

BATTLEFIELD CARDS:

Bf-003

"During your attack phase, choose one of your opponent's M.S. cards and decrease its Clash Points by 3. If its Clash Points are decreased to 0 or less, it is destroyed."

BF-010

"All players draw an additional card during their Preliminary Phase."

BF-015

"During your opponent's turn, a chosen M.S. Card with 3 or less Clash Points cannot attack."

BF-023

"Your opponent may not attach Pilot cards during their next turn."

BF-024

"Once per turn, destroy a Dock Pilot card in play. This card must destroy a card every turn if able."

BF-030

"Once per turn, both players send 3 cards from their Supply Base to the Dry Dock."

BF-032

"Once per turn, when one of your M.S. cards is not Defended, destroy an opposing unattached pilot."

BF-036

card name is "Jaburo" not "Jabrow"

EVENT CARDS:

EV-031

"Cost 0, not 3"

EV-032

"Activate an opponent's Rebel Forces regardless of their total War Experience points."

EV-039

"Send an opponent's Battlefield to the Dry Dock. They do not suffer Battle Scars."

EV-044

"Destroy one of your MS Cards to void all Battle Damage this turn."

EV-048

"Destroy one of your MS cards. Your opponent must send cards from their hand to the Dry Dock equal to that cards Clash Points."

EV- 056

"Return all OZ MS Cards in play (even your own) to the MS Dock. This card may only be played during your Strategic Phase."

EV-064

"You may play an MS Card from your Dry Dock as though it was in your hand. You must still pay its cost."

EV-077

"Send a card from your hand to the Dry Dock to draw 2 cards from your supply base."

EV-079

"Cost 0, not 1"

MS Cards:

MS-001

Unique

MS-002

Unique

MS-003

Unique

MS-004

Unique

MS-005

Unique

MS-006

Unique

MS-012

Unique

MS-013

Unique

“An opponent who has a chance to Defend must Defend against the MS Card. If an opponent has no MS Cards able to Defend, this card cannot attack.”

MS-014

Unique

MS-015

Unique

MS-022

Unique

“This card can attack simultaneously with Mercurius. Increase Clash Points by 1 when attacking alone or with Mercurius. This cards Clash Points cannot be increased to more than 6.”

MS-023

Unique

“This card can defend simultaneously with Vayeate. Increase Clash Points by 1 when defending alone or with Mercurius. This cards Clash Points cannot be increased to more than 6.”

MS-025

Unique

MS-026

Unique

MS-027

Unique

MS-028

Unique

MS-029

Unique

MS-030

Unique

MS-031

Unique

MS-032

Unique

MS-033

Unique

MS-034

Unique

MS-035

“Increase Clash Points by 1 when attacking or defending if your Battlefield is in play.”

MS-036

“Increase Clash Points by 1 when attacking or defending if your opponent’s battlefield is in play.”

MS-039

“This card can Defend with Gundam Sandrock. If it does, increase Clash Points by 1.”

MS-040

"This card can Attack simultaneously with Gundam Sandrock. If it does, increase Clash Points by 1."

MS-043

"An additional MS Card may attack simultaneously with this card. If it does, this attack cannot be defended."

MS-046

Unique
Change "...when.." to "...while..."

MS-047

Unique
Change "...when.." to "...while..."

MS-048

Unique

MS-049

Unique
Change "...when.." to "...while..."

MS-050

Unique
"Preemptive Strike. While this card is in play void the effects of all MS, Event, and Battlefield cards except this one.

MS-053

Change "...when.." to "...while..."

MS-063

Unique

MS-064

Unique

MS-067

Unique

MS-068

Unique

MS-069

Unique

MS-070

Unique

MS-071

Unique

MS-072

Unique

MS-073

Change "...when.." to "...while..."

MS-075

Unique, Cost 3
"Destroy this card to move Wing Gundam Zero Custom from your Supply Base or Dry Dock to your hand."

MS-083

Unique

MS-088

Unique

MS-089

Unique

MS-091

Unique

MS-092

Unique
Change "...when.." to "...while..."

MS-094

"Reduce Clash Point damage to an MS type "Battleship" card by one. This effect may only be used once per turn."

MS-095

Unique

MS-100

Unique

MS-102

“Grublo”

Unique

MS-106

Unique

MS-108

Unique

Pilot Cards:**PL-006**

“Dock Pilot. During your turn, you may Expend this card and send 3 cards from your Supply Base to the Dry Dock. If you do, both players must skip their next attack phase.”

PL-008

“Dock Pilot. During your turn, you may Expend this card to reduce a WG M.S. card’s Price by 1.”

PL-013

“Dock Pilot. During your turn, you may Expend this card to negate the effect of a card that would prevent your M.S. Cards from attacking this turn. If you do so, all of your M.S. Cards must attack.”

PL-020

“Dock Pilot. While this card is in play, void all M.S. cards’ effects (even your own.) This ability is considered active until this Pilot is destroyed.”

PL-025

“Dock Pilot. During your turn, you may Expend this card and send 2 cards from your Supply Base to the Dry Dock. If you do, you may return the Battlefield card you have in play to your hand.”

PL-026

“Dock Pilot. During your turn, you may Expend this card and send 3 cards from your Supply Base to the Dry Dock. If you do, choose up to 1 WG M.S. card in your Dry Dock and place it on the bottom of your Supply Base.”

PL-027

“Dock Pilot. During your turn, you may Expend this card and send 3 cards from your Supply Base to the Dry Dock. If you do, choose up to 1 WG Pilot card in your Dry Dock and place it on the bottom of your Supply Base.”

PL-034

“Dock Pilot. During your opponent’s turn, you may Expend this card. If you do, choose 1 M.S. Card in your opponent’s Rebel Forces and increase its Clash Points by 1.”

PL-036

“Dock Pilot. During your turn, you may Expend this card to reduce an OZ Pilot card’s Price by 1.”

PL-038

“When an M.S. card with this Pilot attached Defends or is Defended by an M.S. card with a WG Pilot attached, you may return both Pilot cards to your hand before damage is calculated.”

PL-045

“Dock Pilot. During your turn, you may Expend this card and send 1 card from your hand to the Dry Dock. If you do, your opponent plays with their hand revealed until the end of your turn.”

PL-046

“Dock Pilot. During either player’s turn, you may Expend this card to increase the Clash Points of all OZ M.S. cards by 1 until the end of your turn.”

PL-047

“Dock Pilot. During your turn, you may Expend this card to place an OZ M.S. card on your M.S. Dock without paying its Price. This ability may only be used during your Strategic Phase.”

PL-049

“Dock Pilot. During either player’s turn, you may Expend this card with an attached Pilot. The chosen card cannot Attack or Defend this turn.”

PL-050

“Dock Pilot. During your turn, you may Expend this card to increase the Clash Points of all M.S. cards with a Pilot attached (even your opponents) by 1 until the end of your turn.”

PL-057

“Dock Pilot. ...”