

Life Area

1

2

3

4

5

6

7

# FRONT LINE

# ENERGY LINE

# AP AREA

Deck Area

1 Start Phase

2 Movement Phase

3 Main Phase

4 Attack Phase

5 End Phase

Opponent's Turn Begins

©BANDAI

Sideline

Removal Area

- Step** You may move this card from the Front Line to the Energy Line during your Movement Phase.
- Snipe** You may choose an opponent's Character to attack. If you do, they will not be able to block.
- Double Attack** When this Character attacks for the first time during this turn, switch it to Active Mode.
- Double Block** When this Character blocks for the first time during this turn, switch it to Active Mode.
- Impact ①** When this Character attacks and wins a battle, your opponent is dealt 1 damage.
- Damage ②** When this Character attacks and deals direct damage, deal 2 damage instead.
- Nullify Impact** When this Character battles another Character, the opposing Character loses **Impact** for the duration of the battle.
- Impact ③** The Character deals 1 extra damage with Impact. If it does not have Impact, it gains **Impact**.
- Raid** The Character is switched to Active Mode and may be move to the Front Line.