	Dimensional	
	City of the Present	Location
Requirements	Streetwise or Driving or Archaeology	
Instruction	If there are no other Planetary or Dimensional Locations on the Field, the Dimensional ability is not required.	
Categories	Dimensional	
	Cliffs of Vertigo	Location
Requirements	Climbing x2	
Instruction	Each Character in party must have Climbing to enter Location.	
Quote	"Save your breath for climbing, Snarf. You'll need it." - Lion-O	
	Clock Look	Location
Requirements	Shopping	
Text	Novelty clocks in every design imaginable.	
Quote	"I don't need a watch." - Ami	
Categories	Dimensional	
	Cloth Graveyard	Location
Requirements	Martial Arts & Speed	
Instruction	Characters Bonked at this Location are Killed instead.	
	Colosseum	Location
Requirements	Bronze Saint	
Instruction	Only Bronze Saints may engage in Combat at this Location.	
Text	The site of the Galactic Tournament.	
	Computer Core	Location
Requirements	Computer & Investigation or Computer x2 & Genius	
Quote	"Well, you took your own sweet time." - Julian	
Categories	Computer, Dimensional	

	Conception Building	Location
Requirements	Computer x2 or Computer & Communications	
Text	Developers of the Second type robots.	
Quote	"They were the first to develop humanoid robots, until their competition at Hu-Gite passed them up. But that's the way it always happens." - Armitage	
Categories	Robot, Computer	
	Conference Room	Location
Requirements	Military x2 or Genius x3 or Bureaucracy x2 or Investigation x2	
Quote	"I say it settled nothing. The only way to be sure is to destroy it." - Dr. Touka	
	Cosmic Buddha	Location
Requirements	Martial Arts x3	
Instruction	Characters Killed here may be returned to their Havens at the end of the following Turn.	
Categories	Planetary	
	Count Lee's Castle	Location
Requirements	Undead or Hunter x2	
Quote	"Then two years ago we saw lights in his castle. That's when we knew he'd returned." - Doris Lang	
Categories	Undead	
	Country Bar	Location
Requirements	Music or Investigation	
Text	Kelly McCanon's first gig on Mars was going to be here.	
Categories	Music, Alcohol	
	Crash Site	Location
Requirements	Discard a Planetary Vehicle	
Quote	"My gosh, it hit. I guess... I better go, check it out." - Farmer	
	Cruise Ship	Location
Requirements	Seduction or Comedian or Cooking	
Quote	"A night on the open sea, together in your own little world, just the two of you." - Thetis	
Categories	Water, Vehicle	
	Crystal Canyon	Location
Requirements	Flying or Climbing	
Quote	"See how the crystals make random patterns but the deeper we go into the canyon, the more regular the pattern becomes." - Lynx-O	

	Crystal Millenium	Location
Requirements	Royalty	
Text	An ancient kingdom on the Moon.	
Categories	Magic, Planetary	
	Crystal Seminar	Location
Requirements	Student & Computer	
Text	A cram school that uses computers to enhance student performance.	
Categories	School	
	Crystal Tunnels	Location
Requirements	Survival & Streetwise or Blind Luck	
Instruction	Groups that cannot attempt Location will be Held 1 Turn.	
Quote	"...the wind from Crystal Mountains, it does something... oh right, that's the something." - Alielle	
	Danich Hill Dome	Location
Requirements	Genius & Tech & Computer or Police x2 & Investigation	
Text	Conception's main research center for robots. It was destroyed by the Martian Security Forces.	
Categories	Science	
	Dark Schneider's Castle	Location
Requirements	Female with Charm > 3 or Magic or Martial Arts x2	
Instruction	Characters without Magic are -1 Attack & Defense their 1st round while Scavenging this Location.	
	Dark Tournament Arena	Location
Requirements	Martial Arts x5 or Koto	
Quote	"Against teams of monsters from an entirely different world?" - Keiko	
Categories	Sports, Demon	
	Dark Tournament Finals Arena	Location
Requirements	Martial Arts x5 or Juri	
Text	The final matches between teams Urameshi, Toguro, Gorenja, and Uraotogi are fought here.	
Categories	Sports, Demon	
	Death Queen Island	Location
Requirements	Fire Element or Survival x3	
Instruction	Characters without Fire Element are -1 Health while Scavenging this Location.	

	Deep Desert	Location
Abilities	Attack: 4, Defense: 12,	
Requirements	Survival x3 & Speed & Water Element	
Categories	Desert	
	Demon Seed Hideout	Location
Requirements	Criminal x4	
Instruction	With 3 Money Items, use as Haven. Scavenge up to 2 adjacent Locations without the required skills.	
Quote	"It's so creepy and scary looking. Bad guys always live in a place like this."	
	Department Store	Location
Requirements	Remain at Location for 2 Turns or Female	
Quote	"This guy's been standing there for an hour." "I wish he'd buy something already."	
	Desert Battleground	Location
Requirements	Flying x2 or Survival & Strength	
Quote	"At least out here no one else will get hurt." - Goku	
Categories	Desert	
	Desert of Bleached White Bones	Location
Abilities	Attack: 3	
Requirements	Survival & Flying or Water Element	
Quote	"It would have to be called that." - Makoto	
Categories	Desert	
	Desert of Lava Geysers	Location
Abilities	Attack: 10	
Requirements	Survival	
Quote	"But hurry, those geysers always blow at exactly noon." - Luna	
Categories	Fire, Desert	
	Desert Town	Location
Requirements	Survival & Mech & Streetwise or Survival & Tech & Cooking	
Text	There are towns like this near all the Greens.	
Categories	Desert	
	Deserted Island	Location
Requirements	Survival & Flying Vehicle or Flying	
Quote	"Do you think we will ever get off this island and get back to Japan again?"	

	Devil Dome Island	Location
Abilities	Attack: 10, Defense: 10,	
Instruction	Cannot be Scavenged with skills. You must attack. Characters are -1 Attack & Defense.	
Categories	Fear	
	Di-Amon's Castle	Location
Abilities	Attack: 6, Defense: 12,	
Instruction	Cannot be Scavenged with skills. You must attack.	
	Diablo Desert	Location
Requirements	Survival or Vehicle	
Text	Uncharted, and uncool.	
Quote	"My gosh, look at this place!" - Bulma	
Categories	Desert	
	Dome-Down	Location
Abilities	Defense: 13,	
Requirements	Pilot & Robot or Animal or Mech & Streetwise	
Text	Two-Time uses Dome-Down to smuggle endangered animals and to steal entire ecosystems.	
Categories	Planetary Vehicle, Illusion	
	Down on the Farm	Location
Requirements	Pure Heart or Green Thumb or Farmer or Alien	
Quote	"Good one Billy."	
Categories	Earth	
	Dr. Weelo's Fortress	Location
Abilities	Attack: 6, Defense: 6,	
Requirements	Survival & Vehicle or Fire Element or Genius & Mech or Mecha	
Text	This maleficent dome in the frozen wastes is the stronghold of robotic mastermind Weelo and his deadly arena.	
	Dreamland	Location
Requirements	Royalty or Investigation	
Text	An exciting fantasy themed amusement park.	
Categories	Dream	
	Dressmaker	Location
Requirements	Fashion or Teacher	
Instruction	A player who enters this Location may choose 1 piece of Clothing from their Draw pile and play it on any Character here.	
Text	Only the finest silks.	

	Eleanor City	Location
Requirements	Tech or Bureaucracy	
Text	The Dirty Pair crashed their spaceship into the once erect central tower in a bid to shutdown the runaway computer system Brian.	
	Eleanor City Control	Location
Abilities	Attack: 10, Defense: 14,	
Requirements	Computer x3	
Text	Brian, the computer that runs Eleanor City, went berserk when he found the override circuit.	
Categories	Computer	
	Emperor Pilaf's Palace	Location
Requirements	Royalty or a Dragon Ball	
Quote	"Imbicile! You won't get so much as a bone until you bring me another Dragon Ball!" - Pilaf	
	Equipment Shed	Location
Requirements	Teacher or Sports x2	
Instruction	A player who enters this Location may choose 1 piece of Equipment from their Draw pile and play it on any Character here.	
Quote	"I hope no one wants to join the club..." - Mako	
	Exhibition Gallery	Location
Requirements	Artist x2 or Celebrity	
Instruction	Artists are +1 Charm at this Location.	
Quote	"Come on, let's keep going." - Rei	
	Exile	Location
Instruction	You may only Scavenge this Location if sent here by a Disaster.	
Quote	"Send them in exil, now!" - Mumm-Ra	
	Exile Isle	Location
Requirements	Criminal or Pilot	
Text	A small shoal planet, and old space pirate hideout.	
Categories	Desert, Planetary	
	Factory 33	Location
Requirements	Hunter x2 or Hunter & Criminal & Cyborg	
Quote	"Once, there was something called 'the police', whose purpose was to prevent crime. These days the Factory just puts a bounty on the heads of wanted criminals, and lets hunter-warriors like me do the dirty work." - Doc Ido	
Categories	Cyborg	

	Fast Food Joint	Location
Requirements	Money or Student x3 or Hungry	
Categories	Food	
	Fire Mountain	Location
Abilities	Attack: 8, Defense: 16,	
Requirements	Water Element x3 or Bansho Fan	
Text	Set ablaze by a spell gone wild.	
Quote	"Me and my papa can't get back into our castle." - Chi-Chi	
Categories	Fire	
	Fire Dragon Mountain	Location
Requirements	Climbing x2 or Fire Element or Ogre	
Instruction	Dragons are +2 Attack at this Location.	
Text	Lair of the mighty Shooting Star.	
Categories	Fire, Earth	
	Fire Rock Mountain	Location
Requirements	Climbing	
Instruction	Thunderians cannot Scavenge this Location.	
Text	Site of a former thundrainium mining operation.	
Categories	Fire	
	Floristica Marketplace	Location
Requirements	Streetwise or Phase	
Instruction	Each Character in party must have Streetwise or Phase to enter Location.	
Categories	Food, Money	
	FM No. 10	Location
Requirements	Communications	
Text	Source of the mysterious Midnight Zero program.	
Quote	"A love letter is meaningless unless you give it to the person directly." - Luna	
Categories	Music	
	Football Stadium	Location
Requirements	Strength x2 & Speed x2 or Ticket	
Quote	"We just stepped out to buy tickets for the big football match. You should have seen the line." - Sachiko	
Categories	Sports	
	Forced Labor Camp	Location
Requirements	Strength or Survival	
Instruction	Each Character in party must have Strength or Survival to enter Location.	
Quote	"Work you pigs!" - Balashin	

	Forest Glade	Location
Requirements	Climbing or Flying or Seduction or Pure Heart	
Instruction	No Vehicles may land on or be used to Scavenge this Location.	
Text	Leave it like you found it.	
Categories	Tree	
	Forest's Edge	Location
Requirements	Pure Heart x2 or Genius & Communications	
Instruction	No Vehicles may land on or be used to Scavenge this Location.	
Text	A perfect place for a picnic.	
Categories	Tree	
	Forests of Izumo	Location
Requirements	Priest x2 or Spirit or Demon or Divine	
Quote	"This is Izumo, a region famous as the birthplace of many Japanese myths."	
Categories	Spirit, Tree	
	Fortress Myce	Location
Abilities	Defense: 16,	
Requirements	Swordsman & Teacher or Military x3	
Text	The last outpost on the Alanian frontier.	
	Four-day Drop	Location
Requirements	Climbing or Flying	
Instruction	Climbing or Flying required to leave Location.	
Categories	Earth	
	Freeza's Ship	Location
Abilities	Attack: 9, Defense: 20,	
Requirements	Computer x4 & Genius or Energy > 11	
Categories	Freeza, Planetary Vehicle	
	Frozen Wastes	Location
Requirements	Survival x2 & Vehicle or Flying & Martial Arts x2 or Fire Element	
Quote	"Oh, this is fun. Why didn't I just keep my big mouth shut?" - Oolong	
Categories	Ice	
	Funaho, The Holy Tree	Location
Requirements	Computer & Priest	
Quote	"The tree is the brain of the ship, the heart of the ship. This one has taken root. It can't become a spaceship anymore."	
Categories	Tree, Juraian	

	Furinkan High	Location
Requirements	Student x2 or Teacher or Bureaucracy or Martial Arts	
Categories	School	

	Galaxy Police HQ	Location
Abilities	Attack: 4, Defense: 17,	
Requirements	Police x2 or Bureaucracy & Royalty	
Instruction	With Mihoshi , Kiyone , and Galaxy Police Flag , use as Haven. Add stats to your own against adjacent Locations. All Characters gain Police skill.	
Categories	Police, Planetary	

	Gandara	Location
Requirements	Tech x2 or Military	
Text	Gandara is the kingdom under Yomi's control.	
Categories	Demon	

	Gara's Fortress	Location
Abilities	Attack: 10, Defense: 9,	
Requirements	Climbing & Strength or Flying or Martial Arts x2	

	Garden of Delights	Location
Requirements	Green Thumb or Swordsman	
Quote	"Our fruit has no worms." - Silky	
Categories	Tree	

	Garlic, Jr.'s Palace	Location
Abilities	Attack: 7, Defense: 19,	
Instruction	Cannot be Scavenged with skills. You must attack.	
Text	A demonic lair at the end of the world.	
Categories	Demon	

	Gates of Hell	Location
Requirements	Demon or Criminal	
Text	One hundred million years of suffering await you.	
Quote	"You're asking me to send you there?" - Koenma	
Categories	Dimensional	

	Gemini Temple	Location
Requirements	Martial Arts x3	
Instruction	Characters Killed at this Location are removed from the game.	
Quote	"I heard there's no Saint at the Gemini Temple." - Mu	
Categories	Sanctuary, Dimensional	

	Genaros Station	Location
Abilities	Attack: 5, Defense: 12,	
Requirements	Pilot or Police	
Quote	"It's almost all boomers on that station." -Leon "I'm not looking forward to this... feminine intuition perhaps?" - Daily	
Categories	Planetary	
	Generic Highschool	Location
Requirements	Student or Teacher	
Instruction	School Disasters are +2 Attack & Defense.	
Categories	School	
	Genom Military Lab	Location
Abilities	Attack: 5, Defense: 25,	
Requirements	Military & Tech or Computer & Seduction	
Quote	"We must act cautiously. If it becomes known we were directly involved in these coups d'état..."	
Categories	Military	
	Genom Research Center	Location
Abilities	Defense: 14,	
Requirements	Seduction & Computer or Genius & Tech	
Quote	"Talk about a mixed blessing... they're the source of all the boomer trouble..."	
Categories	Science	
	Genom Tower	Location
Abilities	Defense: 20,	
Requirements	Computer & Tech or Police & Strength & Attack 4+	
Quote	"Having once experienced these heights, one might not be able to go back."	
	Geochris Temple	Location
Requirements	Priest x2 or Earth Element	
Quote	"We belong to a group we call the Geochris." - Sally	
	Geocity	Location
Requirements	Military or Shopping or Cooking	
Quote	"Welcome to Geocity. Descending three hundred meters into the ground. This giant underground city establishes a new form for Tokyo."	
	Geyser of Life	Location
Requirements	Survival or Water Element	
Instruction	The Health of Characters is restored 1 point per round of Combat.	
Quote	"If he bathes in its waters he may be restored." - Willa	
Categories	Water	

	Giant's Vineyard	Location
Requirements	Green Thumb & Strength x2 or Fashion & Celebrity	
Quote	"It's grape! I smell it! Lovely." - Jabby	
Categories	Tree	
	Goblin City	Location
Requirements	Genius or Sports or Military	
Quote	"It's not just any video game, it's THE video game." - Yusuke	
Categories	Ogre	
	God's Space Station	Location
Requirements	Priest x2	
Text	What does God need with a space station?	
Categories	Sanctuary, Planetary	
	Gohan's House	Location
Requirements	Martial Arts or Cooking or Survival	
Instruction		
Quote	"We can have a bite to eat and talk, then play together." - Goku	
	Goku & Chi-Chi's House	Location
Requirements	Pure Heart or Royalty or Demon	
Instruction	If Chi-Chi is at this Location, Disasters' Defense is reduced by half.	
Quote	"It's right by Mount Paozu in the forest."	
	Graviton City	Location
Requirements	Tech & Computer or Communications & Movement 3+	
Quote	"Sixteen years ago, a giant meteor landed here, reducing this city of six million to a mountain of rubble in an instant."	
	Graviton High School for Girls	Location
Requirements	Student & Mech or Student & Tech or Teacher	
Quote	"Anyway, I just love this school. This is so much fun!" - C-ko	
Categories	School	
	Gray Prison Planet	Location
Requirements	Criminal x3	
Quote	"For thousands of years, the worst, the most unimaginable evil things from 100 planets, have been locked away here." - Mandora	
Categories	Planetary	

	Great Oceanic Plug	Location
Abilities	Defense: 8,	
Requirements	Tech & Genius	
Quote	"Centuries ago, a fissure developed in the surface of the sea floor. In the greatest engineering feat of all time, the hole was plugged." - Dr. Dometone	
Categories	Water	
	Great Seto Bridge	Location
Requirements	Tech & Vehicle or Mech & Vehicle	
Instruction	Using a Planetary Vehicle wrecks the bridge (turn over Location) and Destroys the Vehicle .	
Quote	"An object thought to be a meteor destroyed the Great Seto Bridge this morning."	
	Green 1	Location
Abilities	Attack: 5, Defense: 18,	
Requirements	Bureaucracy & Priest x2 or Hunter & Survival & Climbing	
Quote	"Ha! Breaking into the restricted zone's a cinch." - Ran	
Categories	Tree, Water	
	Green 1 Bazaar	Location
Requirements	Streetwise or Savoir-Faire	
Instruction	Before Scavenging, and without looking, you may exchange 2 Items for all the Items beneath this Location.	
Categories	Money, Food	
	Green 3	Location
Abilities	Defense: 10,	
Requirements	Priest x2 or Climbing x2 & Weapons x2	
Categories	Tree, Water	
	Green 5 Bath	Location
Requirements	Female x3 or Peeping x2	
Quote	"Isn't it wonderful to be able to bathe every day like this, my dear?"	
Categories	Hot Tub	
	Green 5 Harbor	Location
Requirements	Vehicle or Military x2	
Instruction	You cannot pass this Location, you must stop here.	
	Grune's Tomb	Location
Requirements	Investigation or Archaeology	
Quote	"What's that to us, Hurrick? We Bolkins have never been looters." - Bundun	

	Gulf & Bradley Corp.	Location
Abilities	Defense: 15,	
Requirements	Bureaucracy & Police	
	Gun Range	Location
Requirements	Marksman or Female	
Quote	"America's the land of the free, but is the responsibility of each individual to safeguard his or her own personal freedom."	
	Gunsmith Cats	Location
Abilities	Attack: 10, Defense: 15,	
Requirements	Police & Marksman or Hunter x2	
Quote	"I got a custom job I want made."	
	Gus Oil	Location
Requirements	Vehicle & Money	
Text	A gas station chain owned by Gulf & Bradley.	
	Gym	Location
Requirements	Student & Acrobatics or Student & Strength or Student & Speed or Teacher	
Categories	School	
	Hair Salon	Location
Requirements	Fashion or Seduction	
Quote	"Why not try a new hair style? It might make you feel better." - Minako	
	Hanazono Rugby Stadium	Location
Requirements	Sports x4 or Rugby Ball or Mako Domon	
Text	Rugby is a full contact sport between two teams of fifteen players.	
Quote	"Guys! Great game! You were all great!" - Mako	
Categories	Sports	
	Haneda Airport	Location
Requirements	Pilot or Police or Military or Flying	
Text	Hub for most of the domestic flights to and from Tokyo.	
Categories	Air	
	Hanging Neck Island	Location
Requirements	Demon or Vehicle	
Text	This island's remoteness is well suited for the murderous Dark Tournament.	
Categories	Demon	

	Hazama's Apartment	Location
Requirements	Streetwise or Strength or Hazama Itsuru	
Quote	"You got a cheapo lock on your door. I've seen bottles of aspirin that are harder to get into than this place." - Sam	
	High Cliff	Location
Requirements	Climbing x2 or Flying	
	Hills of Elfshima	Location
Requirements	Climbing x2 or Earth Element & Shapechange	
Text	Elfshima is an anagram for "I am flesh".	
Categories	Earth	
	Holy Mother	Location
Abilities	Attack: 6, Defense: 14,	
Requirements	Flying or Speed & Climbing	
Text	The center of Rodo worship.	
Quote	"I want to know the secret of the Holy Mother." - Kiba	
Categories	Dimensional	
	Hook Mountain	Location
Requirements	Ice Element x2	
Text	Home of the reclusive Snowmen.	
Categories	Ice	
	Hostage Situation	Location
Abilities	Attack: 3, Defense: 12,	
Requirements	Hunter x2 or Criminal & Celebrity or 2 Females with Attack < 2	
Quote	"Bounty target Nanpuu, it's time to give up!" - Iria	
	Hot Legs	Location
Abilities	Defense: 8,	
Requirements	Music & Streetwise or Police x2 or Savoir-Faire	
Quote	"How many times do I have to put up with you standing me up... you'll never work here again!"	
Categories	Music, Alcohol	
	Hot Springs House	Location
Requirements	Female x3 or Peeping	
Quote	"Aaah, now that's what I call HEAVEN."	
Categories	Hot Tub	

	Hotel Suite	Location
Requirements	Seduction or Pillow	
Quote	"Wait a second. This is the hotel district. He can't be... No way..." - Momiji	
	House of Fortune	Location
Requirements	ESP or ability to pierce Illusions	
Text	Palm reading or brain washing?	
Quote	"Look deep into my eyes." - Balm	
	House of Four Dimensions	Location
Requirements	Genius & Student or Shapechange & Student or Phase & Student	
Quote	"Looks deformed." - Kuwabara	
Categories	Dimensional	
	Hu-Gite Manufacturing	Location
Requirements	Robot & Android & Cyborg or Computer & Bureaucracy	
Quote	"We're very proud of our philosophy. Are you familiar with it?"	
Categories	Computer, Android	
	Hyoga	Location
Requirements	Ice Element or Fire Element	
Instruction	Each Character in party must have Ice Element or Fire Element to enter Location.	
Text	Home of the ice maidens.	
Categories	Ice, Demon	
	Ice Pyramid	Location
Requirements	Ice Element x2 or Strength x2 & Survival	
Text	A tribute to the Grand Pope's brutality.	
Categories	Ice	
	Ifurita's Tomb	Location
Requirements	Priest & Any Element or Blind Luck & Survival or Katsuhiko Jinnai	
	Illusory Castle	Location
Requirements	Investigation x2 or Blind Luck or ability to pierce Illusions	
Instruction	If Magic , ESP , or Illusion piercing not present, 1st Combat Disaster encountered while Scavenging is +2 Defense while Characters are distracted by an imaginary giant.	
Categories	Illusion	
	Io, Aphrodia	Location
Abilities	Defense: 12,	
Requirements	Bureaucracy or Military x3	
Text	Capital city of the southern continent.	

	Iron Glade	Location
Requirements	Mech & Hunter or Mech & Survival	
Categories	Cyborg, Tree	
	Iron Maiden	Location
Requirements	Military or Priest or Royalty	
	Island Restaurant	Location
Requirements	Cooking & Acrobatics or Cooking & Survival	
Categories	Food	
	Jamir	Location
Requirements	ESP x3 or Kiki	
	Jazz Lounge	Location
Requirements	Celebrity or Female x3 or Music x2	
Quote	"This is the only Hazzard hideout there is in Green 5." - Honran	
Categories	Alcohol, Music	
	Judas	Location
Requirements	Magic x3	
Text	It is here that the God of Destruction sleeps.	
	Julian's Gravesite	Location
Requirements	Police x2	
Instruction	You may Discard Julian to Discard 1 random Disaster from under this Location.	
Quote	"Didn't Julian say he had his memory backup stored somewhere?" - Ross	
	Jungles of Darkness	Location
Requirements	ESP	
Instruction	Light cannot be used at this Location.	
Quote	"But there's nothing there." - Cheetara	
Categories	Tree	
	Junk Yard	Location
Requirements	Police & Mech or Police & Priest	
Quote	"He did love that tank of his, though. Like it was his own kid." - Chaplain	
	Jusenkyo	Location
Requirements	Martial Arts & Blind Luck	
Quote	"But no... you had to drag me off to some crazy training ground in China, and you didn't speak a word of Chinese!"	
Categories	Swamp, Water	

	Juuban Ice Arena	Location
Requirements	Sports x2 & Music	
Quote	"Everybody get on the ice. Let's skate!" - Janelyn	
Categories	Ice, Sports	
	Juuban Junior High School	Location
Requirements	Student or Teacher	
Quote	"Usagi Tsukino! You're late again!" - Miss Haruna	
Categories	School	
	Kajakunban Trees	Location
Abilities	Defense: 100,	
Requirements	Marksman & Acrobatics or Fire Element or Strength & Swordsman	
Quote	"Man, those kajakunban leaves are indestructible." - Iria	
Categories	Tree, Desert	
	Kame House	Location
Requirements	Female or Martial Arts x3	
Text	Tropical paradise.	
Categories	Water	
	Kame House	Location
Requirements	Female or Martial Arts x3	
Text	Home of the legendary martial arts master the Turtle Hermit.	
Categories	Water	
	Kaname Ishi	Location
Requirements	Strength x3 or Priest x2	
Quote	"There's something terrible trapped beneath it."	
Categories	Spirit	
	Karma	Location
Abilities	Defense: 10,	
Requirements	Hunter x3 or Zeiram	
Quote	"It looks like the Karma's been hijacked." - Gren	
Categories	Planetary	
	Karnor's Black Tower	Location
Abilities	Attack: 12, Defense: 16,	
Requirements	Celebrity or Comedian or Archaeology	
Text	Traps and gargoyles protect Karnor's vast treasure.	
Categories	Undead	

	Karosu Prison	Location
Requirements	Criminal x3 or Military	
Text	A maximum security prison for lifers on the surface of dead star.	
	King Kai's Planetoid	Location
Requirements	Flying & Martial Arts x2 or Bureaucracy & Strength & Attack 4+ or King Kai	
Instruction	All Characters without Strength are -1 Attack & Defense due to heavy gravity.	
Categories	Dimensional	
	King Siva's Castle	Location
Requirements	Royalty or Shapechange	
	King Yemma's Drawer	Location
Requirements	Strength & Investigation	
Quote	"Goku, what are you doing in my desk?" - King Yemma	
Categories	Dimensional	
	King Yemma's Palace	Location
Requirements	Phase or Magic or Ogre	
Quote	"Everyone has to go before King Yemma and he decides what happens to them." - Kami	
Categories	Dimensional	
	Kingdom of Webs	Location
Requirements	Bugrom	
Quote	"What vicious evil hatches in the Kingdom of Webs..." - Mumm-Ra	
Categories	Bugrom	
	Kingdom of Wisler	Location
Requirements	Royalty or Swordsman x2	
Text	Knights, royalty, high walls, a moat: a kingdom.	
	Kishima Harbor	Location
Requirements	Investigation & Swordsman	
Categories	Water	
	Koenma's Palace	Location
Requirements	Spirit or Ogre or Koenma	
Quote	"Welcome. How do you like my castle?" - Koenma	
Categories	Divine, Dimensional	
	Komimasa's Grave	Location
Requirements	Hunter x2 or Student x2	
Quote	"What do you think Komimasa, a tomb of kajakunban." - Kei	

	Lake	Location
Requirements	Vehicle & Seduction	
Categories	Water	
	Land of No Return	Location
Requirements	Remain at Location for 3 Turns	
Quote	"I am bored in the Land of No Return, Mumm-Ra. I wish to do evil. Please release me." - Amortus	
Categories	Dimensional	
	Lang Homestead	Location
Requirements	Green Thumb or Hunter or Strength	
Text	They're just trying eke out a living in the post-apocalypse.	
	Leegh's Lab	Location
Requirements	Tech x2 or Genius	
Instruction	After successfully Scavenging this Location you may Scavenge an adjacent Dimensional Location without meeting any requirements the following Turn.	
Quote	"Alright, I'll reprogram it." - Leegh	
Categories	Science	
	Leo Temple	Location
Requirements	Martial Arts x3	
Instruction	Aiolia is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	
	Libra Temple	Location
Requirements	Martial Arts x3	
Instruction	Draw an additional random Disaster from your Draw pile.	
Categories	Sanctuary	
	Lift Station	Location
Requirements	Driving & Vehicle or Pilot & Vehicle	
Instruction	After successfully Scavenging this Location you may move to any other Location to end your Turn at.	
Quote	"There's no way the Kreper will make it over these hills." - Kei	
	Living Ooze	Location
Abilities	Attack: 14, Defense: 14,	
Requirements	Cleaning Supplies or Shapechange	
Quote	"A curse on all that is green and clear, bright and white!"	
Categories	Swamp	

	Loading Yard	Location
Requirements	Driving & Strength or Criminal x2	
Quote	"Yeah, I'm about to load them in the truck right now."	
	Local Park	Location
Requirements	Charm > 8	
Quote	"I'm glad you like it." - Ami	
Categories	Tree	
	Marmo Castle	Location
Requirements	Swordsman x2 & Magic x2	
Text	The dark heart of Marmo.	
	Martian Police Department	Location
Requirements	Police & Investigation or Police & Bureaucracy or Military & Bureaucracy	
Text	Situated in St. Lowell, the MPD oversees all laws in force on Mars.	
Categories	Police	
	Masaki Shrine	Location
Requirements	Priest or Juraian	
Quote	"Remember your name and what it means... Heaven and Earth. Respect your ancestors and remember...remember..."	
	Mass Murder Scene	Location
Requirements	Police x3 & Investigation x2	
Quote	"Good Lord. What a mess." - Chief Tanaka	
Categories	Police	
	Maze Castle	Location
Requirements	ESP & Police & Strength	
Instruction	Demon are +1 Attack & Defense.	
Text	Home of the Four Saint Beasts.	
Categories	Demon	
	Medical Tent	Location
Requirements	Remain at Location for 2 Turns or Medic	
Quote	"As long as they don't grab my balls and make me cough." - Yusuke	
	Memory Bank IO Room	Location
Requirements	Computer x2 & Genius or Robot & Computer & Investigation	
Quote	"We're lost. Which way is Magnetic North is?" - Armitage	
Categories	Computer	

	Mighty Gyroscope	Location
Requirements	Tech x2	
Text	The Mighty Gyroscope controls the gravity on New Thundera, and keeps the planet in one piece.	
Categories	Science	
	Misty Woods	Location
Requirements	Hunter or Investigation & Survival	
Instruction	Demon and Undead are +1 Attack & Defense.	
Categories	Tree	
	MME Citadel	Location
Abilities	Attack: 5, Defense: 20,	
Requirements	Computer & Strength & Weapons	
Quote	"Wow! It's more than a half-mile tall." - Score	
Categories	Paranoid	
	Monastery	Location
Requirements	Priest x2 or Student & Teacher	
	Moon Base	Location
Requirements	Computer x2 or Genius & Tech	
Categories	Planetary	
	Mosslands	Location
Requirements	Strength & Green Thumb	
Quote	"That's unexplored territory." - Panthro	
Categories	Swamp	
	Mountain Retreat	Location
Requirements	Climbing x2 & Survival	
	Mountains of the Moon	Location
Requirements	Strength x4	
Instruction	All Planetary Disasters have affect at this Location.	
Text	The Mountains of the Moon are under the influence of the First Moon of Plun-Darr, Tug Mug's homeworld.	
	Mt. Fuji	Location
Requirements	Climbing	
Text	Japan's highest peak.	
	Mt. Muldoon	Location
Requirements	Climbing or Acrobatics or Flying	
Quote	"The few survivors who've returned can hardly speak of their journey." - Londs	

	Mt. Paozu	Location
Requirements	Climbing or Martial Arts or Animal	
Text	A faraway enchanted land, untouched by the steady march of time.	
	Mumm-Ra's Cauldron	Location
Requirements	Magic x3	
Quote	"What manner of chamber is this?" - Jackalman	
Categories	Magic, Undead	
	Murder Scene	Location
Requirements	Police x2 & Investigation	
Quote	"She hates robots used in crimes, so she tries to kill them quickly." - Chris Brown	
Categories	Police	
	Museum	Location
Requirements	Police & Vehicle or Archaeology	
Quote	"Okay, if anything happens we meet at the usual place in twenty-four hours." - Unipuma	
Categories	Museum	
	N.E.P.T.U.N.E.	Location
Requirements	Military & Tech or Pilot x2	
Instruction	Equipment dropped beneath this Location cannot be retrieved.	
Text	Built by the Venusian Public Works.	
Quote	"All property entering the station is claimed by salvage right."	
Categories	Planetary	
	Naruto Strait	Location
Requirements	Swimming x3	
Text	Situated between Shikoko and Awaji islands.	
Categories	Water	
	National Bank	Location
Abilities	Defense: 12,	
Requirements	Bureaucracy x2 or Money	
Categories	Money	
	Natural Bath	Location
Requirements	Female x4 or Peeping	
Categories	Hot Tub	

	Nemuria Ruins	Location
Requirements	Archaeology or Survival	
Quote	"Those pictures on the wall, they look just like something I saw in my history book." - Gohan	
	Nephrite's Planetarium	Location
Requirements	Genius or Magic	
Quote	"The stars see all, the stars know all." - Nephrite	
	Netherworld	Location
Requirements	Demon or Spirit	
Categories	Demon, Dimensional	
	Netherworld Gate	Location
Requirements	Demon or Strength x2	
Quote	"Through the gates of the netherworld, pass multitudes of nether spirits." - Rajura	
	Network	Location
Requirements	Computer x2 & Investigation	
Quote	"The transit program's been hacked."	
Categories	Dimensional	
	New Thundera	Location
Requirements	Magic or Archaeology	
Text	Restored from the scattered remains of Thundera by Mumm-Ra in his efforts to obtain the Treasure of Thundera.	
Categories	Thunderian, Planetary	
	New York	Location
Requirements	Communications or Shopping or Money or Alien	
Text	The Big Apple.	
	New York Apartment	Location
Requirements	Streetwise or Comedian	
Text	A classic brownstone.	
	Nobuki Inn	Location
Requirements	Teacher & Student or Juraian	
	Okuninju Stalk	Location
Requirements	Flying or Climbing or Swimming	
Text	Gargantuan plants that house entire ecosystems on their plateau buds.	
Categories	Demon, Tree	

	Oolong's Shack	Location
Requirements	Female x3 or Martial Arts x3	
Quote	"Well, it wasn't easy kiddo. I had to rip off a lot of people." - Oolong	
	Orphanage	Location
Requirements	Priest or Pure Heart x3	
	Osa-P Jewellers	Location
Requirements	Fashion or Shopping or Naru	
Text	The Osaka family shop in the Juban shopping district.	
Categories	Clothing	
	Palace Courtyard	Location
Requirements	Demon or Royalty	
Text	This is where Garlic, Jr. opened the portal to the Dead Zone.	
Categories	Demon, Tree	
	Paranoid Homeworld	Location
Abilities	Attack: 12, Defense: 16,	
Requirements	Paranoid	
Quote	"The target is the Paranoid homeworld and the ships defending it."	
Categories	Paranoid, Planetary	
	Pendulum Training Room	Location
Requirements	Martial Arts & Magic	
Instruction	Once, after Scavenging, draw 1 random previously Defeated Combat Disaster. If you Defeat it, Scavenging party permanently gains +1 Attack & Defense.	
Quote	"In this room, past, present, and future are linked..."	
Categories	Magic	
	Pet Shop Perfume	Location
Requirements	Shopping	
Text	The only place in town where you can get a chanela.	
Quote	"I'm gonna buy this chanela." - Shingo "I'd like to buy one too." - Mika	
Categories	Animal	
	Phantom Bus Stop	Location
Requirements	Driving or Streetwise	
Text	Last stop.	
Categories	Vehicle, Dimensional	

	Phone Booth	Location
Requirements	Communications & Vehicle	
Text	Found almost anywhere, phone booths can be quite useful.	
Categories	Money	
	Phosphorus Desert	Location
Instruction	Cannot be Scavenged with skills.	
Text	Desert of the burning sands.	
Categories	Desert	
	Pioneer LDC - Mars	Location
Requirements	Music or Tech	
Text	Anything and everything in electronics. For a price!	
Categories	Planetary	
	Pisces Temple	Location
Requirements	Martial Arts x3	
Instruction	Aphrodite is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	
	Planet Agerna	Location
Abilities	Attack: 14, Defense: 14,	
Requirements	Weapons & Military or Alien	
Instruction	Aliens +1 Attack & Defense.	
Text	Twenty-five percent of Agerna is elemental vizorium.	
Categories	Alien, Planetary	
	Planet Aqualoid	Location
Requirements	Survival or Swordsman or Artifact	
Text	Located in the Rido Galaxy.	
Categories	Desert, Planetary	
	Planet Arlia	Location
Requirements	Swordsman or Bugrom or Saiyan	
Quote	"Hmmm...the reconnaissance report gave this planet an 'A' rating. A lot can happen in three years." - Vegeta	
Categories	Bugrom, Planetary	
	Planet Chaos	Location
Requirements	Survival x2 or Military x3	
Quote	"The Fifteenth Starbuild project was a complete success." - Rabby	
Categories	Planetary	

	Planet Damia	Location
Abilities	Attack: 20, Defense: 20,	
Requirements	Military x2 & Pilot x2 & Computer x2	
Quote	"The fifth planet is a system destroyer." - Catty	
Categories	Planetary	
	Planet Earth	Location
Abilities	Defense: 14,	
Requirements	Streetwise or Savoir-Faire or Police or Student	
Instruction	Aliens -1 Attack & Defense.	
Categories	Planetary	
	Planet Earth (Desert)	Location
Abilities	Defense: 20,	
Requirements	Survival x4 or Water Element x2	
Categories	Desert, Planetary	
	Planet Earth (Terra)	Location
Requirements	Survival x2 & Hunter	
Quote	"Terra, the planet that live on its own."	
Categories	Planetary	
	Planet Freeza	Location
Abilities	Attack: 10, Defense: 24,	
Requirements	Weapons x3 or Royalty & Military or Hunter & Seduction	
Categories	Freeza, Planetary	
	Planet Jupiter	Location
Abilities	Attack: 4, Defense: 40,	
Requirements	Military & Genius & Investigation	
Text	Watch out for the monoliths.	
Categories	Planetary	
	Planet Jurai	Location
Abilities	Defense: 22,	
Requirements	Royalty & Bureaucracy or Ryoko & Ryo-Ohki	
Instruction	With a Juraian , the Master Key , and Ryu-Oh's Seed , use as Haven. All Characters are +1 Energy.	
Categories	Juraian, Planetary	
	Planet Mars	Location
Requirements	Android or Robot or Tech	
Quote	"Mars to Sylibus. Come in." - Lt. Randolph	
Categories	Planetary	

	Planet Myce	Location
Requirements	Hunter or Tech x2 or Teacher or Weapons	
Quote	"It makes a very big difference to us that we're here." - Komimasa	
Categories	Planetary	
	Planet Namek	Location
Requirements	Shapechange or Namek or Pure Heart	
Categories	Namek, Planetary	
	Planet of Snarfs	Location
Abilities	Defense: 2,	
Requirements	Snarf	
Text	Founded by forty-three Snarf refugees.	
Quote	"A planet of Snarfs?" - Cheetara	
Categories	Snarf, Planetary	
	Planet Saturn	Location
Abilities	Attack: 5, Defense: 20,	
Requirements	Genius & Pilot & Tech	
Categories	Planetary	
	Planet Taowajan	Location
Requirements	Survival & Strength or Streetwise & Seduction	
Categories	Planetary	
	Planet Thundera	Location
Requirements	Time Capsule	
Quote	"You have traveled back in time and space. You are home again on Thundera." - Jaga	
Categories	Thunderian, Planetary	
	Planet Vegeta	Location
Requirements	Saiyan or Archaeology & Strength or Genius & Mech & Pilot or Magic	
Quote	"A huge comet smashed into it...killing everyone...only four of us survived." - Raditz	
Categories	Saiyan, Planetary	
	Planetarium	Location
Requirements	Genius & Investigation & Tech	
Categories	Science	

	Plaza	Location
Requirements	Shopping or Police & Military	
Quote	"The important things haven't changed. There's still the same painted blue sky, and artificial trees, white birds on a brilliant rainbow..." - Maggie	
	Political Rally	Location
Requirements	Police & Bureaucracy or Criminal	
Quote	"And now, without any further ado, Edward Haints!"	
	Prince Toma's Palace	Location
Requirements	Female x2 & Seduction	
Quote	"We're supposed to be potential brides, but they treat us like some kind of fairy princesses."	
	Princess Snake's Palace	Location
Abilities	Attack: 7, Defense: 13,	
Requirements	Male with Charm > 3 or Priest x2	
Quote	"Our guest won't be leaving. You'll make sure of that, won't you?" - Princess Snake	
Categories	Dimensional	
	Priss' Trailer	Location
Requirements	Music & Streetwise & Survival	
Text	The abandoned R.V. where Priss makes her home.	
Categories	Music	
	Queen Beryl's Throne	Location
Requirements	Monster or Magic x4	
Text	The heart of the Dark Kingdom.	
Categories	Magic	
	Racquetball Court	Location
Requirements	Sports x2 or Raquet	
Quote	"You might win if you were ten years younger." - Mimsy	
Categories	Sports	
	Ravage Island	Location
Requirements	Blind Luck or Pure Heart	
Text	There's a mind-control ray gun at the summit.	
	Red Ribbon Resort	Location
Requirements	Military x2 or Flying Vehicle	
Text	General Blue's base while searching for a dragon ball at the bottom of the ocean.	
Categories	RedRibbonArmy	

	Riverbank	Location
Requirements	Driving x2 or Swimming or a Van	
Categories	Water	
	Robbery	Location
Requirements	Police x2 or Criminal x2 or Blind Luck	
Quote	"Here's today's sales report."	
	Robot Assembly Line	Location
Requirements	Tech or Mech or Robot	
Quote	"Workers from shift sections one through five report to the forges. Sections six and seven to central assembly."	
Categories	Robot	
	Rocks End	Location
Requirements	Survival or Climbing	
Quote	"Hey Wilykat, I think I found us a place to sleep." - Wilykit	
	Rocky Outcrop	Location
Abilities	Defense: 11,	
Requirements	Climbing	
Quote	"What the Hell kind of place is this, anyway?" - Ran	
Categories	Dimensional	
	Rodo's Heart	Location
Abilities	Attack: 10, Defense: 16,	
Requirements	Investigation & Weapons & Tech	
Quote	"What could this be?" - Jeke	
Categories	Tree, Dimensional	
	Roshtarian Forest	Location
Requirements	Student & Teacher	
Instruction	You cannot move here from an adjacent Haven or Location.	
Categories	Tree	
	Royal Trees of Jurai	Location
Requirements	Royalty & Computer or Sasami	
Categories	Tree, Juraian, Planetary	
	Rozan Falls	Location
Requirements	Water Element	
Categories	Water	

	Rustic Hotsprings Inn	Location
Requirements	Investigation & Cooking & Student x2	
Quote	"There are beautiful memories here. This lake is where your mom and I first met many years ago." - Mr. Tsukino	
Categories	Hot Tub	
	Ryoko's Prison Cave	Location
Requirements	Priest or Genius or Keys or Martial Arts & Strength x2	
Quote	"Now the demon sleeps, held prisoner in this shrine. The sword watches over it."	
Categories	Demon	
	Ryugenzawa	Location
Requirements	Survival & Martial Arts & Female	
Quote	"Go home. The forest isn't safe. It's full of monster traps."	
	Sagittarius Temple	Location
Requirements	Climbing & Speed & Strength	
Categories	Sanctuary	
	Saloon	Location
Requirements	Marksman or Alcohol or Seduction	
Text	What'll you have cowboy?	
	Sand Sea	Location
Abilities	Attack: 3	
Requirements	Speed x3	
Text	Sand, as far as the eye can see.	
Categories	Desert	
	Sarayashiki Junior High	Location
Requirements	Student x2 or Teacher or Bureaucracy	
Quote	"Urameshi! I know that you're here today. Come to my office, immediately." - Principal Takenaka	
Categories	School	
	SCEBAI	Location
Requirements	Genius or Pilot or Military	
Text	Home base of ARIEL. SCEBAI is short for Science, Chemistry, Electronics, Biochemical, and Aerospace Industry.	
Categories	Science	
	Scorpius Temple	Location
Requirements	Martial Arts x3	
Instruction	Milo is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	

	Scrap Iron City	Location
Requirements	Cyborg	
Text	Located around the mountain of garbage that falls from Zalem.	
Quote	"Look at this place, what a disgusting cesspool of humanity." - Yugo	
Categories	Cyborg	
	Seaside Theater	Location
Requirements	Music x3 or Charm > 16	
Quote	"Today at 3 o'clock we will be holding swimsuit contest at our special stage."	
Categories	Water	
	Secret Well	Location
Abilities	Defense: 18,	
Requirements	Investigation & Climbing & Medic	
Quote	"But I do know that ever since I was little, it's never once run dry." - Aira	
Categories	Water	
	Sensoji Temple	Location
Requirements	Priest or 5 Yen Coin	
Text	Tokyo's oldest temple.	
Quote	"A stranger will cause you trouble." - Kome "A new acquaintance will be fun." - Momiji	
Categories	Spirit	
	Sewer	Location
Requirements	Streetwise or Strength	
Quote	"Quit complaining and concentrate on this job! Paddle faster!" - Buaku	
Categories	Swamp, Water	
	Shan Shan Plaza	Location
Requirements	Celebrity or Music or Comedian	
Text	Venue for the final round of the Cinderella Caravan contest.	
Quote	"That's odd. There's no audience here to watch the show." - Usagi	
Categories	Fame	
	Shapely Gym	Location
Requirements	Strength or Acrobatics	
Text	Dumbbells, rowing machines, treadmills, they have it all.	
Quote	"Exercise hard and you can be in great shape." - Rei Goto	

	Shemlock	Location
Abilities	Defense: 8,	
Requirements	Climbing	
Text	Shemlock is the oldest tree in the Kingdom of the Warrior Maidens.	
Categories	Tree	
	Shimoda Village	Location
Requirements	Investigation & Medic	
	Shinjuku	Location
Requirements	Electronic Day Planner or Shopping	
Text	Shinjuku is a major commercial and administrative center in Tokyo, and a hotbed of demon activity.	
	Shinjuku Mall	Location
Requirements	Money	
Instruction	Characters cannot transform at this Location.	
Text	A great place to meet your date.	
	Shinjuku Police Building	Location
Requirements	Police or Investigation or Blind Luck	
Instruction	Kozo Karino cannot Scavenge this Location.	
Quote	"He's never been at that desk as far as I know." - Mr. Ishibara	
Categories	Police	
	Shining Hill	Location
Abilities	Defense: 10,	
Requirements	Swordsman x2	
Quote	"The conquest of Shinning Hill will bring all of Kanon under your control." - Wagnard	
	Shinonome High School	Location
Requirements	Student or Teacher	
Text	Mr. Fujisawa is a teacher here.	
Quote	"The gates of El-Hazard will always be open to you."	
Categories	School, Dimensional	
	Shinora Hospital	Location
Requirements	Medic & Police or Medic & Military	
Text	The Martian government keeps all dangerous criminals who have been injured here for security reasons.	
Categories	Medical	

	Shower	Location
Requirements	Female or Peeping	
Instruction	Characters that cannot attempt Location are -1 Attack & Defense as they explain to the police what they're doing here.	
Quote	"I sure could use a shower." - Iria	
Categories	Hot Tub	
	Siberia	Location
Requirements	Ice Element or Survival x2	
	Slave Bakery	Location
Abilities	Defense: 10,	
Requirements	Cooking or Military	
Instruction	Each Character in party must have Cooking or Military to enter Location (unless Location is Defeated).	
Categories	Food	
	Sleepy's Place	Location
Requirements	Police	
Quote	"Jesus! Its a fuckin' pigsty!" - Daizaburo	
Categories	Police	
	Snake Way	Location
Requirements	Flying & Speed & Martial Arts x2 or Ogre or Magic	
Quote	"Take care, my friend. I'm afraid you're in much greater danger than you realize. But you're the only one who can help us." - Kami	
Categories	Dimensional	
	Snowing in Zaichi	Location
Requirements	Fire Element or Air Element or Survival & Acrobatics	
Instruction	A group stopping here without attempting to Scavenge will be stuck for 1 Turn.	
Quote	"It's about to start falling." - Fujikuro	
	Soja	Location
Abilities	Attack: 15, Defense: 25,	
Requirements	Police x2 or Juraian & Computer	
Text	Kagato's intergalactic spaceship.	
Categories	Planetary	
	Sondora's Temple	Location
Abilities	Defense: 8,	
Requirements	Music x2 or Sound Stones	
Categories	Sanctuary	

	Space Elevator	Location
Abilities	Defense: 18,	
Requirements	Bureaucracy x2 or Military x2	
Instruction	After successfully Scavenging this Location you may Scavenge an adjacent Planetary Location without meeting any requirements the following Turn.	
	Space Pirate Ryoko's Hideout	Location
Abilities	Attack: 6, Defense: 16,	
Requirements	Police x2 or Streetwise x2 or Ryoko	
Quote	"Do you think that's it?" "Well, that's what the sign says."	
Categories	Planetary	
	Space Station L3	Location
Requirements	Military or Alien	
Quote	"All personnel, please leave the ship immediately."	
Categories	Planetary	
	Spring of Arliman	Location
Requirements	Priest x2 or Female x3 & Survival	
Quote	"This isn't what I expected at all. It looks more like a hot springs resort." - Makoto	
Categories	Hot Tub	
	Spring of Life	Location
Requirements	Strength x2 & Survival	
Quote	"It's no ordinary water, mind you. It's magic. Haven't you wondered why the animals are so unusually large in this area?"	
Categories	Swamp, Water	
	Spy Convention	Location
Requirements	Investigation x2 & Weapons	
Quote	"Hey, you're KGB!" "You're CIA!" "Hey, you're OSI!" "So I am."	
	St. Lowell Spaceport	Location
Requirements	Pilot or Mech & Savoir-Faire or Mech & Streetwise	
Text	The only spaceport on Mars. All Earth flights arrive and leave from here.	
	Stadium	Location
Requirements	Sports or Speed	
Quote	"On your mark. Get set." BANG!	
Categories	Sports	

	Stardust Desert	Location
Abilities	Attack: 1	
Requirements	Survival & Vehicle or Survival & Speed & Water Element	
Quote	"Where am I? I wonder..." - Iria	
Categories	Desert	
	Storehouse	Location
Requirements	Investigation or Cleaning Supplies	
Text	To my stupid son: Air out the old books in storage.	
	Studio Dive	Location
Requirements	Artist x2	
Text	Animation house producing the 'Sailor V' anime movie.	
Quote	"That's so cool!" - Rei & Usagi	
	Sugashita Mansion	Location
Abilities	Defense: 14,	
Requirements	Cooking & Driving & Medic or Ryuji Sugashita	
Quote	"Ryuji's house is up the hill that way, right?" - Ami	
Categories	Money	
	Sulfurous Springs	Location
Requirements	Water Element & Fire Element or Air Element & Water Element	
Categories	Hot Tub	
	Survival Shot	Location
Requirements	Marksman or Streetwise or Hunter	
Quote	"Leave it to Sylia to sacrifice Nene to win."	
	Suspension Bridge	Location
Requirements	Driving or Climbing or Vehicle	
Quote	"From here it looks like a picture postcard, doesn't it?" - Sachiko	
	Sweet Burger	Location
Requirements	Streetwise or Student or Money	
Quote	"You guys saved my life. I haven't had a decent meal since my old man took off." - Sam	
Categories	Food	
	Swimming Pool	Location
Requirements	Student & Survival or Peeping	
Quote	"I wonder what happened to A-ko? I wonder if she's okay?" - C-ko	
Categories	Hot Tub	

	Tanjenkanbaran Construction Site	Location
Abilities	Attack: 6, Defense: 13,	
Requirements	Military x2 & Weapons or Hunter & Flying	
Instruction	Horde Disasters get no bonuses at this Location.	
Quote	"And what about all those new buildings?"	
	Tank Police HQ	Location
Requirements	Police or Male x2	
Instruction	At least 1/2 the Characters Scavenging this Location must have the Police skill.	
Quote	"When things go wrong, this is the safest place to meet." - Annapuna	
Categories	Police	
	Taowajan Marketplace	Location
Requirements	Streetwise & Cooking or Student x4	
Categories	Money, Food	
	Taowajan Resort Villas	Location
Requirements	Survival x3 or Streetwise & Archaeology	
Instruction	With Payment use as Haven. All your Characters get a nice tan, and +1 Charm.	
Text	Plots for sale.	
	Taowajan Sunset	Location
Requirements	Pure Heart or Music or Fire Element	
	Tarminian Temple	Location
Requirements	Priest & Earth Element	
Quote	"Oo ra ta mu jin ba ba."	
Categories	Sanctuary	
	Tarukane's Stronghold	Location
Abilities	Attack: 7, Defense: 17,	
Requirements	Criminal x2 or Demon	
Text	Gonzo Tarukane is a greedy and cowardly crime boss and founder of the Black Black Club, a group of like-minded individuals.	
	Taurus Temple	Location
Requirements	Martial Arts x3	
Instruction	Aldebaran is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	

	Tea Room Transylvania	Location
Requirements	Investigation or Student or Money	
Quote	"All right, even if you don't play by the rules of normal vampires, picking up on young girls...in broad daylight..." - Ayaka Kisaragi	
Categories	Food	
	Telephone Pole	Location
Requirements	Flying or Climbing or Martial Arts	
	Temple	Location
Requirements	Priest x2	
Categories	Dimensional	
	Temple of Kardis	Location
Requirements	Magic or Sceptre of Domination	
Text	Kardis is the goddess of destruction. Her temple is on the dark island of Marmo.	
Categories	Sanctuary	
	Temple of Marfa	Location
Requirements	Priest	
Text	Marfa is the goddess of all creation. Her temple is in the White Mountains of Alania.	
Categories	Sanctuary	
	Tennis Court	Location
Requirements	Sports x2	
Quote	"Excuse me! You can't just walk on to the court right now."	
Categories	Sports	
	Tessai's Cabin	Location
Requirements	Shapechange	
Instruction	If Tessai is in play you cannot Scavenge this Location.	
	The Citadel	Location
Requirements	Priest x2 & Climbing or Priest x2 & Flying	
Instruction	With 3 Muldoon Priestesses and 3 Muldoon Artifacts , use as Haven. Gain 3 Wrath of the Eye of God effects.	
	The Eye of God	Location
Requirements	Royalty x2 & Priest x3 & Any Element x3	
Instruction	After successfully Scavenging this Location gain 1 Wrath of the Eye of God effect.	
Quote	"According to legend, the Eye of God is the ultimate weapon. When two princesses of royal birth unite as one, the weapon is theirs to command." - Dr. Schtalubaugh	

	The Lookout	Location
Requirements	Martial Arts x3 or Martial Arts x2 & Magic	
Categories	Magic	
	The Reversed World	Location
Requirements	Genius & Computer or Blind Luck	
Instruction	With Washu and Control Cube , use as Haven. You may pull 1 of your Characters here per Turn from any Location.	
Quote	"So there is no way out, absolutely none, get it?" "Um, nope, I don't get it at all!"	
Categories	Dimensional	
	The Ruined City	Location
Requirements	Survival & Climbing or Investigation & Climbing	
Quote	"One demon brought all this devastation, and its name...Ifurita." - Diva	
	The Slopes	Location
Requirements	Sports or Student	
Quote	"Why are we just sitting here? Let's go skiing." - Mako	
Categories	Ice	
	The Universe	Location
Requirements	Genius x4 or Tech x4 or 4 Aliens	
Instruction	The requirements must be met to Scavenge.	
Text	Somewhere, something incredible is waiting to be known.	
Categories	Planetary	
	The Vortex	Location
Abilities	Attack: 10	
Requirements	Air Element x2	
Quote	"Looks kind of scary." - Wilykit	
Categories	Air	
	The White House	Location
Requirements	Bureaucracy x3 or Communications & Peeping	
Quote	"We've intercepted the U.S. hotline."	
	The World of El-Hazard	Location
Requirements	Pure Heart or Blind Luck or Archaeology	
Quote	"It is a place that dwells in the memory of those who still dream of its ancient glory."	
Categories	Dimensional	

	Tiffany's	Location
Requirements	Fashion & Money	
Quote	"All so pretty. Hard to make up my mind. I guess I'll take them all." - Alice	
	Tokyo	Location
Requirements	Communications & Computer or Communications & Tech	
Instruction	Characters in Vehicles stop moving when they pass this Location.	
	Tokyo Mega Dome	Location
Requirements	Music & Tech or Police x2 or Savoir-Faire or Streetwise	
Quote	"Tickets to the Vision concert?" "Right up front. These weren't easy to get."	
Categories	Music	
	Tomb Town	Location
Requirements	Magic x3	
Text	The final resting place of all the ancient wizards and witches of Thundera.	
Categories	Magic, Undead	
	Touka's Lab	Location
Requirements	Computer & Genius & Investigation	
Instruction	Zeiram are -1 Attack & Defense.	
Quote	"I'll begin my research again." - Dr. Touka	
Categories	Zeiram, Science	
	Tourin	Location
Requirements	Speed x2 or Martial Arts x3	
Text	The domain of Yusuke's ancestral father, Raizen.	
Categories	Demon	
	Tower of Omens	Location
Abilities	Defense: 10,	
Requirements	Tech x2	
Text	The Thunder Cats' second base was built in proximity to Dark Side, in order to monitor the Lunataks.	
Categories	Thunderian	
	Train Station	Location
Requirements	Vehicle	
Instruction	Only the Vehicle able to carry the most Characters that is currently on Field may be used to Scavenge this Location.	
Text	Japan is a nation of efficient mass transit.	

	TranSat	Location
Requirements	Communications & Military or Hunter x2 & Pilot & Bureaucracy	
Instruction	After successfully Scavenging this Location you may move to any other Location on the Field to end your Turn at.	
Categories	Planetary	
	Treetop Kingdom	Location
Requirements	Climbing & Marksman	
Text	Realm of the Warrior Maidens.	
Quote	"This jungle is my home." - Willa	
Categories	Tree	
	Tunnel to Demon World	Location
Abilities	Attack: 5, Defense: 25,	
Requirements	Martial Arts x2	
Quote	"My powers seem immersed in this rapid stream, like the tunnel has a life of its own, like it wants to grow." - Itsuki	
Categories	Demon, Dimensional	
	Two-humped Mountain	Location
Requirements	Climbing x3	
Text	At the top of the mountain lies the mystic Water of Life.	
	U.S.S.D. Military HQ	Location
Abilities	Defense: 18,	
Requirements	Military & Communications or Mech & Computer or 2 Knight Sabers in Hardsuits	
Quote	"We can't let it become public knowledge that this latest fiasco is a U.S.S.D. military secret."	
Categories	Military	
	Ukyo's Restaurant	Location
Requirements	Cooking x2 or Savoir-Faire or Ranma	
Categories	Food	
	Unfinished Building	Location
Requirements	Tech & Climbing or Tech & Flying or Armitage	
Text	Many of these are found in St. Lowell. Martian expansion is still continuing as immigrants come from Earth.	
	Unicorn Forest	Location
Requirements	Pure Heart or Unicorn	
Text	Home of the unicorns and their keepers on Third Earth.	
Categories	Magic	

	Valkysas	Location
Abilities	Defense: 8,	
Requirements	Flying	
Quote	"The wings of darkness shall cover the sky, and all shall fall into shadow." - Old Mage	
Categories	Magic	
	Valley of Chains	Location
Requirements	Remain at Location for 2 Turns or Chain	
Quote	"The chain, it is alive!" - Hachiman	
	Valley of Snarfs	Location
Requirements	Snarf	
Quote	"Snarf, snarf snarf. Snarf, snarf snarf. Snarf, snarf snarf."	
	Valley of Stone Giants	Location
Requirements	Archaeology or Strength x3	
Instruction	1st Disaster's attacks affect all Characters at Location.	
	Valley of the Holy Mother	Location
Requirements	Flying or Survival x2 or Phase	
Instruction	Head in random direction when leaving Location.	
Categories	Tree, Water, Dimensional	
	Vanity	Location
Requirements	Celebrity or Fashion or Charm > 6	
Text	Getting ready for date night.	
	Virgo Temple	Location
Requirements	Martial Arts x3	
Instruction	Shaka is +1 Attack & Defense while at this Location.	
Categories	Sanctuary	
	Volcano	Location
Abilities	Attack: 15, Defense: 12,	
Requirements	Climbing x3 or Earth Element & Fire Element x2	
Text	Liquid hot magma!	
Categories	Earth, Fire	
	War Room	Location
Requirements	Military x2 & Bureaucracy & Genius	
Quote	"Utilize counter-attack sequence 38-B."	

	Washu's Lab	Location
Requirements	Genius x2 & Computer & Tech or Blind Luck & Investigation	
Quote	"There was some room under the stairwell, so I just opened up a spare dimension."	
Categories	Dimensional	
	Wasteland	Location
Requirements	Vehicle or Survival x3	
Categories	Desert	
	Waterfall	Location
Abilities	Defense: 12,	
Requirements	Climbing x2 or Water Element	
Categories	Water	
	Watermill	Location
Requirements	Water Element	
Instruction	Disasters are +1 Defense.	
Categories	Water	
	Water Park	Location
Requirements	Police or Student or Water Element	
Quote	"There'll be chicks." "Bikinis." "And thighs."	
Categories	Hot Tub	
	Way Outback	Location
Requirements	Hunter & Pilot	
Text	A prison planet in sector five.	
Categories	Planetary	
	Well	Location
Requirements	Mech x2 or Tech x2 or Mech & Tech	
Quote	"How's the water coming?" - Honran	
Categories	Water	
	West City	Location
Requirements	Martial Arts & Celebrity or Bureaucracy x3 or Bureaucracy & Tech	
	West City	Location
Requirements	Communications or Driving or Bureaucracy x3 or Police	
Quote	"Whoa! So this is the city?" - Goku	
	West City Freeway	Location
Requirements	Vehicle & Driving or Driving & Teacher or Police x2	

	Whirlwind Plains	Location
Abilities	Attack: 5, Defense: 15,	
Requirements	Air Element or Flying x2 or Who Sows the Wind	
Categories	Air	
	White Pyramid	Location
Requirements	Magic & Pure Heart	
Text	A place of purity and goodness.	
Categories	Sanctuary	
	Whitesnake	Location
Requirements	Military x2 or Royalty	
	World Martial Arts Arena	Location
Requirements	Martial Arts	
Instruction	Each Character in party must have Martial Arts to enter Location.	
Quote	"That's where all the greatest fighters in the whole wide world meet up." - Krillin	
	Wort's Keep	Location
Requirements	Magic x2 or Wort	
Quote	"If we don't get to Wort's place soon, all of Lodoss could be in danger!" - Etoh	
Categories	Magic, Knowledge	
	Zaichi	Location
Requirements	At least 8 different skills	
	Zaichi at Night	Location
Requirements	Music & Celebrity or Driving & Streetwise or Seduction & Weapons	
	Zaichi by the Sea	Location
Requirements	Water Element or Flying	
Categories	Water	
	Zaxon Village	Location
Requirements	Green Thumb or Hunter or Cooking	
Text	Often the target of bandits and dragons alike.	
	Princess Snake's Bath	Location
Requirements	Strength or Seduction or Ogre	
Instruction		
Text		
Quote		
Categories	Hot Tub	

	Desert Island	Location
Requirements	Survival or Vehicle	
Text		
Quote		
Categories	Water	
	The Baddest Part of Town	Location
Requirements	Streetwise x2 or Weapons & Streetwise or Police x2	
Quote	"It's free, because no one else wants it." - Rom	
	Jingle Village	Location
Instruction		
Text		
Quote		
Categories	Ice	
	Korin Tower	Location
Requirements	Climbing x3 or Korin	
Instruction		
Text		
	Muscle Tower	Location
Instruction		
Text		
Quote		
Categories	Military, RedRibbonArmy	
	Oasis	Location
Instruction		
Text		
Quote		
Categories	Desert, Water	
	Penguin Village	Location
Instruction		
Text		
Quote		
Categories	Dimensional	
	Pilaf's Flying Fortress	Location
Instruction		
Text		
Quote		

	Red Ribbon Army HQ	Location
Instruction		
Text		
Quote		
Categories	Military, RedRibbonArmy	
	7 Lucky Gods Martial Artists	Major Disaster
Abilities	Attack: 4*, Defense: 4*, Movement: 3	
Instruction	Must Defeat 3 times. +1 Attack & Defense after each Defeat. Takes 1 Item from each Location they land on.	
Quote	"A secret organization bent on world domination."	
	8 Devils Of Kimon	Major Disaster
Instruction	Play Off Field. Duration: 4 Turns. All Demon +2 Attack & Defense. All other Disasters +1.	
Categories	Demon	
	Abducted	Major Disaster
Abilities	Attack: 4, Defense: 7, Movement: 4	
Instruction	Holds the first Female Character it passes. Abducted Character moves with Disaster, but is not involved in Combat. Rescue by Defeating. Prefers Aira .	
Quote	"HELP!!" - Aira	
Categories	Holding	
	Akubon	Major Disaster
Abilities	Attack: 5, Defense: 7, Movement: 2	
Gender	Male	
Instruction	Will attack the weakest Characters first.	
Text	He is in charge of robot production at Castle Promise. He is also one of Dr. Azuma's original neoroids.	
Categories	Android	
	Alien Invasion Force	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 2	
Instruction	Will attack Characters with Charm > 5 or Royalty first.	
Quote	"Crush any who stand in our way!!" - Captain Napolipolita	
Categories	Alien, Horde	
	All Out	Major Disaster
Instruction	Play Off Field. All Weapons are now empty. All Weapons require 2 Reloads to restore any uses.	

	Amortus	Major Disaster
Abilities	Attack: 6, Defense: 7, Movement: 2, Energy: 2	
Gender	Male	
Instruction	If Amortus does Damage to an opponent, they are paralyzed for the duration of Combat.	
Text	Lord of the Land of No Return.	
Quote	"Your puny weapons can do nothing to me, Thundercats."	
Categories	Dimensional	

	Ancient Spirits of Evil	Major Disaster
Instruction	Play Off Field. All Demon , , Undead & & Magic are +1 all.	
Text	Abshe, Abydos, Amam, Duat.	
Quote	"Ancient Spirits of Evil, transform this decayed form... to Mumm-Ra, the Ever-Living!" - Mumm-Ra	
Categories	Demon	

	Annote "Gatekeeper" Itsuki	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Holding cards immediately move to the Location of nearest Characters. If Shinobu comes into play and is Discarded, Discard this card.	
Quote	"Drop ink on the finest snow-white paper and it will inevitably absorb into black. Its purity demands it. Tainted men have immunities. Black does not absorb black."	
Categories	Demon, Dimensional	

	Anthrasax	Major Disaster
Abilities	Attack: 8, Defense: 12, Movement: 2	
Instruction	Play Off Field. When 4 Seals of Destruction are Discarded, all Characters in play are Killed. Anthrasax then enters the Field and begins moving. Limit 1 per deck.	
Text	The final Seal has been shattered, and the God of Destruction, Anthrasax, is free!	
Categories	Demon	

	Aquarius Camus	Major Disaster
Abilities	Attack: 9, Defense: 8, Movement: 3, Energy: 5	
Gender	Male	
Instruction	Bonked Characters are Held. Martial Arts x3 or Fire Element x3 frees.	
Quote	"You're my teacher's teacher, Camus of Aquarius!" - Hyoga	
Categories	Gold Saint	

	Arago, Emperor of Doom	Major Disaster
Abilities	Attack: 7, Defense: 12, Movement: 1	
Gender	Male	
Instruction	Arago will not counter-strike if other Combat Disasters are in play. All other Combat Disasters in play will move to him at 2 Locations per round. Any that reach him will combat for him until they are Defeated.	
Quote	"You shall know me as ruler of all the land."	
Categories	Demon	

	Arch Bishop	Major Disaster
Gender	Male	
Instruction	Play Off Field. Blocks all Tree Locations.	
Quote	"Therefore, you must destroy the Holy Mother."	
Categories	Tree	

	Assassinroid (Land)	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 5	
Text	The D'anclaude android interfaces with this mecha to become a machine of destruction and terror.	
Quote	"Not again." - Ross	
Categories	Android, Mecha, Science	

	Assassinroid (Water)	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Instruction	+1 Defense vs. Missile . When Defeated, 1 random Character is Bonked unless that Character can Defeat a Holding card.	
Quote	"Time to meet our assassin." - Ross	
Categories	Android, Mecha, Water	

	Atomic Powered Boring Machine	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3	
Instruction	Blocks all Locations with Defense.	
Quote	"The bulkhead has been destroyed at gate thirty-four west."	
Categories	Earth, Vehicle	

	ATF Director George Black	Major Disaster
Instruction	Play Off Field. Duration: 4 Turns. Blocks all Locations that require Investigation or Police to Scavenge.	
Quote	"I want you off this case, now!"	
Categories	Legal	

	Ayakashi	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 1	
Instruction	+2 Attack and Defense for each Character killed at Water Location or by Ayakashi.	
Quote	"He is a gigantic monster, composed of all the human souls who have died at sea." - Umizato	
Categories	Water, Spirit	

	Badamon	Major Disaster
Gender	Male	
Instruction	Play Off Field. Double the effects of Off Field Disasters.	
Text	Lord of the nether spirits.	
Categories	Spirit	

	Bakene	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Text	The Violet Rainbow Crystal was hidden away in cat named Rhett Butler.	
Quote	"That ugly fat cat is the monster." - Zoisite	
Categories	Animal, Monster	

	Balashin	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 2	
Gender	Male	
Instruction	Characters with Attack > 3 cannot attack Balashin.	
Text	A second generation neoroid.	
Quote	"Work you pigs!"	
Categories	Android	

	Benisato	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 6	
Gender	Female	
Instruction	Attacks and flees when at Health > 2 . Any opponent that Benisato does Damage to is poisoned, and will be incapacitated in 3 Turns, and Killed in 6 Turns.	
Text	A seductive woman who has snake tattoos all over her body.	
Categories	Demon	

	Betrayal	Major Disaster
Instruction	The most powerful Character at this Location deals Damage equal to its Attack to the second most powerful Character in its group.	

	Big Bug	Major Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Instruction	Attacks affect all Characters at Location.	
Quote	"Let me show you the results of our SPECIAL training." - Jinnai	
Categories	Bugrom	
	Big Fangasu	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Instruction	Attacks affect all Characters at Location.	
Categories	Paranoid, Mecha	
	Binah	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Female	
Text	A great monster was released from a great artist when Zoisite took the Green Rainbow Crystal from Yumemi Yumeno.	
Categories	Monster	
	Black Hole	Major Disaster
Instruction	Play Off Field. All Planetary Locations now also require the Dimensional ability.	
Categories	Dimensional	
	Black King (BK-1)	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 2	
Gender	Male	
Instruction	Play Off Field. Enters Field after 2 Turns.	
Quote	"If there be such a thing as God in Heaven, then he must be an android.	
Categories	Android	
	Blackfighters Football Team	Major Disaster
Abilities	Attack: 11, Defense: 11, Movement: 5	
Instruction	Will attack the weakest Characters first.	
Quote	"The man says he's gonna rebuild them into a conference powerhouse." - Mr. Mayor	
Categories	Sports, Cyborg, Horde	
	Board of Directors	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. Each Destroyed or Discarded Item counts as 2 Items for the final Item tally.	
Quote	"It's a meeting of the board of directors. Don't you recognize them?" - Tony Glek	
Categories	Legal	

	Boomers of the World, Unite!	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Instruction	Stops moving when it reaches a Location with Attack and Defense. Adds Location's Attack and Defense to its own.	
Quote	"We are the legitimate inheritors of this city! Let us combine our consciousness, and celebrate this moment!"	
Categories	Boomer, Horde	
	Borobdin, Setting 3	Major Disaster
Abilities	Attack: 6, Movement: 2	
Instruction	Unless Held, moves to 1 Location away from Characters with Items, and attacks from there. Attacks for 3 rounds, and flees.	
Quote	"If it was going to run out it would have."	
	Boxy	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Text	When Zoisite stole the Orange Rainbow Crystal from a quiet priest, the wild Boxy entered the ring.	
Quote	"I'm the champion! Woo!!!"	
Categories	Sports, Monster	
	Brian J. Mason	Major Disaster
Gender	Male	
Instruction	Play Off Field. Combat Disasters draw 2 Combat cards. Discard if Largo is in play.	
Quote	"The heights of Genom, where we now stand, look forward to my reign. And to becoming your gravesite."	
Categories	Science	
	Bui	Major Disaster
Abilities	Attack: 4*, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Double Attack after applying all other modifiers.	
Text	How can he even lift that giant ax?	
Categories	Demon	
	Bunbo	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Text	A young psychic with a crush on Ami became the great monster Bunbo when the Yellow Rainbow Crystal was removed from his body.	
Quote	"You will obey me." - Zoisite	
Categories	Monster	

	Byakko, The White Tiger	Major Disaster
Abilities	Attack: 6, Defense: 7, Movement: 3, Energy: 2	
Gender	Male	
Instruction	Attacks that use Energy have no effect on Byakko.	
Text	Byakko represents the west and the autumn season in Chinese astronomy.	
Quote	"I'll eat you!!!"	
Categories	Animal, Demon	

	Cameron 03	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 4	
Instruction	Flying required to damage Cameron 03.	
Quote	"We have to kill it in three minutes?" - Mia "Kazumi has a date." - Aya	
Categories	Alien	

	Cancer Deathmask	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3, Energy: 5	
Gender	Male	
Instruction	+1 Attack & Defense for each Character he Kills.	
Text	Deathmask is a very sadistic and evil man, who uses his powers as he pleases, without bending to Athena's will.	
Categories	Gold Saint	

	Canyon of Youth	Major Disaster
Instruction	Play Off Field. Reduces the abilities of all Characters to 1.	
Quote	"Yup, it's the most beautiful thing I've ever seen." - Snarfer	
Categories	Magic	

	Capricorn	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 5, Energy: 2	
Gender	Female	
Instruction	Will attack Characters with Police first. Wedding Jewels Defeats.	
Quote	"The killer in that movie, 'Dirty Harry', was called Scorpio, so I figured I'd call our guy Capricorn." - Mad Bull	
Categories	Battlesuit	

	Capricorn Shura	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3, Energy: 5	
Gender	Male	
Instruction	Receives no Defense bonuses.	
Quote	"I am Athena's most loyal Saint, the possessor of Excalibur!"	
Categories	Gold Saint	

	Castor & Pollux	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3, Charm: 6, Energy: 6	
Gender	Female	
Quote	"The powerful bond we share together makes us invincible."	
Categories	Monster	

	Chu	Major Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Charm: 5, Energy: 3	
Gender	Male	
Instruction	+5 Attack if Alcohol is in play.	
Text	The captain of Team Rokuyukai, he was listed as the alternate after losing rock / paper / scissors.	
Quote	"A drunk madman's escaped to the ring." - Botan	
Categories	Demon	

	Contactor	Major Disaster
Instruction	Kills 1 random Female Character. Poisons 1 random Female Character. Poisoned Character is incapacitated in 3 Turns, and Killed in 6 Turns.	
Quote	"The odds of a successful fusion are one in thousands!" - Dorn	
Categories	Paranoid	

	Count Magnus Lee	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3	
Gender	Male	
Instruction	Any Character Killed by the Count immediately comes back as an Undead Disaster, with any Equipment they had when Killed and +2 Attack & Defense.	
Quote	"For the first time in one hundred years I haven't been bored once!"	
Categories	Undead	

	Cruel Warning	Major Disaster
Instruction	Havens count toward Disaster movement. If a Disaster lands on a Haven it will Combat any Characters there.	
Quote	"I won't let him get away with cooking her pussy." - Mad Bull	

	Crying Child	Major Disaster
Gender	Female	
Instruction	Play Off Field. All Characters have 0 Charm, and -2 Defense. Discard 2 Food to Defeat.	
Quote	"Now we haven't eaten in a while, so don't mess up." - Komimasa	
Categories	Hungry	

	Cyclops	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 2	
Instruction	Characters cannot Run Away this Disaster.	
Text	Created through a tissue from the God of Destruction.	
Categories	Demon	
	Damaged Cloth	Major Disaster
Instruction	Play Off Field. All Bronze Saints in play are -2 Defense. Mu Defeats.	
	Damaramu	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 2, Charm: 3	
Gender	Male	
Text	The greatest fighter in the King's army.	
Quote	"I shall do this thing. The mighty Damaramu promises you the head of that dragon."	
	Dark Priest Abigail	Major Disaster
Abilities	Attack: 7, Defense: 9, Movement: 3, Energy: 6	
Gender	Male	
Instruction	Any Demon or Undead Disasters at his Location will combat for him until they are Defeated. Characters without Magic x2 are -2 Attack.	
Text	This strange cleric leads the effort to resurrect Anthrax and is one of the Four Divine Knights.	
Categories	Magic	
	DD Girls	Major Disaster
Abilities	Attack: 5*, Defense: 5*, Movement: 3	
Instruction	Must Defeat 3 times. +1 Attack & Defense after each Defeat.	
Text	The Dark Kingdom's strongest monsters.	
Quote	"The DD Girls will finish them."	
Categories	Horde, Monster	
	DD J1 Battlemover	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Instruction	If below 3 Health for 2 rounds, DD J1 detonates 3rd round, Destroying everything at Location.	
Quote	"A 33-S and a super-weapon. Stupid man, as you sow, so shall ye reap."	
Categories	Mecha	

	Demolisher	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Any opponent Killed by Demolisher is removed from the game.	
Text	Forty-two straight victories.	
Quote	"I will demolish him!"	
	Demon Seed Mecha Squad	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Instruction	Will Run Away if more than 3 Police present.	
Quote	"Hello officers. Have you met my friends?"	
Categories	Mecha, Horde	
	Devastated Facilities	Major Disaster
Instruction	Play Off Field. Duration: 5 Turns. Blocks all Haven special effects.	
	Dinomech	Major Disaster
Abilities	Attack: 8, Defense: 11, Movement: 1*	
Instruction	+1 Movement each Turn. Will move any direction directly toward New Lifeform (if in play).	
Text	A force to be reckoned with, if it ever gets to the battle, that is.	
Categories	Paranoid	
	Diva, The Bugrom Queen	Major Disaster
Gender	Female	
Instruction	Play Off Field. Duration: 3 Turns. All Bugrom +2 Attack, Defense & Movement. All other Disasters +1.	
Quote	"Oh, you make war sound so delicious."	
Categories	Bugrom	
	DNA Overload	Major Disaster
Instruction	Play Off Field. Attaches to next Major Combat Disaster that comes into play. Doubles Attack & Defense.	
Quote	"He assimilated too much DNA." - Karin	
	Dobermans	Major Disaster
Abilities	Attack: 5, Defense: 8, Movement: 3	
Instruction	Moves any direction directly toward nearest Character. Discard 1 Vehicle to Defeat.	
Quote	"Let's ditch the car into it."	
Categories	Boomer	

	Dodoria	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 2, Energy: 4	
Gender	Male	
Instruction	Moves any direction directly toward nearest Character. Pursues that Character thereafter, +1 Movement each Turn.	
Text	Most brutal of Freeza's followers. Revels in inflicting pain on the most innocent victims.	
Categories	Alien, Freeza	
	Dongemaharu	Major Disaster
Instruction	All Locations with active Disasters are Destroyed.	
Quote	"The bomb itself is small. But once it explodes, it causes a chain reaction and the entire planet turns to plasma." - Bao	
Categories	Science	
	Dr. Azuma's Fate	Major Disaster
Instruction	Play Off Field. All Robots and Androids +2 Attack, Defense & Movement. All other Disasters +1. If Black King comes into play and is Defeated, Discard this card.	
Quote	"All of your commands have been obeyed with the utmost care. I respect human life so much that I will save the species, even from themselves." - Black King	
Categories	Robot	
	Dr. Clay	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 4 Turns. All Disasters move in a random direction. During the Draw phase all players draw until they have 9 cards. No Characters may enter the Field.	
Quote	"I'll tell you what I love!! I love perfection, and my technology is perfect! That's what I love!!"	
	Dr. Ichigaki	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Disasters gain Demon category. All Demon +2 Attack & Defense. Characters gain no bonuses vs. Demon .	
Quote	"Never any reason to do the work when you can watch someone else do it for you."	
Categories	Demon, Science	

	Dr. Kyozauro Demon	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Mecha +3 Attack, Defense & Movement. All other Disasters +1.	
Text	Leader of the Demon Seed.	
Quote	"When money is spent foolishly, it truly shines."	

	Dr. René D'anclaude	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Assassinroids +3 Attack, Robots +2, and all other Disasters +1. Bonk Armitage to Defeat.	
Categories	Android, Science	

	Dracula	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3	
Gender	Male	
Instruction	Any Character Killed by Dracula immediately comes back as an Undead Disaster, with any Equipment they had when Killed and 2x Attack & Defense.	
Quote	"He drinks the blood of others, living eternally." - Madam Suimei	
Categories	Undead	

	Dug Finn	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 2, Charm: 3, Energy: 3	
Gender	Male	
Instruction	-2 Defense vs. Food .	
Text	The youngest son of Azetodeth the Warlock.	
Quote	"I can win anytime I want. But first I'll have some fun with you."	
Categories	Demon	

	Eddie Schmitt	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Cyborg +2 Attack, Defense & Movement. All other Disasters +1.	
Quote	"You could always become a stationary unit like me, then you wouldn't need any stimulants."	

	Elder Toguro	Major Disaster
Abilities	Attack: 5, Defense: 7, Movement: 2	
Gender	Male	
Instruction	Attacks that are not even numbers cannot damage him.	
Text	An unparalleled shape-shifting ability allows him to move his vital organs, avoiding any fatal wound.	
Quote	"Hehehehehehehe..."	
Categories	Demon	

	EM-302 Combat Mech	Major Disaster
Abilities	Attack: 6, Defense: 7, Movement: 3	
Text	The EM-302 is a dangerous combat mech prototype.	
Quote	"So its power is first rate, but its brain is third rate, huh?"	
Categories	Mecha	
	Enflamer	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 2, Energy: 4	
Gender	Male	
Instruction	If you defeat him, you may retrieve an Equipment from your Discard pile and equip it to a Character.	
Text	Master of fire, lord of the volcano.	
Categories	Fire, Earth	
	Entangled Time and Space	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Locations require the Dimensional ability to Scavenge.	
Quote	"It's possible we could all drift through many worlds forever." - Washu	
Categories	Dimensional	
	Epidemy	Major Disaster
Instruction	All Characters present are poisoned, and will be incapacitated in 3 Turns, and Killed in 6 Turns.	
	Everyone's After Me	Major Disaster
Abilities	Movement: 4	
Instruction	All Disasters immediately move to this Location.	
Quote	"No doubt about it. That was Ranma and Happosai."	
Categories	Move	
	Excalibur	Major Disaster
Instruction	Play Off Field. Attaches to first Gold Saint Disaster that comes into play. Takes effect 1st round of Combat. Kill every Character without Speed .	
	F.G. Frederick	Major Disaster
Abilities	Attack: 4*, Defense: 4*, Movement: 1*	
Gender	Male	
Instruction	+1 Attack, Defense, & Movement each Turn. Blocks all Locations he lands on until Defeated.	
Quote	"THAT thing is a boomer?"	
Categories	Boomer	

	Freeza (1st form)	Major Disaster
Abilities	Attack: 9, Defense: 11, Movement: 4	
Gender	Male	
Instruction	If Freeza engages in Combat, all Freeza Disasters in play move to him at 2 Locations per round. Any that reach him will combat for him until they are Defeated.	
Quote	"He is the destroyer of worlds. To anger him is to jeopardize the Universe." - King Kai	
Categories	Freeza	

	G.O.R.N	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. Blocks all Locations that require Computer to Scavenge. Discard all Computer cards.	
Quote	"I will destroy everything. It is my only desire. It has always been my goal."	

	Galaxy Destroyer	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4	
Instruction	Every 4th Location Galaxy Destroyer lands on is Destroyed. Discard everything at Location.	
Quote	"Now we were in a desperate situation...destruction of the Universe and of course, Inspector Tenchi's chastity."	

	Garlic, Jr.	Major Disaster
Abilities	Attack: 5/9, Defense: 5/9, Movement: 4, Energy: 5	
Gender	Male	
Instruction	If Garlic, Jr. completes 1 Cycle, he becomes immortal and transforms. After that, if Defeated, he is shuffled back into his owners Draw pile.	
Quote	"And we'll start by destroying this planet and every last living thing on it!!!"	
Categories	Demon	

	GD-42 Crab Mech	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3	
Instruction	Will not attack Vision .	
Quote	"They took out a boomer in one shot... it may be a bodyguard job, but you'll be risking your life."	
Categories	Mecha	

	Gemini Saga	Major Disaster
Abilities	Attack: 10, Defense: 10, Movement: 4, Energy: 6	
Gender	Male	
Instruction	+2 Attack & Defense if Saori Kido is not in play.	
Text	The man whose evil ambitions corrupted the Sanctuary.	
Categories	Gold Saint, Dimensional	

	General Gerhard Donner	Major Disaster
Abilities	Movement: 2	
Gender	Male	
Instruction	Blocks all Locations he lands on until Defeated. All Military Disasters move to his Location and move with him.	
Text	Commander of the Ishtarian Army.	
Quote	"I will not be beaten by children."	
Categories	Military	

	Gesen	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Text	Joe the Crane Game Troll was transformed when Zoisite stole the Red Rainbow Crystal.	
Quote	"Gesen!"	
Categories	Cyborg, Monster	

	Giantor	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 2	
Instruction	Attacks affect all Characters at Location.	
Text	The Giantors are bullies that force the Trollogs to steal fruit from the Berbils.	

	Gime	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 4	
Gender	Male	
Instruction	+3 Attack vs. Criminal .	
Quote	"This time the head and the bounty belong to me."	
Categories	Cyborg	

	Ginyu	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3, Energy: 6	
Gender	Male	
Instruction	At 1 or 0 Health, Ginyu will possess the Character with highest Attack at this Location. Discard Ginyu, but that Character now acts as a Major Combat Disaster unless freed by a Charm attack >5 .	
Categories	Alien, Freeza	

	Goblin Warlord	Major Disaster
Abilities	Attack: 6, Defense: 7, Movement: 3	
Gender	Male	
Instruction	All Horde +1 Attack, Defense & Movement.	
Quote	"Call off your army. I'm the one who killed your man. I'm the one you want." - Parn	

	Gorn	Major Disaster
Instruction	Play Off Field. Duration: 4 Turns. All Paranoids +2 Attack & Defense. All other Disasters +1.	
Text	Gorn is the collective mind of the MME, controlling them from the heavily fortified Citadel.	
Categories	Paranoid	

	Grand Pope Arles	Major Disaster
Gender	Male	
Instruction	Play Off Field. Discard Athena's Scepter . All Silver Saints in play move to the nearest Location with a Bronze Saint and engage in Combat.	
Categories	Sanctuary	

	Green 5 Armored Carrier Division	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 4	
Instruction	Will attack Characters in Vehicles within 1 Location.	
Quote	"Those aren't converted civilian ships. It's the real navy!" - Kiba	
Categories	Military	

	Green Dragon	Major Disaster
Abilities	Attack: 9, Defense: 8, Movement: 2	
Instruction	Will attack Characters with Swordsman first.	
Quote	"I'm not a dragon expert. How should I know?" - Deedlit	
Categories	Dragon	

	Green Inorganic	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Quote	"Tomato! Asparagus! Radish sprouts! Green pepper! Potato! Melon! Raisin! Eggplant! Spinach! Cauliflower! Papaya! Peanuts! Nerima radish!"	
Categories	Robot	

	Gren Clone (1st form)	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 3	
Gender	Male	
Instruction	1 random Character has no attack the 1st round because they don't know if it's Gren or not.	
Quote	"Let me say one thing, if that was Gren, you'd be dead already." - Bob	

	Grewcica	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3	
Gender	Male	
Instruction	Will attack Characters with Genius or Hunter first.	
Text	A brain-eating junky with a price on his head.	
Quote	"Baby, are you read to play with me?"	
Categories	Cyborg	

	Grune, The Destroyer	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 5, Energy: 3	
Gender	Male	
Text	Once a Thundercat, he became corrupted by greed and the lust for power.	
Quote	"Come meet your fate, Thundercats, Grune the Destroyer has come for his revenge."	
Categories	Spirit, Thunderian	

	Gyras 27	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 2	
Instruction	Destroys Locations it passes if they have Building in their name.	
Quote	"Estimated landing at 39°35' east, 35°30' north, near Shinjuku."	
Categories	Alien	

	Hadja Spirits	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Energy: 2	
Instruction	Ignores every 2nd attack.	
Quote	"All further exorcisms will be done by the Hadja." - Mukyo	
Categories	Spirit, Horde	

	Happosai	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 3, Charm: 5	
Gender	Male	
Instruction	Only initiates attacks on Females . Discard all Clothing to Defeat.	
Quote	"Never fear, Happy is here!"	

	Heaven's Treasure	Major Disaster
Instruction	1 Random Character loses all of its skills for the remainder of the game.	

	Highwayman	Major Disaster
Instruction	Play Off Field. All Vehicles have 0 Movement. Discard a Money Item to Defeat.	
Quote	"For the little bit that you paid, this is as far as we go."	

	Hikaru Daitokuji	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Mecha +2 Attack, Defense & Movement. All other Disasters +1.	
Text	B-ko's business tycoon father. He often steals B-ko's mecha plans without a second thought.	
Quote	"What kind of weapon is this?! They're just dumb metal balls!"	

	Himuro Gemma	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3	
Gender	Male	
Instruction	When Defeated, shuffle into owner's draw pile.	
Text	The leader of the Eight Devils of Kimon who is working with the Shogun of the Dark to overthrow the government. He can also shapeshift by morphing his flesh.	
Categories	Ninja, Demon	

	Inorganic Life Pattern	Major Disaster
Instruction	Play Off Field. All Robot +4 Attack, Defense & Health.	
Quote	"The inorganic life pattern has accidentally emerged. This is a force that will destroy the universe, like a malignant cancer." - Arlia	
Categories	Robot	

	Jadeite	Major Disaster
Gender	Male	
Instruction	Play Off Field. All Characters -1 Energy.	
Quote	"I'll send you three pathetic kids to the depths of Hell."	

	Jiji	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Male	
Text	Rei's grandfather was turned when the Indigo Rainbow Crystal was snatched from his body.	
Quote	"It's a monster! Aaah!!" - Yuuichirou	
Categories	Monster	

	Jinnai's Strike Squad	Major Disaster
Abilities	Attack: 3*, Defense: 3*, Movement: 2	
Instruction	+1 Attack, Defense, & Health each Turn.	
Quote	"Wanna teach some sailor-bugs the difference between a job and an adventure?" - Afura Mann	
Categories	Bugrom, Horde	

	Join the Andro Corps	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Robot, Android, and Cyborg Characters become Minor Disasters.	
Quote	"Come with us, and rule the world." - Black King	

	Juro	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 6	
Gender	Male	
Instruction	+3 Attack vs. Tech .	
Text	Once a peaceful spirit, his hatred of humans has grown from their relentless destruction of nature.	
Categories	Animal, Spirit	

	Kagato	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 3, Charm: 5	
Gender	Male	
Instruction	Destroys 1 Item at each Location he lands on.	
Quote	"He is known as the Destroyer of Artifacts."	

	Kall-Su	Major Disaster
Abilities	Attack: 7, Defense: 9, Movement: 3, Energy: 5	
Gender	Male	
Instruction	+2 Attack and -2 Defense vs. Fire .	
Text	At one point the senior disciple and good friend of Dark Schneider, Kall-Su leads the Four Divine Knights, who seek the resurrection of the God of Destruction. Kall-Su's ice spells are of equal and opposite power to Dark Schneider's flame magic.	
Categories	Ice, Magic	

	Kaname "Sniper" Hagiri	Major Disaster
Abilities	Attack: 6*, Defense: 7, Movement: 4	
Gender	Male	
Instruction	Will attack nearest group from current Location, at +1 Attack per Location.	
Text	His psychic ability allows him to turn any object into a projectile, and to create bulls-eyes that he cannot miss.	
Quote	"You'll never get close enough to try, heh he ha."	

	Kappa Aragami	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 3	
Gender	Male	
Instruction	You may bribe Kappa Aragami by giving him 1 Food Item (he immediately takes a full movement without attacking).	
Categories	Spirit	

	Karasu	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3, Charm: 5, Energy: 4	
Gender	Male	
Instruction	Will attack Male with highest Charm first.	
Text	A quest class demon able to materialize objects directly from demon energy.	
Quote	"The intimacy that murderer and victim share is unparalleled."	
Categories	Demon	

	Kiba	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 3	
Gender	Male	
Instruction	Flees after Bonking or Killing a Female .	
Text	Leader of the Hazzard.	

	Kidnapped	Major Disaster
Abilities	Attack: 3, Defense: 8, Movement: 4	
Instruction	Holds the first Character it passes with Attack < 4 . Kidnapped Character moves with Disaster, but is not involved in Combat. Rescue by Defeating.	
Quote	"It's high time the boy knew his uncle." - Raditz	
Categories	Holding	

	Kiyoshi "Sea Man" Mitarai	Major Disaster
Gender	Male	
Instruction	Holds all Characters. Held Characters lose 1 Health per Turn. Water Element x2 Defeats.	
Text	Uses his psychic territory ability to create monsters from his blood and water.	
Quote	"You haven't seen what I've seen. We should all die."	
Categories	Water, Holding, Dimensional	

	Kunzite	Major Disaster
Gender	Male	
Instruction	Play Off Field. All Monsters transform.	
Quote	"I will do whatever is required to defeat every one of those girls!"	

	Largo	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Gender	Male	
Instruction	Satellite Strike every 3rd movement Destroys everything at Location except Largo.	
Quote	"For the crime of injuring me, a god, I demand atonement, death."	

	Largo II	Major Disaster
Gender	Male	
Instruction	Play Off Field. Disasters cannot be Destroyed, only Discarded.	
Quote	"I thought I told you that I'm immortal."	
	Last Day's Dawn	Major Disaster
Abilities	Movement: 3	
Instruction	When it exits the Field the game is over.	
	Leo Aiolia	Major Disaster
Abilities	Attack: 8, Defense: 9, Movement: 4, Energy: 5	
Gender	Male	
Instruction	Characters without Speed are -1 Defense.	
Text	Aiolia is the younger brother of Sagittarius Aiolos, whom was considered a traitor for attempting to kill Athena when she was still a baby.	
Categories	Gold Saint, Lightning	
	Lightning Bolt	Major Disaster
Instruction	Play Off Field. Attaches to first Gold Saint Disaster that comes into play. Takes effect 1st round of Combat. 2 Damage to Characters without Speed x3. 3 Damage to Characters without Speed x2. 4 Damage to Characters without Speed .	
Categories	Lightning	
	Lord Varohl	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 4, Energy: 8	
Gender	Male	
Text	The Champion of Gold.	
Quote	"I have you. Now give me your power."	
Categories	Gold Saint, Magic	
	Mad Doctor	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. Blocks all Locations that require Medic to Scavenge.	
Quote	"How can anyone die from a fractured shoulder?" - Mamoru	
Categories	Fear, Medical, Spirit, Science	
	Martian Security Forces	Major Disaster
Abilities	Attack: 7, Defense: 5, Movement: 4	
Instruction	Will attack Police , Robots , and Androids first.	
Categories	Robot, Military, Horde	

	Minoru "Doctor" Kamiya	Major Disaster
Abilities	Attack: 6, Defense: 4, Movement: 2, Charm: 4, Energy: 2	
Gender	Male	
Instruction	Health = 16. Will move to nearest Medical Location if drawn from deck.	
Text	Scalpels made of energy, demonic bugs made into syringes carrying disease, and total control over the processes of his body, the 'M' in his 'MD' may well stand for murder.	
Categories	Bugrom, Medical	
	Miss Hinako Ninomiya	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 7	
Gender	Female	
Instruction	1 random Character is unable to perform any actions for 2 Turns. Steals 1 Item. Prefers Ranma & 5 Yen Coin.	
Quote	"All you bad kids better watch out!"	
Categories	Money	
	Mr. Halloween (Boris Daigo)	Major Disaster
Instruction	Duration: 5 Turns. Any Disaster Defeated while Mr. Halloween is in play immediately comes back as a Cyborg Disaster, with 2x Attack & Defense.	
Quote	"He's got a thing for toys and puppets. And cyborgs are about the hottest toys around right now." - Hazama	
Categories	Cyborg	
	Mu Soldiers	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 3	
Instruction	Will not attack Robot .	
Text	The Mu come from another world, one where they killed their human creators.	
Quote	"Exterminate all biological life!"	
Categories	Alien, Robot, Horde	
	Mukuro	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 5	
Gender	Female	
Instruction		
Text	Her power level depends on her emotional state.	
Quote		
Categories	Cyborg, Demon	

	Mumm-Ra	Major Disaster
Gender	Male	
Instruction	Play Off Field. Cannot be Discarded. All Illusion +2 Attack, Defense & Movement. Limit 1 per deck.	
Text	An immortal undead mummy demon magician priest.	
Quote	"As long as evil exists, Mumm-Ra lives!"	
Categories	Magic, Demon, Undead	

	Mumm-Ra, The Ever-living	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 4, Energy: 8	
Gender	Male	
Text	Mumm-Ra's battle transformation granted by the Ancient Spirits of Evil.	
Quote	"Nothing will stop the vengeful force of Mumm-Ra!"	
Categories	Undead	

	Murakumo	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3, Charm: 3	
Gender	Male	
Instruction	+1 Attack & Defense for each Spirit Disaster on the Field.	
Quote	"Die imperfect soul!"	
Categories	Demon	

	Nail of the Accused	Major Disaster
Instruction	Your most powerful Character becomes a Major Disaster until Defeated.	
Categories	Magic	

	Nappa	Major Disaster
Abilities	Attack: 6/9, Defense: 8/12, Movement: 3, Energy: 5/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play. -2 Attack & Defense vs. Genius .	
Quote	"Ah, the shiny-headed one is passionate."	
Categories	Saiyan	

	Natasha Radinov	Major Disaster
Abilities	Attack: 6, Defense: 7, Movement: 3	
Gender	Female	
Instruction	Only 2 Characters may combat this Disaster at a time.	
Quote	"She's a human murder machine. Trained in every possible lethal skill." - Roy Coleman	

	Natsume & Karumi	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Gender	Female	
Instruction	No access to any Havens, or any Locations that require Cooking . Discard 1 Food to Defeat.	
Categories	Hungry	
	Nephrite	Major Disaster
Gender	Male	
Instruction	Play Off Field. All Characters with a unique skill -2 Energy.	
Quote	"There is a moment in every person's life when their energy level is at its highest."	
	Nightmare	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Characters -1 Attack & Defense.	
Quote	"Come on! Come Ahhhh!"	
Categories	Dream, Fear	
	Nuclear Blast	Major Disaster
Instruction	1 random Location is Destroyed.	
Quote	"They hit us with nuclear warheads... and in one shot they eliminated most of humanity's military." - Commander Nelson	
Categories	Weapon	
	On The Move	Major Disaster
Instruction	Unless 2 Police are present, all Characters at Location are Held. All Items present drop under Location. When released, return Characters to Haven.	
Categories	Police, Holding	
	Operation Fireball	Major Disaster
Abilities	Defense: 15,	
Instruction	If not Defeated in 1 round, discard everything at Location.	
Quote	"The Hazzard have a relic from an ancient civilization they call a fireball." - Jeke	
Categories	Weapon, Science	
	Orcs Monster Swarm	Major Disaster
Instruction	Draw until you get 3 Disasters, then shuffle your Draw pile, except the Disasters you just drew. The Disasters move immediately to this Location and attack.	
Quote	"There's a ton of monsters landing!" - Kazumi	
Categories	Alien, Horde	

	Orochi	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 4	
Gender	Male	
Instruction	Will attack Characters with Royalty first.	
Quote	"I shall establish the kingdom of the Aragami, and become its king."	
Categories	Demon	
	Pack Mule	Major Disaster
Instruction	Duration: 3 Turns. One Character in the group must carry all the Items held by the group.	
Quote	"What's the big idea making me carry this?" - A-ko	
	Paranoid Fleet	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 4	
Instruction	+2 Attack & Defense if Solnoid Fleet is in play.	
Categories	Paranoid, Planetary Vehicle, Planetary	
	Pisces Aphrodite	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3, Charm: 6, Energy: 5	
Gender	Male	
Instruction	Characters damaged by Aphrodite after the 3rd round of Combat are poisoned and will be incapacitated in 2 Turns, and Killed in 4 Turns.	
Quote	"The Saint who protects Pisces is the most handsome one among the eighty-eight Saints. He's very charming." - Arles	
Categories	Gold Saint	
	Plutar	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Gender	Male	
Instruction	Any opponent that Plutar does Damage to is Killed.	
Text	One of the most wanted criminals in the galaxy.	
Quote	"Where I've been, whole planets die."	
	Political Investigation	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. Characters with Police or Bureaucracy have no actions.	
Quote	"Think of me merely as a fly on the wall." - Bronski	
Categories	Legal	

	Prince Endymion	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 6, Energy: 2	
Gender	Male	
Instruction	If Tuxedo Mask is in play, use double his current stats, including all bonuses. Bonk Tuxedo Mask to Defeat.	
Quote	"Prepare to die Sailor Moon!"	
	Prince Kirin	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 5	
Gender	Male	
Instruction	Unaffected by Combat cards. Charm Combat effects are normal.	
Quote	"Pickles...must have pickles."	
	Prince Toma	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 3	
Gender	Male	
Instruction	2x Attack every other round. Discard 1 random Power card per Combat.	
Quote	"I am Togenkyo Island's prince of illusion."	
	Princess Snake	Major Disaster
Abilities	Attack: 3/7, Defense: 4/7, Movement: 3, Charm: 6/0	
Gender	Female	
Instruction	Only Charm attacks Males . Charmed Characters drop all Items and Equipment and follow her until freed by Charm attack > 7 . If she fails to Charm any Males at a Location, she transforms. If only Females are present, she combats untransformed.	
Categories	Demon, Illusion, Holding, Dimensional	
	Principal Kuno	Major Disaster
Gender	Male	
Instruction	Duration: 2 Turns. Any Teacher or Student not in a Haven must report to this Location.	
Categories	School	
	Prison Break	Major Disaster
Instruction	Return 5 random Disasters from your Discard pile to play.	
Quote	"Six months away from a perfect thirty year record as warden without a single incident."	

	Prototype 1	Major Disaster
Abilities	Attack: 7, Defense: 9, Movement: 2	
Text	Designed by the human traitor, Dr. Hannibal Lester. He was executed for his failure.	
Quote	"Forward for the Black King!" - Sagria	
Categories	Robot	
	Prototype 2	Major Disaster
Abilities	Attack: 9, Defense: 10, Movement: 4	
Instruction	Health = 6. Attacks on Prototype 2 which do not do Damage, do 2 Damage to the attacker.	
Quote	"The more powerful the force directed against it the stronger its forcefield becomes." - Sagria	
Categories	Robot	
	Pure Evil	Major Disaster
Instruction	Your most powerful Character without Pure Heart is now a Minor Disaster.	
	Pyron	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 4, Energy: 5	
Gender	Male	
Text	The greatest champion of Ancient Spirits of Evil.	
Quote	"There is more than one face of evil, Lion-O. You can never defeat us all." - Mumm-Ra	
	Queen Beryl	Major Disaster
Gender	Female	
Instruction	Play Off Field. Duration: 4 Turns. All Monsters +2 Attack & Defense. All other Disasters +1.	
Quote	"You dream of a lovely future that will never come to pass."	
Categories	Magic	
	Queen Luna	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 5, Energy: 3	
Gender	Female	
Text	The diminutive leader of the Lunataks was named after her grandmother, the great queen.	
Quote	"Surrender? I'll wipe you off the face of Third Earth."	
Categories	Lunatak	

	Queen Margarita	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 1	
Instruction	Attacks affect all Characters at Location. Blocks all Locations it lands on until Defeated.	
Quote	"Catherine, Elizabeth, Diana! Come here. Get ready. Form Queen Margarita!"	
Categories	Mecha	

	Quincy	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 4 Turns. All Boomers +2 Attack & Defense. All other Disasters +1.	
Quote	"Show me your support and I can guarantee the Prime Minister position."	

	Raditz	Major Disaster
Abilities	Attack: 7/9, Defense: 7/12, Movement: 3, Charm: 3/0, Energy: 4/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play.	
Quote	"I see the fire in you, brother... it's in your blood. You long for battle."	
Categories	Saiyan	

	Raizen	Major Disaster
Gender	Male	
Instruction	Play Off Field. Food Items cannot be Discarded to Defeat Hungry Disasters. All Hungry Disasters +2 Attack & Defense.	
Text	He stopped eating humans after he fell in love with one.	
Categories	Hungry, Demon	

	Ransacked	Major Disaster
Instruction	All Equipment in your Haven is Discarded.	

	Ratilla	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Gender	Male	
Instruction	Destroys nearest Planetary Location when Defeated.	
Text	An ancient Mutant warlord defeated by Jaga.	
Quote	"...if you don't, I will surely return to destroy you, and all Thundera!"	
Categories	Mutant	

	Recoom	Major Disaster
Abilities	Attack: 5, Defense: 6, Movement: 4	
Gender	Male	
Instruction	Health = 14.	
Text	This big galoot and member of the Ginyu Force is a technique freak, but his main strength seems to be that he just won't drop. His name is a play on "Coo-reem".	
Categories	Alien, Freeza	

	Red Commandos	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Instruction	Red Commandos move until they reach a Location with an Item. They will not move again for 4 Turns. When they start their next move, they Destroy the Item at their present Location.	
Categories	Military	

	Red Lion-O	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 3	
Gender	Male	
Instruction	+2 Attack & Defense vs. Lion-O .	
Text	Mumm-Ra's greatest transformation.	
Quote	"It has my strength. My cunning. It is my equal in every way." - Lion-O	
Categories	Thunderian	

	Rigged Bracket	Major Disaster
Instruction	Play Off Field. Duration: 4 Turns. Health and Energy are not restored at the end of Combat.	
Quote	"What kind of crap is this?!" - Kuwabara	

	Rigged to Explode	Major Disaster
Instruction	Play Off Field. Duration: 3 Turns. Each time you enter a Location, a random Character at the Location takes 5 Damage.	
Categories	Weapon	

	Rikoukeidar	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3, Energy: 4	
Gender	Female	
Text	A young science student in love, Reika was turned into a monster when Zoisite pulled the Blue Rainbow Crystal from her body.	
Quote	"Girls without boyfriends are pathetic."	
Categories	Monster, Science	

	Rodo's Awakening	Major Disaster
Instruction	All Characters at Location are now trees. Attack, Movement, Charm, and Energy are reduced to 0. Gain Tree category.	
Quote	"The Earth will be filled with green, but all the people will be plants." - Silver Maiden	
	Runaway Big Rig	Major Disaster
Abilities	Attack: 10, Defense: 7, Movement: 5	
Instruction	Blocks all Locations it lands on until Defeated.	
Quote	"You used the same trailer for your getaway that you used to block the street. You're nothing but a bunch of amateurs." - Bean Bandit	
Categories	Vehicle	
	Sadao "Gourmet" Makihara	Major Disaster
Gender	Male	
Instruction	Play Off Field. Allies with strongest Disaster in play or next Combat Disaster that comes into play. Characters killed by ally are Destroyed and Gourmet gains any special abilities they had.	
Quote	"Because he swallowed him. The same way he's going to swallow you, Kuwabara." - Shinobu	
Categories	Hungry	
	Sadinga	Major Disaster
Abilities	Attack: 8, Defense: 7, Movement: 4	
Text	Revived by the mad Dr. Wattsman in an attempt to discover their final evolutionary.	
Quote	"But why does the original character reassert itself after the completion of the mutation program?" - Dr. Wattsman	
Categories	Alien	
	Safari Joe	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 3	
Gender	Male	
Text	Intergalactic big game hunter.	
Quote	"Pity the beasts. Pity them when Safari Joe goes hunting."	
	Sagria	Major Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Gender	Female	
Instruction	Takes and uses Equipment from Characters she Defeats.	
Text	She heads the Black King's weapons development efforts. She is also one of Dr. Azuma's original neoroids.	
Categories	Android	

	Sahara Demon	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Sahara Demon will steal a random Item from a random Character, then take its full Movement again and place the Item under the Location it lands on.	
Categories	Spirit	

	Saiyan Strike Force	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 6, Energy: 4	
Quote	"We send our warriors to purge them of any life." - Raditz	
Categories	Saiyan, Horde, Planetary	

	Sakyo	Major Disaster
Gender	Male	
Instruction	Play Off Field. Off Field Disasters cannot be Discarded if Combat Disasters are on the Field.	
Text	Owner of Team Toguro, and youngest member of the Black Black Club.	
Quote	"I present my master scheme: a giant tunnel connecting the living world with the demon one."	

	Satellite Strike	Major Disaster
Abilities	Movement: 4	
Instruction	Destroys all non-Characters and Bonks all Characters at Location. Planetary or Computer x4 to Defeat.	
Quote	"The thought of two hundred of those things floating over my head turns my stomach."	
Categories	Planetary	

	Scarlet Needle	Major Disaster
Instruction	Play Off Field. Attaches to first Gold Saint Disaster that comes into play. Takes effect 1st round of Combat. All Characters take 3 Damage.	

	Scorpio Milo	Major Disaster
Abilities	Attack: 9, Defense: 8, Movement: 3, Energy: 5	
Gender	Male	
Instruction	Bonks all Characters if not Defeated in 2 rounds.	
Quote	"That's the man Shun told us was able to raze Andromeda Island in one second." - Seiya	
Categories	Gold Saint	

	Seiryu, The Blue Dragon	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Gender	Male	
Instruction	Each successful attack by Seiryu reduces opponent's Movement by 2. If opponent's Movement reaches 0, opponent is frozen until freed by Attack > 10 or Fire Element .	
Text	Seiryu represents the east and the spring season in Chinese astronomy.	
Categories	Ice, Demon	
	Seki Shiki Meikai Ha	Major Disaster
Instruction	Play Off Field. Attaches to first Gold Saint Disaster that comes into play. Takes effect 1st round of Combat. All Characters without Martial Arts x3 are Bonked.	
	Semmerling	Major Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Charm: 3	
Instruction	Only Charm attacks Females . Add Attack to Charm when Charming Females .	
Quote	"Thug, huh? In some circles I'm considered a lady."	
	Shijima	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Speed required to attack the 1st round of Combat. Characters Bonked by Shijima become Disasters and ally with him until he is Defeated.	
Text	He has the ability to merge into the shadows, clone himself, to fire a large metallic claw from his hand, and even posses peoples' minds.	
Categories	Demon	
	Shinobu "Black Angel" Sensui	Major Disaster
Abilities	Attack: 1*, Defense: 1*, Movement: 3	
Gender	Male	
Instruction	Must Defeat 7 times. +1 Attack & Defense after each Defeat.	
Text	Each of his multiple personalities was born of a situation he could not cope with.	
Quote	"Nothing worse than being strong, but not strong enough."	
	Shooting Star	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 4	
Gender	Male	
Text	The most powerful of the ancient dragons, the Demon Dragon of Fire Dragon Mountain.	
Quote	"An entire army couldn't beat a dragon like him." - Deelit	
Categories	Dragon, Fire	

	Solnoid Central Guard	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 4	
Instruction	Will move any direction directly toward New Lifeform (if in play).	
Quote	"Mission 21 is a military operation of the highest security level."	
Categories	Planetary Vehicle, Planetary	
	Solnoid Fleet	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 4	
Instruction	+2 Attack & Defense if Paranoid Fleet is in play.	
Categories	Planetary Vehicle, Planetary	
	Space/Time Oscillation Bomb	Major Disaster
Instruction	Blocks Location. Dimensional ability required to Scavenge all other Locations. Kill Kei & Olson to Defeat.	
Text	A 'D' in the ABCs of WMDs.	
Quote	"After the teapot pours the hot water, bring the chocolate parfait monster to the dish."	
Categories	Dimensional	
	Space Pirate Attack	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 5	
Instruction	Discard all Equipment in play except Planetary Vehicles .	
Quote	"After Ryoko's attack on Jurai, my brother Yosho pursued her, and never returned."	
	Spirit World Special Defense Force	Major Disaster
Instruction	Kill all Demon Characters. All Spirit and Divine Characters sent to Haven. All other Character -1 Attack & Defense for 2 Turns.	
Quote	"They're the best of the best. Spirit World's last line of defense." - Koenma	
Categories	Spirit, Horde	
	Super Vultureman	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 4	
Instruction	If Vultureman is in play, use his current stats, including all bonuses, and triple them.	
Quote	"That means you do what I say. You get that?"	
	Suzaku, The Lightning Phoenix	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 4, Energy: 5	
Gender	Male	
Instruction	-2 Attack & Defense vs. Earth .	
Text	Suzaku represents the south and the summer season in Chinese astronomy.	
Quote	"You are an idiot race and deserve extinction."	
Categories	Lightning, Demon	

	System Destroyer	Major Disaster
Instruction	Unless all players declare peace (a draw) all Locations adjacent to all Havens are Destroyed. System Destroyer cannot be Discarded without taking effect.	
Text	M.A.D.	

	Ta-She	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 2, Charm: 6, Energy: 2	
Gender	Male	
Instruction	Only Charm attacks Males . Charmed Characters drop all Items and Equipment and follow her until freed by Charm attack > 7 .	
Text	A princess from another age, she was trapped in a time-warp prison until freed by Mumm-ra.	
Quote	"She's so beautiful... In a kind of... evil way, of course!" - Lion-O	
Categories	Magic, Illusion, Holding, Dimensional	

	Tank Police on Patrol	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 4	
Instruction	Moves for 3 Turns. On the 3rd move, double Movement. On the last Location it lands on, it Destroys itself and everything at the Location.	
Quote	"But that tank was so massive. It didn't handle like the motorcycles." - Leona Ozaki	
Categories	Police, Vehicle	

	Taurus Aldebaran	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 3, Energy: 5	
Gender	Male	
Instruction	If Taurus Temple is in play, moves immediately to that Location, and will not move again.	
Quote	"I won't allow anyone to enter Taurus. For my honor... Aldebaran!"	
Categories	Gold Saint	

	Technopede	Major Disaster
Abilities	Attack: 10, Defense: 12, Movement: 4	
Text	An ancient war machine of an unknown origin.	
Quote	"The infernal Technopede has coquered my people." - Turmagar	
Categories	Mecha	

	The Assimilator	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 3, Energy: 2	
Gender	Male	
Instruction	+1 Attack & Defense for each Character he Defeats.	
Quote	"My newfound power is all-encompassing and infinite."	

	The Boss	Major Disaster
Instruction	Play Off Field. Disasters take and use Equipment from Characters they Defeat.	
Quote	"Getting you these weapons took a great deal of cunning. I hope that they are appreciated."	
	The Dead Zone	Major Disaster
Instruction	Play on nearest non-Dimensional Location. All Characters without Strength within 2 Locations are Bonked. Magic & Strength Defeats.	
Quote	"I can create a dead zone from which none can ever escape." - Garlic, Jr.	
Categories	Magic, Dimensional	
	The Demoness Ifurita	Major Disaster
Abilities	Attack: 5*, Defense: 8, Movement: 3	
Gender	Female	
Instruction	After 1 round, Ifurita's Attack equals that of all Characters attacking her combined.	
Quote	"Though the power it wields is invincible, Ifurita's strength is born of pure evil. No mortal could ever control such power." - Diva	
Categories	Android	
	The Gate of Betrayal	Major Disaster
Abilities	Defense: 16,	
Instruction	Only 1 Character may Run Away from The Gate. If a Character Runs Away all other Characters in the group are Killed. If The Gate is not Defeated in 4 rounds, all Characters in the group are Killed.	
Quote	"Heavy, isn't it?" - Flying Eye Monster	
	The Karma Incident	Major Disaster
Instruction	Kills 1 random Character in each Planetary Vehicle . Bonks all other Characters in Planetary Vehicles . Destroys all Planetary Vehicles .	
Quote	"Everyone on the Karma died. Didn't you know?"	
	The Legend of Izumo	Major Disaster
Instruction	Play Off Field. Duration: 8 Turns. Kills 1 random Female Character each turn.	
Quote	"Once, long ago... an old husband, his wife, and eight daughters, lived together beside the stream of Hi, in Izumo. However, every year a monster with one body, eight heads, and flame red eyes, would come to eat one of the daughters."	

	The Mass	Major Disaster
Instruction	Duplicates most recent Disaster until Defeated. Repeat for 2nd & 3rd most recent Disasters.	
Quote	"When the leader senses a will stronger than their own, they accept it as their brain and act accordingly." - Washu	
Categories	Alien	

	The Ripper	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 5	
Gender	Female	
Instruction	Will attack Females first. Males cannot attack The Ripper if Females are present.	
Quote	"But he cheated on me with a Paradise Loop prostitute. When I asked why he said 'Real women are better after all'."	
Categories	Boomer	

	The Terminator	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 4	
Text	Cyberdyne Systems series T-800 Model 101 Terminator with living tissue over a metal endoskeleton.	
Quote	"You know, if they're going to build a man they might as well make him handsome enough to hold my attention." - Kei	
Categories	Cyborg	

	Three-headed Dragon-god	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 3	
Instruction	Every 3rd Location it lands on is Destroyed. Discard everything at Location.	
Quote	"Gail, you are the one who must call back Xena's spirit, so that she may summon the Dragon-god. Then the Dragon-god will lead us to the one true God."	
Categories	Dragon	

	Toad Aragami	Major Disaster
Abilities	Attack: 5, Defense: 8, Movement: 3	
Instruction	Attacks affect all Characters at Location.	
Quote	"It a giant toad!" - Yaegashi	
Categories	Fire, Animal, Spirit	

	Toma's Guards	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Instruction	Defends against multiple attacks as if each attack was being made individually.	
Quote	"They're good men."	
Categories	Military, Horde	

	Tony Glek	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3	
Instruction	Cyborg required to damage Tony Glek.	
Quote	"Look at what you've gone and done. you went and said my name. That wasn't very smart."	
Categories	Cyborg	
	Tsukihito "Gamemaster" Amanuma	Major Disaster
Gender	Male	
Instruction	Duplicates most recent non-Combat Disaster until Defeated. Repeat for 2nd & 3rd most recent non-Combat Disasters.	
Text	His psychic territory ability allows him to bring any video game to life.	
Quote	"I may be small, but when it comes to video games, my talent's huge."	
Categories	Dimensional	
	Turles	Major Disaster
Abilities	Attack: 5/11, Defense: 6/12, Movement: 3, Energy: 4/0	
Gender	Male	
Instruction	Transforms if Tree of Might or Full Moon is in play.	
Text	A Saiyan of the same low soldier class as Goku. He searches the Universe for planets with abundant life force. He drains that life through the Tree of Might to vastly increase his own meager powers.	
Categories	Saiyan	
	Under Age Driving	Major Disaster
Instruction	Unless Driving x2 & Teacher is present, Kill all Characters in 1 random Vehicle , or 1 random Character if no Vehicles present.	
Quote	"Driving a real car is pretty much like the racing game at the arcade." - Gamemaster	
	Under Age Smoking	Major Disaster
Instruction	Unless Computer x3 is present, Kill 1 random Student or Android Character.	
Quote	"Armitage, good-bye." - Julian	
	Under Attack!	Major Disaster
Instruction	All Combat Disasters immediately move to this Location.	
	Under the Rule of Evil	Major Disaster
Instruction	Play Off Field. All Sanctuary Locations now have 5 Attack & Defense.	

	Urban Warfare	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 2	
Instruction	Characters without Military are -2 Defense.	
Quote	"Tank battalions four and five move to areas twelve and thirteen."	
Categories	Military	
	Utsutsu Mujuro	Major Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Characters without Swordsman x3 are -1 Attack & Defense.	
Text	An incredible skilled swordsman, using an uncanny hearing ability to engage his enemy, as well blinding his foes by reflecting light from his sword.	
Categories	Demon	
	Vegeta	Major Disaster
Abilities	Attack: 8/11, Defense: 9/13, Movement: 3, Energy: 5/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play. Takes and uses Enhancements from Characters he Defeats.	
Quote	"So, how would you like to be immortal, my friend, and fight forever!"	
Categories	Saiyan	
	Vice President Puttubayh	Major Disaster
Gender	Male	
Instruction	Play Off Field. The next 3 Items Scavenged are moved 1 Location to the left and are placed under any Disasters at the Location.	
Quote	"I'm the one who sent out the mayday."	
	Virgo Shaka	Major Disaster
Abilities	Attack: 8, Defense: 9, Movement: 3, Energy: 5	
Gender	Male	
Instruction	Killed Characters are removed from the game.	
Quote	"The one Saint who's nearest to God." - Arles	
Categories	Gold Saint	
	Wagnard	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Magic and Dragon +2 Attack, Defense & Movement. All other Disasters +1.	
Quote	"What I desire, is the power!"	
Categories	Magic	

	War is Real	Major Disaster
Instruction	Flip a coin for each Character without the Military skill. If heads, they are Killed.	
Quote	"Jack! Take cover Jack!" - Hiro	

	White Cyberoid	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Text	The first new cyberoid model designed by the MME.	
Quote	"Humans, cease your resistance. Surrender to us."	
Categories	Paranoid	

	Yomi	Major Disaster
Abilities	Attack: *, Defense: *, Movement: 3, Charm: 4, Energy: 5	
Gender	Male	
Instruction	Yomi's Attack and Defense equals that of all Characters attacking him combined. Health = 7.	
Text	Cold and calculating, he intends to conquer the Demon and Living Worlds.	
Categories	Demon	

	Younger Toguro	Major Disaster
Abilities	Attack: 8, Defense: 10, Movement: 4	
Gender	Male	
Instruction	Every round after the 2rd round he absorbs all the Health of the weakest Character.	
Text	After winning the Dark Tournament fifty years ago, he traded his humanity for a top of the line demon body.	
Quote	"I can't help but think that our human lives are nothing but a cruel joke. Here just long enough to know what we want, then it erodes."	
Categories	Demon	

	Yurimaro	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 4	
Gender	Male	
Instruction	+3 Damage the 1st round if in Combat with a lone Character.	
Text	Yurimaru has the ability to generate electricity from his body, combining that with a steel wire that he wraps around his target's neck to conduct the electricity.	
Categories	Demon, Lightning	

	Z	Major Disaster
Abilities	Attack: 8, Defense: 8, Movement: 4, Energy: 6	
Gender	Male	
Instruction	Stops the first 2 attacks that would do Damage to him each Combat.	

	Zakuro	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 3	
Gender	Female	
Instruction	Each round a random Character with Movement < 3 is Bonked.	
Text	Zakuro has the ability to manipulate gunpowder, planting it inside living or dead organisms, and having them move as explosive traps.	
Categories	Demon	
	Zeiram	Major Disaster
Abilities	Attack: 10, Defense: 10, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Health = 14. Can only be Defeated in Combat. If Zeiram engages in Combat, all Zeiram Disasters at his Location will combat for him until they are Defeated.	
Quote	"Zeiram is an evil, unkillable space creature." - Fujikuro	
Categories	Fear, Zeiram, Planetary	
	Zoisite	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 7 turns. Each Turn a random Character becomes a Minor Disaster. Free by Defeating.	
Quote	"You're cruel Kunzite. How can you suggest she's more lovely than me?"	
	Kakarot	Major Disaster
Abilities	Attack: 6/9, Defense: 8/12, Movement: 3, Energy: 5/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play.	
Text	The nightmare that would have been.	
Quote		
Categories	Saiyan	
	Commander Red	Major Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All RedRibbonArmy +2 Attack, Defense & Movement. All other Disasters +1.	
Text		
Quote		
Categories	RedRibbonArmy	

	King Piccolo	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Demon	

	Master Shen	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		

	Mercenary Tao	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		

	Piccolo, Jr.	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Demon	

	3 Way Rumble	Minor Disaster
Abilities	Attack: +2, Defense: +2	
Instruction	Play Off Field. Attaches to first Combat Disaster that comes into play. +2 Attack & Defense.	

	33-S Sexaroid	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 7	
Gender	Female	
Instruction	Males with Charm < 7 cannot attack the 33-S.	
Quote	"Boomers drink blood?" "They might, if they were type 33-S with artificial blood supply."	
Categories	Boomer	

	55-C Bodyguard Boomer	Minor Disaster
Abilities	Attack: 3, Defense: +4, Movement: 5	
Instruction	Health = 4. Defense equals number of Characters at Location +4.	
Quote	"It's Genom's best-selling model..."	
Categories	Boomer	
	55-C Combat Boomer	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Text	This one's different... a whole new breed.	
Categories	Boomer	
	Abigail's Army of the Undead	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	When Defeated, shuffle into owner's draw pile. If Dark Priest Abigail comes into play, moves to that Location and combats for him until Defeated.	
Categories	Undead, Horde	
	Acid Head	Minor Disaster
Abilities	Attack: 3, Movement: 4	
Instruction	Unless Held, moves to 1 Location away from Characters with Items, and attacks from there. Attacks for 3 rounds, and is then Discarded.	
Quote	"Bleeeehh, heh, heh!"	
Categories	Alien	
	Adrift	Minor Disaster
Abilities	Movement: 1	
Instruction	Play Off Field. Duration: 3 Turns. All Vehicles have a Movement of 1, and head in a random direction.	
Quote	"The coordinates are all wrong. This definitely isn't Myce." - Iria	
Categories	Move	
	Akan	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 2	
Gender	Male	
Instruction	+1 all at Dreamland .	
Quote	"Oh no. Looks like my crystal's transformation beam hit the wrong person." - Zoisite	
Categories	Monster	
	Akane's Cooking	Minor Disaster
Instruction	All Characters at Location have no actions for 2 Turns. Cooking x2 reduces to 1 Turn.	
Quote	"I don't have to eat it to know it's toxic."	
Categories	Food, Holding	

	Akane's Rage	Minor Disaster
Abilities	Attack: 3, Defense: 2, Movement: 2	
Instruction	Attacks nearest Male Character. If Akane is in play, use her current stats, including all bonuses. Bonk Akane to Defeat.	
Quote	"Look at the way this joint's twisted backwards. That's Akane's touch!"	
	Alien Battleship	Minor Disaster
Abilities	Movement: 5	
Instruction	If you have a Planetary Vehicle , you must play rock / paper / scissors to Defeat. If you lose, Discard your Planetary Vehicle .	
Quote	"A 6,500 meter monstrosity."	
Categories	Alien, Planetary Vehicle, Planetary	
	Andro Corps Troop Transport	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Minor Combat Disasters re-enter the Field at the end of their cycle.	
Categories	Robot, Flying Vehicle	
	Angry Schoolgirls	Minor Disaster
Abilities	Attack: 3, Defense: 6, Movement: 5	
Gender	Female	
Instruction	Pursues and attacks nearest Male Character. +1 Attack and Defense for each Female at Location.	
Quote	"Are we gonna let him get away with that?"	
Categories	Horde	
	Another Dimension	Minor Disaster
Instruction	Holds all Characters. Martial Arts x3 or Dimensional & Attack >13 Defeats.	
Categories	Holding, Dimensional	
	Anubis, Warlord of Darkness	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Gender	Male	
Quote	"I've come to put the fear of darkness in you!"	
	Armies of the Night	Minor Disaster
Abilities	Attack: +2, Defense: +2	
Instruction	Play Off Field. Attaches to first Demon , Horde , or Undead Combat Disaster that comes into play.	
Categories	Demon, Undead, Horde	
	Armor Eater	Minor Disaster
Instruction	Destroys nearest Battlesuit .	

	Asteroid	Minor Disaster
Instruction	Destroys nearest Flying Vehicle or Planetary Vehicle .	
Quote	"Something's wrong. It's coming right toward us."	
Categories	Planetary	
	Asteroid Field	Minor Disaster
Instruction	Discard all Planetary Vehicles in play unless Pilot x2 is present at Location with Planetary Vehicle .	
Quote	"Zenshin, would a follower of Freeza have helped us through that asteroid field? Help them!" - Space Ark Children	
Categories	Planetary	
	Astral Eclipse	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Blocks all Planetary Locations.	
Categories	Planetary	
	Astral Moat Monster	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 1	
Instruction	If on a Dimensional Location with Attack or Defense, use those stats.	
Text	Guardian of the Astral Prison.	
Categories	Animal, Dimensional	
	Auntie Saotome	Minor Disaster
Gender	Female	
Instruction	Play Off Field. Duration: 6 Turns. All transforming Characters in play transform.	
	B Class Boomer	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Female	
Instruction	+1 Attack for each previously Defeated Boomer .	
Quote	"Boomers with sex functions can be sold for many times more than those without. That's why even the old parts are recycled over and over."	
Categories	Boomer	
	Baby	Minor Disaster
Gender	Male	
Instruction	Entire group is exhausted and has no actions for 2 Turns.	
Text	Babies are so cute, come play with Mommy...hey, stop it...OW!	
Categories	Cute	

	Baby Saiyan	Minor Disaster
Abilities	Attack: 3/7, Defense: 3/8, Movement: 2/3, Charm: 5/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play.	
Quote	"...for planets of weaklings, like Earth, one of our babies is sufficient." - Raditz	
Categories	Saiyan, Cute	

	Bacterian	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 2, Charm: 0	
Gender	Male	
Instruction	-3 Defense vs. Water .	
Text	A vulgar brute.	
Quote	"They say he's never taken a bath since the day he was born." - Yamcha	

	Bail Out!	Minor Disaster
Instruction	All Vehicles in play drop below the Location they are at, and the Characters in them are moved 1 Location to the right.	
Quote	"Aaahh!" - Iria	

	Bakken	Minor Disaster
Abilities	Attack: 3, Defense: 7, Movement: 2	
Gender	Male	
Instruction	Health = 4. -2 Defense vs. Air Element .	
Quote	"It smells like sweat." - Keiko	
Categories	Demon	

	Baleful Swamp Monster	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Text	Summoned from the very muck itself.	
Quote	"You will never withstand the combined power of the Totem of Dera and Mumm-Ra's magic." - Mumm-Ra	
Categories	Swamp, Magic	

	Balm	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at House of Fortune .	
Quote	"You have now become a charming servant of the devil."	
Categories	Monster	

	Band of Kobolds	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Text	Part of the dark army of Marmo.	
Quote	"Kobolds are pretty lousy playmates." - Ghim	
Categories	Horde	
	Baron Tass	Minor Disaster
Gender	Male	
Instruction	Play Off Field. Characters Held by Disasters will instead ally with the Disaster and fight for them.	
Text	An unscrupulous Thunderian businessman. He holds his servants in unending debt.	
Quote	"Contracts must be kept."	
Categories	Thunderian	
	Basement Monsters	Minor Disaster
Abilities	Attack: 3, Defense: 5, Movement: 1	
Text	Spooky monsters lurk in the depths of the castle.	
Categories	Monster, Undead, Horde	
	Battle Drone	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Text	The standard fighter body for the amorphous Paranoids.	
Categories	Paranoid	
	Battle Robot	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Quote	"Transporting a combat robot back here is completely against time control regulations." - Karin	
Categories	Robot	
	Beautiful Suzuki	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Charm: 7	
Gender	Male	
Instruction	Saying "Beautiful Suzuki" reduces his Attack & Defense by 1.	
Quote	"The master of a thousand faces and a thousand tricks, the Beautiful Suzuki"	
Categories	Demon	
	Benisato's Snake Trap	Minor Disaster
Abilities	Attack: 4, Defense: 4,	
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. Characters are -1 Attack & Defense. If Benisato comes into play and is Defeated, Discard this card.	
Categories	Animal	

	Big Head Cyberoids	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Text	Infantry of the MME.	
Categories	Paranoid, Horde	

	Bio-Ball	Minor Disaster
Instruction	Attacks nearest Character. Incapacitates in 3 Turns. Kills in 6 Turns.	
Quote	"Once the Bio-Ball's on you, you can never get it off." - Buaku	
Categories	Science	

	Bitten	Minor Disaster
Abilities	Movement: 5	
Instruction	A random Character gains the Undead category for the remainder of the game.	
Quote	"So when did the vampire bite you?" - D	
Categories	Undead	

	Black Bat of Perdition's Belfry	Minor Disaster
Gender	Male	
Instruction	Destroys nearest Flying Vehicle or Planetary Vehicle .	
Quote	"And when you have found them, devour them!" - Mumm-Ra	
Categories	Undead, Animal	

	Black Widow Shark	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Female	
Quote	"She lies in wait for whoever tries to cross the River of Despair." - Unicorn Keeper	
Categories	Bugrom, Water, Animal	

	Blizzar	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Energy: 2	
Gender	Female	
Instruction	+1 all at The Slopes .	
Text	Queen of the mountain.	
Categories	Ice, Monster	

	Blob of a Zeiram Clone	Minor Disaster
Abilities	Attack: 2, Defense: 2, Movement: 3	
Instruction	Only Characters with a Charm of 6 or greater or 1 or less may attack the Blob .	
Categories	Zeiram	

	Blood Trail	Minor Disaster
Instruction	All Disasters move toward this group.	
Text	He must be over there.	
Categories	Move	
	Blown-up Bridge	Minor Disaster
Instruction	Play Off Field. You must have Flying or a Flying Vehicle to cross any Location adjacent to a Water Location.	
Quote	"The moment that train hits the bridge we blow the whole thing sky-high again."	
	Booby Trap	Minor Disaster
Instruction	1 random Character is Bonked unless Defense is 5+.	
	Booster Malfunction	Minor Disaster
Instruction	1 random Character is moved 2 Locations in a random direction.	
Quote	"Where are the controls?! I've never done this before!" - Pony	
	Broken Suitcase	Minor Disaster
Instruction	Discard all Clothing .	
Quote	"Give me my suitcase back!" - Kiyone	
	Brute	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	+2 Attack 1st round of Combat.	
Categories	Robot	
	BU-12B Cyberdroid	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	Rampages 3 Turns, attacking anything it meets 1 round, then fleeing. On 4th movement, it Destroys itself, Items, and Equipment at Location.	
Text	Man, I tell you, that boomer's got a lot of nerve, stomping around Sylia's building.	
Categories	Boomer	
	Bucking Scooter	Minor Disaster
Instruction	Play Off Field. Duration: 2 Turns. Pilot x3 required to use any Flying Vehicle .	
Text	Yee-haw!	
	Bugrom Bridge Bashers	Minor Disaster
Abilities	Movement: 3	
Instruction	Moves once. You must have Flying or a Flying Vehicle to cross Location.	
Quote	"A Jinnai blue plate special." - Jinnai	
Categories	Bugrom	

	Bugrom Horde	Minor Disaster
Abilities	Attack: +2, Defense: +3, Movement: 3	
Instruction	Attack equals number of Characters at Location +2, Defense and Health, +3.	
Quote	"They cast a long evil shadow across our land." - Londs	
Categories	Bugrom, Horde	
	Bugrom, Type 1	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"You there, Groucho, stop your slacking." "... " - Jinnai	
Categories	Bugrom	
	Bugrom, Type 2	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"Damn right I'm talking to you! Your new names from now on are, oh... Harpo..." - Jinnai	
Categories	Bugrom	
	Bugrom, Type 3	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"...Chico..." - Jinnai	
Categories	Bugrom	
	Bugrom, Type 4	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"...Zeppo..." - Jinnai	
Categories	Bugrom	
	Bugrom, Type 5	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"...and Gummo." - Jinnai	
Categories	Bugrom	
	Bugrom, Type 6	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"Well yeah Margaret?" - Jinnai	
Categories	Bugrom	
	Burnout	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 6	
Instruction	+1 Attack vs. Animal . -1 Defense vs. Earth .	
Text	When not in jail it spends its time running over woodland creatures.	
Quote	"Burnout never holds!"	
Categories	Robot	

	C-ko's Cooking	Minor Disaster
Instruction	Incapacitates nearest group until a Character with Cooking arrives. If Akane's Cooking is in play, moves to that Location and Discards all cards unless Cooking x3 is present. Discard Kasumi to Defeat both.	
Quote	"What kind of lunch was that? Using sugar instead of salt? And steak sauce instead of soy sauce? Gross." - A-ko	
Categories	Food, Holding	
	Calling Card	Minor Disaster
Instruction	Draw 1 random previously Defeated Combat Disaster.	
Quote	"I'd say this is a good sign she's still alive." - Rally	
	Cameran	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Swimming Pool .	
Quote	"I hope you're ready for your closeup!"	
Categories	Monster	
	Canis Major Sirius	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 3	
Gender	Male	
Instruction	-1 Attack & Defense if another Combat Disaster is at his Location.	
Categories	Silver Saint	
	Cape of No Return	Minor Disaster
Instruction	A random Character is sent to a random Location.	
Quote	"What's the rule on this one? He was in the ring, but now he's not." - Juri	
Categories	Demon, Dimensional	
	Captured!	Minor Disaster
Instruction	Your most powerful Character is Held until rescued by Computer , Genius & Survival .	
Categories	Holding	
	Captured! (Aragami Splat)	Minor Disaster
Instruction	Your most powerful Character is Held until rescued by Priest , Strength & Survival .	
Categories	Holding	
	Captured! (Monkian's Net)	Minor Disaster
Instruction	Your fastest Character (highest Speed or Movement if none have Speed) is Held until rescued by a Vehicle .	
Quote	"Go on. Yell. Scream." - Monkian	
Categories	Holding	

	Captured! (Rajura's Web)	Minor Disaster
Instruction	Your most powerful Character is Held until rescued by Swordsman x3 .	
Categories	Holding	
	Car Bomb	Minor Disaster
Instruction	A random Vehicle in your Haven is Destroyed.	
Text	Boom!	
Categories	Vehicle	
	Cat Aragami	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	Characters cannot Run Away from this Disaster unless Illusion piercing or ESP is present.	
Text	Here kitty kitty.	
Categories	Animal, Illusion, Spirit	
	Catch Bubbles	Minor Disaster
Abilities	Movement: 5	
Instruction	Steals an Item from nearest Character having an Item. Defeat by catching. The Character gets the Item and +1 Attack for the remainder of the game.	
Quote	"Until you can move around that easily, you're not ready to start anything." - King Kai	
	Caught in the Act	Minor Disaster
Instruction	Duration: 2 Turns. Characters Charmed by Disasters are Bonked.	
Quote	"What are you doing here?! I'll blow your head off!!!"	
	Centaurus Babel	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Characters without Fire Element are -1 Defense.	
Quote	"I will avenge Misty and Mozes, and send you all to Hell."	
Categories	Silver Saint	
	Centipede Aragami	Minor Disaster
Abilities	Defense: 15, Movement: 3	
Instruction	Moves once. Adds 15 Defense to Location. Location cannot be Scavenged with skills. You must attack.	
Quote	"Doesn't that thing look like a huge shimenawa?" - Kunikida	
Categories	Bugrom, Spirit	

	Charr-Nin	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 4	
Gender	Male	
Instruction	Magic required to damage Charr-Nin.	
Text	Trapped for thousands of years in a magic harp in a dark cave, the genie Charr-Nin was seduced by Mumm-Ra's promise of freedom.	
Quote	"What is your wish?"	
Categories	Magic, Spirit	
	Chen	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Quote	Tony Glek's right hand man, and cybomechamine pusher.	
Categories	Cyborg	
	Cloud Monster	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3	
Instruction	Cloud Monster ignores 1 Character's attack per round.	
Quote	"Oh, I forgot... I need a gem on my right wrist to control it!"	
Categories	Air, Spirit	
	Combat Inorganic	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Text	Your basic inorganic soldier.	
Categories	Robot	
	Congressman Aragami	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 4	
Gender	Male	
Instruction	Holds the first Female Character it passes. Held Character is moved to a random Location. Rescue by Defeating. If not Defeated in 2 Turns, held Character is Killed.	
Quote	"They're gonna eat me!"	
Categories	Legal, Spirit	
	Construction Mecha	Minor Disaster
Abilities	Attack: 7, Defense: 4, Movement: 1	
Text	The march of progress continues.	
Quote	"The safety of squatters will not be guaranteed."	
Categories	Mecha	

	Count Di-Amon	Minor Disaster
Abilities	Attack: 5/2, Defense: 5/1, Movement: 3/2	
Gender	Male	
Instruction	Must Defeat 2 times. Transforms after 1st Defeat. If he completes a cycle, he transforms back.	
Text	One of the three sorcerer generals, he boosts his power with the blood of virgins.	
Categories	Undead, Magic	
	Count Down	Minor Disaster
Instruction	Play Off Field. All Disaster effects will take effect in 1 Turn instead of the stated number of Turns.	
	Crabman	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Gender	Male	
Instruction	If every Character in group has a higher Attack & Defense, you may discard him without Combat.	
Quote	"No time to deal with you, Crabman." - Cheetara	
	Cracker	Minor Disaster
Abilities	Movement: 1	
Gender	Male	
Instruction	Free all Held Disasters.	
Text	He was left to space-rot in a fixed orbit for his crimes.	
Quote	"Blast anything that moves! Take the prison!"	
Categories	Robot	
	Critical Condition	Minor Disaster
Abilities	Attack: 5	
Instruction	Character with highest total Attack & Defense at this Location takes 5 Damage. If it survives, it is -3 Defense during its next Combat.	
	Crow Aragami	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Double Attack & Defense if in Combat with a lone Character.	
Quote	"Where's Momiji?" - Kusanagi	
Categories	Animal, Spirit	
	Crow Jamian	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 5	
Gender	Male	
Instruction	Any Animal Disasters at his Location will combat for him until they are Defeated.	
Categories	Silver Saint	

	Cruncher	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 2, Charm: 2	
Gender	Male	
Text	One of Hammerhand's Berserkers.	
Quote	"Come on mates."	
Categories	Cyborg	
	Cyborg Gang	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Quote	"All the gang bangers are cutting off arms and legs and replacing them with cyborg parts." - Sam	
Categories	Cyborg, Horde	
	D-System Effect	Minor Disaster
Instruction	Bonk all Characters with the Dimensional ability.	
Text	The Chiram built the D-System to restore the world without the singularities.	
Categories	Dimensional	
	Dai-Kokusei & Dai-Hakusei	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Gender	Male	
Instruction	Characters must have a combined Defense > 10 to Defeat. 2 less Defense is required for each Martial Arts skill.	
	Dala	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 2	
Gender	Male	
Instruction	Dala can use any Weapon given to him.	
Text	General of the Army of Darkness.	
Categories	Demon	
	Danger: Overhead Crane	Minor Disaster
Abilities	Movement: 3	
Instruction	Unless Acrobatics & Mech is present, Kill 1 random Character.	
Quote	"Rally! Look out!" - Bill Collins	
	Dark Air Elemental	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Priest required to damage Dark Air Elemental.	
Categories	Air, Demon	
	Dark Ryu Sei Ken	Minor Disaster
Instruction	Every Character with Martial Arts is poisoned. Poisoned Characters are incapacitated in 3 Turns, and Killed in 6 Turns.	

	Dark Saints	Minor Disaster
Instruction	Copies the most power Character at Location. Will Combat 1 Opponent at a time.	
	Dead Well	Minor Disaster
Instruction	Moves to nearest Water Location. No Equipment or Items may be retrieved.	
Quote	"We had it for seventy years, it can't be helped."	
Categories	Desert	
	Death Bouquet	Minor Disaster
Instruction	Allies with nearest Combat Disaster. That Disaster gets 2 attacks per round during its next Combat.	
Quote	"Remember, Nephrite is a powerfull warrior. We need a plan in place before we pursue him." - Zoisite	
	Deep Impact	Minor Disaster
Abilities	Movement: 5	
Instruction	Moves all Characters 2 Locations down.	
Quote	"Why of all the places. Why to they keep sending me here?" - Kuwabara	
Categories	Move	
	Defense Forces	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Instruction	Defense Forces move until they reach a Location with an Item. They will not move again and are +1 Attack & Defense.	
Quote	"Why are Defense Forces guarding Shinora Hospital?" - Eddie	
Categories	Robot, Horde	
	Democratic Way	Minor Disaster
Instruction	If Bureaucracy is present, Kill 1 random Character.	
Quote	"Before you just assume command, I move the board take a vote on it"	
	Demon at Roshomon	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Gender	Female	
Instruction	Will not attack Tenchi .	
Quote	"And anyone who tried to capture her has never come back alive!" - Kiyone	
Categories	Demon	
	Demon Crowds	Minor Disaster
Abilities	Attack: +1	
Instruction	Play Off Field. Duration: 5 Turns. Each successful attack by a Demon increases its Attack by 1.	
Quote	"Hit him harder! Give us broken bones!"	
Categories	Demon, Horde	

	Demon Hordes	Minor Disaster
Abilities	Attack: +2, Defense: +2	
Instruction	Play Off Field. Attaches to first Demon, Horde , or Undead Combat Disaster that comes into play.	
Quote	"Once more the demon hordes shall march upon the Earth. And where my father failed, I shall succeed!" - Garlic, Jr.	
Categories	Demon, Undead, Horde	
	Derella	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Shan Shan Plaza.	
Quote	"Starting today all of you are going to be big stars!"	
Categories	Fame, Monster	
	Desert Skeletons	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Only 1 Character may combat this Disaster at a time, unless a card Defeats Illusion.	
Quote	"Narita, I said I'd handle it!" - Ayaka	
Categories	Undead, Desert, Illusion	
	Diamondfly	Minor Disaster
Abilities	Movement: 1	
Gender	Female	
Instruction	Group is sent to farthest Location with an active Combat Disaster.	
Quote	"Help me. Help me. Help me. Oh, you will help me, won't you?"	
Categories	Move, Bugrom, Illusion	
	Dimensional Tempest	Minor Disaster
Abilities	Movement: 4	
Instruction	All Characters take 1 Damage, and are sent to a random Location.	
Text	The detonation of the Space/Time Oscillation Bomb altered the very fabric of reality.	
Categories	Dimensional	
	Dimensional Vortex	Minor Disaster
Abilities	Movement: 4	
Instruction	Sends all Characters & Items to nearest Dimensional Location. If no Dimensional Locations are in play, Characters & Items are sent to farthest possible Location.	
Categories	Move, Dimensional	

	Dinner with Mom and Dad	Minor Disaster
Instruction	All Students in play return to their Havens.	
Quote	"Hey dad, are you gonna eat that? Then I'll have it." - A-ko	
	Dirge	Minor Disaster
Abilities	Movement: 2	
Gender	Male	
Instruction	+3 Charm to all Combat Disasters at his Location.	
Text	The Demolisher's cheerleader.	
Quote	"Hear this! Hear this! The Greatest Fighter in the Galaxy has landed here on Third Earth."	
	Disguise Revealed	Minor Disaster
Instruction	Discard all Illusion Enhancements.	
Quote	"I can explain." - Makoto	
	DNA Drain	Minor Disaster
Instruction	Play Off Field. Duration: 1 Turn. All Characters -1 Attack & Defense.	
Quote	"You see, I assimilated the DNA from each and every one of them." - Ryuji	
	Docrates	Minor Disaster
Abilities	Attack: 7, Defense: 5, Movement: 3, Energy: 2	
Gender	Male	
Quote	"Among countless Saints, he is the biggest and strongest there ever was." - Seiya	
	Doing Right	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Minor Combat Disasters are not Discarded when Defeated. They re-enter the Field.	
Quote	"After all you've done, you deserve to die! ...But I can't. ...Boy it's gonna be a long walk home." - Kuwabara	
	Dog Tags	Minor Disaster
Instruction	1 random Character with the Military skill is Killed.	
Categories	Military	
	Dogezaemon	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3, Energy: 2	
Instruction	Unaffected by Lightning cards.	
Text	Also known as "The Peeping Tom" or the "The Giant Killer Eyeball", Dogezaemon are among the oldest and mightiest of monsters. Dwelling in caves, ruins, and dungeons, it is able to negate other magics and protect itself with a force field.	
Categories	Monster	

	Don't Be a Dummy	Minor Disaster
Instruction	All Vehicles in play drop below the Location they are at, and the Characters in them are moved 1 Location to the left (i.e., flung from the seat by an insane driver).	
Quote	"Now Chi-Chi...slow down!"	
Categories	Move	

	Dr. Weelo	Minor Disaster
Abilities	Attack: 2/8, Defense: 5/8, Movement: 2/5	
Gender	Male	
Instruction	If Dr. Weelo is reduced to < 3 Health, he transforms and becomes a Major Disaster.	
Text	Humanity for power—a fair trade?	
Categories	Mecha, Computer, Planetary	

	Dr. Weelo's Bio-Men	Minor Disaster
Abilities	Attack: 3, Defense: 5, Movement: 3	
Text	The weakest of Dr. Weelo's creations. The Bio-Men serve as advance scouts, and to run simple errands.	
Quote	"We are the Bio-Men of Dr. Weelo."	
Categories	Android, Horde	

	Dr. Zaiclit	Minor Disaster
Gender	Male	
Instruction	Play Off Field. All Disasters move in the proper direction along the Disaster movement path.	
Quote	"Well, the players are gathering together as expected. All is going nicely."	

	Drill Bot	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Characters cannot Run Away this Disaster.	
Text	An ambush type robot.	
Categories	Earth, Robot	

	Driller	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Takes a full Movement if he lands on an Earth Location.	
Quote	"My services for your diamonds."	
Categories	Earth, Robot	

	Dynastar	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 5, Energy: 4	
Gender	Female	
Text	Minerva's rival, for some reason.	
Quote	"Princess, are you already feeling the pain? But I haven't even touch you, yet!"	
Categories	Magic	
	Ebi-Furiya	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Each successful attack by Ebi-Furiya reduces opponent's Movement by 1. If opponent's Movement reaches 0, opponent is frozen until freed by Attack > 10 or Fire Element .	
Text	Name means "Fried Shrimp".	
Categories	Ice, Android	
	Efreet	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Unaffected by Fire cards.	
Text	Highly intelligent, this spirit can freely cast fire spells, even attacking his enemies by turning into a fiery pillar at temperatures in excess of two thousand degrees.	
Categories	Fire, Spirit	
	Electronic Lock	Minor Disaster
Instruction	Must have Keys , Computer , Tech , or Attack > 6 to cross or attempt Location.	
	Empty Canteen	Minor Disaster
Instruction	Discard 1 Water Item.	
Quote	"My throat hurts! I need water. W—ater." - Ran	
Categories	Desert	
	En, Team Ichigaki	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Energy: 2	
Gender	Male	
Instruction	If En is Defeated with < 0 Health, group is -2 Attack next Combat.	
Quote	"Kill."	
	Engine Bombout	Minor Disaster
Instruction	Discard nearest Planetary Vehicle . Money Defeats.	
Quote	"Very predictable from such an old drive system." - Demonova	
Categories	Alien	

	Erektikaki	Minor Disaster
Instruction	Duration: 2 Turns. All Vehicles present are Held. Vehicles cannot pass Location.	
Quote	"You can keep them down with a nice cold shower." "Why not see if your girlfriends can help." - Annapuma & Unipuma	
Categories	Fear	
	Event Security	Minor Disaster
Gender	Male	
Instruction	Play Off Field. Characters cannot re-enter any previously entered Location.	
Quote	"Three girls go out, and four come back in. Don't smell like good math to me."	
Categories	Police, Demon	
	Excessive Gravity	Minor Disaster
Instruction	Characters without Strength x2 or Movement > 5 have no actions for 2 Turns.	
Quote	"Man, what a bad case of gravity!" - Goku	
Categories	Holding	
	Exposed	Minor Disaster
Instruction	Cancels gender Illusions .	
Quote	"Little girls should stay home and be good." - Fujikuro	
	Factory Bounty	Minor Disaster
Instruction	Duration: 3 Turns. All Characters gain a Criminal skill.	
Quote	"Did you really do this?" - Gally	
	Failing Grade	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Students -2 Attack. Genius x2 Defeats.	
Quote	"I can't believe you did that Usagi." - Naru	
Categories	School	
	Fallen I-Beam	Minor Disaster
Instruction	Play Off Field. Duration: 6 Turns. The presence of skills or categories will not prevent the Bonking or Killing of random Characters.	
Quote	"Is he dead?"	
	Fallen Saints	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Speed required to damage Fallen Saints.	
Quote	"The way to Mu's residence lies through us. If you can beat us, you may reach the place you seek."	
Categories	Undead, Horde	

	Falling Debris	Minor Disaster
Abilities	Movement: 6	
Instruction	Moves once. Bonks any Character without Flying and blocks Location for 3 Turns.	
	Falling I-Beam	Minor Disaster
Instruction	Unless Strength x2 or Blind Luck present, Bonk 1 random Character.	
Quote	"Gee, miss, sorry 'bout that. Who'd have thought the cable would break like that?"	
	Fandemonium	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Cyborgs in play rampage, attacking anything they meet 1 round, then fleeing.	
	Feerits	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Gender	Male	
Instruction	+4 Attack & Defense when uncovered at an Location that has been attacked.	
Text	A tribe of Dworgs from the banks of the River of Despair.	
Categories	Horde	
	Fire Breath	Minor Disaster
Abilities	Attack: +2	
Instruction	Play Off Field. Attaches to first Magic Combat Disaster that comes into play. +2 Attack.	
Categories	Fire	
	Fire Fight	Minor Disaster
Instruction	All Characters in play cannot move for 1 Turn. All Weapons with uses on Field are now empty. Discard or Reload.	
Quote	"Cowboys up the ass and not one of them's got a gun." - Ross	
Categories	Holding	
	First Wave of Zeiram Clones	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 4	
Quote	"The main Zeiram isn't down there." - Fujikuro	
Categories	Zeiram, Horde	
	Flamethrower Robot	Minor Disaster
Abilities	Attack: 6, Defense: 5, Movement: 2	
Instruction	-3 Attack vs. Water	
Categories	Fire, Robot	
	Flat Tire	Minor Disaster
Instruction	Duration: 2 Turns. Reduces Movement of nearest Vehicle to 0.	
Quote	"Oh no! Broken glass." - Dick	

	Flau	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at FM No. 10 .	
Quote	"Hey! We're on the air!"	
Categories	Monster	
	Flying Drone	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Only 1 Character may combat this Disaster at a time.	
Categories	Paranoid	
	Flying Eye Monster	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 2	
Instruction	If Defeated, keep and use to Defeat The Gate of Betrayal .	
Text	Doorman of Maze Castle.	
Categories	Demon	
	Flying Zeiram Clone	Minor Disaster
Abilities	Attack: 4, Defense: 2, Movement: 3	
Instruction	-1 Attack vs. Flying .	
Categories	Zeiram	
	Flying Zeiram Clone Squadron	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Instruction	Moves in a circle (of 8 Locations) about the center-most Location on the Field (flip a coin if there is a tie). Discards any Items at the end of each circuit.	
Categories	Zeiram, Horde	
	Forceful Impact	Minor Disaster
Abilities	Movement: 5	
Instruction	Moves all Characters 1 Location to the right.	
Categories	Move	
	Forest Fire	Minor Disaster
Instruction	Blocks nearest Tree Location. Water Element Defeats.	
Text	You should have listened to Smokey Bear.	
Categories	Fire	

	Frogman	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2, Charm: 3	
Instruction	Jumps over every 2nd Location.	
Quote	"Fate is a generous mistress. No sooner am I free, than she gives me the opportunity to revenge myself on the accursed Thundercats.	
Categories	Mutant	

	Full Moon	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once. All Saiyans in play transform. Planetary & Attack > 3 or Attack > 7 to Defeat.	
Quote	"Wow. That's the biggest moon I ever..." - Gohan	
Categories	Planetary	

	Full Moon	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once. All Saiyans in play transform. Planetary & Attack > 3 or Attack > 7 to Defeat.	
Quote	"Did you guys know that a terrible monster comes out when the Moon is full?" - Goku	
Categories	Planetary	

	Full Moon (Flight of the Crows)	Minor Disaster
Abilities	Movement: 2	
Instruction	Holds the first Character it passes with Charm > 4 , and immediately moves to farthest Location from group. Rescue by Defeating.	
Categories	Planetary	

	Full Moon (Night of the Unborn)	Minor Disaster
Abilities	Movement: 2	
Instruction	All Demon and Undead are +1 Attack & Defense.	
Categories	Planetary	

	Full Moon (Time of Reflection)	Minor Disaster
Abilities	Movement: 4	
Instruction	Your least powerful Character must leave the group, must move 1 Location in any direction, and cannot act in combination with any other Characters until it is no longer the least powerful Character.	
Quote	"Enough of this sissy stuff! I'm not scared!" - Kuwabara	
Categories	Planetary	

	Funky Muggers	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 2	
Gender	Male	
Instruction	Destroys 1 Clothing card (players choice) that is carried by a Character that this Disaster does Damage to.	
Quote	"A bit late for such a lovely wench to be out strolling."	
	Funny Looking Zeiram Clone	Minor Disaster
Abilities	Attack: 2, Defense: 2, Movement: 1, Charm: 2	
Text	This one should have been given a desk job.	
Categories	Zeiram	
	Furry Eyes	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Disaster will take Item and Vehicle if not Defeated.	
Categories	Spirit, Demon	
	Gama	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4, Charm: 3	
Gender	Male	
Instruction	Each attack by Gama reduces opponent's Movement by 1. If opponent's Movement reaches 0, opponent is frozen until Gama is Defeated.	
Quote	"What does the word makeup bring to mind?"	
Categories	Demon	
	Gardein	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Will ally with Lord Varohl .	
Text	The right arm of Varohl.	
Quote	"Flush out the Champion of Silver. Kill all the rest."	
Categories	Magic	
	Gargoyles	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Text	Guardians of many ancient sites on Third Earth, from Karnor's Black Tower to Sondora's Temple.	
Quote	"Heavy. What's this guy made of?" - Panthro	
Categories	Earth, Demon, Horde	
	Gargoyles	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Text	They lie in wait disguised as stone statues.	
Categories	Earth, Demon, Horde	

	Garoben	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Crystal Seminar .	
Quote	"Foolish humans, studying so very hard..."	
Categories	School, Monster	

	Gatasubal	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Instruction	Will attack 2 Characters (if present) simultaneously (at full Attack), per round. Draw a Combat card for each attack.	
Text	More machine than demon.	
Quote	"It thinks only of the kill." - M5	
Categories	Demon, Mecha	

	Gaw Rak Rak	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Text	The biggest monster in the River of Despair.	
Categories	Animal	

	Geist	Minor Disaster
Abilities	Attack: 3, Defense: 5, Movement: 3, Energy: 2	
Gender	Female	
Instruction	+2 Attack, unless a card Defeats Illusion .	
Text	Shaina's sister, she has lived in exile for ten years.	
Categories	Illusion	

	Genbu, The Stone Turtle	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Gender	Male	
Instruction	Marksman required to damage Genbu.	
Text	Genbu represents the north and the winter season in Chinese astronomy.	
Quote	"I can become one with any type of rock."	
Categories	Earth, Demon	

	Giant Pinball Game	Minor Disaster
Abilities	Movement: 2	
Instruction	Characters are sent back to their Haven.	
Quote	"Let's see here. Pinball, that's the penalty." - Emperor Pilaf	
Categories	Move	

	Ginger	Minor Disaster
Abilities	Attack: 3/5, Defense: 3/5, Movement: 3	
Gender	Male	
Instruction	Saying "Shôgayaki!" (Ginger Fried Pork) makes him big.	
Text	One of the three servants of the demon lord Garlic, Jr. He carries two lethal scimitars embedded in his thighs.	
Categories	Demon	
	Giran	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2, Charm: 3	
Gender	Male	
Instruction	Holds all Characters if not Defeated in 3 rounds.	
Quote	"Come here, mister handsome hero. Take care of the big bad monster."	
Categories	Animal, Holding	
	Give Me a Hand	Minor Disaster
Instruction	Nearest Cyborg Character takes 3 Damage.	
Quote	"WHAAAA!"	
Categories	Cyborg	
	Goblin Raiders	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Will attack Characters without a Weapon first.	
Quote	"Goblins should be frightened off, but they should neve be killed!" - Zact	
Categories	Horde	
	Goki	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Takes and uses Demon cards from Characters he Defeats.	
Text	Part of the trio of demons that robbed King Enma's vault.	
Categories	Demon	
	Golden Eagle	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Text	The golden eagles protect the summit of the Two-humped Mountain.	
Categories	Animal	
	Goons	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Text	Robot bodyguards are common on Mars.	
Quote	"Handle it." - D'anclaude	
Categories	Robot	

	Goz	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 2	
Gender	Male	
Instruction	You may bribe Goz by giving him 1 Item or Equipment from a Character at his Location (he immediately takes a full movement without attacking).	
Quote	"Hey buddy, would you like a little help there?"	
Categories	Ogre, Dimensional	
	Grash	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3	
Gender	Male	
Instruction	Will ally with Liza .	
Quote	"He's a pirate known to operate in this sector. He mainly hits transport and research ships."	
	Greed	Minor Disaster
Instruction	Play Off Field. Each Character in the next group that Scavenges an Item takes 2 Damage at the beginning of the following Turn. This Damage does not heal until the end of the Turn.	
Quote	"Why?! Why?! Why?! Why?! Why?!" - Puttubayh	
Categories	Money	
	Gren Clone (2nd form)	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Male	
Quote	"lirii-ahhh"	
Categories	Zeiram	
	Gren Clone (3rd form)	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Gender	Male	
Quote	"lir-ii-aahhh"	
Categories	Zeiram	
	Gren Clone (4th form)	Minor Disaster
Gender	Male	
Instruction	Play Off Field. All other Gren Clones +1 Attack & Defense.	
Quote	"You think it could copy his mind from a finger tip?" - Iria	
Categories	Zeiram	

	Gren-Zeiram	Minor Disaster
Instruction	Copies most powerful Character at Location. That Character may not engage in Combat.	
Quote	"If it assimilates you you'll die!" - Bob	
Categories	Zeiram, Fear, Dream	
	Grimwood's Men	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Discard all Vehicles to Defeat without a fight. If you have no Vehicles , enjoy Combat.	
Quote	"My, my. All those nice men gathering around us. I wonder what what they do when they're not so busy?" - Rally Vincent	
	Grygory Grygion	Minor Disaster
Gender	Male	
Instruction	Discard the most powerful Weapon at Location.	
Quote	"I have tricked those accursed Thundercats into doing one thing..."	
Categories	Illusion	
	Guldo	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 1	
Gender	Male	
Instruction	Health = 2. If Guldo takes no Damage for 2 rounds, 2 random Characters at the Location will have no actions for the duration of Combat.	
Text	Abilities to stop time and bind opponents make the smallest member of the Ginyu Force lethal.	
Categories	Alien, Freeza, Dimensional	
	Hammerhand	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 2	
Gender	Male	
Text	Leader of the Berserkers.	
Quote	"I'll hammer you into the deck like a rusty nail, boy!"	
Categories	Cyborg	
	Hangover	Minor Disaster
Instruction	All Characters that have not been at the same Location as an Alcohol card before (Hangover doesn't count) are -2 Attack and Defense for 2 Turns.	
Quote	"What's wrong? Did they make you drink?" - Gally	
Categories	Alcohol	

	Happy Tanks	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 4	
Text	Criminals kept getting bigger and better weapons. The police had to keep up.	
Quote	"What scrap heap did you drag these things off of?"	
Categories	Vehicle	
	Have a Nice Trip	Minor Disaster
Instruction	Shuffle nearest Battlesuit back into owner's Draw pile.	
Text	...see you next Fall.	
	Heavy Gun Bot	Minor Disaster
Abilities	Attack: 5, Movement: 3	
Instruction	Unless Held, moves to 1 Location away from Characters with Items, and attacks from there. Attacks for 3 rounds, and is then Discarded.	
Categories	Robot	
	Hellhound Aragami	Minor Disaster
Abilities	Attack: 3/7, Defense: 3/7, Movement: 3	
Instruction	If Hellhound Aragami Kills a Character, it transforms and becomes a Major Disaster.	
Text	This Aragami was created with a synthetic orange mitama.	
Categories	Animal, Spirit	
	Hercules Algethi	Minor Disaster
Abilities	Attack: 7, Defense: 4, Movement: 2, Energy: 2	
Gender	Male	
Text	Hercules was the greatest of Greek heroes. Algethi does not compare.	
Categories	Silver Saint	
	Hercules Moshu Ken	Minor Disaster
Instruction	Bonks all Characters without Speed .	
Quote	"The Hercules Moshu Ken is incredibly strong! Run!" - Ikki	
	Highjacker-Zeiram Clone	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Quote	"Not very smart, running away like that." - Iria	
Categories	Zeiram	
	Hired Goons	Minor Disaster
Abilities	Attack: 3*, Defense: 4, Movement: 2	
Instruction	+1 Attack each round of Combat.	
Quote	"It's nothing personal kid. We were hired to do this. We're gonna beat the crap outta ya."	

	Holy Green Perimeter Guards	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 4	
Instruction	Makes two circuits before being Discarded.	
Quote	"If we hang around here the soldiers are bound to spot us." - Chimin	
	Homework	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Students cannot move.	
Quote	"He's a lot different than you, when you were a kid, Goku." - Krillin	
Categories	School, Holding	
	Hook Mountain Dragon	Minor Disaster
Abilities	Attack: 7, Defense: 5, Movement: 3	
Gender	Male	
Instruction	Defeat by stealing his Item.	
Text	Hidden away in the dungeons of the Hook Mountain castle.	
Categories	Fire, Dragon	
	Horde of Zeiram Clones	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Text	Once more the Zeiram hordes shall march upon Myce.	
Categories	Zeiram, Horde	
	Hound Asterion	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Characters without Martial Arts x2 or ESP are -1 Attack.	
Text	Asterion has the power to read his foes minds', and anticipate every move they make.	
Categories	Silver Saint	
	Hounded by the Media	Minor Disaster
Instruction	If Celebrity not present, gives 1 random Character the Celebrity skill for the remainder of the game. All Minor Disasters immediately move to this Location. Bonk Celebrity to Defeat.	
Quote	"Oh! Oh! Here she is!"	
	Hounded by the Press	Minor Disaster
Instruction	All Characters with Police or Investigation are unable to move for 1 Turn.	
Quote	"Sir, sir. Are you with the MPD?"	
Categories	Horde, Holding	

	Hungry Cabbit	Minor Disaster
Instruction	Eats 1 piece of nearest Character's Equipment (remove from game).	
Quote	"Could you please not eat my gun?" - Mihoshi	
Categories	Hungry, Animal	
	Hungry Dinosaur	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	If you Defeat this Disaster, you may keep it and use it as a Food card.	
Quote	"Say, you must be feeling lucky today." - Gohan	
Categories	Animal, Hungry, Food	
	Hungry Kids	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 2, Charm: 4	
Quote	"You poor kids. You're are from the Shadow Zone, aren't you?" - Dr. Touka	
Categories	Hungry, Horde	
	Hungry Zeiram	Minor Disaster
Instruction	Eats 1 Character (they're Killed). Prefers Police , Military , or Hunter , otherwise a random Character.	
Quote	"...and then things got real hairy."	
Categories	Hungry, Zeiram	
	Hydra	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Instruction	Health = 10.	
Text	As long as one head continues to live, the Hydra will survive.	
Categories	Monster	
	Hyou	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Will only initiate attack against Demons .	
Text	Ruthless demon hunter.	
Quote	"For fifteen long years I have existed to slay the evil monster that murdered and ate my family."	
	I'm Not Armed, Don't Shoot	Minor Disaster
Instruction	Play Off Field. All Characters -2 Attack 1st round of Combat.	
Quote	"Can I put my hands down?" - Puttubayh	
	Ibuprofen And Quickly!	Minor Disaster
Instruction	All Characters at this Location are -2 Defense against the next Combat Disaster. If Medic skill is present, -1 Defense.	
Text	Oh, that HAD to hurt.	

	Ice Coffin	Minor Disaster
Instruction	Holds 1 random Character. Martial Arts x3 or Fire Element x3 Defeats.	
Categories	Ice, Holding	

	Ice King	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 3	
Gender	Male	
Instruction	Royal Painting Defeats.	
Text	The King of Hook Mountain had been frozen in a glacier for a thousand years.	
Categories	Ice	

	Iguara	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Pet Shop Perfume .	
Text	She sells chanelas, sss.	
Quote	"Eww, gross!" - Sailor Moon	
Categories	Monster	

	Impending Doom	Minor Disaster
Instruction	Draw until you get a Combat Disaster, then shuffle your Draw pile, except the Disaster you just drew. The Disaster moves immediately to this Location and attacks.	
Quote	"They'll arrive in one year. And the funny thing is, they're much stronger than I am." - Raditz	

	Impenetrable Aurora Shield	Minor Disaster
Abilities	Movement: 3	
Instruction	Moves once. Blocks Location for 3 Turns.	
Quote	"The strange dome, and whatever may be occurring inside it remain a mystery." - Ken Inoue	

	In the Hall	Minor Disaster
Instruction	Place on nearest School Location. Prevents the use of the Student skill by any Characters at that Location.	
Quote	"Just what do you think school is all about, anyway?!" - Miss Ayumi	
Categories	School	

	Inagoman	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Gender	Male	
Quote	"Oh my god! It's Inagoman!" "What's that mean, I don't speak Japanese?" "It means grasshopper."	
Categories	Monster, Bugrom	

	Insane Hitmen	Minor Disaster
Instruction	Kills the Character with the lowest Movement.	
Quote	"Jesus!" - Mad Bull	

	Insect Aragami	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Instruction	Flying required to damage Insect Aragami.	
Categories	Bugrom, Spirit	

	Instruments of Torture	Minor Disaster
Instruction	Play Off Field. Duration: 2 Turns. All Major Disasters +1 Attack & Defense.	
Quote	"Please stop!! NO!!" - Aira	
Categories	Medical	

	Ishikui, The Stone Eater	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	+4 Attack vs. Held or Paralyzed Characters.	
Quote	"Then I'll eat you, and make crispy crunchy sounds."	
Categories	Bugrom, Demon	

	It Gets Into Everything	Minor Disaster
Instruction	Play Off Field. Duration: 2 Turns. All Equipment bonuses -1.	
Categories	Desert	

	It's Raining Grenades	Minor Disaster
Abilities	Attack: 4, Movement: 4	
Instruction	Unless Held, moves to 1 Location away from Characters with Items, and attacks from there. Attacks for 2 rounds, and is then Discarded.	
Quote	"It's my turn!" - Minnie May	

	Jackie Chun	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 4, Energy: 4	
Gender	Male	
Text	Master Roshi's tournament-going alter ego.	
Quote	"Young people are so unreasonable."	
Categories	Illusion	

	Jaki	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3	
Gender	Male	
Text	The most violent and cruel guard in the Sanctuary, he was promised a Saint position for killing Marin.	

	Jellyfish Aragami	Minor Disaster
Instruction	Destroys nearest Vehicle .	
Categories	Animal, Spirit	

	Jin	Minor Disaster
Abilities	Attack: 6, Defense: 5, Movement: 4, Energy: 2	
Gender	Male	
Instruction	Every other attack is blocked.	
Text	The strongest member of Team Masho.	
Quote	"That's the spirit! Let's have some fun!"	
Categories	Air, Demon	

	Jiro Amakusa	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Male	
Text	Olympic gold medalist turning pro.	
Quote	"I just want to maintain a high quality in my fights."	

	Jumeau	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Exhibition Gallery .	
Quote	"Even the Girls' Day dolls are angry!"	
Categories	Monster	

	Jump Off a Bridge	Minor Disaster
Instruction	Play Off Field. The next Character to lose in Charm Combat against a Disaster is Killed.	
Text	If all the cool kids jumped, would you jump too?	

	Juraian Guardians	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3	
Instruction	Bonked Characters are Held until Guardians are Defeated.	
Quote	"Here we come! Here we come! Here we come!"	
Categories	Holding	

	Juvenile Delinquents	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. All Planetary Vehicles are Held.	
Quote	"Let's sell this spaceship... I wanna buy a spaceship." - Amarube	

	Kai, Team Ichigaki	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Energy: 2	
Gender	Male	
Instruction	If Kai is Defeated with < 0 Health, group is -2 Attack next Combat.	
Quote	"Kill."	
	Keep Out	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once. Duration: 4 Turns. Must also have Celebrity to Scavenge Location.	
Quote	"Hold on there champ, the locker room's off limits."	
	Kenbukyou	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Health = 3. Will not combat for Arago.	
Text	True master of the Swords of Fervor.	
Categories	Demon	
	Kevidabu	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3, Energy: 3	
Gender	Male	
Instruction	-2 Attack vs. Magic .	
Categories	Magic	
	Kids These Days	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 4, Charm: 3	
Instruction	Successful Charm attack against this Disaster reduces Attack & Defense by half for 1st round.	
Text	After the destruction of their planet by Freeza, they learned to survive as refugees in the badlands of the galaxy.	
Categories	Alien, Horde	
	Kigaan	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 3/3, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Phantom Bus Stop .	
Text	He screams and he cusses, He rams other busses. Hail to the bus driver, bus driver-man.	
Categories	Monster	
	Killer Whale	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Text	Scientific name Orcinus orca.	
Categories	Water, Animal	

	King Siva	Minor Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. All Disasters +1 all vs. Dragon .	
Text	He will not rest until Mana is his bride.	
Quote	"As long as I get Rouce's wife, I'm cool with it."	
	King Tiger	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Energy: 3	
Gender	Male	
Instruction	Will Combat a random Character until that Character is Defeated.	
Text	Exiled student of the great master Dohko.	
	Kiriya, The Phantom Assassin	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Gender	Female	
Instruction	Discard 1 random card from your hand for each Character Defeated by Kiriya.	
Quote	"I haven't seen anyone with blue skin before." - Nanami	
Categories	Illusion, Phantom Tribe	
	Kishiime	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Speed required to damage Kishiime.	
Text	This Dr. Weelo creation is extremely fast, and can fire electrical "whips" from the vents in his chest and arms. His name refers to a style of noodles from Nagoye, which is also Akira Toriyama's home town.	
Categories	Android, Lightning	
	Kodachi Kuno, The Black Rose	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 7	
Gender	Female	
Instruction	Moves immediately to Location of nearest Combat Disaster and allies with that Disaster.	
Quote	"Look, it's my twisted sister."	
	Kurageman	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Every Location he passes loses the Water category until Defeated.	
Quote	"I am not an octopus!"	
Categories	Monster	

	Kuro Momotaro	Minor Disaster
Abilities	Attack: 3*, Defense: 3*, Movement: 3	
Gender	Male	
Instruction	Must Defeat 3 times. +1 Attack & Defense after each Defeat.	
Text	Kuro Momotaro uses demonic dumplings to transform himself into various animal forms.	
Categories	Animal, Demon	
	Kymera	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 3, Charm: 5	
Gender	Male	
Instruction	+2 Defense when at the same Location as Terator .	
Text	Evil and beautiful.	
Quote	"Terators are my sworn enemies."	
Categories	Alien, Robot	
	Kyurene	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at 30 Thirties .	
Quote	"Can't leave any witnesses. Guess I'll have to kill you."	
Categories	Music, Monster	
	Lab Explosion	Minor Disaster
Instruction	Discard all Science cards in play and 1 random card from your hand.	
Quote	"No, don't touch...get away from ...what are you?...Aggh!"	
Categories	Science	
	Ladies of the Xiao Liu Mang	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 8	
Quote	"We will write our names in blood in the history of the Xiao Liu Mang." - Ai Lin	
	Lady Kayura	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2, Charm: 4	
Gender	Female	
Text	The last descendant of Kaos' clan.	
	Lady Tokimi	Minor Disaster
Gender	Female	
Instruction	Play Off Field. Duration: 6 Turns. Blocks all Dimensional Locations. Washu is unaffected.	
Quote	"I do not understand. Her very existence is impossible and yet she was there before us."	

	Lamika	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 4	
Gender	Female	
Quote	"Hmph! What a fool! Do you think you have a chance against someone of my lineage?"	
Categories	Undead	
	Lancia Delta	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Instruction	Only Vehicles may attack the Lancia Delta.	
Quote	"The Lancia's reckless driving keeps getting worse as time goes on." - Miyuki	
Categories	Vehicle	
	Lesser Kappa Aragami	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	If Kappa Aragami comes into play and is Defeated, Discard this card.	
Categories	Horde, Spirit	
	Life Sucks and then You Die	Minor Disaster
Abilities	Movement: 2	
Instruction	A random Character takes 5 Damage. If it survives, it is -2 Defense during its next Combat.	
Quote	"Believe it or not he's only twenty-eight years old." - Sugishita	
	Lil' Terrorist	Minor Disaster
Abilities	Attack: 5, Defense: 1, Movement: 1	
Gender	Male	
Quote	"Let me go take care of them, haha.	
Categories	Cute, Fear	
	Liza	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 5	
Gender	Female	
Instruction	Will ally with Grash .	
Quote	"She's incredibly violent and functions as the muscle for Grash's operation."	
	Lizard Misty	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Energy: 4	
Gender	Male	
Instruction	+2 Attack when Damage is taken.	
Text	The Lizard Saint believes he is the most beautiful Saint, and to be injured would be the ultimate insult to him. He's known as the "Beautiful Assassin".	
Categories	Silver Saint	

	Lizarthon	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Text	Third Earth's very own T-Rex.	
Categories	Animal	
	Lobby Guards	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1	
Instruction	Stops moving when it reaches the last Location on the Field.	
Quote	"Now move it before they cut you down!" - Bob	
Categories	Police, Horde	
	Locked Gate	Minor Disaster
Abilities	Movement: 2	
Instruction	Moves once. Must have Keys , Phase , or Attack > 6 to cross or attempt Location.	
	Lonely Playground	Minor Disaster
Instruction	Your least powerful Character at this Location must leave the group, must move 1 Location in any direction, and cannot act in combination with any other Characters until it is at a Location with Characters that have a combined Charm > 12 .	
Quote	"I'll be waiting for you Kusanagi." - Momiji	
	Loner	Minor Disaster
Instruction	Your most powerful Character must leave the group, must move 1 Location in any direction, and cannot act in combination with any other Characters until it is at a Location with Characters that have a combined Charm > 12 .	
Quote	"Don't lump me in with those pathetic weaklings." - Piccolo	
	Loose Cable	Minor Disaster
Instruction	Play Off Field. Duration: 5 Turns. Blocks all Locations that require Climbing to Scavenge.	
	Lotus Agora	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 2, Energy: 2	
Gender	Male	
Instruction	Moves immediately to Location of nearest Combat Disaster.	
Text	Disciple of Shaka Virgo.	
Categories	Silver Saint	
	Lulara Kawasaki	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Gender	Female	
Text	One of the Mega Playboy's countless descendants.	

	Ma-Mutt	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 2	
Gender	Male	
Text	Mumm-Ra's loyal hellhound.	
Quote	"Ahhh, I love you too, Ma-Mutt." - Mumm-Ra	
Categories	Undead, Animal	
	Machine Gun Robot	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Instruction	Will attack 2 Characters (if present) simultaneously (at full Attack), per round. Draw a Combat card for each attack.	
Quote	"Open fire!" - Akubon	
Categories	Robot	
	Mad Bubbler	Minor Disaster
Abilities	Movement: 2	
Gender	Male	
Instruction	Characters without Pure Heart are Held 1 Turn.	
Text	His magic bubbles cause mine madness.	
Quote	"I hope you like bubbles."	
Categories	Spirit	
	Major Metallitron	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 1	
Text	His duty is to stop anyone from advancing to the third floor of Muscle Tower.	
Quote	"I'm back!"	
Categories	RedRibbonArmy, Android	
	Makai Insect	Minor Disaster
Abilities	Movement: 1	
Instruction	A random Character is now a Minor Disaster. Free by Defeating.	
Quote	"Minds occupied by this parasite develop a need for destruction, physical power, and murder." - Botan	
Categories	Bugrom, Demon	
	Make a Day of It	Minor Disaster
Instruction	Characters with Fashion or Shopping are Held 3 Turns.	
	Makintaro	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 2	
Gender	Male	
Instruction	Does not attack on the round he is Defeated.	
Quote	"Come on, just give me your best shot!"	
Categories	Demon	

	Malcar	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 3, Energy: 5	
Gender	Male	
Text	A powerful alchemist from a forgotten age.	
Quote	"...iron to gold, stones to diamonds, and, for you, thundrillium into thundrainium."	
Categories	Magic	
	Mason's Bodyguard	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Gender	Female	
Instruction	Steals 1 piece of Equipment and runs. If not Defeated before it exits the Field, Equipment is Discarded.	
Quote	"Let us make them welcome."	
Categories	Boomer	
	Max	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Instruction	Every 3rd round Max uses his missile attack, and his Attack increases to 7.	
Categories	Missile, Cyborg	
	Max 5000	Minor Disaster
Abilities	Attack: 8, Defense: 3, Movement: 3	
Instruction	Max 5000 has no attack the 1st round of Combat.	
Quote	"Max 5000. Truly deserving of the name, the Blue God of Death!" - B-ko	
Categories	Mecha	
	Mechanosect	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 3	
Text	This robotic bug is right at home in the forest of giant insects.	
Categories	Bugrom, Robot	
	MEEL	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Must Defeat 2 times, unless a card Defeats Illusion . Discard 1 Planetary Vehicle for each Character Killed by MEEL.	
Categories	Illusion	

	Mez	Minor Disaster
Abilities	Movement: 3	
Gender	Male	
Instruction	Stops moving if he passes a Location with Characters. Characters must each have Speed x2 or Movement > 3 , (or be in a Vehicle with Movement > 3) to leave Location. He then starts moving again.	
Quote	"After King Yemma, I'm the fastest ogre here!"	
Categories	Ogre, Holding, Dimensional	

	Mimizuman	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 2, Charm: 2	
Gender	Male	
Instruction	Destroys any Legal Location he lands on.	
Quote	"Do you think you can treat me like a hick because I'm from the countryside?"	
Categories	Monster	

	Minotaur	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	+2 Attack against Characters without Magic or Speed .	
Text	A giant with a bull's head. Minotaurs live mainly within underground labyrinths or in abandoned areas.	
Categories	Monster	

	Mirror Wraith	Minor Disaster
Gender	Male	
Instruction	No access to any Havens, or any View Locations. Discard 1 Cute to Defeat.	
Quote	"...And that means the Mirror Wraith will be in there with her." - Mumm-Ra	
Categories	Illusion, Demon	

	Miso-Cutsun	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3	
Gender	Male	
Instruction	Attacks on Miso-Cutsun which do not do Damage, do 2 Damage to the attacker.	
Text	This Dr. Weelo creation can stretch up to ten times its normal size to absorb attacks. His name means "fried cutlet with soybean paste."	
Categories	Android	

	Mist Monster	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4	
Instruction	Discard all Animals to Defeat without a fight. If you have no Animals , enjoy Combat.	
Text	Baa!	
Categories	Air, Monster	

	Mitsuami	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Hair Salon .	
Quote	"I'm going to give you such a good trim, you'll never need to come back for more."	
Categories	Monster	

	MME Patrol Ship	Minor Disaster
Abilities	Defense: 8, Movement: 4	
Instruction	When it encounters a group of Characters all Paranoid Disasters begin to move directly toward the group.	
Categories	Paranoid, Flying Vehicle	

	Molemaster	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Gender	Male	
Instruction	Only Earth Locations can be Scavenged while Molemaster is on the Field.	
Quote	"Where is my gold? Gold! Bring me gold, Molemen!"	
Categories	Animal	

	Mongor	Minor Disaster
Abilities	Attack: 3*, Defense: 3*, Movement: 3	
Gender	Male	
Instruction	+1 Attack, Defense, & Health each Turn.	
Quote	"No creature, no structure, no Third Earthling will escape the wrath of Mongor."	
Categories	Animal, Demon	

	Monster Carrot	Minor Disaster
Instruction	Unless Green Thumb or Magic present, Bonk 1 random Character.	
Text	Like King Midas, but carrots.	
Quote	"Want a bite?"	
Categories	Animal	

	Morga	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Osa-P Jewellers .	
Quote	"I've locked your mother up in the basement, and after I'm done killing you, I'm gonna kill her too!"	
Categories	Monster	

	Mossland Monster	Minor Disaster
Abilities	Attack: 6, Defense: 4, Movement: 4	
Instruction	Health = 10.	
Text	Attacks all that enter its domain.	
Quote	"Oakly you overgrown zuchinni, if that's how you want to play it..." - Tygra	
Categories	Swamp, Monster	

	Murdered Music Star	Minor Disaster
Instruction	All Music Items and Equipment are Discarded. All Characters with Music skill are Killed.	
Quote	"It's McCanon!"	
Categories	Music	

	Murido	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Dreamland .	
Quote	"Oh, scary."	
Categories	Monster	

	Musca Dios	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 2	
Gender	Male	
Text	Musca, the Fly, is a constellation in the southern hemisphere.	
Categories	Silver Saint	

	Mushizo	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Male	
Instruction	Characters without Movement > 2 take 1 Damage per round.	
Text	A dwarf who holds a wasp's nest on his back and is able to control those insects to do his bidding.	
Categories	Demon, Bugrom	

	Mushizo's Wasp Swarm	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Instruction	Only Characters with Movement > 3 can Run Away. Attack affects all Characters at Location.	
Quote	"You've torn the wasps' home." - Mushizo	
Categories	Bugrom	

	My Baby!	Minor Disaster
Instruction	Bonk all Cute Characters. Discard all other Cute cards.	
Categories	Fear	

	Mystery Foe	Minor Disaster
Instruction	Allies with nearest Combat Disaster. That Disaster gets 2 attacks per round during its next Combat.	
Text	A surprise attack by this dark trio inflicted a rare defeat on Piccolo. Eventually, that momentary triumph exacts a heavy price.	

	Nahato	Minor Disaster
Abilities	Attack: 2, Defense: 1, Movement: 3, Charm: 1	
Gender	Male	
Instruction	Steals an Item and runs. Diverts attacks to nearest opposing Character unless Illusion piercing, Genius , or Blind Luck is present.	
Quote	"Such a lovely child." - Galus	
Categories	Illusion, Phantom Tribe	

	Nam	Minor Disaster
Abilities	Attack: 3, Defense: 6, Movement: 3, Charm: 3	
Gender	Male	
Text	Nam wanted to use the prize money from the World's Martial Arts Tournament to bring water to his drought-stricken village.	
Quote	"Young warrior, I have no desire to harm you."	

	Nazaa, Warlord of Venom	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Gender	Male	
Quote	"You though you could win, huh? Don't make me laugh!"	

	Nemex	Minor Disaster
Gender	Male	
Instruction	Holds a random Character. Held Character permanently loses 1 random skill per Turn.	
Quote	"Only when you surrender all your knowledge to me will I consider the possibility of your freedom."	
Categories	Holding, Dimensional	

	Nether Spirits	Minor Disaster
Abilities	Attack: +3, Defense: +3, Energy: +3	
Instruction	Play Off Field. Attaches to first Demon or Undead Combat Disaster that comes into play.	
Quote	"Arise, nether spirits! Use your power to crush them!" - Arago	
Categories	Spirit	

	Nether Witch	Minor Disaster
Abilities	Movement: 1	
Instruction	Sends one random Character to nearest Dimensional Location. If no Dimensional Locations are in play, Character is sent to farthest possible Location.	
Quote	"Ancient spirits of the void, transports Lion-O to your astral world."	
Categories	Magic, Illusion, Move, Dimensional	
	Nichol, The Mechanic	Minor Disaster
Instruction	Flip a coin. If heads, Bonk a random Character. If tails, look at the next Disaster.	
Quote	"You still stink of stale coffee and piss, and you look like shit." - Mad Bull	
	Nicky	Minor Disaster
Abilities	Attack: 3/5, Defense: 3/5, Movement: 3	
Gender	Male	
Instruction	Saying "Nodoame!" (Throat Lozenge) makes him big.	
Text	One of the three servants of the demon lord Garlic, Jr. He carries a longsword embedded in his arm.	
Categories	Demon	
	No Exit	Minor Disaster
Instruction	Characters cannot Run Away from the next Disaster they encounter.	
Quote	"That was too close for comfort." - Goku	
Categories	Spirit, Holding	
	No Help!	Minor Disaster
Instruction	Play Off Field. Duration: 2 Turns. Characters cannot join a group they are not already in. Only 1 Character may enter the Field per Player per Turn. No group may help another in Scavenging or Combat.	
Quote	"There will be no help!"	
	No Pizza, and No Chinese	Minor Disaster
Instruction	If you have any Weapons , Discard all Food Items.	
Quote	"Hey, there's nothing to eat here." - Rally	
	No Time for Long Good-byes	Minor Disaster
Instruction	The Disasters win the game. Limit 1 per deck.	
Text	Why did you put this in your deck?	
Quote	"I swear if anything happens to Bob, you'll answer to me!" - Iria	
	No Way Out	Minor Disaster
Instruction	Characters cannot Run Away from the next Disaster they encounter.	
Categories	Holding	

	Nova Universe	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3	
Gender	Male	
Text	One of the last pure-blooded Yumans, he made a deal with G.O.R.N to kill all humans, but was betrayed.	
	Nozuchi	Minor Disaster
Instruction	Discard all Vehicles in play that cannot carry more than 2 Character.	
Text	Nozuchi, Devourer of Small Trucks.	
Categories	Spirit	
	Observation Droid	Minor Disaster
Instruction	Player of closest Characters must play with hand showing for 2 Turns.	
Categories	Robot, View	
	Octopoid	Minor Disaster
Abilities	Attack: 3, Defense: 10, Movement: 1	
Text	Karnor's most dangerous trap.	
Categories	Animal	
	Oil Geyser	Minor Disaster
Instruction	All Characters -5 Defense against Fire until attacked by Fire . If a Character uses Fire they take 5 Damage.	
Quote	"Stop! Don't shoot! It's an oil geyser!" - Rodoist Soldier	
Categories	Earth	
	Old Married Couple	Minor Disaster
Instruction	All Characters switch genders.	
Quote	"Sure, the only question is who was the husband and who was the wife?" - Botan	
	Old Memories	Minor Disaster
Instruction	Draw until you get a non-Combat Disaster, then shuffle your Draw pile, except the Disaster you just drew. That Disaster moves immediately to this Location.	
	Old Woman	Minor Disaster
Gender	Female	
Instruction	All transforming Characters in play transform. All others are -1 Attack & Defense next Combat.	
	One World	Minor Disaster
Instruction	Play Off Field. No player can attack any other player's Characters. Each player can only Scavenge their own Locations.	
Quote	"This is a first step toward 'One World, One Nation.'"	
Categories	Legal	

	Oniwabandana	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	Your most powerful Character must leave the group.	
Quote	"Banban."	
Categories	Ninja, Monster	
	Open Airlock	Minor Disaster
Instruction	Play Off Field. Does 1 Damage to all Characters in Planetary Vehicles .	
Categories	Air, Planetary	
	Ophiuchus Shaina	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 4	
Gender	Female	
Instruction	+2 Attack vs. Seiya .	
Categories	Silver Saint	
	Orbital Defense Satellite	Minor Disaster
Abilities	Attack: 4, Defense: 4,	
Instruction	Moves to nearest Planetary Location if in play. Will attack any Character that stops within 1 Location.	
Quote	"There are more than 200 armed satellites in Earth orbit." - Catty	
Categories	Weapon, Planetary	
	Orchid	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Gender	Female	
Quote	"I summon the spirits that dwell in thunder, give unto me your anger, your hatred!"	
Categories	Air	
	Otherworldly Visitor	Minor Disaster
Abilities	Movement: 4	
Instruction	Characters with ESP are unable to perform any actions.	
Quote	"We have to help it escape Third Earth. It's my only hope." - Cheetara	
Categories	Alien, Planetary Vehicle, Planetary	
	Out of Gas	Minor Disaster
Instruction	All Characters must return to their Havens for 1 Turn.	
	Overload	Minor Disaster
Instruction	Nearest piece of Equipment is Destroyed and Character carrying it is Bonked.	
Quote	"Their power readings are rising too fast. The sensor can't handle it!" - Bulma	

	Pack of Wolves	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"This is great! Now there's enough for all of us." - Goku	
Categories	Animal, Horde	
	Palm Monster	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Instruction	+1 Attack if uncovered while Scavenging.	
Quote	"You didn't happen to know these things were here when you picked this place, did you?" - Kei	
Categories	Tree	
	Papillon	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all vs. Sailor Venus .	
Text	Kunzite turned Minako's old friend Katarina into a monster.	
Quote	"I know all your weaknesses."	
Categories	Bugrom, Monster	
	Peacock Shiva	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Energy: 3	
Gender	Male	
Instruction	Moves immediately to Location of nearest Combat Disaster and allies with that Disaster.	
Text	Another of Shaka Virgo's disciples.	
Categories	Silver Saint	
	Perseus Algol	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Energy: 4	
Gender	Male	
Instruction	Characters Bonked by Algol cannot re-enter play while he's in play.	
Text	Algol possesses the Medusa Shield, which transforms anyone who looks directly to it into stone.	
Categories	Silver Saint	
	Petasos	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Local Park .	
Quote	"Hear me all you animals in the park! Attack the humans!!!"	
Categories	Tree, Monster	

	Petrified	Minor Disaster
Instruction	Paralyzes a random Character.	
Quote	"No!!!"	
	Phantom Cat	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4	
Text	Summoned by the castle basement witch.	
Quote	"You fought my fiercest sentinel, and came away without losing your arm."	
Categories	Spirit, Animal	
	Phantom Saints	Minor Disaster
Abilities	Attack: 7, Defense: 5, Movement: 3	
Text	The Sea Serpent, Dolphin, and Jellyfish Saints. They are loyal to Geist.	
	Pierced Head	Minor Disaster
Instruction	Every Character with a Weapon is Bonked.	
Quote	"I, Damaramu, will forever regret this."	
	Pileup	Minor Disaster
Instruction	Discard all Vehicles in play unless Driving x2 is present.	
Quote	"What are you looking at?!"	
	Pine Serpent Aragami	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Blocks all Tree Locations.	
Categories	Animal, Tree, Spirit	
	Pirate Robot	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Energy: 2	
Instruction	Discard Pirate Treasure to Defeat.	
Text	Ruthless guardian of an ancient pirate treasure.	
Quote	"Yo ho ho."	
Categories	Robot, Artifact	
	Plains Barbarians	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	+2 Attack vs. Equipment.	
Quote	"Uuuugh rahhh! Uuweah! Yii yii yaw!"	
Categories	Horde	
	Plane Crash	Minor Disaster
Instruction	Destroys nearest Flying Vehicle . Bonks everyone in it.	

	Plunder Landing Force	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Quote	"Launch ground troops toward Chaos. We must retrieve the new lifeform."	
Categories	Horde	
	Preschoolers	Minor Disaster
Instruction	Duration: 1 Turn. All Characters have no actions.	
Quote	"Okay! Okay! Okay!" -Natsumi	
Categories	School	
	Poisoned	Minor Disaster
Instruction	Play Off Field. The next Character that takes Damage is poisoned, and will be incapacitated in 3 Turns, and Killed in 6 Turns.	
	Popped Football	Minor Disaster
Instruction	If Strength x2 is present, Destroy an Item.	
Quote	"?!" - Hazama	
Categories	Sports	
	Power Suit	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Does not attack on the round it is Defeated.	
Quote	"Well, let's see you beat the power suit I've designed." - B-ko	
Categories	Mecha	
	Princess Snake's Lair	Minor Disaster
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. Location becomes Dimensional.	
Quote	"But your eyes, what about your eyes? Have they been deceived all along?" - Princess Snake	
Categories	Illusion, Dimensional	
	Priss & The Replicants	Minor Disaster
Instruction	Characters caught in crowd, and are Held for 1 Turn unless Priss is present.	
Text	We're all just lonely hearts in the big city... A whisper transforms into a shooting star.	
Categories	Music, Holding	
	Property Damage	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves 3 times. On 3rd movement, Discard everything at Location.	
Quote	"Hah! A little target practice..." - Nappa	

	Pterodactyl	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 3	
Instruction	If you reduce this Disaster's Health to exactly 0, you may use it as a Flying Vehicle which can carry 3 Characters and their Equipment.	
Text	In Goku's world, fantastic technology and monstrous beasts exist side-by-side.	
Categories	Animal, Flying Vehicle	
	Pumm-Ra	Minor Disaster
Gender	Male	
Instruction	Play Off Field. Duration: 3 Turns. Characters do not get to attack the 1st round of Combat against Disasters.	
Quote	"Who am I? Wouldn't you like to know."	
Categories	Thunderian, Illusion	
	Puppet Bomb	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once. Destroys itself and 1 random Item or Equipment at the Location it stops on.	
Categories	Robot	
	Pyrocession	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 2	
Quote	"My salamander will burn you to ashes!"	
Categories	Fire	
	Queen Marie	Minor Disaster
Gender	Female	
Instruction	Play Off Field. Duration: 2 Turns. Discard all Money and Food Items.	
Quote	"Let them eat cake."	
Categories	Fear	
	Queen Tartara	Minor Disaster
Abilities	Attack: 2, Defense: 2, Movement: 4, Charm: 3	
Gender	Female	
Instruction	Steals an Item and runs.	
Text	Queen of the Crystal Kingdom.	
Quote	"My treasure chamber is my pleasure alone."	
	Quick Sand	Minor Disaster
Instruction	Moves to nearest Desert Location. The next group to pass this Location is Held, unless Strength , , Speed & Mech are present.	
Quote	"Oh, this sucks." - Ran	
Categories	Desert, Holding	

	Raiichi & Zaakro	Minor Disaster
Abilities	Movement: 3	
Instruction	3 random Characters have no further actions this Turn and are Held for 2 Turns. Streetwise Defeats.	
Text	These aliens read Bulma's mind, then masqueraded as Nameks to steal the Namek ship and escape their dimensional prison.	
Categories	Alien, Illusion, Holding	
	Rajura, Warlord of Illusion	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Gender	Male	
Quote	"Know the power of doom!"	
	Ram Bam	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 2	
Gender	Male	
Text	One of Hammerhand's Berserkers.	
Quote	"You'll have to move faster than that."	
Categories	Cyborg	
	Ramua	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Clock Look .	
Quote	"I have stopped time entirely for you. Now you will get to watch in silence as I make Sailor Moon suffer!"	
Categories	Monster, Dimensional	
	Rando	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Energy: 3	
Gender	Male	
Instruction	Any Character Killed by Rando loses any special abilities it had.	
Text	A notorious human hunter, he's stolen the powers of ninety-nine psychics.	
Categories	Demon	
	Ranfan	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 7	
Gender	Female	
Text	A charming and capable fighter.	
Quote	"Eheh heh heh heh. You tough boys are all alike."	
	Ras Alghul Gorgonio	Minor Disaster
Instruction	Holds all Characters. Martial Arts Defeats.	
Categories	Holding	

	Re-Entry	Minor Disaster
Instruction	Play Off Field. Discard next Planetary Vehicle used to access a Planetary Location.	
Quote	"I wonder why it's so hot in here?" - Iria	
Categories	Planetary	
	Recon Drones	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Will attack all Characters except 1 random Female .	
Quote	"The enemy units appear to be observing Patty." - Ail	
Categories	Paranoid	
	Red Alert Robot	Minor Disaster
Instruction	All Robot Disasters immediately move to this Location.	
Categories	Robot	
	Red ERA Mini Turbo	Minor Disaster
Abilities	Movement: 5	
Instruction	Steals an Item from nearest Character having an Item. Defeat by catching. The Character gets the Item and +1 Movement for the remainder of the game.	
Quote	"On the outside it's just a Mini. But on the inside it's a completely different animal." - Miyuki	
Categories	Vehicle	
	Red Tape	Minor Disaster
Instruction	All players shuffle their hands back into Draw piles and redraw an equal number of cards. Shuffle any Disasters after drawing.	
Quote	"Upstairs said to remove you. I don't know any more than that."	
Categories	Legal	
	Rei Ginsei	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Gender	Male	
Instruction	All attacks on Rei deal 1 Damage to the attacker.	
Quote	"Killing men like you is my greatest pleasure. Prepare to die!"	
Categories	Mutant, Dimensional	
	Restricted Area	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once. Duration: 4 Turns. Must also have Investigation to Scavenge Location.	
Quote	"You can imagine my surprise when this simple and humble student president found ancient ruins beneath our school." - Jinnai	
Categories	Legal	

	Rinku	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 3	
Gender	Male	
Instruction	Characters damaged by Rinku are Held until Rinku is Defeated.	
Text	The youngest member of Team Rokuyukai.	
Quote	"Why don't we play a little first?"	
Categories	Demon	

	Risho	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 2, Energy: 2	
Gender	Male	
Text	Leader of Team Masho.	
Quote	"Each shinobi is a master of some skilled art. Weren't you wondering what mine would be?"	
Categories	Earth, Demon	

	Road Block	Minor Disaster
Instruction	Blocks all Locations that require Driving to Scavenge.	
Quote	"You should have gone over it!" - Rally	

	Road of Roses	Minor Disaster
Instruction	Characters that pass this Location are poisoned. Poisoned Character are incapacitated in 3 Turns, and Killed in 6 Turns. If Aphrodite comes into play and is Defeated, Discard this card.	

	Robo A-ko 839	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Instruction	If A-ko is in play, use her current stats, including all bonuses.	
Quote	"That THING doesn't look anything like me!!" - A-ko	
Categories	Mecha	

	Rock Giant	Minor Disaster
Abilities	Attack: 4, Defense: 8, Movement: 2, Energy: 2	
Gender	Male	
Instruction	Fire & Ice Defeats.	
Quote	"Wait until they feel his supernatural fury." - Mumm-Ra	
Categories	Earth	

	Rodo's Descent	Minor Disaster
Abilities	Attack: 4, Defense: 9, Movement: 1	
Instruction	Blocks all Tree and Water Locations it lands on until Defeated.	
Quote	"They came from an as yet unknown outer space. They landed on the planet and sucked up air, water, and even living creatures into their womb."	
Categories	Planetary	

	Rodoist Priests	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Male	
Text	They spend their days gossiping and hitting people with their staffs.	
Categories	Horde	
	Rodoist Procession	Minor Disaster
Abilities	Movement: 1	
Instruction	Characters without Water Element are Held 1 Turn.	
Quote	"You have Rodo's blessing. Rodo blesses you all. Forget not Rodo's kindness..."	
	Rodoist Soldiers	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Will attack Chimin first.	
Categories	Military, Horde	
	Rogue Construction Boomers	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4	
Quote	"I have awakened now. Death to foolish mankind. All power to the Boomer revolution."	
Categories	Boomer, Horde	
	Roto	Minor Disaster
Abilities	Attack: 3, Defense: 5, Movement: 2	
Gender	Male	
Instruction	If not Defeated in a single attack, a random Character at the Location is Killed.	
Quote	"Roto always uses that dirty trick of his." - Rinku	
Categories	Demon	
	Rugby	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Gender	Male	
Instruction	Will attack Characters that are otherwise excluded from Combat first.	
Quote	"It's the closest thing you humans have to recreational pain."	
Categories	Demon	
	Run Over	Minor Disaster
Instruction	Unless a Character with Movement > 3 is present, Bonk 1 random Character.	
Quote	"S-O-O-R-R-R-Y-Y-Y!!" - A-ko	
	Runaway Cotton Candy	Minor Disaster
Instruction	Duration: 2 Turns. Holds all Characters unless Hungry is present.	
Quote	"Aaaagh!!!"	
Categories	Food, Holding	

	Runaway Elevator	Minor Disaster
Instruction	Unless Robot is present, Kill 1 random Character.	
Quote	"We're dropping pretty fast. At this rate, we're gonna die for sure." - Julian	
	Running Fight	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	If a Vehicle is present at the Location where Running Fight is Defeated, Vehicle is Discarded.	
	Running Late	Minor Disaster
Instruction	If Student is present, group cannot move for 1 Turn.	
Quote	"Look at the time! I'm gonna be late!!" - A-ko	
Categories	Holding	
	Ryu, Team Ichigaki	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Energy: 2	
Gender	Male	
Instruction	If Ryu is Defeated with < 0 Health, group is -2 Attack next Combat.	
Quote	"Kill."	
	Sabre-toothed Tiger	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Text	In the world of "Dragon Ball Z", prehistoric beasts exist alongside fantastic technology and mythological creatures.	
Quote	"Say, where'd you get that hat?" - Goku	
Categories	Animal	
	Sabre-toothed Tiger	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"Come on. Catch me if you can. You're almost there." - Goku	
Categories	Animal	
	Saibamen	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 1, Energy: 3	
Instruction	Will attack 2 Characters (if present) simultaneously (at full Attack), per round. Draw a Combat card for each attack.	
Text	These monsters are transported as tiny seeds that sprout when planted like Cadmus' dragon teeth.	
Categories	Alien, Horde	

	Samurai Droid	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3	
Instruction	Swordsman required to damage Samurai Droid.	
Text	Samurai Droids are used to keep human slaves in line.	
Categories	Robot	

	Sanctuary Soldiers	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Text	Sanctuary soldiers are the lowest ranked members of Athena's army. They wear no Cloth and have no mastery over Cosmos.	
Categories	Sanctuary, Horde	

	Sandra Gutz	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Gender	Female	
Text	Head of the syndicate behind the muscle building drug Hustle.	
Quote	"Is that a woman?" - Kei "She just looks wrong." - Yuri	

	Sansho	Minor Disaster
Abilities	Attack: 3/5, Defense: 3/5, Movement: 3	
Gender	Male	
Instruction	Saying "Unajû!" (Eel with Rice) makes him big.	
Text	One of the three servants of the demon lord Garlic, Jr.	
Categories	Demon	

	Saranbou	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Gender	Male	
Instruction	+2 Attack & Defense if he is the second or later Disaster fought during a turn.	
Quote	"I, Saranbou, shall be your new enemy!"	
Categories	Demon	

	Sato Siblings	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4, Energy: 4	
Instruction	Will attack 2 Characters (if present) simultaneously (at full Attack), per round. Use the same Combat card for both attacks. +2 Attack & Defense vs. Demon .	
Text	The children of former spirit detective Kuroko Sanada.	

	Sea Serpent	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 2	
Text	Inhabits the waters between the islands of Lodoss and Marmo.	
Quote	"Show no fear! Let the arrows fly!" - King Kashue	
Categories	Water	

	Second Wave of Zeiram Clones	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 4	
Instruction	+1 Defense vs. Fire .	
Text	Zeiram's clones adapt rapidly.	
Categories	Zeiram, Horde	
	Sewer Whirlpool	Minor Disaster
Instruction	Blocks nearest Water Location.	
Categories	Water	
	Shadowmaster	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2, Energy: 4	
Gender	Male	
Text	Banished to the Shadow Realm by the combined might of Jaga and Claudus.	
Quote	"Let the Shadowmaster show you what bad dreams are made of."	
Categories	Magic, Dimensional	
	Shakoukai	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 5, Energy: 2	
Gender	Female	
Instruction	+1 all at Charm School .	
Text	Etiquette or doom.	
Quote	"I was told that Sailor Moon is clumsy, stupid, lazy, and unrefined."	
Categories	Monster	
	Shigure	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 2	
Gender	Male	
Text	He'll operate on you if he likes your story, and you can pay his twisted price.	
Quote	"A true swordsman can never lose twice. This is the only way, the honorable way."	
Categories	Medical, Demon	
	Shijima's Claw	Minor Disaster
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. Characters take 1 Damage the 1st round of Combat. Weapons x2 Defeats. If Shijima comes into play and is Defeated, Discard this card.	
Categories	Weapon	

	Shishiwakamaru	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 5	
Gender	Male	
Instruction	+1 Attack vs. Demon .	
Text	Wielding both the Cape of No Return and the Banshee Shriek Sword, he is the frontman of Team Uraotogi.	
Quote	"They will never forget the famous Shishiwakamaru."	
Categories	Demon	
	Shogun of the Dark	Minor Disaster
Instruction	Play Off Field. All Ninja +1 Attack & Defense. If Himuro Gemma comes into play, Discard this card.	
Categories	Ninja	
	Shopping Spree	Minor Disaster
Instruction	Discard all Money Items, Equipment, and Enhancements in play.	
Quote	"It was really cheap, so I bought a lot of other things as well." - Ayaka Kisaragi	
Categories	Money	
	Short Out	Minor Disaster
Instruction	Discards nearest Computer card. If none on Field then it blocks nearest Location with Computer as a requirement for 4 Turns.	
Quote	"We're loggin' out, NOW!" - Armitage	
Categories	Computer, Science	
	Shot Down	Minor Disaster
Abilities	Movement: 4	
Instruction	Discards 1 Flying Equipment at every Location it stops at. Removes Flying from all Characters that do not have Phase .	
	Shot Up	Minor Disaster
Instruction	Destroys nearest Vehicle .	
Categories	Vehicle	
	Shuten, Warlord of Demons	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 3	
Gender	Male	
Quote	"You little, tough-talking pests, I'll show you my true power!"	
	Shuttle Crash	Minor Disaster
Instruction	Discards nearest Flying Vehicle .	
Quote	"There's no way anyone could have survived that."	
Categories	Vehicle	

	Silent Communications	Minor Disaster
Instruction	Play Off Field. The next player to speak must Discard a Character from the Field or 2 cards from their hand.	
Quote	"You don't have to write out the dramatic pauses, bludger." - Chu	
	Silky	Minor Disaster
Gender	Female	
Instruction	A random Character becomes a Minor Disaster.	
Quote	"What is your delight?"	
Categories	Tree, Illusion	
	Silver Maiden	Minor Disaster
Instruction	Kill all Characters using Illusion Enhancements.	
Text	...on a silver platter.	
	Slime	Minor Disaster
Instruction	Discard all Clothing .	
Text	A shapeless, amoeboid lifeform from 1 to 500 liters in volume, slime prefers dark, damp spots.	
Quote	"That's right, it's slime." - Gara	
	Smell of War in the Morning	Minor Disaster
Instruction	Put all Military cards in your Draw pile at the top of your Draw pile.	
Quote	"That's what I been waitin' for." - Gary	
	Snake Women of Midwich	Minor Disaster
Abilities	Attack: 1/5, Defense: 1/5, Movement: 1/1, Charm: 7/1	
Gender	Female	
Instruction	Transforms if engaged in Physical Combat.	
Quote	"We must drain him slowly, savor the taste."	
Categories	Music, Monster, Horde	
	So Much Want	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Music Items cannot be retrieved.	
Quote	"Can it be?! Is that really a Dick Saucer concert tickey lying there?!" - Mink	
	Soldiers of Doom	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Gender	Male	
Instruction	Limit 6 per deck.	
Text	Incredibly weak on their own, their strength lies in numbers.	
Categories	Demon, Horde	

	Soja Guardians	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Attack all Characters they encounter.	
Quote	"I've only come to invite you to my ship, the Soja, a place where we can get to know each other."	
	Solar Eclipse	Minor Disaster
Instruction	Play Off Field. Duration: 3 Turns. Blocks all Planetary Locations.	
Categories	Planetary	
	Source of the Vortex	Minor Disaster
Instruction	Duration: 3 Turns. All Characters must move 1 Location to the left at the beginning of any movement.	
Categories	Air, Demon	
	Spider Aragami	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 2	
Instruction	Paralyzes any Character it does Damage to for 1 round.	
Quote	"I've got dibs on this one!" - Sakura	
Categories	Bugrom, Spirit	
	Spidera, Queen of Eight Legs	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 2	
Gender	Female	
Instruction	+2 Attack & Defense for each Bugrom in play.	
Quote	"I welcome such frenzy and hate to my dynasty of darkness." - Mumm-Ra	
Categories	Bugrom	
	Spikes	Minor Disaster
Instruction	Kills all Characters without Climbing x2 or Flying .	
	Spore Attack	Minor Disaster
Instruction	Duration: 2 Turns. Paralyze all Characters at Location.	
Quote	"I've never had hay fever before, and I'm not about to start now." - Kome	
Categories	Tree	
	Sprouted	Minor Disaster
Instruction	1 random Character is now a tree. Attack, Movement, Charm, and Energy are reduced to 0. Gain Tree category. Pruning Shears Defeats.	
Categories	Illusion, Tree	

	Squeeeeeeeeeeeze!	Minor Disaster
Abilities	Attack: 5	
Instruction	Character with highest total Attack & Defense at this Location takes 5 Damage. If it survives, it is -3 Defense during its next Combat.	
Quote	"Waaaaahhhh! Waaaaahhhh!"	
	Stone Giants	Minor Disaster
Abilities	Attack: 6, Defense: 8, Movement: 2	
Text	Guardians of Thundera.	
Categories	Thunderian	
	Stream Aragami	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Stops moving if it reaches a Water Location.	
Quote	"I must find my first place."	
Categories	Water, Spirit	
	Street Fire	Minor Disaster
Abilities	Movement: 2	
Instruction	The Location this Disaster is at has 5 Attack. Water Defeats.	
Quote	"Here we go again."	
Categories	Fire	
	Struggle	Minor Disaster
Instruction	Play Off Field. Duration: 4 Turns. Characters with Water cards have a Movement of 1.	
Quote	"Puuuu!!"	
	Strung Out	Minor Disaster
Instruction	Duration: 3 Turns. 1 random Cyborg has no actions.	
Quote	"If you don't go easy on that stuff man some day you're gonna o.d." - Chen	
Categories	Cyborg	
	Stuck in the Dungeon	Minor Disaster
Instruction	Holds all Characters. Priest Defeats.	
Quote	"Hey you! What's the big idea?!" - Parn	
Categories	Holding	
	Sudden Stop	Minor Disaster
Instruction	Destroys 1 Vehicle .	
Quote	"I'm mad because you totaled my Tank Special." - Brenton	
Categories	Vehicle	

	Suicide Droid	Minor Disaster
Instruction	Kill 1 random Character.	
Quote	"Suicide droids attack!" - Sagria	
Categories	Robot	
	Suprise!	Minor Disaster
Instruction	Draw until you get a Magic Disaster, then shuffle your Draw pile, except the Disaster you just drew. That Disaster moves immediately to this Location and attacks.	
Text	You can't keep a good wizard down.	
Quote	"Kardis the Destroyer has chosen me!" - Wagnard	
	Surgical Laser	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 6	
Instruction	Moves once. Will attack any Character that stops within 1 Location.	
Categories	Computer	
	Surrounded	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Male	
Instruction	Will ally with Rodoist Soldiers .	
Quote	"You can't escape now so you'd better give up quietly!"	
Categories	Military, Horde	
	Swat Team	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Discard all Weapons to Defeat without a fight. If you have no Weapons , enjoy Combat.	
Quote	"You are completely surrounded! Give up your weapons and surrender!"	
Categories	Police, Horde	
	Taken Hostage	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Holds the first Character it passes with Genius or Tech . The hostage moves with the Disaster, but is not involved in Combat. Rescue by Defeating.	
Quote	"This guy looks real important. I'll take good care of him." - Highjacker	
Categories	Holding	
	Tangle of Mai-mai Skuupers	Minor Disaster
Abilities	Movement: 1	
Instruction	Holds 1 random Character for 1 Turn.	
Quote	"Cut it out or I'll rip your fur off and eat you." - Iria	
Categories	Cute, Animal, Holding	

	Tank Special	Minor Disaster
Abilities	Attack: 4, Defense: 8, Movement: 5	
Instruction	Health = 4. After Tank is Defeated, Location is blocked for 3 Turns.	
Quote	"Idiot! They're banging up my beautiful baby!" - Brenton	
Categories	Vehicle	
	Tarantula Arachne	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Energy: 2	
Gender	Male	
Instruction	Absorbs 1 Energy from Characters he does Damage to.	
Categories	Silver Saint	
	Tatewaki Kuno, The Blue Thunder	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 5	
Gender	Male	
Instruction	Will attack Females first. Bonked Characters remain out of play for 3 Turns.	
Quote	"I love you. I would date with you."	
	Tedan Tippedai Security Forces	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Quote	"You think those two can't handle a few robots?" - Fujikuro	
Categories	Robot, Horde	
	Tedan Tippedai Security Robot	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"Current assignment is canceled by order of Tendan Tippedai Corporation."	
Categories	Robot	
	Tentacle Monster	Minor Disaster
Abilities	Attack: 6, Defense: 3, Movement: 1	
Instruction	Opponents which do Damage take 1 Damage.	
Quote	"Don't use your sword!" - Slayn	
	Terator	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3, Charm: 1	
Gender	Male	
Instruction	+2 Attack when at the same Location as Kymera .	
Text	Good and ugly.	
Quote	"...and I did not know whether you would be hostile or friendly."	
Categories	Alien, Bugrom	

	Tessai	Minor Disaster
Abilities	Attack: 7, Defense: 6/9, Movement: 3	
Gender	Male	
Instruction	Health = 6. Transforms after 1 round of Combat.	
Text	An incredibly large man, he has the ability to turn his skin as hard as stone, and fights with a staff with large blades on each end.	
Categories	Demon	
	Tessai's Spear	Minor Disaster
Instruction	Kills 1 random Character.	
Categories	Weapon	
	Tesuni	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Tennis Court.	
Quote	"Serves you right!"	
Categories	Sports, Monster	
	The 94th Floor	Minor Disaster
Instruction	Unless Climbing x2 or Flying present, Bonk 1 random Character.	
Quote	"I wonder if he's gonna want us to jump from the top floor again?" - Iria	
Categories	Move	
	The Automaton	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Male	
Text	The Automaton was able wield Thunder-Cutter because he wasn't programmed with the difference between right and wrong.	
Quote	"The ultimate warrior. We built him just for you." - Luna	
Categories	Robot	
	The Four Winds	Minor Disaster
Abilities	Attack: 4	
Instruction	A random Character takes 4 Damage. If it survives, it is -4 Defense during its next Combat.	
Quote	"I've always wanted a change to take apart one of the Thundercats." - Slithe	
	The Gamin	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	Must Defeat 5 times.	
Quote	"Hizaki! No matter how many times you are reborn, we will find you, and devour you!"	
Categories	Undead, Spirit, Horde	

	The Holy Mother Beckons	Minor Disaster
Abilities	Attack: 2, Defense: 4, Movement: 2	
Instruction	Will attack Characters with ESP first. Only 1 Character may combat this Disaster at a time.	
Quote	"You must do your duty. It's time to come home."	
Categories	Fear, Dream	
	The Mass, Humanoid Form	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Instruction	Moves any direction directly toward nearest Character. Bonk Ryo-Ohki to Defeat.	
Quote	"When threatened, they have the habit of projecting parts of their bodies at the enemy."	
	The Pit	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Moves once. Only 1 Character may combat this Disaster at a time.	
Text	This is the fate of all those who displease the tyrant king of Planet Arlia.	
Quote	"This isn't fair!" - Gregor	
Categories	Bugrom	
	Thetis	Minor Disaster
Abilities	Attack: 2/4, Defense: 2/4, Movement: 2/3, Charm: 4/-1, Energy: 0/3	
Gender	Female	
Instruction	+1 all at Cruise Ship .	
Text	Doomed by her love for Jadeite.	
Quote	"Come closer. I call this plan 'Operation Romantic Cruise'."	
Categories	Water, Monster	
	Third Wave of Zeiram Clones	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 4	
Instruction	Stops moving when it reaches the last Location on the Field.	
Text	Just when you thought it was over...	
Categories	Zeiram, Horde	
	Three-wheeled Police Robot	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Discard 1 Vehicle to Defeat.	
Quote	"The curfew is now in force. You may not go outside for the next ten hours."	
Categories	Police, Robot	
	Thundercubs	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Quote	"Who are you? ... I don't know any Lion-O." - Cheetara	
Categories	Thunderian, Horde	

	Too Much Sake	Minor Disaster
Instruction	Play Off Field. Next Alcohol effect is doubled, and affects all Characters at Location.	
Quote	"Hey! You can't pour any more til you finish what I poured for you!" - Kome	
Categories	Alcohol	
	Top-Spinner	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2	
Gender	Male	
Text	One of Hammerhand's Berserkers.	
Quote	"Give up. Give up."	
Categories	Cyborg	
	Tortoise Aragami	Minor Disaster
Abilities	Attack: 1, Defense: 10, Movement: 1	
Instruction	If you Run Away from Tortoise Aragami, the Location is Destroyed.	
Categories	Animal, Spirit	
	Touya	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3, Energy: 2	
Gender	Male	
Quote	"If there is any true ice master, anyone who completed the full training his master intended, and knows the art of ice, it is Touya." - Hiei	
Categories	Ice, Demon	
	Towed Vehicle	Minor Disaster
Instruction	Discard nearest Vehicle .	
Categories	Vehicle	
	Traffic Ticket	Minor Disaster
Instruction	Reduces Movement of all Characters at Location, to 1 for 3 Turns.	
Quote	"Here you go!"	
Categories	Vehicle, Legal	
	Training Ground of Cursed Springs	Minor Disaster
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: *, Energy: *	
Instruction	Player's most powerful Character falls into a cursed spring. Transforms to animal with 1 Attack, 1 Defense, and 2 Movement. If Character has Energy, 1 Energy. Roll a die for Charm, if 3+, also Cute . Stays on Character until end of game. Use this card for the alternate form.	
Quote	"Oh sirs, is very bad to fall in spring."	
Categories	Animal, Cute	

	Trap Sword	Minor Disaster
Instruction	All Characters without a Weapon are Held for 1 Turn.	
Quote	"No! Don't touch that!" - Ghim	
Categories	Holding, Weapon	
	Trapped	Minor Disaster
Instruction	Holds all Characters. -1 Health each Turn. Swordsman Defeats.	
Categories	Holding	
	Trapped Door	Minor Disaster
Instruction	All Characters at Location are moved 4 Locations to the right.	
Quote	"What was that?!" "Oh, just two wet fools who forgot to knock."	
Categories	Move, Dimensional	
	Tree Aragami	Minor Disaster
Instruction	Holds 1 Character. Prefers Males , otherwise a random Character.	
Quote	"Once, I was a willow tree. One of a pair, planted closely, side by side. Then the men came, and I was cut down."	
Categories	Tree, Spirit	
	Tree of Might	Minor Disaster
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. All Characters in play are -2 Energy. Fire Element x2 or Priest x2 or Energy > 15 at this Location to Defeat. If Turles comes into play and is Defeated, Discard this card.	
Categories	Tree, Planetary	
	Trollogs	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Will attack Characters carrying Berbil Fruit first.	
Quote	"From time to time they raid our village for the Ro-Bear Berbil fruit." - Ro-Bear Bill	
Categories	Animal, Horde	
	Tsubura	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 7	
Gender	Male	
Instruction	Will attack Characters with Music first.	
Quote	"Please come with me, and rotate me forever, my love."	
Categories	Spirit	

	Twin Zeiram Clones	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Instruction	Will attack 2 Characters (if present) simultaneously (at full Attack), per round. Use the same Combat card for both attacks.	
Text	The blob on the left is quite the disappointment.	
Categories	Zeiram, Horde	
	Two-Time	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Gender	Male	
Instruction	Must Defeat 2 times.	
Text	Intergalactic poacher and slaver.	
Quote	"I'm the one that gives the orders and your the ones that obey."	
Categories	Holding, Robot	
	Unexpected Blast	Minor Disaster
Abilities	Attack: 7	
Instruction	Affects all Characters at Location. Attacks once, and is then Discarded.	
Quote	"Oh my God."	
	Unwanted Guest	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Will attack Androids first. All Androids are -1 Defense.	
Quote	"Are you the one who contacted me?" - Rosalind Holhess	
Categories	Android	
	Ura Urashima	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 3	
Gender	Male	
Instruction	Characters cannot Run Away this Disaster. All transforming Characters at Location transform.	
Quote	"You're gonna die just like grandma!"	
Categories	Demon	
	Uraotoko	Minor Disaster
Instruction	Holds all Characters. Dimensional Defeats.	
Text	An ancient creature, it lives below the the surface, collecting debris from the living world.	
Quote	"He's my pet. I tamed him myself." - Itsuki	
Categories	Demon, Holding, Dimensional	

	Vampire Bat	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Females are -1 Defense.	
Quote	"Eew eww, oh oh, eew, oh!" - Mimsy	
Categories	Animal, Fear	
	Vampiric Ambush	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3	
Gender	Male	
Instruction	Will only initiate attack against Females . Do 9 Damage to Defeat permanently or Disaster will come back and pursue the nearest Female Character in 2 Turns.	
Categories	Undead	
	Vina's Golem	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Quote	"Golem, attack her!" - Princess Vina	
Categories	Earth	
	War Were Declared	Minor Disaster
Instruction	All Military Characters must report to this Location. All other Characters are sent to Haven.	
Quote	"Sirens? What is it? - Susan Sommers "They're invading." - Bartender	
	Watch That 1st Step...	Minor Disaster
Instruction	All Characters at this Location without Flying immediately take 2 Damage. This Damage does not heal until the end of the Turn.	
	Water Girl	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 6	
Gender	Female	
Quote	"Dinner is served, your grace."	
Categories	Water	
	Weaklings of Team Ichigaki	Minor Disaster
Instruction	Play Off Field. Duration: 4 Turns. Minor Disasters will ally with other Minor Disasters at their Location.	
Categories	Demon	
	Werewolf	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Play Off Field. Enters the Field when Full Moon comes into play.	
Text	A monster that combines the intelligence of a man with the raw strength of a raging animal.	
Categories	Monster	

	Werewolf	Minor Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Gender	Male	
Instruction	Play Off Field. Enters the Field when Full Moon comes into play.	
Text	Werewolves are so common there are dedicated werewolf hunters.	
Categories	Monster	
	Whale Mozes	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3, Energy: 4	
Gender	Male	
Text	He was sent to Japan to execute the Bronze Saints.	
Categories	Silver Saint	
	Whip Droid	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Speed required to damage Whip Droid.	
Categories	Robot	
	Whirlpool of Infinity	Minor Disaster
Abilities	Movement: 3	
Instruction	All Characters must move directly toward this Location.	
Categories	Water	
	Whorde	Minor Disaster
Instruction	All Characters lose Pure Heart .	
Quote	"Now then girls, show him a good time." - Mad Bull	
Categories	Horde	
	Widow	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 3	
Gender	Female	
Instruction	+1 all at Dressmaker .	
Quote	"I'm going to weave you a beautiful burial outfit made from your lifeless body."	
Categories	Bugrom, Monster	
	Willpower	Minor Disaster
Instruction	Play Off Field. The next 3 Disasters turned up are shuffled back into their owner's Draw pile when they are Defeated.	
Quote	"You think I will be defeated by the likes of YOU?" - Vegeta	
	Willpower	Minor Disaster
Instruction	Play Off Field. The next 3 Disasters turned up are shuffled back into their owner's Draw pile when they are Defeated.	
Quote	"She's not a woman. "She's the Terminator! - Roy Coleman	

	Wisler XII	Minor Disaster
Instruction	All Royalty and Bureaucracy are Characters sent to Haven.	
Quote	"But you, you shall not leave this room!"	
	Wolfrat	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 2	
Instruction	Cannot be attacked unless Illusion is pierced.	
Quote	"He is state of the art in mutant technology." - Vultureman	
Categories	Robot, Animal, Illusion, Science	
	Wrong Button	Minor Disaster
Instruction	Discard all Computer Equipment and Enhancements in play.	
Quote	"I hit the main power switch by accident."	
Categories	Computer	
	Yamashiro Clan Ninja Team	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	+2 Attack against Characters without Speed .	
Categories	Ninja, Horde	
	Yamato No Orochi	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 1	
Gender	Male	
Instruction	Will attack Females first. If Defeated, keep and use to Scavenge Spring of Life .	
Quote	"He is the guardian of the forest, the legendary eight-headed serpent."	
Categories	Dragon, Magic	
	Yamato No Orochi	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 1	
Gender	Male	
Instruction	Will attack Females first. If Defeated, keep and use to Scavenge Forests of Izumo .	
Quote	"Die Kushinada!"	
Categories	Demon	
	Yaobikuni's Blood Aragami	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Gender	Male	
Text	He drank the blood of Yoabikuni, who in turn ate the flesh of a mermaid, and was cursed.	
Categories	Spirit	

	Yetti	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Energy: 2	
Gender	Male	
Instruction	+1 all vs. Royalty .	
Quote	"So, it's the old giant bug in the ground trick." - Vegeta	
Categories	Alien, Bugrom	
	Yurimaro's Electric Attack	Minor Disaster
Instruction	Moves to nearest Water Location. Kills all Characters present. Climbing or Flying or Lightning Element Defeats.	
Categories	Lightning	
	Zakuro's Booby Trap	Minor Disaster
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. If Zakuro comes into play, Kills all Characters present.	
Categories	Fire, Weapon	
	Zarbon	Minor Disaster
Abilities	Attack: 6/10, Defense: 6/10, Movement: 4, Charm: 5/-1, Energy: 4	
Gender	Male	
Instruction	Transforms after 2 rounds of Physical Combat.	
Quote	"A great power sleeps within me. I am loathe to release it, for it is accompanied by a horrible transformation, and it is not fitting that a lover of beauty experience such ugliness. It seems to defeat you, I must do so. Be assured, you shall pay."	
Categories	Alien, Freeza	
	Zaxx	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 3, Energy: 4	
Gender	Male	
Text	Former ruler of the entire southern hemisphere of Third Earth.	
Quote	"Yuck! You are the ugliest being I have ever been attached to. No offense."	
Categories	Mutant	
	Zeiram Beacon	Minor Disaster
Instruction	Play Off Field. All Zeiram in play Move directly to Zeiram's Location. If Zeiram is not in play, all Zeiram are +1 Movement.	
Quote	"What the Hell is that?" - Dr. Touka	
Categories	Zeiram	
	Zeiram Clone	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Quote	"What's it doing here? Do you think it followed us?" - Kei	
Categories	Zeiram	

	Zeiram Clone Duo	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Instruction	+2 Defense vs. Weapons .	
Categories	Zeiram, Horde	
	Zeiram Clones: Sideburns & Chompy	Minor Disaster
Abilities	Attack: 3, Defense: 2, Movement: 2	
Instruction	Archaeology or Hunter required to damage Sideburns & Chompy.	
Text	Can't you just imagine these two in pith helmets out on safari?	
Categories	Zeiram, Horde	
	Zero	Minor Disaster
Instruction	Copies the abilities of your most powerful Character. Character is Held until Zero is Defeated.	
Quote	"I'm going to borrow your body and memory."	
Categories	Holding	
	Zeru	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4, Energy: 4	
Gender	Male	
Text	Zeru was the stand-in leader of Team Rokuyukai.	
Quote	"I know a great deal about your technique." - Hiei	
Categories	Fire, Demon	
	Zoilingeller	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 6	
Instruction	+1 all at Juuban Ice Arena .	
Text	The duo of Misha and Janelyn.	
Quote	"We are amazing! The best pair skaters in the world!"	
Categories	Ice, Sports, Monster	
	Amond	Minor Disaster
Abilities	Attack: 4/2, Defense: 4/2, Movement: 4/2, Charm: 1/3, Energy: 0	
Instruction		
Text		
Quote		
Categories	Alien	

	Daiz	Minor Disaster
Abilities	Attack: 4/2, Defense: 4/2, Movement: 4/2, Charm: 1/3, Energy: 0	
Instruction		
Text		
Quote		
Categories	Alien	

	Cacao	Minor Disaster
Abilities	Attack: 4/2, Defense: 4/2, Movement: 4/2, Charm: 1/3, Energy: 0	
Instruction		
Text		
Quote		
Categories	Alien, Cyborg	

	Rasin & Lakasei	Minor Disaster
Abilities	Attack: 4/2, Defense: 4/2, Movement: 4/2, Charm: 1/3, Energy: 0	
Instruction		
Text		
Quote		
Categories	Alien	

	See Monkey, Do Monkey	Minor Disaster
Instruction		
Text		
Quote		

	Android 8	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote	"I'd rather not."	
Categories	Android	

	Buyon	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1	
Gender	Male	
Instruction		
Text		
Quote		

	Captain Dark	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	RedRibbonArmy	

	Captain Yellow	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	RedRibbonArmy	

	Chiao-Tzu	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		

	Colonel Silver	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	RedRibbonArmy	

	Colonel Violet	Minor Disaster
Gender	Female	
Instruction	steals	
Text		
Quote	"It's a shame everything in life can't be this easy."	
Categories	RedRibbonArmy	

	Cymbal	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Music	

	Dracula Man	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Undead	

	Drum	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Music	

	General Blue	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote	"Fail yourselves, but never fail me."	
Categories	RedRibbonArmy	

	General White	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	RedRibbonArmy	

	Going Down	Minor Disaster
Instruction	Discard nearest Vehicle .	
Text		
Quote		
Categories	Air	

	Gola	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		

	Man-Wolf	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction	Transforms if Full Moon is in play.	
Text		
Quote		

	Ninja Murasaki	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Ninja	

	Ox-King	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 1	
Gender	Male	
Instruction		
Text		
Quote	"You're just stinking treasure hunters!"	

	Piano	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Music	

	Quicksand	Minor Disaster
Instruction		
Text		
Quote		
Categories	Desert	

	Spike the Devil Man	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Demon	

	Staff Officer Black	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	RedRibbonArmy	

	Tambourine	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		
Categories	Namek, Music	

	Tenshinhan	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1, Charm: 3	
Gender	Male	
Instruction		
Text		
Quote		

	The Red Ribbon Army	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1	
Instruction		
Text		
Quote		
Categories	Military, RedRibbonArmy	

	40 Foot Knee Drop / Down There...	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Alien Dog Pile / Vagabond	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack for each Alien at Location.	
	Always Make Sure / Hubba Hubba	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Ambush / Skin Condition	Combat
Bonus	Defense: 1/2	
Instruction	Divide your opponent's Defense by 2.	
	Assault / Shining Knight	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Assistance / I Surrender	Combat
Bonus	Attack: +2, Defense: +1	
Instruction	Add 2 to your Attack and 1 to your Defense.	
	Avoid / Overdoing It	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Back Kick / Sense of Wonder	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack. Draw another Combat card.	
	Backbreaker / Quiet Contemplation	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	Bandit Kick / It's a Girl Thing	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Bash / Broken Heart	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	

	Be With You... / Hangin' Around	Combat
Cost	Attack: 0	
Bonus	Defense: +1	
Instruction	Your Attack this round is 0. Add 1 to your Defense.	
	Beat Down / Nightline	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Beer Gut Punch / Sexy Leotard	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Bench Brawl / Tantrum	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack for each Character at Location.	
	Berserk / Disco Groove	Combat
Cost	Defense: -2	
Bonus	Attack: +4	
Instruction	Add 4 to your Attack and subtract 2 from your Defense.	
	Big Arm Bomba / Tears	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Big Block / Silver Hair	Combat
Bonus	Defense: +4	
Instruction	Add 4 to your Defense.	
	Bite / Evil Eyes	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if Animal .	
	Bite / We're Done Here	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if Animal .	
	Blind Rage / Spirit Bum	Combat
Cost	Defense: -2	
Bonus	Attack: +3	
Instruction	Add 3 to your Attack and subtract 2 from your Defense.	

	Blind Throw / Surprised	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Blocked Kick / Morning Routine	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Blocking Rush / Halitosis	Combat
Bonus	Attack: +1, Defense: +2	
Instruction	Add 1 to your Attack and 2 to your Defense.	
	Bloodthirst / Manly Tears	Combat
Cost	Attack: +2*	
Instruction	Increase your opponent's Attack by 2, 4 if opponent is Undead .	
	Body Club / Well, you see...	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Bonzai Missile / Getting Fresh	Combat
Bonus	Defense: +3	
Instruction	Add 3 to your Defense.	
	Booby Punch / I Can't Believe You Said That!	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if opponent is Female .	
	Bound / Warrior's Beauty	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Buttstroke / Where am I?	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Call to Arms / Accost	Combat
Bonus	Attack: +1, Defense: +2	
Instruction	Add 1 to your Attack and 2 to your Defense.	
	Cancel That / Puke	Combat
Cost	Attack: -2	
Instruction	Subtract 2 from your Attack.	

	Catholic Discipline / Hooker	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 3 if you have Priest .	
	Chained Up / Tycoon	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Charge / Scandal	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Charged Up / Ogle	Combat
Cost	Energy: -1*	
Bonus	Attack: +1*	
Instruction	For a cost of 1 Energy, add 2 to your Attack, otherwise add 1.	
	Cheer Squad / I Work Alone	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack for each Character at Location.	
	Chest Compressions / Fond Farewell	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Chin Kick / Desperation Stance	Combat
Cost	Attack: +2	
Instruction	Increase your opponent's Attack by 2.	
	Choke / Love at First Sight	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Clash / Guilty Cat	Combat
Cost	Attack: 0	
Instruction	All Attacks this round are 0.	
	Clash / I Don't Know What to Do	Combat
Cost	Attack: 0	
Instruction	All Attacks this round are 0.	
	Clash / Shoed	Combat
Cost	Attack: 0	
Instruction	All Attacks this round are 0.	

	Claws / Makeup	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Clean Sweep / Blush	Combat
Bonus	Attack: +2	
Instruction	+2 to your Attack.	
	Club / Stunning Smile	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Clubbed / Bubble Bath	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Confusion / Voyeur	Combat
Bonus	Attack: -3	
Instruction	Reduce your opponent's Attack by 3.	
	Cram It! / A Hideous Secret	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Crash Pad / Parasite Demon	Combat
Cost	Attack: -2	
Instruction	Subtract 2 from your Attack.	
	Cross Choke / Poise	Combat
Bonus	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Crushing Left / Say Cheese!	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Daydreaming / Flick	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Deception / Tied Up	Combat
Bonus	Attack: -2	
Instruction	Reduce your opponent's Attack by 2. Draw another Combat card.	

	Desperate Shot / Terror	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	Devastating Attack / Sinister Beauty	Combat
Cost	Defense: -2*	
Instruction	Subtract 2 from your Defense, 4 if opponent has Flying .	
	Die / Lovestruck	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	Dodge / Puppy Dog Eyes	Combat
Bonus	Defense: +1	
Instruction	Add 1 to your Defense.	
	Double Blow / Bubblegum Crisis	Combat
Instruction	1 additional Attack this round. Draw another Combat card.	
	Double Blow / Gusto	Combat
Instruction	1 additional Attack this round. Draw another Combat card.	
	Drop Kick / Sorrow	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Dusted / Doom Gaze	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	Easy Catch / I Challenge Your Honor	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Elbow / Gaze	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Embarrassing Situation / Get Your Hands Off of Me!	Combat
Cost	Defense: -1*	
Instruction	Subtract 1 from your Defense, 3 if opponent has Speed .	
	Excellent Hit / Lovestruck	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	

	Exhausted / All Wet	Combat
Cost	Attack: -2, Defense: -2	
Instruction	Subtract 2 from your Attack and Defense.	
	Face Buster Punch / Grin	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Face Kick / Blushed	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Face Kick / Getting Dressed	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Face Meet Knee / Sexy Ninja Outfit	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Face Slam / Beautiful Queen	Combat
Cost	Attack: -2	
Instruction	Subtract 2 from your Attack.	
	Face Smash / Grope	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Fancy Dance / Sexy Teacher	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Fear / Kiss Me	Combat
Cost	Attack: -2*	
Instruction	Subtract 2 from your Attack, 4 if opponent is Undead .	
	Fierce / Oh	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Fighting Pose / Not This One	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 3 if you have Swordsman .	

	Films About Gladiators / Dork	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Flanking Strike / Compassionate Eyes	Combat
Cost	Attack: x2	
Instruction	Opponent's Attack is doubled.	
	Flying Kick / 15 Minutes	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Fried / Lead Balloon	Combat
Cost	Defense: -4	
Instruction	Subtract 4 from your Defense.	
	Frozen Solid / Cool Your Jets	Combat
Cost	Attack: 0*	
Instruction	Your Attack this round is 0 unless you have Fire Element .	
	Futile Punch / No Flowers	Combat
Bonus	Attack: +0	
Instruction	Add 0 to your Attack.	
	G.S.W. / Sweating Bullets	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Gas Attack / Incomparable Beauty	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	Gas Attack / Pretty Boy	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	Gassed / Most Beautiful Man	Combat
Cost	Attack: -1, Defense: -2	
Instruction	Subtract 1 from your Attack and 2 from your Defense.	
	Gone Crazy / Lovely Ladies	Combat
Cost	Defense: -1	
Bonus	Attack: +1	
Instruction	Add 1 to your Attack and subtract 1 from your Defense.	

	Got Ya Now / Shout	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Grab and Twist / Now You're Mine	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if Female .	
	Grace / Poise	Combat
Cost	Attack: -2, Defense: -2	
Instruction	Subtract 2 from your Attack and Defense.	
	Grand Slam / Fat Joke	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if you have Sports .	
	Gut Punch / Nice Ass	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Gut Punch / Only a Mother	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Gut Punch / Perfect Ten	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Hair Ball / Lovely Distraction	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Hair Pull / My Hero!	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Hammer / Lover's Kiss	Combat
Bonus	Defense: -1	
Instruction	Remove opponent's Combat card. Reduce your opponent's Defense by 1.	
	Hands Up / Un-smooth Talk	Combat
Cost	Attack: -3	
Instruction	Subtract 3 from your Attack.	

	Hang On Tight / Compliments to the Chef	Combat
Bonus	Defense: +4	
Instruction	Add 4 to your Defense.	
	Head Band / Oh My!	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Head Butt / Oh Joy!	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Head Butt / Sad Eyes	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Head Butt / Scoundrel	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Head Lock / I'm Standing Right Here	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	Head Lock / Tied Up	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	High Block / Tickle Torture	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	High Low Blow / You're the Champ	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if opponent is Male .	
	Hit the Wall / Brawn	Combat
Cost	Attack: -2	
Instruction	Subtract 2 from your Attack.	
	Hit with the Ugly Stick / So Close	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	

	Hyuri's Fury / Sheer Ecstasy	Combat
Cost	Defense: -2	
Bonus	Attack: +4	
Instruction	Add 4 to your Attack and subtract 2 from your Defense.	
	I'll Kill You / Stay Away	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	I'll Show You Who's The Boss / One Among Them	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if you have Strength .	
	I'm So Tired... / Cold Shower	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Illusion / Busted	Combat
Bonus	Defense: +1*	
Instruction	Add 1 to your Defense, 4 if Magic .	
	In My Sights / Zen Experience	Combat
Bonus	Attack: +3*	
Instruction	Add 3 to your Attack, 5 if you have Weapons .	
	Incoming! / Cowardice	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Incoming! / Let Me Tell You...	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Iron Fist / Wink	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	It's a Good Knife / Middle Digit	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if you have Weapons .	
	It's for Mika / Not a Boy, a Man	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	

	It's Your Fault / Broad Shoulders	Combat
Cost	Attack: -1	
Instruction	Subtract 1 from your Attack.	
	Jab / Girls, Girls, Girls	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if using a Weapon .	
	Just a Trim / Say It, Don't Spray It!	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Kaiju Elbow / Beautiful Elf	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Kick / Awfully Cute	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Kicks / Hero Pose	Combat
Instruction	Duplicate opponent's Combat card.	
	Knee Slam / Special Gift	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Knee To The Chin / Behave	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Knife Grab / Pffff	Combat
Bonus	Defense: +1	
Instruction	Add 1 to your Defense.	
	Knock 'em Dead / Sunset Beach	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if opponent is Undead .	
	Knocked Out / Beauty	Combat
Cost	Attack: -3	
Instruction	Subtract 3 from your Attack.	
	Kung Furry / Mermaid's Beauty	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	

	Left Hook / Hover Hand	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Leg Sweep / Why, You Little Devil	Combat
Bonus	Defense: 1/2	
Instruction	Divide your opponent's Defense by 2.	
	Lick My Boot / Kind of Soft	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Little Off the Top / Rugged Good Looks	Combat
Bonus	Attack: +2	
Instruction	+2 to your Attack.	
	Lobotomy / Adorable	Combat
Cost	Attack: -2, Defense: -2	
Instruction	Subtract 2 from your Attack and Defense.	
	Low Blow / One Last Memory	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Lunch Break / All Dressed Up	Combat
Instruction	Restore both you and your opponents' Health to full.	
	Mad Dog / Thou Doth Protest Too Much	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if Animal .	
	Maiden's Left Fist / Accidental Kiss	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Men Prefer Boobs / My Little Pony	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 4 if opponent has Peeping .	
	Missed / Embrace	Combat
Cost	Attack: 0	
Instruction	Your Attack this round is 0.	
	Monster Backhand / Argh...Eek	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	

	Moon Kick / Failed Meet Cute	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Moon Punch / Kissy Kissy	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Ninja Defense / Getting Dressed	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Ninja Strike / Girls' Night Out	Combat
Bonus	Attack: x2*	
Instruction	Multiply your Attack by 2 if Ninja .	
	Noogie / Come Along	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if you have Student .	
	Old West Slap / Gathering Flowers	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	One Hell of an Uppercut / Come Along	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Ooooh, I Got Me! / Tango	Combat
Cost	Defense: -*	
Instruction	Subtract your total Attack from your total Defense.	
	Outnumbered / Aaahdurh	Combat
Cost	Attack: x2	
Instruction	Multiply your opponent's Attack by 2.	
	Overhead Toss / Perfume	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Over-noogie / Brave Men...	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	

	Panic / Enchanted View	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Pantyhose Kick / All Set	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Paralyze / Captivate	Combat
Bonus	Attack: -3	
Instruction	Reduce your opponent's Attack by 3.	
	Parry / Handsome Lad	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Parry / Hey Boys	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Pat on the Back / Makin' Out	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Peking Duck / Actually	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Pile On / Boys Will Be Boys	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack for each Character at Location.	
	Pinned / Well, It's Like This...	Combat
Cost	Defense: -2*	
Instruction	Subtract 2 from your Defense, 4 if opponent has Strength .	
	Pistol Whip / Devastated	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if using a Weapon .	
	Plasma Sliced / The Creeps	Combat
Bonus	Defense: 1/2	
Instruction	Reduce opponent's Defense by 1/2.	

	Polar Bear Hug / Lil' Thundercat	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Pulling Cheeks / Lovely Paperweights	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Pummel / What'd YOU Have for Lunch?	Combat
Cost	Energy: -*	
Bonus	Attack: +4*	
Instruction	Add 4 to your Attack & 1 for every available Energy.	
	Punch / Lovely Hair	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Raging Dragon Punch / Upset Miss	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack, 4 if Dragon .	
	Ready for a Fight / Damsel in Distress	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 4 if you have Weapons .	
	Reflected Attack / Cool Dude	Combat
Cost	Defense: -*	
Instruction	Subtract your total Attack from your total Defense.	
	Reprimand / Glam	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Rhinosauran Squeeze / Baby Wizard	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if you have Strength .	
	Rocket Restraints / Beautiful Samurai	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if you have Genius .	
	Round-house Kick / Little Old Me	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 4 if you have Martial Arts .	

	Run Through / What Do I Care?	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Sassy Cat / Peck	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 2 if Animal .	
	Say Uncle / :P	Combat
Cost	Attack: -3	
Instruction	Subtract 3 from your Attack.	
	Scratch / Manicure	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Screw Kick / Comfy?	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 3 if you have Strength .	
	Screwed / Hero	Combat
Cost	Defense: 1/3	
Instruction	Divide your Defense by 3 for the rest of Combat.	
	Self Defense / Good-bye to Romance	Combat
Bonus	Defense: x2	
Instruction	Multiply your Defense by 2.	
	Shake a Leg / Eyeshadow	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Shaken Up / Singing Sensation	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Shattered Defenses / Hoplophilia	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Shock / Fainted	Combat
Cost	Attack: x2	
Instruction	Your opponent gets an additional attack this round.	

	Shock / Flowers	Combat
Cost	Attack: x2	
Instruction	Your opponent gets an additional attack this round.	
	Shocked / Beauty Revealed	Combat
Cost	Attack: 0	
Instruction	Your Attack this round is 0.	
	Shoulder Slam / The King's Maidens	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Showdown / Come and Get Me	Combat
Bonus	Defense: +1	
Instruction	Add 1 to your Defense.	
	Sibling Kick / Ho ho ho	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Sidestep / Robosexuals	Combat
Bonus	Defense: +2	
Instruction	+2 to your Defense.	
	Slam / Great Service	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Slap / Beautiful Redhead	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Slapped Silly / I'm Not...Guilty	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Slimed / Creepy Vines	Combat
Bonus	Attack: 0	
Instruction	Opponent has no action this round.	
	Slip / All Wet	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	

	Smack Down / Puppy Dog Eyes	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Smacked / Hangin' Around	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Smash / Stupefaction	Combat
Bonus	Attack: x2	
Instruction	Multiply your Attack by 2.	
	Smashed / No, I'll Drive	Combat
Cost	Defense: 1/2	
Instruction	Divide your Defense by 2.	
	Smoked / Cop a Feel	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Snakebite / Dangerous Beauty	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	
	Sneak Attack / A Face for T.V.	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Southern Cross Fist / Mournful Look	Combat
Bonus	Defense: +1*	
Instruction	Add 1 to your Defense, 2 if you have Strength .	
	Spiked / Mai-mai Skuuper	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Spinning Double Kick / Wow! Wow! Wow!	Combat
Bonus	Attack: x2	
Instruction	Multiply your Attack by 2.	
	Spitting Image / Hideous Reflection	Combat
Cost	Attack: x2	
Instruction	Opponent's Attack is doubled.	

	Spl-eye-ce / Stern Look	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Spy vs. Spy vs. Spy / A Look	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if you have Investigation .	
	Startled / Playing with the Enemy	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Startled / Pretty Lady	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Stomp / Cool Dude	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack. Affects entire group.	
	Stop It / Incomparable Beauty	Combat
Cost	Defense: -1*	
Instruction	Subtract 1 from your Defense, 3 if Student .	
	Straight Kick / It's Okay, I Guess	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Strength of Feet / Fangirls	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Stuck / You...farted...	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Submission / Manscapped	Combat
Bonus	Attack: -2, Defense: -2	
Instruction	Reduce your opponent's Attack and Defense by 2.	
	Sucker Punch / It's My DNA	Combat
Cost	Defense: -3	
Instruction	Subtract 3 from your Defense.	

	Sucker Punch / Play Me a Song	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Surprise Attack / Happy	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Swat / Gutter Dip	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 4 if you have Strength .	
	Table Slam / Spring Beauty	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Tail Swipe / Shoo	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Take Cover / Ecstasy	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Take Cover / For Your Sweetie	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Take Cover / Serious Pose	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Take Down / Face Plant	Combat
Bonus	Attack: +1*	
Instruction	Add 1 to your Attack, 3 if Animal .	
	The Horror / Stopu	Combat
Cost	Attack: x2	
Instruction	Your opponent gets an additional attack this round.	
	Thrust / Beautiful Mecha	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	

	Tokusatsu Punch / Beautiful Witch	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 3 if Mecha .	
	Too Much Sun / Nabbed	Combat
Cost	Defense: 0	
Instruction	Your Defense is 0.	
	Top Rope Attack / I Can't Believe You Said That!	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Toss / Distraction	Combat
Bonus	Attack: +2, Defense: +2	
Instruction	Add 2 to your Attack and Defense.	
	Toss / Tripped Up	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Toss / Whipper Snapper	Combat
Bonus	Attack: +2, Defense: +2	
Instruction	Add 2 to your Attack and Defense.	
	Tough Skin / You want, my body?	Combat
Cost	Attack: -3	
Instruction	Subtract 3 from your Attack.	
	Tracheotomy / Farewell Kiss	Combat
Cost	Defense: -1*	
Instruction	Subtract 1 from your Defense, 2 if opponent has a Weapon .	
	Tracheotomy / Lovely Persuasion	Combat
Cost	Defense: -1*	
Instruction	Subtract 1 from your Defense, 2 if opponent has a Weapon .	
	Trip / Tears	Combat
Cost	Defense: -1	
Bonus	Attack: +1	
Instruction	Add 1 to your Attack and subtract 1 from your Defense.	
	Twist Top / Argh! You're So Annoying!	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	

	Twisted Slam / Lovestruck	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Two for Flinching / Seriously?	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Ultra Atomic Rolling Hold / Radiance	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Unexpected Encounter / Just Relax	Combat
Cost	Attack: x2	
Instruction	Your opponent gets an additional attack this round.	
	Uppercut / Panty Flash	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Vivisection / Smell My Feet	Combat
Cost	Defense: 1/2	
Instruction	Divide your Defense by 2 for the rest of Combat.	
	What Big Teeth You Have / Read the Sign	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	What? / Swoon	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Whirl Kick / My Sheila	Combat
Bonus	Attack: +2*	
Instruction	Add 2 to your Attack, 4 if you have Acrobatics .	
	Why You Little... / All Kinds of Ugly	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Wild Swing / Begging for Mercy	Combat
Cost	Defense: -2	
Bonus	Attack: +2	
Instruction	Add 2 to your Attack and subtract 2 from your Defense.	

	Yank / Squishy	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Yipes! / Happy 2 CU	Combat
Bonus	Defense: +1	
Instruction	Add 1 to your Defense.	
	You Asked for It / First Kiss	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	You Drew Blood / Older Woman	Combat
Cost	Defense: -1	
Instruction	Subtract 1 from your Defense.	
	Your Sight is a Weakness / Envy	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Eyeshadow / Shake a Leg	Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Head Butt* / Head Butt*	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Butt Munch / Butt Munch	Combat
Instruction		
	Bad Dog / Bad Dog	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Bath Time is Private / Bath Time is Private	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Bunny Buster / Bunny Buster	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Dodge the Bullet / Dodge the Bullet	Combat
Bonus	Defense: +1	
Instruction	Add 1 to your Defense.	

	Donkey Kick / Donkey Kick	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Double Fisted Head Bash / Double Fisted Head Bash	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Double Punch / Double Punch	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	Eye Poke / Eye Poke	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	
	Litte Kick / Litte Kick	Combat
Bonus	Attack: +1	
Instruction	Add 1 to your Attack.	
	Merry-Go-Round Gum / Merry-Go-Round Gum	Combat
Cost	Attack: -2, Defense: -2	
Instruction	Subtract 2 from your Attack and Defense.	
	Monster Roar / Monster Roar	Combat
Bonus	Attack: -1, Defense: -1	
Instruction	Reduce your opponent's Attack and Defense by 1.	
	So Sexy It Hurts / So Sexy It Hurts	Combat
Instruction	Add your Charm to your Attack.	
	Startled* / Startled*	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Stepped On / Stepped On	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Take Cover** / Take Cover**	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	

	Winning Punch / Winning Punch	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Gold Digger / Gold Digger	Combat
Bonus	Charm: -2	
Instruction	Reduce opponent's Charm by 2.	
	:P / Say Uncle	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	15 Minutes / Flying Kick	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	A Face for T.V. / Sneak Attack	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	A Hideous Secret / Cram It!	Charm Combat
Bonus	Charm: -4	
Instruction	Reduce your opponent's Charm by 4.	
	A Look / Spy vs. Spy vs. Spy	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Aaahdurh / Outnumbered	Charm Combat
Cost	Charm: 1/2	
Instruction	Divide your Charm by 2.	
	Accidental Kiss / Maiden's Left Fist	Charm Combat
Bonus	Charm: +0	
Instruction	Add 0 to your Charm.	
	Accost / Call to Arms	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Actually / Peking Duck	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if you have Genius .	

	Adorable / Lobotomy	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	All Dressed Up / Lunch Break	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	All Kinds of Ugly / Why You Little...	Charm Combat
Cost	Charm: 1/3	
Instruction	Divide your Charm by 3.	
	All Set / Pantyhose Kick	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Female .	
	All Wet / Slip	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 5 if Water .	
	All Wet / Exhausted	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 5 if Water .	
	Argh...Eek / Monster Backhand	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Argh! You're So Annoying! / Twist Top	Charm Combat
Bonus	Charm: 0	
Instruction	Your opponent's Charm is 0.	
	Awfully Cute / Kick	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	Baby Wizard / Rhinosauran Squeeze	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Magic .	
	Beautiful Elf / Kaiju Elbow	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Elf .	

	Beautiful Mecha / Thrust	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Mecha .	
	Beautiful Queen / Face Slam	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Beautiful Redhead / Slap	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	
	Beautiful Samurai / Rocket Restraints	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Beautiful Witch / Tokusatsu Punch	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Magic .	
	Beauty / Knocked Out	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Robot , Android , or Cyborg .	
	Beauty Revealed / Shocked	Charm Combat
Cost	Charm: -2*	
Instruction	If opponent is Male , opponent has no actions, otherwise subtract 2 from your Charm.	
	Begging for Mercy / Wild Swing	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Behave / Knee To The Chin	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Teacher .	
	Blush / Clean Sweep	Charm Combat
Cost	Charm: +2	
Instruction	Add 2 to your opponent's Charm.	
	Blushed / Face Kick	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	

	Boys Will Be Boys / Pile On	Charm Combat
Bonus	Charm: +3*	
Instruction	Add 3 to your Charm if there are no Females in your group.	
	Brave Men... / Over-noogie	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if Male .	
	Brawn / Hit the Wall	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Strength .	
	Broad Shoulders / It's Your Fault	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Male .	
	Broken Heart / Bash	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Bubble Bath / Clubbed	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Bubblegum Crisis / Double Blow	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Busted / Illusion	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if opponent has Peeping .	
	Captivate / Paralyze	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Cold Shower / I'm So Tired...	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Come Along / Noogie	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	

	Come Along / One Hell of an Uppercut	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Come and Get Me / Showdown	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, add 1 if Student .	
	Comfy? / Screw Kick	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Compassionate Eyes / Flanking Strike	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Compliments to the Chef / Hang On Tight	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Cooking .	
	Cool Dude / Stomp	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Male .	
	Cool Dude / Reflected Attack	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Male .	
	Cool Your Jets / Frozen Solid	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Cop a Feel / Smoked	Charm Combat
Bonus	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Cowardice / Incoming!	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Creepy Vines / Slimed	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	

	Damsel in Distress / Ready for a Fight	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Female .	
	Dangerous Beauty / Snakebite	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Demon .	
	Desperation Stance / Chin Kick	Charm Combat
Cost	Charm: -4	
Instruction	Subtract 4 from your Charm.	
	Devastated / Pistol Whip	Charm Combat
Cost	Charm: 1/3	
Instruction	Divide your Charm by 3.	
	Disco Groove / Berserk	Charm Combat
Bonus	Charm: +3*	
Instruction	If you have Music , add 3 to your Charm, otherwise subtract 1.	
	Distraction / Toss	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Doom Gaze / Dusted	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	
	Dork / Films About Gladiators	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Down There... / 40 Foot Knee Drop	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Ecstasy / Take Cover	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Embrace / Missed	Charm Combat
Cost	Charm: +2	
Instruction	Add 2 to your opponent's Charm.	

	Enchanted View / Panic	Charm Combat
Bonus	Charm: x2	
Instruction	Multiply your Charm by 2.	
	Envy / Your Sight is a Weakness	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Evil Eyes / Bite	Charm Combat
Cost	Charm: +2	
Instruction	Increase your opponent's Charm by 2.	
	Face Plant / Take Down	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Failed Meet Cute / Moon Kick	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Fainted / Shock	Charm Combat
Cost	Charm: 0	
Instruction	Your Charm is 0.	
	Fangirls / Strength of Feet	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Male .	
	Farewell Kiss / Tracheotomy	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Fat Joke / Grand Slam	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	
	First Kiss / You Asked for It	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if this is the first Combat.	
	Flick / Daydreaming	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	

	Flowers / Shock	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Medic .	
	Fond Farewell / Chest Compressions	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	For Your Sweetie / Take Cover	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Police .	
	Gathering Flowers / Old West Slap	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Green Thumb .	
	Gaze / Elbow	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	Get Your Hands Off of Me! / Embarrassing Situation	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Getting Dressed / Ninja Defense	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Female & Student .	
	Getting Dressed / Face Kick	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Female & Student .	
	Getting Fresh / Bonzai Missile	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm if opponent is of same sex, otherwise subtract 1.	
	Girls, Girls, Girls / Jab	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Female .	
	Girls' Night Out / Ninja Strike	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm for each Female at Location.	

	Glam / Reprimand	Charm Combat
Bonus	Charm: x2	
Instruction	Multiply your Charm by 2.	
	Good-bye to Romance / Self Defense	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	
	Great Service / Slam	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Grin / Face Buster Punch	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Grope / Face Smash	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if opponent has Criminal .	
	Guilty Cat / Clash	Charm Combat
Cost	Charm: 1/2	
Instruction	Divide your Charm by 2.	
	Gusto / Double Blow	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Pure Heart .	
	Gutter Dip / Swat	Charm Combat
Bonus	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if you have Streetwise .	
	Halitosis / Blocking Rush	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Handsome Lad / Parry	Charm Combat
Cost	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	Hangin' Around / Be With You...	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	

	Hangin' Around / Smacked	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Happy / Surprise Attack	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Male .	
	Happy 2 CU / Yipes!	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Hero / Screwed	Charm Combat
Bonus	Charm: +4	
Instruction	Add 4 to your Charm.	
	Hero Pose / Kicks	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Hey Boys / Parry	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Hideous Reflection / Spitting Image	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Ho ho ho / Sibling Kick	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	
	Hooker / Catholic Discipline	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Streetwise .	
	Hoplophilia / Shattered Defenses	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, add 1 if you have Weapons .	
	Hover Hand / Left Hook	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	

	Hubba Hubba / Always Make Sure	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Fashion .	
	I Can't Believe You Said That! / Booby Punch	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	I Can't Believe You Said That! / Top Rope Attack	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	I Challenge Your Honor / Easy Catch	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	I Don't Know What to Do / Clash	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	I Surrender / Assistance	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	I Work Alone / Cheer Squad	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	I'm Not...Guilty / Slapped Silly	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	I'm Standing Right Here / Head Lock	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, add 2 if you have Peeping .	
	Incomparable Beauty / Stop It	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	
	Incomparable Beauty / Gas Attack	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	

	It's a Girl Thing / Bandit Kick	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if both Female .	
	It's My DNA / Sucker Punch	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Alien .	
	It's Okay, I Guess / Straight Kick	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Female .	
	Just Relax / Unexpected Encounter	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Kind of Soft / Lick My Boot	Charm Combat
Bonus	Charm: +4	
Instruction	Add 4 to your Charm.	
	Kiss Me / Fear	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Female .	
	Kissy Kissy / Moon Punch	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Lead Balloon / Fried	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 5 if you have Comedian .	
	Let Me Tell You... / Incoming!	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	
	Lil' Thundercat / Polar Bear Hug	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Little Old Me / Round-house Kick	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	

	Love at First Sight / Choke	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Lovely Distraction / Hair Ball	Charm Combat
Cost	Charm: +2	
Instruction	Add 2 to your opponent's Charm.	
	Lovely Hair / Punch	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Lovely Ladies / Gone Crazy	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Lovely Paperweights / Pulling Cheeks	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Bureaucracy .	
	Lovely Persuasion / Tracheotomy	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Female .	
	Lover's Kiss / Hammer	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Lovestruck / Die	Charm Combat
Cost	Charm: +3	
Instruction	Increase your opponent's Charm by 3.	
	Lovestruck / Excellent Hit	Charm Combat
Cost	Charm: +3	
Instruction	Increase your opponent's Charm by 3.	
	Lovestruck / Twisted Slam	Charm Combat
Cost	Charm: +3	
Instruction	Increase your opponent's Charm by 3.	
	Mai-mai Skuuper / Spiked	Charm Combat
Cost	Charm: -2*	
Instruction	Subtract 2 from your Charm, add 3 if Animal .	

	Makeup / Claws	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if Female .	
	Makin' Out / Pat on the Back	Charm Combat
Bonus	Charm: x2	
Instruction	Multiply your Charm by 2.	
	Manicure / Scratch	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if you have Fashion .	
	Manly Tears / Bloodthirst	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Male .	
	Manscapped / Submission	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 from your Charm, 3 if Male .	
	Mermaid's Beauty / Kung Furry	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if you have Swimming .	
	Middle Digit / It's a Good Knife	Charm Combat
Bonus	Charm: +2*	
Instruction	If you have Streetwise , add 2 to your Charm, otherwise subtract 1.	
	Morning Routine / Blocked Kick	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Most Beautiful Man / Gassed	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if Male .	
	Mournful Look / Southern Cross Fist	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Female .	
	My Hero! / Hair Pull	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm if opponent is of same sex, 4 if opposite.	

	My Little Pony / Men Prefer Boobs	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	My Sheila / Whirl Kick	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Animal .	
	Nabbed / Too Much Sun	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Nice Ass / Gut Punch	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if Female .	
	Nightline / Beat Down	Charm Combat
Cost	Charm: +1*	
Instruction	Add 1 to your Charm, subtract 1 if Male .	
	No Flowers / Futile Punch	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	No, I'll Drive / Smashed	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Not a Boy, a Man / It's for Mika	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Not This One / Fighting Pose	Charm Combat
Cost	Charm: -3*	
Instruction	Subtract 3 from your Charm, add 3 if you have Seduction .	
	Now You're Mine / Grab and Twist	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Ogle / Charged Up	Charm Combat
Cost	Charm: -2*	
Instruction	If opponent is Male , opponent has no actions, otherwise subtract 2 from your Charm.	

	Oh / Fierce	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Oh Joy! / Head Butt	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if you have Tech .	
	Oh My! / Head Band	Charm Combat
Bonus	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Older Woman / You Drew Blood	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if Female .	
	One Among Them / I'll Show You Who's The Boss	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if Female .	
	One Last Memory / Low Blow	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Only a Mother / Gut Punch	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Overdoing It / Avoid	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if Female .	
	Panty Flash / Uppercut	Charm Combat
Bonus	Charm: +1	
Instruction	+1 to your Charm.	
	Parasite Demon / Crash Pad	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Peck / Sassy Cat	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	

	Perfect Ten / Gut Punch	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Perfume / Overhead Toss	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Pffff / Knife Grab	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Play Me a Song / Sucker Punch	Charm Combat
Bonus	Charm: +3*	
Instruction	If you have Music , add 3 to your Charm, otherwise subtract 1.	
	Playing with the Enemy / Startled	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Poise / Cross Choke	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Poise / Grace	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Pretty Boy / Gas Attack	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	
	Pretty Lady / Startled	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if Female .	
	Puke / Cancel That	Charm Combat
Bonus	Charm: -3*	
Instruction	Subtract 3 from your Charm if opponent is of opposite sex, 1 if same.	
	Puppy Dog Eyes / Dodge	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	

	Puppy Dog Eyes / Smack Down	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Pure Heart .	
	Quiet Contemplation / Backbreaker	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Radiance / Ultra Atomic Rolling Hold	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 2 if Female .	
	Read the Sign / What Big Teeth You Have	Charm Combat
Bonus	Charm: -2*	
Instruction	Subtract 2 from your Charm, add 2 if Female .	
	Robosexuals / Sidestep	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, add 3 if Robot, Android, or Cyborg .	
	Rugged Good Looks / Little Off the Top	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if Male .	
	Sad Eyes / Head Butt	Charm Combat
Instruction	Your opponent gets an additional Attack this round.	
	Say Cheese! / Crushing Left	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Say It, Don't Spray It! / Just a Trim	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Scandal / Charge	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Scoundrel / Head Butt	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Sense of Wonder / Back Kick	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 5 if you have Blind Luck .	

	Serious Pose / Take Cover	Charm Combat
Cost	Charm: 0	
Instruction	Your Charm is 0.	
	Seriously? / Two for Flinching	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Sexy Leotard / Beer Gut Punch	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Acrobatics .	
	Sexy Ninja Outfit / Face Meet Knee	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if Female .	
	Sexy Teacher / Fancy Dance	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 3 if you have Teacher .	
	Sheer Ecstasy / Hyuri's Fury	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Shining Knight / Assault	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Shoed / Clash	Charm Combat
Bonus	Charm: -2	
Instruction	Reduce your opponent's Charm by 2.	
	Shoo / Tail Swipe	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 1.	
	Shout / Got Ya Now	Charm Combat
Cost	Charm: 0	
Instruction	You have no action this round.	
	Silver Hair / Big Block	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	

	Singing Sensation / Shaken Up	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Sinister Beauty / Devastating Attack	Charm Combat
Cost	Charm: +2	
Instruction	Add 2 to your opponent's Charm.	
	Skin Condition / Ambush	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 3 if Female .	
	Smell My Feet / Vivisection	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	So Close / Hit with the Ugly Stick	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Sorrow / Drop Kick	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Special Gift / Knee Slam	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Spirit Bum / Blind Rage	Charm Combat
Cost	Charm: 0	
Instruction	Your Charm is 0.	
	Spring Beauty / Table Slam	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Squishy / Yank	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Stay Away / I'll Kill You	Charm Combat
Cost	Charm: -1*	
Instruction	Subtract 1 from your Charm, 2 if Female .	

	Stern Look / Spl-eye-ce	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action this round.	
	Stopu / The Horror	Charm Combat
Bonus	Charm: -1	
Instruction	Reduce your opponent's Charm by 2.	
	Stunning Smile / Club	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Stupefaction / Smash	Charm Combat
Cost	Charm: 1/2	
Instruction	Divide your Charm by 2.	
	Sunset Beach / Knock 'em Dead	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Surprised / Blind Throw	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Sweating Bullets / G.S.W.	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Swoon / What?	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Tango / Ooooh, I Got Me!	Charm Combat
Bonus	Charm: +3*	
Instruction	Add 3 to your Charm if opponent is of opposite sex, 4 if same.	
	Tantrum / Bench Brawl	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Tears / Big Arm Bomba	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	

	Tears / Trip	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Terror / Desperate Shot	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	The Creeps / Plasma Sliced	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	The King's Maidens / Shoulder Slam	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Royalty .	
	Thou Doth Protest Too Much / Mad Dog	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Tickle Torture / High Block	Charm Combat
Bonus	Charm: 1/2	
Instruction	Divide your opponent's Charm by 2.	
	Tied Up / Deception	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Tied Up / Head Lock	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Tripped Up / Toss	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, -1 if Robot .	
	Tycoon / Chained Up	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Money .	
	Un-smooth Talk / Hands Up	Charm Combat
Cost	Charm: 0	
Instruction	Your Charm is 0.	

	Upset Miss / Raging Dragon Punch	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Vagabond / Alien Dog Pile	Charm Combat
Cost	Charm: 0	
Instruction	Your Charm is 0.	
	Voyeur / Confusion	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 4 if you have Peeping .	
	Warrior's Beauty / Bound	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Strength .	
	Well, It's Like This... / Pinned	Charm Combat
Cost	Charm: -2*	
Instruction	Subtract 2 from your Charm, 4 if opponent is a Character.	
	Well, you see... / Body Club	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	We're Done Here / Bite	Charm Combat
Bonus	Charm: 1/2	
Instruction	Divide your opponent's Charm by 2.	
	What'd YOU Have for Lunch? / Pummel	Charm Combat
Bonus	Charm: -2	
Instruction	Subtract 2 from your opponent's Charm.	
	What Do I Care? / Run Through	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Where am I? / Buttstroke	Charm Combat
Bonus	Charm: +2*	
Instruction	Add 2 to your Charm, 5 if you have Blind Luck .	
	Whipper Snapper / Toss	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	

	Why, You Little Devil / Leg Sweep	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Wink / Iron Fist	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Wow! Wow! Wow! / Spinning Double Kick	Charm Combat
Cost	Charm: 1/2	
Instruction	Divide your Charm by 2.	
	You...farted... / Stuck	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	You want, my body? / Tough Skin	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	You're the Champ / High Low Blow	Charm Combat
Bonus	Charm: x2	
Instruction	Multiply your Charm by 2.	
	Zen Experience / In My Sights	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 4 if you have Priest .	
	Party / Party	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm for each Character at Location.	
	All Woman / All Woman	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Female .	
	Brazen Flash / Brazen Flash	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Brooding / Brooding	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	

	Date / Date	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Debonair Ogre / Debonair Ogre	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if Ogre .	
	French Death / French Death	Charm Combat
Instruction	Add your Attack to your Charm.	
	Kiss Me You Fool / Kiss Me You Fool	Charm Combat
Bonus	Charm: +1	
Instruction	Add 1 to your Charm.	
	Little Peek / Little Peek	Charm Combat
Bonus	Charm: +1*	
Instruction	Add 1 to your Charm, 3 if you have Lingerie .	
	Lovestruck* / Lovestruck*	Charm Combat
Cost	Charm: +3	
Instruction	Increase your opponent's Charm by 3.	