

## Trails Trading Card Game II Card Translations (02-)

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| <p>ITEM</p> <p>0 ARCUS[戦術オーブメント]</p> <p>●あなたはこのUNITを2つ対象とし、それらはこのターン中それらが同じ組織を持つかのようにスクラム攻撃やスクラムサポートできる。</p>                                       | <p>02-001: ARCUS [Tactical Orbment]</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 0</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>●: Two target UNITs you control can SCLM attack and SCLM support as though they share the same organization this turn.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                            |
| <p>EVENT</p> <p>3 Ⅶ組 集結</p> <p>●あなたはこのターンにスクラム攻撃したトールズ士官学院をすべてリディし、それらはこのターン中オーバーキルしない。</p>                                                        | <p>02-002: Class VII, Assemble</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>Ready all Thors Military Academy you control that have SCLM attacked this turn. They can't cause overkill this turn.</p> <p><i>Arts:</i> (None)</p>                                                                                                                                                             |
| <p>UNIT</p> <p>5 アラン・リシャール[剣聖の後継者]</p> <p>●あなたが攻撃する際、あなたはこれで決する。</p> <p>●戦闘フェイズ開始時、あなたはイニシエシアプレイヤーになる。</p> <p>●ナパームブレスは相手は絆を8点失う。</p> <p>9 / 9</p> | <p>02-003: Alan Richard [Divine Blade's Successor]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <p>【Martial Arts】</p> <ul style="list-style-type: none"> <li>■ If this card can attack, it must attack first.</li> <li>■ At the start of the combat phase, you become the initiative player.</li> </ul> <p><i>Arts:</i> [Napalm Breath] - EP Cost 5</p> <p>Your opponent loses 8 bond.</p> |

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|    | <p>02-004: Alan Richard [Colonel]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 5/4</p> <p><i>Text:</i></p> <p>【Martial Arts】 (▪ This card gets +1/+1 for each combating UNIT your opponent controls that don't have 【Martial Arts】 while combating.)</p> <p><i>Arts:</i> [Flare Arrow] - EP Cost 3</p> <p>Stun target UNIT with CP cost 2 or less.</p> |
|   | <p>02-005: Warrant Officer Alan</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 2/1</p> <p><i>Text:</i></p> <p>▪ Whenever this card SCLM attacks, draw a card. Then, discard a card.</p> <p><i>Arts:</i> (None)</p>                                                                                                                                     |
|  | <p>02-006: Alisa Reinford</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/2</p> <p><i>Text:</i></p> <p>▪ ↺: Your opponent loses 3 bond.</p> <p><i>Arts:</i> [Thelas] - EP Cost 2</p> <p>Put target UNIT from your trail into your hand.</p>                                                                                                     |

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|    | <p>02-007: Alicia II [The 26th Monarch]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 3/3</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ If you control another non-stunned Liberl Kingdom, this card can't be attacked.</li> <li>▪ Other Liberl Kingdom you control get +2/+2.</li> </ul> <p><i>Arts:</i> (None)</p>                                                |
|   | <p>02-008: Arseille [White Wings]</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ UNITS you control get "▪ Loyalty—If you control an 'Alicia II', this card gets +2/+2."</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                           |
|  | <p>02-009: Altina Orion [Claiomh Solais]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 6</p> <p><i>STR/DEF:</i> 12/12</p> <p><i>Text:</i></p> <p>【Attribution】 (▪ Whenever UNITS you control first attack each turn, this card gains the organizations of them this turn.)</p> <ul style="list-style-type: none"> <li>▪ Discard an ITEM: Stun target UNIT with CP cost 3 or less.</li> </ul> <p><i>Arts:</i> (None)</p> |

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|    | <p>02-010: Albert Russell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 0/2</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>↓ Search your deck for an ITEM, reveal it, and put it into your hand. Then, shuffle.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                                                                       |
|   | <p>02-011: Alfin Reise Arnor [Princess]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 0/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>Whenever this card SCLM attacks, return this card to your hand. If you do, search your deck for an Erebonian Empire, reveal it, and put it into your hand. Then, shuffle.</li> </ul> <p><i>Arts:</i> [Fire Bolt] - EP Cost 1</p> <p>Stun target UNIT with CP cost 1 or less.</p> |
|  | <p>02-012: International Exchange [Link]</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>When you play this card, choose two organizations among UNITs you control.</li> <li>Link those organizations you control.</li> <li>Whenever Erebonian Empire you control SCLM attack, you may draw a card.</li> </ul> <p><i>Arts:</i> (None)</p>                                |

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|    | <p>02-013: Irina Reinford [Chairman]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 6</p> <p><i>STR/DEF:</i> 11/12</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Discard an Erebonian Empire: Target UNIT gets +1/+1 this turn.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                                                            |
|   | <p>02-014: Yin [Legendary Assassin]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/2</p> <p><i>Text:</i></p> <p>【Covert】 【Attribution】</p> <ul style="list-style-type: none"> <li>▪ Whenever this card attacks a player, K.O. target stunned UNIT your opponent controls. If you do, this card can't cause overkill this turn.</li> </ul> <p><i>Arts:</i> [Chaos Brand] - EP Cost 2</p> <p>Target UNIT can't attack this turn.</p> |
|  | <p>02-015: Vulcan</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Imperial Liberation Front</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 5/5</p> <p><i>Text:</i></p> <p>【Attribution】 【Dispatch】</p> <ul style="list-style-type: none"> <li>▪ Destroy an ITEM you control: Stun target UNIT with CP cost equal to or less than the CP cost of the ITEM destroyed to pay this cost.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                  |

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| <p>02-016: Vulcan [V]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Imperial Liberation Front<br/> <b>CP Cost:</b> 5<br/> <b>STR/DEF:</b> 11/11<br/> <b>Text:</b><br/> <b>【Reinforcements】 【Attribution】 【Dispatch】</b><br/> <b>Arts:</b> (None)</p>                                                                                                                         | <p>02-016: Vulcan [V]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Imperial Liberation Front<br/> <b>CP Cost:</b> 5<br/> <b>STR/DEF:</b> 11/11<br/> <b>Text:</b><br/> <b>【Reinforcements】 【Attribution】 【Dispatch】</b><br/> <b>Arts:</b> (None)</p>                                                                                                                         |
| <p>02-017: Vita Clotilde [Azure Abyss]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Ouroboros<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 8/6<br/> <b>Text:</b><br/> <b>【Covert】</b><br/> <b>■ Pay 2 bond: Ready target UNIT you control. It can't attack this turn. Play only once each turn.</b><br/> <b>Arts:</b> [Tearal] - EP Cost 4<br/> <b>You gain 10 bond.</b></p> | <p>02-017: Vita Clotilde [Azure Abyss]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Ouroboros<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 8/6<br/> <b>Text:</b><br/> <b>【Covert】</b><br/> <b>■ Pay 2 bond: Ready target UNIT you control. It can't attack this turn. Play only once each turn.</b><br/> <b>Arts:</b> [Tearal] - EP Cost 4<br/> <b>You gain 10 bond.</b></p> |
| <p>02-018: Victor S. Arseid [Radiant Blademaster]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 7<br/> <b>STR/DEF:</b> 13/13<br/> <b>Text:</b><br/> <b>【Martial Arts】</b><br/> <b>■ ↘: K.O. target UNIT. Play only during your propose attacker step.</b><br/> <b>Arts:</b> (None)</p>                                                 | <p>02-018: Victor S. Arseid [Radiant Blademaster]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 7<br/> <b>STR/DEF:</b> 13/13<br/> <b>Text:</b><br/> <b>【Martial Arts】</b><br/> <b>■ ↘: K.O. target UNIT. Play only during your propose attacker step.</b><br/> <b>Arts:</b> (None)</p>                                                 |

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|    | <p>02-019: Emma Millstein</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 1/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>↓ Reveal the top card of your deck. You may put all revealed Thors Military Academy into your hand.</li> </ul> <p><i>Arts:</i> [Analyze] - EP Cost 1</p> <p>Your opponent reveals their hand.</p> |
|   | <p>02-020: Emma Millstein [Descendant of the Hexen Clan]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 3/4</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>Whenever this card attacks a UNIT, action that UNIT.</li> </ul> <p><i>Arts:</i> [Luminous Ray] - EP Cost 3</p> <p>Target UNIT gets +2/+0 this turn.</p>            |
|  | <p>02-021: Elliot Craig</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 5/4</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>Whenever this card becomes stunned, return it to your hand.</li> </ul> <p><i>Arts:</i> [Aqua Bleed] - EP Cost 2</p> <p>Action target UNIT with CP cost 2 or less.</p>                               |

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|    | <p>02-022: Erika Russell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 1/3</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—If you control a 'Tita Russell', this card gets "▪ ↘: Reveal the top four cards of your deck. Put a revealed ITEM into your hand and the rest on the bottom of your deck in any order."</li> </ul> <p><i>Arts:</i> (None)</p> |
|   | <p>02-023: Elise Schwarzer [St. Astraia Girls' School]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ ↘ Draw a card.</li> <li>▪ Loyalty—↘ If you control a 'Rean Schwarzer', draw a card.</li> </ul> <p><i>Arts:</i> [Aqua Bleed] - EP Cost 2</p> <p>Action target UNIT with CP cost 2 or less.</p>         |
|  | <p>02-024: Trial of the Sword Style</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 4</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>You may action a ready UNIT you control with CP cost 5 or more. If you do, target UNIT gets +7/+7 this turn.</p> <p><i>Arts:</i> (None)</p>                                                                                                                          |

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|    | <p>02-025: Exchanges between Royal Army Officers [Link]</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ When you play this card, choose two organizations among UNITs you control.</li> <li>▪ Link those organizations you control.</li> <li>▪ Liberl Kingdom you control get +1/+0.</li> </ul> <p><i>Arts:</i> (None)</p> |
|   | <p>02-026: Special Ops Soldier [Common]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 1/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ ↓ Choose a name.</li> <li>▪ Loyalty—If you control a Liberl Kingdom with that name and without the sub-name 'Common', this card gets +2/+1.</li> </ul> <p><i>Arts:</i> (None)</p>                                                    |
|  | <p>02-027: Recruiting Royal Soldier</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 1</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>Reveal the top five cards of your deck. Put a revealed Liberl Kingdom into your hand and the rest on the bottom of your deck in any order.</p> <p><i>Arts:</i> (None)</p>                                                                                                          |

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|    | <p>02-028: Orbment [Tactical Orbment]</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Destroy this card: Target UNIT gets +1/+1 this turn. Then, draw a card.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                       |
|   | <p>02-029: Olaf Craig [General]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 4</p> <p><i>STR/DEF:</i> 7/6</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Whenever this card SCLM attacks, put target UNIT from your trail into your hand.</li> </ul> <p><i>Arts:</i> [Tearal] - EP Cost 4</p> <p>You gain 10 bond.</p>                                                                      |
|  | <p>02-030: Olivert Reise Arnor [Prince]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 3/4</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ At the start of the combat phase, if you control three or more organizations, your opponent actions a ready UNIT they control.</li> </ul> <p><i>Arts:</i> [Saint] - EP Cost 3</p> <p>Target UNIT gets +1/+1 this turn.</p> |

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| <p>02-031: Olivert Reise Arnor [Debaucheros Prince]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 5<br/> <b>STR/DEF:</b> 8/10<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ UNITS you control can SCLM attack and SCLM support as though they share the same organization.</li> </ul> <b>Arts:</b> [Silver Thorn] - EP Cost 5<br/> Target defending UNIT loses all crafts and gets -3/-3 this combat.</p> |  |
| <p>02-032: A Night in a Hot Springs Paradise<br/> <b>Card Type:</b> BASE<br/> <b>Organization:</b> (None)<br/> <b>Building Level:</b> 3<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ ↘, Discard a card: Gain 2 bond. Then, if the card discarded to pay this cost is a Thors Military Academy, draw a card.</li> </ul> <b>Arts:</b> (None)</p>                                                                             |  |
| <p>02-033: Gaius Worzel<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Thors Military Academy<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 8/5<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ You don't take stun damage if this card becomes stunned while attacking.</li> </ul> <b>Arts:</b> [Recuria] - EP Cost 4<br/> Ready all UNITS you control that haven't attacked this turn.</p>                                                         |  |

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| <p>02-034: Gaius Worzel [Nomadic]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Thors Military Academy<br/> <b>CP Cost:</b> 6<br/> <b>STR/DEF:</b> 12/10<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>Whenever another UNIT you control attacks, this card gets +1/+1 this turn.</li> </ul> <b>Arts:</b> [Shining] - EP Cost 6<br/>           Action target defending UNIT and it gets -0/-4 this combat.</p> |  |
| <p>02-035: Lord of Phantasma [Ruler of the land of Phantasma]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> (None)<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 7/7<br/> <b>Text:</b><br/> <b>【Covert】</b><br/> <ul style="list-style-type: none"> <li>↓ Choose a name and an organization. This card gets that name and gains that organization.</li> </ul> <b>Arts:</b> (None)</p>                                            |  |
| <p>02-036: Cassius Bright [Brigadier General]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Liberl Kingdom<br/> <b>CP Cost:</b> 7<br/> <b>STR/DEF:</b> 12/12<br/> <b>Text:</b><br/> <b>【Martial Arts】</b><br/> <ul style="list-style-type: none"> <li>Loyalty—If you control an 'Alicia II', this card gets +1/+1 for each card in your hand.</li> </ul> <b>Arts:</b> (None)</p>                                               |  |

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| <p>02-037: Kanone Amalthea [Captain]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Liberl Kingdom<br/> <b>CP Cost:</b> 2<br/> <b>STR/DEF:</b> 3/2<br/> <b>Text:</b><br/>     ■ Loyalty—↓ If you control an 'Alan Richard', draw a card.<br/> <b>Arts:</b> [Shadow Spear] - EP Cost 2<br/>     Target defending UNIT gets -0/-2 this combat.</p>                                                                    |  |
| <p>02-038: Kanone Amalthea [Richard's Right Hand Woman]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Liberl Kingdom<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 6/6<br/> <b>Text:</b><br/>     ■ Loyalty—If you control an 'Alan Richard', this card gets "■ ↘: Stun target UNIT with CP cost 3 or less."<br/> <b>Arts:</b> [Shadow Spear] - EP Cost 2<br/>     Target defending UNIT gets -0/-2 this combat.</p> |  |
| <p>02-039: Kyle Capua<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Capua Family<br/> <b>CP Cost:</b> 1<br/> <b>STR/DEF:</b> 2/2<br/> <b>Text:</b><br/> <b>【Attribution】</b> (■ Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)<br/>     ■ Destroy an ITEM you control: Action target UNIT.<br/> <b>Arts:</b> (None)</p>                                  |  |

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| <p>02-040: Kyle Capua [Helmsman]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Capua Family<br/> <b>CP Cost:</b> 3<br/> <b>STR/DEF:</b> 5/4<br/> <b>Text:</b><br/> <b>【Attribution】 【Dispatch】</b><br/>         ■ Whenever this card stuns a UNIT while attacking, action target UNIT your opponent controls.<br/> <b>Arts:</b> (None)</p>                                                                                   |  |
| <p>02-041: Change of Clothes<br/> <b>Card Type:</b> EVENT<br/> <b>Organization:</b> (None)<br/> <b>EP Cost:</b> 2<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/>         You may discard a card. If you do, search your deck for up to two cards with the same name but a different sub-name from that card, reveal them, and put them into your hand. Then, shuffle.<br/> <b>Arts:</b> (None)</p>                               |  |
| <p>02-042: Giliath Osborne [Chancellor]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 3<br/> <b>STR/DEF:</b> 4/4<br/> <b>Text:</b><br/> <b>【Covert】</b> ( ■ This card can only attack UNITs with <b>【Covert】</b> or players, and can only be attacked by UNITs with <b>【Covert】</b> . )<br/>         ■ ↓ Put target EVENT from your trail into your hand.<br/> <b>Arts:</b> (None)</p> |  |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-043: Giliath Osborne [Blood and Iron Chancellor]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <p>【Covert】</p> <ul style="list-style-type: none"> <li>▪ Your opponent must always reveal their hand.</li> <li>▪ ♡: Your opponent discards a card.</li> </ul> <p><i>Arts:</i> (None)</p>                                                             |
|   | <p>02-044: Grancel Castle</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Treat you as though you control 'Alicia II' and 'Klaudia von Auslese'.</li> <li>▪ Liberl Kingdom you control get +0/+1.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                            |
|  | <p>02-045: Claire Rieveldt [Captain of the Railway Military Police]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 4/2</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—If you control a 'Giliath Osborne', this card gets " ♡: K.O. target stunned UNIT."</li> </ul> <p><i>Arts:</i> [Golden Sphere] - EP Cost 3</p> <p>Target UNIT gets -2/-2 this turn.</p> |

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| <p>02-046: Claire Rieveldt [Icy Maiden]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Erebonian Empire<br/> <i>CP Cost:</i> 6<br/> <i>STR/DEF:</i> 12/11<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>Whenever this card stuns a UNIT while attacking alone, K.O. it.</li> </ul> <i>Arts:</i> [Athelas] - EP Cost 5<br/> Put target UNIT with CP cost less than or equal to the number of cards in your homebase from your trail onto your field as stunned.</p> |  |
| <p>02-047: Crow Armbrust<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Thors Military Academy<br/> <i>CP Cost:</i> 6<br/> <i>STR/DEF:</i> 12/11<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>↘: Stun target UNIT with CP cost equal to or less than the number of Thors Military Academy in your trail.</li> </ul> <i>Arts:</i> [Calvary Edge] - EP Cost 6<br/> K.O. target stunned UNIT. If you do, you gain bond equal to the CP cost of that UNIT.</p>        |  |
| <p>02-048: Crow Armbrust [C]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Imperial Liberation Front<br/> <i>CP Cost:</i> 4<br/> <i>STR/DEF:</i> 7/6<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>【Attribution】 (Whenever UNITS you control first attack each turn, this card gains the organizations of them this turn.)</li> <li>Your opponent can't play arts.</li> </ul> <i>Arts:</i> [Chrono Break] - EP Cost 4<br/> Counter target craft being played.</p> |  |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-049: Klaudia von Auslese [Crown Princess]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Liberl Kingdom<br/> <i>CP Cost:</i> 5<br/> <i>STR/DEF:</i> 9/8<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>Whenever this card deals overkill damage, draw a card.</li> </ul> <i>Arts:</i> [La Teara] - EP Cost 5<br/> Cure target UNIT.</p>                                                                                      |  |
| <p>02-050: Castle Phantasmagoria<br/> <i>Card Type:</i> BASE<br/> <i>Organization:</i> (None)<br/> <i>Building Level:</i> 1<br/> <i>STR/DEF:</i> (None)<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>↷: Choose a name and treat you as though you control a UNIT with that name this turn.</li> </ul> <i>Arts:</i> (None)</p>                                                                                                           |  |
| <p>02-051: Joint Operation [Link]<br/> <i>Card Type:</i> BASE<br/> <i>Organization:</i> (None)<br/> <i>Building Level:</i> 2<br/> <i>STR/DEF:</i> (None)<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>When you play this card, choose two organizations among UNITs you control.</li> <li>Link those organizations you control.</li> <li>Your Thors Military Academy get +1/+0 while SCLM attacking.</li> </ul> <i>Arts:</i> (None)</p> |  |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-052: Gospel [Artifact]</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>↓ Target a card on the field. It loses all crafts until this card leaves the field.</li> </ul> <p><i>Arts:</i> (None)</p>                          |
|   | <p>02-053: Her Skills with a Camera are Top-Notch</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>You may discard a UNIT with loyalty. If you do, search your deck for a UNIT, reveal it, and put it into your hand. Then, shuffle.</p> <p><i>Arts:</i> (None)</p> |
|  | <p>02-054: Sara Valestein [Former A-Rank Bracer]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 7</p> <p><i>STR/DEF:</i> 15/15</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>At the start of the cure phase, stun all UNITs your opponent controls.</li> </ul> <p><i>Arts:</i> (None)</p>    |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-055: Salt Pale</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Destroy this card: Remove target stunned UNIT from the game.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                                                              |
|   | <p>02-056: Sigmund Orlando</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Red Constellation</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <p>【Attribution】 ( ▪ Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)</p> <ul style="list-style-type: none"> <li>▪ If your bond is 20 or less, this card gets +5/+0.</li> </ul> <p><i>Arts:</i> (None)</p>                         |
|  | <p>02-057: Sigmund Orlando [Scarlet Ogre]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Red Constellation</p> <p><i>CP Cost:</i> 7</p> <p><i>STR/DEF:</i> 17/17</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Whenever this card attacks an actioned UNIT, that UNIT loses support and can't have support this combat.</li> </ul> <p><i>Arts:</i> [Judgment Bolt] - EP Cost 7</p> <p>Action up to two target UNITs your opponent controls.</p> |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-058: Shirley Orlando</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Red Constellation</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/2</p> <p><i>Text:</i></p> <p>【Attribution】</p> <ul style="list-style-type: none"> <li>Whenever this card attacks or is attacked, you may pay 4 bond. If you do, this card gets +4/+0 this combat.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                                           |
|   | <p>02-059: Shirley Orlando [Battalion Commander]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Red Constellation</p> <p><i>CP Cost:</i> 4</p> <p><i>STR/DEF:</i> 6/5</p> <p><i>Text:</i></p> <p>【Attribution】 (Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)</p> <ul style="list-style-type: none"> <li>↘: Your opponent loses 5 bond.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                        |
|  | <p>02-060: Sharon Kreuger</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Ouroboros</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 1/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>This card enters the field actioned.</li> <li>↘, Return this card to your hand: Search your deck for an ITEM or EVENT, reveal it, and put it into your hand. Then, shuffle.</li> </ul> <p><i>Arts:</i> [Soul Blur] - EP Cost 1</p> <p>You may action a ready UNIT you control. If you do, your opponent loses 4 bond.</p> |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-061: Josette Capua [The Lone Female Member]</p> <p><b>Card Type:</b> UNIT</p> <p><b>Organization:</b> Capua Family</p> <p><b>CP Cost:</b> 3</p> <p><b>STR/DEF:</b> 4/4</p> <p><b>Text:</b></p> <p>【Attribution】 【Dispatch】</p> <p>▪ If there are one or more ITEMS in your trail, this card gets +2/+2.</p> <p><b>Arts:</b> [Petrify Breath] - EP Cost 3</p> <p>Action target defending UNIT and it gets +0/+3 this combat.</p>  |  |
| <p>02-062: Scarlet</p> <p><b>Card Type:</b> UNIT</p> <p><b>Organization:</b> Imperial Liberation Front</p> <p><b>CP Cost:</b> 3</p> <p><b>STR/DEF:</b> 5/2</p> <p><b>Text:</b></p> <p>【Attribution】 (▪ Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)</p> <p><b>Arts:</b> [Grim Butterfly] - EP Cost 7</p> <p>UNITs your opponent controls don't become ready this turn.</p> |  |
| <p>02-063: Zechs Vander [One-Eyed]</p> <p><b>Card Type:</b> UNIT</p> <p><b>Organization:</b> Erebonian Empire</p> <p><b>CP Cost:</b> 3</p> <p><b>STR/DEF:</b> 4/4</p> <p><b>Text:</b></p> <p>【Martial Arts】 (▪ This card gets +1/+1 for each combating UNIT your opponent controls that don't have 【Martial Arts】 while combating.)</p> <p>▪ ♡: Cure target stunned Erebonian Empire.</p> <p><b>Arts:</b> (None)</p>                   |  |

## Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-064: Xeno</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Zephyr</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/2</p> <p><i>Text:</i></p> <p>【Covert】【Attribution】</p> <ul style="list-style-type: none"> <li>▪ This card gets +1/+0 while defending for each ITEM you control.</li> </ul> <p><i>Arts:</i> (None)</p> |
|   | <p>02-065: Dive!!</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>All UNITS lose all organizations except their original organization this turn.</p> <p><i>Arts:</i> (None)</p>                                                      |
|  | <p>02-066: Davil Crainagh [Baron]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/3</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Whenever this card SCLM attacks, you may rebuild target BASE.</li> </ul> <p><i>Arts:</i> (None)</p>    |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-067: Dan Russell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/2</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—↓ If you control a 'Tita Russell', put target ITEM from your trail into your hand.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                               |
|   | <p>02-068: Zeiss Region</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—↘: Reveal the top card of your deck. If you control a UNIT with a name that includes 'Russell', reveal the top two cards of your deck instead. You may put all revealed ITEMS into your hand.</li> </ul> <p><i>Arts:</i> (None)</p> |
|  | <p>02-069: Tita Russell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 2/3</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ This card CP costs 1 less to play for each ITEM you control.</li> <li>▪ ↓ Gain 5 bond.</li> </ul> <p><i>Arts:</i> [Fortuna] - EP Cost 2</p> <p>Draw three cards, then put two cards from your hand on the top of your deck in any order.</p>  |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-070: Tita Russell [Genius Orbal Engineer]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Liberl Kingdom<br/> <i>CP Cost:</i> 4<br/> <i>STR/DEF:</i> 6/8<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>■ If you control an ITEM, Liberl Kingdom you control have support.</li> </ul> <i>Arts:</i> [Dark Matter] - EP Cost 4<br/> Target UNIT gets -0/-3 this turn. Then, you gain 3 bond.</p>                                                                 |  |
| <p>02-071: Tita Russell [Apprentice]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Liberl Kingdom<br/> <i>CP Cost:</i> 6<br/> <i>STR/DEF:</i> 11/12<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>■ ↘, Discard an ITEM: Stun target UNIT with CP cost equal to or less than the CP cost of the ITEM discarded to pay this cost.</li> </ul> <i>Arts:</i> [Gold Halo] - EP Cost 6<br/> UNITs your opponent controls get -2/-2 this turn. Then, you gain 2 bond.</p> |  |
| <p>02-072: Imperial Army Soldier [Common]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Erebonian Empire<br/> <i>CP Cost:</i> 1<br/> <i>STR/DEF:</i> 1/1<br/> <i>Text:</i><br/> (A deck can have any number of cards sub-name 'Common'.)<br/> <ul style="list-style-type: none"> <li>■ Loyalty—If you control a 'Giliath Osborne', this card gets +1/+0.</li> <li>■ This card gets +1/+0 while SCLM attacking.</li> </ul> <i>Arts:</i> (None)</p>                                 |  |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-073: Armistice was Declared</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 4</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>UNITs you control get "・↘: Your opponent actions a ready UNIT they control." this turn.</p> <p><i>Arts:</i> (None)</p>                                                                                                                      |
|   | <p>02-074: The Ironbloods</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>Loyalty—Search your deck for an Erebonian Empire, reveal it, and put it into your hand. Then, shuffle. If you control a 'Giliath Osborne', you may put a UNIT with CP cost 2 or less from your hand onto your field.</p> <p><i>Arts:</i> (None)</p> |
|  | <p>02-075: Railway Military Police</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>・↘: Target SCLM attacking UNIT gets +1/+1 this combat.</p> <p><i>Arts:</i> (None)</p>                                                                                                                                                |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-076: Duvalie [Swift]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Ouroboros<br/> <b>CP Cost:</b> 5<br/> <b>STR/DEF:</b> 8/8<br/> <b>Text:</b><br/> <b>【Attribution】 【Martial Arts】</b><br/>         ■ Discard an Ouroboros: Ready this card. Play only once each turn.<br/> <b>Arts:</b> (None)</p>                                                                                                                                                                     |  |
| <p>02-077: A Graceful Afternoon of a Certain Brother and Sister<br/> <b>Card Type:</b> EVENT<br/> <b>Organization:</b> (None)<br/> <b>EP Cost:</b> 3<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/>         You may discard an Erebonian Empire or action a UNIT you control with loyalty. If you do, cure target stunned UNIT.<br/> <b>Arts:</b> (None)</p>                                                                                                                       |  |
| <p>02-078: Toval Randonneur<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Bracer Guild<br/> <b>CP Cost:</b> 2<br/> <b>STR/DEF:</b> 3/2<br/> <b>Text:</b><br/> <b>【Covert】 【Attribution】 【Dispatch】</b><br/>         ■ ↘: You may return a face-down ready card from your homebase to your hand. If you do, you may put a card from your hand onto your homebase face-down as ready.<br/> <b>Arts:</b> [Breath] - EP Cost 2<br/>         Target UNIT has support this turn.</p> |  |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-079: Orbal Bike</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ ↓ Target UNIT you control gets +2/+2 until this card leaves the field.</li> <li>▪ Destroy this card: Return that UNIT to your hand.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                           |
|   | <p>02-080: Thors Military Academy Class VII</p> <p>Begins</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 1</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ ↘, Discard a Thors Military Academy or a UNIT with 【Attribution】 and pay 1 CP: Search your deck for a Thors Military Academy, reveal it, and put it into your hand. Then, shuffle.</li> </ul> <p><i>Arts:</i> (None)</p> |
|  | <p>02-081: Don Capua</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Capua Family</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 3/2</p> <p><i>Text:</i></p> <p>【Attribution】 (▪ Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)</p> <ul style="list-style-type: none"> <li>▪ Whenever you play an ITEM, your opponent loses 3 bond.</li> </ul> <p><i>Arts:</i> (None)</p>                                     |

## Trails Trading Card Game II Card Translations (02-)

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| <p>02-082: Dorothy Hyatt [Liberl News]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Liberl Kingdom<br/> <i>CP Cost:</i> 1<br/> <i>STR/DEF:</i> 1/1<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>↓ Reveal the top card of your deck. You may put all revealed non-UNIT cards into your hand.</li> </ul> <i>Arts:</i> (None)</p> |  |
| <p>02-083: Nial Burns [Liberl News]<br/> <i>Card Type:</i> UNIT<br/> <i>Organization:</i> Liberl Kingdom<br/> <i>CP Cost:</i> 1<br/> <i>STR/DEF:</i> 1/1<br/> <i>Text:</i><br/> <ul style="list-style-type: none"> <li>↓ Reveal the top card of your deck. You may put all revealed UNITs into your hand.</li> </ul> <i>Arts:</i> (None)</p>             |  |
| <p>02-084: Liberl's Counterattack<br/> <i>Card Type:</i> EVENT<br/> <i>Organization:</i> (None)<br/> <i>EP Cost:</i> 3<br/> <i>STR/DEF:</i> (None)<br/> <i>Text:</i><br/>         If you control three or more stunned UNITs, ready target UNIT.<br/> <i>Arts:</i> (None)</p>                                                                            |  |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-085: Pantagruel</p> <p><i>Card Type:</i> ITEM</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Erebonian Empire you control get +2/+2 while SCLM attacking.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                            |
|   | <p>02-086: Vermillion Capital</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ treat you as though you control 'Giliath Osborne'.</li> <li>▪ Erebonian Empire you control get +1/+1 while SCLM attacking.</li> </ul> <p><i>Arts:</i> (None)</p>               |
|  | <p>02-087: Fie Claussell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 3/2</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Thors Military Academy you control get +2/+2 while SCLM attacking.</li> </ul> <p><i>Arts:</i> [Chrono Drive] - EP Cost 2</p> <p>Ready target UNIT with CP cost 2 or less.</p> |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-088: Fie Claussell [Sylphid]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Thors Military Academy<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 8/6<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ UNITS you control get +2/+2 while SCLM attacking.</li> </ul> <b>Arts:</b> [Chrono Break] - EP Cost 4<br/> Counter target craft being played.</p>                                                           |  |
| <p>02-089: Machias Regnitz<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Thors Military Academy<br/> <b>CP Cost:</b> 2<br/> <b>STR/DEF:</b> 2/3<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ While this card is SCLM attacking, if your opponent fights back, they must fight back this card if able.</li> </ul> <b>Arts:</b> [Needle Shoot] - EP Cost 2<br/> Target combating UNIT gets +1/+2 this combat.</p> |  |
| <p>02-090: Maximillian Cid [Major]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Liberl Kingdom<br/> <b>CP Cost:</b> 3<br/> <b>STR/DEF:</b> 4/4<br/> <b>Text:</b><br/> <b>【Martial Arts】</b><br/> <ul style="list-style-type: none"> <li>■ Loyalty—If you control an 'Alicia II', this card has <b>【Hate】</b>.</li> </ul> <b>Arts:</b> [Flare Arrow] - EP Cost 3<br/> Stun target UNIT with CP cost 2 or less.</p>                 |  |

# Trails Trading Card Game II Card Translations (02-)

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| <p>02-091: McBurn [Almighty Conflagration]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Ouroboros<br/> <b>CP Cost:</b> 8<br/> <b>STR/DEF:</b> 18/18<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>・あなたはデッキから炎の属性を持つユニットを1枚捨ててもよい。そうしただけなら、それはデッキの下に置く。</li> <li>・あなたはプレイ開始時、相手のUNITをすべてアクションする。</li> </ul> <b>Arts:</b> [Purgatorial Flame] - EP Cost 8<br/> Stun all UNITs with CP cost 5 or less.</p> | <p>02-091: McBurn [Almighty Conflagration]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Ouroboros<br/> <b>CP Cost:</b> 8<br/> <b>STR/DEF:</b> 18/18<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>・あなたはデッキから炎の属性を持つユニットを1枚捨ててもよい。そうしただけなら、それはデッキの下に置く。</li> <li>・あなたはプレイ開始時、相手のUNITをすべてアクションする。</li> </ul> <b>Arts:</b> [Purgatorial Flame] - EP Cost 8<br/> Stun all UNITs with CP cost 5 or less.</p> |
| <p>02-092: Witches Village<br/> <b>Card Type:</b> BASE<br/> <b>Organization:</b> (None)<br/> <b>Building Level:</b> 3<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>・あなたは自分のUNITを1つ破壊とし、それを手札に戻す。そうしただけなら、破壊するXは自分のコストを減らしたUNITのCPコストに等しい。</li> </ul> <b>Arts:</b> (None)</p>                                                                                                        | <p>02-092: Witches Village<br/> <b>Card Type:</b> BASE<br/> <b>Organization:</b> (None)<br/> <b>Building Level:</b> 3<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>・あなたは自分のUNITを1つ破壊とし、それを手札に戻す。そうしただけなら、破壊するXは自分のコストを減らしたUNITのCPコストに等しい。</li> </ul> <b>Arts:</b> (None)</p>                                                                                                        |
| <p>02-093: Michael Gideon<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Imperial Liberation Front<br/> <b>CP Cost:</b> 1<br/> <b>STR/DEF:</b> 1/2<br/> <b>Text:</b><br/> <b>【Covert】【Attribution】</b><br/> <ul style="list-style-type: none"> <li>・あなたは自分のITEMを1つ破壊する。UNITを1つ対象とし、それをアクションする。</li> </ul> <b>Arts:</b> (None)</p>                                                                                         | <p>02-093: Michael Gideon<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Imperial Liberation Front<br/> <b>CP Cost:</b> 1<br/> <b>STR/DEF:</b> 1/2<br/> <b>Text:</b><br/> <b>【Covert】【Attribution】</b><br/> <ul style="list-style-type: none"> <li>・あなたは自分のITEMを1つ破壊する。UNITを1つ対象とし、それをアクションする。</li> </ul> <b>Arts:</b> (None)</p>                                                                                         |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-094: Mueller Vander [Major]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 4</p> <p><i>STR/DEF:</i> 7/7</p> <p><i>Text:</i></p> <p>【Martial Arts】</p> <p>▪ Loyalty—If you control an 'Olivier Lenheim', this card has 【Hate】 and “ ▪ Whenever this card stuns a UNIT while attacking alone, K.O. it. “</p> <p><i>Arts:</i> [Ice Hammer] - EP Cost 3</p> <p>Action target UNIT with CP cost 3 or less.</p>              |
|   | <p>02-095: Mueller Vander [Military Advisor]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 3/2</p> <p><i>Text:</i></p> <p>【Martial Arts】 ( ▪ This card gets +1/+1 for each combating UNIT your opponent controls that don't have 【Martial Arts】 while combating.)</p> <p>▪ This card gets +2/+2 while SCLM attacking.</p> <p><i>Arts:</i> (None)</p>                                               |
|  | <p>02-096: Millium Orion</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 1/1</p> <p><i>Text:</i></p> <p>【Attribution】 ( ▪ Whenever UNITs you control first attack each turn, this card gains the organizations of them this turn.)</p> <p>▪ This card gets +2/+0 while SCLM attacking.</p> <p><i>Arts:</i> [Needle Shoot] - EP Cost 2</p> <p>Target combating UNIT gets +1/+2 this combat.</p> |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-097: General Morgan</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 6</p> <p><i>STR/DEF:</i> 12/12</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—If you control an 'Alicia II', this card gets "▪ Discard a card: Target UNIT gets +1/+1 this turn."</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                        |
|   | <p>02-098: Bobcat [Link]</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 2</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ When you play this card, choose two organizations among UNITs you control.</li> <li>▪ Link those organizations you control.</li> <li>▪ UNITs you control with 【Attribution】 have all organizations.</li> </ul> <p><i>Arts:</i> (None)</p> |
|  | <p>02-099: Jusis Albarea</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 3/3</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ This card gets +1/+1 while attacking for each card in your homebase.</li> </ul> <p><i>Arts:</i> [Aerial] - EP Cost 3</p> <p>Target defending UNIT gets +6/+0 this combat.</p>                                                       |

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|    | <p>02-100: Jusis Albarea [Second Son of Duke Albarea]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 8/8</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ If this card is ready, UNITs you control with <b>【Attribution】</b> get +2/+0.</li> </ul> <p><i>Arts:</i> [Holy Breath] - EP Cost 5</p> <p>UNITs you control have support this turn.</p>                                                                                                                                                                            |
|   | <p>02-101: Julia Schwarz [Royal Guardsmen]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Loyalty—If you control a 'Klaudia von Auslese', this card gets</li> <li>" ▪ Whenever this card stuns a UNIT, K.O. it."</li> </ul> <p><i>Arts:</i> [Spark Dyne] - EP Cost 5</p> <p>Target defending UNIT loses support and can't have support this combat. Then, it gets -6/-0 this turn.</p>                                                                                          |
|  | <p>02-102: Julia Schwarz [Lieutenant in the Royal Guard]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 6/6</p> <p><i>Text:</i></p> <p><b>【Reinforcements】</b> ( ▪ Play this card as UNIT only if you control a UNIT that shares an organization with this card.)</p> <ul style="list-style-type: none"> <li>▪ Loyalty—If you control a 'Klaudia von Auslese', this card has <b>【Martial Arts】</b> .</li> </ul> <p><i>Arts:</i> [Innocent Arc] - EP Cost 3</p> <p>Target UNIT you control ignores all effects currently applied to it this turn.</p> |

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|    | <p>02-103: Laura S. Arseid</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 5/3</p> <p><i>Text:</i></p> <p>【Martial Arts】 ( ■ This card gets +1/+1 for each combating UNIT your opponent controls that don't have 【Martial Arts】 while combating.)</p> <p><i>Arts:</i> [La Forte] - EP Cost 4</p> <p>Target attacking UNIT gets +5/+0 this combat.</p>                                    |
|   | <p>02-104: Laura S. Arseid [Mastery]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/8</p> <p><i>Text:</i></p> <p>【Martial Arts】</p> <p>■ Whenever this card stuns a UNIT without 【Martial Arts】, stun target UNIT your opponent controls with CP cost equal to the CP cost of it.</p> <p><i>Arts:</i> [La Forte] - EP Cost 4</p> <p>Target attacking UNIT gets +5/+0 this combat.</p> |
|  | <p>02-105: Factory of Professor Russell</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>■ Loyalty—↘: Draw a card. Then, if you don't control any UNIT with a name that includes 'Russell', discard a card. Play this craft only if you have played an ITEM this turn.</p> <p><i>Arts:</i> (None)</p>                                                            |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-106: Lunchtime and Two Cats</p> <p><i>Card Type:</i> EVENT</p> <p><i>Organization:</i> (None)</p> <p><i>EP Cost:</i> 3</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <p>Cure target stunned Thors Military Academy.</p> <p><i>Arts:</i> (None)</p>                                                                                                                                                                                                                                                                                                  |
|   | <p>02-107: Rixia Mao</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> (None)</p> <p><i>CP Cost:</i> 6</p> <p><i>STR/DEF:</i> 12/11</p> <p><i>Text:</i></p> <p>【Covert】 【Attribution】</p> <ul style="list-style-type: none"> <li>▪ Loyalty—Whenever this card attacks, if you control a 'Lloyd Bannings', K.O. target UNIT your opponent controls with CP cost 4 or less.</li> </ul> <p><i>Arts:</i> [Saintly Force] - EP Cost 6</p> <p>Target UNIT you control ignores all effects currently applied to it this turn. Then, it gets +2/+2 this turn.</p> |
|  | <p>02-108: Rean Schwarzer</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 3</p> <p><i>STR/DEF:</i> 5/5</p> <p><i>Text:</i></p> <p>【Martial Arts】</p> <ul style="list-style-type: none"> <li>▪ ↓ You may reveal a Thors Military Academy from your hand. If you don't, put this card on the bottom of your deck.</li> </ul> <p><i>Arts:</i> [Fire Bolt] - EP Cost 1</p> <p>Stun target UNIT with CP cost 1 or less.</p>                                                                                    |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-109: Rean Schwarzer [Looking Ahead]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <p>【Reinforcements】 【Martial Arts】</p> <ul style="list-style-type: none"> <li>Pay 4 bond: Put target EVENT from your trail into your hand.</li> </ul> <p><i>Arts:</i> [Heat Up] - EP Cost 5</p> <p>UNITs you control ignore all effects currently applied to them this turn.</p> |
|   | <p>02-110: Rufus Albarea [Chief of Staff of the Noble Alliance]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 8/8</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>Discard an Erebonian Empire: Ready this card. Play only once each turn.</li> </ul> <p><i>Arts:</i> [Claiomh Solarion] - EP Cost 8</p> <p>Stun all UNITs.</p>                                                              |
|  | <p>02-111: Rutger Claussell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Zephyr</p> <p><i>CP Cost:</i> 5</p> <p><i>STR/DEF:</i> 9/9</p> <p><i>Text:</i></p> <p>【Attribution】</p> <ul style="list-style-type: none"> <li>Whenever this card stuns a UNIT, your opponent loses bond equal to the CP cost of it.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                                                        |

# Trails Trading Card Game II Card Translations (02-)

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|    | <p>02-112: Leonidas</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Zephyr</p> <p><i>CP Cost:</i> 4</p> <p><i>STR/DEF:</i> 11/7</p> <p><i>Text:</i></p> <p>【Attribution】</p> <ul style="list-style-type: none"> <li>↓ You may discard a UNIT with 【Attribution】. If you don't, put this card on the bottom of your deck.</li> </ul> <p><i>Arts:</i> (None)</p>                                                              |
|   | <p>02-113: Leonidas [Behemoth]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Zephyr</p> <p><i>CP Cost:</i> 6</p> <p><i>STR/DEF:</i> 12/11</p> <p><i>Text:</i></p> <p>【Attribution】</p> <ul style="list-style-type: none"> <li>Whenever this card stuns a UNIT, stun target UNIT your opponent controls with CP cost 3 or less.</li> </ul> <p><i>Arts:</i> (None)</p>                                                      |
|  | <p>02-114: Lechter Arundel [Royal Academy]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Erebonian Empire</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 3/1</p> <p><i>Text:</i></p> <p>【Covert】</p> <ul style="list-style-type: none"> <li>Loyalty—If you control a 'Giliath Osborne', this card gets “<ul style="list-style-type: none"> <li>↘: Action target UNIT.”</li> </ul>”</li> </ul> <p><i>Arts:</i> (None)</p> |

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| <p>02-115: Lechter Arundel [Intelligence Division Captain]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 6/8<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ Loyalty—If you control a 'Giliath Osborne', this card gets "■ ↘, Discard an Erebonian Empire: Stun target UNIT with CP cost 3 or less."</li> </ul> <b>Arts:</b> [Lorelei] - EP Cost 4<br/> <b>Action target UNIT.</b></p> | <p>02-115: Lechter Arundel [Intelligence Division Captain]<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Erebonian Empire<br/> <b>CP Cost:</b> 4<br/> <b>STR/DEF:</b> 6/8<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ Loyalty—If you control a 'Giliath Osborne', this card gets "■ ↘, Discard an Erebonian Empire: Stun target UNIT with CP cost 3 or less."</li> </ul> <b>Arts:</b> [Lorelei] - EP Cost 4<br/> <b>Action target UNIT.</b></p> |
| <p>02-116: Recluse Cube [Artifact]<br/> <b>Card Type:</b> ITEM<br/> <b>Organization:</b> (None)<br/> <b>CP Cost:</b> 2<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ ↓ Choose a name and treat you as though you control a UNIT with that name until this card leaves the field.</li> <li>■ Cards with that name CP costs 1 less to play.</li> </ul> <b>Arts:</b> (None)</p>                                                  | <p>02-116: Recluse Cube [Artifact]<br/> <b>Card Type:</b> ITEM<br/> <b>Organization:</b> (None)<br/> <b>CP Cost:</b> 2<br/> <b>STR/DEF:</b> (None)<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>■ ↓ Choose a name and treat you as though you control a UNIT with that name until this card leaves the field.</li> <li>■ Cards with that name CP costs 1 less to play.</li> </ul> <b>Arts:</b> (None)</p>                                                  |
| <p>02-117: Lloyd Bannings<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Crossbell Police Department<br/> <b>CP Cost:</b> 3<br/> <b>STR/DEF:</b> 5/4<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>【Covert】 【Dispatch】</li> <li>■ Whenever this card SCLM attacks, draw a card.</li> </ul> <b>Arts:</b> [Needle Shoot] - EP Cost 2<br/> <b>Target combating UNIT gets +1/+2 this combat.</b></p>                                                     | <p>02-117: Lloyd Bannings<br/> <b>Card Type:</b> UNIT<br/> <b>Organization:</b> Crossbell Police Department<br/> <b>CP Cost:</b> 3<br/> <b>STR/DEF:</b> 5/4<br/> <b>Text:</b><br/> <ul style="list-style-type: none"> <li>【Covert】 【Dispatch】</li> <li>■ Whenever this card SCLM attacks, draw a card.</li> </ul> <b>Arts:</b> [Needle Shoot] - EP Cost 2<br/> <b>Target combating UNIT gets +1/+2 this combat.</b></p>                                                     |

## Trails Trading Card Game II Card Translations (02-)

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|   | <p>02-118: Lohengrin Castle</p> <p><i>Card Type:</i> BASE</p> <p><i>Organization:</i> (None)</p> <p><i>Building Level:</i> 4</p> <p><i>STR/DEF:</i> (None)</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Stunned UNITs can't be K.O.'d and can't be put into the trail.</li> </ul> <p><i>Arts:</i> (None)</p>                                                                                 |
|  | <p>02-119: Lorence Belgar [Lieutenant]</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Liberl Kingdom</p> <p><i>CP Cost:</i> 4</p> <p><i>STR/DEF:</i> 8/7</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Whenever this card stuns an action UNIT while attacking alone, K.O. it.</li> </ul> <p><i>Arts:</i> [Anti-Sept All] - EP Cost 4</p> <p>Counter target arts being played.</p> |

## Trails Trading Card Game II Card Translations (02-)

|                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | <p>02-120: Emma Millstein</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 1</p> <p><i>STR/DEF:</i> 1/1</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ ↓ Reveal the top card of your deck. You may put all revealed Thors Military Academy into your hand.</li> </ul> <p><i>Arts:</i> [Analyze] - EP Cost 1</p> <p>Your opponent reveals their hand.</p> |
|  | <p>02-121: Fie Claussell</p> <p><i>Card Type:</i> UNIT</p> <p><i>Organization:</i> Thors Military Academy</p> <p><i>CP Cost:</i> 2</p> <p><i>STR/DEF:</i> 3/2</p> <p><i>Text:</i></p> <ul style="list-style-type: none"> <li>▪ Thors Military Academy you control get +2/+2 while SCLM attacking.</li> </ul> <p><i>Arts:</i> [Chrono Drive] - EP Cost 2</p> <p>Ready target UNIT with CP cost 2 or less.</p>                      |

Trails Trading Card Game II Card Translations (02-)



02-122: Alisa Reinford

*Card Type:* UNIT

*Organization:* Thors Military Academy

*CP Cost:* 2

*STR/DEF:* 2/2

*Text:*

- ↘: Your opponent loses 3 bond.

*Arts:* [Thelas] - Cost 2

Put target UNIT from your trail into your hand.



02-123: Fie Claussell

*Card Type:* UNIT

*Organization:* Thors Military Academy

*CP Cost:* 2

*STR/DEF:* 3/2

*Text:*

- Thors Military Academy you control get +2/+2 while SCLM attacking.

*Arts:* [Chrono Drive] - Cost 2

Ready target UNIT with CP cost 2 or less.



02-124: Rean Schwarzer

*Card Type:* UNIT

*Organization:* Thors Military Academy

*CP Cost:* 3

*STR/DEF:* 5/5

*Text:*

【Martial Arts】

- ↓ You may reveal a Thors Military Academy from your hand. If you don't, put this card on the bottom of your deck.

*Arts:* [Fire Bolt] - Cost 1

Stun target UNIT with CP cost 1 or less.