# Metal Gear Acid 2 Card Upgrade Guide

by jasonhex

Updated to v1.0 on Apr 17, 2014

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CARD BOSS UPGRADE GUIDE v1.0
by Jason Kawakami (jasonhex)
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MGA2FACTS = A list of interesting facts about some of the cards
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MGA2EYE = List of cards that unlock SOLID EYE movies
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UPDATE HISTORY
1.0 - Changed formatting, submitted for approval.
MGA2INTRO - INTRODUCTION
Hello and welcome! This is the "Card Boss" Upgrade Guide.
Let me get through a basic introduction by answering some simple questions:
WHO AM I?
You can call me jasonhex, I've been playing games for almost 30 years,
it's my number one hobby!
HOW DID YOU START PLAYING METAL GEAR AC!D?
A friend of mine let me borrow the first one, and I liked it, so I picked up
the second one when it released in March 2006. It's hard to believe this
game is already 8 years old!
WHAT IS THIS GUIDE AND WHY DID YOU MAKE IT?
I recently took a trip to Japan to visit some family, and in preparation
I picked up another copy of this game (I sold my original copy years ago
when I went back to college). As I re-played the game I remembered that
it was difficult to compare cards and their upgrades, as you would have to
scroll through several hundred cards to get from an original card to its
upgrade. I was also stunned to find out that after 8 years nobody ever
bothered to create an in-depth card list for the game! The only ones I could
find often had incorrect information, so I took it upon myself to create
the ultimate card upgrade guide--a list of every card in the game, in order,
with it's upgrade (or downgrade) right next to it for comparison. Making
this guide was a huge task, I started by putting everything into a huge
spreadsheet, and then wrote multiple Java programs to extract the data from
a .csv file and "print" it to a text file the way it appears here.
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initial transcribing took SO MANY HOURS!! But Java made the rest of it easy.

WHAT IS NOT INCLUDED IN THIS GUIDE?

- \*This is not a deckbuilding guide. There are so many damn options in this game for deckbuilding it's ridiculous! So I didn't focus on that.
- \*This guide does not make any comparisions to the card list in the first Metal Gear Ac!d game. (although a future version might!)
- \*This is not a walkthrough or missions guide of any kind.
- \*This is not a guide explaining how to unlock or use cards, although that information can be found in this guide, that is not the purpose. IT'S ALL ABOUT THE UPGRADES!!

#### WHICH IS YOUR FAVORITE CARD?

281 Reiko Hinomoto. I like it because it has a totally unique attack and origin. It would have been cool if there were a few more wrestling attacks based on Rumble Roses characters. Too bad you only get one of these!

WHICH IS YOUR LEAST FAVORITE CARD?

298 No Smoking. It took me too long to figure out when this card can be used. Runner up would probably be the "Card Seal" cards.

MGA2HOW - HOW TO USE THIS GUIDE

Below is an empty sample card followed by Reiko Hinomoto's card for reference:

-E - X - A - M - P - L - E-

(Card Name)

No. COST: Use: Pack:

Ammo: Rarity:

Interfere: U: D: L: R:

Password: Unlock:

NO LINK BATTLE SOLIDEYE

Cap: Icon:

Singles Price:
Upgrade Cost:
(Card Text)

- S - A - M - P - L - E -

Reiko Hinomoto

No. 281 COST: 6
Use: Use Pack: CHRN

Ammo: N/A
Rarity: Rare

Password: Hnmt SOLIDEYE
Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

"Sunrise Suplex"

ATK:100

User and target swap positions.

No. - The number of the card

COST - The COST incurred when playing a card

Use - How the card is used (Equip, Use, Move/Link)

Ammo - The ammo type of the card

 $\hbox{Pack - The pack that contains the card}\\$ 

Rarity - The rarity of the card (Common, Uncommon, Rare and Foils)

Interfere - The interference provided by the card. For cards with interference, a small visual description appears at the

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bottom-right corner of the card.
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Password - The password used to acquire the card, if any exist

Unlock - How to unlock the card (such as beating the game twice)

SOLIDEYE - This card unlocks a Solid Eye movie

Cap - The maximum capacity a character can have for a card,

followed by the maximum capacity total for both characters

Icon - The icon of a card (Gun, Can, Tri, Char, and Star. These

are marked as the "category" of the card in the game)

Singles Price - The "singles" price of the card from the Card Shop

 $\label{thm:cost} \mbox{Upgrade Cost - The cost to upgrade the card}$ 

Card Title - The name of the card

Card Text - The text that appears in the card, describing what it does

#### MGA2CHECK - THE CHECKLIST

## Capacity:

1(2) - 10 cards

2(4) - 155 cards

3(6) - 10 cards

4(4) - 7 cards

4(8) - 380 cards

5(X) - 3 cards

[ ] 037 SBSS 2(4) M63

[ ]	001 MGS1 4(8)	SOCOM	[	]	300	MGS1	2(4)	SOCOM+
[ ]	002 MGS1 4(8)	FAMAS/G1	[	]	301	MGS1	2 (4)	FAMAS/F2
[ ]	003 MGS1 4(8)	C4	[	]	302	MGS1	4(8)	TNT
[ ]	004 MGS1 2(4)	Desert Eagle	[	]	303	MGS1	2 (4)	Desert Eagle+
[ ]	005 MGS1 4(8)	Grenade	[	]	304	MGS1	4(8)	Grenade+
[ ]	006 MGS1 4(8)	Stun Grenade	[	]	305	MGS1	4(8)	Stun Grenade+
[ ]	007 MGS2 4(8)	Chaff Grenade	[	]	306	MGS2	4(8)	Chaff Grenade+
[ ]	008 MGS1 4(8)	FIM-92B	[	]	307	MGS1	4 (8)	FIM-92C
[ ]	009 MGS2 4(8)	USP	[	]	308	MGS2	4(8)	P8
[ ]	010 MGS2 4(8)	Makarov	[	]	309	MGS2	4(8)	PMM
[ ]	011 MGS2 4(8)	AKS74u	[	]	310	MGS2	4(8)	AKS74un
	012 MGS2 4(8)		[	]	311	MGS2	4(8)	M4A1
[ ]	013 MGS2 4(8)	PSG1	[	]	312	MGS2	4(8)	PSG1-T
[ ]	014 MGS2 4(8)	М9	[	]	313	MGS2	4(8)	M9+
[ ]	015 MGS2 4(8)	USP (Laser S.)	[	]	314	MGS2	4(8)	P8 (Laser S.)
[ ]	016 MGS2 4(8)	AKS74u (Laser S.)	[	]	315	MGS2	4(8)	AKS74un (Laser S.)
[ ]	017 MGS2 4(8)	M4 (Laser S.)	[	]	316	MGS2	4(8)	M4A1 (Laser S.)
[ ]	018 SBST 4(8)	S.A.A.	[	]	317	SBST	4(8)	S.A.A.+
[ ]	019 MGS2 4(8)	P90	[	]	318	MGS2	4(8)	P90+
[ ]	020 MGS2 4(8)	SPAS12	[	]	319	MGS2	4(8)	SPAS12+
[ ]	021 MGS2 4(8)	Claymore	[	]	320	MGS2	4(8)	Claymore+
[ ]	022 MGS2 4(8)	Nikita Missle	[	]	321	MGS2	4(8)	Nikita Missle+
[ ]	023 ITGL 4(8)	MP5SD	[	]	322	ITGL	4(8)	MP5SD6
[ ]	024 CHRN 4(8)	RC Missle	[	]	323	CHRN	4(8)	RC Missle+
[ ]	025 CHRN 4(8)	Mine	[	]	324	CHRN	4(8)	Mine+
[ ]	026 CHRN 4(8)	Galil Sar	[	]	325	CHRN	4(8)	R5
[ ]	027 CHRN 4(8)	Five-seveN Standard	[	]	326	CHRN	4(8)	Five-seveN Tactical
[ ]	028 CHRN 4(8)	M92F (Laser S.)	[	]	327	CHRN	4(8)	M92FS (Laser S.)
[ ]	029 CHRN 4(8)	M92F	[	]	328	CHRN	4(8)	M92FS
[ ]	030 ULMT 4(8)	Gun del Sol	[	]	329	ULMT	4(8)	Gun del Hell
[ ]	031 MGS3 2(4)	Vz61	[	]	330	MGS3	2 (4)	Vz61+
[ ]	032 MGS3 4(8)	AKM	[	]	331	MGS3	4(8)	AKMN
[ ]	033 SBSS 4(8)	Punch (CQC)	[	]	332	SBSS	4(8)	Punch (CQC)+
[ ]	034 SBSS 4(8)	Kick (CQC)	[	]	333	SBSS	4 (8)	Kick (CQC)+
		Throw (CQC)	[	]	334	SBSS	2 (4)	Throw (CQC)+
[ ]	036 SBSS 2(4)	Rush (CQC)	[	]	335	SBSS	2 (4)	Rush (CQC)+
	027 GDGG 2/4)		г	1	226	anac	0/11	M(C) 7

[ ] 336 SBSS 2(4) M63A

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[ ] 046 MGS1 4(8) Strand
 [ ] 040 MGS1 4(8) Concentrate [ ] 345 MGS1 4(8) Concentrate+
 [ ] 048 MGS1 4(8) Equipment LV.2
 [ ] 049 MGS1 4(4) Action+
[ ] 062 MGS1 4(4) Action++
[ ] 066 MGS2 3(6) Double Action:Cost+
[ ] 067 MGS2 4(8) Funds [ ] 359 MGS2 4(8) Funds+
[ ] 067 MGS2 4(8) Funds [ ] 359 MGS2 4(8) Funds+
[ ] 068 MGS2 3(6) Double Action
[ ] 069 MGS3 4(8) Survival Knife [ ] 360 MGS3 4(8) Survival Knife+
[ ] 070 MGS3 4(8) Choke [ ] 361 MGS3 4(8) Choke+
[ ] 071 MGS3 4(8) Attack 1 Enemy [ ] 362 MGS3 4(8) Attack 1 Enemy+
[ ] 072 MGS3 4(8) Hip Shot [ ] 363 MGS3 4(8) Hip Shot+
[ ] 073 SBSS 2(4) Extra Turn [ ] 364 SBSS 2(4) Extra Turn+
[ ] 074 MGS1 4(8) Scope [ ] 365 MGS1 4(8) Scope+
[ ] 075 MGS1 4(8) Body Armor [ ] 366 MGS1 4(8) Body Armor+
[ ] 076 MGS1 4(8) Box A [ ] 367 MGS1 4(8) Box A+
[ ] 077 MGS1 4(8) Mine Detector [ ] 368 MGS1 4(8) Mine Detector+
[ ] 078 ITGL 4(8) Ration [ ] 369 ITGL 4(8) Ration+
[ ] 079 MGS1 4(8) Handy Survival Kit+
[ ] 080 SBST 2(4) Stealth [ ] 371 SBST 2(4) Stealth+
[ ] 080 SBST 2(4) Stealth [ ] 371 SBST 2(4) Stealth+
[ ] 081 MGS2 4(8) Box B [ ] 372 MGS2 4(8) Box B+
[ ] 082 MGS2 4(8) Bomb Switch [ ] 373 MGS2 4(8) Detonator+
[ ] 083 MGS2 4(8) Styptic
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[ ] 098 ULMT 2(4) Builder Bed [ ] 388 ULMT 2(4) Builder Bed+
[ ] 099 CHRN 4(4) Gijin-san [ ] 389 CHRN 4(4) Gijin-san+
[ ] 100 ULMT 2(4) Dark Loans [ ] 390 ULMT 2(4) Dark Loans+
[ ] 101 ULMT 2(4) Solar Bank [ ] 391 ULMT 2(4) Solar Bank+
[ ] 102 MGS3 4(8) Box D [ ] 392 MGS3 4(8) Box D+
[ ] 103 MGS3 4(8) Bandage [ ] 393 MGS3 4(8) Bandage+
[ ] 104 MGS2 4(8) Styptic+
[ ] 124 ITGL 4(8) Liquid Snake
[ ] 124 ITGL 4(8) Liquid Snake
[ ] 125 MGS1 4(8) Roy Campbell [ ] 413 MGS1 4(8) Roy Campbell+
[ ] 126 MGS1 4(8) Otacon [ ] 414 MGS1 4(8) Otacon+
[ ] 127 MGS1 4(8) Sniper Wolf [ ] 415 MGS1 4(8) Sniper Wolf+
[ ] 128 MGS1 4(8) Vulcan Raven [ ] 416 MGS1 4(8) Vulcan Raven+
[ ] 129 ITGL 2(4) Metal Gear REX [ ] 417 ITGL 2(4) Metal Gear REX+
 [ ] 130 CHRN 4(8) Cyborg Ninja
[] 130 CHRN 4(6) Cyborg Ninga

[] 131 ITGL 2(4) Psycho Mantis

[] 132 MGS1 4(8) Mei Ling

[] 133 ITGL 2(4) Genola

[] 134 MGS1 4(8) Solid Snake (MGS1)

[] 420 ITGL 2(4) Genola+

[] 134 MGS1 4(8) Solid Snake (MGS1)

[] 421 MGS1 4(8) Solid Snake (MGS1)+
 [ ] 135 MGS1 4(8) Naomi Hunter [ ] 422 MGS1 4(8) Naomi Hunter+ [ ] 136 MGS1 2(4) Meryl Silverburgh [ ] 423 MGS1 4(8) Meryl Silverburgh+
 [ ] 137 MGS2 2(4) Gurlukovich Sld. [ ] 424 MGS2 2(4) Gurlukovich Sld.+
 [ ] 138 MGS1 4(8) Revolver Ocelot
 [ ] 139 MGS2 4(8) Emma Emmerich [ ] 425 MGS2 4(8) Emma Emmerich+ [ ] 140 SBST 2(4) Fortune [ ] 426 SBST 2(4) Fortune+ [ ] 141 MGS2 4(8) Vamp [ ] 427 MGS2 4(8) Vamp+
[ ] 142 MGS2 4(8) Solid Snake (MGS2) [ ] 428 MGS2 4(8) Solid Snake (MGS2) [ ] 143 MGS2 4(8) Iriqois Pliskin [ ] 429 MGS2 4(8) Iriqois Pliskin+ [ ] 144 MGS2 4(8) Solidus Snake [ ] 430 MGS2 4(8) Solidus Snake+ [ ] 145 SBST 2(4) Metal Gear RAY [ ] 431 SBST 2(4) Mass-Produced RAY [ ] 146 MGS2 4(8) Jennifer [ ] 432 MGS2 4(8) Jennifer+ [ ] 147 MGS2 2(4) Olga Gurlukovich [ ] 433 MGS2 2(4) Olga Gurlukovich+ [ ] 148 MGS2 2(4) Johnny Sasaki [ ] 434 MGS2 2(4) Johnny Sasaki+ [ ] 149 MGS2 4(8) Raiden [ ] 435 MGS2 4(8) Raiden+ [ ] 150 SBST 2(4) Gurlugon [ ] 436 SBST 2(4) Gurlugon+ [ ] 151 CHRN 4(8) Gray Fox
 [ ] 142 MGS2 4(8) Solid Snake (MGS2) [ ] 428 MGS2 4(8) Solid Snake (MGS2)+
 [ ] 151 CHRN 4(8) Gray Fox
 [ ] 152 CHRN 4(8) Solid Snake (MG) [ ] 437 CHRN 4(8) Solid Snake (MG)+
 [ ] 153 MGS3 4(4) Big Boss
[ ] 154 CHRN 4(8) Machinegun Kid [ ] 438 CHRN 4(8) Machinegun Kid+
[ ] 155 CHRN 4(8) Fire Trooper [ ] 439 CHRN 4(8) Fire Trooper+
[ ] 156 CHRN 2(4) Metal Gear [ ] 440 CHRN 2(4) Metal Gear+
[ ] 157 ULMT 2(4) Running Man [ ] 441 ULMT 2(4) Running Man+
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[ ] 178 MGS3 4(8) N.S. SOKOLOV

[ ] 179 MGS3 4(8) Naked Snake

[ ] 180 MGS3 4(8) The Boss [ ] 463 MGS3 4(8) The Boss+

[ ] 181 MGS3 4(8) The Fury [ ] 464 MGS3 4(8) The Fury+

[ ] 182 SBSS 2(4) Shagohod [ ] 465 SBSS 2(4) Shagohod+

[ ] 183 MGS3 4(8) Ocelot

[ ] 184 MGS3 4(8) Eva [ ] 466 MGS3 4(8) Eva+

[ ] 185 MGS3 4(8) A.L. Granin [ ] 467 MGS3 4(8) A.L. Granin+

[ ] 186 ITGL 4(4) Sneaking Suit [ ] 468 ITGL 4(4) Skull Suit
[ ] 186 ITGL 4(4) Sneaking Suit [ ] 468 ITGL 4(4) Skull Suit
[ ] 187 SBSS 2(4) XM8 [ ] 469 SBSS 2(4) XM8+
[ ] 188 MGS3 4(8) Mr. Sigint [ ] 470 MGS3 4(8) Mr. Sigint+
[ ] 189 SBSS 4(8) Paramedic [ ] 471 SBSS 4(8) Paramedic+
[ ] 190 MGS3 4(8) Lt. Raikov [ ] 472 MGS3 4(8) Lt. Raikov+
[ ] 191 SBSS 2(4) The Sorrow [ ] 473 SBSS 2(4) The Sorrow+
[ ] 192 MGS3 4(8) The End [ ] 474 MGS3 4(8) The End+
[ ] 193 MGS3 4(8) The Fear [ ] 475 MGS3 4(8) The Fear+
[ ] 194 SBSS 2(4) The Pain [ ] 476 SBSS 2(4) The Pain+
[ ] 195 MGS3 4(8) Instant Ramen [ ] 477 MGS3 4(8) Instant Ramen+
[ ] 196 MGS2 4(8) Fatman [ ] 478 MGS2 4(8) Fatman+
[ ] 197 MGS2 2(4) Sea Harrier [ ] 479 MGS2 2(4) Harrier II
[ ] 198 MGS2 4(8) Rosemary [ ] 480 MGS2 4(8) Rosemary+
[ ] 199 MGS2 2(4) Arsenal Gear [ ] 481 MGS2 2(4) Arsenal Gear+
[ ] 200 MGS2 4(8) Hind D [ ] 483 ITGL 4(8) Hind D+
  [ ] 202 ITGL 4(8) Hind D [ ] 483 ITGL 4(8) Hind D+
[ ] 203 MGS1 2(4) Decoy Octopus [ ] 484 MGS1 4(8) Decoy Octopus+
[ ] 204 MGS1 4(8) M1 Abrams [ ] 485 MGS1 4(8) M1A2
[ ] 205 MGS1 4(8) Donald Anderson [ ] 486 MGS1 4(8) Donald Anderson+
[ ] 206 CHRN 4(8) Teliko Freedman [ ] 487 CHRN 4(8) Teliko Freedman+
[ ] 206 CHRN 4(8) Teliko Freedman [ ] 487 CHRN 4(8) Teliko Freedman+
[ ] 207 CHRN 4(8) Leone [ ] 488 CHRN 4(8) Jeff Jones
[ ] 208 CHRN 2(4) La Clown [ ] 489 CHRN 2(4) La Clown+
[ ] 209 CHRN 4(8) Gray Murray [ ] 490 CHRN 4(8) William L. Fleming
[ ] 210 CHRN 4(8) Elsie & Francis [ ] 491 CHRN 4(8) Elsie & Francis+
[ ] 211 CHRN 2(4) Alice Hazel [ ] 492 CHRN 2(4) No. 16
[ ] 212 CHRN 2(4) Roger McCoy [ ] 493 CHRN 2(4) Roger McCoy+
[ ] 213 ULMT 2(4) KODOQUE [ ] 494 ULMT 2(4) KODOQUE+
[ ] 214 ULMT 4(8) Django [ ] 495 ULMT 4(8) Sabata
[ ] 215 ULMT 4(8) Otenko-sama [ ] 496 ULMT 4(8) Otenko-sama+
[ ] 216 CHRN 4(8) Slasher Hawk [ ] 497 CHRN 4(8) Slasher Hawk+
[ ] 217 MGS1 4(8) Wolf Dog [ ] 498 MGS1 4(8) Wolf Dog+
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[ ] 240 MGS1 4(8) Dstry Equip. Linkage [ ] 521 MGS1 4(8) Dstry Equip. Linkage+
   [ ] 241 MGS3 4(8) Count Block Linkage [ ] 522 MGS3 4(8) Count Block Linkage+
 [ ] 241 MGS3 4(8) Count Block Linkage [ ] 522 MGS3 4(8) Count Block Linkage [ ] 242 MGS2 3(6) Defense Linkage [ ] 523 MGS2 3(6) Defense Linkage+ [ ] 243 MGS2 2(4) Draw Linkage [ ] 524 MGS2 2(4) Draw Linkage+ [ ] 244 MGS2 4(8) Recovery Linkage [ ] 525 MGS2 4(8) Recovery Linkage+ [ ] 245 MGS1 2(4) Action+ Linkage [ ] 526 MGS1 2(4) Action+ Linkage+ [ ] 246 ITGL 2(4) M61 Vulcan [ ] 527 ITGL 2(4) M61A2 Vulcan [ ] 247 SBST 2(4) Glock 17 [ ] 528 SBST 2(4) Glock 18 [ ] 248 SBST 4(8) AN94 Abakan [ ] 529 SBST 4(8) AN94 Abakan+ [ ] 249 SBST 2(4) Railgun [ ] 530 SBST 2(4) Railgun+ [ ] 250 CHRN 4(8) RGB6 [ ] 531 CHRN 4(8) RGB6+ [ ] 251 CHRN 4(8) Handgun [ ] 532 CHRN 4(8) M79 (AP ammo)
[ ] 251 CHRN 4(8) Handgun [ ] 532 CHRN 4(8) M79 (AP ammo) [ ] 252 CHRN 4(8) M79 (Antipersonnel) [ ] 533 CHRN 4(8) M79 (AP ammo) [ ] 253 CHRN 4(8) SMG [ ] 534 CHRN 4(8) SMG+ [ ] 254 CHRN 2(4) M47 Dragon [ ] 535 CHRN 2(4) Super Dragon [ ] 255 CHRN 4(8) Ingram M11 [ ] 536 CHRN 4(8) Cobray M11 [ ] 256 MGS3 2(4) MK22 [ ] 537 MGS3 2(4) MK22+ [ ] 257 MGS3 5(X) M1911 [ ] 538 MGS3 5(X) M1911a1 [ ] 258 MGS3 2(4) EZ Gun [ ] 539 MGS3 2(4) Saru-Gun-Shake [ ] 259 MGS3 4(8) AMD-63 [ ] 540 MGS3 4(8) AMD-63 Carbine [ ] 260 MGS3 4(8) AK-47I [ ] 541 MGS3 4(8) AK-47II [ ] 261 SBSS 4(8) Patriot [ ] 542 SBSS 4(8) Patriot+ [ ] 262 MGS3 4(8) C96 [ ] 543 MGS3 4(8) Type-17 Pistol [ ] 263 MGS3 4(8) Thompson M1928 [ ] 544 MGS3 2(4) William Tell+ [ ] 265 SBSS 2(4) G36C [ ] 546 SBSS 2(4) G36C+ [ ] 266 MGS3 4(8) OICW [ ] 547 MGS3 4(8) XM29 [ ] 267 CHRN 2(4) PTRS-1941 [ ] 548 CHRN 2(4) PTRS-1941+ [ ] 268 MGS2 4(8) HIT Backup [ ] 550 MGS2 4(8) HIT Backup+ [ ] 270 MGS2 4(8) HIT Backup [ ] 551 MGS2 4(8) Evade Backup+ [ ] 271 MGS3 2(4) Serum [ ] 552 MGS3 2(4) Serum+ [ ] 272 MGS1 2(4) Projectile Soak [ ] 556 MGS1 4(8) Projectile Soak+ [ ] 276 MGS1 2(4) Projectile Counter+
   [ ] 252 CHRN 4(8) M79 (antipersonnel) [ ] 533 CHRN 4(8) M79 (AP ammo)
   [ ] 277 MGS1 2(4) Projectile Counter [ ] 558 MGS1 4(8) Projectile Counter+
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[ ]	278 MGS1 2(4)	Close-Rng Counter	[	]	559	MGS1	4 (8)	Close-Rng Counter+
[ ]	279 MGS1 2(4)	Cost Counter	[	]	560	MGS1	4(8)	Cost Counter+
[ ]	280 MGS1 2(4)	Card Seal	[	]	561	MGS1	2(4)	Card Seal+
[ ]	281 CHRN 2(4)	Reiko Hinomoto						
[ ]	282 MGS2 4(8)	Uniform-R	[	]	562	MGS2	4(8)	Uniform-R+
[ ]	283 MGS2 4(8)	Uniform-B	[	]	563	MGS2	4(8)	Uniform-B+
[ ]	284 MGS2 4(8)	Uniform-G	[	]	564	MGS2	4(8)	Uniform-G+
[ ]	285 MGS3 2(4)	Ayumi Kinoshita						
[ ]	286 MGS3 2(4)	Meguru Ishii						
[ ]	287 MGS3 2(4)	Natsume Sano						
[ ]	288 ITGL 4(8)	MGS4						
[ ]	289 MGS2 1(2)	Emma's Parrot						
[ ]	290 CHRN 1(2)	Banana Skin						
[ ]	291 MGS3 1(2)	Jack						
[ ]	292 MGS2 1(2)	Possessed Arm						
[ ]	293 CHRN 1(2)	Solid Eye						
[ ]	294 CHRN 1(2)	Solid Snake(MGS4)						
[ ]	295 CHRN 1(2)	Otacon (MGS4)						
[ ]	296 CHRN 1(2)	Gekko						
[ ]	297 CHRN 1(2)	Metal Gear Mk.II						
[ ]	298 CHRN 1(2)	No Smoking						
[ ]	299 MGS2 4(8)	Redeye-II	[	]	565	MGS2	4 (8)	FIM-92A

#### IMPORTANT NOTE ABOUT THE CARD ORDER

The card list below follows the following upgrade pattern, cards from 1 to 299 upgrade from left to right, but cards from 300 to 565 upgrade from right to left. The only exceptions are the following cards:

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      054 Critical Shot
      <<<<<< 046 Strand</td>

      061 Equipment LV.3
      <<<<< 048 Equipment LV.2</td>

      062 Action++
      <<<<< 049 Action+</td>

      068 Double Action
      <<<<< 066 Double Action:Cost+</td>

      104 Styptic+
      <<<<< 083 Styptic</td>

      124 Liquid Snake
      <<<<<< 201 McDonnel Miller</td>

      130 Cyborg Ninja
      <<<<<< 151 Gray Fox</td>

      138 Revolver Ocelot
      <<<<<> 183 Ocelot

      153 Big Boss
      <<<<<<< 179 Naked Snake</td>

      167 Metal Gear Mk-II
      <<<<<< 451 Metal Gear D(revised)</td>
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## MGA2CARD - THE CARDS AND DESCRIPTIONS

Ammo: CAL45X2 REA: 20%

(silenced);

Notes: Suppressor equipped

SOCO	DM	SOCO	)M+
No. 001	COST: 4	No. 300	COST: 5
Use: Equip	Pack: MGS1	Use: Use	Pack: MGS1
Ammo: 45		Ammo: N/A	
Rarity: Common		Rarity: Common	Foil
Cap: 4(8)	Icon: GUN	Cap: 2(4)	Icon: GUN
Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	5000	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:100 H	IT:95%	ATK:100 HI	T:90%
CAL45 x 2	REA:20%	CAL45 x 2	
Silenced;	KDWN.	Silenced;	KDWN
Description:		Description:	
ATK: 100 HIT: 9	95%	ATK: 100 HIT: 9	10%

Ammo: CAL45X2

HIT % decrease at: 3 blocks

Notes: Suppressor attached

knockes target down. (silenced); Load with ammo after equipping knocks target down. to attack (EQUIP type). [SOCOM] [SOCOM] A reinforced plastic U.S. Special Operations handgun with a grip Command (SOCOM). frame. The standard-issue handgun
used by special forced under

Its development procedure that of the USP. Its development paralleled your command. FAMAS/G1 COST: 8 No. 301
Pack: MGS1 Use: Use FAMAS/F2 No. 002 COST: 7 Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: 5.56 Rarity: Uncommon Rarity: Uncommon Foil Cap: 4(8) Icon: GUN Cap: 2(4) Icon: GUN Singles Price: Singles Price: 8000 Upgrade Cost: 5000 N/A 5000 Upgrade Cost: Card Text: Card Text: ATK:60 HIT:70% ATK:60 HIT:75% 5.56mm x 5 REA:10% 5.56mm x 4 Adds 1 COST. Adds 1 COST. Description: Description: Assault Rifle: EQUIP type Assault Rifel: USE type ATK: 60 HIT: 70% ATK: 60 HIT: 75% Ammo: 5.56mmX5 REA:10% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Adds 1 COST to target Notes: On a hit, target's on a HIT COST+1. Load with ammo after equipping [FAMAS/F2] to attack (EQUIP type). Developed by GIAT, this [FAMAS/G1] assault rifle is currently The name FAMAS is derived in production as the from the French for successor to the FAMAS/G1. "Assault Rifle by Improvements to this model St-Etienne Arms Factory." include a better magazine Its appearance has earned it that can be more the nickname easily changed, as well as "Clarion" (trumpet). changes to the barrel rifling. Previous versions of the French army FAMAS utilized a unique straight magazine, but this was changed to a 30-shot M16A1 banana clip to bring it in line with the NATO standard. TNT C4 COST: 5 COST: 5 No. 003 No. 302 Pack: MGS1 Pack: MGS1 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 1000 Singles Price: Singles Price: N/A 500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:200 ATK:250 Detonated by Detonated by

switch or timer.

switch or timer.

KDWN. KDWN. Description: Description: Bomb: Anti-armor; USE type Bomb: Anti-armor; USE type ATK: 200 ATK: 250 Triggered by detonator, timer, Triggered by detonator, or when hit by gunshot. timer, or when hit by Area of Effect: 3X3 gunshot. Area of Effect: 3X3 Knocks target down on a hit. [Attack Area] knocks target down. 00000[Attack Area] 01110 00000 01X10 01110 01110 01X10 00000 01110 Also known as plastic explosive, 00000 C4 is soft like clay and can be [TNT] molded into different shapes for A bomb composed of a variety of purposes. trinitrotoluene. Trinitrotoluene is extremely Official Name: Composition C-4. sensitive to heat and shock, but it has a low toxicity. TNT is detonated by attaching plastic explosive, which causes a sympathetic detonation due to shock. Desert Eagle Desert Eagle+ COST: 10 No. 303
Pack: MGS1 Use: Use Pack: MGS1 No. 004 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 10000 Singles Price: Singles Price: Upgrade Cost: 2000 Upgrade Cost: N/A Card Text: Card Text: ATK:400 HIT:40% ATK:500 HIT:35% CAL50 x 1 CAL50 x 1 Anti-armor. Anti-armor. Description: Description: Handgun: Anti-armor; USE type Handgun: Anti-armor; USE ATK: 400 HIT: 40% type Ammo: CAL50X1 ATK: 500 HIT: 35% [Desert Eagle] Ammo: CAL50X1 Weight: 1.75kg, Length: 260mm. HIT % decrease at: 4 blocks The world's most popular large-[Desert Eagle] caliber handgun. Can take A large-model handgun ammo of three different calibers. manufactured and sold in Also known as the Israel. "hand cannon." There are Desert Eagles of varying caliber, from thos that use .357 Magnum rounds, to those that use up to a 50AE round.

Grenade+ Grenade+

No. 005 COST: 7 No. 304 COST: 6
Use: Use Pack: MGS1 Use: Use Pack: MGS1

Ammo: N/A Ammo: N/A

Rarity: Common Foil

Cap: 4(8)  Singles Price: 1500  Upgrade Cost: 1000  Card Text:  ATK:150  Detonates 8  COST after use.  Can be shot; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 150  Detonates at 8 COST after use.	Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  ATK:200  Detonates 8  COST after use.  Can be shot; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 200  Detonates at 8 COST after
Area of Effect: 3X3  Detonates when hit by gunshot.  [Attack Area]  00000  01110	use. 5X5 area attack. Detonates when hit by gunshot. [Attack Area] 11111
01X10 01110 00000 [Grenade] An anti-personnel fragmentation	11111 11X11 11111 11111 [Grenade]
is pulled to release the lever, the percussion cap creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.	An anti-personnel fragmentation grenade. When the safety cap is pulled to release the lever, the percussion cap creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.
Stun Grenade	Stun Grenade+
No. 006 COST: 6 Use: Use Pack: MGS1	No. 305 COST: 5 Use: Use Pack: MGS1
Ammo: N/A Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text: Adds FAINT to 3x3 area. Detonates in	Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates
5 COST. Description:	5 COST after use. Description:
Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot. [Attack Area] 00000 01110 01X10	Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot.
01X10 01110 00000 [Stun Grenade]	[Attack Area] 00000 01110 01X10 01110

00000 A special flash-bang type grenade. [Stun Grenade] The grenade itself does A special flash-bang type not inflict physical damage, grenade. The Grenade itself does not but the powerful flash but the powerful flash and bang it produces causes enemies to lose their sense of inflict physical damage, but the powerful flash and direction and capacity to think bang it produces causes for a limited time. enemies to lose their sense of direction and capacity to think for a limited time. Chaff Grenade Chaff Grenade+ COST: 6 No. 306
Pack: MGS2 Use: Use No. 306 COST: 5
Use: Use Pack: MGS2 No. 007 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A 1000 N/A Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Detonates in 5 Detonates 5 COST COST. Disables EM after use. devices for 20 cost. Disables EM devices for 40 COST. Description: Description: Hand Grenade: USE type Hand Grenade: USE type Detonates at 5 COST after use. Detonates at 5 COST after Renders electronic devices use. inoperative for 20 COST Renders electronic devices inoperative for 40 COST after after detonation. Detonates when hit by gunshot. detonation. [Chaff Grenade] Detonates when hit by An electronic jamming grenade. gunshot. Scatters tiny metal fragments [Chaff G [Chaff Grenade] into the air, rendering electronic An electronic jamming devices inoperative for a limited grenade. time. Scatters tiny metal fragments into the air, rendering electronic devices inoperative for a limites time. FIM-92B FIM-92C No. 307 No. 008 COST: 7 COST: 7 Pack: MGS1 Use: Use Pack: MGS1 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: Singles Price: 1500 Upgrade Cost: 1000 N/A N/A Upgrade Cost: Card Text: Card Text: ATK:240 ATK:300 Locks on to Locks on to

machines only.

Missile: Anti-armor, USE

Description:

ATK: 240 type Locks on to machines only. ATK: 300

machines only.

Missile: Anti-armor; USE type

Description:

[FIM-92B]	Locks on to machines only.
An improved version of	[FIM-92C]
the FIM-92A.	A portable, surface-to-air
This version contains seeker and	Stinger missile.
flare countermeasures.	With this version, it
a derivative	became possible
of the Stinger also exists:	to overwrite the guidance
the AIM-92,	program.
deployed on combat helicopters.	
USP	P8
No. 009 COST: 4	No. 308 COST: 5
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: 9	Ammo: 9
Rarity: Common	Rarity: Common Foil
Interfere: U:R D:B L:- R:-	Interfere: U:R D:B L:- R:-
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:40 HIT:90%	ATK:50 HIT:90%
9mm x 3	9mm x 3 REA:50%
REA: 50%	BLEEDING.
Description:	Description:
	<del>-</del>
Handgun: Equip type	Handgun: EQUIP type
ATK: 40 HIT: 90%	ATK: 50 HIT: 90%
Ammo: 9mmX3 REA: 50%	Ammo: 9mmX3 REA: 50%
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks
Load with ammo after equipping	Notes: Makes target BLEED.
to attack (EQUIP type).	Load with ammo after
[USP]	equipping
The USP, along with the MK23	to attack (EQUIP type).
SOCOM, is an advanced type of	[P8]
large-caliber handgun.	A handgun adopted for use
The name USP is an acronym of	by the German federal army
"UNIVERSAL SELF-LOADING	in 1995.
PISTOL."	Has a steel barrel, and uses
Other variations with 45ACP,	reinforced plastic in the
40S&W, and other	grip and frame along the
bores also exist.	slide, as well as
	for the magazines.
Makarov	PMM
No. 010 COST: 4	No. 309 COST: 4
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: 9	Ammo: 9
Rarity: Common	Rarity: Common Foil
Interfere: U:- D:- L:G R:R	Interfere: U:- D:- L:G R:R
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:30 HIT:90%	ATK:40 HIT:95%
9mm x 4	9mm x 4
REA: 20%	REA:20%
Description:	Description:
Handgun: EQUIP type	Handgun: EQUIP type
ATK: 30 HIT: 90%	ATK: 40 HIT: 95%
Ammo: 9mmX4 REA: 20%	Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks
HII 0 MECTEUSE OF 3 DIOCKS	mir o decrease at: 3 DIOCKS

Load with ammo after equipping Load with ammo after to attack (EQUIP type). equipping [Makarov] to attack (EQUIP type). A soviet-era small handgun still [PMM-12] in use by the Russian army. An improved version of the Its name is derived from its Makarov PM. designer, N.F. Makarov. The "Pistolet Makarova Modernizirovannyj." Utilizes a new type of PMM ammo. Its magazine has been increased from 8 shots to 12. AKS74un AKS74u No. 011 COST: 6 No. 310 COST: 6 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 5.45 Ammo: 5.45 Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 1000 Singles Price: N/A Singles Price: 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:30 HIT:70% ATK:30 HIT:75% 5.45mm x 6 REA:50% 5.45mm x 5REA:50% HIT from above: +10% Silenced. Description: Description: Assault Rifle: EQUIP type Assault Rifle: EQUIP type ATK: 30 HIT: 70% ATK: 30 HIT: 75% Ammo: 5.45mmX5 REA: 50% Ammo: 5.45mmX6 REA: 50% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Load with ammo after equipping Notes: Suppressor attached to attack (EQUIP type). (silenced). Notes: suppressor equipped HIT+10% against targets above (silenced). attacker. [AKS74u] Load with ammo after Assault carbine. equipping Equipped with a short barrel and to attack (EQUIP type). a metal shoulder stock that folds [AKS74UN] into the side. An assault carbine. A type of AKS74u on which a Favored by paratroopers and special forces night scope can be mounted. for its ability to fold up, which makes it short and easy to carry. M4 M4A1 COST: 8 COST: 7 No. 012 No. 311 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 5.56 Ammo: 5.56 Rarity: Common Rarity: Common Foil Interfere: U:B D:R L:- R:G Interfere: U:B D:R L:- R:G Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1500 Singles Price: N/A

ATK:10 HIT:70% ATK:10 HIT:80% 5.56mm x 8 5.56mm x 8 REA:50 HIT from below: +10%

Upgrade Cost:

Card Text:

N/A

1000

Upgrade Cost:

Card Text:

Description: Description: Assault Rifle: EQUIP type Assault Rifle: EQUIP type ATK: 10 HIT: 70% ATK: 10 HIT: 80% Ammo: 5.56mmX8 REA: 10% Ammo: 5.56mmX8 REA: 50% HIT % decrease at 4 blocks HIT % decrease at:4 blocks Load with ammo after equipping Notes: HIT+10% against to attack (EQUIP type). targets below attacker. Basically an M16 with Load with ammo after a sawed-off barrel, equipping this assault carbine makes to attack (EQUIP type). use of a sliding stock. [M4A1] Carbines are traditionally A fully-automatic version cavalry rifles, of the M4 notable in that they have Assault Carbine. shorter barrels The burst was change to than standard rifles. full auto. This weapon can easily be fitted Envisioning anti-terror with various types of optical wars, the Pentagon sights, adapting it for developed this assault use in a wide variety carbine in the 1990s as a of settings. weapon that special forces units could rely upon. PSG1 PSG1-T No. 013 COST: 8 No. 312 COST: 7 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 7.62 Ammo: 7.62 Rarity: Common Foil Rarity: Common Interfere: U:- D:- L:- R:B Interfere: U:- D:- L:- R:B Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1000 Singles Price: N/A 1500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:60 HIT:80% ATK:70 HIT:75%  $7.62 \, \text{mm} \times 2$  $7.62 \, \text{mm} \times 3$ REA: 0% REA:0% SLEEP. Description: Description: Sniper Rifle: EQUIP type Sniper Rifle: EQUIP type ATK: 70 HIT: 75% ATK: 60 HIT: 80% Ammo: 7.62mmX2 REA: 0% Ammo: 7.62mmX3 REA: 0% HIT % decrease at: 10 blocks HIT % decrease at: 10 blocks Load with ammo after equipping Notes: 30% chance of SLEEP on to attack (EQUIP type). hit. Load with ammo after [PSG1] This high-performace equipping semiautomatic sniper rifle was to attack (EQUIP type). [PSG-1T] developed for counterterrorism units. A PSG1 modified as a It uses high-precision parts that tranquilizer gun. help offset the loss in firing accuracy in automatic mode. These parts also make it very expensive. М9 M9+ No. 313 No. 014 COST: 6 COST: 6

No. 014 COST: 6
Use: Equip Pack: MGS2
Ammo: 9

No. 313 COST: 6
Use: Equip Pack: MGS2

Ammo: 9

Rarity: Common Rarity: Common Foil Interfere: U:R D:- L:B R:-Interfere: U:R D:- L:B R:-Cap: 4(8) Icon: GUN
Singles Price: N/A Cap: 4(8) Icon: GUN 1000 Singles Price: 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:10 HIT:70% ATK:50 HIT:80% 9mm x 2 REA:0% 9mm x 2 REA:0% SLEEP. Silenced; SLEEP. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 50 HIT: 80% ATK: 10 HIT: 70% Ammo: 9mmX2 REA: 0% Ammo: 9mmX2 REA: 0% HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: 100% chance of Notes: Silenced; 70% chance of SLEEP on hit. SLEEP on hit. Load with ammo after equipping Load with ammo after to attack (EQUIP type). equipping to attack (EQUIP type). [M9] A simple tranquilizer gun created [M9] A simple tranquilizer gun by modifying the barrel of the M92F. created by modifying the Equipped with a suppressor. barrel of the M92F. This gun is outfitted with Equipped with a suppressor. a slide lock, so it must be reloaded after each shot. USP (Laser S.) P8 (Laser S.) No. 015 COST: 5 No. 314 COST: 6 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Interfere: U:R D:B L:- R:-Interfere: U:R D:B L:- R:-Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: Singles Price: 1500 N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: ATK:40 HIT:95% ATK:50 HIT:95% 9mm x 3 REA:50% 9mm x 3 REA:50% Free Attack; Silenced. Free; BLEEDING. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 50 HIT: 95% ATK: 40 HIT: 95% Ammo: 9mmX3 REA: 50%
HIT % decrease at: 4 blocks
Notes: Free attack.

Notes: Tree attack. Load with ammo after equipping target BLEED Load with ammo after and select a location to attack (EQUIP type). equipping and select a location to This is a USP with a laser sight. attack (EQUIP type). A P8 with an attached laser sight. AKS74u (Laser S.) AKS74un (Laser S.) No. 315 COST: 7 COST: 7 No. 016 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2

Ammo: 5.45

Rarity: Common Foil

Ammo: 5.45

Rarity: Common

Interfere: U:B D:- L:R R:R Interfere: U:B D:- L:R R:R Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1500 Singles Price:
Upgrade Cost: 1000 Upgrade Cost:
Card Text: Singles Price: N/A N/A Card Text: Card Text: ATK:30 HIT:75% ATK:30 HIT:80% 5.45mm x 5 REA:40% 5.45mm x 6 REA:40%; Free Attack; Silenced. Free; Silenced. HIT from above: +10%. Description:
Assault Rifle: EQUIP type

ATK: 30 HIT: 75%

ATK: 30 HIT: 80%

Ammo: 5.45mmX6 REA: 40% Assault Rifle: EQUIP type HIT % decrease at: 5 blocks Notes: Free attack; Notes: Free attack; Silenced. Load with ammo after equipping Silenced. and select a location to attack HIT+10% against targets above (EQUIP type). attacker. This is an AKS-74u with a Load with ammo after laser sight. equipping and select a location to attack (EQUIP type). An AKS74UN with an attached laser sight. M4 (Laser S.) M4A1 (Laser S.) COST: 7 No. 017 No. 316 COST: 7 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 5.56 Ammo: 5.56 Rarity: Common Rarity: Common Foil Interfere: U:B D:R L:- R:G Interfere: U:B D:R L:- R:G Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A Singles Price: 1500 Upgrade Cost: 1000 1000 Upgrade Cost: N/A Card Text: Card Text: ATK:10 HIT:70% ATK:10 HIT:70% 5.56mm x 8 REA:10% 5.56mm x 8 REA:10% Free Attack. HIT from below: +10% Free. Description: Description: Assault Rifle: EQUIP type Assault Rifle: EQUIP type ATK: 10 HIT: 70% Ammo: 5.56mmX8 REA: 10% ATK: 10 HIT: 70% Ammo: 5.56mmX8 REA: 10% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Free attack. Notes: HIT+10% against Load with ammo after equipping targets and select a location to attack below attacker. Free attack. (EQUIP type). This is an M4 carbine with a Load with ammo after laser sight. equipping and select a location to attack (EQUIP type). An M4 Carbine with an attached laser sight. S.A.A. S.A.A.+ COST: 4 No. 317 No. 018 COST: 4 Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: 45 Ammo: 45 Rarity: Uncommon Foil Rarity: Uncommon

Interfere: U:- D:Y L:- R:B

Interfere: U:- D:Y L:- R:B

Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 5000	Singles Price: N/A
Upgrade Cost: 2000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:30 HIT:80%	ATK:120 HIT:90%
CAL45 x 2	CAL45 x 2 REA:70%
REA:90%	Destroys EQUIPMENT.
Description:	Description:
Handgun: EQUIP type	Handgun: EQUIP type
ATK: 30 HIT: 80%	ATK: 120 HIT: 90%
Ammo: CL45X2 REA: 90%	Ammo: CAL45X2 REA: 70%
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks
Load with ammo after equipping	Notes: Destroys target's
ato attack (EQUIP type).	equipment on a hit.
[S.A.A.]	Load with ammo after
SAA stands for	equipping
"Single Action Army."	to attack (EQUIP type).
Beginning in 1892, it was the	[S.A.A.]
standard-issue sidearm of the	•
	Length: 261mm
U.S. Army for 20 years.	Weight: 1150g
It is also a familiar favorite of	Ammo: 6 shots
Western fans.	Rifling: 1:6" left twist rate.
It is nicknamed the	
"Peacemaker."	
P90	P90+
No. 019 COST: 7	No. 318 COST: 7
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: 5.7	Ammo: 5.7
Rarity: Common	Rarity: Common Foil
Interfere: U:- D:- L:- R:G	Interfere: U:- D:- L:- R:G
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:120 HIT:80%	ATK:130 HIT:85%
5.7mm x 2 REA:0%	5.7mm x 2 REA:0%
Area Attack.	Area attack.
Description:	Description:
Submachine Gun: EQUIP type	Submachine Gun: EQUIP type
ATK: 120 HIT: 80%	ATK: 130 HIT: 85%
Ammo: 5.7mmX2 REA: 0%	Ammo: 5.7mmX2 REA: 0%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: Area attack.	Notes: Area attack; Knocks
Load with ammo after equipping	target down on a hit.
to attack (EQUIP type).	Load with ammo after
[Attack Area]	equipping
01110	to attack (EQUIP type).
01110	[Attack Area]
01110	01110
01110	01110
00X00	01110
[P90]	01110
A submachine gun that fires	0000
special 5.7mm ammoX28	[P90]
shots at a high muzzle	A Belgian-manufactured
velocity for excellent	submachine gun that uses
_	small-caliber ammo.
piercing power.	
5.7mm rounds have excellent	It was given the name
penetrative power against	Personal Defense Weapon

bulletproof vests,	during its initial stages.
and rapidly lost	The unique loading
energy after penetration.	mechanism of
However, this proprietary	this weapon's plastic
ammunition makes the gun quite	magazine is positioned
costly.	above the barrel.
SPAS12	SPAS12+
No. 020 COST: 6	No. 319 COST: 7
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: 12	Ammo: 12
Rarity: Common	Rarity: Common Foil
Interfere: U:- D:- L:B R:-	Interfere: U:- D:- L:B R:-
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK: 60 HIT: 85%	ATK:100 HIT:90%
12GA x 3 REA:0%	12GA. x 3 REA:0%
Area Attack; KDWN.	Area attack; KDWN.
Description:	Description:
Shotgun: EQUIP type	Shotgun: EQUIP type
ATK: 60 HIT: 85%	ATK: 100 HIT: 90%
Ammo: 12GA. X3 REA: 0%	Ammo: 12GA.X3 REA: 0%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: Area attack;	Notes: Area attack;
Knocks target down.	Knocks target down.
Load with ammo after equipping	Load with ammo after
to attack (EQUIP type).	equipping
[Attack Area]	to attack (EQUIP type).
00100	00100
00100	01110
01110	01110
01110	01110
00X00	01110
[SPAS12]	00X00
An italian-manufactured shotgun.	[SPAS12]
SPAS in an abbreviation of	An Italian-manufactured
"Special Purpose Automatic	combat shotgun.
Shotgun."	Its cartridge chamber can
Just as the name says, this is	be loaded with 7 shots.
a shotgun with semiautomatic	It can be switched between
firing capability.	semi-automatic and
One shot can mow down several	pump-action loading
enemies.	methods.
Claymore COST. 6	Claymore+
No. 021 COST: 6 Use: Use Pack: MGS2	No. 320 COST: 6
Use: Use Pack: MGS2 Ammo: N/A	Use: Use Pack: MGS2 Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:100 to	ATK:150 to
1 x 2 area in front.	1 x 2 area in front.
Step on to detonate.	Step on to detonate.
Crawl to deconate.	Crawl to disarm.
Description:	Description:
DODOLIPOIO.	Describeron.

Mine: USE type	Mine: USE type
ATK: 100	ATK: 150
Detonates when target enters	Detonates when target enters
trigger zone.	trigger zone.
Can be removed by crawling.	Can be removed by crawling.
[Attack Area]	[Attack Area]
00000	00000
00000	00000
00000	00000
00100	00100
00X00	00X00
[Claymore]	[Claymore]
This is the M18 antipersonnel	This is the M18
directional mine.	antipersonnel directional
When the blasting fuse ignites,	mine.
the force of the explosion	When the blasting fuse
sends a barrage of	ignites, the force of the
ball bearings flying	explosion sends a
forward. The mine's major	barrage of ball bearings
defect, however,	flying forward.
is that there is also a	The mine's major
danger zone to its rear.	defect, however, is that
	there is also a danger
	zone to its rear.
Nikita Missle	Nikita Missle+
No. 022 COST: 7	No. 321 COST: 7
Use: Use Pack: MGS2	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:150	ATK:220
Can move 5 blocks	Can move 5 blocks
in one turn.	in one turn.
BURN.	BURN.
Description:	Description:
Missile: Anti-armor; USE type	Missile: Anti-armor; USE
ATK: 150	
After firing, the user enters	type ATK: 220
missile control mode.	After firing, the user
The missile can move	enters missile
5 blocks/turn. BURNS target.	control mode.
[Nikita Missile]	The missile can move 5
This is a remote-controlled	blocks/turn.
missile. An internal	BURNS target.
camera in the missile's warhead	[Nikita Missile]
allows for two-directional	This is a remote-controlled
control.	missile.
	It will immediately explode when it runs out of fuel.
	which it luns out of fuel.
MP5SD	MP5SD6
No. 023 COST: 7	No. 322 COST: 7
Use: Equip Pack: ITGL	Use: Use Pack: ITGL
Ammo: 9	Ammo: N/A
	D

Rarity: Common Foil

Rarity: Common

Interfere: U:B D:- L:- R:-

Icon: GUN Cap: 4(8) Icon: GUN Cap: 4(8) 2000 1500 Singles Price: Singles Price: Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:200 HIT:90% ATK:100 HIT:80% 9mm x 3 REA:0%  $9 \text{mm} \times 1$ Area Attack; Silenced. Area attack; Silenced. Description: Description: Submachine Gun: EQUIP type Submachine Gun: USE type ATK: 100 HIT: 80% ATK: 200 HIT: 90% Ammo: 9mmX3 REA: 0% Ammo: 9mmX1 HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: Area attack. Notes: Area attack; Load with ammo after equipping Silenced. to attack (EQUIP type). [Attack Area] [Attack Area] 11111 01110 01110 01110 00100 00100 00100 00X00 00100 00X00 [MP5SD6] [MP5SD] A smaller submachine gun The MP5 Series is that utilizes handgun bullets. representative of the The SD6 is a modern submachine gun. It has a short range and lacks variable-stock model of the MP5SD series. It is firepower, but its light weight and widely used by special excellent accuracy forces units. have made it a mainstay among police and special forces. The SD Series comes complete with a built-in suppressor. RC Missle RC Missle+ No. 024 COST: 7 No. 323 COST: 7 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Icon: GUN Cap: 4(8) Icon: GUN Cap: 4(8) . GUN 2000 Singles Price: N/A Singles Price: Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:200 ATK:250 Can move 5 blocks 5BLKS in 1 turn in one turn. Can be moved BLEEDING. BLEEDING. Description: Description: Missile: Anti-armor; USE type Missile: Anti-armor; USE ATK: 200 type After firing, the user enters ATK: 250 missile control mode. After firing, the user The missile can move enters missile control mode. 5 blocks/turn. The missile can move 5 Makes target BLEED. [Remoted-Controlled Missile] blocks/turn. This is a remote-controlled Makes target BLEED. missile. [Remote-Controlled Missile] "Via a manual, line-of-sight control method, the user can make cursor-controlled corrections to the missile's trajectory."

Mine

COST: 6 No. 324 No. 025 Pack: CHRN Use: Use

Ammo: N/A Rarity: Common

Cap: 4(8) Icon: GUN Upgrade Cost: 1500
Card Total

ATK:120

Step on to detonate. Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 120

vicinity.

Can be removed by crawling.

[Mine]

The mine detonates in response to a certain level of pressure. It damages enemies with a combination of a blast

and shrapnel. This mine is used for a number of purposes, including

base defense.

Galil Sar

No. 026 COST: 8 Use: Equip Pack: CHRN

Ammo: 5.56 Rarity: Common

Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: GUN Singles Price: 1500 1000 Upgrade Cost:

Card Text:

ATK:40 HIT:80% 5.56mm x 5REA:30%

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 80%

Ammo: 5.56mmX5 REA: 30% HIT % decrease at: 4 blocks Load with ammo after equipping Notes: Hit blocks target's to attack (EQUIP type). [Galil SAR]

Mine+

COST: 6 Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN N/A Singles Price: Upgrade Cost: N/A

Card Text: ATK:180

> Step on to detonate. Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 180

enters its vicinity.

Can be removed by crawling.

[Mine]

"Set it with the shot key, and crawl directly over it to pick it back up.

If you have a mine detector, it will show up on your

radar.

Up to 16 can be set at one time on the radar."

Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in

this game.

R5

COST: 7 No. 325 Use: Equip Pack: CHRN

Ammo: 5.56

Rarity: Common Foil

Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: GUN Singles Price: N/A N/A Upgrade Cost:

Card Text:

ATK:40 HIT:85% 5.56mm x 6 REA:30% Target can't counter.

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 85%

Ammo: 5.56mmX6 REA: 30% HIT % decrease at: 4 blocks

counterattack.

Load with ammo after

This rifle, developed equipping independently by Israel, to attack (EQUIP type). was based on the AK-47s[R5] used in many Arab countries. The name under which the The metal fittings holding the Galil SAR was adopted in 2 stocks in place were South Africa. sometimes used as corkscrews. It is currently being produced under license.

Five-seveN Standard No. 027 COST: 4 Use: Equip Pack: CHRN Ammo: 5.7 Rarity: Common Interfere: U:R D:R L:- R:R Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000

> ATK:70 HIT:90% 5.7mm x 3 REA:90%

Description:

Card Text:

Handgun: EQUIP type ATK: 70 HIT: 90%

Ammo: 5.7mmX3 REA: 90% HIT % decrease at: 3 blocks HIT % decrease at: 3 Load with ammo after equipping Load with ammo after to attack (EQUIP type). [Five-seveN standard] A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller able to use P90 ammo.

ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets.

M92F (Laser S.) No. 028 COST: 5 No. 327 COST: 5 Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common

Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN 5000 Singles Price: 1500 Upgrade Cost:

Card Text:

ATK:60 HIT:95% 9mm x 3 REA:30%

Free Attack; Silenced.

Description:

Handgun: EQUIP type ATK: 60 HIT: 95% Ammo: 9mmX3 REA: 30%

Five-seveN Tactical Five-seveN Tactical
No. 326 COST: 5 Use: Equip Pack: CHRN

Ammo: 5.7

Rarity: Common Foil

Interfere: U:R D:R L:- R:R Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: Card Text:

> ATK:80 HIT:100% 5.7mm x 3 REA:90%

Description: Handgun: EQUIP type ATK: 80 HIT: 100% Ammo: 5.7mmX3 REA: 90% HIT % decrease at: 3 blocks equipping to attack (EQUIP type). [Five-seveN tactical] A handgun developed to be

Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets. The tactical model is also capable of single action

M92FS (Laser S.)

Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common Foil

Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A

Card Text:

firing.

ATK:70 HIT:100% 9mm x 3 REA:30% Free; No defense.

Description:

Handgun: EQUIP type ATK: 70 HIT: 100% Ammo: 9mmX3 REA: 30%

HIT % decrease at: 4 blocks Notes: Free attack; Can't Notes: Free attack. be blocked. Load with ammo after equipping Load with ammo after and select a location to attack equipping and select a (EQUIP type). location to attack (EQUIP type). This is an M92F with a laser sight. This is an M92F with a laser sight. M92F M92FS No. 328 COST: 4 No. 029 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Interfere: U:- D:B L:- R:B Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 5000 Singles Price: N/A 1500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:60 HIT:90% ATK:70 HIT:95% 9mm x 3 REA:30% 9mm x 3 REA:30% No defense. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 60 HIT: 90% ATK: 70 HIT: 95% Ammo: 9mmX3 REA: 30% Ammo: 9mmX3 REA: 30% Hit % decrease at: 3 blocks HIT % decrease at: 3 blo Load with ammo after equipping Notes: Can't be blocked. HIT % decrease at: 3 blocks to attack (EQUIP type). Load with ammo after [M92F] equipping An Italian-manufactured to attack (EQUIP type). handgun. [M92FS] The M9 is the designation under An improvement on the M92F. which the U.S. military employs the M92F Both the M92F and M92FS have the M92F. been widely adopted for use It was originally designed by armies and security for the Italian military forces around the globe. as a standard-issue handgun to replace the M1951. Gun del Sol Gun del Hell No. 329 No. 030 COST: 10 COST: 10 Use: Equip Pack: ULMT Use: Equip Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Cap: 4(8) Icon: GUN Icon: GUN Cap: 4(8) Singles Price: 100000 Upgrade Cost: 10000 N/A Singles Price: Upgrade Cost: N/A Card Text: Card Text: ATK:200 ATK:250 to area of effect. Can to area of attack. Can be fired after 10 be fired after 10 COST. BURN. COST. BURN. Description: Description: Gun del Sol: Anti-armor; Gun de Hell: Anti-armor; EQUIP type EQUIP type ATK: 250 ATK: 200 Once equipped, Can be shot after 10 COST once equipped. this gun is ready to rire after 10 COST. Can be used as ammo for

Gun del Sol and Gun del Hell. Notes: BURN; If target has Notes: BURNS target; Solar attributes (\*Note 1), damageX10000. damageX1000 Load with ammo after if target is an Immortal (\*1). Load with ammo after equipping equipping to attack (Equip type). to attack (EQUIP type). \*1 None appear in this game. \*1 None appear in this game. [Gun del Sol, the Solar Gun] [Gun del Hell] The gun that Solar Boy wields. The gun wielded by Dark Boy It is made up of Sol, Gladiator, Sabata. Rising Sun, and Quint. Its components are dark, phantom, nightmare, and chaos. Vz61 Vz61+ COST: 8 No. 330 COST: 8 No. 031 Pack: MGS3 Use: Use Pack: MGS3 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN Singles Price: 1000 Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: ATK:60 HIT:70% ATK:70 HIT:80%  $7.65 \, \text{mm} \times 3$  $7.65 \text{mm} \times 3$ Area attack. Area attack; Silenced. Description: Description: Submachine Gun: USE type Submachine Gun: USE type ATK: 60 HIT: 70% ATK: 70 HIT: 80% Ammo: 7.65mmX3 Ammo: 7.65mmX3 HIT % decrease at: 4 blocks
Notes: Area attack; HIT % decrease at: 4 blocks Notes: Area attack. [Attack Area] [Attack Area] 00000 01010 01010 01110 01110 01110 01110 01110 00x00 00X00 [Vz61] [Vz61] The "Vz61 Scorpion." A The "Vz61 Scorpion." A submachine gun developed in submachine gun developed in the former Czechoslovakia. the former Czechoslovakia. Small and easy to control, Small and easy to control, it was used among it was used among army special forces and security army special forces personnel in socialist and security personnel in socialist countries. countries. AKM AKMN COST: 6 No. 331 COST: 6 No. 032 Use: Use Pack: MGS3 Use: Equip Pack: MGS3 Ammo: 7.62 Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 500 Singles Price: Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:10 HIT:70% ATK:40 HIT:75%

Gun del Sol and Gun del Hell.

7.62mm x 3 REA:10%

Can be used as ammo for

 $7.62 \, \text{mm} \times 8$ 

Anti-aimoi.	Allti-alliol.
Description:	Description:
Assault Rifle: Anti-armor;	Assault Rifle: Anti-armor;
USE type	EQUIP type
ATK: 10 HIT: 70%	ATK: 40 HIT: 75%
Ammo: 7.62mmX8	Ammo: 7.62mmX3 REA: 10%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
[AKM]	Load with ammo after
The "Avtomat Kalashnikova	equipping
Modernizirovannyj."	to attack (Equip type).
An assault rifle adopted in 1959	[AKMN]
as the successor to the AK-47.	A version of the AKM to
It was developed with the	which a night scope can
intentions of improved	be attached.
productivity and	
decreased weight.	
Fitted with a small muzzle	
attachment that controls the	
kickback of the muzzle during	
repeat firing.	
repeat filling.	
Punch (COC)	Punch (COC)
Punch (CQC)	Punch (CQC)+
No. 033 COST: 4	No. 332 COST: 4
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS
Ammo: CQC	Ammo: CQC
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
Used with equip.	Used with equip.
CQC.	COC.
	~
REA:80%	REA:80%
Description:	Description:
Attack vs. forward adjacent	Attack vs. forward adjacent
block: EQUIP type	block: EQUIP type
Used in combination with	Used in combination with
equipped CQC card.	equipped CQC card.
REA: 80%	REA: 80%
Must be adjacent to target	Must be adjacent to target
to use.	to use.
Technique used depends	Technique used depends on
on which	which CQC card is
CQC card is combined with	combined with the equipped
the equipped CQC.	CQC.
Kick (CQC)	Kick (CQC)+
No. 034 COST: 5	No. 333 COST: 5
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS
Ammo: CQC	Ammo: CQC
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1500	Singles Price: N/A
<del>-</del>	<del>-</del>
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
Used with equip.	Used with equip.
CQC.	CQC.
REA:80%	REA:80%
Description:	
zooczepozon.	Description:
Attack vs. forward adjacent	Description: Attack vs. forward adjacent

Anti-armor.

Anti-armor.

block: EQUIP type block: EQUIP type Used in combination with Used in combination with equipped CQC card. equipped CQC card. REA: 80% REA: 80% Must be adjacent to target Must be adjacent to target to use. to use. Technique used depends Technique used depends on on which which CQC card is CQC card is combined with combined with the equipped the equipped CQC. CQC. Throw (CQC) Throw (CQC)+ No. 035 COST: 8 No. 334 COST: 6
Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: CQC Ammo: CQC Rarity: Common Rarity: Common Foil Cap: 2(4)

Singles Price: 2000

Upgrade Cost: 1500

Cap: 2(4)

Singles Price: Upgrade Cost: Card Tayt: Cap: 2(4) Icon: GUN N/A N/A Singles Price: Card Text: Card Text: Used with equip. Used with equip. COC. COC. Description: Description: Attack vs. forward adjacent Attack vs. forward adjacent block: EQUIP type block: EQUIP type Used in combination with Used in combination with equipped CQC card. equipped CQC card. Must be adjacent Must be adjacent to target to use. to target to use. Technique used Technique used depends on which depends on which CQC card is combined with the CQC card is combined with the equipped CQC. equipped CQC. Rush (CQC) Rush (CQC)+ No. 335 COST: 7 No. 036 COST: 10 Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: CQC Ammo: CQC Rarity: Rare Rarity: Rare Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN Singles Price: Singles Price: 10000 Upgrade Cost: 2500 N/A 2500 Upgrade Cost: N/A Card Text: Card Text: Used with equip. Used with equip. CQC. CQC. Description: Description: Attack vs. forward adjacent Attack vs. forward adjacent block: EQUIP type block: EQUIP type Used in combination with Used in combination with equipped CQC card. equipped CQC card. Must be adjacent Must be adjacent to target to use. to target to use. Technique used Technique used depends on which depends on which CQC card is combined with the CQC card is combined with the equipped CQC. equipped CQC. M63A COST: 9 No. 336 COST: 8 M63

No. 037 Use: Equip Pack: SBSS Use: Equip Pack: SBSS

Ammo: 5.56	Ammo: 5.56
Rarity: Common	Rarity: Common Foil
Interfere: U:B D:B L:G R:B	Interfere: U:B D:B L:G R:B
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:40 HIT:75%	ATK:50 HIT:80%
5.56mm x 6 REA:20%	5.56mm x 6 REA:20%
Target can't counter.	Target can't counter.
Description:	Description:
Variable Rifle: EQUIP type	Variable Rifle: EQUIP type
ATK: 40 HIT: 75%	ATK: 50 HIT: 80%
Ammo: 5.56mmX6 REA: 20%	Ammo: 5.56mmX6 REA: 20%
HIT % decrease at: 6 blocks	HIT % decrease at: 6 blocks
Notes: Hit blocks target's	Notes: HIT blocks target's
counterattack.	counterattack; BURNS.
Load with ammo after equipping	Load with ammo after
to attack (EQUIP type).	equipping
[M63]	to attack (EQUIP type).
A system weapon.	[M63A]
The barrel, feeder mechanism,	A system weapon.
percussion mechanism,	The barrel, feeder
and other parts can be	mechanism,
mixed and matches as	percussion mechanism, and
units to create	other parts can be mixed
a wide variety of	and matched as units to
firearms, including a rifle,	create a wide variety of
a carbine,	firearms, including a
an LMG, an MMG, and a	rifle, a carbine, an LMG,
an LMG, an MMG, and a vehicle-mounted MG.	rifle, a carbine, an LMG, an MMG, and a
vehicle-mounted MG.	an MMG, and a vehicle-mounted MG.
	an MMG, and a
vehicle-mounted MG.  M37  No. 038 COST: 8	an MMG, and a vehicle-mounted MG.  M37+ No. 337 COST: 10
vehicle-mounted MG.  M37	an MMG, and a vehicle-mounted MG.  M37+
vehicle-mounted MG.  M37  No. 038 COST: 8 Use: Equip Pack: SBSS	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10  Use: Equip Pack: SBSS
M37 No. 038 COST: 8 Use: Equip Pack: SBSS Ammo: 12	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10  Use: Equip Pack: SBSS  Ammo: 12
M37  No. 038  Use: Equip  Ammo: 12  Rarity: Uncommon	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10  Use: Equip Pack: SBSS  Ammo: 12
M37  No. 038  COST: 8  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil
M37  No. 038  COST: 8  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN
M37  No. 038  Use: Equip  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price:  3500	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A
M37  No. 038  COST: 8  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK: 200 HIT: 80%
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  12GA. x 2 REA:0%	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:200 HIT:80% 12GA. x 1 REA:0%
M37  No. 038  COST: 8  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  12GA. x 2 REA:0%  Area, KDWN.	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:200 HIT:80% 12GA. x 1 REA:0% Area; KDWN.
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  Area, KDWN.  Description:	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:200 HIT:80% 12GA. x 1 REA:0% Area; KDWN. Description:
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  Area, KDWN.  Description:  Shotgun: EQUIP type	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:200 HIT:80% 12GA. x 1 REA:0% Area; KDWN. Description: Shotgun: EQUIP type
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  Area, KDWN.  Description:  Shotgun: EQUIP type  ATK: 150 HIT: 80%	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:200 HIT:80%     Area; KDWN. Description: Shotgun: EQUIP type ATK: 200 HIT: 80%
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% Area, KDWN.  Description: Shotgun: EQUIP type  ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0%	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:200 HIT:80% 12GA. x 1 REA:0% Area; KDWN. Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0%
M37 No. 038 COST: 8 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Interfere: U:G D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 3500 Upgrade Cost: 2000 Card Text:     ATK:150 HIT:80%     12GA. x 2 REA:0%     Area, KDWN. Description: Shotgun: EQUIP type ATK: 150 HIT: 80% Ammo: 12GA. X2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down.	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:200 HIT:80% Area; KDWN. Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down.
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% 12GA. x 2 REA:0% Area, KDWN.  Description: Shotgun: EQUIP type ATK: 150 HIT: 80% Ammo: 12GA. X2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after equipping	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:200 HIT:80%  12GA. x 1 REA:0%  Area; KDWN. Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8)  Singles Price: 3500  Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% 12GA. x 2 REA:0% Area, KDWN.  Description: Shotgun: EQUIP type ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after equipping to attack (EQUIP type).	an MMG, and a vehicle-mounted MG.  M37+  No. 337
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon  Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text:  ATK:150 HIT:80%  12GA. x 2 REA:0%  Area, KDWN.  Description:  Shotgun: EQUIP type  ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0%  HIT % decrease at: 4 blocks  Notes: Area attack;  Knocks target down.  Load with ammo after equipping to attack (EQUIP type).  [Attack Area]	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:200 HIT:80%  12GA. x 1 REA:0%  Area; KDWN.  Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after equipping to attack (EQUIP type).
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8) Singles Price: 3500 Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% 12GA. x 2 REA:0% Area, KDWN.  Description: Shotgun: EQUIP type ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0% HIT % decrease at: 4 blocks  Notes: Area attack; Knocks target down.  Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:200 HIT:80%  12GA. x 1 REA:0%  Area; KDWN.  Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after equipping to attack (EQUIP type). 01110
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8) Icon: GUN  Singles Price: 3500  Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% 12GA. x 2 REA:0% Area, KDWN.  Description: Shotgun: EQUIP type  ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0%  HIT % decrease at: 4 blocks  Notes: Area attack;  Knocks target down.  Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110	an MMG, and a vehicle-mounted MG.  M37+  No. 337
M37  No. 038  Use: Equip Pack: SBSS  Ammo: 12  Rarity: Uncommon Interfere: U:G D:- L:- R:G  Cap: 4(8) Singles Price: 3500 Upgrade Cost: 2000  Card Text: ATK:150 HIT:80% 12GA. x 2 REA:0% Area, KDWN.  Description: Shotgun: EQUIP type ATK: 150 HIT: 80%  Ammo: 12GA. X2 REA: 0% HIT % decrease at: 4 blocks  Notes: Area attack; Knocks target down.  Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110	an MMG, and a vehicle-mounted MG.  M37+  No. 337 COST: 10 Use: Equip Pack: SBSS Ammo: 12 Rarity: Uncommon Foil  Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:200 HIT:80%  12GA. x 1 REA:0%  Area; KDWN.  Description: Shotgun: EQUIP type ATK: 200 HIT: 80% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down. Load with ammo after equipping to attack (EQUIP type). 01110

00X00	01110
[M37]	00X00
A masterpiece of a shotgun,	[M37]
created by a shotgun maker	A pump-action combat
in Ithaca, N.Y. It is extremely	shotgun.
light for a shotgun,	This type features a
earning it the nickname	sawed-off barrel and
"Featherlight."	stock.
CATA	07770
SVD No. 039 COST: 9	SVD+ No. 338 COST: 9
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS
Ammo: 7.62	Ammo: 7.62
Rarity: Common	Rarity: Common Foil
Interfere: U:G D:B L:- R:-	Interfere: U:G D:B L:- R:-
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:130 HIT:60%	ATK:150 HIT:60%
7.62mm x 2	7.62mm x 2
REA:0%	REA:0%
Description:	Description:
Sniper Rifle:	Sniper Rifle: EQUIP type
EQUIP type	ATK: 150 HIT: 60%
ATK: 130 HIT: 60%	Ammo: 7.62mmX2 REA: 0%
Ammo: 7.62mmX2 REA: 0%	HIT % decrease at: 9 blocks
HIT % decrease at: 9 blocks	Load with ammo after
Load with ammo after equipping	equipping and select a
and select a location to attack	location
(EQUIP type).	to attack (EQUIP type).
[SVD]	[SVD]
A semi-auto sniper	A semi-auto sniper rifle
rifle developed by the	developed in the Soviet
Soviet Union in the 1960s.	Union in the 1960s.
Although used for sniping,	A successor to the
it can also be	Mosin-Nagant which uses
fitted with a bayonet for	the same type of
close combat.	7.62mm X54R ammo.
XM16E1	M16A2
No. 040 COST: 8	No. 339 COST: 7
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS
Ammo: 5.56	Ammo: 5.56
Rarity: Common	Rarity: Common Foil
Interfere: U:- D:B L:- R:-	<pre>Interfere: U:- D:B L:- R:-</pre>
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:40 HIT:50%	ATK:50 HIT:50%
5.56mm x 7 REA:30	5.56mm x 5 REA:30%
HIT + 10% x hand size.	+10%HIT/card in hand
Description:	Description:
Assault Rifle: EQUIP type	Assault Rifle: EQUIP type
ATK: 40 HIT: 50%	ATK: 50 HIT: 50%
Ammo: 5.56mmX7 REA: 30%	Ammo: 5.56mmX6 REA: 30%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: HIT+10% for each card	Notes: HIT+10% for each card

in your hand when you attack. in your hand when you Load with ammo after equipping attack. to attack (EQUIP type). Load with ammo after [XM16E1] equipping Adopted by the U.S. Air Force in to attack (EQUIP type). 1960, this small, lightweight [M16A2] assault rifle uses An improvement on the small-calibur, M16A1. Newly capable of using the high-velocity ammo. This rifle was used by American SS109 ammo designated forces in Vietman. by NATO. The initial "X" is a test code. The fully automatic setting was removed from its selector, leaving only the 3-shot burst and semi-automatic. M1891/30 M1891/30+ COST: 10 No. 340 COST: 10 No. 041 Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: 7.62 Ammo: 7.62 Rarity: Common Rarity: Common Foil Interfere: U:- D:- L:R R:B Interfere: U:- D:- L:R R:B Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 2000 Singles Price: N/A Singles Price: 1500 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: ATK:80 HIT:70% ATK:100 HIT:75% 7.62mm x 1 REA:0% 7.62mm x 1 REA:0% SLEEP; Adds COST. SLEEP; Adds COST. Description: Description: Sniper Rifle: EQUIP type Sniper Rifle: EQUIP type ATK: 100 HIT: 75% ATK: 80 HIT: 70% Ammo: 7.62mmX1 REA: 0% Ammo: 7.62mmX1 REA: 0% HIT % decrease after 8 blocks HIT % decrease at: 8 blocks Notes: 50% chance of Notes: 70% chance of SLEEP on SLEEP on hit. hit. Adds 3 COST to target on a hit. On a hit, target's COST+5 Load with ammo after Load with ammo after equipping to attack (EQUIP type). equipping [Mosin-Nagant 1891/30] to attack (EQUIP type). This rifle was carried [Mosin-Nagant 1891/30] by soldiers An improvement on the of the Red Army when war broke Mosin-Nagant 1891/30. out with Germany in 1941. Primarily used as an After the war, it was used as a infantry weapon. The End has modified his to sniper rifle. be used as a sniper rifle. С3 C3+ COST: 4 COST: 4 No. 042 No. 341 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil

Cap: 4(8) Icon: GUN 1000 Singles Price: Upgrade Cost: 500 Card Text: ATK:150

Cap: 4(8) Icon: GUN Singles Price: N/A
Upgrade Cost: N/A Card Text: ATK:180

Dotonated by	Dotonated by
Detonated by switch or timer.	Detonated by switch or timer.
KDWN.	KDWN.
Description:	Description:
Bomb: Anti-armor; USE type	Bomb: Anti-armor; USE type
ATK: 150	ATK: 180
Triggered by detonator, timer, or when hit by gunshot.	Triggered by detonator,
Area of Effect: 3X3	timer, or when hit by gunshot.
	Area of Effect: 3X3
Knocks target down on a hit. [Attack Area]	Knocks target down.
00000	[Attack Area]
01110	00000
01X10	01110
01110	01X10
00000	01110
[C3]	00000
Plastic explosive. Wax and resin	[C3]
is added to high-grade	A special tactical plastic
explosive to	bomb developed in the
create a stable, solid material.	Western Bloc after WW2.
Explodes when subjected to an	webtern broo dreer wwz.
external stress, such as fire or	
a gunshot.	
M15	M15+
No. 043 COST: 7	No. 342 COST: 6
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:50; Detonates	ATK:80; Detonates
for 8 COST after use	on 8 COST after use
	on a cost after use
Can be shot.	Can be shot.
BURN; KDWN.	Can be shot. BURN; KDWN.
BURN; KDWN. Description:	Can be shot.  BURN; KDWN.  Description:
BURN; KDWN.	Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;
BURN; KDWN. Description:	Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150	Can be shot.  BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150  Detonates at 8 COST	Can be shot.  BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using.	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack.
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect.	Can be shot.  BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using.  3X3 area of effect. Detonates when hit by gunshot.	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS.
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down;	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area]
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS.	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area]	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000 [M15]
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110 00000	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 01X10 01110 00000 [M15] Upon detonation, scatters
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110 00000 [M15]	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 01X10 01110 00000 [M15] Upon detonation, scatters fragments over a
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation,	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation, scatters fragments over a 17-meter radius.
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation, scatters fragments	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation, scatters fragments over a 17-meter radius. Filled with white
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110 01X10 01110 00000 [M15] Upon detonation, scatters fragments over a 17-meter radius.	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 01X10 01110 010000 [M15] Upon detonation, scatters fragments over a 17-meter radius. Filled with white phosphorus, which
BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation, scatters fragments	Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01X10 01110 00000 [M15] Upon detonation, scatters fragments over a 17-meter radius. Filled with white

which heats up and burns at a temperature of 5,000 degrees Celsius. The burning heat instantly creates a smoke screen.

degrees Celsius. The burning heat instantly creates a smoke screen.

RPG7

COST: 10 No. 044 Use: Use Pack: SBSS Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: GUN Singles Price: 10000 Upgrade Cost: 2500

Card Text: ATK:150 Anti-armor; KDWN.

Description:

Anti-Tank Rocket: Anti-armor;

USE type ATK: 150

Select a target to attack. Notes: Knocks target down.

[RPG7]

An anti-armor weapon

that can be

carried by a single person. The RPG was developed by the Soviets in the 1960s,

taking a cue

from the German Panzerfaust. Based on the principles of a recoilless gun, stabilizer fins open

up after the rocket is fired. RPG is an acronym of

"Rocket Propelled Grenade."

RPG7V

No. 343 COST: 10 Use: Use Pack: SBSS

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: GUN N/A Singles Price: Upgrade Cost:

Card Text: ATK:200

Anti-armor; KDWN.

Description:

Anti-Tank Rocket: Anti-armor; USE type

ATK: 200

Select a target to attack. Notes: Knocks target down.

[RPG7V]

An improvement on the RPG. The RPG7 utilizes an electronic fuse, which is its weak point: if

it strikes a metal object, it will short out and fail to detonate.

Quick Draw

No. 045 COST: 4 Pack: MGS1 Use: Equip

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: STAR Singles Price: 1000 500 Upgrade Cost:

Card Text:

ATK -5 HIT -20% Makes usage COST 0. Attaches to weapon.

Description:

is used 1 time.

Attaches to weapon

(EQUIP type weapons only)

ATK: -5 HIT: -20% Sets COST of use to 0. Effect expires after equipped weapon

Quick Draw+

No. 344 COST: 4 Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A

Card Text:

ATK -5 HIT -20% Sets COST to 0 Attaches to weapon.

Description:

Attaches to weapon

(EQUIP type weapons only).

ATK: -5 HIT: -20% Sets COST to 0. Effect expires after equipped weapon is used 3 times.

Strand	Critical Shot
No. 046 COST: 4	No. 054 COST: 5
Use: Equip Pack: MGS1	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
Adds 1 COST	Adds 2 COST
per HIT.	per HIT.
Attaches to weapon.	Attaches to weapon.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only)	(EQUIP type weapons only)
Adds 1 COST to target for every	Adds 2 COST to target for
hit. Effect expires after	each hit.
equipped weapon	Effect expires after
is used 3 times.	equipped weapon is used 1 time.
	is used i time.
Concentrate	Concentrate+
No. 047 COST: 0	No. 345 COST: 0
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
HIT +30%	HIT +50%
COST +3 when used	COST +6 when used
Attaches to weapon.	Attaches to weapon.
Can't apply to move.	Can't apply to move.  Description:
Description: Attaches to weapon	Attaches to weapon
(EQUIP type weapons only)	(EQUIP type weapons only).
HIT+30%	HIT+50%
COST+3 when used.	COST+6 when used.
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 2 times.	is used 2 times.
Cannot be applied to	Cannot be applied to
movement.	movement.
The Council TV O	The demand TV O
Equipment LV.2 No. 048 COST: 4	Equipment LV.3 No. 061 COST: 8
No. 048 COST: 4 Use: Use Pack: MGS1	No. 061 COST: 8 Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
EQUIPMENT	EQUIPMENT
LV. 1 ->LV. 2	LV. 2->LV. 3
Description:	Description:
Upgrades equipment from LV.1	Upgrades equipment from LV.2
to LV.2	to LV.3
	*Cannot be used at

Action+

No. 049 COST: 5 No. 062
Use: Use Pack: MGS1 Use: Use

Ammo: N/A

Rarity: Common

Cap: 4(4) Icon: STAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

1 extra action per
turn. (Maximum: 4.)

Snake only.

Description:

Increases number of ACTIONS
per turn by 1 (max. 4).
Effect lasts for 10 turns.
Can be stacked.

Snake only.

Marines

No. 050 COST: 4
Use: Move Pack: MGS2

Ammo: N/A
Rarity: Common

Cap: 3(6) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

Movement card Can move 4 BLKS.

Description:
Movement Card.
Can move 4 blocks.

[Marines]

The United States Marine

Corps.

They specialize in

amphibious

landing operations.

In MGS2, more than half of

the Marine

crew of a secret training
tanker was lost at sea, when

mercenaries led by Gurlukovich and

Revolver Ocelot raided the

ship.

"Hoo-ha!"

Action++

No. 062 COST: 8
Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(4) Icon: STAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

2 extra actions per turn. (Maximum: 4.)

Snake only.

Description:

Increases the number actions

per turn by two. Lasts for 10 turns.

Snake only.

Marines+

No. 346 COST: 4
Use: Move Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 3(6) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Movement Card
Can move 5 BLKS.

Description:
Movement Card.
Can move 5 blocks.

[Marines]

The United States Marine

Corps.

They operate as an independent branch of the Navy Department.
"The 'La-Li-Lu-Le-Lo' How is that -- possible?"

Navy SEALs

No. 051 COST: 4
Use: Move Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 3(6) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

Navy SEALs+

No. 347 COST: 4
Use: Move Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 3(6) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Can move 4 BLKS. Can move 5 BLKS. Description: Description: Movement Card. Movement Card. Can move 4 blocks. Can move 5 blocks. [Navy SEALs] [Navy SEALs] U.S. Navy Special Forces. The United States Navy The name Special Forces. is derived from "SEa, Air, The teams are and Land." divided up by region. They are used to infiltrate In MGS2, they launched an enemy assault on the Big Shell, territory in all parts of which was occupied by Dead Cell, but were the world. In MGS2, they launched an annihilated instead. assault "This is impossible on the Big Shell, which was Nothing will hit her!" occupied by Dead Cell, but were annihilated instead. "This is impossible Nothing will hit her!" Aim Aim+ COST: 7 COST: 4 No. 348 No. 052 Use: Equip Pack: MGS2 Use: Move/Link Pack: MGS2 Ammo: N/A Ammo: Link Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: TRI Singles Price: 1000 N/A Singles Price: 2000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: HIT +20% Triggers automatically. HIT +10%, Links to Attaches to weapon. ranged attacks greater than 1 BLKS. Description: Description: Attaches to weapon Triggered Automatically. (EQUIP type weapons only) HIT+10% HIT+20% Links to shots that travel Effect expires after 1 block or more. equipped weapon is used 3 times. Body Shot Body Shot+ No. 053 COST: 8 No. 349 COST: 4 Use: Equip Pack: MGS2 Pack: MGS2 Use: Equip Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil Cap: 2(4) Icon: STAR Cap: 2(4) Icon: STAR Singles Price: 2500 Upgrade Cost: 2000 Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: Adds 1/2 LIFE Adds 1/2 LIFE when target is HIT. when target is HIT. Attaches to weapon. Attaches to weapon. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). Hit reduces target's LIFE Hit reduces target's LIFE

Movement Card

Movement card

by 1/2. Holds one shot. by 1/2. Holds one shot. Effect expires after Effect expires after equipped weapon equipped weapon is used 1 time. is used 1 time. Strand Critical Shot No. 054 COST: 5 No. 046 COST: 4 Use: Equip Pack: MGS2 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: Adds 2 COST Adds 1 COST per HIT. per HIT. Attaches to weapon. Attaches to weapon. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only) Adds 2 COST to target for Adds 1 COST to target for every each hit. hit. Effect expires after Effect expires after equipped weapon is used 3 times. equipped weapon is used 1 time. Double Shot Double Shot+ COST: 12 No. 350 COST: 8
Pack: SBST Use: Equip Pack: SBST No. 055 No. U55 COST: 12
Use: Equip Pack: SBST Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Cap: 2(4) Icon: STAR Cap: 2(4) Icon: STAR Singles Price: 50000 Upgrade Cost: 2500 Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: Ammo x 2 Ammo x 2 Attaches to weapon. Attaches to weapon. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). Doubles the number of shots Doubles the number of shots fired by the equipped fired by the equipped weapon. weapon. Stacking increases this to Stacking increases this to X3, X4, X5, etc. Х3, Effect expires after X4, X5, etc. Effect expires after equipped weapon equipped weapon is used 1 time. is used 1 time. Counter Block Counter Block+ No. 056 COST: 5
Use: Equip Pack: MGS2 No. 351 COST: 4
Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: 1000 Singles Price: N/A Upgrade Cost: Upgrade Cost: 500 N/A

Card Text:

Card Text:

Blocks reaction	Prevents equipped
of currently	equipment causing
equipped item.	reactions.
Attaches to weapon.	Equip to use.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only)	(EQUIP type weapons only).
Blocks reaction	Prevents equipped
of currently	equipment causing
equipped item.	reactions.
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 10 times.	is used 20 times.
Cnin Viek	Spin Violet
Spin Kick No. 057 COST:	Spin Kick+  6 No. 352 COST: 5
Use: Use Pack: MG	
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 3(6) Icon: ST	
Singles Price: 20	<del>-</del>
	00 Upgrade Cost: N/A
Card Text:	Card Text:
ATK:100	ATK:120
Destroy EQUIPMENT;	KDWN; Destroy
KDWN.	EQUIPMENT.
Use next to target.	Use next to target.
Description:	Description:
ATK: 100	ATK: 120.
Must be adjacent to targe	t Must be adjacent to target
to use.	to use.
Knocks target down and	Knocks target down
destroys	and destroys target's
target's equipment on a h	it. equipment on a hit.
[Attack Area]	[Attack Area]
00000	00000
00000	00000
00100	00100
01X10	01X10
00100	00100
H.F. Blade No. 058 COST:	H.F. Blade+ 6 No. 353 COST: 6
Use: Use Pack: MG	
Ammo: N/A	Ammo: N/A
Rarity: Uncommon	Rarity: Uncommon Foil
Cap: 4(8) Icon: G	-
Singles Price: 30	-
Upgrade Cost: 20	-
Card Text:	Card Text:
ATK: $70 \times 2$ ; Use next	
to target. BLEEDING,	to target. BLEEDING,
Destroy EQUIP.	Destroy EQUIP.
Machines unaffected.	Machines unaffected.
Description:	Description:
Close-Quarters Weapon: US	
type	type
ATK: 70X2	ATK: 90X2
Must be adjacent to targe	t Must be adjacent to target
to use.	to use.

- 66	- 65
Ineffective against	Ineffective against
machines.	machines.
Makes target BLEED.	Makes target BLEED.
Destroy target's equipment.	Destroy target's equipment.
[Attack Area]	[Attack Area]
00000	00000
00000	00000
00000	00000
00100	00100
00X00	00X00
[High Frequency Blade]	[High Frequency Blade]
High-frequency vibrations	High-frequency vibrations
in the blade give this	in the blade give this
sword a devastating	sword a devastating
cutting edge.	cutting edge. Snake is
In the hands of a	given this weapon inside
master, it can even	Arsenal Gear
deflect bullets.	in MGS2.
Domogracy Plado	Popublia Plado
Democracy Blade No. 059 COST: 6	Republic Blade No. 354 COST: 6
Use: Use Pack: SBST	Use: Use Pack: SBST
Ammo: N/A	Ammo: N/A
	Rarity: Uncommon Foil
Rarity: Uncommon Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
	Singles Price: N/A
. 5	
Upgrade Cost: 2000	,
Card Text:	Card Text:
ATK:130 x 2; Use next	ATK:190 x 2; Use next
to target. BLEEDING,	to target. BLEEDING,
Destroy EQUIP.	Destroy EQUIP.
Machines unaffected.	Machines unaffected.
Description:	Description:
Close-Quarters Weapon: USE	Close-Quarters Weapon: USE
type	type
ATK: 130	ATK: 190
Must be adjacent to target	Must be adjacent to target
to use.	to use.
Destroys target's equipment	Destroys target's equipment
and makes	and makes
target BLEED on a hit.	target BLEED on a hit.
Ineffective against	Ineffective against
machines.	machines.
[Attack Area]	[Attack Area]
00000	00000
00000	00000
00000	00000
00100	00100
00X00	00X00
[Democracy/Republic Blades]	[Democracy/Republic Blades]
The twin blades wielded by	The twin blades wielded by
Solidus Snake.	Solidus Snake.
Briefing	Briefing+
No. 060 COST: 6	No. 355 COST: 4
Use: Use Pack: MGS2	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 2(4) Icon: STAR	Cap: 2(4) Icon: STAR
Singles Price: 1000	Singles Price: N/A

Un man de Cook.	The same decided to the same of the same o
Upgrade Cost: 500 Card Text:	Upgrade Cost: N/A Card Text:
Allies discard all	Allies discard all
cards and draw	cards and draw
6 new ones.	6 new ones.
Description:	Description:
Makes ally discard all	Makes ally discard all
cards in hand	cards in hand
and draw six new ones.	and draw six new ones.
Equipment LV.3	Equipment LV.2
No. 061 COST: 8	No. 048 COST: 4
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
EQUIPMENT	EQUIPMENT
LV. 2->LV. 3	LV. 1 ->LV. 2
Description:	Description:
Upgrades equipment from LV.2	Upgrades equipment from LV.1
to LV.3 *Cannot be used at	to LV.2
equipment LV.1	
equipment uv.i	
Action++	Action+
No. 062 COST: 8	No. 049 COST: 5
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(4) Icon: STAR	Cap: 4(4) Icon: STAR
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
2 extra action per	1 extra action per
turn. (Maximum: 4.)	turn. (Maximum: 4.)
Snake only.	Snake only.
Description:	Description:
Increases the number actions	Increases number of ACTIONS
per turn by two.	per turn by 1 (max. 4).
Lasts for 10 turns.	Effect lasts for 10 turns.
Snake only.	Can be stacked.
	Snake only.
Add KDWN	Add KDWN+
No. 063 COST: 4	No. 356 COST: 4
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 500	Upgrade Cost: N/A
Card Text:	Card Text:
Adds KDWN effect to	Adds KDWN effect to
equipped weapon.	equipped weapon.
Attaches to weapon.	Attaches to weapon.
Description:	Description:
Attaches to weapon	Attaches to weapon

(EQUIP type weapons only) Knocks target down on a hit. Effect expires after equipped weapon is used 1 time.	(EQUIP type weapons only).  Knocks target down on a hit.  Effect expires after equipped weapon is used 3 times.
Head Shot	Head Shot+
No. 064 COST: 12	No. 357 COST: 8
Use: Equip Pack: SBST	Use: Equip Pack: SBST
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 2(4) Icon: STAR	Cap: 2(4) Icon: STAR
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1500	Upgrade Cost: N/A
Card Text:	Card Text:
Adds Quick Death	Adds Quick Death
HIT: -30%	HIT: -30%
Attaches to weapon.	Attaches to weapon.
Always 1 shot.	Always 1 shot.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only)	(EQUIP type weapons only).
Immediately kills target on	Immediately kills target on
a hit.	a hit.
HIT: -30%	HIT: -30%.
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 1 time.	is used 1 time.
Holds one shot.	Holds one shot.
Hold Up	Hold Unt
11010 010	Hold Up+
No. 065 COST: 7	No. 358 COST: 4
<del>-</del>	
No. 065 COST: 7	No. 358 COST: 4
No. 065 COST: 7 Use: Use Pack: MGS2	No. 358 COST: 4 Use: Use Pack: MGS2
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Singles Price: N/A
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text:	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Card Text:
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Card Text: Lowers EQUIPMENT
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1.	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT  LV. by 2.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2. Must be behind
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target.	No. 358 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target. Description: Must be 1 block behind target to use.	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description: Must be 1 block behind target to use.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target. Description: Must be 1 block behind	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Singles Price: N/A  Upgrade Cost: N/A  Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description: Must be 1 block behind
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target. Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2. Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2. Only effective against
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target. Description: Must be 1 block behind target to use. Reduces equipment LV. by 1.	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text:     Lowers EQUIPMENT     LV. by 1.     Must be behind     target. Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against living targets.	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2. Only effective against living targets.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target. Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against living targets.  Double Action:Cost+	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text:  Lowers EQUIPMENT  LV. by 1.  Must be behind  target.  Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against living targets.  Double Action:Cost+ No. 066 COST: 8	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.  Double Action  No. 068  COST: 8
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text:  Lowers EQUIPMENT  LV. by 1.  Must be behind  target.  Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against living targets.  Double Action:Cost+ No. 066 COST: 8 Use: Use Pack: MGS2	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description: Must be 1 block behind target to use.  Reduces equipment LV. by 2. Only effective against living targets.  Double Action  No. 068  COST: 8  Use: Use  Pack: MGS2
No. 065 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: STAR Singles Price: 1000 Upgrade Cost: 500 Card Text:    Lowers EQUIPMENT    LV. by 1.    Must be behind    target.  Description: Must be 1 block behind target to use. Reduces equipment LV. by 1. Only effective against living targets.  Double Action:Cost+ No. 066 COST: 8 Use: Use Pack: MGS2 Ammo: N/A	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.  Double Action  No. 068  Use: Use Pack: MGS2  Ammo: N/A
No. 065  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price:  1000  Upgrade Cost:  Lowers EQUIPMENT  LV. by 1.  Must be behind  target.  Description:  Must be 1 block behind  target to use.  Reduces equipment LV. by 1.  Only effective against living targets.  Double Action:Cost+  No. 066  COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.  Double Action  No. 068 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon Foil
No. 065  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 500  Card Text: Lowers EQUIPMENT LV. by 1. Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 1.  Only effective against living targets.  Double Action:Cost+  No. 066  COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon  Cap: 3(6)  Icon: STAR	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.  Double Action  No. 068 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon Foil  Cap: 3(6) Icon: STAR
No. 065 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: STAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  Lowers EQUIPMENT LV. by 1.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 1.  Only effective against living targets.  Double Action:Cost+  No. 066 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon  Cap: 3(6) Icon: STAR  Singles Price: 5000	No. 358  Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Singles Price: N/A Upgrade Cost: N/A Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description: Must be 1 block behind target to use. Reduces equipment LV. by 2. Only effective against living targets.  Double Action No. 068 COST: 8 Use: Use Pack: MGS2 Ammo: N/A Rarity: Uncommon Foil Cap: 3(6) Icon: STAR Singles Price: N/A
No. 065 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: STAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  Lowers EQUIPMENT LV. by 1.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 1.  Only effective against living targets.  Double Action:Cost+  No. 066 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon  Cap: 3(6) Icon: STAR  Singles Price: 5000  Upgrade Cost: 2000	No. 358  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Lowers EQUIPMENT LV. by 2.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 2.  Only effective against living targets.  Double Action  No. 068 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon Foil  Cap: 3(6) Icon: STAR  Singles Price: N/A  Upgrade Cost: N/A
No. 065 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: STAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  Lowers EQUIPMENT LV. by 1.  Must be behind target.  Description:  Must be 1 block behind target to use.  Reduces equipment LV. by 1.  Only effective against living targets.  Double Action:Cost+  No. 066 COST: 8  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Uncommon  Cap: 3(6) Icon: STAR  Singles Price: 5000	No. 358  Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Singles Price: N/A Upgrade Cost: N/A Card Text: Lowers EQUIPMENT LV. by 2. Must be behind target.  Description: Must be 1 block behind target to use. Reduces equipment LV. by 2. Only effective against living targets.  Double Action No. 068 COST: 8 Use: Use Pack: MGS2 Ammo: N/A Rarity: Uncommon Foil Cap: 3(6) Icon: STAR Singles Price: N/A

card COST x 2. Lasts through current turn. Description: Description: Doubles user's REST; Doubles current REST. Effect lasts for 1 turn. also doubles card use COST. Effect lasts for 1 turn. Funds Funds+ No. 067 COST: 4 No. 359
Use: Use Pack: MGS2 Use: Use No. 359 COST: 4
Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: N/A Singles Price: 1000 Upgrade Cost: Upgrade Cost: N/A 500 Card Text: Card Text: Ally draws Ally draws 1 cards. 2 cards. Description: Description: Makes ally draw 1 card. Makes ally draw 2 cards. Double Action Double Action:Cost+ No. 066 COST: 8
Use: Use Pack: MGS2 No. 068 COST: 8
Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 3(6) Icon: STAR Cap: 3(6) Icon: STAR Singles Price: N/A
Upgrade Cost: N/A Singles Price: 5000 Upgrade Cost: 2000 N/A Card Text: Card Text: Current REST x 2. Makes REST x 2 and card COST x 2. Lasts through current turn. Description: Description: Doubles current REST. Doubles user's REST; Effect lasts for 1 turn. also doubles card use COST. Effect lasts for 1 turn. Survival Knife+ Survival Knife No. 069 COST: 5 No. 360 COST: 6 Use: Use Use: Use Pack: MGS3 Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 2000 Upgrade Cost: 1500 Singles Price: N/A N/A Upgrade Cost: Card Text: Card Text: ATK:20 x 6 ATK:30 x 6 Use next to target. Use next to target. BLEEDING. BLEEDING. Machines unaffected. Machines unaffected. Description: Description: Clost-Quarters Weapon: USE Close-Quarters Weapon: USE type type ATK: 20X6 ATK: 30X6 Must be adjacent to target Must be adjacent to target to use. to use. Makes target BLEED on a hit. Makes target BLEED on a hit. Ineffective against Ineffective against

machines. machines. A generic knife used for A generic knife used for survival. survival. There are also combat knives There are also combat knives designed specifically for designed specifically for fighting. fighting. Choke Choke+ COST: 6 No. 361 Use: Use COST: 6
Pack: MGS3 No. 070 Use: Use Pack: MGS3 Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: 1000 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Adds FAINT to target. Adds FAINT to target. Can be used 1BLK Can be used 1BLK behind target. behind target. Description: Description: Must be 1 block behind Must be 1 block behind targe to use. target to use. Adds FAINT to target. Adds FAINT to target. Attack 1 Enemy Attack 1 Enemy+ No. 071 COST: 8 No. 362 COST: 5 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: 1500 Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Area->Single attack Area->Single attack Attaches to weapon. Attaches to weapon. Lasts 2 times. Lasts 1 times. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). Converts an area-attack Converts an area-attack weapon to a single-attack weapon to a single-attack weapon. weapon. Effect expires after Effect expires after equipped weapon equipped weapon is used 1 time. is used 2 times. Hip Shot Hip Shot+ COST: 4 No. 072 COST: 4
Use: Equip Pack: MGS3 COST: 4 No. 363 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR N/A Singles Price: 1000 Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: HIT -20% HIT -20% COST -5 on HIT COST -10 on HIT Attaches to weapon. Attaches to weapon. Description: Description:

Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). Equipped weapon's HIT -20% Equipped weapon's HIT: -20% User's COST-5 on a hit. User's COST-10 on a hit. weapon is used 1 time. equipped weapon is used 3 times. Extra Turn Extra Turn+ No. 073 COST: 12 No. 364 COST: 10 Use: Use Pack: SBSS Pack: SBSS Use: Use Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil NO LINK BATTLE Cap: 2(4) Icon: STAR Cap: 2(4) Icon: STAR Singles Price: Singles Price: 20000 N/A 2000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: After turn ends, After turn ends, it becomes user's it becomes user's turn immediately. turn immediately. Description: Description: Immediately becomes user's Immediately becomes user's turn after the current turn ends. after the current turn ends. COST is added to the COST is added to the current value. current value. \*Cannot be used in LINK BATTLE mode. Scope Scope+ No. 074 COST: 4 No. 365 COST: 5 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. HIT +30% at range HIT +20% at range of 3 BLKS or more. of 3 BLKS or more. Description: Description: Equip to use. Equip to use. Increases equipped weapon's Increases equipped weapon's HIT by 20% at ranges of 3 HIT by 30% at ranges of 3 blocks or greater. blocks or greater. Effect expires after 30 COST. Effect expires after 30 COST. Body Armor Body Armor+ No. 075 COST: 5 No. 366 COST: 6 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:B L:- R:G Interfere: U:- D:B L:- R:G Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 Singles Price: Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Equip to use. Reduces total damage

Reduces total damage by 100. by 80. REA:70% REA:50% Description: Description: Reduces total damage by 80 Reduces total damage by 100. REA: 50% REA: 70% A lightweight body armor A lightweight body armor made of bulletproof fibers. made of bulletproof fibers. Box A+ Box A COST: 5 No. 367 No. 076 COST: 4 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use. Made of cardboard. Made of cardboard. "HELIPORT" is written on "HELIPORT" is written on the side. the side. Mine Detector Mine Detector+ Mine Detector Mine Detector+

No. 077 COST: 6 No. 368 COST: 4

Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1000 Cap: 4(8) Icon: CAN Upgrade Cost: N/A
Card Torr Upgrade Cost: 500 Card Text: Locates mines. Shows mines. Equip to use. Equip to use. Lasts 50 COST. Lasts 99 COST. Description: Description: Equip to use. Equip to use. Displays the location of Displays the location of mines. mines. Effect expires after 50 COST. Effect expires after 99 COST. Note: Mines can be removed Note: Mines can be removed by crawling over them. by crawling over them. Ration Ration+ COST: 4 No. 078 COST: 4
Use: Use Pack: ITGL COST: 4 No. 369 Use: Use Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 N/A Singles Price: Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: User's LIFE +350. User's LIFE +400. Description: Description:

User's LIFE+400.

A canned military food

User's LIFE +350

A canned military food

ration. ration. Some modern rations feature Some modern rations feature dessert and are quite tasty, dessert and are quite tasty, but this is not one of them. but this is not one of them. "Some grunts used to think that eating canned food would replenish their stamina." Handy Survival Kit Handy Survival Kit+ No. 079 COST: 6 No. 370 COST: 6 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: Singles Price: 1500 N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Ally's LIFE +100. Ally's LIFE +150. Description: Description: Ally's LIFE +100. Ally's LIFE+150. Stealth Stealth+ COST: 6 No. 371 COST: 8 No. 080 Use: Equip Pack: SBST Pack: SBST Use: Equip Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Unlock: Arena Normal x6 Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN 2000 N/A Singles Price: Singles Price: 5000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Lasts 15 COST or Lasts 20 COST or until user is attacked. until user is attacked. Equip to use. Equip to use. Description: Description: Equip to use. Equip to use. Enemy no longer sees user. Enemy no longer sees user. Expires after 15 COST Expires after 20 COST or when attacked. or when attacked. Uses optical processing to Uses optical processing to match user's appearance match user's appearance to his surroundings in to his surroundings in real time, making him real time, making him invisible to the enemy. invisible to the enemy. Box B Box B+ No. 372 COST: 4 COST: 5 No. 081 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:- D:- L:B R:-Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 N/A Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. Made of cardboard. Made of cardboard.

Description:

Equip to use.

Description:

Equip to use.

Made of cardboard. Made of cardboard. Used to transport Used to transport perishable goods. perishable goods. Bomb Switch Detonator+ No. 082 COST: 6 No. 373 COST: 4 Pack: MGS2 Pack: MGS2 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Upgrade Cost: 500
Card Tevt Singles Price: N/A
Upgrade Cost: N/A Card Text: Detonates all Detonates all placed bombs. placed bombs. Description: Description: Detonates all planted bombs. Detonates all planted bombs. "Everybody clear the area!" Styptic Styptic+ No. 083 COST: 4 No. 104 COST: 4 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 Singles Price: Upgrade Cost: N/A Singles Price: 500 Upgrade Cost: N/A Card Text: Card Text: Stops BLEEDING. Stops BLEEDING. Name: Bandage. User's LIFE: +200. Name: Bandage DX. Description: Description: Stops user's BLEEDING. Stops BLEEDING. Product Name: "Bandage" User's LIFE+200. Product Name: "Bandage DX" Handy Medical Kit Handy Medical Kit+ No. 084 COST: 8 No. 374 COST: 8 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1500 Cap: 4(8) Icon: CAN Upgrade Cost: 1000
Card Text. N/A Singles Price: Upgrade Cost: N/A Card Text: Revives OOA ally Revives OOA ally with +10 LIFE. with +100 LIFE. Description: Description: Revives OUT OF ACTION ally Revives OUT OF ACTION ally with +10 LIFE. with 100 LIFE. Survival Kit Survival Kit+ No. 085 COST: 6
Use: Use Pack: MGS2 No. 375 COST: 5
Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000 Cap: 4(8) Icon: CAN

N/A

N/A

Singles Price: Upgrade Cost:

Card Text:

Card Text:

Ally's LIFE +200. Ally's LIFE +300. Description: Description: Ally's LIFE +200 Ally's LIFE+300. Medical Kit Medical Kit+ No. 086 COST: 12 No. 376 COST: 8 Pack: MGS2 Pack: MGS2 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN Singles Price: Upgrade Cost: 1000 Singles Price: N/A 500 Upgrade Cost: N/A Card Text: Card Text: Revives OOA ally Revives OOA ally with maximum LIFE. with maximum LIFE. Description: Description: Revives an OUT OF ACTION Revives an OUT OF ACTION ally with maximum LIFE. ally with full LIFE. Book

COST: 8

No. 377

COST: 8

Pack: MGS2 No. 087 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Rarity: Common Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1500 Upgrade Cost: 1000 Singles Price: Upgrade Cost: N/A 1000 N/A Card Text: Card Text: Stops movement of Stops movement of enemies who find it. enemies who find it. A good read. Pretty good reading. Description: Description: Stops movement of Stops movement of enemies who find it. enemies who find it. This is a magazine with This is a magazine with adult content. adult content. Cool Book Super Cool Book No. 088 COST: 8 No. 378
Use: Use Pack: MGS2 Use: Use No. 378 COST: 8
Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 2000 Cap: 4(8) Icon: CAN 2000 N/A Singles Price: Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: Stops movement of Stops movement of enemies who find it. enemies who find it. VERY good reading.

An awesome read. Description: Stops movement of enemies who find it.

This is a magazine with adult content.

Phase Down No. 089 Use: Use Pack: MGS2 Ammo: N/A

Rarity: Common

Description: Stops movement of enemies who find it. This is a magazine with adult content.

COST: 8 No. 379 COST: 4 Use: Use Pack: MGS2 Ammo: N/A

Rarity: Common Foil

Phase Down+

NO LINK BATTLE	con. CAN	Cap: 2(4)	Toon: CAN
Cap: 2(4) Io Singles Price:		Singles Price:	
Upgrade Cost:	1500	Upgrade Cost:	N/A
Card Text:	1300	Card Text:	14/11
Lowers alert pl	hase	Lowers aler	t phase
by 1 levels.	11450	by 2 levels	
Description:		Description:	•
Lowers the alert pha	ase by 1	Lowers the alert	phase by 2
level.	4	levels.	1 1
Cannot be used when	the user	Cannot be used wl	nen the user
is within sight of	the enemy.	is within sight o	of the enemy.
*Cannot be used in			
LINK BATTLE mode			
Timer		Timer-	+
No. 090	COST: 0	No. 380	COST: 0
	ck: MGS2	Use: Use	Pack: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Fo	
Cap: 4(8) Io		Cap: 4(8)	
Singles Price:	1000	Singles Price:	
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:	1 1	Card Text:	
Detonates attac		Detonates at	
bomb after 10 (		bomb after 1	
Can't apply to	move.	Can't apply	to move.
Description: When attached to a l	homh	Description: When attached to	a homb
causes the bomb to		causes the bomb	
after	deconate	after	to detonate
10 COST.		1 COST.	
Cannot be applied to	0	Cannot be applied	d to
movement.	-	movement.	
Thermal Goggle	es	Thermal Go	ggles+
No. 091	COST: 6	No. 381	COST: 4
Use: Equip Pac	ck: CHRN	Use: Equip	Pack: CHRN
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Fo	oil
1 , ,	con: CAN	Cap: 4(8)	Icon: CAN
Singles Price:	1000	Singles Price:	
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:		Card Text:	
In Search Mode		In Search Mo show enemie:	
3 BLKS.	I CIIIII	3 BLKS.	2 MICHILI
Lasts 20 COST.		Expires in	10 COST
Description:		Description:	10 COS1.
Equip to use.		Equip to use.	
In search mode, disp	nlavs	In search mode,	displays
enemies	piayo	enemies within 3	
within 3 blocks.		Can also detect :	
Can also detect inf:	rared	sensor.	
sensors.		Expires after 40	COST.
Expires after 20 CO	ST.	User incurs +2 Co	
User incurs +2 COST		turn.	-
turn.		Converts infrared	d radiation
Converts infrared ra	adiation	emanation from ta	arget into
emanation from targe	et into	visible light.	

REA:70%. Equip

to use. Anti-BURN.

Box C Box C+ No. 092 COST: 5 No. 382
Use: Equip Pack: CHRN Use: Equi No. 382 COST: 4
Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:- D:- L:B R:B Interfere: U:- D:- L:B R:B Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 N/A Singles Price: Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use. Made of cardboard. Made of cardboard. "A cardboard box, similar "A cardboard box, similar to those found in moving to those found in moving vans vans everywhere. The label says it's bound everywhere. The label says it's bound for Zanzibar Land. for Zanzibar Land. What it's used for What it's used for remains a mystery." remains a mystery." Ceramic Armor Ceramic Armor+ No. 093 COST: 6 No. 383 COST: 7 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1500
Upgrade Cost: 1000 Cap: 4(8) Icon: CAN Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: Total damage reduced Total damage reduced by 120. by 150. REA:60% REA:80% Equip to use. Description: Description: Reduces total damage by 120 Reduces total damage by 150 REA: 60% REA: 80% This is body armor Equip to use. This is body armor reinforced with ceramic reinforced plates. with ceramic plates. Bomb Blast Suit Bomb Blast Suit+ No. 094 COST: 7 No. 384 COST: 8 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 2000 Cap: 4(8) Icon: CAN 2000 N/A Singles Price: Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: Total damage reduced Total damage reduced by 150. by 200.

REA:60%

Anti-BURN.

Description: Description: Reduces total damage by 150 Reduces total damage by 200 REA: 70% REA:60% Protects wearer against Protects wearer against BURN. BURN. Equip to use. Equip to use. Usually worn when defusing Usually worn when defusing bombs. Covered entirely in ceramic Covered entirely in ceramic plating. plating. C Ration B1 Unit C Ration B1 Unit+
No. 095 COST: 4 No. 385 COST: 5
Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 2(4) Icon: CAN
Singles Price: 1000 Singles Price: N/A
Upgrade Cost: 500 Upgrade Cost: N/A rade Cost:

d Text:
User's LIFE +200
User's LIFE
Description:
User's LIFE+250. Card Text: User's LIFE +250 Description: User's LIFE +200. "Restores LIFE when used "Restores LIFE when used with a shot key. with Contains milk, pork, a shot key. Contains milk, pork, ham eggs, tuna fish, and ham eggs, tuna fish, and crackers." crackers." \*Text from METAL GEAR 2: \*Text from METAL GEAR 2: SOLID SNAKE. There is no shot key in SOLID SNAKE. There is no shot key in this game. this game. C Ration B2 Unit C Ration B2 Unit+

No. 096 COST: 4 No. 386 COST: 5

Use: Use Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1500 Singles Price: Upgrade Cost: N/A 1000 Upgrade Cost: N/A Card Text: Card Text: User's LIFE +220 User's LIFE +270 Description: Description: User's LIFE +220. User's LIFE+270. "Restores LIFE when used "Restores LIFE when used with a shot key. with a shot key. Contains beans & Contains beans & meatballs in tomato saude beans franks, and boild beef potatoes." meatballs in tomato sauce, meatballs in tomato sauce, beans franks, and boild beef potatoes." \*Text from METAL GEAR 2: \*Text from METAL GEAR 2: SOLID SNAKE. SOLID SNAKE. There is no shot key in There is no shot key in this game. this game.

C Ration B3 Unit C Ration B3 Unit+
No. 097 COST: 4 No. 387 COST: 5
Use: Use Pack: ULMT Use: Use Pack: ULMT

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500

Card Text:

User's LIFE +250

Description:
User's LIFE +250.

"Restores LIFE when used

with a shot key.

Contains sliced ham,

chicken and turkey,

spaghetti,

cheese, and coffee."

\*Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in

this game.

Builder Bed

No. 098 COST: 12
Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: CAN
Singles Price: 20000
Upgrade Cost: 2000

Card Text:

Auto-recover with 10 LIFE from OOA.

Description:

When equipped, automatically restores 10 LIFE when user is OUT OF ACTION.

[Builder Bed]

One of the main products of J. E. Corporation, an evil organization that sells inferior goods to line its own pockets under the cover of peace.

The product's tag

line is,

"Builder Bed - makes you feel like a new person

Get that action-star

body you always

body you diways

wanted--while

you sleep!"

In reality, it's nothing

more than legs and a

fram, and the user

must support his own body

with his head and heels.

Gijin-san

No. 099 COST: 12 Use: Use Pack: CHRN

Ammo: N/A

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

User's LIFE +300

Description:

User's LIFE+300.

"Restores LIFE when used

with a shot key.
Contains sliced ham,
chicken and turkey,
spaghetti, cheese,

and coffee."

\*Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in

this game.

Builder Bed+

No. 098 COST: 12 No. 388 COST: 12

Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Uncommon Foil

Cap: 2(4) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Auto-recover with 50 LIFE from OOA.

Description:

When equipped, automatically restores 50 LIFE when user is OUT OF ACTION.

[Builder Bed]

One of the main products of J. E. Corporation, an evil organization that sells inferior goods to line its own pockets under the cover

of peace.

If you purchase one today,

it comes with the

"Huggy Teddy Pillow."

Gijin-san+

No. 389 COST: 10
Use: Use Pack: CHRN

Ammo: N/A

Rarity: Uncommon	Rarity: Uncommon Foil NO LINK BATTLE
Cap: 4(4) Icon: CHAR	Cap: 4(4) Icon: CHAR
Singles Price: 10000	Singles Price: N/A
Upgrade Cost: 2000	Upgrade Cost: N/A
Card Text:	Card Text:
All allies in MISSION	All allies in MISSION
get ATK +20	get ATK +30
PTS 1/2.	PTS 1/2.
Snake only.	Snake only.
Description:	Description:
Increases all allies' ATK	Increases all allies' ATK
by 20	by 30 for
for the duration of the	duration of the mission.
mission.	Points are halved on the
Points are halved on the	MISSION COMPLETE screen.
MISSION COMPLETE	Cannot be used with
screen.	"Big Boss."
Cannot be used with	Does not affect explosives
"Big Boss"	and universal attacks.
Does not affect explosives	Snake only.
and universal attacks.	*Cannot be used in
Snake only.	LINK BATTLE mode.
[Gijin-san]	[Gijin-san]
A simple, affordable	A simple, affordable
household android	household android secretly
secretly developed	developed by the evil J. E.
by the evil J. E.	Corporation;
Corporation;	which aims to fill its
which aims to fill its	coffers by making
coffers by making	a profit on shoddy products.
a profit on shoddy products.	Behind that facade,
Just thinkyou can own	however, it is
your very own android for	a fearsome weapon designed
no money down,	to achieve the nefarious
and only 36 easy payments	ambitions of
of \$9.75 each month.	the J.E. Corporation.
That's about the price	
of two cups of coffee	
Dark Loans	Dark Loans+
No. 100 COST: 12	No. 390 COST: 12
	Use: Equip Pack: ULMT
Use: Equip Pack: ULMT Ammo: N/A	Ammo: N/A
Rarity: Rare	Rarity: Rare Foil
Cap: 2(4) Icon: CAN	=
<del>-</del>	Cap: 2(4) Icon: CAN Singles Price: N/A
,	<del>-</del>
Upgrade Cost: 2500 Card Text:	Upgrade Cost: N/A Card Text:
All damage -> 0. After 2 turns, user's	All damage -> 0. After 3 turns, user's
LIFE becomes 1.	Arcer 3 curns, user S
TILE DECOMES I.	IITEE hacomae 1
Fauin to use	LIFE becomes 1.
Equip to use.	Equip to use.
Description:	Equip to use. Description:
Description: Sets all damage inflicted	Equip to use.  Description:  Sets all damage inflicted
Description: Sets all damage inflicted on the user to 0.	Equip to use.  Description:  Sets all damage inflicted on the user to 0.
Description: Sets all damage inflicted on the user to 0. After 2 turns,	Equip to use.  Description:  Sets all damage inflicted on the user to 0.  After 3 turns,
Description: Sets all damage inflicted on the user to 0. After 2 turns, sets user's LIFE to 1.	Equip to use.  Description:  Sets all damage inflicted on the user to 0.  After 3 turns, sets user's LIFE to 1.
Description: Sets all damage inflicted on the user to 0. After 2 turns,	Equip to use.  Description:  Sets all damage inflicted on the user to 0.  After 3 turns,

A private, for-profit group A private, for-profit group that lends out SOL. that lends out SOL. However, their exorbitant The company advertises that interests rates leave it puts many of their customers the customer first--there's no need to consult a in tears. lender to get a loan, Those who are unable to pay and they provide back the loan are whisked "peace of mind" away to parts unknown, only notification and automatic to return exhausted. withdrawal services And no one ever talks about as the loan payback what happened to them. date draws near. Their mascot is named "Doomy." Solar Bank Solar Bank+ No. 101 COST: 14 No. 391 COST: 14 Use: Equip Pack: ULMT Pack: ULMT Use: Equip Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Icon: CAN Cap: 2(4) Cap: 2(4) Icon: CAN Singles Price: N/A Singles Price: 500000 2500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: All damage -> 20. All damage -> 10. After 2 turns, user's After 3 turns, user's LIFE is fully restored. LIFE is fully restored. Equip to use. Equip to use. Description: Description: Sets all damage inflicted Sets all damage inflicted on the user to 20. on the Restores user's LIFE to user to 10. maximum Restores user's LIFE to after 2 turns. maximum after 3 turns. Equip to use. [Solar Bank] restores user's LIFE to A bank for SOL. maximum. Equip to use. Their unit of currency is [Solar Bank] A bank for SOL. the SOL. They have a full personal The interest they pay on deposits is miniscule. quarantee, Not many people know and no credit cards, etc. it, but the Dark Loans are required. company is a big source of funds for the Solar Bank. Their mascot is named "Luxana." Box D Box D+ COST: 5 No. 392 No. 102 COST: 4 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:- D:B L:B R:B Interfere: U:- D:B L:B R:B Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 Upgrade Cost: Singles Price: N/A

500

Card Text:

Equip to use.

N/A

Upgrade Cost:

Equip to use.

Card Text:

Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use. Made of cardboard. Made of cardboard. The letters on the side The letters on the side have faded have faded to illegibility. to illegibility. Bandage Bandage+ No. 103 COST: 10 No. 393 COST: 8
Use: Use Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: N/A Ammo: Link Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: TRI Cap: 4(8) Icon: CAN 1000 Singles Price: Singles Price: N/A Upgrade Cost: 2000 Upgrade Cost: N/A Card Text: Card Text: User's LIFE: +400. Triggers automatically. LIFE +50. Links to attack on card holder. Description: Description: User's LIFE+400. Triggered automatically. User's LIFE+50. Links when attacked. Styptic Styptic+ No. 083 COST: 4
Use: Use Pack: MGS2 No. 104 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1000
Unggrade Cost: 500 Cap: 4(8) Icon: CAN Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: Stops BLEEDING. Stops BLEEDING. User's LIFE: +200. Name: Bandage. Name: Bandage DX. Description: Description: Stops BLEEDING. Stops user's BLEEDING. User's LIFE+200. Product Name: "Bandage" Product Name: "Bandage DX" Front Evade Front Evade+ No. 105 COST: 5 No. 394 COST: 7 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:G D:G L:G R:G Interfere: U:G D:G L:G R:G Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: Singles Price: 1500 Upgrade Cost: 1000 N/A 1000 Upgrade Cost: N/A Card Text: Card Text: User evades frontal User evades frontal attacks. REA:75% attacks. 100% Equip to use. Equip to use. Description: Description: Equip to use. Equip to use. EVADE attacks from the EVADE attacks from the front. front.

REA: 75% REA: 100%

Endure

No. 106 COST: 5 No. 395
Use: Equip Pack: MGS1 Use: Equip COST: 8

Endure+

Use: Equip Pack: MGS1

Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A Cap: 4(8) Icon: TRI Upgrade Cost: N/A
Card Tevt 2000 Singles Price: Upgrade Cost: 1000

Card Text:

Damage from 1 attack Damage from 1 attack reduced by 10. reduced by 20. Equip to use. Equip to use.

REA:50% REA:80% Description: Description:

Equip to use. Equip to use. Reduces damage to user from Reduces damage to user from

single attacks by 10. single attacks by 20.

REA: 80% REA: 50%

Hang Hang+

No. 396 COST: 4
Use: Equip Pack: MGS2 COST: 4 No. 107 Use: Equip Pack: MGS2

Ammo: N/A Ammo: N/A

Rarity: Common Rarity: Common Foil

Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Upgrade Cost: N/A Singles Price: 1000 Upgrade Cost: 1000

Card Text: Card Text: Enables hanging. Enables hanging.

Equip to use. Equip to use. Lasts 30 COST. Lasts 60 COST.

Description: Description: Equip to use. Equip to use. Enables HANGING. Enables HANGING.

Expires after 30 COST. Expires after 60 COST.

Handy 1st Aid Kit Handy 1st Aid Kit+

No. 108 COST: 4 No. 397 COST: 4 Use: Use Pack: MGS2 Use: Use Pack: MGS2

Ammo: N/A Ammo: N/A

Rarity: Common Rarity: Common Foil

Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1500 Singles Price: Singles Price: N/A 500 N/A Upgrade Cost: Upgrade Cost:

Card Text: Card Text:

Adjacent ally's LIFE Adjacent ally's LIFE increased by 200. increased by 300.

Description: Description:

Increases adjacent ally's Increases adjacent ally's

LIFE LIFE by 300. by 200.

> Cost -5 Cost -4

COST: 0 No. 398 No. 109 COST: 0
Use: Use Pack: MGS3 COST: 0 Use: Use Pack: MGS3

Ammo: N/A Ammo: N/A

Rarity: Common Rarity: Common Foil

Icon: TRI Cap: 4(8) Cap: 4(8) Icon: TRI

Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	1500	Upgrade Cost:	N/A
Card Text:		Card Text:	,
User's curren	t COST	User's current	COST
reduced by 4.		reduced by 5.	0001
Can't apply to		Can't apply to	move
Description:	o move.	Description:	move.
Reduces user's cur	rent	Reduces user's curr	ant COST
COST by 4.	Telic	by 5.	enc cosi
Cannot be applied	+ 0	Cannot be applied t	^
movement.		movement.	O
movement.		movement.	
Ally Cost	-4	Ally Cost -	5
No. 110	COST: 6	No. 399	COST: 4
Use: Use P	ack: MGS3	Use: Use Pa	ck: MGS3
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Foil	
Cap: 4(8)	Icon: TRI	Cap: 4(8) I	con: TRI
Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	1000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Ally's curren	t COST	Ally's current	COST
reduced by 4.		reduced by 5.	
Description:		Description:	
Reduces ally's cur	rent COST	reduces ally's curr	ent COST
by 4.		by 5.	
_			
Rear Evade		Rear Evade+	
No. 111	COST: 5	No. 400	COST: 7
Use: Equip Po	ack: MGS2	Use: Equip Pa	ck: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Foil	
<pre>Interfere: U:G D:G</pre>		Interfere: U:G D:G	
<u>-</u>	Icon: TRI	1 ' '	con: TRI
Singles Price:	1000	Singles Price:	N/A
1 3	1000	Upgrade Cost:	N/A
Card Text:		Card Text:	
User evades r		User evades re	
attacks. REA:		attacks. REA:1	00%
Equip to use.		Equip to use.	
Description:		Description:	
Equip to use.		Equip to use.	
EVADE attacks from	the rear.	EVADE attacks from	the rear.
REA: 75%		REA: 100%	
Sacrifice		Sacrifice+	
	COST: 5	Sacrifice+ No. 401	COST: 4
No. 112	COST: 5		COST: 4
No. 112 Use: Use P	COST: 5	No. 401	COST: 4
No. 112 Use: Use Pammo: N/A	COST: 5	No. 401 Use: Use Pa	COST: 4
No. 112 Use: Use Pammo: N/A Rarity: Common	COST: 5	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil	COST: 4
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8)	COST: 5 Pack: MGS2 Icon: TRI	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil	COST: 4 ck: MGS2 con: TRI
No. 112 Use: Use Point Ammo: N/A Rarity: Common Cap: 4(8) Singles Price:	COST: 5 Pack: MGS2 Icon: TRI	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8)	COST: 4 ck: MGS2 con: TRI N/A
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8) Singles Price: Upgrade Cost:	COST: 5 Pack: MGS2  Icon: TRI 1000	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price:	COST: 4 ck: MGS2 con: TRI N/A
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8) Singles Price:	COST: 5 Pack: MGS2  Icon: TRI 1000 100	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price: Upgrade Cost:	COST: 4 ck: MGS2 con: TRI N/A N/A
No. 112 Use: Use Panmo: N/A Rarity: Common Cap: 4(8) Singles Price: Upgrade Cost: Card Text: User's LIFE:	COST: 5 Pack: MGS2  Icon: TRI 1000 100  -100.	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price: Upgrade Cost: Card Text: User's LIFE: -	COST: 4 ck: MGS2 con: TRI N/A N/A
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8) Singles Price: Upgrade Cost: Card Text: User's LIFE: Ally's LIFE:	COST: 5 Pack: MGS2  Icon: TRI 1000 100  -100.	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price: Upgrade Cost: Card Text: User's LIFE: - Ally's LIFE: +	COST: 4 ck: MGS2 con: TRI N/A N/A
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8) Singles Price: Upgrade Cost: Card Text: User's LIFE: Ally's LIFE: Description:	COST: 5 Pack: MGS2  Icon: TRI 1000 100  -100.	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price: Upgrade Cost: Card Text: User's LIFE: - Ally's LIFE: + Description:	COST: 4 ck: MGS2 con: TRI N/A N/A
No. 112 Use: Use Pammo: N/A Rarity: Common Cap: 4(8) Singles Price: Upgrade Cost: Card Text: User's LIFE:	COST: 5 Pack: MGS2  Icon: TRI 1000 100  -100.	No. 401 Use: Use Pa Ammo: N/A Rarity: Common Foil Cap: 4(8) I Singles Price: Upgrade Cost: Card Text: User's LIFE: - Ally's LIFE: +	COST: 4 ck: MGS2 con: TRI N/A N/A

LIFE is less than LIFE is less than 100. 100. Transfuse Blood Transfuse Blood+ No. 113 COST: 4 No. 402 COST: 4 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: 100 Upgrade Cost: N/A Card Text: Card Text: User's LIFE: +300. User's LIFE: +400. Ally's LIFE: -100. Ally's LIFE: -100. Description: Description: User's LIFE+300. User's LIFE+400. Ally's LIFE-100. Ally's LIFE-100. Ally's LIFE-100.

Cannot be used if ally's

LIFE is less than Cannot be used if ally's LIFE is less than 100. LIFE is less than 100 1st Aid Kit 1st Aid Kit+ No. 114 COST: 4 No. 403 COST: 4
Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN
Singles Price: 1500 Singles Price: N/A
Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Adjacent ally's LIFE Adjacent ally's LIFE increased by 400. increased by 500. Description: Description: Adjacent ally's LIFE+400. Adjacent ally's LIFE+500.

Cost -6

COST: 0 No. 404
Pack: MGS2 Use: Use No. 115 Use: Use

Ammo: N/A

Rarity: Common NO LINK BATTLE

Card Text:

User's current COST

reduced by 6.

Can't apply to move.

Description:

User's current COST-6.

Cannot be applied to

movement.

\*Cannot be used in LINK BATTLE mode

Ally Cost -6

Use: Use Pack: MGS2

Ammo: N/A Rarity: Common Cost -8

COST: 0 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil NO LINK BATTLE

Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI Singles Price: 2000 Singles Price: N/A Upgrade Cost: N/A

Card Text:

User's current COST

reduced by 8.

Can't apply to move.

Description:

User's current COST-8. Cannot be applied to

movement.

\*Cannot be used in LINK BATTLE mode.

Ally Cost -8

Ally Cost -6 Ally Cost -8

No. 116 COST: 8 No. 405 COST: 8 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon			Icon: TRI
Singles Price:		Singles Price:	
Upgrade Cost:	1000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Ally's current CO	ST	Ally's current	COST
reduced by 6.		reduced by 8.	
Description:		Description:	
Ally's current COST-6.		Ally's current COST	r−8.
Silenced		Silenced+	
	ST: 8	No. 406	COST: 4
Use: Equip Pack:		Use: Equip Pa	
Ammo: N/A	11002	Ammo: N/A	ick: MODZ
Rarity: Common		Rarity: Common Foil	1
Cap: 4(8) Icon	• TRT	<del>-</del>	Icon: TRI
Singles Price:	1500	Singles Price:	N/A
Upgrade Cost:	1000	Upgrade Cost:	·
Card Text:	1000	Card Text:	N/A
Silenced while		Silenced while	
equipped.		equipped.	5
Lasts 30 COST.		Lasts 30 COST	
			•
Description:		Description:	
Equip to use. Eliminates all noise.		Equip to use. Eliminates all nois	~ ~
Expires after 30 COST.		Expires after 30 CC	)ST.
Hand Grip		Hand Grip-	+
No. 118 CO	ST: 7	No. 407	COST: 4
Use: Use Pack:	MGS2	Use: Use Pa	ack: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Foil	L
Cap: 4(8) Icon	: TRI	Cap: 4(8)	Icon: TRI
Singles Price:	1000	Singles Price:	N/A
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:		Card Text:	
Increases		Increases	
remaining		remaining	
hang COST.		hang COST.	
Description:		Description:	
Increases the remaining	g COST	Increases the remain	ining COST
for HANGING.		for HANGING.	-
1			
Reaction Block	S 0	Reaction Bloc	
	ST: 8	No. 408	COST: 4
Use: Equip Pack:	MGS3	Use: Equip Pa	ACK: MGS3
Ammo: N/A		Ammo: N/A	1
Rarity: Common		Rarity: Common Foil	L
Password: Konami	- mp.r	0 2 (4)	Taran MDT
Cap: 2(4) Icon		±	Icon: TRI
Singles Price:		Singles Price:	N/A
Upgrade Cost:	100	Upgrade Cost:	N/A
Card Text:	:10	Card Text:	
Stops reaction who	тте	Blocks reaction	
equipped.		while equipped	
Lasts 20 COST.		Lasts 20 COST	•
Description:		Description:	
Equip to use.		Equip to use.	
Blocks REA.		Blocks REA.	. C. III
Expires after 20 COST.		Expires after 20 CC	J5T.

Evade Evade+ COST: 7 No. 409 COST: 8 No. 120 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 2000 Singles Price: N/A 2000 Upgrade Cost: Card Text: Card Text: User evades attacks User evades attacks from all sides. from all sides; REA:75% REA:100% Equip to use. Equip to use. Description: Description: Equip to use. Equip to use. EVADE attacks from all EVADE attacks from all sides. sides. REA: 75% REA: 100% Cost -10 Cost -12 COST: 0 No. 410 No. 121 COST: 0 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common NO LINK BATTLE NO LINK BATTLE Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Singles Price: N/A 3000 Upgrade Cost: Card Text: Card Text: User's current COST User's current COST reduced by 10. reduced by 12. Can't apply to move. Can't apply to move. Description: Description: Reduces user's current Reduces user's current COST by 10. COST by 12. Cannot be applied to Cannot be applied to movement. movement. \*Cannot be used in \*Cannot be used in LINK BATTLE mode. LINK BATTLE mode. Ally Cost -10 Ally Cost -12 No. 122 COST: 12 No. 411 COST: 12 Pack: MGS1 Pack: MGS1 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price:
Upgrade Cost: 2000 Singles Price: N/A 1000 Upgrade Cost: N/A Card Text: Card Text: Ally's current COST Ally's current COST reduced by 10. reduced by 12. Description: Description: Ally's current COST -10. Ally's current COST-12. Genome Soldier Genome Soldier+ No. 412 COST: 4 No. 123 COST: 4 Use: Move Pack: MGS1 Use: Move Pack: MGS1 Ammo: N/A Ammo: N/A

Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR

Singles Price: 1000 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Movement Card Movement Card Can move 5 BLKS. Can move 6 BLKS. Description: Description: Movement Card. Movement Card. Can move 5 blocks. Can move 6 blocks. [Genome Solider] [Genome Soldier] The next generation of The next generation of FOXHOUND soldiers. FOXHOUND soldiers. After the death They've undergone gene therapy and VR training, of Big Boss, the Army bought the independent but have little or no nation of OUTER HEAVEN, actual combat experience. and his mercenaries were They come in 4 types: reorganized into these lightly armed, next-generation special heavily armed, arctic, and forces. gas mask. "Yeah, and they say he's "Yeah, and they say he's using stealth too." using stealth too." Liquid Snake McDonnell Miller COST: 4 No. 201 COST: 3 No. 124 Use: Move Pack: ITGL Pack: ITGL Use: Equip Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Interfere: U:R D:R L:R R:R Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: N/A 5000 Upgrade Cost: N/A Upgrade Cost: 2000 Card Text: Card Text: "FOX DIE" "Master" ATK, HIT, REA +40 No effects. User OOA after 20 A brave ally. COST. Equip to use. Description: Description: "FOX DIE" "Master" Raises stats of user when No effects. equipped. Brings confidence just by ATK +40 its presence. HIT +40% [McDonnell Miller] REA +40% A third-generation Japanese User OUT OF ACTION after American. He has served as a survival master in the SAS, 20 COST. Does not affect explosives the Green Berets, and universal attacks. the US Marine boot camp, and also FOXHOUND. [Liquid Snake] The leader of the high-tech These days, he coaches at unconventional warfare unit MERC school twice a FOXHOUND, year. When in FOXHOUND, he was and the mastermind behind the Shadow Moses incident. referred to as a Like Solid Snake, he "Hell Master," and draftees called him carries the genes of "Master Miller" Big Boss. "Not yet, Snake It's not with respect. Married, he over yet!" lives together with his only daughter,

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in the area of science.
                                    Height: 179 cm
                                    Weight: 85 kg
                                          Roy Campbell+
      Roy Campbell
           COS1.
Pack: MGS1
                                             CUSI. .
Pack: MGS1
                COST: 10 No. 413
No. 125
                                   Use: Use
Use: Use
Ammo: N/A
                                   Ammo: N/A
Rarity: Uncommon
                                    Rarity: Uncommon Foil
Cap: 4(8) Icon: CHAR
                                   Cap: 4(8) Icon: CHAR
                                  Cap. 3.0,
Singles Price:
                                                        N/A
Singles Price: 3000
                   1000
Upgrade Cost:
                                   Upgrade Cost:
                                                         N/A
Card Text:
                                   Card Text:
    "Air Strike"
                                        "Confession"
    ATK:200 to 5 x 5 area
                                        ATK: 200 to 7 \times 7 area.
    Takes effect 10 COST
                                        Happens after
    after use. BURN.
                                         15 COST. BURN.
Description:
                                    Description:
"Air Strike"
                                    "Confession"
ATK: 200 to a 5X5 area.
                                   ATK: 200 to a 7X7 area.
Activates on 10 COST after
                                  Happens on 15 COST after
                                   using. BURNS.
11Se.
                                   After the effect ends, the
BURNS.
After the effect ends, the
                                   card is removed from
card is removed from
                                   the deck
the deck
                                    (restored at INTERMISSION).
(restored at INTERMISSION).
                                   [Roy Cambell]
                                   The Tactical
[Attack Area]
11111
                                    Commander-in-Chief
11111
                                    of FOXHOUND. Also the
11X11
                                    tactical commander of
                                    "OPERATION
11111
                                    INTRUDE FO14."
11111
                                   It was he who called SOLID
[Roy Campbell]
The former commander of
                                   SNAKE back to active
FOXHOUND. He provided
                                   duty as the "Intruder."
support to Solid Snake
                                   A former member of the U.S.
from an Ohio-class
                                   5th Marine Division and a
nuclear submarine during the
                                   Green Beret,
Shadow Moses incident.
                                   he assumed vice command of
Meryl Silverburgh is his
                                   FOXHOUND upon his entry into
niece.
                                    that unit.
"I won't make any
                                    He is capable of formulating
excuses..."
                                    in-depth and prudent
                                    tactical plans.
                                    In the latter half of the
                                    1990s, he was awarded
                                    numerous medals of honor.
                                    "Snake...As usual, you're
                                    right on time."
         Otacon
                                            Otacon+
                                   No. 414
                                                     COST: 7
No. 126
                 COST: 7
            Pack: MGS1
                                   Use: Move/Link Pack: MGS1
Use: Equip
```

Ammo: Link

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Ammo: N/A

Cap: 4(8)

Rarity: Common

Icon: CHAR

"Catherine."

Miller is full of ideas and

is quite knowledgeable

Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	3000	Upgrade Cost:	N/A
Card Text:		Card Text:	
"Scientist"		"Use Your Brain	<del>-</del>
Adds Anti-armo		Triggers autom	
ATK +10 HIT +1		Adds Anti-armo	
Attaches to we	eapon.	ATK +10 HIT +1	0%
Description:		Description:	
"Scientist"		"Use Your Brain"	
Attaches to weapon		Triggered automatic	ally.
(EQUIP type weapons	s only)	Adds Anti-armor.	
Adds Anti-armor		ATK+10.	
ATK +10		HIT+10%.	
HIT +10%		Links to shots that	travel
Effect expires afte	er	2 blocks or more,	
equipped weapon		as well as area att	acks.
is used 2 times.		[Hal Emmerich]	
[Hal Emmerich]		the chief developer	of
The chief developer	of	ArmsTech Corp.'s Me	tal
ArmsTech Corp.'s Me	etal	Gear project.	
Gear project.		After the Shadow Mo	ses
He's also known as	"Otacon,"	Incident,	
since he regularly	attends	he joined the anti-	Metal
Japanese animation		Gear organization	
events"Otaku		"Philanthropy."	
Conventions."		"Sorry, but you're	going to
"Alone? Are you an	Otaku	have to deal with i	t.
too?"		You're not in the m	ilitary
		anymore."	
Sniper Wolf	=	Sniper Wolf	+
No. 127	COST: 6	No. 415	COST: 6
No. 127 Use: Equip		Use: Equip Pa	
Ammo: N/A	.0.1.	Ammo: N/A	IIOOI
Rarity: Common		Rarity: Common Foil	
_ · · · · · · · · · · · · · · · · · · ·		-	on. CHID
<del>-</del>	con: CHAR	(:ap: 4(8)	
Cap: 4(8) Ic		Cap: 4(8) Ico	
Cap: 4(8) Ic Singles Price:	2000	Singles Price:	N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost:		Singles Price: Upgrade Cost:	N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text:	2000	Singles Price: Upgrade Cost: Card Text:	N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text: "Sniper"	2000	Singles Price: Upgrade Cost: Card Text: "Marking"	N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text: "Sniper" HIT +40%	2000 1000	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60%	N/A N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text: "Sniper" HIT +40% Attaches to we	2000 1000	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we	N/A N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text: "Sniper" HIT +40% Attaches to we Description:	2000 1000	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we	N/A N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text: "Sniper" HIT +40% Attaches to we Description: "Sniper"	2000 1000	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we. Description: "Marking"	N/A N/A
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon	N/A N/A apon.
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we. Description: "Marking" Attaches to weapon (EQUIP type weapons	N/A N/A apon.
Cap: 4(8) Ic Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons) HIT +40%	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%.	N/A N/A apon. only).
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text: "Sniper" HIT +40% Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after	N/A N/A apon. only).
Cap: 4(8) Ico Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires aftee	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we. Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after	N/A N/A apon. only).
Cap: 4(8) Ico Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time.	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time.	N/A N/A apon. only).
Cap: 4(8) Ico Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires after equipped weapon is used 1 time. [Sniper Wolf]	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf]	N/A N/A apon. only).
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we. Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new.	N/A N/A apon. only).
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf]	N/A N/A apon. only).
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND,	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we. Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new.	N/A N/A apon. only).
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text:  "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND,	N/A N/A apon. only). r
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born sniper.	2000 1000 eapon.	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to weapon: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born	N/A N/A apon. only). r
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new preformed FOXHOUND, and a natural-born sniper. She has developed here.	2000 1000 eapon. s only) er	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born sniper. She learned	N/A N/A apon.  only).  r
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:     "Sniper"     HIT +40%     Attaches to we Description: "Sniper" Attaches to weapon (EQUIP type weapons HIT +40% Effect expires afte equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born sniper. She has developed had a natural female pati	2000 1000 eapon. s only) er vly	Singles Price: Upgrade Cost: Card Text: "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born sniper. She learned marksmanship from	N/A N/A apon.  only).  r
Cap: 4(8)  Singles Price: Upgrade Cost: Card Text:  "Sniper"  HIT +40%  Attaches to we Description: "Sniper" Attaches to weapon	2000 1000 eapon. s only) er vly her lence	Singles Price: Upgrade Cost: Card Text:  "Marking" HIT +60% Attaches to we Description: "Marking" Attaches to weapon (EQUIP type weapons HIT+60%. Effect expires after equipped weapon is used 1 time. [Sniper Wolf] A member of the new reformed FOXHOUND, and a natural-born sniper. She learned marksmanship from the world's greates:	N/A N/A apon.  only).  r  ly  her t sniper

```
without eating
or drinking.
"Until I kill you, you're
all I'll think
about."
                           Vulcan Raven+
No. 416 COST: 4
     Vulcan Raven
No. 128 COST: 7
Use: Equip Pack: MGS1
                                 Use: Equip Pack: MGS1
Ammo: N/A
                                  Ammo: N/A
Rarity: Common
                                 Rarity: Common Foil
Cap: 4(8) Icon: CHAR
                                 Cap: 4(8) Icon: CHAR
                                 Singles Price:
Singles Price: 1500
                              Upgrade Cost:
Upgrade Cost: 1000
                                                       N/A
Card Text:
                                  Card Text:
    "Wild Shot"
                                       "Shaman"
    Single->Area attack
                                      Single->Area attack
    (3 x 3). Can't combine
                                       (3 x 3). Can't combine
    with single attack.
                                       with single attack.
Description:
                                  Description:
"Wild Shot"
                                  "Shaman"
Attaches to weapon
                                  Attaches to weapon
(EQUIP type weapons only)
                                  (EQUIP type weapons only).
Turns single attacks into
                                  Turns single attacks into
                                  area attacks (3X3).
area
attacks (3X3).
                                  Effect expires after
Effect expires after
                                  equipped weapon
equipped weapon
                                 is used 2 times.
is used 1 time.
                                  Cannot be used with
Cannot be used with
                                  the "Attack 1 Enemy" card.
the "Attack 1 Enemy" card.
                                  [Attack Area]
[Attack Area]
                                  00000
00000
                                  01110
01110
                                  01110
01110
                                  01110
01110
                                  00X00
00X00
                                  [Vulcan Raven]
[Vulcan Raven]
                                  A member of the newly
A member of the newly
                                  reformed FOXHOUND.
reformed FOXHOUND.
                                 He participated in OUTER
                                 HEAVEN as a mercenary
A giant of a man who
carries a fighter jet's
                                  soldier.
                                  "The ravens say you are a
vulcan cannon on his
                                  true warrior."
Of mixed Alaskan Native
American and Inuit ancestry,
he was raised as a
shaman
```

Metal Gear REX Metal Gear REX+ No. 129 COST: 30 Use: Use Pack: ITGL No. 417 COST: 30 Use: Use Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Unlock: Beat Story Normal SOLIDEYE

"The ravens say you are a

true warrior."

Icon: CHAR Cap: 2(4) Icon: CHAR Cap: 2(4) Singles Price: 50000 Singles Price:

Upgrade Cost: 2500	Upgrade Cost: N/A
Card Text:	Card Text:
"Trample"	"Roar"
ATK:300	ATK: $350$ to $5 \times 5$ area.
Destroys 2 cards.	Destroys 2 rand. cards
Can't apply to move.	Can't apply to move.
Description:	Description:
"Trample"	"Roar"
ATK: 300 to area.	ATK:350 to a 5X5 area in
Two cards are randomly	front.
discarded from user's	Two cards are randomly
hand.	discarded
*If user has less than two	from user's hand.
cards,	*If user has less than two
this card can't be used.	cards, this card can't
Cannot be applied to	be used.
movement.	Cannot be applied to
10101	movement.
10101	11111
11111	11111
11111	11111
11111	11111
00x00	11111
[Metal Gear REX]	00x00
A nuclear-capable bipedal	[Metal Gear REX]
walking tank.	A nuclear-capable bipedal
Equipped with an	walking tank.
electromagnetic rail gun	Its main purpose is
nuclear warhead launch	to enable the launch
module on its right arm.	of a global nuclear strike
Can launch stealth nuclear	from anywhere in the world
warhead undetectable by	in response to a variety
radar from any point on	of conditions.
the globe.	
Shadow Moses Island was the	
site of its nuclear	
warhead launch tests.	
Cyborg Ninja	Gray Fox
No. 130 COST: 6	No. 151 COST: 5
No. 130 COST: 6 Use: Use Pack: CHRN	No. 151 COST: 5 Use: Equip Pack: CHRN
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 5000
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 5000
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 2000
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Card Text:	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 2000 Card Text:
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Card Text: "H. F. Blade"	No. 151 COST: 5 Use: Equip Pack: CHRN Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 2000 Card Text: "Close Combat"
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Card Text: "H. F. Blade" ATK:15 x 5	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Card Text: "H. F. Blade" ATK:15 x 5 to chosen target.	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.
No. 130 COST: 6 Use: Use Pack: CHRN Ammo: N/A Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Card Text: "H. F. Blade" ATK:15 x 5 to chosen target. Description: "H. F. Blade"	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description:
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"  Equip to use.
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.  [Cyborg Ninja]	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"  Equip to use.  While equipped, CQC ATK +20
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.  [Cyborg Ninja]  His identity and motives are unknown.	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"  Equip to use.  While equipped, CQC ATK +20  HIT +5%  Effect lasts for 3 turns.
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.  [Cyborg Ninja]  His identity and motives  are unknown.  Equipped with stealth	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"  Equip to use.  While equipped, CQC ATK +20  HIT +5%
No. 130 COST: 6  Use: Use Pack: CHRN  Ammo: N/A  Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: N/A  Card Text:  "H. F. Blade"  ATK:15 x 5  to chosen target.  Description: "H. F. Blade"  ATK:15X5 to target of choice.  [Cyborg Ninja]  His identity and motives are unknown.	No. 151 COST: 5  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Uncommon  Cap: 4(8) Icon: CHAR  Singles Price: 5000  Upgrade Cost: 2000  Card Text:  "Close Combat"  ATK +20 HIT +5%  (CQC) while equipped.  Description: "Close Combat"  Equip to use.  While equipped, CQC ATK +20  HIT +5%  Effect lasts for 3 turns.  [Gray Fox]

wields can cut through His real name is a steel beam. Frank Jager. "I will kill you or you He helps Snake in will kill me... Outer Heaven. It makes no difference." Later, the two engage in a hand-to-hand fight to the death. "The perfect ring for our final battle, eh, Snake?" Psycho Mantis Psycho Mantis+ No. 131 COST: 10 No. 418 COST: 10 Use: Use Pack: ITGL Use: Use Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil NO LINK BATTLE Icon: CHAR Cap: 2(4) Cap: 2(4) Icon: CHAR Singles Price: Singles Price: 2000 Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: "Hypnotize" "Telepathy" Confuses chosen Confuses chosen target within area. target within area. Lasts 2 turns. Lasts 3 turns. Description: Description: "Hypnosis" "Telepathy" Confuses target of choice Confuses target of choice in a 3X6 area in front in a 3X7 area in front of the user. of the user. Lasts for 2 turns. Lasts for 3 turns. \*Cannot be used in [Psycho Mantis] A member of FOXHOUND, LINK BATTLE mode. formerly with the KGB's ESP [Psycho Mantis] After the collapse of the intelligence unit. Has mind-reading and Soviet Union, he went to America, where he psychokinetic powers. "Now let me ready your mind. supervised several No...perhaps I should say cases as a psychic your past." profiler for the FBI. However, as a result of his assimilation of the mind of a serial killer, he committed several grisly murders. After wandering about from place to place, he was eventually scouted by FOXHOUND. "So you like dating simulation games?" Mei Ling+ Mei Ling No. 132 COST: 8
Use: Use Pack: MGS1 No. 419 COST: 4
Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 N/A Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A

Card Text:

Card Text:

"Soliton Radar"
Doubles interference
effects.
Lasts 20 COST.

Description:
"Soliton Radar"
Doubles allies' INTERFERENCE
effects.

Lasts for 20 COST.

[Mei Ling]

Provided technical backup
to Solid Snake during
the Shadow Moses
incident while still a

student at MIT.
The Soliton Radar, the internal communication system that Snake uses, is her braindchild.

Well-versed in Chinese proverb.s
"There's a Chinese proverb,
'The mind cannot be in two
places at once.'

Make sure that you're not thinking of something else during the mission, OK?"

Genola

No. 133 COST: 15
Use: Use Pack: ITGL

Ammo: N/A Rarity: Rare

Cap: 2(4) Icon: CHAR
Singles Price: 20000
Upgrade Cost: 2500

Card Text:
 "Howl"

All living characters except user FAINT.

Description:

"Howl"

renders all enemies (living creatures) in range

unconscious.

[Genola]

A mysterious genetic monstrosity.

"Black Market"

Doubles interference effects.

Lasts 40 COST.

Description:

"Black Market"

Doubles allies' INTERFERENCE

effects.

Lasts for 40 COST.

[Mei Ling]

She was the operator in charge of handling the communication data during the Shadow Moses

Incident.

She is an American-born

Chinese.

Her original ambition was to be a pilot, but she was

scouted into the

Army as a specialist in legacy systems and data

processing.

After the Shadow Moses Incident she, along with Otacon and Solid Snake,

formed the anti-

Metal Gear organization

"Philanthropy."

"There's a Chinese proverb,
'The mind cannot be in two
places at once.'

make sure that you're not
thinking of something else
during the mission, OK?"

Genola+

No. 420 COST: 13 Use: Use Pack: ITGL

Ammo: N/A

Rarity: Rare Foil NO LINK BATTLE

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Seismic Event"

All living characters except user FAINT.

Description:

"Seismic Event"

Renders all enemies (living

creatures) in range

unconscious.

\*Cannot be used in LINK BATTLE mode.

[Genola]

A mysterious genetic

monstrosity.

Solid Snake (MGS1) Solid Snake (MGS1)+ No. 134 COST: 6
Use: Use Pack: MGS1 No. 421 COST: 7 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 10000
Upgrade Cost: 2500 Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: "Revivify" "Dave" User's LIFE: +600. User's LIFE: +800. Description: Description: "Revivity" "Dave" User's LIFE +600. User's LIFE+800. [Solid Snake] [Solid Snake] A former member of the A former member of the high-tech unconventional high-tech unconventional warfare unit FOXHOUND. warfare unit FOXHOUND. Has an I.Q. of 180. After the trouble in Zanzibar Land, Fluent in 6 languages. An expert in parachute he returns to the shores of jumping, scuba diving, Twin Lakes in the Alaskan and free climbing. mountains to live a life Has completed countless of isolation. He was living a dangerous missions, earning him the title self-sufficient life, "Legendary Hero." but was plagued by In the Shadow Moses post-traumatic stress incident, he was pressed disorder from his two missions. by his former commander, Roy Campbell, "What's a Russian gunship into going into battle doing here?" one last time. "What's a Russian gunship doing here?" Naomi Hunter Naomi Hunter+ No. 422 COST: 4 No. 135 COST: 7 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1000 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Cure" "Nanomachines" LIFE: +10 every LIFE: +10 every 5 COST (max. 200). 5 COST (max. 200). Description: Description: "Cure" "Nanomachines" After use, heals 10 LIFE After use, heals 10 LIFE every 5 COST, every 5 COST, up to a maximum of 200. up to a maximum of 200. [Naomi Hunter] [Naomi Hunter] A member of FOXHOUND's During the Shadow Moses Incident, she was part of medical staff, on loan the medical staff from ATGC. Oversees the gene therapy supporting Snake via the and enhancement of injection of FOXHOUND soldiers. nanomachines, etc.

search on me." are injected into the body. Their functions include acting as communication devices, radar, and protection against NBC weapons. "Well, if you make it back in one piece, maybe I'll let you do a strip search on me." Meryl Silverburgh Meryl Silverburgh+ No. 136 COST: 0 No. 423 COST: 0 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 1500 N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Recuperate" "Aegis" User's COST 1/2. User's COST 1/2 Can't apply to move. Can't apply to move. Description: Description: "Recuperate" "Aegis" User's COST 1/2. User's COST 1/2. Cannot be applied to Cannot be applied to movement. movement. [Meryl Silverburgh] [Meryl Silverburgh] Roy Campbell's niece. She Roy Campbell's niece. Campbell too care of was raised as a soldier her after her father died from an early age, in combat in the Gulf War. but she has no tactical On the day of the Shadow experience. Moses incident, she was She has received a small deployed to FOXHOUND amount of gene therapy as an emergency so that she is not replacement and ended up attracted to the opposite getting caught in the sex. "Just what I'd expect from fray. "Just what I'd expect from the legendary Siolid Snake. the legendary Solid Snake. You trying to sweep me You trying off my feet?" to sweep me off my feet?" Gurlukovich Sld. Gurlukovich Sld.+ No. 137 COST: 5 No. 424 COST: 4 Use: Move Pack: MGS2 Use: Move Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 1000 Singles Price: 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Movement Card Movement Card

Nanomachines are virus-sized

Can move 5 BLKS.

Description:

microscopic machines,

various types of which

"Well, if you make it back

I'll let you do a strip

Can move 5 BLKS.

Description:

in one piece, maybe

Movement Card.
Can move 5 blocks.
[Gurlukovich Solider]
A band of Russian
mercenaries led by
Sergei Gurlukovich.
Armed with AKS74u's and
night vision goggles,
they raided a Marine
vessel on the Hudson River.
"No sign of the AWOL man.
Nothing out of the ordinary
found.
I need someone to fill this
position."

Movement Card.
Can move 5 blocks.
[Gurlukovich Soldier]
A band of Russian
mercenaries led by
Sergei Gurlukovich.
they are made up of former
Spetsnaz members.
"We need cover!"

Revolver Ocelot

No. 138 COST: 7
Use: Use Pack: MGS1
Ammo: N/A

Rarity: Common
Cap: 4(8)
Singles Price:
N/A

Singles Price: N/A
Upgrade Cost: N/A
Card Text:

"Gunplay"

User's shooting COST is 2 for 20 COST.

Description:
"Gunplay"

Sets Cost for all gun attacks by user to 2.

While in effect, user cannot

execute CQC attacks.
Lasts for 20 COST.
[Revolver Ocelot]

A member of the newly reformed FOXHOUND.

A former Spetsnaz

commando, his weapon of choice is a Single Action

Army.

Also a specialist in torture.

"Six bullets. More than

SIX BUILCES. HOLE

enough to

kill anything that moves."

Ocelot

No. 183 COST: 4
Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500

Card Text:

"Showdown"

Target can't shoot.

Lasts 20 COST.

Description: "Showdown"

Prevents target of choice

from firing.

Lasts for 20 COST.

[Ocelot]

The teenage leader of the

Ocelot Unit.

He once favored a Makarov in combat, but has now switched

to a revolver.

"Ah ah ah... No more judo, and no more field strips."

Emma Emmerich

No. 139 COST: 7
Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500

Card Text:

"Weak Knees"

Total evasion next
turn. All EQUIPMENT

Emma Emmerich+

No. 425 COST: 4
Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"G. W."

Total evasion next turn. All EQUIPMENT

destroyed. destroyed. Description: Description: "G. W." "Weak Knees" Equip to use. Equip to use. EVADE all attacks. EVADE all attacks. All equipment is destroyed All equipment is destroyed when this is used. when this is used. Effect lasts until next turn. Effect lasts until next turn. [Emma Emmerich] [Emma Emmerich] Stepsister of Otacon She is the developer of the (Hal Emmerich). optical neuro A.I. named Nicknamed E. E. "G.W.," the only of its A specialist in computers, kind in the world. The Patriots have completed she designed the system architecture of the Arsenal Gear, and have Big Shell. their trump card "G.W. Afraid of water due to a in place, thereby traumatic childhood ushering in their new world experience. order. "No, it's not like that. I "I can't...I can't swim..." like glasses. And...there's this guy I liked who used to wear them..." Fortune Fortune+ COST: 10 No. 426 No. 140 COST: 8 Pack: SBST Use: Equip Use: Equip Pack: SBST Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Interfere: U:G D:- L:B R:B Interfere: U:G D:- L:B R:B Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 50000 Singles Price: 2500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "E. M. Device" "Miracle" Evade 10 bullets. Evade 20 bullets. Equip to use. Equip to use. Description: Description: "E. M. Device" "Miracle" Equip to use. Equip to use. Expires after evading Expires after evading 10 shots. 20 shots. [Fortune] [Fortune] A former member of Dead A former member of Dead Cell, the Navy SEALs' Cell, the Navy SEALs' counterterrorism counterterrorism training unit. Now part of training unit. Now part of the terrorist group the terrorist group Sons Sons of Liberty. of Liberty. Her real name is Helena She longs for death, but Dolph Jackson. bullets and grenades can't even touch her. "All our misfortune was -just a part of their

Vamp

project!"

Vamp+

Her name derives from her uncanny luck in battle.

"Since no one can kill me,

kill everyone I can."

I may as well

No. 427 No. 141 COST: 7 COST: 7 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:B D:B L:B R:B Interfere: U:B D:B L:B R:B Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: "Bloodsucker" "Surprise Attack" Adds 1/2 dmg. dealt Adds 1/2 dmg. dealt to user's LIFE. to user's LIFE. Equip to use. Description: Description: "Bloodsucker" "Surprise Attack" Adds 1/2 of the damage user deals to user's LIFE. Adds 1/2 of the damage user deals to user's LIFE. Does not affect explosives Does not affect explosives and universal attacks. and universal attacks. Equip to use. Equip to use. Effect expires after 1 turn. Effect expires after 3 turns. [Vamp] [Vamp] A former member of Dead A former member of Dead Cell, the Navy SEALs' Cell, the Navy SEALs' counterterrorism counterterrorism training training unit. Now part of unit. Now part of the terrorist group the terrorist group Sons Sons of Liberty. of Liberty. He is so tough he almost With his superhuman seems inhuman. strength and agility, he can dodge bullets and He calls Fortune "Queen." slice through legions of "Then, he is all mine." enemies with his knife. "Unfortunately, hell had no vacancies..." Solid Snake (MGS2) Solid Snake (MGS2)+ No. 142 COST: 7 No. 428 COST: 4 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:R D:R L:R R:R Interfere: U:R D:R L:R R:R Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "Hang" "Hang" Lasts 70 COST. Lasts 90 COST. Equip to use. Equip to use. Description: Description: "HANG" "HANG" Equip to use. Equip to use. Expires after 70 COST. Expires after 90 COST. [Solid Snake] [Solid Snake] After the Shadow Moses A member of "Philanthropy." incident, Snake joined the He, along with Otacon, is on the wated list as anti-Metal Gear organization "Philanthropy" a terrorist. along with Otacon. He was confirmed to Since then, he has have died while sinking

participated in a number the tanker in the Hudson of extralegal extremist River. "Gives me infinite ammo." activities against the many Metal Gear variations being developed worldwide, including data collection and sabotage missions. "We're not tools of the government or anyone else. Fighting was the only thing I was good at, but... At least I always fought for what I believed in..." Irigois Pliskin Iriqois Pliskin+ No. 143 COST: 7 No. 429 COST: 4 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:R D:B L:- R:-Interfere: U:R D:B L:- R:-Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Singles Price: Upgrade Cost: 100 Upgrade Cost: N/A Card Text: Card Text: "Cigarettes" "Cigar" Reveals IR sensors. Reveals IR sensors. -1 LIFE per 1 COST -1 LIFE per 1 COST Equip to use. Equip to use. Description: Description: "Cigarettes" "Cigar" Equip to use. Equip to use. Makes infrared sensors Makes infrared sensors visible. visible. While equipped, LIFE While equipped, LIFE decreases decreases by -1 per COST. by -1 per COST. [Iroquois Pliskin] [Iroquois Pliskin] He was sent in to rescue Identifies himself as a member of the SEAL 10 the U.S. team sent into the Big President, who was being Shell to rescue the held prisoner in the kidnapped President. ocean-based plant "Big Shell." He has Supports Raiden alongside identified himself as one Otacon. "I don't care who you are, of the SEAL10 members. kid. You don't point that He holds the rank thing at me." of lieutenant. "That suit -- are you FOXHOUND?" Solidus Snake+ Solidus Snake No. 144 COST: 8 No. 430 COST: 7 Pack: MGS2 Pack: MGS2 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR

SOLIDEYE

Singles Price: 6000 Singles Price: N/A Upgrade Cost: 2000 Upgrade Cost: N/A Card Text: Card Text: "Dual Blades" "Showdown"  $ATK:70 \times 3$  $ATK:80 \times 3$ Machines unaffected. Machines unaffected. Description: Description: "Dual Blades" "Showdown" Must be adjacent to target Must be adjacent to target to use. to use. ATK: 70X3 ATK: 80X3 Ineffective against Ineffective against machines. machines. [Attack Area] [Attack Area] 00000 00000 00000 00000 00000 00000 00100 00100 00X00 00X00 [Solidus Snake] [Solidus Snake] One of the survivors of the The perfect Snake, balanced in every way, neither "Les Enfants Terribles" solid nor liquid. project. Also known as George Sears, he was created from Big 43rd President of the United Boss's genetic material. States of America. "What a pleasant surprise --Leads the armed brother." group Sons of Liberty. "But now, you should die as the little Jackie boy I once knew." Metal Gear RAY Mass-Produced RAY COST: 20 No. 431 COST: 20 No. 145 Pack: SBST Use: Use Use: Use Pack: SBST Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Unlock: Beat Story x2 Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: Singles Price: 50000 N/A 2500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Hydraulic Cutter" "Missile" ATK:250 to 1 x 5 area 5 random attacks at Can't apply to move. ATK:100 Can't apply to move. Description: Description: "Hydraulic Cutter" "Missile" ATK: 250 to a 1X5 area. Fires 5 shots against Cannot be applied to random targets. ATK: 100. movement. 00100 Cannot be applied to 00100 movement. 00100 [Mass-produced RAY] 00100 A prototype redesigned by 00100 the Navy based on Metal Gear RAY. 00X00 [Metal Gear RAY] Utilizing the artificial An amphibious intelligence "G.W." as their

anti-Metal Gear main control system, weapon developed in secret the multiple RAYs possess by the U.S. Marines. an advanced joint warfare Later developed by the Army capability that allows them to share for mass production. Equipped with missiles and communications data with one vulcan cannons. Its mouth another. These RAYs have a is armed with a hydraulic shorter tailpiece than the cannon. prototype.

## Jennifer

COST: 7 No. 432 No. 146 Pack: MGS2 Use: Use

Ammo: N/A Rarity: Common

Cap: 4(8) Icon: CHAR Singles Price: 1000 100 Upgrade Cost:

Card Text:

"Endure"

User's added COST converted to dmg.

Description: "Endure"

Converts each COST to user added from attacks into 10 damage.

Effect lasts until next turn.

[Jennifer]

One of the hostages being held in auditorium B1 of central wing 1 of "Big Shell."

For some reason, the plate attached to the desk she's leaning against reads "35 25 37." Put her to sleep with the

tranquilizer gun and...

"My name is Jennifer!"

Olga Gurlukovich

No. 147 COST: 7 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 2(4) Icon: CHAR Singles Price: 1500 Upgrade Cost: 1000

Card Text:

"Reload"

User draws 3 cards.

Description:

"Reload"

User draws three cards. [Olga Gurlukovich]

The daughter of ex-GRU colonel Sergei

Gurlukovich, she is also a

Jennifer+

COST: 4 Pack: MGS2 Use: Use

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost:

Card Text:

"Humiliation" User's added COST is converted to dmg.

Description: "Humiliation"

Converts each COST to user added from attacks

into 10 damage.

Effect lasts until next

turn.

[Jennifer]

One of the hostages being held in auditorium B1 of central wing 1 of

"Big Shell."

No taking pictures from

under the desk.

"You're Jennifer..."

Olga Gurlukovich+

No. 433 COST: 4 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A

Card Text:

"Mother"

User draws 3 cards.

Description:

"Mother"

User draws three cards. [Olga Gurlukovich]

The daugher of ex-GRU

colonel Sergei

Gurlukovich. She was

soldier in his army.

She took part in the raid on the tanker on the Hudson River to steal

Metal Gear RAY.

"Where it isn't due? When you watched my father die and did nothing?"

raised in the military from an early age.
"I saw a man hiding under a cardboard box."

Johnny Sasaki

No. 148 COST: 7
Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

"Half-Naked"
Discard all cards
and draw 6 new ones.

Description:
"Half-Naked"

Destroys all cards in hand and draws

6 new ones.

[Johnny Sasaki]

One of the Genome Soldiers assigned to Shadow Moses Island.

He had his uniform stolen by a female prisoner.
Since then, it's been one misfortune after another, from getting the runs to letting the intruder escape on his watch.

"Boy oh boy. That woman is built, all right."

Raiden

No. 149 COST: 7
Use: Move Pack: MGS2

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1500

Card Text:

"Rolling"

Move 3 BLKS forward.

Ignore pits along way.

Description:
"Rolling"

Move 3 blocks forward.
Pass over any gaps in floor

in between.

Knocks down all living targets in the way.

[Raiden]

Johnny Sasaki+

No. 434 COST: 4
Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Stomach Cramp"
Discard all cards
and draw 6 new ones.

Description:

"Stomach Cramp"

Destroys all cards in hand and draws 6 new ones.

[Johnny Sasaki]

A former Genome Soldier. He was holed up in the toilet of auditorium
Bl of central wing 1 of

"Big Shell,"

and refused to come out.
"To come all the way to New
York just to get hit with a

bowel attack... what luck..."

Raiden+

No. 435 COST: 4
Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Naked"

Move 3 BLKS forward.

Ignore pits along way.

----

Description:

"Naked"

Move 3 blocks forward.

Pass over any gaps in floor

in between.

Knocks down all living targets in the way.

[Raiden]

A soldier and member of FOXHOUND, trained in VR simulations. Under the command of the "Colonel," he infiltrates the Big Shell. command of the "Colonel," His real name is Jack. "This is Snake. I am now inside Strut A of Shell 1."

Gurlugon

No. 150 Use: Use Pack: SBST

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: CHAR Singles Price: 20000 Upgrade Cost: 2000 2000

Card Text:

"Monster Beam" Add 15 COST to all living enemies in area.

Description:

"Monster Beam"

COST +15

to living enemies within range.

[Gurlugon]

A monster from another

dimension that appeared without warning at the Big Shell. Using the Koppelthorn engine, the VR system is somehow able to

transcend ordinary

space,

and "peek" into a parallel universe that matches the parameters it is given.

Since this data is fed to the VR system in

the form of virtual space,

its observations and interference allow the Gurlugon to exist as a

singularity in the virtual

enfironment.

Gray Fox

No. 151 COST: 5 Pack: CHRN Use: Equip

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR

He was raised as a soldier from an early age in the Liberian Civil War. he has been called, among other things, "White Devil" and "Jack the Ripper." "Colonel What are you keeping from me!"

Gurlugon+

COST: 7 No. 436 COST: 10 Pack: SBST Use: Use

Ammo: N/A

Rarity: Uncommon Foil

NO LINK BATTLE

Cap: 2(4) Icon: CHAR Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Another Dimension" Add 20 COST to all living enemies in area.

Description:

"Another Dimension"

COST+20

to living enemies within

\*Cannot be used in LINK BATTLE mode.

[Gurlugon]

A monster from another dimension that appeared without warning at the

Big Shell.

Getting hit by the Gurlugon's Monster Beam renders the victim unable to move for a short time.

Cyborg Ninja

No. 130 COST: 6 Pack: CHRN Use: Use

Ammo: N/A

Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR

Singles Price: 5000 Singles Price: N/A Upgrade Cost: 2000 Upgrade Cost: N/A Card Text: Card Text: "Close Combat" "H. F. Blade" ATK +20 HIT +5% ATK:15 x 5 (CQC) while equipped. to chosen target. Description: Description: "H. F. Blade" "Close Combat" Equip to use. ATK:15X5 to target of choice. While equipped, CQC ATK +20 [Cyborg Ninja] HIT +5% His identity and motives Effect lasts for 3 turns. are unknown. [Gray Fox] Equipped with stealth The holder of FOXHOUNDS's camouflage and a most prestigious code reinforced exoskeleton. name, "FOX." The high-frequency blade he His real name is wields can cut through Frank Jager. a steel beam. "I will kill you or you He helps Snake in Outer Heaven. will kill me... Later, the two engage It makes no difference." in a hand-to-hand fight to the death. "The perfect ring for our final battle, eh, Snake?" Solid Snake (MG) Solid Snake (MG)+ No. 152 COST: 8 No. 437 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 2000 Singles Price: 1500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Infinity Bandana" "Escape" Used weap. returns to Used weap. return hand; lasts 20 COST. to hand; lasts 30 COST. Equip to use. Description: Description: "Escape" "Infinity Bandana" Equip to use. Equip to use. Used EQUIP type weapons Used EQUIP type weapons return to the user's return to the user's hand. Expires after 30 COST. hand. Expires after 20 COST. [Solid Snake] [Solid Snake] A new recruit in FOXHOUND, A new recruit in FOXHOUND, sent to infiltrate the fortress nation Outer sent to infiltrate the fortress nation Outer Heaven and destroy Metal Heaven and destroy Metal Gear, a nuclear-armed Gear, a nuclear-armed bipedal walking bipedal walking tank tank being developed there. being developed there. The code name for the Outer The code name for the Outer Heave mission is "OPERATION INTRUDE N313," Heaven mission is "OPERATION INTRUDE N313." "This is Solid Snake. Respond, please..." "This is Solid Snake. Respond, please..."

No. 153 COST: 10 No. 179 COST: 7 Use: Use Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: CQC Rarity: Rare Foil Rarity: Rare Cap: 4(4) Icon: CHAR
Singles Price: 10000
Upgrade Cost: 10000 Cap: 4(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: "John Doe" "Declare Victory" Double PTS. Random technique. Snake only. Used with equip, CQC. Description: Description: "Declare Victory" "John Doe" Doubles PTS> Attack vs. forward adjacent Sets all allies' ATK to -20. block. Cannot be used in combination Executes a random technique. with "Gijin-san." Used in combination with an equipped CQC card. Does not affect explosive and universal attacks. Must be adjacent to target Snake only. to use. [Big Boss] [Naked Snake] The greatest mercenary of Naked Snake is the code name of the protagonist the 20th century. His exploits are the stuff of Operation Snake Eater. of legend. He was the supreme trained in the art of commander of FOXHOUND, combat by The Boss, he is assigned to the covert and also the leader of Outer Heaven. FOX unit. After the fall of Outer "A real one-man army." Heaven, he masterminded the Zanzibar Land uprising. "You and I are indispensable on the battlefield. But when we return home, we're of no use to anyone." Machinegun Kid Machinegun Kid+ COST: 4 No. 154 COST: 6 No. 438 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A N/A Upgrade Cost: Card Text: Card Text: "Gun Belt" "Barrage" Can use all bullets Can use all bullets for assault rifle for assault rifle and SMG. and SMG. Description: Description: "Gun Belt" "Barrage" Makes all assault rifle and Makes all assault rifle and submachine gun bullets submachine gun bullets usable. usable.

Naked Snake

Fire Trooper+

Big Boss

Fire Trooper

N 1 1 5 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	N - 420
No. 155 COST: 6	No. 439 COST: 7
Use: Use Pack: CHRN	Use: Use Pack: CHRN
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
"Flamethrower"	"Flamethrower"
ATK:120	ATK:150
HIT:85%	HIT:85%
Area; BURN.	Area; BURN.
Description:	Description:
"Flamethrower"	"Flamethrower"
Anti-armor;	Anti-armor;
USE type	USE type
ATK: 120	ATK: 150
HIT: 85%	HIT: 95%
Notes: Area attack; BURNS.	Notes: Area attack; BURNS.
[Attack Area]	[Attack Area]
00000	00000
00100	00100
01110	01110
11111	11111
00X00	00X00
Metal Gear	Metal Gear+
No. 156 COST: 20	No. 440 COST: 15
Use: Use Pack: CHRN	Use: Use Pack: CHRN
Ammo: N/A	Ammo: N/A
Rarity: Rare	Rarity: Rare Foil
Cap: 2(4) Icon: CHAR	Cap: 2(4) Icon: CHAR
Singles Price: 20000	Singles Price: N/A
Upgrade Cost: 2500	Upgrade Cost: N/A
Card Text:	Card Text:
"Vulcan Strafe"	"Vulcan Cannon"
ATK:30 to all targets	ATK:30 to all targets
BLEEDING.	BLEEDING.
Can't apply to move.	Can't apply to move.
Description:	Description:
"Vulcan Strafe"	"Vulcan Cannon"
ATK: 30 to all targets.	ATK: 30 to all targets.
2	
Makes targets BLEED.	Makes targets BLEED.
Makes targets BLEED.	Makes targets BLEED.
Makes targets BLEED. Cannot be applied to movement.	Makes targets BLEED.  Cannot be applied to movement.
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer  Heaven. Its design is	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer  Heaven. Its design is	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer  Heaven. Its design is	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.  It was designed by
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer  Heaven. Its design is	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.  It was designed by
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.  It was designed by Dr. Petrovich Madnar.
Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.  Running Man	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.  It was designed by Dr. Petrovich Madnar.  Running Man+
Makes targets BLEED. Cannot be applied to movement. [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.  Running Man No. 157 COST: 4	Makes targets BLEED.  Cannot be applied to movement.  [Metal Gear TX-55]  A doomsday weapon being developed in secret in the fortress nation Outer Heaven.  It was designed by Dr. Petrovich Madnar.  Running Man+  No. 441 COST: 4
Makes targets BLEED. Cannot be applied to movement. [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.  Running Man No. 157  COST: 4 Use: Move Pack: ULMT Ammo: N/A	Makes targets BLEED. Cannot be applied to movement.  [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. It was designed by Dr. Petrovich Madnar.  Running Man+ No. 441 COST: 4 Use: Move Pack: ULMT Ammo: N/A
Makes targets BLEED. Cannot be applied to movement. [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.  Running Man No. 157 COST: 4 Use: Move Pack: ULMT	Makes targets BLEED. Cannot be applied to movement.  [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. It was designed by Dr. Petrovich Madnar.  Running Man+ No. 441 Use: Move Pack: ULMT
Makes targets BLEED. Cannot be applied to movement.  [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. Its design is shrouded in mystery.  Running Man No. 157  COST: 4 Use: Move Pack: ULMT Ammo: N/A Rarity: Common	Makes targets BLEED. Cannot be applied to movement.  [Metal Gear TX-55] A doomsday weapon being developed in secret in the fortress nation Outer Heaven. It was designed by Dr. Petrovich Madnar.  Running Man+ No. 441 COST: 4 Use: Move Pack: ULMT Ammo: N/A

Singles Price: 2000 Singles Price: N/A Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: "Out of Breath" "Now That's Fast" Movement Card Movement Card Can move 7 BLKS Can move 8 BLKS Description: Description: "Out of Breath" "Now That's Fast" Movement Card Movement Card. Can move 7 blocks. Can move 8 blocks. [Running Man] [Running Man] The swiftest mercenary in The swiftest mercenary in the world. He floods the the world. He floods the room with room with nerve gas and attacks. nerve gas and attacks. "...pant...pant... "...pant...pant...Hat's How's that? that? Pretty fast, aren't I?" Pretty fast, aren't I?" Solid Snake (MG2) Solid Snake (MG2)+ COST: 7 No. 442 COST: 7 No. 158 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 5(X) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 2000 N/A Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: "Legendary Hero" "Execute Mission" Max. LIFE +100 when Max. LIFE +200 when equipped. equipped. Equip to use. Equip to use. Description: Description: "Legendary Hero" "Execute Mission" Equip to use. Equip to use. Increases user's maximum Increases uer's maximum LIFE by 100. LIFE by 200. [Solid Snake] [Solid Snake] After "OPERATION INTRUDE In the late 90's, Zanzibar Land, N313," Snake left FOXHOUND and went to work for the a small country on the edge of the Middle East, CIA. was taken over However, he soon became in a military coup. dissatisfied with the At the same time, system and left them as well. His real name and Dr. Kio Marv, a Czech biologist and the nationality are inventor if OILIX, closely-guarded national a microbe capable secrets, and remain of refining high-grade unclear. He is 178cm tall, petroleum, was kidnapped and weighs 75kg. by agents of Zanzibar Land. "This is Snake...I've Solid Snake was reached the dispatched infiltration point." to single-handedly infiltrate Zanzibar Land and rescue the kidnapped scientist.

The missions's code name is

```
"OPERATION INTRUDE FO14."
"This is Snake...
I've reached the
infiltration point."
     Chris Jenner
                                        Chris Jenner+
No. 159 COST: 4 No. 443 COST: 4
Use: Equip Pack: CHRN Use: Equip Pack: CHRN
Ammo: N/A
                                 Ammo: N/A
                                 Rarity: Common Foil
Rarity: Common
                             Cap: 4(8) Icon: CHAR Singles Price: N/A
Cap: 4(8) Icon: CHAR
Singles Price: 1000
                500
Upgrade Cost:
                                 Upgrade Cost:
                                                     N/A
Card Text:
                                  Card Text:
    "Still Standing"
                                       "Solo Mission"
   Converts KDWN to
                                      Converts KDWN to
    20 damage.
                                       10 damage.
    Equip to use.
                                  Description:
Description:
"Still Standing"
                                  "Solo Mission"
Equip to use.
                                 Equip to use.
When equipped, the user will
                                 When equipped, the user will
take 20 damage instead
                                 take 10 damage instead
                                 of being knocked down.
of being knocked down.
Effect expires after 5 turns.
                                 Effect expires after 10 turns.
[Chris Jenner]
                                 [Chris Jenner]
A member of Delta Force
                                 A member of the Delta Force.
with the rank of sergeant.
                                 She provided information
Her unit is sent
                                  support
to capture the fortress of
                                 from the rear, but was sent
Galuade but all except
                                 into combat at the Galuade
Chris are slain, and
                                 Fortress.
she teams up with Solid
                                 She appears to have a
Snake.
                                  top-secret mission of
chris appears to have a
                                 her own.
                                  "...I simply couldn't say
top-secret mission of
her own.
                                  anything..."
"Right!"
    Marrionette Owl
                                       Marrionette Owl+
                                No. 444
              COST: 6
No. 160
                                                 COST: 4
Use: Equip Pack: CHRN
                                 Use: Equip Pack: CHRN
                                 Ammo: N/A
Ammo: N/A
Rarity: Common
                                 Rarity: Common Foil
Interfere: U:- D:- L:R R:R
                                 Interfere: U:- D:- L:R R:R
Cap: 4(8) Icon: CHAR
                                 Cap: 4(8) Icon: CHAR
Singles Price: 1000
                                 Singles Price: N/A
                                                       N/A
                 500
Upgrade Cost:
                                 Upgrade Cost:
Card Text:
                                  Card Text:
    "Night Eyes"
                                      "Night Assault"
                                      Visual x 2 in Search
    Visual x 2 in Search
    Mode. Lasts 30 COST
                                      Mode. Lasts 50 COST
    Equip to use.
                                      Equip to use.
Description:
                                  Description:
"Night Eyes"
                                  "Night Assault"
Equip to use.
                                 Equip to use.
                                 Visual rangeX2 in search
Visual range X2 in search
                                  mode.
Expires after 30 COST.
                                 Expires after 50 COST.
[Marionette Owl]
                                  [Marionette Owl]
```

A member of the mercenary group Black Chamber.
he is a nocturnal combat specialist, able to see in the dark like an owl. His unusual body chemistry makes his eyes shine like a cat's in the dark, so he wears goggles.
"No use hiding in the shadows...
My eyes are as big as an owl's and I see you standing there..."

A member of the mercenary group Black Chamber.
He carries two bunraku puppets with him.
The red one is named
Osan, while the white one is named Kohal.
"What nice lines your clavicles have, Snake."

## Viper

No. 161 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A

Rarity: Common
Password: Viper

Cap: 4(8) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500

Card Text:

"Vengeance"
Destroys 1 target
assault rifle.

Attaches to weapon.

Description:
"Vengeance"

Attaches to weapon.

(EQUIP type weapons only)
One rifle card in targets hand

is destroyed upon
a successful hit.
Effect expires after

equipped weapon is used 3 times. [Black Art Viper] The leader of

the mercenary group

Black Chamber.

A mere touch from

Viper's hands causes
enemies to explode,
earning him the

appellation "Black Art."
He is plotting his

He is plotting his vengeance against

FOXHOUND and Solic Snake, but his true motives remain a mystery.

"I made a promise to you, and now is the time for

you to die."

No. 162

Pyro Bison

Viper+

No. 445 COST: 4
Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Booby Trap"

Destroys 1 target

assault rifle.

Attaches to weapon.

Description: "Booby Trap"

Attaches to weapon

(EQUIP type weapons only).

One rifle card in targets hand

is destroyed upon a successful hit. Effect expires after

equipped weapon is used 6 times.
[Black Art Viper]

The leader of the mercenary group Black Chamber.

It may be because of his rivalry with Snake, but he has taken the

name "Viper."

"We survivors have sworn

revenge...

and I have chosen this

land."

Pyro Bison+

COST: 7 No. 446 COST: 8

Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "Flamethrower" "Flamethrower" ATK:140 ATK:160 HIT:80% HIT:85% Area; BURN. Area; BURN. Description: Description: Flamethrower: Anti-armor; "Flamethrower" ATK: 160. USE type ATK: 140 HIT: 85%. Notes: Area attack; BURNS. HIT: 80% Notes: Area attack; BURNS. [Attack Area] [Attack Area] 01110 00000 01110 01110 01110 01110 01110 01110 00X00 00X00 [Pyro Bison] [Pyro Bison] One of the members of the A member of the mercenary Black Chamber mercenary group Black Chamger. company. With his giant size, He has an unusual obsession he can easily handle a with fire. "What do you think? flamethrower. The fuel it uses is a Beautiful, ain't it?" special mixture prepared by Bison himself. On occasion, he can even "Every human being burns differently, did you know that?" Metal Gear Gander Metal Gear Gander+ No. 447 COST: 20 COST: 20 No. 163 Pack: CHRN Pack: CHRN Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Icon: CHAR Cap: 2(4) Icon: CHAR Cap: 2(4) Singles Price: N/A Singles Price: 20000 2500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Guided Missile" "Missile Pods" 5 random attacks at 5 random attacks at ATK:100. ATK:150. Can't apply to move. Can't apply to move. Description: Description: "Guided Missile" "Missile Pods" Fires 5 shots against Fires 5 shots against random targets random targets. with ATK: 100. ATK: 150. Cannot be applied to Cannot be applied to movement. movement. [Metal Gear GANDER] [Metal Gear GANDER] Developed by the United Developed by the United

States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. Armed with a railgun, 2 vulcan cannons, and 6 guided missile pods. It also carries 2 flying pods that attack independently. In addition, it is equipped with a satellite datalink-based nuclear missile launch system.

States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. It is stored in repair shop B100F, but it is possible to inflict a tiny amount of damage to it witha grenade in B99F.

Ideaspy 2.5 No. 164 COST: 6 No. 448 COST: 4 Pack: CHRN Use: Use Ammo: N/A Rarity: Common Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Card Text: "Inexplicable" All cards cost 1/2 for 5 turns. Description: "Inexplicable" Usage COST of all of user's cards is halved for 5 turns after use. However, after half of the overall COST of the cards used is added to the user. [IdeaSpy 2.5] The ace of IdeaSpy, a top-secret team assembled by the FBI. Uses his arsenal of mail-order Idea gadgets, such as "Warming Shoes" and "color contact lens-type micro-miniature bombs" to get out of one tight spot after another. He has a long history with his colleague 714. Also a bit of a coward.

To the left of the photo is his "special friend,"

"One day, the people of this city won't need

They'll be able to walk on their own feet.

Call Now.

us anymore.

Ideaspy 2.5+ Use: Use Pack: CHRN Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Discount" All cards cost 1/2 for 5 turns. Description: "Discount" All of user's cards can be used at 1/2 COST for 5 turns after using this. However, after 5 turns, 1/2 of the total COST of all cards used is added

[IdeaSpy 2.5] The ace of IdeaSpy, a top-secret team assembled by the FBI. He went to IdeaSpy Academy with "Call Now," but she now hates him because of a certain incident. "These colored contact lenses are actually incredibly small bombs. They are set to detonate with the slightest shock."

to the user's COST.

for JUNKER.

Gillian Seed Gillian Seed+ No. 165 COST: 8 No. 449 COST: 5 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A Cap: 2(4) Icon: CHAR Singles Price: 2000 Upgrade Cost: 1500 1500 Card Text: Card Text: "Shooting Trainer" "JUNKER" HIT:100% HIT:100% Shooting COST +10 Shooting COST +5 Attaches to weapon. Description: Description: "Shooting Trainer" "JUNKER" Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). HIT: 100% HIT:100% Shooting COST +10 Shooting COST+5. Effect expires after Effect expires after equipped weapon equipped weapon is used 1 time. is used 1 time. [Gillian Seed] [Gillian Seed] Lost his memory three years Lost his memory three years ago. ago. His past is shrouded deep in His past is shrouded deep in mystery. Separated for the mystery. He has been past two years from separated for the past his wife, Jamie Seed. two years from After undergoing special his wife, Jamie Seed. training in the army, "Metal Gear, huh? That's a weird name." he is assigned to Neo Kobe City as a Runner for JUNKER. "Metal Gear, huh? That's a weird name." Mika Slayton Mika Slayton+ No. 450 COST: 4 No. 166 COST: 6 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Password: Mika Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A 500 Upgrade Cost: N/A Card Text: Card Text: "Support" "Support" User discards 2 cards. User discards 2 cards. Ally draws 3. Ally draws 3. Description: Description: "Support" "Support" User discards 2 cards from User discards 2 cards from hand. hand. Ally draws 3 cards. Ally draws 3 cards. [Mika Slayton] [Mika Slayton] Receptionist and operator Receptionist and operator

for JUNKER.

After graduation, she Part Japanese and part worked in the Kobe Crime Jewish, she holds a degree in criminal Research Lab prior to joining the JUNKER psychology and municipal Agency. data management from "Mr. Gillian Seed? Kobe City University. Forgive me." "Gillian Seed? Forgive me." Metal Gear Mk-II Metal Gear D(revised) No. 167 COST: 4 No. 451 COST: 15
Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 4(8) Icon: CHAR N/A Singles Price: 20000
N/A Upgrade Cost: 2500 Singles Price: N/A Upgrade Cost: Card Text: Card Text: "Data Processing" "Vulcan Cannon" Arranges cards in ATK:200 to area. Can't apply to move. hand by type. Description: Description: "Data Processing" "Vulcan Cannon" Sorts cards in hand by type. Area ATK: 200. From left to right: SUPPORT, Cannot be applied to ACTION, ITEM, CHARACTER, movement. WEAPON. 1010101 [METAL GEAR MK-II] 0101010 Gillian Seed's personal 1010101 0101010 navigator. Navigators are designed to facilitate 1010101 JUNKER's investigative 000X000 activities. [Metal Gear D (revised)] Their primary functions Designed by Dr. Petrovich include control analysis, Madnar. memory, and Its weak point is its Leg. communication. Height: 980mm Length: 310mm Width: 530mm (including monitor) Weight: 50kg Monitor: 10 inch Storage Capacity: 40 liters Designer: Harry Benson "My name is Metal Gear

athan Ingram Jonathan Ingram+
COST: 0 No. 452 COS Jonathan Ingram No. 168 Use: Use Pack: ULMT Ammo: N/A Rarity: Rare NO LINK BATTLE Cap: 2(4) Icon: CHAR

and I will be your support

for the mission."

Mk-II,

Singles Price: 5000 Upgrade Cost: 2500 Card Text:

COST: 0 Pack: ULMT Use: Use

Ammo: N/A

Rarity: Rare Foil NO LINK BATTLE

Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

Card Text:

User's current COST reduced by 15. Can't apply to move. Description: "Solution" User's current COST -15. Cannot be applied to movement. \*Cannot be used in LINK BATTLE mode. [Jonathan Ingram] Age 30 (birth record lists as 55).
A former Policenaut with the LAPD. Set adrift in space for 25 years as a result of an accident with the experimental EMPS Yuri; as a result, he is afflicted by cosmophobia.

"Yeah, the best friend a

guy could have!"

"Solution"

"Adapter" User's current COST reduced by 20. Can't apply to move. Description: "Adapter"" User's current COST-20. Cannot be applied to movement. \*Cannot be used in LINK BATTLE mode. [Jonathan Ingram] One of the original cops in the Policenauts. Now working as a kind of negotiator in OLA. "Ah, my best friend!"

Tony Redwood+

Pack: CHRN

Use: Use

Ammo: N/A

Tony Redwood No. 169 COST: 10 No. 453 COST: 15 Pack: CHRN Use: Use Ammo: N/A Rarity: Uncommon Cap: 4(8) Icon: CHAR Singles Price: 2500 Upgrade Cost: 1000 Card Text: "Mr. Goddard" All HITs 100% Lasts 1 turns. Description: "Mr. Goddard" Sets HIT rate of all players to 100%. Lasts for 1 turn. [Tony Redwood] A member of BCP's Advanced Police unit. His nickname, "Mr. Goddard," derives from his unparalleled prowess inside an EMPS, "It might not make sense to the folks back home, but for me,

Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Frozener" All HITs 100% Lasts 2 turns. Description: "Frozener" sets HIT rate of all players on stage to 100%. Lasts for 2 turns. [Tony Redwood] A member of BCP's Advanced Police unit. He is a "Frozener," born by incubating a cryogenically-frozen fertilized egg. Roughly 30% of the AP and Army are made up of these "Frozeners." "It might not makes sense to the folks back home, but for me, the Beyond is home."

Karen Hojo

the Beyond is home."

No. 170 COST: 7 No. 454 COST: 4
Use: Use Pack: CHRN Use: Use Pack: CHRN

Karen Hojo+

Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Password: Karen Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Singles Price: N/A Upgrade Cost: Upgrade Cost: 500 N/A Card Text: Card Text: "Transfuse blood" "Scoop" Ally discards 2 cards. Ally discards 2 cards. user draws 3. user draws 3. Description: Description: "Transfuse Blood" "Scoop" Ally discards 2 cards from Ally discards 2 cards from hand. hand. User draws 3 cards. User draws 3 cards. [Karen Hojo] [Karen Hojo] Jonathan's ex-wife, and the Jonathan's ex-wife, and the daughter of Lorraine Hojo. daughter of Lorraine Hojo. A popular newscaster for A popular newscaster for the BBC. the BBC. She suffers from aplastic Her mother and father never anemia, and is waiting stopped fighting with her for a bone marrow about Jonathan, who donor. they never liked. "Your daughter, Karen." "Your daughter, Karen." Ed Brown+ Ed Brown COST: 12 No. 455 COST: 8 No. 171 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR 1500 Singles Price: Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "Gun Shy" "Forced Retirement" All reaction blocked All REA blocked for for 3 turns. 5 turns. Description: Description: "Gun Shy" "Forced Retirement" Blocks REA of all players Blocks REA of all players on stage. on stage. Lasts 3 turns. Lasts for 5 turns. [Ed Brown] [Ed Brown] A former policenaut, and a Occupies a corner office at dyed-in-the-wool cop. Like BCP as head of the Jonathan, he was with the Vice Squad. T.APD After being in the L.A. Now occupies a corner Bomb Squad for a year, office at BCP as head he was transferred to of the Vice Squad. the Narcotics division. "The Ed you know is 30 years After that, he went on to BEYOND with younger." Jonathan. "The Ed you know is 30 years younger." Jehuty Jehuty+

COST: 12 No. 172 COST: 15 No. 456 Use: Use Pack: ULMT Use: Use Pack: ULMT

Rarity: Rare Rarity: Rare Foil Password: Jehuty NO LINK BATTLE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 100000 Singles Price: N/A Upgrade Cost: Upgrade Cost: 2500 N/A Card Text: Card Text: "Burst Shot" "Vector Cannon" All equip. and effects All equipment effects reset to default state. reset to default state. Description: Description: "Burst Shot" "Vector Cannon" Returns all equipment and Returns all equipment and effects to their original effects to their original settings. settings. [Jehuty] \*Cannot be used in An orbital frame designed LINK BATTLE mode. as part of the Martian [Jehuty] An orbital frame designed as anti-Earth movement's Arman Project. part of the Martian anti-Earth movement's It employs metatron, a multipurpose ore found on Arman Projects. the Jovian moon of Jehuty is also furnished Callisto, as its main power with ADA, an independent source. combat support unit that customizes and Its right arm is normally equipped with a blade enhances the frame according to the Runner's or a shot. Jehuty is also furnished personal traits and combat with ADA, experience. an independent combat support unit that customized and enhances the frame according to the Runner's personal traits and combat experience. ADA+ ADA COST: 8 No. 457 COST: 4 No. 173 Pack: CHRN Pack: CHRN Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Combat AI" "Implant" All moves COST 1 All moves COST 1 for 3 turns. for 5 turns. Description: Description: "Combat AI" "Implant" All of user's movement Cost All of user's movement COST set to 1. set to 1. Lasts for 3 turns. Lasts for 5 turns. [ADA] [ADA]

An independent combat

It is a thining machine

whose abilities are a

support unit.

Ammo: N/A

Ammo: N/A

An independent combat

assistance to Runners.

that provides voice-based

support unit

"It is hopeless, but you cut above other battle have no other choice." computers. ADA takes into account such factors as the Runner's personality, environmental conditions, and the number and type of enemies. "It is hopeless, but you have no other choice." GRU Soldier+ GRU Soldier No. 174 COST: 4 No. 458 COST: 6
Use: Move Pack: MGS3 Use: Move Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 1000 500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: Movement Card Movement Card Can move 4 BLKS. Can move 5 BLKS. Description: Description: Movement Card. Movement Card. can move 4 blocks. Can move 5 blocks. [GRU Soldier] [GRU Soldier] GRU is the intelligence GRU is the intelligence wing of the wing of the Soviet General Staff. Soviet General Staff. Ocelot Unit Ocelot Unit+ No. 175 COST: 4 No. 459 COST: 4 Pack: SBSS Pack: SBSS Use: Move Use: Move Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 1000 Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Movement Card Movement Card Can move 6 BLKS. Can move 7 BLKS. Description: Description: Movement Card. Movement Card. Can move 7 blocks. Can move 6 blocks. [Ocelot Unit] [Ocelot Unit] An elite GRU unit headed by An elite GRU unit headed by Ocelot under the command Ocelot under the command of Colonel Volgin. of Colonel Volgin. "Move, move, move!" "Move move, move!" Major Zero+ Major Zero COST: 10 No. 460 COST: 4 No. 176 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A

Use: Equip Pack: MGS3 Use: E
Ammo: N/A Ammo:
Rarity: Common Rarity
Cap: 4(8) Icon: CHAR Cap: 4
Singles Price: 1000 Single
Upgrade Cost: 500 Upgrad
Card Text: Card T

Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Common Foil
Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
"Fox Command"

All enemies appear on display Equip to use. Description: "Active Sonar" In search mode, makes all enemies appear on display. Lasts for 1 turn. Equip to use. [Major Zero] The commander of FOX, a covert unit in CIA's planning division. Assigns himself the call sign "Major Tom" during the Virtuous Mission. He is the one who conceived and founded FOX. "Is that clear? This kind of sneaking around is the FOX unit's specialty."

V.B. Volgin

No. 177 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR
Singles Price: 1000
Upgrade Cost: 500

Card Text:

"Bullet Punch"
Own handgun card
in target's hand are
destoryed on a hit.

Description:
"Bullet Punch"
Attaches to weapon.
(EQUIP type weapons only)

One handgun card in targets hand is destroyed upon

a successful hit. Effect expires after equipped weapon is used 3 times.

[Yevgeny Borisovitch Volgin]
A KGB colonel, his code

name in the West is
"Thunderbolt."

His body carries a constant electric charge which causes nearby

firearms to explode.

All enemies appear on display Equip to use.

Description: "FOX Command"

In search mode, makes all

enemies appear on

display.

Lasts for 3 turns.

Equip to use.
[Major Zero]

The commander of FOX, a covert unit in CIA's planning division.

His real name is David Oh,

and he is a former member of the SAS.

He is deeply attached to drinking tea, especially

his afternoon tea.

He is the chairman of the unofficial CIA

organization

"The UMA Hunt Club."

"No...just, every time I think of that face,

it makes me furious.

Doesn't it make you?"

V.B. Volgin+

No. 461 COST: 4
Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"Thunderbolt"
Two handgun cards
in target's hand are
destoryed on a hit.

Description:
"Thunderbolt"

Attaches to weapon

(EQUIP type weapons only).
Two handgun cards in targets

hand is destroyed upon

a successful hit.

Effect expires after
equipped weapon

is used 6 times.

[Yevgeny Borisovitch Volgin] He belongs to Brezhnev's

faction.

His body holds a charge of 10 million volts, allowing him to alter the trajectories

of enemy bullets.

He is a sadist, taking

He can fire a bullet simply pleasures in tormenting by holding it between others. "Sokolov isn't worth your his fingers. "Kuwabara... Kuwabara..." love You can entertain me until the rain stops." N.S. Sokolov N.S. Sokolov+ No. 178 COST: 4 No. 462
Use: Equip Pack: MGS3 Use: Use No. 462 COST: 4
Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: "Power of Science" "Conscience" +10 Anti-armor ATK Anti-armor ATK +10 Attaches to weapon. Attaches to weapon. Description: Description: "Power of Science" "Conscience" Attaches to weapon. Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). Anti-armor ATK+10. Anti-armor ATK +10. Effect expires after Effect expires after equipped weapon equipped weapon is used 2 times. is used 4 times. [Nikolai Stepanovitch [Nikolai Stephanovitch Sokolov] Sokolov The world's most preeminent The head of OKB-754. He developer of rocket engines.
Humanity's first manned became fearful of his own creation, the Shagohod, space flight was a success and fled the Soviet Union, but was sent back as part largely attributable of a deal to end the to his Al Rocker Cuban Missile Crisis. multi-engine cluster. "And then the age of fear "It means he's a man of his will truly begin..." word." Naked Snake Big Boss No. 153 COST: 10 No. 179 COST: 7 Use: Equip Pack: MGS3 Use: Use Pack: MGS3 Ammo: COC Ammo: N/A Rarity: Rare Rarity: Rare Foil SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(4) Icon: CHAR Singles Price: 10000 N/A Singles Price: Upgrade Cost: 10000 N/A Upgrade Cost: Card Text: Card Text: "John Doe" "Declare Victory" Random technique. Double PTS. Used with equip, CQC. Snake only. Description: Description: "John Doe" "Declare Victory" Attack vs. forward adjacent Doubles PTS> Sets all allies' ATK to -20. Executes a random technique. Cannot be used in combination Used in combination with an with "Gijin-san." Does not affect explosive equipped CQC card. Must be adjacent to target and universal attacks.

[Naked Snake] [Big Boss] Naked Snake is the code The greatest mercenary of name of the protagonist the 20th century. of Operation Snake His exploits are the stuff Eater. of legend. trained in the art of He was the supreme combat by The Boss, commander of FOXHOUND, he is assigned to the covert and also the leader of Outer Heaven. FOX unit. "A real one-man army." After the fall of Outer Heaven, he masterminded the Zanzibar Land uprising. "You and I are indispensable on the battlefield. But when we return home, we're of no use to anyone." The Boss The Boss+ COST: 9 COST: 8 No. 463 No. 180 Use: Move/Link Pack: MGS3 Use: Equip Pack: MGS3 Ammo: Link Ammo: CQC Rarity: Rare Foil Rarity: Rare Cap: 4(8) Icon: TRI Singles Price: N/A Cap: 4(8) Icon: CHAR Singles Price: 20000 2500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: "The Joy" "Mother of Special Forces" Trigger automatically. Random technique. ATK +30. Used with equip. CQC. Links to CQC. Description: Description: "Mother of Special Forces" "The Joy" Attack vs. forward adjacent Triggered Automatically. ATK+30. block. Executes a random technique. Links to CQC attacks. Used in combination with an [The Boss] equipped CQC card. Known as the "mother of Must be adjacent to target Special Forces". Leads the Cobra Unit. to use. [The Boss] She along with Major Zero, Snake's mentor, known as the are responsible "mother of Special Forces." for starting the SAS. She is the leader of the She was Naked Snake's Cobra Unit, a group mentor. assembled from the best "To make the world one again." and brightest from around the globe. she is also a expert in close-quarters combat, and has personally devised a number of hand-to-hand techniques. "Drift away. My place is with them now." The Fury The Fury+

COST: 6 No. 464

COST: 7

Snake only.

to use.

No. 181

Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
"Flamethrower"	"The Fury"
ATK: 60	ATK:80
HIT:90%	HIT:95%
Area; BURN.	Area; BURN.
Description:	Description:
<pre>Flamethrower: Anti-armor;</pre>	"The Fury": Anti-armor; USE
USE type	type
ATK: 60	ATK: 80.
HIT: 90%	HIT: 95%.
Notes: Area attack; BURNS.	Notes: Area attack; BURNS.
[Attack Area]	[Attack Area]
00000	00100
00100	01110
01110	01110
01110	01110
00X00	00X00
[The Fury]	[The Fury]
One of the surviving	A surviving member of the
members of the	Cobra Unit.
Cobra Unit. Wields a	He wears a special
flamethrower.	flame-retardant Soviet-made
He went into space as an	space suit, and burns up
astronaut, but was	everything he encounters
engulfed in flames during	with a poweful rocket
reentry and received severe	fuel flamethrower.
burns over his entire body.	"My flame suit is ripped!"
He no longer feels any	1
He no longer feels any	
He no longer feels any pain.	
He no longer feels any pain. "Fury. A great and terrible	
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod	Shagohod+
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20	Shagohod+ No. 465 COST: 20
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000 Upgrade Cost: 5000	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:
He no longer feels any pain. "Fury. A great and terrible fury at being alive."  Shagohod No. 182 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000 Upgrade Cost: 5000 Card Text: "Vulcan Strafe"	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun"
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun" ATK: 250
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200  to 9 x 9 area.  Can't apply to move.	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "Machinegun" ATK: 250 to 9 x 9 area.
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200  to 9 x 9 area.  Can't apply to move.	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun" ATK: 250 to 9 x 9 area. Can't apply to move.
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK:200  to 9 x 9 area.  Can't apply to move.  Description: "Vulcan Strafe"	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "Machinegun"  ATK: 250  to 9 x 9 area.  Can't apply to move. Description:
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20 Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000 Upgrade Cost: 5000 Card Text:  "Vulcan Strafe"  ATK: 200 to 9 x 9 area. Can't apply to move.  Description:  "Vulcan Strafe" ATK: 200	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "Machinegun" ATK:250 to 9 x 9 area. Can't apply to move. Description: "Machine Gun"
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20 Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare Cap: 2(4) Icon: CHAR Singles Price: 50000 Upgrade Cost: 5000 Card Text:  "Vulcan Strafe"  ATK: 200 to 9 x 9 area. Can't apply to move.  Description:  "Vulcan Strafe" ATK: 200	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun" ATK: 250 to 9 x 9 area. Can't apply to move. Description: "Machine Gun" ATK: 250
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200  to 9 x 9 area.  Can't apply to move.  Description:  "Vulcan Strafe"  ATK: 200  within a 9X9 area.  Cannot be applied to	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "Machinegun"  ATK: 250  to 9 x 9 area.  Can't apply to move. Description:  "Machine Gun" ATK: 250 to a 9X9 area.
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200  to 9 x 9 area.  Can't apply to move.  Description:  "Vulcan Strafe"  ATK: 200  within a 9X9 area.	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun" ATK: 250 to 9 x 9 area. Can't apply to move. Description: "Machine Gun" ATK: 250 to a 9X9 area. [Shagohod]
He no longer feels any pain.  "Fury. A great and terrible fury at being alive."  Shagohod  No. 182 COST: 20  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Rare  Cap: 2(4) Icon: CHAR  Singles Price: 50000  Upgrade Cost: 5000  Card Text:  "Vulcan Strafe"  ATK: 200  to 9 x 9 area.  Can't apply to move.  Description:  "Vulcan Strafe"  ATK: 200  within a 9X9 area.  Cannot be applied to movement.	Shagohod+ No. 465 COST: 20 Use: Use Pack: SBSS Ammo: N/A Rarity: Rare Foil Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Machinegun" ATK: 250 to 9 x 9 area. Can't apply to move. Description: "Machine Gun" ATK: 250 to a 9X9 area. [Shagohod] A mobile nuclear launch

of 500km/h, and achieve a range of 10000km. As long as it has a runway of around 4.8 km, it can deliver its nuclear payload from anywhere in the Soviet Union to all regions of the United States. Ocelot Revolver Ocelot No. 138 COST: 7
Use: Use Pack: MGS1 COST: 4 No. 183 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Icon: CHAR Cap: 4(8) Icon: CHAR Cap: 4(8) Singles Price: 2000 Singles Price: N/A 1500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Showdown" "Gunplay" User's shooting COST Target can't shoot. Lasts 20 COST. is 2 for 20 COST. Description: Description: "Showdown" "Gunplay" Prevents target of choice Sets Cost for all gun from firing. attacks by user to 2. Lasts for 20 COST. While in effect, user cannot [Ocelot] execute CQC attacks. The teenage leader of the Lasts for 20 COST. Ocelot Unit. [Revolver Ocelot] He once favored a A member of the newly Makarov in combat, reformed FOXHOUND. but has now switched A former Spetsnaz to a revolver. commando, his weapon of choice is a Single Action "Ah ah ah... No more judo, and no more field strips." Army. Also a specialist in torture. "Six bullets. More than enough to kill anything that moves." Eva Eva+ COST: 7 No. 184 COST: 5 No. 466 Pack: MGS3 Pack: MGS3 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: "Temptation" "Romance" No living units within No living units within 3 BLKS can engage 3 BLKS can engage in CQC for 20 COST. in CQC for 30 COST. Description: Description:

"Romance"

developed by Dr. Nikolai

Sokolov.

"Temptation"

With the aid of boosters,

it can fire warheads at a

maximum speed

Keeps living creatures Keeps living creatures within within 3 blocks at bay 3 blocks at bay for 20 COST. for 30 COST. Lasts for 30 COST. A female spy that Snake [EVA] encounters during A former NSA code analyst Operation Snake Eater. who defected to the Soviet She rides a Union in 1960. At the same time, she motorcycle and wields a infiltrated the GRU under Mauser Military. the name Tatyana. "Snake, huh? Well, I'm She was the lover of both EVA...are you Sokolov and Volgin. here to tempt me?" If her medical history is examined with CURE, some unexpected surgery will be revealed... "Hold steady. I'm not done yet." A.L. Granin A.L. Granin+ COST: 0 No. 467 No. 185 COST: 0 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Order of Lenin" "Loyalist" User's current COST User's current COST to 15. set to 30. Can't apply to move. Can't apply to move. Description: Description: "Loyalist" "Order of Lenin" Sets teh user's COST to 30. Sets user's current cost to 15. Cannot be applied to cannot be applied to movement. movement. [Aleksandr Leonovitch [Aleksandr Leonovitch Graninl The director of OKB-44, Granin] The director of OKB-44, known as the Granin known as the Granin bureau. bureau. Overseeing the Overseeing the development of a bipedal development of a bipedal walking tank. walking tank, though he He has had a hand in is ousted from that the development of position by Sokolov and a number of types Shagohod. he sent the of ordnance, including the results of his research SS-1C ballistic missile to a friend living in America. "I love my country. system capable I love this land." of road movement. He is one of the heroic scientists of the Soviet Union, and a recipient of the Order of Lenin.

"You mean you've never heard

of me? And you call yourself an agent."

Sneaking Suit	Skull Suit
No. 186 COST: 6	No. 468 COST: 7
Use: Equip Pack: ITGL	Use: Equip Pack: ITGL
Ammo: N/A	Ammo: N/A
Rarity: Uncommon	Rarity: Uncommon
Cap: 4(4) Icon: CAN	Cap: 4(4) Icon: CAN
Singles Price: 2500	Singles Price: N/A
Upgrade Cost: 2000	Upgrade Cost: N/A
Card Text:	Card Text:
REA:70%; one attk.	REA:80%
reduced by 10.	Damage from 1 attk
Snake only.	reduced by 20.
Equip to use.	Snake only.
Description:	Description:
Equip to use.	Reduces single-attack damage
Reduces single-attack damage	by 20
by 10	REA:80%
REA: 70	Snake only.
Snake only.	A suit spun entirely from
A special suit worn by	optical fibers.
Solid Snake.	It feels similar to rubber,
	but it is a material that
	blocks a variety of toxic
	chemicals.
	There are several kinds of
	sensors inside the suit,
	and nanomachines
	offer feedback for on user
	conditions usch as
	bleeding, etc.
	<i>3</i> ,
VMO	-
XM8	XM8+
No. 187 COST: 9	XM8+ No. 469 COST: 9
No. 187 COST: 9 Use: Use Pack: SBSS	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:30 HIT:60%	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:70%
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:30 HIT:60% 5.56mm x 4	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:70% 5.56mm x 5 Can move 6.
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect.	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:70% 5.56mm x 5 Can move 6. Adds random effect.
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description:	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60%	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK: 30 HIT: 70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:70% 5.56mm x 5 Can move 6. Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 70% Ammo: 5.56mmX5
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4	XM8+ No. 469 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:70% 5.56mm x 5 Can move 6. Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 70% Ammo: 5.56mmX5
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK: 30 HIT: 60%     5.56mm x 4     Can move 6.     Adds random effect.  Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks.	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks  Notes: Can move 6 blocks.
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks  Notes: Can move 6 blocks.  A hit causes a random
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random status effect:	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks  Notes: Can move 6 blocks.  A hit causes a random  status effect: BLEED,
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect.  Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random status effect: BLAAD, KDWN, BURN,	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after: 4 blocks  Notes: Can move 6 blocks.  A hit causes a random  status effect: BLEED,  KDWN, BURN, or SLEEP.
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect. Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random status effect: BLAAD, KDWN, BURN, or SLEEP.	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after:4 blocks  Notes: Can move 6 blocks.  A hit causes a random  status effect: BLEED,  KDWN, BURN, or SLEEP.  [XM8]
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect.  Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random status effect: BLAAD, KDWN, BURN, or SLEEP. [XM8]	XM8+  No. 469 COST: 9  Use: Use Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after:4 blocks  Notes: Can move 6 blocks.  A hit causes a random  status effect: BLEED,  KDWN, BURN, or SLEEP.  [XM8]  An assault rifle being
No. 187 COST: 9 Use: Use Pack: SBSS Ammo: N/A Rarity: Common Password: Xmeight Cap: 2(4) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:30 HIT:60%     5.56mm x 4     Can move 6.     Adds random effect.  Description: Assault Rifle: USE type ATK: 30 HIT: 60% Ammo: 5.56mmX4 HIT % decrease at: 4 blocks Notes: Can move 6 blocks. A hit causes a random status effect: BLAAD, KDWN, BURN, or SLEEP. [XM8] A next-generation battle	XM8+  No. 469  Use: Use  Pack: SBSS  Ammo: N/A  Rarity: Common Foil  Cap: 2(4)  Singles Price:  N/A  Upgrade Cost:  ATK:30 HIT:70%  5.56mm x 5  Can move 6.  Adds random effect.  Description:  Assault Rifle: USE type  ATK: 30 HIT: 70%  Ammo: 5.56mmX5  HIT decrase after:4 blocks  Notes: Can move 6 blocks.  A hit causes a random  status effect: BLEED,  KDWN, BURN, or SLEEP.  [XM8]  An assault rifle being researched by the U.S.

aiming systems, stocks, and One of its appeal is that the like, the weapon can it can be manually used as a bottle opener, be converted into a rifle, a machine gun, a and it can be re-configured via interchangeable squad support weapon, and other firearms. parts. Both 40mm grenades and a 12-gauge shotgun can be equipped on this weapon. Since its light bullets prevent much of the recoil, it can be fired on its fully automtic setting with only one hand. Mr. Sigint Mr. Sigint+ No. 188 COST: 4 No. 470 COST: 4 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Password: Signt Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 1500 1000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Tech Support" "Signal Intelligence" Draw 3 cards each Draw 3 cards each turn. Reshuffling turn. Reshuffling deck will COST 20. deck will COST 20. Description: Description: "Signal Intelligence" "Tech Support" Draw 3 cards each turn. Draw 3 cards each turn. When reloading deck, When reloading deck, COST will become 20. COST will become 20. Effect expires after 10 turns. Effect expires after 5 turns. [SIGINT] [Sigint] A specialist in the latest has been active since the technology, he can Snake Eater conflict. provide technical His code name, Sigint, is an support via radio for any abbreviation of "Signal Intelligence." type of weapon or He is the vice-chairman of equipment. Racist attitudes had the unofficial previously preventing CIA organization him from finding "The UMA Hunt Club." employment, but Major Zero He was assigned to ARPA found him and recruited after the Snake Eater him into the ranks of conflict. He is connected to the

> Paramedic Paramedic+ COST: 4 No. 471 COST: 4

developmetn of the ARPAnet,

which started in 1969.

"I feel bad for you, but

that ain't gonna happen. The last thing needed in

any time period is

human power."

No. 189

"In the digital world, it

American or Russian, or

doesn't matter whether

Everybody's going

That's what I think.

to be the same.

whatever.

you're black or whilte,

Use: Equip Pack: SBSS	Use: Equip Pack: SBSS
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Interfere: U:Y D:- L:B R:- SOLIDEYE	Interfere: U:Y D:- L:B R:-
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
"Cure"	"QUACK"
COST reduced by	COST reduced by
dmg. taken/20.	dmg. taken/20.
Equip to use.	Equip to use.
Description:	Description:
"Cure"	"QUACK"
reduces user's COST by the	Reduces user's COST by the
amount	amount
of damage taken/20.	of damage taken/20.
Equip to use.	Equip to use.
Effect expires after 2 turns.	Effect expires after 4 turns.
[Para-Medic]	[Para-Medica]
A supporting member of the	She has been given the
FOX unit.	less-than-honorable
She is in charge of Snake's	nickname "QUACK."
medical care via radio.	After the Snake Eater
She's a real film buff who	conflict in 1970, she was
loves watching B-movie	responsible for
horror flicks,	establishing the first
science fiction, and	paramedics
disaster movies.	organization in America, in
She carries documents	Seattle, WA.
written about the ecologies	"So I got to thinking -
and flavors of living	wouldn't it be great if
creatures.	we could parachute
"Stay with me I've seen	medics into the front
people in worse shape	lines, where they're
before. Think you can	needed most?"
handle it?"	
Lt. Raikov	Lt. Raikov+
No. 190 COST: 4	No. 472 COST: 4
Use: Equip Pack: MGS3	Use: Equip Pack: MGS3
Ammo: N/A	Ammo: N/A
• • •	
• • •	Ammo: N/A Rarity: Uncommon Foil
Rarity: Uncommon SOLIDEYE	Rarity: Uncommon Foil
Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR
Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 8000	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR
Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 8000	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A
Rarity: Uncommon  SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 8000 Upgrade Cost: 1000	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A
Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 8000 Upgrade Cost: 1000 Card Text:	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:
SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 8000 Upgrade Cost: 1000 Card Text: "Senior Officer"	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Favor"
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Favor" Add number of attacks
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked  user has COST upped  by number of attacks.	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Favor" Add number of attacks in COST to enemy
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked  user has COST upped  by number of attacks.	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Favor" Add number of attacks in COST to enemy that attacked user.
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked user has COST upped by number of attacks.  Description: "Senior Officer"	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "Favor" Add number of attacks in COST to enemy that attacked user. Description:
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked user has COST upped by number of attacks.  Description: "Senior Officer"  Adds the number of attacks	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:     "Favor"     Add number of attacks     in COST to enemy     that attacked user.  Description: "Favor" Adds the number of attacks
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked user has COST upped by number of attacks.  Description: "Senior Officer"	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "Favor"  Add number of attacks  in COST to enemy  that attacked user.  Description: "Favor"
Rarity: Uncommon  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 8000  Upgrade Cost: 1000  Card Text:  "Senior Officer"  Enemy that attacked user has COST upped by number of attacks.  Description: "Senior Officer"  Adds the number of attacks in COST to an enemy that	Rarity: Uncommon Foil  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:    "Favor"    Add number of attacks    in COST to enemy    that attacked user.  Description: "Favor" Adds the number of attacks in COST to an enemy that

[Ivan Raidenovitch Raikov] [Ivan Raidenovitch Raikov] A GRU major, who is Volgin's A GRU major. He is one of second-in-command at the Volgin's lovers, and Fortress of Groznygrad. receives special favors from him. He is well-known for his gluttonous excesses "Ivan," in American within the Fortress. English, is "John." "Jack" is another He will even eat road kill. "What, you want to join me? name for "John." Fine, then. Come on it!" "pfff...Trash... Women huh..."

The Sorrow

No. 191 COST: 8 No. 473
Use: Use Pack: SBSS Use: Use

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: CHAR
Singles Price: 1500
Upgrade Cost: 500

Card Text:

"Nirvana"

No living unit can move for 2 turns.
User's LIFE to 1/2.

Description:

"Nirvana"

Blocks the movement of all living units for 2 turns.
Reduces user's LIFE by 1/2.

[The Sorrow]

A former member of the

Cobra Unit.
One of the legendary
warriors who fought
alongside The Boss.
He possesses strange
necromantic abilities
that allow him to interact
and speak with the dead.
He returned to the Soviet

Unit disbanded, but two years later, he was killed by The Boss, who was on a special assignment by

Union after the Cobra

the CIA.

"Now you will know the sorrow of those whose lives you have ended." The Sorrow+

No. 473 COST: 4
Use: Use Pack: SBSS

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"The Sorrow"
No unit can move
for 2 turns.

User's LIFE to 1/2.

Description:

"The Sorrow"

Blocks the movement of all living units for 2 turns.
Reduces user's LIFE by 1/2.

[The Sorrow]

By calling back the spirits of soldiers who have

died in battle,

he can make use of those soldiers' skills, strength, and combat abilities.

By wearing the Spirit Camouflage vigen to

you by The Sorrow, snake can drain stamina from enemies you choke.

"You want to finish your

mission, don't you? Then you'll have to

shoot me!"

The End

No. 192 COST: 7

Use: Equip Pack: MGS3

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR
Singles Price: 2000

The End+

No. 474 COST: 7

Use: Move/Link Pack: MGS3

Ammo: Link

Rarity: Common Foil

Cap: 4(8) Icon: TRI
Singles Price: N/A

3000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "The End" "Pickup" HIT:100% for >= 6 BLK. Triggers automatically. -50 LIFE each turn. HIT +80% for >= 9 BLKS Equip to use. Description: Description: "The End" "Pickup" HIT 100% at 6 blocks and Triggered Automatically. HIT+80. greater. User's LIFE decreases by Links to shots that travel 50 each turn. 9 blocks or more. equip to use. [The End] Effect expires after 3 turns. His favored weapon is a [The End] Mosin-Nagant modified to One of the members of the shoot tranquilizer Cobra Unit. darts. He is a legendary sniper, He is a friend to regarded as one of the everything in the forest, fathers of the modern and never lacks spies. techniques of If you save while fighting sharpshooting. The End, then come back a He is well over 100 years week later, he will be dead in age, and usually from old age. "Reckless boy...you don't appears to be in a state of suspended deserve to meet your fate animation. just yet." Thanks to the photosynthetic properties of a special type of moss that regulates his body, he has a limitless reserve of stamina. "I beg of you, grant me the strength to take this final prey. let me linger in this world just a little longer." The Fear The Fear+ No. 475 No. 193 COST: 5 COST: 7 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:R D:Y L:R R:Y Interfere: U:R D:Y L:R R:Y SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 2000 Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: "Spider" "The Fear" ATK +10 during ATK +20 during Status Ailment. Status Ailment. Equip to use. Equip to use. Description: Description: "The Fear" "Spider" ATK+20 during Status ATK +10 during Status Ailments. Ailments. Equip to use. Equip to use. Effect expires after 30 COST.

Effect expires after 20 COST. [The Fear] One of the members of the Cobra Unit. He uses a pair of crossbows he calls "William Tell" and "Little Joe." He has a special body type where each of his elbows have two joints, so he can easily swing from tree to tree. He wears the "Spider," a camouflage suit that gives him stealth abilities. "Ah, but what fun would that be? Not a fitting death at all."

[The Fear]
The arrows that The Fear shoots are coated in the venom of the Brazilian Wandering Spider.
He wears the Spider Camouflage, which gives him stealth capabilities.
He encounters Snake in Graniny Gorki South.
"Ohh...my stomach...I...I feel sick..."

The Pain

No. 194 COST: 8
Use: Equip Pack: SBSS
Ammo: N/A
Rarity: Common

Cap: 2(4) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000

Card Text:

"Share Pain"
Return equal damage
to attacking, living
enemy. Equip to use.

Description: "Share Pain"

a living enemy, that enemy takes the same damage as it inflicts. Equip to use.

When the user is attacked

rquip to use.

Effect expires after 2 turns.
[The Pain]

[IIIe raiii]

One of the members of the Cobra Unit.

He can control the actions of bees via the buzzing of a queen bee he keeps in his backpack. He likes to use a Thompson submachine qun.

The Pain keeps a highly

toxic,

"bullet bee" inside his body, and can use it to devour an opponent from the inside out.

"I will guide you to a world of anguish beyond your imagination..."

The Pain+

No. 476 COST: 4
Use: Equip Pack: SBSS

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

"The Pain"

Return equal damage to attacking, living enemy. Equip to use.

Description: "The Pain"

When the user is attacked

by a living enemy,
that enemy takes the

same damage as it inflicts.

Equip to use.

Effect expires after 4 turns.

[The Pain]

One of the members of the Cobra Unit. He has the codename "The Pain."
He has created his alter ego using bees to confuse his enemies.

"The pain...the pain..."

Instant Ramen	Instant Ramen+
No. 195 COST: 4	No. 477 COST: 4
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
SOLIDEYE	
Cap: 4(8) Icon: CAN	Cap: 4(8) Icon: CAN
Singles Price: 1000	Singles Price: N/A
Upgrade Cost: 500 Card Text:	Upgrade Cost: N/A Card Text:
User's LIFE: +100.	User's LIFE: +150.
Description:	Description:
User's LIFE +100.	User's LIFE+150.
[Instant Ramen]	[Instant Ramen]
A food product originally	A food product originally
developed in Japan.	developed in Japan.
Just add hot water to	Just add hot water to
reconstitute the ramen	reconstitute the ramen
noodles.	noodles.
"It's cheap and can be stored for a long time.	"I was just going to say that if you weren't going
And besides,	to eat it, you should
it's delicious.	bring it back to me. I've
It's like a miracle food."	always wanted to try
	some."
Fatman	Fatman+
No. 196 COST: 7	No. 478 COST: 4
Use: Use Pack: MGS3	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common	Rarity: Common Foil
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text: "Trap"	Card Text: "Bomb Threat"
Mine ATK +30	Mine ATK +50
This effect can be	This effect can be
stacked up to 4 times.	stacked up to 4 times.
Description:	Description:
"Trap"	"Bomb Threat"
Grants a +30 ATK bonus to any	Grants a+50 ATK bonus to any
mine the user places.	mine the user places.
This effect can be stacked	This effect can be stacked
up to four times.	up to four times.
[Fat Man] A former member of Dead Cell	[Fat Man] A former member of Dead
Obsessed with explosives,	Cell.
he built his very own	He wears a bomb blast suit,
nuclear bomb at the tender	and can move at high
age of 10.	speeds via his inline
He rigged a large number	skates.
of C4 explosives on the	It is his trademark to apply
ocean-borne "Big Shell"	cologne to the bombs he
plant.	sets.
"I am the greatest that	He follows his own aesthetic
humanity has to offer,	sense, unrestrained by laws
and the lowest."	or norms. "Laugh and grow fat!"
	Daugh and Grow rat:

Sea Harrier Harrier II No. 197 COST: 10 No. 479 COST: 10 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil Password: shrrr Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 3000 Upgrade Cost: 1000 Singles Price: 1000 Upgrade Cost: N/A Card Text: Card Text: "25mmGAU Cannon" "Rocket" No attk. for 10 COST. In 5 COST, ATK:250 to area. ATK:250 to area. Description: Description: "25mmGAU Cannon" "Rocket" Fires after 10 COST. Fires after 5 COST. ATK: 250 to area. ATK: 250 to area. [Sea Harrior] [Harrier II] A VTOL warplane used by the Use of a carbon epoxy British Navy. It was composite material developed based on the GR.1 for the main wing allowed for an overall reduction Harrier for use on lighter aircraft carriers. in weight. It is capable of Vertical Its avionics systems have Take-Off and Landing been strengthened overall, by changing the and it is equipped with positions of its four both an ASN-130A Inertial Navigation System engine nozzles. and an ASB-19 Bombardment System. The plane that Solidus was in at the ocean plant was one of these. Rosemary Rosemary+ COST: 7 No. 480 COST: 4 No. 198 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Icon: CHAR Cap: 4(8) Icon: CHAR Cap: 4(8) Singles Price: 2000 Singles Price: N/A 1000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Memorial Day" "Backup" Adds user's REST to Adds user's REST to ally's next turn. ally's next turn. Description: Description: "Memorial Day" "Backup" Adds user's REST to Adds user's REST to ally's REST on next turn. ally's REST on next turn. [Rosemary] [Rosemary] She was one of the Army's Under orders from the internal data analysts, "Patriots," but she was hastily she approached Raiden under deployed to participate in the guise of a chance a tactical setting due meeting. to a lack of clerical She researched his type of

woman, and changed her hair

and eye color to match that

workers. She supports

Raiden via radio.

She and Raiden are type. lovers. During the campaign, she calls Raiden "Jack." She is also in charge of saving the game in the "Is that a -- proposal?" plant scenario. "But we've been together a while. You know me already." Arsenal Gear Arsenal Gear+ No. 199 COST: 20 No. 481 COST: 20 Pack: MGS2 Use: Use Pack: MGS2 Use: Use Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 20000 Upgrade Cost: 2500 Singles Price: N/A 2500 Upgrade Cost: N/A Card Text: Card Text: "Rush" "Boot-Up" ATK:300 to ATK:350 to  $3 \times 5$  area.  $3 \times 5 \text{ area.}$ Description: Description: "Rush" "Boot-Up" ATK: 300 ATK: 350 to a 3X5 area. to a 3X5 area. 01110 01110 01110 01110 01110 01110 01110 01110 01110 01110 00X00 00X00 [Arsenal Gear] [Arsenal Gear] Built by the U.S. Navy, it is equipped with several Part of the Patriots' S3 Project. Its nerve center is the thousand missiles, including those with artificial intelligence "G.W.," which can take nuclear warheads. It is escorted by a legion over all the computers of mass-produced in the world, achieving Metal Gear RAYs. digital information Via its tactical network, dominance. Arsenal Gear can gain In order to disquise its presence, it was being complete control of the full military might of constructed underneath the four branches the ocean-based plant. The of the United States layout of its "stomach" block, where a variety military, including its nuclear arsenal. of torture implements Its internal blocks are are kept, is for some reason shaped given the designations stomach, jejunum, exactly like Shadow Moses ascending colon, ileum, island. sigmoid colon, and rectum.

## Funamushi

No. 200 COST: 6
Use: Equip Pack: MGS2

Ammo: N/A

Funamushi+

No. 482 COST: 6
Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 N/A Singles Price: 500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: Destroys all recovery Destroys all recovery cards in target's hand. cards in target's hand. Attaches to weapon. Attaches to weapon. Description: Description: On a hit, destroys all On a hit, destroys all of target's recovery cards. of target's recovery cards. Attackes to weapon. Attaches to weapon Effect expires after Effect expires after equipped weapon equipped weapon is used 1 time. is used 3 times. A sea louse, a type of A sea louse, a type of crustacean isopod. crustacean isopod. McDonnell Miller Liquid Snake No. 124 No. 201 COST: 3 COST: 4 Pack: ITGL Use: Move Use: Equip Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Interfere: U:R D:R L:R R:R Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 5000 Singles Price: N/A Upgrade Cost: Upgrade Cost: 2000 N/A Card Text: Card Text: "FOX DIE" "Master" No effects. ATK, HIT, REA +40 A brave ally. User OOA after 20 COST. Equip to use. Description: Description: "Master" "FOX DIE" No effects. Raises stats of user when Brings confidence just by equipped. its presence. ATK +40 HIT +40% [McDonnell Miller] A third-generation Japanese REA +40% American. He has served as a survival master in the SAS, User OUT OF ACTION after 20 COST. the Green Berets, Does not affect explosives the US Marine boot camp, and universal attacks. and also FOXHOUND. [Liquid Snake] The leader of the high-tech These days, he coaches at MERC school twice a unconventional warfare unit FOXHOUND. year. When in FOXHOUND, he was and the mastermind behind referred to as a the Shadow Moses incident. Like Solid Snake, he "Hell Master," and draftees called him carries the genes of "Master Miller" Big Boss. with respect. Married, he "Not yet, Snake It's not lives together with his over yet!" only daughter, "Catherine." Miller is full of ideas and is quite knowledgeable

in the area of science.

Height: 179 cm Weight: 85 kg

Hind D

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 2000

Card Text:

"Gatling Gun" Destroys all EQUIP cards; ATK: #cards x 100 against target.

Description: "Gatling Gun"

Destroys all of user's

equipped cards.

Inflicts an ATK on target equal to the number of equipped cardsX100.

[Mi-24D]

A large, Soviet-manufactured battle helicopter based on

the Mi-8 transport

helicopter.

HIND is a NATO code. A tandem cockpit is characteristic of this model.

Titanium armor plating is also used on its rotors. It has a pair of Izotov TV-3-117 turbo shaft

engines,

and a central troop transport section.

Decoy Octopus

No. 203 Use: Equip Pack: MGS1

Ammo: N/A Rarity: Common

Password: Dcy

Cap: 2(4) Icon: CHAR Singles Price: 1500 500 Upgrade Cost:

Card Text:

"Body Double" All damage you take is added to ally's LIFE. Equip to use.

Description: "Body Double"

Each time you take damage, that damage is added to an

ally's LIFE. Equip to use. Hind D+

No. 202 COST: 10 No. 483 COST: 10 Use: Use Pack: ITGL Use: Use Pack: ITGL

Ammo: N/A

Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

Card Text:

"Gunship"

Destroys all EQUIP cards; ATK: #cards x 200 against target.

Description: "Gunship"

Destroys all of user's

equipped cards.

Inflicts an ATK on target

equal to the

number of equipped cardsX200.

[Mi-24D]

Equipped with swivel mounted

12.7mm gatling-guns in

tandem.

Several of these helicopters were

depoloyed in Afghanistan. The Mi-25 is for export.

Decoy Octopus+

COST: 8 No. 484 COST: 6 Use: Equip Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A

Card Text: "Decoy"

> All damage you take is added to ally's LIFE. Equip to use.

Description:

"Decov"

Each time you take damage, that damage is added to an ally's LIFE.

Equip to use.

Effect expires after 2 turns. Effect expires after 4 turns. [Decoy Octopus] [Decoy Octopus] A member of the newly A member of the newly reformed FOXHOUND. reformed FOXHOUND. It is said that he is A master of disquise, originally from Mexico. disquised not only outwardly, but down to his very blood. M1 Abrams M1A2 COST: 10 No. 485 No. 204 COST: 12 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 2000 N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "105mm Rifle" "120mm Smooth-Bore ATK:0 + LIFE/2 Gun" to 3 x 3 area. ATK: 100 + LIFE/2 to User's LIFE to 1/2. area. User's LIFE to 1/2. Description: Description: "105mm Rifle Cannon" "120mm Smooth-Bore Gun" ATK: (0+LIFE/2) ATK: (100+LIFE/2) to area. Reduces user's LIFE by 1/2. to a 3X3 area. Reduces user's LIFE by 1/2. [Attack Area] 00100 [Attack Area] 00000 01110 01110 11X11 01 1 1 0 01110 01110 00100 00000 [M1A2] [M1 Abrams] An improvement on the Abrams The main battle tank of the sr4ies completed in 1992. United States Army. It has inherited as Its name comes from its main weapon a General Creighton Abrams refit of the 120mm one of the pioneers smooth-bore of tank development. gun used on the M1A1. It has a crew of 4. It is A smooth-bore gun has no equipped with a Textron barrel rifling, so the warhead does not Lycoming AGT1500 spin as it is shot. It can gasturbine engine, and is incredibly mobile. shoot HEAP rounds, It made its debut on the which if spun will battlefield during the 1991 have their penetrating Gulf War. power reduced due to centrifugal force First-generation M1s were plated with chobam armor, dispersing their jet. and their main armament Its Vetronix has been was a 105mm riflecannon, refurbished, identical to previous making revolutionary models. improvements to its combat information processing features such as an inter-vehicular information exchange system. The tank Vulcan Raven was in

on Shadow Moses island was an M1A2.

N/A

N/A

N/A

Assigned to HRT. Her

Japanese name is

"TERUKO," an

Donald Anderson Donald Anderson+ No. 205 COST: 7
Use: Use Pack: MGS1 No. 486 COST: 4
Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Singles Price: Upgrade Cost: Card Text: Card Text: "DARPA" "Search and Destroy" Enter Search Mode. Enter Search Mode. Description: Description: "DARPA" "Search and Destroy" Switches between search Switches between search modes. modes. Switches to search mode ON, Switches to search mode ON when not in search mode, when not in search mode, or search mode OFF when in or search mode OFF when in search mode. search mode. \*Can't be used in Story \*Can't be used in Story Mode. Mode. [Donald Anderson] [Donald Anderson] the head of DARPA.

DARPA is an agency that The head of DARPA. He was taken hostage by the FOXHOUND unit during the conducts a variety of Shadow Moses Incident. research for military He was participating in a purposes. Its name was military drill, since changed in 1972 from he had experience starting the Advanced Research up Metal Gear REX and Projects Agency. knew the nuclear launch PAL. Teliko Freedman Teliko Freedman+ No. 206 COST: 5 No. 487 COST: 5 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:- D:Y L:Y R:-Interfere: U:- D:Y L:Y R:-Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 1500 Upgrade Cost: 1000 Upgrade Cost: Card Text: Card Text: "Suspicion" "Dream Town" Traps have no effect Traps have no effect for 1 turn. for 2 turns. No recovery. No recovery. Description: Description: "Suspicion" "Dream Town" Traps will not work for Traps will not work for 1 turn. 2 turns. Cannot be recovered. Cannot be recovered. Equip to use. Equip to use. [Teliko Freedman] [Teliko Friedman]

Assigned to HRT. Her squad

was sent in as an

advance team, but

everyone was wiped out. She was the only survivor. which she has a bit of Her father was an American, a complex. However, upon the entry into her unit, her mother Japanese. Her father was the well-known hero Colin her name as "TELIKO," Freedman. She was one of Roger's subordinates in the past. "It's never good to learn your opponent's life story before a fight."

Leone

No. 207 COST: 8 No. 488
Use: Use Pack: CHRN Use: Use

Ammo: N/A

Rarity: Uncommon

SOLIDEYE

Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text:

> "Pansy Shot" Add damage taken to next attack.

Description: "Pansy Shot"

Adds the damage the user takes to the ATK for the first shot of the user's next attack. Effect expires after 1 turn.

[Leone]

Mercenary Unit, made up of soldiers without countries. He and his mercenaries participated as an anti-government

He leads the Leone

organization in the Republic of Moroni's civil war. His weapons are dual Simonov PTRS-1941 anti-tank rifles, which he easily wields in each hand. His Simonovs

shells.

"Truly a pleasure.

shoot custom grenade

...Roger."

La Clown

No. 208 COST: 10 No. 489 COST: 4
Use: Use Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A

old-sounding name about her entry into her unit, a clerical error recorded which she has decided to keep.

The Teliko that Snake meets underneath Eblo Tower and in Drean Town is the real Teliko.

"A pansy technique? What could that be?"

Jeff Jones

No. 488 COST: 4
Use: Use Pack: CHRN

Ammo: N/A

Rarity: Uncommon Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Frame-up" Add damage taken to next attack.

Description: "Frame-up"

Adds the damage the user takes to the ATK for the first shot of the user's next attack. Effect expires after 1 turn.

[Leone]

Though driven insane by his taking ACUA, he still retains powerful combat abilities.

Along with his reckless ability to deflect attacks by spinning his PTRS-1941 at high speed, the injection of ACUA has awakened superhuman abilities in him. Also, the person being held prisoner in the residential area was one of Leone's disguised underlings, and

Leone was firing blanks at him.

"My new style is as pretty as a paaaansy!"

La Clown+

Ammo: N/A

Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: Singles Price: 1500 N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "Disquise" "Swallowtail" Swap user's and Swap user's and ally's positions. ally's positions. Description: Description: "Swallowtail" "Disguise" Swaps the positions of Swaps the positions of the user and an ally. the user and an ally. [La Clown] [La Clown] An assassin employed by An assassin employed by BEAGLE. BEAGLE. He is skilled in hypnotism He was caught in a fire and and disquise. was badly burned as His background is a child. There is a large burn mark unknown, and no one has ever seen him without a in the shape of a butterfly disguise, though he has a on his face. penchant for strong He uses hypnosis grenades to confuse his enemies. colognes. "Did you miss me, Colonel? "So...I guess that makes me Did you miss your former the villian." pupil?" Gary Murray William L. Fleming No. 209 COST: 4 No. 490 Use: Equip Pack: CHRN Use: Equ COST: 4 Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:B D:G L:Y R:-Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: "Desperation" "Puppet" Life to 1/2 has no Ouick Death has no effect. Equip to use. effect. Equip to use. Description: Description: "Puppet" "Desperation" 1/2 LIFE reduction negated. Immune to QUICK DEATH, Equip to use. Equip to use. Effect expires after 3 turns. Effect expires after 3 turns. [Gary Murray] [Fleming] The chief researcher at the One of the researchers at the Lobito Physics and Lobito Physics and Chemistry Lab. Chemistry Lab. He is trying to avoid He was previously involved in developing biological being captured, and asks Snake to help him. He was teaching practical weapons for the U.S. Army. animal quarantine and He is somehow involved in communicable disease the "Pythagoras" project, but the details are unclear. control. "How does it feel to talk "Even if you can't remember everything, it doesn't with a soon-to-be BILLIONAIRE?" change the fact that you and I created No. 16."

Elsie & Francis Elsie & Francis+ COST: 7 No. 491 COST: 6 No. 210 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 2500 Upgrade Cost: 2000 Singles Price: Upgrade Cost: N/A Card Text: Card Text: "It's Me." "Tis moi." Target OOA if they Target OOA if they do not deal ATK:100 do not deal ATK:300 to user in 3 turns. to user in 3 turns. Description: Description: "It's Me." "Tis moi." If target does not apply If target does not apply ATK of 100 ATK of 300 or greater to the user or greater to the user within 3 turns, within 3 turns, target will be OUT OF ACTION. target will be OUT OF ACTION. Can only be used behind the Can only be used behind the target. target. [Elsie and Francis] [Elsie and Francis] Two mysterious marionettes Elsie: "Uh-oh, Francis!" who appeared on the Francis: hijacked Flight 326. "Elsie, before you say The one on the left is the younger of the two, anything, wipe off your right hand." Elsie, while the one on Elsie: "But...they made us the right is her older into cards!" sister Francis. Francis: "I know that. We're main characters, after all." Elsie: "Are we powerful? Huh? Are we?" Francis: "Oh yes. If you really think about how to use us, we are." Elsie: "Hmmmm...Oh, hey A vapor trail!" No. 16 Alice Hazel No. 211 COST: 4 No. 492 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 2000 Singles Price: N/A 1500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "Far Sight" "Ritual of the Swarm" Protects against OIL, Protects against BLIND, KDWN. CONFUSION, SLEEP, Equip to use. FAINT. Equip to use. Description: Description: "Far Sight" "Ritual of the Swarm" Protects from BLIND, OIL, Protects from CONFUSION,

and KDWN. SLEEP, and FAIT. Equip to use. Equip to use. Effect expires after 3 turns. Effect expires after 3 turns. [Alice Hazel] [Alic Hazel] An Englishwoman with psychic She managed to discover the abilities, who has been corpses of the SP4 members who were suspects in the helping out operations for several years. Harold Barton Supports Snake via radio. murder case. Her psychic powers range "You don't have to believe in my gift, but I'd from clairvoyance to precognition. appreciate it if you'd stop treating me like some "It's nothing. Roger tried crappy fortune-teller." to pull a little prank."

Roger McCoy

Ammo: N/A Rarity: Common

Cap: 2(4) Icon: CHAR

Singles Price: 1000 Upgrade Cost: 500

Card Text:

"Briefing"

Reset deck to initial

state.

Description: "Briefing"

returns user's deck to its

initial state. [Roger McCoy]

An American,

born in New Jersey.

Assigned to the CIA.

He had been out of active

duty and was

instructing new recruits,

but he has assumed

command of the

current tactical mission.

His rank is Colonel.

he has said that he and Colonel Campbell were

in the Green Berets

together.

"Taking cheap shots

at my past now?"

KODOQUE

COST: 20 No. 213 Pack: ULMT Use: Use

Ammo: N/A

Rarity: Rare

Cap: 2(4) Icon: CHAR Singles Price: 100000 1000 Upgrade Cost:

Card Text:

"Optical Weapon A" ATK:300 to 1 x 5 area Roger McCoy+

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost:

Card Text:

"Debriefing"

Reset deck to initial

state.

Description: "Debriefing"

returns user's deck to its

initial state. [Roger McCoy]

In the past, during his

command in Vietnam, he suspected the

members of his unit as

being spies.

"I lose my temper

sometimes...

So don't be surprised if your equipment starts acting up on you..."

KODOQUE+

No. 494 COST: 30 Pack: ULMT Use: Use

Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

Card Text:

"Optical Weapon B" ATK:300 to area.

Can't apply to move.	Can't apply to move.	
Description:	Description:	
"Optical Weapon A" ATK: 300 to a 1X5 area.	"Optical Weapon B" ATK: 300 to area.	
Cannot be applied to	Cannot be applied to	
movement.	movement.	
00100	[KODOQUE]	
00100	Its laser module uses a	
00100	gaseous carbon dioxide	
00100	laser.	
00100	Its drive train is equipped	
00X00	with a diesel power	
[KODOQUE]	generator actuator.	
A type of Metal Gear built	When the optical weapon is	
at the Lobito Physics	fired, all power generation	
and Chemistry Lab	is sent to the laser module,	
in the South African	making KODOQUE unable	
Republic of Moroni.	to move.	
It is 21.5m in height,	All of its power can be	
and 11m in length,	temporarily	
with a weight of 312 tons.	transferred to its leg	
It is equipped with three	actuators, alling it	
missile pods each on its	to move rapidly via	
right and left sides,	<pre>jumping, but this ability cannot be used</pre>	
and it has an Optical Weapon A in its	frequently since it	
head and an Optical Weapon	imposes a heavy burden.	
B in its torso.	Its top side is equipped	
It employs two SLBM		
	with stealth camouflage	
Dragonfly III	in order to hide it from	
Dragonfly III systems in its nuclear		
Dragonfly III systems in its nuclear launch modules rather	<pre>in order to hide it from military satellites.</pre>	
systems in its nuclear		
systems in its nuclear launch modules rather		
systems in its nuclear launch modules rather than any newer technology.	military satellites.	
systems in its nuclear launch modules rather than any newer technology.  Django	military satellites. Sabata	
systems in its nuclear launch modules rather than any newer technology.  Django No. 214 COST: 7	military satellites.  Sabata No. 495 COST: 4	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT	military satellites.  Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A	Sabata No. 495 COST: 4 Use: Equip Pack: ULMT Ammo: N/A	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Icon: CHAR	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Singles Price:  N/A	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Icon: CHAR	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000	Sabata  No. 495 COST: 4 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon Foil Interfere: U:R D:R L:- R:- Cap: 4(8) Singles Price: N/A Upgrade Cost: N/A	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text:	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  N/A  Card Text:	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo"	Sabata  No. 495  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Singles Price:  Upgrade Cost:  N/A  Card Text:  "Ankoku"	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell.	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description:	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description:	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description: "Taiyo!"	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description: "Ankoku!"	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell.  Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell.	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description: "Ankoku!"  Changes the area of the	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell. Django and Otenko-sama	Sabata  No. 495  COST: 4  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Singles Price:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description:  "Ankoku!"  Changes the area of the  Gun del Sol and the Gun del  Hell.  Sabata and Otenko-sama+	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell. Django and Otenko-sama must be used as a set.	Sabata  No. 495  COST: 4  Use: Equip  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8)  Icon: CHAR  Singles Price:  N/A  Upgrade Cost:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description:  "Ankoku!"  Changes the area of the  Gun del Sol and the Gun del  Hell.  Sabata and Otenko-sama+  must be used as a set.	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell. Django and Otenko-sama must be used as a set. [Django]	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description: "Ankoku!"  Changes the area of the  Gun del Sol and the Gun del  Hell.  Sabata and Otenko-sama+  must be used as a set.  [Sabata]	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell.  Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell. Django and Otenko-sama must be used as a set. [Django] A child of the sun who	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description: "Ankoku!"  Changes the area of the  Gun del Sol and the Gun del  Hell.  Sabata and Otenko-sama+  must be used as a set.  [Sabata]  The Dark Boy who wields the	
systems in its nuclear launch modules rather than any newer technology.  Django  No. 214 COST: 7 Use: Equip Pack: ULMT Ammo: N/A Rarity: Uncommon  Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Card Text: "Taiyo" Change area of Gun del Sol or Gun del Hell. Description: "Taiyo!" Changes the area of the Gun del Sol and the Gun del Hell. Django and Otenko-sama must be used as a set. [Django]	Sabata  No. 495 COST: 4  Use: Equip Pack: ULMT  Ammo: N/A  Rarity: Uncommon Foil  Interfere: U:R D:R L:- R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "Ankoku"  Change area of Gun  del Sol or Gun  del Hell.  Description: "Ankoku!"  Changes the area of the  Gun del Sol and the Gun del  Hell.  Sabata and Otenko-sama+  must be used as a set.  [Sabata]	

on his family legacy of vampire hunting from his father, Red Ringo, and his mother, Mani the Moon Beauty. "Taiyo!"

Otenko-sama

No. 215 COST: 7 No. 496 Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Uncommon

Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 1000 Card Text:

"Otenko"

Change area of Gun del Sol or Gun del Hell.

Description:

"Otenko!"

Changes the area of the Gun del Sol and the Gun del Hell.

Django and Otenko-sama must be used as a set.

[Master Otenko]

A spirit of the sun who has descended to Earth to protect all the species cultivated by the sun from the threat of the undead Immortals.

He offers trustworthy guidance to Django in a tone of voice and attitude that belies his appearance, though he also possesses a fiery, single-minded aspect to his personality. "Let's bring back the season of the sun

Slasher Hawk

COST: 6 No. 497
Pack: CHRN Use: Use No. 216 Use: Use

Ammo: N/A

together!"

Rarity: Common

SOLIDEYE

Singles Price: 1000 500 Upgrade Cost:

Card Text:

"Green Boomerang" ATK:80; +80ATK per extra time used

In the past, he was on the side of the Galactic Animus of Dark, but in the end he fought alongside Django.

> "Hey, Sunflower, I can see your tonsils!"

> > Otenko-sama+

COST: 4 Use: Equip Pack: ULMT

Ammo: N/A

Rarity: Uncommon Foil Interfere: U:- D:- L:R R:R Cap: 4(8) Icon: CHAR Singles Price: Upgrade Cost: N/A N/A

Card Text: "Otenko"

> Change area of Gun del Sol or Gun del Hell.

Description: "Otenko!"

Changes the area of the Gun del Sol and the Gun del Hell.

Sabata and Otenko-sama+ must be used as a set.

[Master Otenko]

A spirit of the sun who

acts as

Django's advisor. he exists in order to encourage

Django in the

boy's battles with the

immortals.

Slasher Hawk+

COST: 4 Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Red Boomerang" ATK:100; +100ATK per extra time used

on same turn.	on same turn.	
Description:	Description:	
"Green Boomerang"	"Red Boomerang"	
ATK: 80	ATK: 100	
ATK +80 each	ATK+100 each	
time it is used on the same	time it is used on the same	
turn.	turn.	
[Slasher Hawk]	[Slasher Hawk]	
One of the members of the	His real name is unknown.	
"Black Chamber" mercenary	He is in his forties,	
company. He is an Aboriginal	and 213cm tall.	
Australian.	He is accompanied in battle	
He uses a traditional	by his tribal totem,	
boomerang of his tribe	a hawk that he has raised.	
that exceeds 1m in length.	The hawk's name is Bunjil,	
He has long legs, and is as	taken from an Australian	
agile and alert as a wild	Creator God who had the	
beast.	form of a hawk.	
"Yeah. It looks as if	"As long as I have my hawk,	
there's no good way to	I can't lose!"	
while away the hours"		
Wolf Dog	Wolf Dog+	
Wolf Dog No. 217 COST: 7	Wolf Dog+ No. 498 COST: 4	
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1	
Ammo: N/A	Ammo: N/A	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE	Railty. Common Foli	
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
"Chew Up"		
-	"Savage"	
Destroys target armor on a HIT.	Destroys all target's armor on a HIT.	
Attaches to weapon.		
Description:	Attaches to weapon. Description:	
"Chew Up"	"Savage"	
Destroys all of target's	Destroys all of target's	
armor on a hit.	armor on a hit.	
Attaches to weapon.	Attaches to weapon	
Effect expires after	Effect expires after	
equipped weapon	equipped weapon	
is used 2 times.	is used 4 times.	
Dirty Duck	Dirty Duck+	
No. 218 COST: 8	No. 499 COST: 5	
Use: Use Pack: CHRN	Use: Use Pack: CHRN	
Ammo: N/A	Ammo: N/A	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE	- 4/0	
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
"Hostage"	"Cunning"	
Pulls target to 1 BLK	Pulls target to 1 BLK	
in front of user.	in front of user.	
Description:	Description:	
"Hostage"	"Cunning"	

Pulls a target in front of user one block closer. Pulls a target in front of user one block closer. Red Blaster Red Blaster+ No. 219 COST: 8 No. 500 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A
Upgrade Cost: N/A 500 Card Text: Card Text: "Spetsnaz" "Sabotage" COST of trap cards COST of trap cards becomes 1. becomes 1. User can't shoot. User can't shoot. Description: Description: "Sabotage" "Spetsnaz" Trap cards only 1 COST when Trap cards only 1 COST when used. used. User cannot shoot. User cannot shoot. Equip to use. Effect expires after 50 COST. Effect expires after 30 COST. Dr. Kio Marv Dr. Kio Marv+ COST: 7 No. 501 COST: 4 No. 220 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Interfere: U:- D:Y L:Y R:-Interfere: U:- D:Y L:Y R:-SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1000 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: "OILIX" "VRAM 01K" Adds (300 x #enemies Adds (600 x #enemies defeated) to PTS defeated) to PTS in area attacks. in area attacks. Description: Description: "OILIX" "VRAM 01K" Adds (enemies killed X300) Adds (enemies killed x600) to PTS when making to PTS when making an area attack. an area attack. Equip to use. Equip to use. Effect expires after 30 COST. Effect expires after 50 COST. [Dr. Kio Marv] [Dr. Kio Marv] A Czechoslovakian A man without a family, who scientist. He is is famous for his a specialist in obsession with biotechnology. He was computer games. One of his more odd aspects is that working on a plan for improved biomass
fertilizers in the Eastern he has garnered quite a high reputation for the games he has created and research, he discovered submitted to a variety of a prototype of the OILIX magazines. microorganism that can On his way to America to refine crude oil take part in the

"International Conference He has continued to make improvements on Energy Problems," he is kidnapped and taken to on his discovery, which has propelled him to Zanzibar Land. He has heart worldwide fame. problems. He is 172cm tall, and weighs 65kg. Pit Trap Pit Trap+ No. 221 COST: 6 No. 502 COST: 4
Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI 1500 Singles Price: Singles Price: N/A 500 Upgrade Cost: Card Text: Upgrade Cost: N/A Card Text: Sets a trap that Sets a trap that prevents movement in prevents movement in the block where used. the block where used. Description: Description: This sets an "Anti-Movement This sets an "Anti-Movement" trap Trap" in the block where int he block where it is placed. A character who steps on this is placed. A character who steps on
A character who steps on
this trap cannot move for
one turn. Can be disarmed with an for one turn. Can be disarmed with an area attack. area attack. Jam+ Jam No. 222 COST: 6 No. 503
Use: Use Pack: MGS3 Use: Use COST: 4 No. 503 COST: 4
Use: Use Pack: MGS3 Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: TRI Singles Price: 1500 Cap: 4(8) Icon: TRI 1500 Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: Sets a trap that Sets a trap that prevents shooting in prevents shooting in the block where used. the block where used. Description: Description: This sets an "Anti-Shooting This sets an "Anti-Shooting Trap" in the block where Trap" in the block where this is placed. it is placed. A character who steps on A character who steps on this trap cannot shoot for this trap cannot shoot for one turn. one turn. Can be disarmed with an Can be disarmed with an area attack. area attack.

> Blitz Blitz+ No. 504 COST: 6

COST: 4 No. 223 Use: Use Pack: MGS3 Use: Use Pack: MGS3

Ammo: Trap Ammo: Trap

Rarity: Common
Cap: 2(4) Icon: TRI Rarity: Common Foil Cap: 4(8) Icon: TRI

O' l D - '	1000		». / »
Singles Price:	1000	Singles Price:	N/A
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:		Card Text:	
Sets an anti-	REA	Sets an anti-RE	A
trap in the b	lock	trap in the blo	ck
where used.		where used.	
Description:		Description:	
This sets an "Anti-	-REA Trap"	This sets an "Anti-R	EA Trap"
in the block where		in the block where	
this is placed.		it is placed.	
A character who ste	eps on	A character who step	s on
this trap cannot re	eact	this trap cannot rea	ct
for one turn.		for one turn.	
Can be disarmed wi	th an	Can be disarmed with	an
area attack.		area attack.	
Military Ga	in	Military Gain+	
No. 224			COST: 4
	ack: MGS3	Use: Use Pac	
Ammo: Trap	ack: 11000	Ammo: Trap	K. 14000
Rarity: Common		Rarity: Common Foil	
SOLIDEYE		Railty. Common Foil	
	Taan. MDT	Com. 4/9) To	on: TRI
Cap: 4(8)		± , ,	
Singles Price:		Singles Price:	
Upgrade Cost:	1000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Sets a PTS + '	rrap	Sets a PTS + Tr	ap
in the block		in the block	
where used.		where used.	
Description:	_ "	Description:	
This sets a "PTS+ '	Trap"	This sets a "PTS+ Tr	ap"
in the block where		in the block where	
this is placed.		it is placed.	
While standing on	=	While standing on th	
each enemy you defe	eat adds	each enemy you defea	t adds
500 PTS.	_	1000 PTS.	
Can be disarmed wi	th an	Can be disarmed with	an
area attack.		area attack.	
Tent		Tent+	
No. 225	COST: 6	No. 506	COST: 4
Use: Use Pa	ack: MGS3	Use: Use Pac	k: MGS3
Ammo: Trap		Ammo: Trap	
Rarity: Common		Rarity: Common Foil	
Cap: 2(4)	Icon: TRI	± , ,	on: TRI
Singles Price:	2000	Singles Price:	N/A
Upgrade Cost:	1000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Sets a LIFE +	Trap in	Sets a LIFE + T	rap in
the block whe	re used.	the block where	used.
(LIFE increase	es by	(LIFE increases	by
10% per turn.	)	20% per turn.)	
Description:		Description:	
This sets a "LIFE+	Trap"	This sets a "LIFE+ T	rap"
in the block where		in the block where	
this is placed.		it is placed.	
While standing on	this trap,	While standing on th	is trap,
you get LIFE+10%/tr		you get LIFE+20%/tur	
Can be disarmed wi		Can be disarmed with	
area attack.		area attack.	
•		· · · · · · · · · · · · · · · · · · ·	

Blocks REA. Blocks REA.

Front Lines Front Lines+ No. 226 COST: 6 No. 507 COST: 4
Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: 1000
Card Tevt. N/A 1000 Upgrade Cost: N/A Card Text: Sets a HIT + Trap Sets a HIT + Trap in the block in the block where used. where used. (HIT +30%) (HIT +20%) Description: Description: This sets a "HIT+ Trap" This sets a "HIT+ Trap" in the block where in the block where this is placed. it is placed. While standing on this trap, While standing on this trap, you get HIT+20%. you get HIT+30%. Can be disarmed with an Can be disarmed with an area attack. area attack. Headquarters+ Headquarters No. 227 COST: 6 No. 508 COST: 4 Pack: MGS3 Use: Use Use: Use Pack: MGS3 Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil Rarity: Common Rarity: Common Foll
Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI Cap. -..,
Singles Price: Cap. 2...
Singles Price: 2000 N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Sets an Anti-Status Sets an Anti-Status Ailment trap in the Ailment trap in the block where used. block where used. Description: Description: This sets an "Anti-Status This sets an "Anti-Status Ailment Ailment Trap" in the block where this is placed. Trap" in the block where Characters standing on this trap are not affected this is placed. trap are not affected A character who steps on by Status Ailments. this trap will not be Can be disarmed with an affected by Status area attack. Ailments for 1 turn. Can be disarmed with an area attack. Disarmament Disarmament+ No. 228 COST: 6 No. 509 COST: 4 Pack: MGS3 Use: Use Pack: MGS3 Use: Use Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: Singles Price: 2000 Upgrade Cost: 1000 N/A 1000 N/A Upgrade Cost: Card Text: Card Text: Sets a Destroy Equip. Sets a Destroy Equip.

trap in the block

trap in the block

where used.	where used.	
Description:	Description:	
This sets a "Destroy	This sets a "Destroy	
Equipment Trap" in	Equipment	
the block where	Trap" in the block where	
this is placed. A character	this is placed. A character	
who steps on this trap	who steps on this trap will	
will have on piece of	have one piece of	
<del>-</del>		
equipment destroyed at random.	equipment destroyed at random.	
Can be disarmed with an	Can be disarmed with an	
area attack.	area attack.	
Supply Cut	Supply Cut+	
No. 229 COST: 6	No. 510 COST: 4	
Use: Use Pack: MGS3	Use: Use Pack: MGS3	
Ammo: Trap	Ammo: Trap	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Sets a COST + Trap	Sets a COST + Trap	
in the block	in the block	
where used.	where used.	
(COST +10)	(COST +15)	
Description:	Description:	
This sets a "COST+ Trap"	This sets a "COST+ Trap"	
in the block where		
	in the block where	
this is placed.	it is placed.	
A character who steps on	A character who steps on	
this trap	this trap	
will have 10 COST added.	will have 15 COST added.	
Can be disarmed with an	Can be disarmed with an	
area attack.	area attack.	
Attrition	Attrition+	
No. 230 COST: 8	No. 511 COST: 4	
Use: Use Pack: SBSS	Use: Use Pack: SBSS	
Ammo: Trap	Ammo: Trap	
Rarity: Common	Rarity: Common Foil	
Cap: 2(4) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 2000	Upgrade Cost: N/A	
Card Text:	Card Text:	
No-one can recover	No recovery while	
while this trap exists.	this trap exists.	
•		
Description:	Description: This sets an "All	
This sets an "All		
Anti-Recovery	Anti-Recovery	
Trap" in the block where	Trap" in the block where	
this is placed.	it is placed.	
No one can recover	No one can recover	
while this trap exists.	while this trap exists.	
Disarmed by moving onto it.	Disarmed by moving onto it.	
Can be disarmed with an	Can be disarmed with an	
area attack.	area attack.	
Urban Warfare		
OINGII WALLALC	∐rhan Warfare+	
No. 231 COST: 8	Urban Warfare+ No. 512 COST: 4	

Pack: SBSS Use: Use Use: Use Pack: SBSS Ammo: Trap Ammo: Trap Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI 2500 N/A Singles Price: Singles Price: Upgrade Cost: 4000 Upgrade Cost: N/A Card Text: Card Text: No-one can shoot No-one can shoot while this trap exists. while this trap exists. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: This sets an "All This sets an "All Anti-Shooting Anti-Shooting Trap" in the block where Trap" in the block where this is placed. it is placed. No one can shoot No one can shoot whil this trap exists. while this trap exists. Reduces user's LIFE by 1/2. Disarmed by moving onto it. Reduces user's LIFE by 1/2. Disarmed by moving onto it. Can be disarmed with an Can be disarmed with an area attack. area attack. Ambush+ Ambush COST: 8 No. 513 No. 232 COST: 4 Use: Use Pack: SBSS Use: Use Pack: SBSS Ammo: Trap Ammo: Trap Rarity: Uncommon Rarity: Uncommon Foil Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI 2500 Singles Price: Singles Price: 4000 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: No close-quarters No close-quarters combat while this combat while this trap exists. trap exists. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: This sets an "All Anti-CQC This sets an "All Anti-CQC Trap" in the block where Trap" in the block where it is placed. this is placed. No one can engage in CQC No one can engage in CQC while this trap exists. while this trap exists. Reduces user's LIFE by 1/2.
Disarmed by moving onto it. Reduces user's LIFE by 1/2. Disarmed by moving onto it. Can be disarmed with an Can be disarmed with an area attack. area attack. ATK Linkage+ ATK Linkage No. 514 COST: 4 No. 233 COST: 4 Use: Move/Link Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: Link Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 500 Cap: 4(8) Icon: TRI N/A Singles Price: Upgrade Cost: 500 N/A Upgrade Cost: Card Text: Card Text: Triggers automatically. Triggers automatically. ATK +10 ATK + 10; Links Links to shot fired to ranged attacks within 3 BLKS. greater than 4 BLKS.

Description:

Description:

Triggered Automatically.	Triggered Automatically.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
	-	
Cost Linkage	Cost Linkage+	
No. 234 COST: 4	No. 515 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically.	
COST -2	COST -2; Links	
Links to shot fired	to ranged attacks	
within 3 BLKS.	greater than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
COST-2.	COST-2.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
Cost+ Linkage	Cost+ Linkage+	
No. 235 COST: 4	No. 516 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Adds 2 COST on HIT.	
Adds 2 COST on HIT	Links to ranged	
Links to shot fired	attacks greater	
within 3 BLKS.	than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Adds 2 COST on a hit.	Adds 2 COST on a hit.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
Add KDWN Linkage	Add KDWN Linkage+	
No. 236 COST: 4	No. 517 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically.	
Adds KDWN	Adds KDWN.; Links	
Links to shot fired	to ranged atacks	
within 3 BLKS.	greater than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Knocks target down.	Knocks target down.	
Links to ranged or area	Links to ranged attacks	

attacks within 3 blocks.	greater than 4 blocks.	
HIT Linkage	HIT Linkage+	
No. 237 COST: 4	No. 518 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE	Railty. Common Foli	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically.	
HIT +20%	HIT +20%; Links	
Links to shot fired	to ranged attacks	
within 3 BLKS.	greater than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
HIT+20%.	HIT+20%.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
attacks within 5 blocks.	greater than 4 blocks.	
Ammo Linkage	Ammo Linkage+	
No. 238 COST: 4	No. 519 COST: 4	
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1	
Ammo: Link	Ammo: Link	
Rarity: Uncommon	Rarity: Uncommon Foil	
SOLIDEYE		
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 8000	Singles Price: N/A	
Upgrade Cost: 4000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Trigger automatically.	Trigger automatically.	
AMMO +1	AMMO +1; Links	
Links to shot fired	to ranged attacks	
within 3 BLKS.	greater than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Ammo+1.	Ammo+1.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
Links to attacks of 2 shots	Links to attacks of 2 shots	
or more.	or more.	
Add AP Linkage	Add AP Linkage+	
No. 239 COST: 4	No. 520 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically.	
Adds Anti-armor.	Adds Anti-armor. Links	
Links to shot fired	to ranged attacks	
within 3 BLKS.	greater than 4 BLKS.	
Description:	Description:	
Triggered Automatically	Triggered Automatically.	
Adds Anti-armor.	Adds Anti-armor.	
MAGO AMEL ALMOL.	Addo Antel almol.	

attacks within 3 blocks.	Links to ranged attacks greater than 4 blocks.	
Dstry Equip. Linkage	Dstry Equip. Linkage+	
No. 240 COST: 4	No. 521 COST: 4	
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE		
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 2000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Destroys EQUIPMENT	
Destroys equip.	Links to ranged	
on HIT Links to shot fired within 3 BLKS.	attacks greater	
	than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Destroy's target's equipment on a hit.	Destroys target's equipment on a hit.	
Links to ranged or area	*** ** *****	
attacks within 3 blocks.	Links to ranged attacks greater than 4 blocks.	
decacks within 5 blocks.	greater than I brooks.	
Count Block Linkage	Count Block Linkage+	
No. 241 COST: 4	No. 522 COST: 4	
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Target can't counter	
Stops counter on HIT	Links to ranged	
Links to shot fired	attacks greater	
within 3 BLKS.	than 4 BLKS.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Target cannot counterattack	Target cannot counterattac	
on a hit.	on a hit.	
Links to ranged or area	Links to ranged attacks	
attacks within 3 blocks.	greater than 4 blocks.	
Defense Linkage	Defense Linkage+	
No. 242 COST: 4	No. 523 COST: 4	
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE	-	
Cap: 3(6) Icon: TRI	Cap: 3(6) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically	
Dmg40	Dmg60	
Links to attack on	Links to attack on	
	card holder.	
card holder.	card holder.	
card holder. Description:	card holder. Description:	

5 11 40	5	
Damage reduced by 40.	Damage reduced by 60.	
Links when attacked.	Links when attacked.	
Draw Linkage	Draw Linkage+	
No. 243 COST: 4	No. 524 COST: 4	
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE	-	
Cap: 2(4) Icon: TRI	Cap: 2(4) Icon: TRI	
Singles Price: 2000	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically.	Triggers automatically.	
Draw 3 cards	Draw 3 cards	
Links to another	Links to another	
linkage.	linkage.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
Draw three cards.	Draw three cards.	
Links to another Linkage.		
Links to another Linkage.	Links to another Linkage.	
Recovery Linkage	Recovery Linkage+	
No. 244 COST: 4	No. 525 COST: 4	
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2	
Ammo: Link	Ammo: Link	
Rarity: Common	Rarity: Common Foil	
SOLIDEYE		
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 1500	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Triggers automatically. LIFE +30	Triggers automatically	
Links to attack on	Links to attack on	
card holder.	card holder.	
Description:	Description:	
Triggered Automatically.	Triggered Automatically.	
LIFE+30.	LIFE+60.	
Links when attacked.	Links when attacked.	
Action+ Linkage	Action+ Linkage+	
No. 245 COST: 8	No. 526 COST: 4	
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1	
Ammo: Link	Ammo: Link	
Rarity: Rare	Rarity: Rare Foil	
SOLIDEYE	-	
Cap: 2(4) Icon: TRI	Cap: 2(4) Icon: TRI	
Singles Price: 10000	Singles Price: N/A	
Upgrade Cost: 5000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Card Text: Triggers automatically.	Card Text:	
	Card Text:	
Triggers automatically.	Card Text: Triggers automatically	
Triggers automatically. REST +1	Card Text: Triggers automatically. REST +1	
Triggers automatically. REST +1 Links to draw.	Card Text: Triggers automatically. REST +1 Links to draw.	
Triggers automatically.  REST +1  Links to draw.  Description:	Card Text: Triggers automatically. REST +1 Links to draw. Description:	

M61A2 Vulcan

M61 Vulcan

No. 246 COST: 14 No. 527 COST: 14 Pack: ITGL Use: Use Use: Use Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 20000 Singles Price: Singles Price: N/A Upgrade Cost: 5000 Upgrade Cost: N/A Card Text: Card Text: ATK:10 HIT:60% ATK:20 HIT:50% 20mm x 20 20mm x 20 Anti-armor. Anti-armor. Description: Description: Gatling Gun: Anti-armor; Gatling Gun: Anti-armor; USE type USE type ATK: 10 HIT: 60% ATK: 20 HIT: 50% Ammo: 20mmX20 20mmX20 [M61 Vulcan] [M61A2 Vulcan] A rotary 20mm machine gun  $\,$  An improvement on the M61. Until a gatling gun can with six barrels. This gun can fire up to 100 spin up to a set shots per second. number of rotations, its It is the principal cannon firing speed will be lower armament of the than what is indicated in its specs. The M61A2 has U.S. Air Force's military a lighter barrel, therefore aircraft. allowing for a shortened spin up time. this weapon is also used in the Phalanx CIWS. Glock 17 Glock 18 COST: 4 No. 528 No. 247 COST: 4 Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN N/A 2000 Singles Price: Singles Price: Upgrade Cost: 1500 Upgrade Cost: N/A Card Text: Card Text: ATK:70 HIT:80% ATK:90 HIT:85% 9mm x 3 REA:80% 9mm x 3 REA:80% Adds 1 COST. Adds 1 COST. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 70 HIT: 80% ATK: 90 HIT: 85% Ammo: 9mmX3 REA: 80% 9mmX3 REA:80% HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: COST+1 Notes: COST+1. Load with ammo after [Glock 17] A light, large-bore, equipping to attack (EQUIP type). semiautomatic handgun that utilizes [Glock 18] reinforced plastic in A fully-automatic version its grip frame. of the Glock 17. This weapon was developed There is a switch at the rear of the slide as the standard sidearm that allows for both of the Austrian army. semi- and fully automatic firing. Fatman uses one of these.

AN94 Abakan AN94 Abakan+ No. 529 COST: 8 No. 248 COST: 9 Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: 5.45 Ammo: 5.45 Rarity: Common Rarity: Common Foil Interfere: U:- D:- L:Y R:G Interfere: U:- D:- L:Y R:G Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 2000 N/A Singles Price: Singles Price: 1500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:60 HIT:75% ATK:60 HIT:80% 5.45mm x 5 REA:10% 5.45mm x 5 REA:10% BLEEDING; Destroys BLEEDING; Destroys EQUIP.; Anti-armor. EQUIP.; Anti-armor. Description: Description: Assault Rifle: Anti-armor; Assault Rifle: Anti-armor; EQUIP type EQUIP type ATK: 60 HIT: 75% ATK: 60 HIT: 80% Ammo: 5.45mmX5 REA: 10% Ammo: 5.45mmX5 REA:10% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Makes target BLEED; Notes: Makes target BLEED; Destroys equipment. Destroys equipment. Load with ammo after Load with ammo after equipping to attack equipping to attack (EQUIP type). (EQUIP type). [AN94 Abakan] [AN94 Abakan] A next-generation assault A next-generation assault rifle designed to take rifle designed to take on on the mantle of the mantle of the AK series. The grip the AK series. The grip contains a built-in firing contains a built-in firing mechanism, and that mechanism, and that grip can be removed and grip can be removed and stored in a separate stored in a separate place. place. Railgun Railgun+ No. 530 No. 249 COST: 11 COST: 11 Use: Use Pack: SBST Use: Use Pack: SBST Ammo: N/A Ammo: N/A Rarity: Uncommon Rarity: Uncommon Foil Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 6000 N/A Singles Price: Singles Price: Upgrade Cost: 200 Upgrade Cost: N/A Card Text: Card Text: ATK:150 HIT:100% ATK:200 HIT:100% Area attack. Area attack Anti-armor. Anti-armor. Description: Description: Railgun: Anti-armor; USE Railgun: Anti-armor; USE type ATK: 150 HIT: 100% ATK: 200 HIT: 100% Notes: Area attack. Notes: Area attack. [Railgun] [Railgun]

A portable EM weapon that accelerates projectiles to

high speeds via an

electromagnetic pulse.
Fortune uses this weapon.

A portable EM weapon that

high speeds via an

electromagnetic pulse.

accelerates projectiles to

RGB6 RGB6+ COST: 6 No. 531 No. 250 COST: 6 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN N/A Singles Price: 1500 Singles Price: Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Extends grenade Extends grenade throw area. throw area. Equip to use. Equip to use. Description: Description: Grenade Launcher: EQUIP type Grenade Launcher: EQUIP type Extends the throwing range Extends the throwing range for grenades. for grenades. Equip to use. Equip to use. [RGB6] [RGB6] A 40mm, 6-shot grenade A 40mm, 6-shot grenade launcher. launcher. A Croatian-manufactured A Croatian-manufactured copy copy of the South African of the South African MGL MGL grenade launcher. grenade launcher. Its stock can be It was formally adopted for use by the Croatian folded up. army in 1996. Its stock can be folded up. Handgun Handgun+ COST: 4 No. 532 No. 251 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Interfere: U:Y D:Y L:- R:-Interfere: U:Y D:Y L:- R:-Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 1000 N/A Singles Price: Singles Price: Upgrade Cost: 500 Upgrade Cost: N/A Card Text: Card Text: ATK:50 HIT:80% ATK:60 HIT:90% 9mm x 2 9mm x 2 REA:0% REA: 0% Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 50 HIT: 80% ATK: 60 HIT: 90% Ammo: 9mmX2 REA: 0% HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Load with ammo after equipping Load with ammo after equipping to attack (EQUIP type). to attack (EQUIP type). M79 (antipersonnel) M79 (AP ammo) COST: & Pack: CHRN No. 533 COST: 5 No. 252 Use: Use Use: Use Pack: CHRN Ammo: N/A Ammo: N/A

Rarity: Common Rarity: Common Foil

Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN

Singles Price: 2000 Singles Price: N/A

Upgrade Cost: 1500 Upgrade Cost: N/A

Card Text:	Card Text:
User's ATK increases	User's ATK increases
as LIFE gets lower.	as LIFE gets lower.
KDWN.	KDWN; Anti-armor.
Description:	Description:
Grenade Launcher: USE type	Grenade Launcher:
The lower the user's	Anti-armor; USE type
LIFE is, the greater	The lower the user's LIFE
the user's ATK will be.	is, the greater the user's
ATK: (100-(LIFEX100/max.	ATK will be.
LIFE))X4	ATK: (100-(LIFEX100/max.
Notes: Knocks target down;	LIFE)) X4
Anti-armor.	Notes: Knocks target down.
[M79]	[M79]
A 40mm grenade launcher.	A 40mm grenade launcher.
Since it has no ejector,	Since it has no ejector,
it must be cleared	it must be cleared
manually.	manually.
SMG	SMG+
No. 253 COST: 6	No. 534 COST: 7
Use: Equip Pack: CHRN	Use: Equip Pack: CHRN
Ammo: 9	Ammo: 9
Rarity: Common	Rarity: Common Foil
Interfere: U:- D:G L:- R:Y	Interfere: U:- D:G L:- R:Y
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 1500	Singles Price: N/A
Upgrade Cost: 1000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:50 HIT:80%	ATK:80 HIT:85%
9mm x 4 REA:0%	9mm x 4 REA:0%
Area attack.	Area attack.
COST 0 when dmg. 0	COST 0 when dmg. 0
Description:	Description:
Submachine Gun: EQUIP type	Supmachine Gun: EQUIP type
ATK: 50 HIT: 80%	ATK: 80 HI: 85%
Ammo: 9mmX4 REA: 0%	Ammo: 9mmX4 REA:0%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: Area attack.	Notes: Area attack.
COST 0 if no damage is	COST 0 if no damage is
inflicted.	inflicted.
Load with ammo after	Load with ammo after
equipping to attack.	equipping
(EQUIP type).	to attack (EQUIP type).
	[Attack Area]
	11111
	11111
	01110
	00100
	00X00
W. 5	-
M47 Dragon	Super Dragon
No. 254 COST: 0	No. 535 COST: 0
Use: Use Pack: CHRN	Use: Use Pack: CHRN
Ammo: N/A	Ammo: N/A
Rarity: Uncommon Cap: 2(4) Icon: GUN	Rarity: Uncommon Foil
Cap: 2(4) Icon: GUN Singles Price: 10000	Cap: 2(4) Icon: GUN
DIMITOR I I I CO. 1000	Singles Price. N/A
Upgrade Cost: 2000	Singles Price: N/A Upgrade Cost: N/A

Card Text:

Card Text:

ATK:10 x total COST ATK:15 x total COST KDWN; Anti-armor. KDWN; Anti-armor. Can't apply to move. Can't apply to move. Description: Description: Anti-tank Missile: Anti-tank Missile: Anti-armor; Anti-armor; USE type ATK: total COSTX15 USE type ATK: Cumulative COST X10 Knocks target down. Knocks target down. Cannot be applied to Cannot be applied to movement. movement. [Super Dragon] [M47 Dragon Anti-tank Missile] The Dragon has issues with An anti-tank, wire-guided its quidance system and rocket thrusters. missile. This version ironed those problems out. Ingram M11 Cobray M11 COST: 6 No. 536 COST: 6
Pack: CHRN Use: Equip Pack: CHRN No. 255 COST: 6
Use: Equip Pack: CHRN Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A 1000 Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: ATK:50 HIT:80% ATK:100 HIT:85% 9mm x 4 REA:100% 9mm x 4 REA:0% ATK x 1.5 if Area. counterattacked. Description: Description: Submachine Gun: EQUIP type

ATK: 50 HIT: 80%

Submachine Gun: EQUIP type

ATK: 100 HIT: 85% Ammo: 9mmX4 REA: 100% Ammo: 9mmX4 REA:0% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack. ATKX1.5 when counterattacking. Load with ammo after Load with ammo after equipping to attack (EQUIP type). equipping to attack (EQUIP type). 00100 00100 [Ingram M11] A submachine gun that is a 00100 smaller version of the 01110 01110 It uses the 380ACP as ammo, 00X00 [Cobray M11] a version of the 9mm [Cobray MII]
This gun is an Ingram M11 with a shorter shell casing. Thanks to its simple modified to take 9mm structure, it can be easily Parabellum ammo. manufactured in back-alley factories. It can be equipped with a silencer, and it has been adopted for use by the U.S. Army Special Forces and the Navy SEALS. 

/-	/-	
Ammo: N/A	Ammo: N/A	
Rarity: Common	Rarity: Common Foil	
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN	
Singles Price: 1000	Singles Price: N/A	
Upgrade Cost: 500	Upgrade Cost: N/A	
Card Text:	Card Text:	
ATK:0 HIT:60%	ATK:70 HIT:70%	
9mm x 1	9mm x 1	
SLEEP.	SLEEP.	
Description:	Description:	
Handgun: USE type	Handgun: USE type	
ATK: 0 HIT: 60%	ATK: 70 HIT: 70%	
Ammo: 9mmX1	Ammo: 9mmX1	
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks	
Notes: 100% chance of SLEEP.	Notes: 50% chance of SLEEP.	
[Mk22]	[Mk22]	
Also known as the	Also known as the	
"Hushpuppy."	"Hushpuppy."	
An improvement of the M39	An improvement of the M39	
for use by special forces.	for use by special forces.	
The elongated muzzle is	The elongated muzzle is	
threaded, allowing a	threaded, allowing a	
suppressor to be attached.	suppressor to be attached.	
It also features a slide	It also features a slide	
lock mechanism,	lock mechanism, allowing	
allowing for reduced	for reduced noise when	
noise when firing. A	firing. A "hushpuppy"	
"hushpuppy" is a bit of	is a bit of friend dough	
fried dough originally	originally given to dogs	
	to quiet down their	
given to dogs to quiet down	to quiet down their	
given to dogs to quiet down their barking, thus	barking, thus "silencing"	
-	<del>-</del>	
their barking, thus "silencing" them.	barking, thus "silencing" them.	
their barking, thus "silencing" them.  M1911	barking, thus "silencing" them.  M1911A1	
their barking, thus "silencing" them.  M1911 No. 257 COST: 4	barking, thus "silencing" them.  M1911A1 No. 538 COST: 5	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3	barking, thus "silencing" them.  M1911A1  No. 538 COST: 5  Use: Equip Pack: MGS3	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip  Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X)  Icon: GUN	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: N/A	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip  Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X)  Icon: GUN	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: N/A	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: Upgrade Cost: N/A  Upgrade Cost: ATK:30 HIT:90%	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:	barking, thus "silencing" them.  M1911A1  No. 538 COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: Upgrade Cost: N/A  Upgrade Cost: ATK:30 HIT:90%	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil  Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:90%  CAL45 x 3 REA:0%	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A  Card Text:  ATK:30 HIT:90%  CAL45 x 3 REA:0%  ATK x 2 when no ALERT.  Description:	
their barking, thus "silencing" them.  M1911  No. 257	barking, thus "silencing" them.  M1911A1  No. 538 COST: 5 Use: Equip Pack: MGS3 Ammo: 45 Rarity: Common Foil Interfere: U:- D:G L:- R:R Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description:	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A  Card Text:  ATK:30 HIT:90%  CAL45 x 3 REA:0%  ATK x 2 when no ALERT.  Description:	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.  Description: Handgun: Equip type	
their barking, thus "silencing" them.  M1911  No. 257	barking, thus "silencing" them.  M1911A1  No. 538 COST: 5 Use: Equip Pack: MGS3 Ammo: 45 Rarity: Common Foil Interfere: U:- D:G L:- R:R Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT. Description: Handgun: Equip type ATK: 30 HIT: 90%	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.  Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0%	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT: 90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT. Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks	
their barking, thus "silencing" them.  M1911  No. 257	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5  Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.  Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks  Notes: ATKX1.5 when not in  ALERT.	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT. Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT.	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks  Notes: ATKX1.5 when not in  ALERT.  [M1911]	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT. Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT. Load with ammo after	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT:90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks  Notes: ATKX1.5 when not in  ALERT.  [M1911]  A semiautomatic handgun	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.  Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT. Load with ammo after equipping	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK: 20 HIT: 90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks  Notes: ATKX1.5 when not in  ALERT.  [M1911]  A semiautomatic handgun adopted for use by the U.S.	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT. Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT. Load with ammo after equipping to attack (EQUIP type).	
their barking, thus "silencing" them.  M1911  No. 257 COST: 4  Use: Use Pack: MGS3  Ammo: N/A  Rarity: Common  Cap: 5(X) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:20 HIT: 90%  CAL45 x 3  ATK x 1.5 when no  ALERT.  Description: Handgun: USE type  ATK: 20 HIT: 90%  Ammo: CAL45X3  HIT % decrease at: 3 blocks  Notes: ATKX1.5 when not in  ALERT.  [M1911]  A semiautomatic handgun  adopted for use by the U.S.  Army in 1911.	barking, thus "silencing" them.  M1911A1  No. 538  COST: 5 Use: Equip Pack: MGS3  Ammo: 45  Rarity: Common Foil Interfere: U:- D:G L:- R:R  Cap: 5(X) Icon: GUN Singles Price: N/A Upgrade Cost: N/A  Card Text: ATK:30 HIT:90% CAL45 x 3 REA:0% ATK x 2 when no ALERT.  Description: Handgun: Equip type ATK: 30 HIT: 90% CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT. Load with ammo after equipping to attack (EQUIP type). [M1911A1]	

Browning. At the time, the main Army handgun was the 9mm, but during the Spanish-American War, the American Naval forces dispatched to the Philippines were unable to quell the Moro with these sidearms. In response to this problem, the Army decided to adopt a 45 caliber gun with greater man-stopping power. The first gun to be equipped with a thumb safety. Features a "cock and lock" safety device when the

completed in 1924.
The grip safety, trigger, and front sight were all improved on this model.
This weapon has been used by the U.S. Army for more than half a century.

EZ Gun

bullet is in the chamber.

No. 258 COST: 7
Use: Equip Pack: MGS3
Ammo: 45
Rarity: Uncommon
Interfere: U:B D:B L:B R:B

Unlock: Arena Easy x6

Cap: 2(4) Icon: GUN

Singles Price: 5000

Upgrade Cost: 2000

Card Text:

ATK:10 HIT:70%

CAL45 x 3 REA:0%

Dmg. 1/2; PTS 1/2.

Silenced; SLEEP.

Description:

Handgun: EQUIP type ATK: 10 HIT: 70%

Ammo: CAL45X3 REA: 0%

HIT % decrease at: 3 blocks Notes: Silenced; damage 1/2 while equipped. 1/2 points. 20% chance of SLEEP on hit.

Load with ammo after

equipping

to attack (EQUIP type).

[EZ Gun]

A tranquilizer gun with a laser sight and a silencer used only by FOX.

AMD-63

No. 259 COST: 6
Use: Use Pack: MGS3

Ammo: N/A Rarity: Common

Cap: 4(8) Icon: GUN
Singles Price: 500

Saru-Gun-Shake

No. 539 COST: 5
Use: Equip Pack: MGS3

Ammo: 45

Rarity: Uncommon Foil
Interfere: U:B D:B L:B R:B

Cap: 2(4) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

ATK:10 HIT:70%

CAL45 x 3 REA:0%

Dmg. 1/2; PTS 1/2.

Silenced; SLEEP.

Description:

Handgun: EQUIP type
ATK: 10 HIT: 70%
Ammo: CAL45X3 REA:0%

Anuno: CAL45X3 REA:0% HIT % decrease at: 3 blocks Notes: Damage 1/2 while

equipped.
1/2 points

40% chance of SLEEP on hit.

Load with ammo after

equipping

to attack (EQUIP type).

[SARU-GUN-SHAKE]

Wielding this gun makes you

feel happy

AMD-63 Carbine

No. 540 COST: 7
Use: Equip Pack: MGS3

Ammo: 7.62

Rarity: Common Foil

Interfere: U:R D:- L:- R:Y
Cap: 4(8)
Singles Price:
N/A

Upgrade Cost: 10	000	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:40 HIT:75%		ATK:50 HIT:8	30%
$7.62$ mm $\times$ $2$		7.62mm x 2 F	REA:10%
KDWN.		KDWN.	
Description:		Description:	
Assault Rifle: USE type		Assault Rifle: EQ	QUIP type
ATK: 40 HIT: 75%		ATK: 50 HIT: 80%	
Ammo: 7.62mmX2		Ammo: 7.62mmX2 RE	EA:10%
HIT % decrease at: 4 bloc		HIT % decrease at	
Notes: Knocks target down	n.	Notes: Knocks tar	_
[AMD-63]		Load with ammo af	ter
A Hungarian-manufactured		equipping	
improvement on the AKM.		to attack (EQUIP	type).
		[AMD-63]	C + 1
		The carbine versi	on of the
		AMD-63.	
AK-47I		AK-47II	-
No. 260 COST:	: 6	No. 541	COST: 7
Use: Use Pack: MC		Use: Equip	
Ammo: N/A		Ammo: 7.62	
Rarity: Common		Rarity: Common Fo	oil
-		Interfere: U:- D:	
Cap: 4(8) Icon: (	GUN	Cap: 4(8)	Icon: GUN
Singles Price:	500	Singles Price:	N/A
Upgrade Cost: 10	000	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:20 HIT:80%		ATK:40 HIT:8	35%
$7.62$ mm $\times$ 4		7.62mm x 2 F	REA:50%
ATK x $1.5$ when LIFE		ATK x 2 when	n LIFE at
at maximum.		maximum.	
Description:		Description:	
Assault Rifle: USE type		Assault Rifle: EQ	QUIP type
ATK: 20 HIT: 80%		ATK: 40 HIT: 85%	
Ammo: 7.62mmX4		Ammo: 7.62mmX2 RE	
HIT % decrease at: 4 bloc		HIT % decrease at	
Notes: ATKX1.5 when at ma	ЭX	Notes: ATKX2 when	n at max
LIFE.		LIFE.	- 1
[AK-47I]		Load with ammo af	ter
The Avtomat Kalashnikova.  Developed in the former	•	equipping	+1100)
Soviet Union by Mikhail		to attack (EQUIP [AK-4711]	cype).
Timofeevich Kalashnikov.		An improvement or	the
It served as the model for	or	AK-47I.	
the subsequently develope		The Kalashnikov i	s a weapon
and manufactured AK		composed of few p	
series of rifles.		making it very ea	
		It is highly reli	
		variety of enviro	
		and not prone to	•
		malfunctions.	
		Thanks to these of	qualities,
		it is heavily use	ed in the
		Middle East and A	Africa, and
		historically, a g	great
		number of these w	weapons have
		been manufactured	d.

Patriot+ Patriot+

No. 261	COST: 7	No. 542	COST: 9
Use: Equip		Use: Use	Pack: SBSS
Ammo: 5.56		Ammo: N/A	
Rarity: Common		Rarity: Common F	oil
SOLIDEYE		- <u>- 1</u>	
Cap: 4(8)	Icon: GUN	Cap: 4(8)	Icon: GUN
Singles Price:	1000	Singles Price:	N/A
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:50 HI	T:85%	ATK:180 HIT	:90%
5.56mm x	5 REA:20%	5.56mm x 1	
ATK x 1.5	when	Area Attack	
covered.			
Description:		Description:	
Assault Pistol	: EQUIP type	Assault Pistol:	USE type
ATK: 50 HIT: 8	5%	ATK: 180 HIT: 90	9
Ammo: 5.56mmX5	REA: 20%	Ammo: 5.56mmX1	
HIT % decrease	at: 4 blocks	HIT % decrease a	t: 4 blocks
Notes: ATKX1.5	when	Notes: Area atta	ck.
covered.		Load with ammo a	fter
Load with ammo	after	equipping	
equipping		to attack (EQUIP	type).
to attack (EQU	IP type).	[Attack Area]	
[Patriot]		11111	
A unique handg	un used by	11111	
The Boss.		11111	
It consists of	an XM16E1	00000	
with a sawed-o	ff barrel	00X00	
and no stock.		[Patriot]	
It combines an	ease of	An assault handg	un, made by
carrying with		sawing off the b	arrel of an
power of 5.56m		XM16E1 and remov	ing the
but it can be	2	stock.	
difficult to h			
its large reco	11.		
C9	6	Type-17 P	istol
No. 262	COST: 4	No. 543	COST: 5
Use: Use	Pack: MGS3	Use: Equip	Pack: MGS3
Ammo: N/A		Ammo: 7.62	
Rarity: Common		Rarity: Common F	oil
		Interfere: U:- D	:R L:R R:-
Cap: 4(8)	Icon: GUN	Cap: 4(8)	Icon: GUN
Singles Price:		Singles Price:	N/A
Upgrade Cost:	500	Upgrade Cost:	N/A
Card Text:		Card Text:	
ATK:10 HI	T:85%	ATK:50 HIT:	100%
7.62mm x	6	7.62mm x $2$	REA:10%
Target in	terference	Target inte	rference
has no ef	fect.	has no effe	ct.
Description:		Description:	
Handgun: USE t	уре	Handgun: EQUIP t	уре
ATK: 10 HIT: 8	5%	ATK: 50 HIT: 100	ଚ
Ammo: 7.62mmX6		Ammo: 7.62mmX2 R	EA:10%
HIT % decrease	at: 4 blocks	HIT % decrease a	t: 3 blocks
Notes: Prevent	s target	Notes: Prevents	target
INTERFERENCE o	n a hit.	INTERFERENCE.	
[C96]		Load with ammo a	fter
A semiautomati	_	equipping	
known under th	e name	to attack (EQUIP	type).

Mauser Military.	[Shansel "Broom Handle"]
Usually called the	A mass-produced Chinese copy
"broomhandle."	of an exported Mauser C96.
Bullets are loaded into the	Compared to the original,
gun via a special clip	this version has a clip that
mounted to its fixed	juts out from the bottom,
chamber.	plus a wider barrel and
It was adopted for use by	firing chamber.
German security forces	One of the typical
and armed guard units.	techniques for the
A unique stock can also be	C96 is the "Mounted Bandit"
affixed to the gun.	style of utilizing the
Later models included	gun's recoil to rapidly fire
fully automatic versions.	from the side.
	This is EVA's weapon of
	choice.
Thompson M1928	Thompson M1
No. 263 COST: 6	No. 544 COST: 5
Use: Equip Pack: MGS3	Use: Equip Pack: MGS3
Ammo: 45	Ammo: 45
Rarity: Common	Rarity: Common Foil
Interfere: U:R D:- L:- R:R	Interfere: U:R D:- L:- R:R
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: 2000	Singles Price: N/A
Upgrade Cost: 1500	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:90 HIT:90%	ATK:100 HIT:95%
CAL45 x 2 REA:0%	CAL45 x 2 REA:0%
Area Attack.	Area Attack.
Description:	Description:
Submachine Gun: EQUIP type	Submachine Gun: EQUIP type
ATK: 90 HIT: 90%	ATK: 100 HIT: 95%
Ammo: CAL45X2 REA: 0%	Ammo: CAL45X2 REA:0%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: Area attack.	Notes: Area attack.
Load with ammo after	Load with ammo after
equipping	equipping
to attack (EQUIP type).	to attack (EQUIP type).
[Attack Area]	[Attack Area]
01110	01110
01110	01110
00100	00100
00100	00100
00X00	00X00
[Thompson M1928]	[Thompson M1]
Known under the nickname	This gun was adopted for
"Tommygun," this is a	use in America in 1942
submachine gun that was	as an improvement on
formally adopted for	the Thompson M1928.
use in the USA in 1928.	The foregrip and
In addition to a 50-round	radiator fins, as well as
drum clip, there are also	the compensator
20-and 30-round stick	have been removed.
magazine models.	It is a cheaper weapon than
It was a popular weapon in	the M1928, since
organized crime during	engineering processes
that period.	reduced its number of parts.
-	

[Shansei "Broom Handle"]

Mauser Military.

William Tell+ William Tell+

No. 264 No. 545 COST: 8 COST: 8 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Icon: GUN Cap: 2(4) Icon: GUN Cap: 2(4) Singles Price: 1500 Singles Price: N/A Upgrade Cost: 1000 N/A Upgrade Cost: Card Text: Card Text: ATK:100 x 1 ATK:150 x 1 HIT:90% HIT:75%; BLEEDING; BLEEDING. Destroys EQUIPMENT. Description: Description: Crossbow: USE type Crossbow: USE type ATK: 100X1 ATK: 150X1 HIT: 90% HIT: 75% HIT % decrease at: 4 blocks HIT % decrease at: 5 blocks Notes: Makes target BLEED. Notes: Destroys equipment; [William Tell] Makes target BLEED. One of The Fear's favored [William Tell] weapons. One of The Fear's favored A long-range crossbow. It is weapons. high-powered, but takes a A long-range crossbow. long time to reload. It is high-powered, but takes a long time to reload. G36C G36C+ COST: 10 No. 546 No. 265 COST: 10 Pack: SBSS Use: Equip Pack: SBSS Use: Use Ammo: N/A Ammo: 5.56 Rarity: Uncommon Rarity: Uncommon Foil Unlock: Arena Extreme x6 Icon: GUN Cap: 2(4) Icon: GUN Cap: 2(4) 10000 Singles Price: Singles Price: N/A Upgrade Cost: 2000 Upgrade Cost: N/A Card Text: Card Text: ATK:60 HIT:60% ATK:60 HIT:60% 5.56mm x 4 5.56mm x 5 REA:90% Destroys EQUIPMENT. Destroys EQUIPMENT. Anti-armor. Anti-armor. Description: Description: Assault Rifle: USE type Assault Rifle: Anti-armor; ATK: 60 HIT: 60% EQUIP type Ammo: 5.56mmX4 ATK: 60 HIT: 60% HIT % decrease at: 4 blocks Ammo: 5.56mmX5 REA:90% Notes: Destroys equipment. HIT % decrease at: 5 blocks [G36C] Notes: Destroys equipment. A compact version of the G36 Load with ammo after equipping officially adopted for use in Germany in 1996. The German to attack (EQUIP type). army continued to adopt the [G36C] 7.62mmX51 G3 rifle for use, Length: 998mm but due to need for their Weight: 3850g Loaded Ammo: 30 shots participation in the U.N. Security Forces, Rifling: 1:6" right twist they were pressured to make changes to use the standard NATO 5.56mmX45 ammo Most of the components of the G36 are made of fiber

reinforced polymer plastics known for their high production rate and durability. The G36C is the most compact of the models for use by special forces.

OICW

No. 266 COST: 7 No. 547
Use: Equip Pack: MGS3 Use: Equi

Ammo: 5.56
Rarity: Common

Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:

ATK:10 HIT:50% 5.56mm x 6 REA:50%

Description:

Assault Rifel: USE type

ATK: 10 HIT: 50%

Ammo: 5.56mmX6 REA: 50% HIT % decrease at: 4 blocks

Load with ammo after

equipping

to attack (EQUIP type).

[OICW]

A rifle in development for the next generation of

foot soldier.

It contains both a 5.56mm rifle and a 20mm grenade launcher, both of which are managed by a

Fire Control System.

V XM29

No. 547 COST: 6
Use: Equip Pack: MGS3

Ammo: 5.56

Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

ATK:20 HIT:50% 5.56mm x 3 REA:50%

Description:

Assault Rifle: EQUIP type

ATK: 20 HIT: 50%

Ammo: 5.56mmX3 REA:50%

HIT % decrease at: 4 blocks

Load with ammo after

equipping

to attack (EQUIP type).

[XM29]

A rifle in development for the next generation of

foot soldier.

There are four modes that

can be selected for its 20mm grenades:

a rapid-fire mode where

the grenade will
explode on contact
with a target, an air
assault mode where the
grenade will explode in
the air over its target, a

delayed- blast mode
where the grenade will

explode after

penetrating the front of its target, and a window mode, where the grenade will detonate at a designated distance

upon being shot.

The mode set with the Fire Control System will be recorded in the

warhead's fuse.

PTRS-1941 PTRS-1941+

No. 267 COST: 12 No. 548 COST: 14 Use: Use Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A Ammo: N/A

	- 1 1.
Rarity: Common	Rarity: Common Foil
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN
Singles Price: 5000	Singles Price: N/A
Upgrade Cost: 3000	Upgrade Cost: N/A
Card Text:	Card Text:
ATK:300 HIT:75%	ATK:350 HIT:70%
14.5mm x 1	14.5mm x $1$ ; Adds
Anti-armor; KDWN.	5 COST; Anti-armor.
Description:	Description:
Anti-Tank Rifle: Anti-armor;	Anti-Tank Rifle: Anti-armor;
USE type	USE type
ATK: 300 HIT: 75%	ATK: 350 HIT: 70%
Ammo: 14.5mmX1	Ammo: 14.5mmX1
HIT % decrease at: 5 blocks	COST+5
Notes: Knocks target down	HIT % decrease at: 5 blocks
on a hit.	[Simonov PTRS-1941]
[Simonov PTRS-1941]	A semiautomatic anti-tank
14.5mm Protivo Tankovoe	rifle manufactured in
Ruzhe sistemy Simonova, obr.	the former Soviet Union.
1941g.	In addition to being able
An anti-tank rifle	to penetrate armor,
manufactured by	it can also be used
the former Soviet Union.	to snipe at a tank's
It was officially adopted	periscope.
for used in 1941.	However, with
	reinforcements being made
	to tanks, the anti-tank
	rifle itself is being
	phased out in favor of
	anti-tank
	G1101 0G1111
	rockets.
	rockets.
ATK Backup	
ATK Backup	ATK Backup+
No. 268 COST: 5	ATK Backup+ No. 549 COST: 6
No. 268 COST: 5 Use: Use Pack: MGS2	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text: Ally's ATK +5	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time.	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time.
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description:	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description:
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5.	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10.
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:  Ally's ATK +5  Lasts 1 time.  Description:  Ally's ATK+5.  Expires after triggering	ATK Backup+  No. 549 COST: 6  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: TRI  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Ally ATK +10  Lasts 1 time.  Description:  Ally's ATK+10.  expires after triggering
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5.	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10.
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:  Ally's ATK +5  Lasts 1 time.  Description:  Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 2000  Upgrade Cost: 3000  Card Text: Ally's ATK +5 Lasts 1 time.  Description: Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup  No. 269  COST: 5	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:  Ally's ATK +5  Lasts 1 time.  Description:  Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 2000  Upgrade Cost: 3000  Card Text: Ally's ATK +5 Lasts 1 time.  Description: Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup  No. 269  COST: 5	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.  HIT Backup No. 269 COST: 5 Use: Use Pack: MGS2	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.  HIT Backup No. 269 COST: 5 Use: Use Pack: MGS2 Ammo: N/A	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:  Ally's ATK +5  Lasts 1 time.  Description:  Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup  No. 269 COST: 5  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:    Ally's ATK +5    Lasts 1 time.  Description:  Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup  No. 269 COST: 5  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  SOLIDEYE	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     Ally ATK +10     Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil
No. 268 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.  HIT Backup No. 269 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil  Cap: 4(8) Icon: TRI
No. 268 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.  HIT Backup No. 269 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Singles Price: 1500	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Ally ATK +10 Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil  Cap: 4(8) Icon: TRI Singles Price: N/A
No. 268 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Icon: TRI Singles Price: 2000 Upgrade Cost: 3000 Card Text:    Ally's ATK +5    Lasts 1 time. Description: Ally's ATK+5. Expires after triggering 1 time.  HIT Backup No. 269 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Singles Price: 1500 Upgrade Cost: 2000	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     Ally ATK +10     Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil  Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A
No. 268  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: TRI  Singles Price: 2000  Upgrade Cost: 3000  Card Text:     Ally's ATK +5     Lasts 1 time.  Description: Ally's ATK+5.  Expires after triggering 1 time.  HIT Backup  No. 269 COST: 5  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  SOLIDEYE  Cap: 4(8) Icon: TRI  Singles Price: 1500  Upgrade Cost: 2000  Card Text:	ATK Backup+ No. 549 COST: 6 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:    Ally ATK +10    Lasts 1 time. Description: Ally's ATK+10. expires after triggering 1 time.  HIT Backup+ No. 550 COST: 5 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil  Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:

Description: Description: Ally's HIT+20%. Ally's HIT+30%. Expires after triggering Expires after triggering 1 time. 1 time. Evade Backup Evade Backup+ No. 270 COST: 5 No. 551 COST: 5
Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: 1500 Upgrade Cost: 2000 Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: -20% for ally to be -30% to HIT ally HIT Lasts 1 time. Lasts 1 time. Description: Description: Attacks on allies are at-20%. Expires after triggering Attacks on allies are at-30%. Expires after triggering 1 time. 1 time. No. 271 COST: 12 No. 552
Use: Use Pack: MGS3 Use: Use Ammo: N/A No. 552 COST: 8
Use: Use Pack: MGS3 Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI Singles Price: 1000 Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Cure Ally of Cure Ally of Status Ailment. Status Ailment. Description: Description: Allows ally to recover from Allows ally to recover from a Status Ailment. a Status Ailment. Remove Trap+ Remove Trap No. 272 COST: 10 No. 553 COST: 6 Use: Use Pack: MGS1 Pack: MGS1 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI 2000 Singles Price: Singles Price: N/A 3000 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Dismarm 1 trap. Dismarm 1 trap. Description: Description: Disarms one trap of the Disarms one trap of the user's choice. user's choice. Near Def. Support+ Near Def. Support No. 554 COST: 7 COST: 7 No. 273 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: N/A

Upgrade Cost:	2000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Nearby ally's t	total	Nearby ally's tot	al
dmg. reduced by	7 50.	dmg. reduced by 1	.00.
Equip to use.		Equip to use.	
Lasts 5 turns.		Lasts 5 turns.	
Description:		Description:	
Adjacent ally's		Adjacent ally's	
total damage taken -	-50.	total damage taken -10	0.
Equip to use.		Equip to use.	
Lasts for 5 turns.		Lasts for 5 turns.	
Near Atk. Suppo	ort	Near Atk. Support	.+
No. 274	COST: 7	No. 555 CC	ST: 6
Use: Equip Pac	ck: MGS1	Use: Equip Pack:	MGS1
Ammo: N/A		Ammo: N/A	
Rarity: Common		Rarity: Common Foil	
SOLIDEYE			
Cap: 4(8) Ic	con: TRI	Cap: 4(8) Icon	: TRI
Singles Price:	1500	Singles Price:	N/A
Upgrade Cost:	2000	Upgrade Cost:	N/A
Card Text:		Card Text:	
Nearby ally's g	gets	Nearby ally's get	S
ATK +5.		ATK +10.	
Equip to use.		Equip to use.	
Lasts 5 turns.		Lasts 5 turns.	
Description:		Description:	
Adjacent ally's ATK+	-5.	Adjacent ally's ATK+10	
Equip to use.		Equip to use.	
Lasts for 5 turns.		Lasts for 5 turns.	
Projectile Soa	ak	Projectile Soak+	-
<del>-</del>	ak COST: 8	<del>-</del>	OST: 5
No. 275		No. 556 CC	
No. 275 Use: Equip Pac Ammo: N/A	COST: 8	No. 556 CC Use: Equip Pack: Ammo: N/A	ST: 5
No. 275 Use: Equip Pac Ammo: N/A Rarity: Common	COST: 8	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil	OST: 5 MGS1
No. 275 Use: Equip Pac Ammo: N/A Rarity: Common Cap: 2(4) Ice	COST: 8 ck: MGS1 con: TRI	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon	MGS1 : TRI
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ico Singles Price:	COST: 8 ck: MGS1 con: TRI 2000	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price:	MGS1  : TRI  N/A
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost:	COST: 8 ck: MGS1 con: TRI	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost:	MGS1 : TRI
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost: Card Text:	COST: 8 ck: MGS1 con: TRI 2000 3000	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text:	MGS1  : TRI  N/A  N/A
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost: Card Text: Projectile dama	COST: 8 ck: MGS1 con: TRI 2000 3000	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage	MGS1  : TRI  N/A  N/A
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; c	COST: 8 ck: MGS1  con: TRI 2000 3000  age	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price: Upgrade Cost: Card Text:  Projectile damage adds to LIFE; clo	MGS1  : TRI  N/A  N/A
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; of quarters dmg. de	COST: 8 ck: MGS1  con: TRI 2000 3000  age	No. 556 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo	MGS1  : TRI  N/A  N/A
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; concurred and adds to LIFE; concurr	COST: 8 ck: MGS1  con: TRI 2000 3000  age	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost: Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.	MGS1  : TRI  N/A  N/A
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; of quarters dmg. de Equip to use. Description:	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description:	MGS1  : TRI  N/A  N/A  esse-  ables.
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; or quarters dmg. de Equip to use. Description: Damage inflicted by	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost:  Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description:  Damage inflicted by gu	MGS1  : TRI N/A N/A  see- ables.
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text:     Projectile dama     adds to LIFE; co     quarters dmg. de     Equip to use.  Description: Damage inflicted by is added to user's I	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost:  Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description:  Damage inflicted by gu is added to user's LIF	MGS1  : TRI N/A N/A  see- ables.
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; of quarters dmg. de Equip to use. Description: Damage inflicted by is added to user's I Damage is doubled if	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if	MGS1  : TRI N/A N/A  see- ables.
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ic Singles Price: Upgrade Cost: Card Text:     Projectile dama     adds to LIFE; or     quarters dmg. de     Equip to use. Description: Damage inflicted by is added to user's Ic Damage is doubled if inflicted at close of	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost:  Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description:  Damage inflicted by gu is added to user's LIF  Damage is doubled if inflicted at close	MGS1  : TRI N/A N/A  see- ables.
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; of quarters dmg. de Equip to use. Description: Damage inflicted by is added to user's I Damage is doubled if	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if	MGS1  : TRI N/A N/A  see- ables.
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text: Projectile dama adds to LIFE; or quarters dmg. de Equip to use. Description: Damage inflicted by is added to user's Ice Damage is doubled if inflicted at close of Equip to use.	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use. Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.	MGS1  I: TRI  N/A  N/A  Secondary and the second an
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ico Singles Price: Upgrade Cost: Card Text:     Projectile dama     adds to LIFE; or     quarters dmg. or     Equip to use.  Description: Damage inflicted by is added to user's I Damage is doubled iff inflicted at close or Equip to use.  Close-Range Soa	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  Equarters.	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use. Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.  Close-Range Soak+	MGS1  : TRI N/A N/A  see- ables.
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ic  Singles Price:  Upgrade Cost:  Card Text:  Projectile dama adds to LIFE; c quarters dmg. d Equip to use.  Description:  Damage inflicted by is added to user's I  Damage is doubled if inflicted at close of Equip to use.  Close-Range Soa  No. 276	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost: Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters.  Equip to use.  Close-Range Soak+ No. 557 CC	MGS1  TRI  N/A  N/A  se- colles.  MSST: 8
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ice Singles Price: Upgrade Cost: Card Text:     Projectile dama     adds to LIFE; or     quarters dmg. or     Equip to use.  Description: Damage inflicted by is added to user's I Damage is doubled if inflicted at close or Equip to use.  Close-Range Soa No. 276 Use: Equip Pace	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use. Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.  Close-Range Soak+ No. 557 CC Use: Equip Pack:	MGS1  TRI  N/A  N/A  se- colles.  MSST: 8
No. 275 Use: Equip Pace Ammo: N/A Rarity: Common Cap: 2(4) Ico Singles Price: Upgrade Cost: Card Text:     Projectile dama     adds to LIFE; or     quarters dmg. or     Equip to use.  Description: Damage inflicted by is added to user's Ico Damage is doubled iff inflicted at close or Equip to use.  Close-Range Soan No. 276 Use: Equip Pace Ammo: N/A	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text: Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use. Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.  Close-Range Soak+ No. 557 CO Use: Equip Pack: Ammo: N/A	MGS1  TRI  N/A  N/A  se- colles.  MSST: 8
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ic  Singles Price:  Upgrade Cost:  Card Text:  Projectile dama adds to LIFE; of quarters dmg. of Equip to use.  Description:  Damage inflicted by is added to user's I  Damage is doubled if inflicted at close of Equip to use.  Close-Range Soa  No. 276  Use: Equip Pace Ammo: N/A  Rarity: Common	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556 CC  Use: Equip Pack: Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon  Singles Price:  Upgrade Cost: Card Text:  Projectile damage adds to LIFE; clo quarters dmg. dou Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters.  Equip to use.  Close-Range Soak+ No. 557 CC Use: Equip Pack: Ammo: N/A Rarity: Common Foil	MGS1  TRI  N/A  N/A  se- colles.  MSST: 8
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ic  Singles Price:  Upgrade Cost:  Card Text:  Projectile dama adds to LIFE; c quarters dmg. d Equip to use.  Description:  Damage inflicted by is added to user's I  Damage is doubled if inflicted at close of Equip to use.  Close-Range Soa  No. 276  Use: Equip Pace Ammo: N/A  Rarity: Common	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text:     Projectile damage     adds to LIFE; clo     quarters dmg. dou     Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.  Close-Range Soak+ No. 557 CO Use: Equip Pack: Ammo: N/A Rarity: Common Foil	MGS1  TRI  N/A  N/A  Secondoles.  MSST: 8  MGS1
No. 275  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ic  Singles Price:  Upgrade Cost:  Card Text:  Projectile dama adds to LIFE; of quarters dmg. of Equip to use.  Description:  Damage inflicted by is added to user's I  Damage is doubled if inflicted at close of Equip to use.  Close-Range Soa  No. 276  Use: Equip Pace Ammo: N/A  Rarity: Common  Cap: 2(4) Ic	COST: 8 ck: MGS1  con: TRI 2000 3000  age close- doubles.  gunshot LIFE.  guarters.  ck: MGS1  con: TRI	No. 556  Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon Singles Price: Upgrade Cost: Card Text:     Projectile damage     adds to LIFE; clo     quarters dmg. dou     Equip to use.  Description: Damage inflicted by gu is added to user's LIF Damage is doubled if inflicted at close quarters. Equip to use.  Close-Range Soak+ No. 557 CO Use: Equip Pack: Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon	MGS1  TRI N/A N/A N/A  se- lbles.  DST: 8 MGS1  TRI  TRI  TRI  TRI  TRI  TRI  TRI  TR

Card Text:	Card Text:	
Close-quarters dmg.	Close-quarters dmg.	
adds to LIFE;	adds to LIFE;	
projectile damage	projectile damage	
doubles. Equip to use.	doubles. Equip to use.	
Description:	Description:	
Damage inflicted at close	Damage inflicted at close	
quarters is added to	quarters	
user's LIFE.	is added to user's LIFE.	
Damage is doubled if	Damage is doubled if	
inflicted by gunshot.	inflicted by gunshot.	
Equip to use.	Equip to use.	
Projectile Counter	Projectile Counter+	
No. 277 COST: 8	No. 558 COST: 5	
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1	
Ammo: N/A	Ammo: N/A	
Rarity: Common	Rarity: Common Foil	
Cap: 2(4) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 2000	Singles Price: N/A	
-	Upgrade Cost: N/A	
Upgrade Cost: 1000 Card Text:	Upgrade Cost: N/A Card Text:	
	Projectiles countered;	
Projectiles countered;	_	
Close-quarters dmg.	Close-quarters dmg.	
is x 1.5. Equip to use.	is x 1.5. Equip to use.	
Description:	Description:	
Gunshot attacks	Gunshot attacks	
are counterattacked.	are counterattacked.	
DamageX1.5 if inflicted at	DamageX1.5 if inflicted at	
close quarters.	close quarters.	
Equip to use.	Equip to use.	
Close-Rng Counter	Close-Rng Counter+	
No. 278 COST: 8	No. 559 COST: 5	
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1	
Ammo: N/A	Ammo: N/A	
Rarity: Common	Rarity: Common Foil	
Cap: 2(4) Icon: TRI	Cap: 4(8) Icon: TRI	
Singles Price: 2000	Singles Price: N/A	
Upgrade Cost: 1000	Upgrade Cost: N/A	
Card Text:	Card Text:	
Projectile dmg. is		
	Projectile ama is	
v 1 5. close-quarters	Projectile dmg. is	
x 1.5; close-quarters	x 1.5; close-quarters	
attks are countered.	x 1.5; close-quarters attks are countered.	
attks are countered. Equip to use.	<pre>x 1.5; close-quarters attks are countered. Equip to use.</pre>	
attks are countered. Equip to use. Description:	<pre>x 1.5; close-quarters     attks are countered.     Equip to use. Description:</pre>	
attks are countered. Equip to use. Description: CQC attacks	<pre>x 1.5; close-quarters     attks are countered.     Equip to use. Description: CQC attacks</pre>	
attks are countered. Equip to use. Description: CQC attacks are counterattacked.	<pre>x 1.5; close-quarters     attks are countered.     Equip to use.  Description: CQC attacks are counterattacked.</pre>	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by	<pre>x 1.5; close-quarters     attks are countered.     Equip to use.  Description: CQC attacks are counterattacked. DamageX1.5 if inflicted</pre>	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.	x 1.5; close-quarters attks are countered. Equip to use. Description: CQC attacks are counterattacked. DamageX1.5 if inflicted from 3 or more blocks away.	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by	<pre>x 1.5; close-quarters     attks are countered.     Equip to use.  Description: CQC attacks are counterattacked. DamageX1.5 if inflicted</pre>	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.	x 1.5; close-quarters attks are countered. Equip to use. Description: CQC attacks are counterattacked. DamageX1.5 if inflicted from 3 or more blocks away.	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.  Equip to use.	x 1.5; close-quarters attks are countered. Equip to use.  Description:  CQC attacks are counterattacked.  DamageX1.5 if inflicted from 3 or more blocks away.  Equip to use.	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.  Equip to use.  Cost Counter	x 1.5; close-quarters attks are countered. Equip to use.  Description:  CQC attacks are counterattacked.  DamageX1.5 if inflicted from 3 or more blocks away.  Equip to use.  Cost Counter+	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.  Equip to use.  Cost Counter  No. 279  COST: 8	x 1.5; close-quarters attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted from 3 or more blocks away. Equip to use.  Cost Counter+ No. 560 COST: 5	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot. Equip to use.  Cost Counter No. 279 COST: 8 Use: Equip Pack: MGS1 Ammo: N/A	x 1.5; close-quarters attks are countered. Equip to use.  Description: CQC attacks are counterattacked. DamageX1.5 if inflicted from 3 or more blocks away. Equip to use.  Cost Counter+ No. 560 COST: 5 Use: Equip Pack: MGS1 Ammo: N/A	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot. Equip to use.  Cost Counter  No. 279  COST: 8  Use: Equip  Pack: MGS1	x 1.5; close-quarters attks are countered. Equip to use.  Description: CQC attacks are counterattacked. DamageX1.5 if inflicted from 3 or more blocks away. Equip to use.  Cost Counter+ No. 560 COST: 5 Use: Equip Pack: MGS1	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot. Equip to use.  Cost Counter  No. 279 COST: 8 Use: Equip Pack: MGS1  Ammo: N/A  Rarity: Common SOLIDEYE	x 1.5; close-quarters attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted from 3 or more blocks away. Equip to use.  Cost Counter+ No. 560 COST: 5 Use: Equip Pack: MGS1 Ammo: N/A Rarity: Common Foil	
attks are countered. Equip to use.  Description: CQC attacks are counterattacked.  DamageX1.5 if inflicted by gunshot.  Equip to use.  Cost Counter  No. 279  COST: 8  Use: Equip Pack: MGS1  Ammo: N/A  Rarity: Common	x 1.5; close-quarters attks are countered. Equip to use.  Description: CQC attacks are counterattacked. DamageX1.5 if inflicted from 3 or more blocks away. Equip to use.  Cost Counter+ No. 560 COST: 5 Use: Equip Pack: MGS1 Ammo: N/A Rarity: Common Foil	

Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: Return COST add to Return COST add to opponent. opponent. Equip to use. Equip to use. Lasts 1 time. Lasts 1 time. Description: Description: Counters a COST add from a Counters a COST add from a target. target. Equip to use. Equip to use. Expires after triggering Expires after triggering 1 time. 1 time. Card Seal Card Seal+ No. 280 COST: 12 No. 561 COST: 6
Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI 1000 Singles Price: Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: No player can use No player can use a card that was a card that was just used. just used. Description: Description: The card just played becomes The card just played becomes unusable to everyone. unusable to everyone. Whenever "Card Seal" is Whenever "Card Seal"is used, the card that is used, the card that is sealed sealed changes. \*Can't be used in Story Mode. changes. \*Can't be used in Story Mode. Reiko Hinomoto No. 281 COST: 6 Pack: CHRN Use: Use Ammo: N/A Rarity: Rare Password: Hnmt SOLIDEYE Cap: 2(4) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A Card Text: Card Text: "Sunrise Suplex" ATK:100 User and target swap positions. Description: Description: "Sunrise Suplex" ATK: 100 Use after moving to face the target. You will switch positions with the target. Causes target to FAINT. [Reiko Hinomoto] A gifted wrestler, whose

mother was the

Rose, who fell in the ring 10 years ago. Her elder sister disappeared 3 years ago, after following in their mother's footsteps and moving to America. While participating in her university wrestling team, she makes a living as a race queen. Her ring name is Zero Fighter. Her favorite food is bean Her kind of man wears glasses and has an intelligent look about him. "Mother in heaven, do you hate the person I've become?" Uniform-R Uniform-R+ No. 562 COST: 6
Use: Equip Pack: MGS2 No. 282 COST: 5 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 500 Cap: 4(8) Icon: CAN N/A Singles Price: 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. Total damage reduced Total damage reduced by 50. by 100. REA:80% REA: 100% Description: Description: Equip to use. Equip to use. Reduces total damage by 50 Reduces total damage by 100 REA:80% REA:100% Uniform-B Uniform-B+ No. 283 COST: 5 No. 563 COST: 6 Use: Equip Pack: MGS2 Pack: MGS2 Use: Equip Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: N/A Card Text: Card Text: Equip to use. Equip to use. Total damage reduced Total damage reduced by 100. by 200. REA:80% REA: 100% Description: Description: Equip to use. Equip to use. Reduces total damage by 100 Reduces total damage by 200

legendary Kamikaze

REA:80% REA:100%

Uniform-G+ Uniform-G

No. 284 COST: 5 No. 564 COST: 6
Use: Equip Pack: MGS2 Use: Equip Pack: MGS2

Ammo: N/A Ammo: N/A

Rarity: Common

Cap: 4(8)

Singles Price:

1000

Cap: 4(8)

Singles Price:

1000

Singles Price:

N/A

Upgrade Cost:

N/A 500

Card Text: Card Text:

Equip to use. Equip to use.

Total damage reduced Total damage reduced

by 100. by 200. REA:80% REA: 100% Description: Description: Equip to use. Equip to use.

Reduces total damage by 100 Reduces total damage by 200

Card Text:

Description:

REA:80% REA:100%

Ayumi Kinoshita

No. 285 COST: 6 Use: Use Pack: MGS3

Ammo: Trap?

Rarity: Common Foil

Password: aym

NO LINK BATTLE SOLIDEYE Cap: 2(4) Icon: CHAR Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Enemies stop in their

tracks, bewitched.

Description:

Just a minute

Stops enemies in their

tracks.

\*Cannot be used in

LINK BATTLE mode.

[Ayumi Kinoshita] Birth place: Aichi

Prefecture

Birth date: 12/13/1982

Blood type: AB Height: 160 cm

Hobbies: Snowboarding,

Table Tennis

Star sign: Sagittarius

Meguru Ishii

No. 286 COST: 6
Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common Foil

Password: mgr

NO LINK BATTLE SOLIDEYE Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

Card Text: Card Text:

Bust: 85 cm Waist: 55 cm Hips: 86 cm Description: Description: Bust: 85 Waist: 55 Hips: 86 Height: 154 cm Shoe size: 230mmX2 For each turn spent standing on this trap, +20% LIFE is restored. \*Cannot be used in LINK BATTLE mode. [Meguru Ishii] Birth place: Tokyo Birth date: 5/28/1987 Blood type: 0 Hobbies: Photography Manga Sports: Softball Natsume Sano No. 287 COST: 8 Use: Use Pack: MGS3 Ammo: Trap Rarity: Common Foil Password: ntm NO LINK BATTLE SOLIDEYE Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: Bust: 86 cm Waist: 58 cm Hips: 84 cm Description: Description: Bust: 86 Waist: 58 Hips: 84 Height: 155 cm Shoe size: 235mmX2 Characters onthis trap are cured of any Status Ailments. \*Cannot be used

MGS4

Hobbies: Collecting pig toys

No. 288 COST: 3
Use: Move Pack: ITGL

Ammo: N/A

Rarity: Uncommon Foil Password: NEXTGEN

Other: Ambidextrous,

LINK BATTLE mode.
[Natsume Sano]
Birth place: Tokyo
Birth date: 2/14/1985

Blood type: A

bodyboarder.

Unlock: Beat Story Easy

```
NO LINK BATTLE
                SOLIDEYE
Cap: 4(8)
Singles Price:
N/A
Card Text:
                                   Card Text:
    Movement Card
    Can move
    3 BLKS.
Description:
                                   Description:
Movement Card.
Can move 3 blocks.
*Cannot be used in
LINK BATTLE mode.
The concluding volume in
the Solid Snake trilogy,
portraying his story
in the world byond MGS and
MGS2.
     Emma's Parrot
No. 289 COST: 4
          Pack: MGS2
Use: Use
Ammo: N/A
Rarity: Rare
Password: Ginormousj
NO LINK BATTLE
Cap: 1(2) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
                     N/A
Upgrade Cost:
Card Text:
                                   Card Text:
    Alerts nearby guards
    and lures them to
    designated area.
                                   Description:
Description:
Alerts nearby guards
and lures them to
designated area.
*Cannot be used in
LINK BATTLE mode.
      Banana Skin
No. 290 COST: 4
          Pack: CHRN
Use: Use
Ammo: N/A
Rarity: Rare
Password: Ronaldsiu
NO LINK BATTLE
Cap: 1(2) Icon: TRI
                N/A
Singles Price:
Upgrade Cost:
                     N/A
Card Text:
                                   Card Text:
    Set this trap to
    slip up enemies.
    Adds COST 20.
Description:
                                   Description:
Set this trap to slip up enemies.
Adds COST20.
*Cannot be used in
LINK BATTLE mode.
```

```
Jack
No. 291 COST: 4
Use: Equip Pack: MGS3
Ammo: N/A
Rarity: Rare
Password: SONOFSULLY
NO LINK BATTLE
Cap: 1(2) Icon: CAN
Singles Price: N/A
Upgrade Cost: N/A
Card Town
                                     Card Text:
   Move +1
   ATK -20
Description:
                                     Description:
Move +1.
ATK -20.
*Cannot be used in
LINK BATTLE mode.
     Possessed Arm
No. 292 COST: 6
Use: Use Pack: MGS2
Ammo: N/A
Rarity: Rare
Password: thespaniard
NO LINK BATTLE
Cap: 1(2) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
Card Text:
                                    Card Text:
    Targeted enemies
    cannot move
    for one turn.
                                    Description:
Description:
Targeted enemies
cannot move for one turn.
*Cannot be used in
LINK BATTLE mode.
       Solid Eye
No. 293 COST: 4
Use: Equip Pack: CHRN
Ammo: N/A
Rarity: Rare
Password: tobidacid
Cap: 1(2) Icon: CHAR
Singles Price: N/A Upgrade Cost: N/A
Card Text:
                                    Card Text:
    "Sensors"
    All enemies appear
    on display.
     Equip to use.
Description:
                                    Description:
In search mode, makes all
enemies
appear on display.
Lasts for 5 turns.
Equip to use.
```

[Solid Eye]

Snake's monitor-equipped eye-patch, developed by Otacon. Images captured by Solid Eye are analyzed by the host computer which then produces detailed information on visible surroundings such as vehicles and enemies. The system can also produce data on Snake's current location and the progress of the current battle, unifying all useful data under one system. Solid Eye is equipped with a retina laser that projects 3D representations of solid bodies in view. Solid Snake (MGS4) No. 294 COST: 15 Use: Use Pack: CHRN Ammo: N/A Rarity: Rare Foil Password: Snake NO LINK BATTLE Cap: 1(2) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: "Old Soldier" EQUIPMENT ->LV. 3 Description: Description: Upgrades equipment to LV.3. \*Cannot be used in LINK BATTLE mode. [Solid Snake] Known as "the legendary solider" in ages past, Solid Snake has returned to the battlefield once more to rid the world of Metal Gear threats. Despite his previous efforts, Metal Gear units have proliferated around the globe. Snake is determined to return to the battlefield once more, but who will he face? Otacon (MGS4) No. 295 COST: 7 Use: Move/Link Pack: CHRN

Ammo: Link

Rarity: Rare Foil Password: Otacon

```
Cap: 1(2)
            Icon: TRI
                 N/A
Singles Price:
Upgrade Cost:
                      N/A
Card Text:
                                     Card Text:
     "Use Your Brain"
    Triggers automatically.
     Adds Anti-armor
    ATK +20 HIT +20%
Description:
                                    Description:
"Use Your Brain"
Triggered automatically.
Adds Anti-armor.
ATK+20.
HIT+20%.
Links to shots that travel
2 blocks or more,
as well as area attacks.
[Otacon]
Genius scientist and member
of anti-Metal Gear organization
Philanthropy, Otacon supports
Solid Snake in his NGO
activities.
A diehard fan of Japanese
animation -- especially those
starring robost -- Otacon
channeled his hobby and
designed the deadly Metal
Gear REX long ago.
He now fights alongside
Snake via the miniature mk2,
a remote-controlled
Metal Gear.
         Gekko
No. 296 COST: 12
Use: Use Pack: CHRN
Ammo: N/A
Rarity: Rare
Password: Gekko
NO LINK BATTLE
Cap: 1(2)
          Icon: CHAR
                N/A
Singles Price:
Upgrade Cost:
                      N/A
Card Text:
                                     Card Text:
    "Trample"
    ATK:200
    to 5 x 5 area.
Description:
                                     Description:
"Trample"
ATK: 200 to a 5X5 area in
front.
*Cannot be used in
LINK BATTLE mode.
11111
11111
11111
11111
11111
00X00
```

```
A mass-produced, pilot-less
Metal Gear. Equipped with
onboard AI system granting
Gekko near-sentient
intelligence.
Units' powerful legs are
composed of artificially
grown muscle capable of
making agile maneuvers
such as long-distance leaps.
Armed iwth nuclear weapons.
    Metal Gear Mk.II
No. 297 COST: 6
Use: Move/Link Pack: CHRN
Ammo: Link
Rarity: Rare
Password: mk2
Cap: 1(2) Icon: TRI
Singles Price:
                 N/A
Upgrade Cost:
                      N/A
Card Text:
                                    Card Text:
    Triggers automatically.
    AMMO +2
    Links to shot fired
    within 3 BLKS.
Description:
                                   Description:
Triggered Automatically.
Ammo+2.
Links to ranged attacks
within 3 blocks.
Links to attacks of 2 shots
or more.
[Metal Gear MK2]
A remote-controlled,
miniature Metal Gear
designed to assist soldiers
on the battlefield.
This mobile unit can supply
weapons and ammunition to
infantry, analyze the status
of soldiers, scout enemy
territories, and traverse
dangerous grounds --
an invaluable asset to the unit.
      No Smoking
No. 298
                COST: 4
           Pack: CHRN
Use: Use
Ammo: N/A
Rarity: Rare
Password: smoking
NO LINK BATTLE
Cap: 1(2) Icon: TRI
Singles Price:
                  N/A
Upgrade Cost:
                     N/A
Card Text:
                                    Card Text:
     Quitting Smoking
```

Now Greatly Reduces

[Gekko]

```
Serious Risks
    to Your Health.
Description:
                                 Description:
Quitting Smoking
Now Greatly Reduces
Serious Risks
to Your Health.
User's LIFE is decreased to 1.
*Cannot be used in
LINK BATTLE mode.
       Redeye-II
                                          FIM-92A
                             No. 565 COST: 7
Use: Use Pack: MGS2
No. 299 COST: 7
Use: Use Pack: MGS2
Ammo: N/A
                                 Ammo: N/A
Rarity: Common
                                 Rarity: Common Foil
Cap: 4(8) Icon: GUN
                                 Cap: 4(8) Icon: GUN
                                 Upgrade Cost: N/A
Singles Price: 1000
Upgrade Cost: 500
Card Text:
                                 Card Text:
    ATK:180
                                      ATK:260
    Locks on to
                                       Locks on to
    machines only.
                                      machines only.
Description:
                                 Description:
                                  Missile: Anti-armor; USE
Missile: Anti-armor, USE
type
                                  type
                                  ATK: 260
ATK: 180
                                 Locks on to machines only.
Locks on to machines only.
[Redeye 2]
                                  [FIM-92A]
The XFIM-92 surface-to-air
                                 A portable, surface-to-air
                                 Stinger missle. This is a
missile.
This test version was
                                 low-altitude
developed as
                                 surface-to-air missile that
                                  can be carried and fired
a successor to the Redeye.
It can
                                 by a single person.
attack its target from any
                                 Equipped with a device that
direction.
                                  distinguishes between
                                  friend and foe.
                                  the infrared seeker on
                                  the tip of the missile
                                  allows it to attack
                                  its target from any
                                  direction.
        SOCOM+
                                           SOCOM
                COST: 5
                                 No. 001
                                                   COST: 4
No. 300
Use: Use
           Pack: MGS1
                                 Use: Equip Pack: MGS1
Ammo: N/A
                                 Ammo: 45
                                 Rarity: Common
Rarity: Common Foil
Cap: 2(4) Icon: GUN
                                 Cap: 4(8) Icon: GUN
                                 Singles Price:
Singles Price:
                 N/A
                                                      2000
                    N/A
                                                      5000
Upgrade Cost:
                                 Upgrade Cost:
Card Text:
                                  Card Text:
    ATK:100 HIT:90%
                                       ATK:100 HIT:95%
```

Handgun: USE type Hangun: EQUIP type ATK: 100 HIT: 90% ATK: 100 HIT: 95%

CAL45 x 2 REA:20%

Silenced; KDWN.

Description:

001 SOCOM

CAL45 x 2

Description:

300 SOCOM+

Silenced; KDWN

Ammo: CAL45X2 Ammo: CAL45X2 REA: 20% HIT % decrease at: 3 blocks Notes: Suppressor equipped Notes: Suppressor attached (silenced); knockes target down. (silenced); Load with ammo after equipping knocks target down. [SOCOM] to attack (EQUIP type). A reinforced plastic [SOCOM] handgun with a grip U.S. Special Operations Command (SOCOM). frame. Its development paralleled The standard-issue handgun that of the USP. used by special forced under your command. FAMAS/G1 FAMAS/F2 No. 301 COST: 7 No. 002 COST: 8
Use: Use Pack: MGS1 Use: Equip Pack: MGS1 Pack: MGS1 Ammo: N/A Ammo: 5.56 Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: GUN Cap: 4(8) Icon: GUN 8000 Singles Price: N/A Singles Price: N/A Upgrade Cost: 5000 Upgrade Cost: Card Text: Card Text: ATK:60 HIT:75% ATK:60 HIT:70% 5.56mm x 4 5.56mm x 5 REA:10% Adds 1 COST. Adds 1 COST. Description: Description: Assault Rifel: USE type Assault Rifle: EQUIP type ATK: 60 HIT: 75% ATK: 60 HIT: 70% Ammo: 5.56mmX4 Ammo: 5.56mmX5 REA:10% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Adds 1 COST to target Notes: On a hit, target's COST+1. on a HIT [FAMAS/F2] Load with ammo after equipping Developed by GIAT, this assault rifle is currently to attack (EQUIP type). [FAMAS/G1] The name FAMAS is described by include a better magazine

The name FAMAS is described from the French for Managazine with the same between the same factors and the same factors are same factors. The name FAMAS is derived St-Etienne Arms Factory." that can be more Its appearance has earned it easily changed, as well as the nickname changes to the barrel "Clarion" (trumpet). rifling. Previous versions of the French army FAMAS utilized a unique straight magazine, but this was changed to a 30-shot M16A1 banana clip to bring it in line with the NATO standard. TNT C4 No. 003 COST: 5 COST: 5 No. 302 COST: 5 Pack: MGS1 Pack: MGS1 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN
Singles Price: 1000 Cap: 4(8) Icon: GUN N/A Singles Price:

Card Text:

Upgrade Cost:

500

N/A

Upgrade Cost:

Card Text:

Detonated by Detonated by switch or timer. switch or timer. KDWN. KDWN. Description: Description: Bomb: Anti-armor; USE type Bomb: Anti-armor; USE type ATK: 250 ATK: 200 Triggered by detonator, Triggered by detonator, timer, timer, or when hit by or when hit by gunshot. Area of Effect: 3X3 gunshot. Area of Effect: 3X3 Knocks target down on a hit. knocks target down. [Attack Area] 00000 [Attack Area] 00000 01110 01110 01X10 01X10 01110 01110 00000 00000 Also known as plastic explosive, C4 is soft like clay and can be [TNT] A bomb composed of molded into different shapes for trinitrotoluene. a variety of purposes. Trinitrotoluene is extremely Official Name: Composition C-4. sensitive to heat and shock, but it has a low toxicity. TNT is detonated by attaching plastic explosive, which causes a sympathetic detonation due to shock. Desert Eagle+

No. 303

COST: 12

No. 004

COST: 10

Pack: MGS1

Use: Use

Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: GUN
Singles Price: 10000 Cap: 2(4) Icon: GUN N/A Singles Price: N/A Upgrade Cost: Upgrade Cost: 2000 Card Text: Card Text: ATK:500 HIT:35% ATK:400 HIT:40% CAL50 x 1 CAL50 x 1 Anti-armor. Anti-armor. Description: Description: Handgun: Anti-armor; USE Handgun: Anti-armor; USE type ATK: 400 HIT: 40% ATK: 500 HIT: 35% Ammo: CAL50X1 Ammo: CAL50X1 [Desert Eagle] HIT % decrease at: 4 blocks Weight: 1.75kg, Length: 260mm. The world's most popular large-[Desert Eagle] A large-model handgun caliber handgun. Can take manufactured and sold in ammo of three different calibers. Also known as the Israel. There are Desert Eagles of "hand cannon." varying caliber, from thos

ATK:200

ATK:250

Grenade+ Grenade

that use .357 Magnum rounds, to those that use

up to a 50AE round.

No. 304 COST: 6 No. 005 COST: 7

Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
ATK:200	ATK:150
Detonates 8	Detonates 8
COST after use.	COST after use.
Can be shot; KDWN.	Can be shot; KDWN.
Description:	Description:
Hand Grenade: Anti-armor;	Hand Grenade: Anti-armor;
USE type	USE type
ATK: 200	ATK: 150
Detonates at 8 COST after	Detonates at 8 COST after use.
use. 5X5 area attack.	Area of Effect: 3X3
Detonates when hit by	Detonates when hit by gunshot.
qunshot.	[Attack Area]
[Attack Area]	00000
11111	01110
11111	01X10
11X11	01110
11111	00000
11111	[Grenade]
[Grenade]	An anti-personnel fragmentation
An anti-personnel	grenade. When the safety cap
fragmentation grenade.	is pulled to release the lever, the
When the safety cap is	percussion cap creates a spark
pulled to release the lever,	and ignites the chemical delay.
the percussion cap	Once the burn reaches the
the percussion cap creates a spark and	detonator, the grenade explodes,
creates a spark and ignites the chemical delay.	detonator, the grenade explodes, sending shrapnel flying in all
creates a spark and ignites the chemical delay. Once the burn reaches	detonator, the grenade explodes,
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade	detonator, the grenade explodes, sending shrapnel flying in all
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel	detonator, the grenade explodes, sending shrapnel flying in all
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade	detonator, the grenade explodes, sending shrapnel flying in all
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel	detonator, the grenade explodes, sending shrapnel flying in all
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+	detonator, the grenade explodes, sending shrapnel flying in all directions.
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade No. 006 COST: 6
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade No. 006 COST: 6 Use: Use Pack: MGS1
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6  Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6  Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6  Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text: Adds FAINT to 3x3
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text:  Adds FAINT to 3x3 area. Detonates in
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  Adds FAINT to 3 x 3 area. Detonates 5 COST after use.	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6  Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  Adds FAINT to 3x3  area. Detonates in 5 COST.
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+  No. 305 COST: 5  Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  Adds FAINT to 3 x 3  area. Detonates  5 COST after use.  Description:	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text: Adds FAINT to 3x3 area. Detonates in 5 COST. Description:
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text:  Adds FAINT to 3x3 area. Detonates in 5 COST.  Description: Hand Grenade: USE type
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type Adds FAINT	Stun Grenade No. 006  Stun Grenade No. 006  COST: 6 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Cap: 4(8) Singles Price: 1000 Upgrade Cost: Adds FAINT to 3x3 area. Detonates in 5 COST. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use.
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use.	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  Adds FAINT to 3x3  area. Detonates in  5 COST.  Description:  Hand Grenade: USE type  Adds FAINT  in a 3X3 area.  Detonates at 5 COST after use.  Detonates when hit by gunshot.
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text: Adds FAINT to 3x3 area. Detonates in 5 COST. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot. [Attack Area]
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot.	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text:    Adds FAINT to 3x3    area. Detonates in    5 COST. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot. [Attack Area] 00000
creates a spark and ignites the chemical delay. Once the burn reaches the detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade+ No. 305 COST: 5 Use: Use Pack: MGS1 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  Adds FAINT to 3 x 3 area. Detonates 5 COST after use. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by	detonator, the grenade explodes, sending shrapnel flying in all directions.  Stun Grenade  No. 006 COST: 6 Use: Use Pack: MGS1  Ammo: N/A Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 1000 Upgrade Cost: 500 Card Text: Adds FAINT to 3x3 area. Detonates in 5 COST. Description: Hand Grenade: USE type Adds FAINT in a 3X3 area. Detonates at 5 COST after use. Detonates when hit by gunshot. [Attack Area]

01110 01110 01X10 00000 [Stun Grenade] 01110 00000 A special flash-bang [Stun Grenade] type grenade. A special flash-bang type The grenade itself does not inflict physical damage, grenade. The Grenade itself does not but the powerful flash inflict physical damage, and bang it produces causes enemies to lose their sense of but the powerful flash and bang it produces causes direction and capacity to think enemies to lose their sense for a limited time. of direction and capacity to think for a limited time. Chaff Grenade+ Chaff Grenade No. 306 COST: 5 No. 007 COST: 6
Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500 Cap: 4(8) Icon: GUN Singles Price: N/A N/A Upgrade Cost: Card Text: Card Text: Detonates 5 COST Detonates in 5 after use. COST. Disables EM Disables EM devices for 20 cost. devices for 40 COST. Description: Description: Hand Grenade: USE type Hand Grenade: USE type Detonates at 5 COST after Detonates at 5 COST after use. use. Renders electronic devices Renders electronic devices inoperative for 20 COST inoperative for 40 COST after after detonation. detonation. Detonates when hit by gunshot. Detonates when hit by [Chaff Grenade] gunshot. An electronic jamming grenade. Scatters tiny metal fragments [Chaff Grenade] An electronic jamming into the air, rendering electronic grenade. devices inoperative for a limited Scatters tiny metal time. fragments into the air, rendering electronic devices inoperative for a limites time. FIM-92C FIM-92B No. 008 No. 307 COST: 7 COST: 7 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 N/A Singles Price: Upgrade Cost: N/A Card Text: Card Text:

ATK:240

Description:

Locks on to

machines only.

ATK:300

Description:

Locks on to

machines only.

Missile: Anti-armor, USE	Missile: Anti-armor; USE type	
type	ATK: 240	
ATK: 300	Locks on to machines only.	
Locks on to machines only.	[FIM-92B]	
[FIM-92C]	An improved version of	
A portable, surface-to-air	the FIM-92A.	
Stinger missile.	This version contains seeker and	
With this version, it	flare countermeasures.	
became possible	a derivative	
to overwrite the guidance	of the Stinger also exists:	
program.	the AIM-92,	
	deployed on combat helicopters.	
P8	USP	
No. 308 COST: 5	No. 009 COST: 4	
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2	
Ammo: 9	Ammo: 9	
Rarity: Common Foil	Rarity: Common	
Interfere: U:R D:B L:- R:-	Interfere: U:R D:B L:- R:-	
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN	
Singles Price: N/A	Singles Price: 1000	
Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	
ATK:50 HIT:90%	ATK:40 HIT:90%	
9mm x 3 REA:50%	9mm x 3	
BLEEDING.	REA:50%	
Description:	Description:	
Handgun: EQUIP type	Handgun: Equip type	
ATK: 50 HIT: 90%	ATK: 40 HIT: 90%	
Ammo: 9mmX3 REA: 50%	Ammo: 9mmX3 REA: 50%	
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks	
Notes: Makes target BLEED.	Load with ammo after equipping	
Load with ammo after	to attack (EQUIP type).	
equipping	[USP]	
to attack (EQUIP type).	The USP, along with the MK23	
[P8]	SOCOM, is an advanced type of	
A handgun adopted for use	large-caliber handgun.	
by the German federal army		
in 1995.	"UNIVERSAL SELF-LOADING	
Has a steel barrel, and uses	PISTOL."	
reinforced plastic in the		
grip and frame along the	Other variations with 45ACP, 40S&W, and other	
slide, as well as	bores also exist.	
for the magazines.	Doles also exist.	
TOT the magazines.		
PMM	Makarov	
No. 309 COST: 4	No. 010 COST: 4	
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2	
Ammo: 9	Ammo: 9	
Rarity: Common Foil	Rarity: Common	
Interfere: U:- D:- L:G R:R	Interfere: U:- D:- L:G R:R	
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN	
Singles Price: N/A	Singles Price: 1000	
Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	
ATK:40 HIT:95%	ATK:30 HIT:90%	
9mm x 4	9mm x 4	
REA:20%	REA: 20%	
Description:	Description:	
Description.	Descripcion.	

Handgun: EQUIP type

Handgun: EQUIP type

ATK: 40 HIT: 95% ATK: 30 HIT: 90% Ammo: 9mmX4 REA: 20%
HIT % decrease at: 3 blocks
Load with ammo after equipping to attack (EQUIP type). [PMM-12] An improved version of the in use by the Russian army. Makarov PM. The "Pistolet Makarova Modernizirovannyj." Utilizes a new type of PMM Its magazine has been increased from 8 shots to 12.

Load with ammo after equipping to attack (EQUIP type). [Makarov] A soviet-era small handgun still Its name is derived from its designer, N.F. Makarov.

AKS74un

COST: 6 No. 011 No. 310 Use: Equip Pack: MGS2 Ammo: 5.45 Rarity: Common Foil Cap: 4(8) Icon: GUN

il Icon: GUN N/A N/A Singles Price: Upgrade Cost: Card Text:

ATK:30 HIT:75% 5.45mm x 6 REA:50% HIT from above: +10% Silenced.

Description:

Assault Rifle: EQUIP type
ATK: 30 HIT: 75%

Assault Rifle: EQUIP type
ATK: 30 HIT: 70%

Ammo: 5.45mmX6 REA: 50% HIT % decrease at: 4 blocks Notes: Suppressor attached Load with ammo after equipping (silenced). to attack (EOUIP type).

HIT+10% against targets above attacker.

Load with ammo after

equipping

to attack (EQUIP type).

[AKS74UN]

An assault carbine.

A type of AKS74u on which a night scope can be mounted.

AKS74u

COST: 6 Use: Equip Pack: MGS2

Ammo: 5.45

Rarity: Common
Cap: 4(8) Icon: GUN
Singles Price: 1000 Upgrade Cost: 500

Card Text:

ATK:30 HIT:70% 5.45mm x 5REA:50%

Description:

Ammo: 5.45mmX5 REA: 50% HIT % decrease at: 4 blocks

Notes: suppressor equipped

(silenced). [AKS74u]

Assault carbine.

Equipped with a short barrel and a metal shoulder stock that folds

into the side.

Favored by paratroopers

and special forces

for its ability to fold up, which makes it short and easy to

carry.

M4A1

No. 311 Use: Equip Pack: MGS2

Ammo: 5.56

Rarity: Common Foil

Interfere: U:B D:R L:- R:G Cap: 4(8) Icon: GUN N/A Singles Price: Upgrade Cost: N/A Card Text:

M4
COST: 8
MGS2 COST: 7 No. 012 Use: Equip Pack: MGS2

> Ammo: 5.56 Rarity: Common

Interfere: U:B D:R L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000

Card Text:

5.56mm x 8 REA:50 5.56mm x 8 HIT from below: +10% REA:10% Description: Description: Assault Rifle: EQUIP type Assault Rifle: EQUIP type ATK: 10 HIT: 80% ATK: 10 HIT: 70% HIT % decrease at 4 blocks
Notes: HIT+10% against
targets Ammo: 5.56mmX8 REA: 10% HIT % decrease at:4 blocks Load with ammo after equipping to attack (EQUIP type). below attacker. [M4] Load with ammo after Basically an M16 with a sawed-off barrel, equipping this assault carbine makes to attack (EQUIP type). use of a sliding stock. [M4A1] A fully-automatic version Carbines are traditionally of the M4 cavalry rifles, Assault Carbine. notable in that they have shorter barrels The burst was change to than standard rifles. full auto. Envisioning anti-terror This weapon can easily be fitted with various types of optical wars, the Pentagon developed this assault sights, adapting it for use in a wide variety carbine in the 1990s as a of settings. weapon that special forces units could rely upon. PSG1 PSG1-T COST: 8 COST: 7 No. 013 No. 312 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 7.62 Ammo: 7.62 Rarity: Common Foil Rarity: Common Interfere: U:- D:- L:- R:B Interfere: U:- D:- L:- R:B Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 1000 N/A Singles Price: Singles Price: N/A Upgrade Cost: Upgrade Cost: 1500 Card Text: Card Text: ATK:60 HIT:80% ATK:70 HIT:75%  $7.62 \, \text{mm} \times 3$  $7.62 \, \text{mm} \times 2$ REA:0% REA: 0% SLEEP. Description: Description: Sniper Rifle: EQUIP type Sniper Rifle: EQUIP type ATK: 70 HIT: 75% ATK: 60 HIT: 80% Ammo: 7.62mmX2 REA: 0% Ammo: 7.62mmX3 REA: 0% HIT % decrease at: 10 blocks HIT % decrease at: 10 blocks Notes: 30% chance of SLEEP on Load with ammo after equipping to attack (EQUIP type). hit. Load with ammo after [PSG1] equipping This high-performace to attack (EQUIP type). semiautomatic sniper rifle was developed for [PSG-1T] A PSG1 modified as a counterterrorism units. tranquilizer gun. It uses high-precision parts that help offset the loss in firing accuracy in automatic mode. These parts also make it very expensive.

ATK:10 HIT:70%

ATK:10 HIT:80%

M9+ M9

N. 212	N. 014		
No. 313 COST: 6 Use: Equip Pack: MGS2	No. 014 COST: 6		
Ammo: 9	Use: Equip Pack: MGS2		
Rarity: Common Foil	Ammo: 9		
Interfere: U:R D:- L:B R:-	Rarity: Common		
	Interfere: U:R D:- L:B R:-		
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN		
Singles Price: N/A	Singles Price: 1000		
Upgrade Cost: N/A	Upgrade Cost: 500		
Card Text:	Card Text:		
ATK:50 HIT:80%	ATK:10 HIT:70%		
9mm x 2 REA:0%	9mm x 2 REA:0%		
Silenced; SLEEP.	SLEEP.		
Description:	Description:		
Handgun: EQUIP type	Handgun: EQUIP type		
ATK: 50 HIT: 80%	ATK: 10 HIT: 70%		
Ammo: 9mmX2 REA: 0%	Ammo: 9mmX2 REA: 0%		
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks		
Notes: Silenced; 70% chance of	Notes: 100% chance of		
SLEEP on hit.	SLEEP on hit.		
Load with ammo after	Load with ammo after equipping		
equipping	to attack (EQUIP type).		
to attack (EQUIP type).	[M9]		
[M9]	A simple tranquilizer gun created		
A simple tranquilizer gun	by modifying the barrel		
created by modifying the	of the M92F.		
barrel of the M92F.	Equipped with a suppressor.		
Equipped with a suppressor.	This gun is outfitted with		
	a slide lock,		
	so it must be reloaded after		
	each shot.		
P8 (Laser S.)	USP (Laser S.)		
No. 314 COST: 6	No. 015 COST: 5		
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2		
Ammo: 9	Ammo: 9		
Rarity: Common Foil	Rarity: Common		
Interfere: U:R D:B L:- R:-	Interfere: U:R D:B L:- R:-		
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN		
Singles Price: N/A	Singles Price: 1500		
Upgrade Cost: N/A	Upgrade Cost: 1000		
Card Text:			
	Card Text: ATK:40 HIT:95%		
ATK:50 HIT:95%			
9mm x 3 REA:50%	9mm x 3 REA:50%		
Free; BLEEDING.	Free Attack; Silenced.		
Description:	Description:		
Handgun: EQUIP type	Handgun: EQUIP type		
ATK: 50 HIT: 95%	ATK: 40 HIT: 95%		
Ammo: 9mmX3 REA: 50%	Ammo: 9mmX3 REA: 50%		
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks		
otes: Free attack; Makes Notes: Free attack.			
target BLEED	Load with ammo after equipping		
and select a location to att			
equipping	(EQUIP type).		
and select a location to	This is a USP with a laser sight.		
attack (EQUIP type).			
A P8 with an attached laser			
sight.			
AKS74un (Isean S.)	AKS7/11 (Tagor S )		
AKS74un (Laser S.) No. 315 COST: 7	AKS74u (Laser S.) No. 016 COST: 7		

Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 5.45 Ammo: 5.45 Rarity: Common Foil Rarity: Common Interfere: U:B D:- L:R R:R
Cap: 4(8) Icon: GUN Interfere: U:B D:- L:R R:R Cap: 4(8) Icon: GUN N/A Singles Price:
N/A Upgrade Cost:
Card Text: Singles Price: 1500
Ungrade Cost: 1000 Singles Price: Upgrade Cost: 1000 Card Text: ATK:30 HIT:80% ATK:30 HIT:75% 5.45mm x 6 REA:40%; 5.45mm x 5 REA:40% Free; Silenced. Free Attack; Silenced. HIT from above: +10%. Description: Description: Assault Rifle: EQUIP type Assault Rifle: EQUIP type ATK: 30 HIT: 75% ATK: 30 HIT: 80% ATK: 30 HIT: 80% Ammo: 5.45mmX6 REA: 40% Ammo: 5.45mmX6 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack;
Silenced.
HIT+10% against targets above

Ammo: 5.45mmX5 REA: 40%
HIT % decrease at: 5 blocks
Notes: Free attack; Silenced.
Load with ammo after equipping
and select a location to attack attacker.
Load with ammo after
equipping and select a (EQUIP type). This is an AKS-74u with a laser sight. location to attack (EQUIP type). An AKS74UN with an attached laser sight. 

 M4A1 (Laser S.)
 M4 (Laser S.)

 No. 316
 COST: 7
 No. 017
 COST: 7

 Use: Equip
 Pack: MGS2
 Use: Equip
 Pack: MGS2

 COST: 7

Use: Equip Pack: MGS2

Ammo: 5.56

Ammo: 5.56

Rarity: Common

Interfere: U:B D:R L:- R:G

Cap: 4(8) Icon: GUN

Singles Price: N/A

Upgrade Cost: N/A

Upgrade Cost: 1500

Upgrade Cost: N/A

ATK:10 HIT:70%

5.56mm x 8 REA:10%

HIT from below: 1100

Card Text:
Free Free. Description: Description: Assault Rifle: EQUIP type

Assault Rifle: EQUIP type ATK: 10 HIT: 70% ATK: 10 HIT: 70% Ammo: 5.56mmX8 REA: 10%
HIT % decrease at: 4 blocks
Notes: HIT+10% against HIT % decrease at: 4 blocks Notes: Free attack. Load with ammo after equipping targets below attacker. and select a location to attack Free attack. (EQUIP type). This is an Malaser sight. Load with ammo after This is an M4 carbine with a equipping and select a location to attack (EQUIP type). An M4 Carbine with an attached laser sight. S.A.A. S.A.A. COST: 4 No. 018 COST: 4 S.A.A.+

No. 317 Use: Equip Pack: SBST Use: Equip Pack: SBST

7 45	7 4 5	
Ammo: 45	Ammo: 45	
Rarity: Uncommon Foil	Rarity: Uncommon	
Interfere: U:- D:Y L:- R:B	Interfere: U:- D:Y L:- R:B	
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN	
Singles Price: N/A	Singles Price: 5000	
Upgrade Cost: N/A	Upgrade Cost: 2000	
Card Text:	Card Text:	
ATK:120 HIT:90%	ATK:30 HIT:80%	
CAL45 x 2 REA:70%	CAL45 x 2	
Destroys EQUIPMENT.	REA:90%	
Description:	Description:	
Handgun: EQUIP type	Handgun: EQUIP type	
ATK: 120 HIT: 90%	ATK: 30 HIT: 80%	
Ammo: CAL45X2 REA: 70%	Ammo: CL45X2 REA: 90%	
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks	
Notes: Destroys target's	Load with ammo after equipping	
equipment on a hit.	ato attack (EQUIP type).	
Load with ammo after	[S.A.A.]	
equipping	SAA stands for	
to attack (EQUIP type).	"Single Action Army."	
[S.A.A.]	Beginning in 1892, it was the	
Length: 261mm	standard-issue sidearm of the	
Weight: 1150g	U.S. Army for 20 years.	
Ammo: 6 shots	It is also a familiar favorite of	
Rifling: 1:6" left twist rate.	Western fans.	
1.1111111g. 1.0 1010 0.1100 1000.	It is nicknamed the	
	"Peacemaker."	
	reaction and re-	
P90+	P90	
No. 318 COST: 7	No. 019 COST: 7	
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2	
Ammo: 5.7	Ammo: 5.7	
Ammo: 5.7  Rarity: Common Foil	Ammo: 5.7 Rarity: Common	
Rarity: Common Foil	Rarity: Common	
Rarity: Common Foil Interfere: U:- D:- L:- R:G	Rarity: Common Interfere: U:- D:- L:- R:G	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8)	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85%	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:120 HIT:80%	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0%	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:120 HIT:80% 5.7mm x 2 REA:0%	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0% Area attack.	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:120 HIT:80% 5.7mm x 2 REA:0% Area Attack.	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0% Area attack. Description:	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0% Area attack. Description: Submachine Gun: EQUIP type	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0% Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85%	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0%	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:120 HIT:80%     5.7mm x 2 REA:0%     Area Attack. Description: Submachine Gun: EQUIP type ATK: 120 HIT: 80% Ammo: 5.7mmX2 REA: 0%	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:130 HIT:85% 5.7mm x 2 REA:0% Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit.	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:130 HIT:85%     5.7mm x 2 REA:0%     Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type).	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area]	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:130 HIT:85%     5.7mm x 2 REA:0%     Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type).	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area]	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:130 HIT:85%     5.7mm x 2 REA:0%     Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110 01110	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110 01110 011110	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:130 HIT:85%    5.7mm x 2 REA:0%    Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110 01110 01110 01110 00X00	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	
Rarity: Common Foil Interfere: U:- D:- L:- R:G Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:130 HIT:85%     5.7mm x 2 REA:0%     Area attack. Description: Submachine Gun: EQUIP type ATK: 130 HIT: 85% Ammo: 5.7mmX2 REA: 0% HIT % decrease at: 4 blocks Notes: Area attack; Knocks target down on a hit. Load with ammo after equipping to attack (EQUIP type). [Attack Area] 01110 01110 01110 01110 01110 00X00 [P90]	Rarity: Common Interfere: U:- D:- L:- R:G Cap: 4(8)	

small-caliber ammo. piercing power. It was given the name 5.7mm rounds have excellent Personal Defense Weapon penetrative power against bulletproof vests, during its initial stages. The unique loading and rapidly lost mechanism of energy after penetration. this weapon's plastic However, this proprietary magazine is positioned ammunition makes the gun quite above the barrel. costly. SPAS12+ SPAS12 No. 319 COST: 7 No. 020 COST: 6
Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: 12 Ammo: 12 Rarity: Common Foil Rarity: Common Interfere: U:- D:- L:B R:-Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN N/A Singles Price: Singles Price: 2000 Upgrade Cost: N/A 1500 Upgrade Cost: Card Text: Card Text: ATK:100 HIT:90% ATK:60 HIT:85% 12GA. x 3 REA:0% 12GA x 3 REA:0% Area attack; KDWN. Area Attack; KDWN. Description: Description: Shotgun: EQUIP type Shotgun: EQUIP type ATK: 100 HIT: 90% ATK: 60 HIT: 85% Ammo: 12GA. X3 REA: 0% Ammo: 12GA.X3 REA: 0% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack; Notes: Area attack; Knocks target down. Knocks target down. Load with ammo after Load with ammo after equipping to attack (EQUIP type). equipping to attack (EQUIP type). [Attack Area] 00100 00100 01110 00100 01110 01110 01110 01110 00X00 01110 00X00 [SPAS12] [SPAS12] An italian-manufactured shotgun. An Italian-manufactured SPAS in an abbreviation of "Special Purpose Automatic combat shotgun. Its cartridge chamber can Shotgun." be loaded with 7 shots. Just as the name says, this is It can be switched between a shotgun with semiautomatic firing capability. semi-automatic and One shot can mow down several pump-action loading methods. enemies. Claymore+ Claymore COST: 6 No. 021 No. 021 COST: 6
Use: Use Pack: MGS2 No. 320 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1000 Singles Price: N/A 500 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: ATK:150 to ATK:100 to

 $1 \times 2$  area in front.

1 x 2 area in front.

Step on to detonate. Step on to detonate. Crawl to disarm. Crawl to disarm. Description: Description: Mine: USE type Mine: USE type ATK: 100 ATK: 150 Detonates when target enters Detonates when target enters trigger zone. trigger zone. Can be removed by crawling. Can be removed by crawling. [Attack Area] [Attack Area] 00000 00000 00000 00000 00000 00000 00100 00100 00X00 00X00 [Claymore] [Claymore] This is the M18 This is the M18 antipersonnel antipersonnel directional directional mine. When the blasting fuse ignites, When the blasting fuse ignites, the force of the the force of the explosion sends a barrage of ball bearings flying explosion sends a barrage of ball bearings forward. The mine's major flying forward. defect, however, is that there is also a The mine's major defect, however, is that danger zone to its rear. there is also a danger zone to its rear. Nikita Missle+ Nikita Missle No. 321 COST: 7 No. 022 COST: 7 Pack: MGS2 Use: Use Pack: MGS2 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common 2000 N/A Singles Price: Singles Price: N/A Upgrade Cost: Upgrade Cost: 1500 Card Text: Card Text: ATK:220 ATK: 150 Can move 5 blocks Can move 5 blocks in one turn. in one turn. BURN. BURN. Description: Description: Missile: Anti-armor; USE Missile: Anti-armor; USE type type ATK: 150 ATK: 220 After firing, the user enters After firing, the user missile control mode. enters missile The missile can move control mode. 5 blocks/turn. BURNS target. The missile can move 5 [Nikita Missile] missile. An internal blocks/turn. This is a remote-controlled BURNS target. [Nikita Missile] camera in the missile's warhead This is a remote-controlled allows for two-directional missile. control. It will immediately explode when it runs out of fuel. MP5SD
No. 322 COST: 7 No. 023
Use: Use Pack: ITGL Use: Equip COST: 7

Use: Equip Pack: ITGL

7 77 / 7	7
Ammo: N/A	Ammo: 9
Rarity: Common Foil	Rarity: Common
	Interfere: U:B D:- L:- R:-
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: N/A	3
Upgrade Cost: N/A	Upgrade Cost: 1500
Card Text:	Card Text:
ATK:200 HIT:90%	ATK:100 HIT:80%
9mm x 1	9mm x 3 REA:0%
Area attack; Silenced.	Area Attack; Silenced.
Description:	Description:
Submachine Gun: USE type	Submachine Gun: EQUIP type
ATK: 200 HIT: 90%	ATK: 100 HIT: 80%
Ammo: 9mmX1	Ammo: 9mmX3 REA: 0%
HIT % decrease at: 3 blocks	HIT % decrease at: 3 blocks
Notes: Area attack;	Notes: Area attack.
Silenced.	Load with ammo after equipping
[Attack Area]	to attack (EQUIP type).
11111	[Attack Area]
01110	01110
00100	01110
00100	00100
	00100
00X00	
[MP5SD6]	00X00
A smaller submachine gun	[MP5SD]
that utilizes handgun	The MP5 Series is
bullets.	representative of the
The SD6 is a	modern submachine gun.
variable-stock model of	It has a short range and lacks
the MP5SD series. It is	firepower,
widely used by special	but its light weight and
forces units.	excellent accuracy
	have made it a mainstay
	among police and special
	forces.
	The SD Series comes
	complete with
	a built-in suppressor.
RC Missle+	RC Missle
No. 323 COST: 7	No. 024 COST: 7
Use: Use Pack: CHRN	Use: Use Pack: CHRN
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: GUN	<del>-</del>
	Cab: 4(0) ICON: GUN
<del>-</del>	± , , ,
Singles Price: N/A	Singles Price: 2000
Singles Price: N/A Upgrade Cost: N/A	Singles Price: 2000 Upgrade Cost: 1500
Singles Price: N/A Upgrade Cost: N/A Card Text:	Singles Price: 2000 Upgrade Cost: 1500 Card Text:
Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:250	Singles Price: 2000 Upgrade Cost: 1500 Card Text: ATK:200
Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:250 5BLKS in 1 turn	Singles Price: 2000 Upgrade Cost: 1500 Card Text: ATK:200 Can move 5 blocks
Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:250 5BLKS in 1 turn Can be moved	Singles Price: 2000 Upgrade Cost: 1500 Card Text: ATK:200 Can move 5 blocks in one turn.
Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:250 5BLKS in 1 turn Can be moved BLEEDING.	Singles Price: 2000 Upgrade Cost: 1500 Card Text: ATK:200 Can move 5 blocks in one turn. BLEEDING.
Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:250 5BLKS in 1 turn Can be moved BLEEDING. Description:	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description:
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description: Missile: Anti-armor; USE type
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 200
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 250	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 200 After firing, the user enters
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 250 After firing, the user	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 200 After firing, the user enters missile control mode.
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 250	Singles Price: 2000  Upgrade Cost: 1500  Card Text:  ATK:200  Can move 5 blocks  in one turn.  BLEEDING.  Description:  Missile: Anti-armor; USE type  ATK: 200  After firing, the user enters  missile control mode.  The missile can move
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 250 After firing, the user	Singles Price: 2000 Upgrade Cost: 1500 Card Text:    ATK:200    Can move 5 blocks    in one turn.    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 200 After firing, the user enters missile control mode.
Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:250    5BLKS in 1 turn    Can be moved    BLEEDING. Description: Missile: Anti-armor; USE type ATK: 250 After firing, the user enters missile	Singles Price: 2000  Upgrade Cost: 1500  Card Text:  ATK:200  Can move 5 blocks  in one turn.  BLEEDING.  Description:  Missile: Anti-armor; USE type  ATK: 200  After firing, the user enters  missile control mode.  The missile can move

blocks/turn. Makes target BLEED. [Remote-Controlled Missile] "Via a manual, line-of-sight control method, the user can make cursor-controlled corrections to the missile's trajectory."

[Remoted-Controlled Missile] This is a remote-controlled missile.

Mine+

No. 324 Pack: CHRN Use: Use Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:

ATK: 180

Step on to detonate. Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 180

Detonates when target enters its vicinity.

Can be removed by crawling.

"Set it with the shot key, and crawl directly over it to a certain level of pressure. to pick it back up. It damages enemies with a

If you have a mine detector,

it will show up on your

radar.

Up to 16 can be set at one time on the radar."

Text from METAL GEAR 2:

SOLID SNAKE.

There is no shot key in

this game.

Mine

COST: 6 No. 025 COST: 6
Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A Rarity: Common

Cap: 4(8) Icon: GUN
Singles Price: 1500
Upgrade Cost: 1000

Card Text:

ATK:120

Step on to detonate. Crawl to disarm.

Description:

Mine: Anti-armor; USE type

ATK: 120

Detonates when target enters its

vicinity.

Can be removed by crawling.

[Mine]

The mine detonates in response

combination of a blast

and shrapnel.

This mine is used for a number

of purposes, including

base defense.

R5

COST: 7 No. 026 No. 325

Use: Equip Pack: CHRN Ammo: 5.56

Rarity: Common Foil

Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: GUN Singles Price: N/A N/A Upgrade Cost:

Card Text:

ATK:40 HIT:85% 5.56mm x 6 REA:30% Target can't counter.

Description:

Assault Rifle: EQUIP type
ATK: 40 HIT: 85%

ATK: 40 HIT: 85%

Ammo: 5.56mmX6 REA: 30% HIT % decrease at: 4 blocks Galil Sar

COST: 8 Use: Equip Pack: CHRN

Ammo: 5.56

Rarity: Common

Interfere: U:- D:- L:B R:-Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000

Card Text:

ATK:40 HIT:80% 5.56mm x 5REA:30%

Description:

Assault Rifle: EQUIP type

ATK: 40 HIT: 80%

Ammo: 5.56mmX5 REA: 30% HIT % decrease at: 4 blocks Notes: Hit blocks target's counterattack. Load with ammo after equipping to attack (EQUIP type). Load with ammo after [Galil SAR] This rifle, developed equipping to attack (EQUIP type). independently by Israel, was based on the AK-47s [R5] The name under which the Galil SAR was adopted in used in many Arab countries. The metal fittings holding the 2 stocks in place were South Africa. sometimes used as corkscrews. It is currently being produced under license.

No. 326 COST: 5 No. 027
Use: Equip Pack: CHRN Use: Equip
Ammo: 5 7 Ammo: 5.7 Rarity: Common Foil Interfere: U:R D:R L:- R:R Cap: 4(8) Icon: GUN Singles Price: N/A N/A Upgrade Cost: Card Text:

ATK:80 HIT:100% 5.7mm x 3 REA:90%

Description: Handgun: EQUIP type ATK: 80 HIT: 100% Ammo: 5.7mmX3 REA: 90% HIT % decrease at: 3 blocks Load with ammo after equipping to attack (EQUIP type). [Five-seveN tactical] A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets. The tactical model is also capable of single action

M92FS (Laser S.) No. 327 COST: 5 Use: Equip Pack: CHRN Ammo: 9 Rarity: Common Foil Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN Singles Price: N/A N/A Upgrade Cost: Card Text: ATK:70 HIT:100%

firing.

9mm x 3 REA:30% Free; No defense. Description:

Five-seveN Standard COST: 4 Use: Equip Pack: CHRN Ammo: 5.7 Rarity: Common Interfere: U:R D:R L:- R:R Cap: 4(8) Icon: GUN 1500 Singles Price: Upgrade Cost: 1000 Card Text: ATK:70 HIT:90% 5.7mm x 3

REA:90% Description: Handgun: EQUIP type ATK: 70 HIT: 90% Ammo: 5.7mmX3 REA: 90% HIT % decrease at: 3 blocks Load with ammo after equipping to attack (EQUIP type). [Five-seveN standard] A handgun developed to be able to use P90 ammo. Since it utilizes the same smaller ammo as the P90, it features both a higher muzzle velocity and increased penetration versus flak jackets.

M92F (Laser S.) No. 028 COST: 5 Use: Equip Pack: CHRN Ammo: 9 Rarity: Common Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN Singles Price: 5000 Upgrade Cost: 1500 Card Text:

ATK:60 HIT:95% 9mm x 3 REA:30% Free Attack; Silenced. Description:

Handgun: EQUIP type Handgun: EQUIP type ATK: 70 HIT: 100% ATK: 60 HIT: 95% Ammo: 9mmX3 REA: 30% Ammo: 9mmX3 REA: 30% Notes: Free attack; Can't HIT % decrease at: 4 blocks Notes: Free attack. be blocked. be blocked.

Load with ammo after
equipping and select a Load with ammo after equipping and select a location to attack location to attack (EQUIP type). location to (EQUIP type). This is an M92F with a laser sight. laser sight. M92FS M92F No. 328 COST: 4 No. 029 COST: 4
Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: 9 Ammo: 9 Rarity: Common Rarity: Common Foil Interfere: U:- D:B L:- R:B Interfere: U:- D:B L:- R:B Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A Singles Price: 5000 N/A Upgrade Cost: 1500 Upgrade Cost: Card Text: Card Text: ATK:70 HIT:95% ATK:60 HIT:90% 9mm x 3 REA:30% 9mm x 3 REA:30% No defense. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 70 HIT: 95% ATK: 60 HIT: 90% Ammo: 9mmX3 REA: 30% Ammo: 9mmX3 REA: 30% HIT % decrease at: 3 blocks
Notes: Can't be blocked.
Load with ammo after Hit % decrease at: 3 blocks Load with ammo after equipping to attack (EQUIP type). equipping [M92F] to attack (EQUIP type). An Italian-manufactured [M92FS] handgun. Both the M92F and M92FS have been widely adopted for use by armies and security An improvement on the M92F. The M9 is the designation under which the U.S. military employs the M92F. It was originally designed forces around the globe. for the Italian military as a standard-issue handgun to replace the M1951. Gun del Hell Gun del Sol No. 329 COST: 10 No. 030 COST: 10 Use: Equip Pack: ULMT Use: Equip Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A Singles Price: 100000 Upgrade Cost: Upgrade Cost: N/A 10000 Card Text: Card Text: ATK:250 ATK:200 to area of attack. Can to area of effect. Can be fired after 10 be fired after 10 COST. BURN. COST. BURN. Description: Description: Gun de Hell: Anti-armor; Gun del Sol: Anti-armor; EQUIP type EQUIP type ATK: 250 ATK: 200

Can be shot after 10 COST Once equipped, once equipped. this gun is ready to Can be used as ammo for rire after 10 COST. Gun del Sol and Gun del Hell. Can be used as ammo for Notes: BURN; If target has Gun del Sol and Gun del Hell. Solar attributes (\*Note 1), Notes: BURNS target; damageX10000. damageX1000 Load with ammo after if target is an Immortal (\*1). Load with ammo after equipping equipping to attack (EQUIP type).
\*1 None appear in this game. to attack (Equip type). \*1 None appear in this game. [Gun del Hell] [Gun del Sol, the Solar Gun] The gun wielded by Dark Boy

The gun that Solar Boy wields. It is made up of Sol, Gladiator, Sabata. Its components are dark, Rising Sun, and Quint. phantom, nightmare, and 

 Vz61+
 Vz61

 No. 330
 COST: 8
 No. 031
 COST: 8

 Use: Use
 Pack: MGS3
 Use: Use
 Pack: MGS3

 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 1000
Card Text: Card Text: ATK:70 HIT:80% ATK:60 HIT:70%  $7.65 \text{mm} \times 3$  $7.65 \text{mm} \times 3$ Area attack; Silenced. Area attack. Description: Description: Submachine Gun: USE type Submachine Gun: USE type ATK: 70 HIT: 80% ATK: 60 HIT: 70% Ammo: 7.65mmX3 Ammo: 7.65mmX3 HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack. Notes: Area attack; [Attack Area] [Attack Area] 00000 01010 01110 01010 01110 01110 01110 01110 00X00 00X00 [Vz61] [Vz61] The "Vz61 Scorpion." A submachine gun developed in the former Czechoslovakia.

Small and easy to control, it was used among army The "Vz61 Scorpion." A submachine gun developed in the former Czechoslovakia. Small and easy to control, it was used among it was used among army special forces and security army special forces personnel in socialist and security personnel in socialist countries. countries. AKM AKMN No. 331 No. 032 COST: 6
Use: Use Pack: MGS3 COST: 6 No. 032 Use: Equip Pack: MGS3 Ammo: N/A Ammo: 7.62 Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Upgrade Cost: 500 Singles Price: N/A

Upgrade Cost:

N/A

Card Text:	Card Text:	
ATK:40 HIT:75%	ATK:10 HIT:70%	
7.62mm x 3 REA:10% 7.62mm x 8		
Anti-armor.	Anti-armor.	
Description:	Description:	
Assault Rifle: Anti-armor;	Assault Rifle: Anti-armor;	
EQUIP type	USE type	
ATK: 40 HIT: 75%	ATK: 10 HIT: 70%	
Ammo: 7.62mmX3 REA: 10%	Ammo: 7.62mmX8	
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks	
Load with ammo after		
	[AKM]	
equipping	The "Avtomat Kalashnikova	
to attack (Equip type).	Modernizirovannyj."	
[AKMN]	An assault rifle adopted in 1959	
A version of the AKM to	as the successor to the AK-47.	
which a night scope can	It was developed with the	
be attached.	intentions of improved	
	productivity and	
	decreased weight.	
	Fitted with a small muzzle	
	attachment that controls the	
	kickback of the muzzle during	
	repeat firing.	
Punch (CQC)+	Punch (CQC)	
No. 332 COST: 4	No. 033 COST: 4	
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS	
Ammo: CQC	Ammo: CQC	
Rarity: Common Foil	Rarity: Common	
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN	
Singles Price: N/A	Singles Price: 1000	
Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	
Used with equip.	Used with equip.	
CQC.	CQC.	
REA:80%	REA:80%	
Description:	Description:	
Attack vs. forward adjacent	Attack vs. forward adjacent	
block: EQUIP type	block: EQUIP type	
Used in combination with	Used in combination with	
equipped CQC card.	equipped CQC card.	
REA: 80%	REA: 80%	
Must be adjacent to target	Must be adjacent to target	
to use.	to use.	
Technique used depends on	Technique used depends	
which CQC card is	on which	
combined with the equipped	CQC card is combined with	
CQC.	the equipped CQC.	
Kick (CQC)+	Kick (CQC)	
No. 333 COST: 5	No. 034 COST: 5	
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS	
Ammo: CQC	Ammo: CQC	
Rarity: Common Foil	Rarity: Common	
_	_	
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN	
Singles Price: N/A	Singles Price: 1500	
Upgrade Cost: N/A	Upgrade Cost: 1000	
Card Text:	Card Text:	
Used with equip.	Used with equip.	
CQC.	CQC.	

Card Text:

Card Text:

REA:80%	REA:80%		
Description:			
Attack vs. forward adjacent	Description: Attack vs. forward adjacent		
block: EQUIP type	block: EQUIP type		
Used in combination with	Used in combination with		
equipped CQC card.			
REA: 80%	equipped CQC card. REA: 80%		
Must be adjacent to target	Must be adjacent to target		
to use.	to use.		
Technique used depends on			
which CQC card is	Technique used depends on which		
combined with the equipped	CQC card is combined with		
CQC.	the equipped CQC.		
5 <sub>2</sub> 5.	one equipped ego.		
Throw (CQC)+	Throw (CQC)		
No. 334 COST: 6	No. 035 COST: 8		
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS		
Ammo: CQC	Ammo: CQC		
Rarity: Common Foil	Rarity: Common		
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN		
Singles Price: N/A	Singles Price: 2000		
Upgrade Cost: N/A	Upgrade Cost: 1500		
Card Text:	Card Text:		
Used with equip.	Used with equip.		
CQC.	CQC.		
Description:	Description:		
Attack vs. forward adjacent	Attack vs. forward adjacent		
block: EQUIP type	block: EQUIP type		
Used in combination with	Used in combination with		
equipped CQC card.	equipped CQC card.		
Must be adjacent	Must be adjacent		
to target to use.	to target to use.		
Technique used	Technique used		
depends on which	depends on which		
CQC card is combined with the	CQC card is combined with the		
equipped CQC.	equipped CQC.		
Rush (CQC)+	Rush (CQC)		
No. 335 COST: 7	No. 036 COST: 10		
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS		
Ammo: CQC	Ammo: CQC		
Rarity: Rare Foil	Rarity: Rare		
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN		
Singles Price: N/A	Singles Price: 10000		
Upgrade Cost: N/A	Upgrade Cost: 2500		
Card Text:	Card Text:		
Used with equip.	Used with equip.		
CQC.	CQC.		
Description:	Description:		
Attack vs. forward adjacent	Attack vs. forward adjacent		
block: EQUIP type	block: EQUIP type		
Used in combination with	Used in combination with		
equipped CQC card.	equipped CQC card.		
Must be adjacent	Must be adjacent		
to target to use.	to target to use.		
Technique used	Technique used		
depends on which	depends on which		
C card is combined with the CQC card is combined with			
equipped CQC.	equipped CQC.		

M63A M63 COST: 8 No. 037 COST: 9
Pack: SBSS Use: Equip Pack: SBSS No. 336 Use: Equip Pack: SBSS Ammo: 5.56 Ammo: 5.56 Rarity: Common Foil Interfere: U:B D:B L:G R:B
Cap: 2(4) Icon: GUN Rarity: Common Interfere: U:B D:B L:G R:B Cap: 2(4) Icon: GUN N/A Singles Price: Singles Price: 2000 Upgrade Cost: N/A 1500 Upgrade Cost: Card Text: Card Text: ATK:50 HIT:80% ATK:40 HIT:75% 5.56mm x 6 REA:20% 5.56mm x 6 REA:20% Target can't counter. Target can't counter. BURN. Description:
Variable Rifle: EQUIP type Description: Description: Variable Rifle: EQUIP type ATK: 40 HIT: 75% ATK: 50 HIT: 80% Ammo: 5.56mmX6 REA: 20% Ammo: 5.56mmX6 REA: 20% HIT % decrease at: 6 blocks Notes: HIT blocks target's HIT % decrease at: 6 blocks Notes: Hit blocks target's counterattack; BURNS. counterattack. Load with ammo after Load with ammo after equipping to attack (EQUIP type). equipping to attack (EQUIP type). [M63] [M63A] A system weapon. The barrel, feeder mechanism, A system weapon. percussion mechanism, The barrel, feeder mechanism, and other parts can be percussion mechanism, and mixed and matches as other parts can be mixed units to create and matched as units to a wide variety of create a wide variety of firearms, including a rifle, firearms, including a a carbine, rifle, a carbine, an LMG, an LMG, an MMG, and a an MMG, and a vehicle-mounted MG. vehicle-mounted MG. M37+ M37 COST: 8 No. 337 COST: 10 No. 038 Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: 12 Ammo: 12 Rarity: Uncommon Foil Rarity: Uncommon Interfere: U:G D:- L:- R:G Icon: GUN Cap: 4(8) Cap: 4(8) Icon: GUN Singles Price: N/A Singles Price: 3500 N/A 2000 Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:200 HIT:80% ATK:150 HIT:80% 12GA. x 1 REA:0% 12GA. x 2 REA:0% Area; KDWN. Area, KDWN. Description: Description: Shotgun: EQUIP type Shotgun: EQUIP type ATK: 200 HIT: 80% ATK: 150 HIT: 80% Ammo: 12GA. X2 REA: 0% Ammo: 12GA.X1 REA: 0% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack; Notes: Area attack; Knocks target down. Knocks target down. Load with ammo after equipping Load with ammo after

equipping

to attack (EQUIP type).

to attack (EQUIP type).

[Attack Area]

01110	01110		
01110	01110		
01110	01110		
01110	01110		
01110	01110		
01110	00X00		
00X00	[M37]		
[M37]	A masterpiece of a shotgun,		
A pump-action combat	created by a shotgun maker		
shotgun.	in Ithaca, N.Y. It is extremely		
This type features a	light for a shotgun,		
sawed-off barrel and	earning it the nickname		
stock.	"Featherlight."		
SVD+	SVD		
No. 338 COST: 9	No. 039 COST: 9		
Use: Equip Pack: SBSS	Use: Equip Pack: SBSS		
Ammo: 7.62	Ammo: 7.62		
Rarity: Common Foil	Rarity: Common		
Interfere: U:G D:B L:- R:-	<pre>Interfere: U:G D:B L:- R:-</pre>		
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN		
Singles Price: N/A	Singles Price: 1500		
Upgrade Cost: N/A	Upgrade Cost: 1000		
Card Text:	Card Text:		
ATK:150 HIT:60%	ATK:130 HIT:60%		
7.62mm x 2	7.62mm x 2		
REA:0%	REA:0%		
Description:	Description:		
Sniper Rifle: EQUIP type	Sniper Rifle:		
ATK: 150 HIT: 60%	EQUIP type		
Ammo: 7.62mmX2 REA: 0%	ATK: 130 HIT: 60%		
	Ammo: 7.62mmX2 REA: 0%		
HIT % decrease at: 9 blocks	Ammo: 7.62mmX2 REA: 0%		
HIT % decrease at: 9 blocks Load with ammo after			
Load with ammo after	HIT % decrease at: 9 blocks		
Load with ammo after equipping and select a	HIT % decrease at: 9 blocks Load with ammo after equipping		
Load with ammo after equipping and select a location	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack		
Load with ammo after equipping and select a location to attack (EQUIP type).	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type).		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD]	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD]		
Load with ammo after equipping and select a location to attack (EQUIP type).  [SVD]  A semi-auto sniper rifle	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s.	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s.		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping,		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:-	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:-		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: N/A	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text:		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:50 HIT:50%	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:40 HIT:50%		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:50 HIT:50% 5.56mm x 5 REA:30%	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:40 HIT:50% 5.56mm x 7 REA:30		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:50 HIT:50% 5.56mm x 5 REA:30% +10%HIT/card	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:40 HIT:50%		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:50 HIT:50% 5.56mm x 5 REA:30% +10%HIT/card in hand	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:40 HIT:50% 5.56mm x 7 REA:30 HIT + 10% x hand size.		
Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed in the Soviet Union in the 1960s. A successor to the Mosin-Nagant which uses the same type of 7.62mm X54R ammo.  M16A2 No. 339 COST: 7 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Foil Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:50 HIT:50% 5.56mm x 5 REA:30% +10%HIT/card	HIT % decrease at: 9 blocks Load with ammo after equipping and select a location to attack (EQUIP type). [SVD] A semi-auto sniper rifle developed by the Soviet Union in the 1960s. Although used for sniping, it can also be fitted with a bayonet for close combat.  XM16E1 No. 040 COST: 8 Use: Equip Pack: SBSS Ammo: 5.56 Rarity: Common Interfere: U:- D:B L:- R:- Cap: 2(4) Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:40 HIT:50% 5.56mm x 7 REA:30		

ATK: 50 HIT: 50% ATK: 50 HIT: 50%

Ammo: 5.56mmX6 REA: 30%

HIT % decrease at: 4 blocks

Notes: HIT+10% for each card

Notes: HIT+10% for each card

The ways hand when you attack. in your hand when you attack. Load with ammo after equipping to attack (EQUIP type). [M16A2] An improvement on the M16A1. Newly capable of using the SS109 ammo designated by NATO. The fully automatic setting was removed from its selector, leaving only the 3-shot burst and semi-automatic.

M1891/30+

No. 340 COST: 10 No. 041 COST: 10
Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: 7.62 Rarity: Common Foil - L:R . Icon: GUN N/A N/A Interfere: U:- D:- L:R R:B Cap: 2(4) Icon: GUN Singles Price:

Upgrade Cost: Card Text:

> ATK:100 HIT:75% 7.62mm x 1 REA:0% SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type

ATK: 100 HIT: 75% Ammo: 7.62mmX1 REA: 0%

HIT % decrease after 8 blocks Notes: 70% chance of SLEEP on

On a hit, target's COST+5

Adds 3 COST to target on a hit.

Load with ammo after

Load with ammo after equipping

to attack (EQUIP type) equipping

to attack (EQUIP type). [Mosin-Nagant 1891/30]

An improvement on the Mosin-Nagant 1891/30.

Primarily used as an

infantry weapon. The End has modified his to be used as a sniper

rifle.

C3+

COST: 4 No. 341 Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN

ATK: 40 HIT: 50%

in your hand when you attack. Load with ammo after equipping

to attack (EQUIP type).

[XM16E1]

Adopted by the U.S. Air Force in 1960, this small, lightweight

assault rifle uses small-calibur,

high-velocity ammo.

This rifle was used by American

forces in Vietman.

The initial "X" is a test code.

M1891/30

Ammo: 7.62

Karity: Common
Interfere: U:- D:- L:R R:B
Cap: 2(4) Icon: GUN
Singles Price: Singles Price: 2000 Upgrade Cost: 1500

Card Text:

ATK:80 HIT:70% 7.62mm x 1 REA:0% SLEEP; Adds COST.

Description:

Sniper Rifle: EQUIP type

ATK: 80 HIT: 70%

Ammo: 7.62mmX1 REA: 0%

HIT % decrease at: 8 blocks

Notes: 50% chance of

SLEEP on hit.

to attack (EQUIP type). [Mosin-Nagant 1891/30] This rifle was carried

This rifle was carried by soldiers of the Red Army when war broke out with Germany in 1941.

After the war, it was used as a

sniper rifle.

С3

No. 042 COST: 4 Use: Use Pack: MGS3

Ammo: N/A Rarity: Common

Cap: 4(8) Icon: GUN

Upgrade Cost: N/A  Card Text:  ATK:180  Detonated by  switch or timer.  KDWN.  Description: Bomb: Anti-armor; USE type  ATK: 180  Triggered by detonator,	Singles Price: 1000 Upgrade Cost: 500 Card Text:    ATK:150    Detonated by switch or timer.    KDWN. Description: Bomb: Anti-armor; USE type ATK: 150 Triggered by detonator, timer,
timer, or when hit by	or when hit by gunshot.
gunshot.	Area of Effect: 3X3
Area of Effect: 3X3	Knocks target down on a hit.
Knocks target down.	[Attack Area]
[Attack Area]	00000
00000	01110
01110	01X10
01X10	01110
01110 00000	00000 [C3]
[C3]	Plastic explosive. Wax and resin
A special tactical plastic	is added to high-grade
bomb developed in the	explosive to
Western Bloc after WW2.	create a stable, solid material.
	Explodes when subjected to an
	external stress, such as fire or
	a gunshot.
M15+	M15
No. 342 COST: 6	No. 043 COST: 7
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: N/A Rarity: Common Foil	Ammo: N/A
Dalitio, Common con	Rarity: Common
<del>-</del>	Can: 4(8) Icon: GIIN
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN Singles Price: 1500
Cap: 4(8) Icon: GUN Singles Price: N/A	Singles Price: 1500
Cap: 4(8) Icon: GUN	
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A	Singles Price: 1500 Upgrade Cost: 1000
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:	Singles Price: 1500 Upgrade Cost: 1000 Card Text:
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:80; Detonates	Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:50; Detonates
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:80; Detonates on 8 COST after use	Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:50; Detonates for 8 COST after use
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:80; Detonates on 8 COST after use Can be shot.	Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:50; Detonates for 8 COST after use Can be shot.
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:80; Detonates on 8 COST after use Can be shot. BURN; KDWN.	Singles Price: 1500 Upgrade Cost: 1000 Card Text: ATK:50; Detonates for 8 COST after use Can be shot. BURN; KDWN.
Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:	Singles Price: 1500 Upgrade Cost: 1000 Card Text:    ATK:50; Detonates    for 8 COST after use    Can be shot.    BURN; KDWN. Description:
Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  ATK: 80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;	Singles Price: 1500 Upgrade Cost: 1000 Card Text:    ATK:50; Detonates    for 8 COST after use    Can be shot.    BURN; KDWN. Description: Hand Grenade: Anti-armor;
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using.
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect.
Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by gunshot. Notes: BURNS.	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot.
Cap: 4(8)  Singles Price:  N/A  Upgrade Cost:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by gunshot. Notes: BURNS.  [Attack Area]	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down;
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by gunshot. Notes: BURNS.  [Attack Area]  00000	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS.
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:80; Detonates     on 8 COST after use     Can be shot.     BURN; KDWN. Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area]
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK: 80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after  use. 5X5 area attack.  Detonates when hit by  gunshot. Notes: BURNS.  [Attack Area]  00000  01110  01X10	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000
Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:80; Detonates  on 8 COST after use  Can be shot.  BURN; KDWN.  Description:  Hand Grenade: Anti-armor;  USE type  ATK: 80  Detonates at 8 COST after use. 5X5 area attack.  Detonates when hit by gunshot. Notes: BURNS.  [Attack Area]  00000  01110  01X10  01110	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:80; Detonates     on 8 COST after use     Can be shot.     BURN; KDWN. Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000	Singles Price: 1500 Upgrade Cost: 1000 Card Text:  ATK:50; Detonates for 8 COST after use Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10
Cap: 4(8) Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: N/A Card Text:     ATK:80; Detonates     on 8 COST after use     Can be shot.     BURN; KDWN. Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000 [M15]	Singles Price: 1500 Upgrade Cost: 1000 Card Text:     ATK:50; Detonates     for 8 COST after use     Can be shot.     BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110
Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:     ATK:80; Detonates     on 8 COST after use     Can be shot.     BURN; KDWN. Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000	Singles Price: 1500 Upgrade Cost: 1000 Card Text:  ATK:50; Detonates for 8 COST after use Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110
Cap: 4(8) Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:80; Detonates    on 8 COST after use    Can be shot.    BURN; KDWN. Description: Hand Grenade: Anti-armor; USE type ATK: 80 Detonates at 8 COST after use. 5X5 area attack. Detonates when hit by gunshot. Notes: BURNS. [Attack Area] 00000 01110 01X10 01110 00000 [M15] Upon detonation, scatters	Singles Price: 1500 Upgrade Cost: 1000 Card Text:  ATK:50; Detonates for 8 COST after use Can be shot. BURN; KDWN.  Description: Hand Grenade: Anti-armor; USE type ATK: 150 Detonates at 8 COST after using. 3X3 area of effect. Detonates when hit by gunshot. Notes: Knocks target down; BURNS. [Attack Area] 00000 01110 01X10 01110 00000

Filled with white scatters fragments phosphorus, which over a 17-meter radius. heats up and burns at Filled with a temperature of 5,000 white phosphorus, degrees Celsius. which heats up The burning heat instantly and burns at a temperature creates a smoke screen. of 5,000 degrees Celsius. The burning heat instantly creates a smoke screen. RPG7 RPG7V COST: 10 No. 044
Pack: SBSS Use: Use No. 044 COST: 10 Use: Use Pack: SBSS No. 343 Use: Use Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: GUN
Singles Price: 10000
Upgrade Cost: 2500 Cap: 2(4) Icon: GUN Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: ATK:200 ATK:150 Anti-armor; Anti-armor; KDWN. KDWN. Description: Description: Anti-Tank Rocket: Anti-Tank Rocket: Anti-armor; Anti-armor; USE type USE type ATK: 200 ATK: 150 Select a target to attack.
Notes: Knocks target down. Select a target to attack. Notes: Knocks target down. [RPG7V] [RPG7] An improvement on the RPG. An anti-armor weapon The RPG7 utilizes an that can be The RPG was developed by the Soviets in the state of the electronic fuse,

which is its weak point: if it strikes a metal object, it will short out and

fail to detonate.

recoilless gun, stabilizer fins open up after the rocket is fired. RPG is an acronym of "Rocket Propelled Grenade." Quick Draw

taking a cue

Quick Draw+ COST: 4 No. 045 COST: 4 No. 344 Pack: MGS1 Use: Equip Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: N/A N/A Upgrade Cost: Card Text:

ATK -5 HIT -20% Sets COST to 0 Attaches to weapon. Description:

Attaches to weapon (EQUIP type weapons only). ATK: -5 HIT: -20% Sets COST to 0.

Ammo: N/A Rarity: Common Singles Price: 1000 Upgrade Cost: 500 Card Text: ATK -5 HIT -20% Makes usage COST 0. Attaches to weapon. Description: Attaches to weapon (EQUIP type weapons only) ATK: -5 HIT: -20% Sets COST of use to 0.

Use: Equip Pack: MGS1

from the German Panzerfaust. Based on the principles of a

Effect expires after Effect expires after equipped weapon equipped weapon is used 3 times. is used 1 time. Concentrate+ Concentrate No. 345 COST: 0 No. 047 COST: 0 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: N/A
Upgrade Cost: N/A Singles Price: 1000 Upgrade Cost: 1000 N/A Card Text: Card Text: HIT +50% HIT +30% COST +6 when used COST +3 when used Attaches to weapon. Attaches to weapon. Can't apply to move. Can't apply to move. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only) (EQUIP type weapons only). HIT+50% HIT+30% COST+6 when used. COST+3 when used. Effect expires after Effect expires after equipped weapon equipped weapon is used 2 times. is used 2 times. Cannot be applied to Cannot be applied to movement. movement. Marines Marines+ No. 346 COST: 4 No. 050 COST: 4
Use: Move Pack: MGS2 Use: Move Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 3(6) Icon: CHAR Cap: 3(6) Icon: CHAR Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: Movement Card Movement card Can move 5 BLKS. Can move 4 BLKS. Description: Description: Movement Card. Movement Card. Can move 5 blocks. Can move 4 blocks. [Marines] [Marines] The United States Marine The United States Marine Corps. Corps. They specialize in They operate as an amphibious independent branch of the Navy Department. landing operations. "The 'La-Li-Lu-Le-Lo' In MGS2, more than half of How is that -- possible?" the Marine crew of a secret training tanker was lost at sea, when mercenaries led by Gurlukovich and Revolver Ocelot raided the ship. "Hoo-ha!" Navy SEALs+ Navy SEALs

No. 347 COST: 4 No. 051 COST: 4

Use: Move Pack: MGS2 Use: Move Pack: MGS2 Ammo: N/A Ammo: N/A Icon: CHAR Cap: 3(6) Icon: CHAR Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Movement Card Movement card Can move 5 BLKS. Can move 4 BLKS. Description: Description: Movement Card. Movement Card. Can move 5 blocks. Can move 4 blocks. [Navy SEALs] [Navy SEALs] The United States Navy U.S. Navy Special Forces. Special Forces. The name The teams are is derived from "SEa, Air, divided up by region. and Land." In MGS2, they launched an They are used to infiltrate assault on the Big Shell, enemy which was occupied territory in all parts of by Dead Cell, but were the world. annihilated instead. In MGS2, they launched an "This is impossible assault Nothing will hit her!" on the Big Shell, which was occupied by Dead Cell, but were annihilated instead. "This is impossible Nothing will hit her!" Aim
COST: 4
MGS2 Aim+ COST: 7 No. 052 No. 348 Use: Equip Pack: MGS2 Use: Move/Link Pack: MGS2 Ammo: N/A Ammo: Link Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: STAR
Singles Price: 1000
Upgrade Cost: 2000 Cap: 4(8) Icon: TRI Singles Price: N/A
Upgrade Cost: N/A N/A Card Text: Card Text: Triggers automatically. HIT +20% HIT +10%, Links to Attaches to weapon. ranged attacks greater than 1 BLKS. Description: Description: Triggered Automatically. Attaches to weapon HIT+10% (EQUIP type weapons only) Links to shots that travel HIT+20% 1 block or more. Effect expires after equipped weapon is used 3 times. Body Shot+ Body Shot No. 349 COST: 4 No. 053 COST: 8 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: STAR Cap: 2(4) Icon: STAR Singles Price: 2500 Upgrade Cost: 2000 Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text:

Adds 1/2 LIFE Adds 1/2 LIFE when target is HIT. when target is HIT. Attaches to weapon. Attaches to weapon. Description: Description: Attaches to weapon

(EQUIP type weapons only). (EQUIP type weapons only)

Hit reduces target's LIFE Hit reduces target's LIFE by 1/2. Attaches to weapon Attaches to weapon Effect expires after Holds one shot. equipped weapon Effect expires after is used 1 time. equipped weapon is used 1 time. Double Shot+ Double Shot No. 350 COST: 8 No. 055 COST: 12
Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: STAR Cap: 2(4) Icon: STAR Singles Price: N/A Singles Price: 50000 N/A Upgrade Cost: Upgrade Cost: 2500 Card Text: Card Text: Ammo x 2 Ammo x 2 Attaches to weapon. Attaches to weapon. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only). (EQUIP type weapons only) Doubles the number of shots Doubles the number of shots fired by the equipped fired by the equipped weapon. weapon. Stacking increases this to Stacking increases this to X3, X4, X5, etc. х3, Effect expires after X4, X5, etc. Effect expires after equipped weapon is used 1 time. equipped weapon is used 1 time. Counter Block+ Counter Block No. 351 COST: 4 No. 056
Use: Equip Pack: MGS2 Use: Equip COST: 5 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: STAR Cap: 4(8) Icon: STAR Singles Price: 1000 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: Prevents equipped Blocks reaction equipment causing of currently reactions. equipped item. Equip to use. Attaches to weapon. Description: Description: Attaches to weapon Attaches to weapon (EQUIP type weapons only). (EQUIP type weapons only) Prevents equipped Blocks reaction equipment causing of currently reactions. equipped item. Effect expires after Effect expires after equipped weapon equipped weapon

is used 10 times.

is used 20 times.

Snin	Kick+	Spin Ki	ck
No. 352	COST: 5	No. 057	COST: 6
Use: Use		Use: Use	
Ammo: N/A		Ammo: N/A	
Rarity: Common	Foil	Rarity: Common	
Cap: 3(6)	Icon: STAR	Cap: 3(6)	Icon: STAR
Singles Price:	N/A	Singles Price:	2000
Upgrade Cost:	N/A	Upgrade Cost:	1500
Card Text:		Card Text:	
ATK:120		ATK:100	
KDWN; Destroy		Destroy EQUIPMENT;	
EQUIPMENT		KDWN.	
Use next	to target.	Use next to	target.
Description:		Description:	
ATK: 120.		ATK: 100	
Must be adjace	ent to target	Must be adjacent	to target
to use.		to use.	
Knocks target		Knocks target do	own and
and destroys t	=	destroys	1.1.
equipment on a	nit.	target's equipme	ent on a hit.
[Attack Area]		[Attack Area]	
00000		00000	
00100		00100	
01X10		01X10	
00100		00100	
00100		00100	
H.F.	Blade+	H.F. Bl	ade
No. 353	COST: 6	No. 058	COST: 6
Use: Use	Pack: MGS2	Use: Use	Pack: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Uncomm		Rarity: Uncommon	
Cap: 4(8)		Cap: 4(8)	
Singles Price:		Singles Price:	3000
Upgrade Cost:	N/A	Upgrade Cost:	2000
Card Text:	2. Has nov+	Card Text:	IIaa naut
	2; Use next  . BLEEDING,	ATK:70 x 2; Use next	
Destroy E		to target. BLEEDING,	
_	unaffected.	Destroy EQUIP.  Machines unaffected.	
Description:	anarrocca.	Description:	
Close-Quarters	Weapon: USE	Close-Quarters Weapon: USE	
type		type	
ATK: 90X2		ATK: 70X2	
Must be adjace	ent to target	Must be adjacent to target	
to use.		to use.	
Ineffective ag	rainst	Ineffective against	
machines.		machines.	
Makes target B	BLEED.	Makes target BLEED.	
Destroy target	's equipment.	Destroy target's equipment.	
[Attack Area]		[Attack Area]	
00000		00000	
00000		00000	
00000		00000	
00100		00100	
00X00		00X00	
[High Frequenc		[High Frequency	
High-frequency		High-frequency v	
in the blade g		in the blade giv	
sword a devast	ating	sword a devastat	ing

cutting edge. Snake is	cutting edge.
given this weapon inside	In the hands of a
Arsenal Gear	master, it can even
in MGS2.	deflect bullets.
111 11602.	deffect buffets.
Republic Blade	Democracy Blade
No. 354 COST: 6	No. 059 COST: 6
Use: Use Pack: SBST	Use: Use Pack: SBST
Ammo: N/A	Ammo: N/A
Rarity: Uncommon Foil	Rarity: Uncommon
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: N/A	Singles Price: 3000
Upgrade Cost: N/A	Upgrade Cost: 2000
Card Text:	Card Text:
ATK:190 x 2; Use next	ATK:130 x 2; Use next
to target. BLEEDING,	to target. BLEEDING,
-	Destroy EQUIP.
Destroy EQUIP.  Machines unaffected.	Machines unaffected.
Description:	Description:
Close-Quarters Weapon: USE	Close-Quarters Weapon: USE
type	type
ATK: 190	ATK: 130
Must be adjacent to target	Must be adjacent to target
to use.	to use.
Destroys target's equipment	Destroys target's equipment
and makes	and makes
target BLEED on a hit.	target BLEED on a hit.
Ineffective against	Ineffective against
machines.	machines.
[Attack Area]	[Attack Area]
00000	00000
00000	00000
00000	00000
00100	00100
00X00	00X00
[Democracy/Republic Blades]	[Democracy/Republic Blades]
The twin blades wielded by	The twin blades wielded by
Solidus Snake.	Solidus Snake.
5	D 1 61
Briefing+	Briefing
No. 355 COST: 4	No. 060 COST: 6
Use: Use Pack: MGS2	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 2(4) Icon: STAR	Cap: 2(4) Icon: STAR
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Allies discard all	Allies discard all
cards and draw	cards and draw
6 new ones.	6 new ones.
Description:	Description:
Makes ally discard all	Makes ally discard all
cards in hand	cards in hand
and draw six new ones.	and draw six new ones.
Add KDWN+	Add KDWN
No. 356 COST: 4	No. 063 COST: 4
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
ΔηιαΙΙΟ • 11/ Δ	AIIIIIO. IV/A

Paritus Common Foil	Paritus Common
Rarity: Common Foil Cap: 4(8) Icon: STAR	Rarity: Common Cap: 4(8) Icon: STAR
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Adds KDWN effect to	Adds KDWN effect to
equipped weapon.	equipped weapon.
Attaches to weapon.	Attaches to weapon.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
Knocks target down on a hit.	Knocks target down on a hit.
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 3 times.	is used 1 time.
Head Shot+	Head Shot
No. 357 COST: 8	No. 064 COST: 12
Use: Equip Pack: SBST	Use: Equip Pack: SBST
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 2(4) Icon: STAR	Cap: 2(4) Icon: STAR
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1500
Card Text:	Card Text:
Adds Quick Death	Adds Quick Death
HIT: -30%	HIT: -30%
Attaches to weapon.	Attaches to weapon.
Always 1 shot.	Always 1 shot.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
Immediately kills target on	Immediately kills target on
a hit.	a hit.
HIT: -30%.	HIT: -30%
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 1 time.	is used 1 time.
Holds one shot.	Holds one shot.
Hold Up+ No. 358 COST: 4	Hold Up No. 065 COST: 7
Use: Use Pack: MGS2	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Lowers EQUIPMENT	Lowers EQUIPMENT
LV. by 2.	LV. by 1.
Must be behind	Must be behind
target.	target.
Description:	Description:
Description.	Must be 1 block behind
Must be 1 block behind	Must be I block belling
<del>-</del>	target to use.
Must be 1 block behind	
Must be 1 block behind target to use.	target to use.

Funds+ Funds No. 067 COST: 4
Use: Use Pack: MGS2 COST: 4 No. 067 No. 359 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: STAR
Singles Price: 1000 Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: Ally draws Ally draws 2 cards. 1 cards. Description: Description: Makes ally draw 2 cards. Makes ally draw 1 card. Survival Knife+ Survival Knife No. 069 COST: 5 COST: 6 No. 360 Pack: MGS3 Pack: MGS3 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 2000 Upgrade Cost: 1500 Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: ATK:20 x 6 ATK:30 x 6 Use next to target. Use next to target. BLEEDING. BLEEDING. Machines unaffected. Machines unaffected. Description: Description: Close-Quarters Weapon: USE Clost-Quarters Weapon: USE type type ATK: 30X6 ATK: 20X6 Must be adjacent to target Must be adjacent to target to use.

Makes target BLEED on a hit.

Ineffective against

machines.

A generic knife used for

survival.

There are also combat knives designed specifically for

fighting.

Choke+

COST: 6 No. 070 No. 361 Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: STAR Singles Price: N/A Upgrade Cost: N/A Card Text:

Adds FAINT to target. Can be used 1BLK behind target.

Description:

Must be 1 block behind

target to use.

Adds FAINT to target.

Makes target BLEED on a hit.

Ineffective against

machines.

A generic knife used for

survival.

There are also combat knives designed specifically for

fighting.

Choke

No. 070 COST: 6
Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: STAR Singles Price: 1000 500 Upgrade Cost:

Card Text:

Adds FAINT to target. Can be used 1BLK behind target.

Description:

Must be 1 block behind

targe to use.

Adds FAINT to target.

Attack 1 Enemy+	Attack 1 Enemy
No. 362 COST: 5	No. 071 COST: 8
Use: Equip Pack: MGS3	Use: Equip Pack: MGS3
Ammo: N/A	Ammo: N/A
	Rarity: Common
Rarity: Common Foil	<del>-</del>
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Area->Single attack	Area->Single attack
Attaches to weapon.	Attaches to weapon.
Lasts 2 times.	Lasts 1 times.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
Converts an area-attack	Converts an area-attack
weapon to a single-attack	weapon
weapon.	to a single-attack weapon.
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 2 times.	is used 1 time.
Hip Shot+	Hip Shot
No. 363 COST: 4	No. 072 COST: 4
Use: Equip Pack: MGS3	Use: Equip Pack: MGS3
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: STAR	Cap: 4(8) Icon: STAR
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
HIT -20%	HIT -20%
COST -10 on HIT	COST -5 on HIT
Attaches to weapon.	Attaches to weapon.
Description:	Description:
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
Equipped weapon's HIT -20%	Equipped weapon's HIT: -20%
User's COST-10 on a hit.	User's COST-5 on a hit.
Effect expires after	Effect expires after equipped
equipped weapon	weapon is used 1 time.
is used 3 times.	weapon 15 about 1 cime.
Extra Turn+	Extra Turn
No. 364 COST: 10	No. 073 COST: 12
Use: Use Pack: SBSS	Use: Use Pack: SBSS
Ammo: N/A	Ammo: N/A
Rarity: Uncommon Foil	Rarity: Uncommon
NO LINK BATTLE	
Cap: 2(4) Icon: STAR	Cap: 2(4) Icon: STAR
Singles Price: N/A	Singles Price: 20000
Upgrade Cost: N/A	Upgrade Cost: 2000
Card Text:	Card Text:
After turn ends,	After turn ends,
it becomes user's	it becomes user's
turn immediately.	turn immediately.
Description:	Description:
Immediately becomes user's	Immediately becomes user's
turn after the current turn	turn
carm arcer the carrell tail	CULII

ends. after the current turn ends. COST is added to the COST is added to the current value. current value. \*Cannot be used in LINK BATTLE mode. Scope+ Scope COST: 5 No. 074 No. 365 COST: 4 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Upgrade Cost: N/A

Card Total Upgrade Cost: 500 N/A Card Text: Card Text: Equip to use. Equip to use. HIT +30% at range HIT +20% at range of 3 BLKS or more. of 3 BLKS or more. Description: Description: Equip to use. Equip to use. Increases equipped weapon's Increases equipped weapon's HIT by 30% at ranges of 3 HIT by 20% at ranges of 3 blocks or greater. blocks or greater. Effect expires after 30 COST. Effect expires after 30 COST. Body Armor+ Body Armor No. 366 COST: 6 No. 075 COST: 5 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:B L:- R:G Interfere: U:- D:B L:- R:G Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Upgrade Cost: N/A
Card Tevt Singles Price: 1000 Upgrade Cost: N/A 500 Card Text: Reduces total damage Equip to use. by 100. Reduces total damage REA:70% by 80. REA:50% Description: Description: Reduces total damage by 100. Reduces total damage by 80 REA: 70% REA: 50% A lightweight body armor A lightweight body armor made of bulletproof fibers. made of bulletproof fibers. Box A Box A+ No. 367 COST: 4 No. 076 COST: 5 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: CAN
Singles Price: 1000 Cap: 4(8) Icon: CAN N/A Singles Price: N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: Equip to use. Equip to use. Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use. Made of cardboard. Made of cardboard.

"HELIPORT" is written on "HELIPORT" is written on the side. the side. Mine Detector+ Mine Detector No. 368 COST: 4 No. 077 COST: 6
Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: Shows mines. Locates mines. Equip to use. Equip to use. Lasts 99 COST. Lasts 50 COST. Description: Description: Equip to use. Equip to use. Displays the location of Displays the location of mines. mines. Note: Mines can be removed Note: Mines can be removed by crawling over them. by crawling over them. Ration+ Ration No. 369 COST: 4 No. 078
Use: Use Pack: ITGL Use: Use No. 078 COST: 4
Use: Use Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 500
Card Text: Card Text:
User's LIFE +400. User's LIFE +350.
Description: User's LIFE +350 User's LIFE+400. User's LIFE +350 A canned military food A canned military food ration. ration. Some modern rations feature Some modern rations feature dessert and are quite tasty, dessert and are quite tasty, but this is not one of them. but this is not one of them. "Some grunts used to think that eating canned food would replenish their stamina." Handy Survival Kit+ Handy Survival Kit Survival Kit+ COST: 6 No. 079 No. 370 COST: 6 Pack: MGS1 Use: Use Pack: MGS1 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A

Singles Price: 1500 Upgrade Cost: 500 N/A N/A Singles Price: Upgrade Cost: Upgraue :
Card Text: Card Text: Ally's LIFE +150. Ally's LIFE +100. Description: Description: Ally's LIFE+150. Ally's LIFE +100.

Stealth+ Stealth COST: 8 No. 080 No. 371

COST: 6

Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Unlock: Arena Normal x6 Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN Singles Price: N/A Singles Price: 2000 Upgrade Cost:
Card Text: N/A Upgrade Cost: 5000 Card Text: Lasts 20 COST or Lasts 15 COST or until user is attacked. until user is attacked. Equip to use. Equip to use. Description: Description: Equip to use. Equip to use. Enemy no longer sees user. Enemy no longer sees user. Expires after 20 COST Expires after 15 COST or when attacked. or when attacked. Uses optical processing to
match user's appearance
to his surroundings in

Uses optical processing to
match user's appearance
to his surroundings in real time, making him real time, making him invisible to the enemy. invisible to the enemy. Box B+ Box B COST: 4 No. 081
Pack: MGS2 Use: Equip COST: 5 No. 372 Use: Equip Pack: MGS2 Use: Equip Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A Singles Price: 1000 N/A 500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: Equip to use. Equip to use. Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use. Made of cardboard. Made of cardboard. Used to transport Used to transport perishable goods. perishable goods. Bomb Switch Detonator+ COST: 4 No. 082 COST: 6 No. 373 Pack: MGS2 Pack: MGS2 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: 1000 Upgrade Cost: 500 Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: Detonates all Detonates all placed bombs. placed bombs. Description: Description: Detonates all planted bombs. Detonates all planted bombs. "Everybody clear the area!" Handy Medical Kit+ Handy Medical Kit Medical Kit+ Handy
COST: 8 No. 084 No. 374 COST: 8 Use: Use Pack: MGS2 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A
Upgrade Cost: N/A Singles Price: 1500 Upgrade Cost: 1000 Card Text: Card Text: Revives OOA ally Revives OOA ally with +100 LIFE. with +10 LIFE. Revives OUT OF ACTION ally with 100 LIFE Description: Description: Revives OUT OF ACTION ally with +10 LIFE. Survival Kit+ Survival Kit No. 375 COST: 5 No. 085 COST: 6
Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A Singles Price: 1500 Upgrade Cost: N/A Upgrade Cost: 1000 Card Text: Card Text: d Text:
Ally's LIFE +300. Ally's LIFE +200. Description: Description: Ally's LIFE+300. Ally's LIFE +200 Medical Kit Medical Kit+ No. 376 COST: 8 No. 086 COST: 12 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 500
Card Text: Card Text: Card Text: Card Text: Revives OOA ally Revives OOA ally with maximum LIFE. with maximum LIFE. Description: Description: Revives an OUT OF ACTION Revives an OUT OF ACTION ally with full LIFE. ally with maximum LIFE. Book
No. 087 COST: 8
Use: Use Pack: MGS2 Interesting Book No. 377 COST: 8 No. 087 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN N/A Singles Price: 1500
Upgrade Cost: 1000 Singles Price: N/A Upgrade Cost: 1000 Upgrade Cost: Card Text: Card Text: Stops movement of Stops movement of enemies who find it. enemies who find it. Pretty good reading. A good read. Description: Description: Stops movement of Stops movement of enemies who find it. enemies who find it. This is a magazine with This is a magazine with adult content. adult content. Super Cool Book Cool Book No. 088 COST: 8
Use: Use Pack: MGS2 No. 378 COST: 8
Use: Use Pack: MGS2

Ammo: N/A Ammo: N/A

Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500 Cap: 4(8) Icon: CAN N/A Singles Price: N/A Upgrade Cost: Card Text: Card Text: Stops movement of Stops movement of enemies who find it. enemies who find it. VERY good reading. An awesome read. Description: Description: Stops movement of Stops movement of enemies who find it. enemies who find it. This is a magazine with This is a magazine with adult content. adult content. Phase Down+ Phase Down No. 379 COST: 4 No. 089 COST: 8 Pack: MGS2 Pack: MGS2 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common NO LINK BATTLE Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN Singles Price: 2000 Upgrade Cost: 1500 Singles Price: N/A N/A Upgrade Cost: Card Text: Card Text: Lowers alert phase Lowers alert phase by 2 levels. by 1 levels. Description: Description: Lowers the alert phase by 2 Lowers the alert phase by 1 levels. level. Cannot be used when the user Cannot be used when the user is within sight of the enemy. is within sight of the enemy. \*Cannot be used in LINK BATTLE mode Timer+ Timer No. 090 COST: 0
Use: Use Pack: MGS2 COST: 0 No. 380 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: Detonates attached Detonates attached bomb after 1 COST. bomb after 10 COST. Can't apply to move. Can't apply to move. Description: Description: When attached to a bomb, When attached to a bomb, causes the bomb to detonate causes the bomb to detonate after after 1 COST. 10 COST. Cannot be applied to Cannot be applied to movement. movement. Thermal Goggres

No. 381 COST: 4

Use: Equip Pack: CHRN Thermal Goggles+ Thermal Goggles No. 091 COST: 6 Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN

Cap: 4(8) Icon: CAN

Singles Price:	N/A	Singles Price:	1000	
Upgrade Cost:	N/A	Upgrade Cost:	500	
Card Text:			Card Text:	
In Search Mode		In Search Mode		
show enemies within		show enemies within		
3 BLKS.	COOF	3 BLKS.		
Expires in 40	COST.	Lasts 20 COST	•	
Description: Equip to use.		Description: Equip to use.		
In search mode, dis	nlawe	In search mode, dia	enlawe	
enemies within 3 bl		enemies	spiays	
enemies within 5 bi Can also detect inf		within 3 blocks.		
sensor.	Idica	Can also detect in	frared	
Expires after 40 CO	ST.	sensors.		
User incurs +2 COST		Expires after 20 Co	OST.	
turn.	P	User incurs +2 COS'		
Converts infrared r	adiation	turn.		
emanation from targ		Converts infrared	radiation	
visible light.		emanation from tare		
-		visible light.		
Box C+		Box C		
No. 382	COST: 4	No. 092	COST: 5	
Use: Equip Pa	ck: CHRN	Use: Equip Pa	ack: CHRN	
Ammo: N/A		Ammo: N/A		
Rarity: Common Foil		Rarity: Common		
Interfere: U:- D:-	L:B R:B	<pre>Interfere: U:- D:-</pre>	L:B R:B	
Cap: 4(8) I	con: CAN	Cap: 4(8)	Icon: CAN	
Singles Price:	N/A	Singles Price:	1000	
Upgrade Cost:	N/A	Upgrade Cost:	500	
Card Text:		Card Text:		
Equip to use.		Equip to use.		
Made of cardbo	ard.	Made of cardbo	pard.	
Description:		Description:		
Equip to use.		Equip to use.		
Made of cardboard.		Made of cardboard.		
"A cardboard box, s		"A cardboard box,	similar	
to those found in m	oving	to those		
vans everywhere.		found in moving var	ns	
The label says it's	bound	everywhere.		
for Zanzibar Land.		The label says it's	s bound	
What it's used for		for Zanzibar Land.		
remains a mystery."		What it's used for remains a mystery.	"	
Ceramic Armo	r+	Ceramic Arm	or.	
No. 383	COST: 7	No. 093	COST: (	
Use: Equip Pa		Use: Equip Pa		
Ammo: N/A	211. 3111.11	Ammo: N/A	0111(1	
Rarity: Common Foil		Rarity: Common		
Cap: 4(8) I		Cap: 4(8)	Icon: CAN	
Singles Price:		Singles Price:		
=	N/A	Upgrade Cost:	1000	
Card Text:	•	Card Text:		
Total damage r	educed	Total damage	reduced	
by 150.	<del></del>	by 120.		
REA:80%		REA: 60%		
		Equip to use.		
Description:		Description:		
Describition.				

REA: 80% REA: 60% This is body armor Equip to use. reinforced with ceramic This is body armor plates. reinforced with ceramic plates. Bomb Blast Suit+ Bomb Blast Suit
No. 384 COST: 8 No. 094 COST: 7
Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN
Singles Price: N/A Singles Price: 2000
Upgrade Cost: N/A Upgrade Cost: 1500 Card Text: Card Text: Total damage reduced Total damage reduced by 200. by 150. REA: 60% REA:70%. Equip Anti-BURN. to use. Anti-BURN. Description: Description: Reduces total damage by 200 Reduces total damage by 150 REA:60% REA: 70% Protects wearer against Protects wearer against BURN. BURN. Equip to use. Usually worn when defusing Equip to use. Usually worn when defusing bombs. Covered entirely in ceramic bombs. Covered entirely in ceramic plating. plating. C Ration B1 Unit

No. 385 COST: 5 No. 095 COST: 4

Use: Use Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CAN Cap: 4(8) Icon: CAN
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: User's LIFE +250 User's LIFE +200 Description: Description: User's LIFE+250. User's LIFE +200. "Restores LIFE when used "Restores LIFE when used with a shot key. Contains milk, pork, a shot key. Contains milk, ham eggs, tuna fish, and pork, crackers." ham eggs, tuna fish, and \*Text from METAL GEAR 2: crackers." SOLID SNAKE. \*Text from METAL GEAR 2: There is no shot key in SOLID SNAKE. There is no shot key in this game. this game. No. 386 COST: 5 No. 096 COST: 4 C Ration B2 Unit+ C Ration B2 Unit Pack: CHRN Use: Use Pack: CHRN Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN
Singles Price: 1500 Cap: 2(4) Icon: CAN Singles Price: N/A

Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: User's LIFE +270 User's LIFE +220 Description: Description: User's LIFE +220. User's LIFE+270. "Restores LIFE when used "Restores LIFE when used with a shot key. with a shot key. Contains beans & Contains beans & meatballs in tomato sauce, meatballs in tomato sauce, beans franks, and boild beans franks, beef potatoes." and boild beef potatoes." \*Text from METAL GEAR 2: \*Text from METAL GEAR 2: SOLID SNAKE. SOLID SNAKE. There is no shot key in There is no shot key in this game. this game. C Ration B3 Unit+ C Ration B3 Unit No. 097 COST: 4 Use: Use Pack: ULMT No. 387 COST: 5 Use: Use Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CAN
Singles Price: 2000
Upgrade Cost: 1500 Cap: 2(4) Icon: CAN Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: User's LIFE +300 User's LIFE +250 Description: Description: User's LIFE+300. User's LIFE +250. "Restores LIFE when used "Restores LIFE when used with a shot key. with a shot key. Contains sliced ham, Contains sliced ham, chicken and turkey, chicken and turkey, spaghetti, cheese, spaghetti, and coffee." cheese, and coffee." \*Text from METAL GEAR 2: \*Text from METAL GEAR 2: SOLID SNAKE. SOLID SNAKE. There is no shot key in There is no shot key in this game. this game. Builder Bed+ Builder Bed No. 098 COST: 12 No. 388 COST: 12 Pack: ULMT Pack: ULMT Use: Equip Use: Equip Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN Singles Price: N/A Singles Price: 20000 Upgrade Cost: N/A 2000 Upgrade Cost: Card Text: Card Text: Auto-recover with Auto-recover with 50 LIFE from OOA. 10 LIFE from OOA. Description: Description: When equipped, automatically When equipped, automatically restores 50 LIFE when user restores 10 LIFE when user is OUT OF ACTION. is OUT OF ACTION. [Builder Bed] [Builder Bed] One of the main products of

J. E. Corporation, an evil

J. E. Corporation, an evil organization that sells organization that sells

inferior goods to line its own pockets under the cover

inferior goods to line its

own pockets under the cover

	6	
of peace.	of peace.	
If you purchase one today,	The product's tag	
it comes with the	line is,	
"Huggy Teddy Pillow."	"Builder Bed - makes you	
	feel like a new person	
	Get that action-star	
	body you always	
	wantedwhile	
	you sleep!"	
	In reality, it's nothing	
	more than legs and a	
	fram, and the user	
	must support his own body	
	with his head and heels.	
Gijin-san+	Gijin-san	
No. 389 COST: 10	No. 099 COST: 12	
Use: Use Pack: CHRN	Use: Use Pack: CHRN	
Ammo: N/A	Ammo: N/A	
Rarity: Uncommon Foil	Rarity: Uncommon	
NO LINK BATTLE	Naticy. Officiation	
Cap: 4(4) Icon: CHAR	Cap: 4(4) Icon: CHAR	
Singles Price: N/A		
_	<del>-</del>	
Upgrade Cost: N/A	Upgrade Cost: 2000	
Card Text:	Card Text:	
All allies in MISSION	All allies in MISSION	
get ATK +30	get ATK +20	
PTS 1/2.	PTS 1/2.	
Snake only.	Snake only.	
Description:	Description:	
Increases all allies' ATK	Increases all allies' ATK	
by 30 for	by 20	
duration of the mission.	for the duration of the	
Points are halved on the	mission.	
MISSION COMPLETE screen.	Points are halved on the	
Cannot be used with	MISSION COMPLETE	
"Big Boss."	screen.	
Does not affect explosives	Cannot be used with	
and universal attacks.	"Big Boss"	
Snake only.	Does not affect explosives	
*Cannot be used in	and universal attacks.	
LINK BATTLE mode.	Snake only.	
[Gijin-san]	[Gijin-san]	
A simple, affordable	A simple, affordable	
household android secretly	household android	
developed by the evil J. E.	secretly developed	
Corporation;	by the evil J. E.	
which aims to fill its	Corporation;	
coffers by making	which aims to fill its	
a profit on shoddy products.	coffers by making	
Behind that facade,	a profit on shoddy products.	
however, it is	Just thinkyou can own	
a fearsome weapon designed	your very own android for	
to achieve the nefarious	no money down,	
ambitions of		
	and only 36 easy navments	
the J.E. Corporation	and only 36 easy payments of \$9.75 each month.	
the J.E. Corporation.	of \$9.75 each month.	
the J.E. Corporation.		

Dark Loans+ Dark Loans

No. 100 No. 390 COST: 12 COST: 12 Use: Equip Pack: ULMT Use: Equip Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: CAN Cap: 2(4) Icon: CAN Singles Price: N/A Singles Price: 500000 N/A Upgrade Cost: Upgrade Cost: 2500 Card Text: Card Text: All damage -> 0. All damage -> 0. After 3 turns, user's After 2 turns, user's LIFE becomes 1. LIFE becomes 1. Equip to use. Equip to use. Description: Description: Sets all damage inflicted Sets all damage inflicted on the user to 0. on the user to 0. After 3 turns, After 2 turns, sets user's LIFE to 1. sets user's LIFE to 1. Equip to use. Equip to use. [Dark Loans] [Dark Loans] A private, for-profit group A private, for-profit group that lends out SOL. that lends out SOL. However, their exorbitant The company advertises that interests rates leave it puts many of their customers the customer first--there's no need to consult a in tears. Those who are unable to pay lender to get a loan, back the loan are whisked and they provide away to parts unknown, only "peace of mind" to return exhausted. notification and automatic And no one ever talks about withdrawal services what happened to them. as the loan payback Their mascot is named date draws near. "Doomy." Solar Bank+ Solar Bank No. 101 COST: 14 No. 391 COST: 14 Use: Equip Pack: ULMT Use: Equip Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: CAN Singles Price: Singles Price: 500000 N/A N/A Upgrade Cost: 2500 Upgrade Cost: Card Text: Card Text: All damage -> 10. All damage -> 20. After 3 turns, user's After 2 turns, user's LIFE is fully restored. LIFE is fully restored. Equip to use. Equip to use. Description: Description: Sets all damage inflicted Sets all damage inflicted on the on the user to 20. Restores user's LIFE to user to 10. Restores user's LIFE to maximum maximum after 2 turns. after 3 turns. Equip to use. restores user's LIFE to [Solar Bank] A bank for SOL. maximum. Equip to use. [Solar Bank] Their unit of currency is A bank for SOL. the SOL. The interest they pay on They have a full personal deposits is miniscule. guarantee,

Not many people know and no credit cards, etc. it, but the Dark Loans are required. company is a big source of funds for the Solar Bank. Their mascot is named "Luxana." Box D Box D+ No. 392

COST: 4 No. 102 COST: 5 Use: Equip Use: Equip Pack: MGS3 Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:B L:B R:B Interfere: U:- D:B L:B R:B Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN Singles Price: N/A Singles Price:
Upgrade Cost: N/A Upgrade Cost:
Card Text: Card Text: Singles Price: 1000
Upgrade Cost: 500 500 Equip to use. Equip to use. Made of cardboard. Made of cardboard. Description: Description: Equip to use. Equip to use.

Made of cardboard. Made of cardboard. The letters on the side The letters on the side have faded have faded to illegibility. to illegibility.

> Bandage Bandage+

No. 393 COST: 8 No. 103
Use: Move/Link Pack: MGS3 Use: Use No. 103 COST: 10 Use: Use Pack: MGS3

Rarity: Common Foil
Can: 4/0 Ammo: Link Ammo: N/A

Rarity: Common
Cap: 4(8) Icon: CAN
Singles Price: 1000
Upgrade Cost: 2000 Cap: 4(8) Icon: TRI Singles Price: N/A
Upgrade Cost: N/A

Card Text: Card Text:

Triggers automatically. User's LIFE: +400.

LIFE +50.

Links to attack on

card holder.

Description: Description: User's LIFE+400.

Triggered automatically.

User's LIFE+50.

Links when attacked.

Front Evade+ Front Evade

COST: 7 No. 105 COST: 5 No. 394 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Interfere: U:G D:G L:G R:G Cap: 4(8) Icon: TRI Singles Price: N/A
Upgrade Cost: N/A

Card Text:

User evades frontal attacks. 100%

Equip to use.

Description: Equip to use. Rarity: Common Interfere: U:G D:G L:G R:G Cap: 4(8) Icon: TRI

Singles Price: 1500 1000 Upgrade Cost:

Card Text:

Ammo: N/A

User evades frontal attacks. REA:75% Equip to use.

Description: Equip to use.

```
EVADE attacks from the
                                   EVADE attacks from the
front.
                                   front.
REA: 100%
                                   REA: 75%
        Endure+
                                         Endure
          COST: 8 No. 106
No. 395
                                                     COST: 5
Use: Equip Pack: MGS1
                                   Use: Equip Pack: MGS1
Ammo: N/A
                                  Ammo: N/A
Rarity: Common Foil
                                  Rarity: Common
Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI
Singles Price:
Upgrade Cost:
                                  Singles Price: 2000
Upgrade Cost: 1000
                N/A
                     N/A
Card Text:
                                   Card Text:
                                       Damage from 1 attack
    Damage from 1 attack
   reduced by 20.
                                       reduced by 10.
   Equip to use.
                                       Equip to use.
    REA:80%
                                        REA:50%
Description:
                                   Description:
Equip to use.
                                   Equip to use.
Reduces damage to user from Reduces damage to user from
single attacks by 20.
                                   single attacks by 10.
REA: 80%
                                   REA: 50%
     Hang+ Hang

96 COST: 4 No. 107 COST: 4

Equip Pack: MGS2 Use: Equip Pack: MGS2
No. 396
Use: Equip Pack: MGS2
Ammo: N/A
                                   Ammo: N/A
Rarity: Common Foil
                                  Rarity: Common
Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 1000
Card Text:
                                  Card Text:
   Enables hanging.
                                       Enables hanging.
    Equip to use.
                                       Equip to use.
    Lasts 60 COST.
                                       Lasts 30 COST.
Description:
                                   Description:
Equip to use.
                                   Equip to use.
Enables HANGING.
                                  Enables HANGING.
Expires after 60 COST. Expires after 30 COST.
Handy 1st Aid Kit+ Handy 1st Aid Kit

No. 397 COST: 4 No. 108 COST: 4

Use: Use Pack: MGS2 Use: Use Pack: MGS2
   Handy 1st Aid Kit+
                                       Handy 1st Aid Kit
Ammo: N/A
                                   Ammo: N/A
Rarity: Common Foil
                                  Rarity: Common
                                 Cap: 4(8) Icon: CAN
Cap: 4(8) Icon: CAN
                                  Singles Price: 1500
Upgrade Cost: 500
Singles Price: N/A
Upgrade Cost: N/A
                 N/A
Card Text:
                                   Card Text:
   Adjacent ally's LIFE
                                       Adjacent ally's LIFE
    increased by 300.
                                        increased by 200.
Description:
                                   Description:
Increases adjacent ally's
                                   Increases adjacent ally's
LIFE by 300.
                                    LIFE
                                   by 200.
        Cost -5
                                         Cost -4
No. 398 COST: 0 No. 109 COST: 0 Use: Use Pack: MGS3 Use: Use Pack: MGS3
```

Ammo: N/A

Ammo: N/A

Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1500
Card Text:	Card Text:
User's current COST	User's current COST
reduced by 5.	reduced by 4.
Can't apply to move.	Can't apply to move.
Description:	Description:
Reduces user's current COST	Reduces user's current
by 5.	COST by 4.
Cannot be applied to	Cannot be applied to
movement.	movement.
Ally Cost -5	Ally Cost -4
No. 399 COST: 4	No. 110 COST: 6
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Ally's current COST	Ally's current COST
reduced by 5.	reduced by 4.
Description:	Description:
reduces ally's current COST	Reduces ally's current COST
by 5.	by 4.
Door Errodo I	Rear Evade
Rear Evade+	
No. 400 COST: 7	No. 111 COST: 5
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
_	Talas Casa II C D C I D
Interfere: U:G D:G L:- R:-	Interfere: U:G D:G L:- R:-
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A	Cap: 4(8) Icon: TRI Singles Price: 1000
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text:
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: User evades rear	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text: User evades rear
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text: User evades rear attacks. REA:75%
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text: User evades rear attacks. REA:75% Equip to use.
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text: User evades rear attacks. REA:75% Equip to use.
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8) Icon: TRI Singles Price: 1000 Upgrade Cost: 1000 Card Text: User evades rear attacks. REA:75% Equip to use. Description: Equip to use.
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: User evades rear attacks. REA:100% Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear attacks. REA:75% Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%
<pre>Interfere: U:G D:G L:- R:- Cap: 4(8)</pre>	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear attacks. REA:75% Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear attacks. REA:75% Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use Pack: MGS2  Ammo: N/A
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: TRI
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear attacks. REA:75% Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: TRI  Singles Price: 1000
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description: Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: TRI  Singles Price: 1000  Upgrade Cost: 100
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 100  Card Text:
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User's LIFE: -100.	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 100  Card Text:  User's LIFE: -100.
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User's LIFE: -100.     Ally's LIFE: +400.	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: TRI  Singles Price: 1000  Upgrade Cost: 100  Card Text:  User's LIFE: -100.  Ally's LIFE: +300.
Interfere: U:G D:G L:- R:- Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User evades rear     attacks. REA:100%     Equip to use. Description: Equip to use. EVADE attacks from the rear. REA: 100%      Sacrifice+ No. 401 COST: 4 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:     User's LIFE: -100.	Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 1000  Card Text:  User evades rear  attacks. REA:75%  Equip to use.  Description:  Equip to use.  EVADE attacks from the rear.  REA: 75%  Sacrifice  No. 112  COST: 5  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 100  Card Text:  User's LIFE: -100.

Ally's LIFE+400. Cannot be used if user's LIFE is less than 100.		Ally's LIFE+300. Cannot be used if user's LIFE is less than 100.	
Transfuse	Blood+	Transfuse	Blood
No. 402	COST: 4	No. 113	COST: 4
Use: Use	Pack: MGS2	Use: Use	Pack: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Common F	oil	Rarity: Common	
Cap: 4(8)		Cap: 4(8)	Icon: TRI
Singles Price:	N/A	Singles Price:	
Upgrade Cost:	N/A	Upgrade Cost:	
Card Text:	,	Card Text:	
User's LIFE	: +400.	User's LIF	E: +300.
Ally's LIFE		Ally's LIF	
Description:		Description:	
User's LIFE+400.		User's LIFE+300	
Ally's LIFE-100.		Ally's LIFE-100	
Cannot be used i		Cannot be used	
LIFE is less tha	=	LIFE is less th	=
1111 10 1000 cm		100	
		100	
1st Aid	Kit+	1st Aid	Kit
No. 403	COST: 4	No. 114	COST: 4
Use: Use	Pack: MGS1	Use: Use	Pack: MGS1
Ammo: N/A		Ammo: N/A	
Rarity: Common F	oil	Rarity: Common	
Cap: 4(8)	Icon: CAN	Cap: 4(8)	Icon: CAN
Singles Price:	N/A	Singles Price:	
Upgrade Cost:	N/A	Upgrade Cost:	1000
Card Text:	,	Card Text:	
Adjacent al	lv's LIFE	Adjacent a	llv's LIFE
increased b		increased	
Description:	1	Description:	1
Adjacent ally's	LIFE+500.	Adjacent ally's	LIFE+400.
_		_	
Cost -	.8	Cost -	6
No. 404	COST: 0	No. 115	COST: 0
Use: Use	Pack: MGS2	Use: Use	Pack: MGS2
Ammo: N/A		Ammo: N/A	
Rarity: Common F	oil	Rarity: Common	
NO LINK BATTLE		NO LINK BATTLE	
Cap: 2(4)	Icon: TRI	Cap: 2(4)	Icon: TRI
Singles Price:	N/A	Singles Price:	2000
Upgrade Cost:	N/A	Upgrade Cost:	1500
Card Text:		Card Text:	
User's curr	ent COST	User's cur	rent COST
reduced by	8.	reduced by	6.
Can't apply	to move.	Can't appl	y to move.
Description:		Description:	
User's current C	OST-8.	User's current	COST-6.
Cannot be applie	d to	Cannot be appli	ed to
movement.		movement.	
*Cannot be used	in	*Cannot be used	in
LINK BATTLE mode	•	LINK BATTLE mod	е
Ally Cos		Ally Co	
No. 405	COST: 8	No. 116	COST: 8
Use: Use	Pack: MGS2	Use: Use	Pack: MGS2

7 77 / 7	7 77 / 7
Ammo: N/A Rarity: Common Foil	Ammo: N/A Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Ally's current COST	Ally's current COST
reduced by 8.	reduced by 6.
Description:	Description:
Ally's current COST-8.	Ally's current COST-6.
-	-
Silenced+	Silenced
No. 406 COST: 4	No. 117 COST: 8
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Silenced while	Silenced while
equipped.	equipped.
Lasts 30 COST.	Lasts 30 COST.
Description:	Description:
Equip to use.	Equip to use.
Eliminates all noise.	Eliminates all noise.
Expires after 30 COST.	Expires after 30 COST.
Hand Grip+	Hand Grip
No. 407 COST: 4	No. 118 COST: 7
Use: Use Pack: MGS2	Use: Use Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Increases	Increases
remaining	remaining
hang COST.	hang COST.
Description:	Description:
Increases the remaining COST	Increases the remaining COST
_	<del>-</del>
Increases the remaining COST for HANGING.	Increases the remaining COST for HANGING.
Increases the remaining COST for HANGING.  Reaction Block+	Increases the remaining COST for HANGING.  Reaction Block
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami Cap: 2(4) Icon: TRI
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A	Increases the remaining COST for HANGING.  Reaction Block  No. 119 COST: 8  Use: Equip Pack: MGS3  Ammo: N/A  Rarity: Common  Password: Konami  Cap: 2(4) Icon: TRI  Singles Price: 1000
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A Upgrade Cost: N/A	Increases the remaining COST for HANGING.  Reaction Block  No. 119 COST: 8  Use: Equip Pack: MGS3  Ammo: N/A  Rarity: Common  Password: Konami  Cap: 2(4) Icon: TRI  Singles Price: 1000  Upgrade Cost: 100
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text:	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami Cap: 2(4) Icon: TRI Singles Price: 1000 Upgrade Cost: 100 Card Text:
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Blocks reaction	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami Cap: 2(4) Icon: TRI Singles Price: 1000 Upgrade Cost: 100 Card Text: Stops reaction while
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Blocks reaction while equipped.	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami Cap: 2(4) Icon: TRI Singles Price: 1000 Upgrade Cost: 100 Card Text: Stops reaction while equipped.
Increases the remaining COST for HANGING.  Reaction Block+ No. 408 COST: 4 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Foil  Cap: 2(4) Icon: TRI Singles Price: N/A Upgrade Cost: N/A Card Text: Blocks reaction while equipped. Lasts 20 COST.	Increases the remaining COST for HANGING.  Reaction Block No. 119 COST: 8 Use: Equip Pack: MGS3 Ammo: N/A Rarity: Common Password: Konami Cap: 2(4) Icon: TRI Singles Price: 1000 Upgrade Cost: 100 Card Text: Stops reaction while equipped. Lasts 20 COST.

Expires after 20 COST.	Expires after 20 COST.
Evade+	Evade
No. 409 COST: 8	No. 120 COST: 7
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 2000
Card Text:	Card Text:
User evades attacks	User evades attacks
from all sides;	from all sides.
REA:100%	REA:75%
Equip to use.	Equip to use.
Description:	Description:
Equip to use.	Equip to use.
EVADE attacks from all	EVADE attacks from all
sides.	sides.
REA: 100%	REA: 75%
Cost -12	Cost -10
No. 410 COST: 0	No. 121 COST: 0
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
NO LINK BATTLE	NO LINK BATTLE
Cap: 2(4) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 3000
Card Text:	Card Text:
User's current COST	User's current COST
reduced by 12.	reduced by 10.
Can't apply to move.	Can't apply to move.
Description:	Description:
Reduces user's current	Reduces user's current
COST by 12.	COST by 10.
Cannot be applied to	Cannot be applied to
movement.	movement.
*Cannot be used in	*Cannot be used in
LINK BATTLE mode.	LINK BATTLE mode.
Ally Cost -12	Ally Cost -10
No. 411 COST: 12	No. 122 COST: 12
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Ally's current COST	Ally's current COST
reduced by 12.	reduced by 10.
Description:	Description:
Ally's current COST-12.	Ally's current COST -10.

Genome Soldier+ No. 412 COST: 4 No. 123 COST: 4 Use: Move Pack: MGS1 Use: Move Pack: MGS1 Ammo: N/A

Description:
Ally's current COST-12.

Genome Soldier

Ally's current COST -10.

Ammo: N/A

Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Movement Card	Movement Card
Can move 6 BLKS.	Can move 5 BLKS.
Description:	Description:
Movement Card.	Movement Card.
Can move 6 blocks.	Can move 5 blocks.
[Genome Soldier]	[Genome Solider]
The next generation of	The next generation of
FOXHOUND	FOXHOUND soldiers.
soldiers. After the death	They've undergone gene
of Big Boss, the Army	therapy and VR training,
bought the independent	but have little or no
nation of OUTER HEAVEN,	actual combat
and his mercenaries were	experience.
reorganized into these	They come in 4 types:
next-generation special	lightly armed,
forces.	heavily armed, arctic, and
"Yeah, and they say he's	gas mask.
using stealth too."	"Yeah, and they say he's
	using stealth too."
1 11:	1 11
Roy Campbell+	Roy Campbell
No. 413 COST: 10	No. 125 COST: 10
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Uncommon Foil	Rarity: Uncommon
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: N/A	Singles Price: 3000
Upgrade Cost: N/A Card Text:	Upgrade Cost: 1000 Card Text:
"Confession"	card lext: "Air Strike"
ATK: 200 to $7 \times 7$ area.	ATK:200 to 5 x 5 area
Happens after	Takes effect 10 COST
15 COST. BURN.	after use. BURN.
Description:	Description:
"Confession"	"Air Strike"
ATK: 200 to a 7X7 area.	ATK: 200 to a 5X5 area.
Happens on 15 COST after	Activates on 10 COST after
using. BURNS.	use.
After the effect ends, the	BURNS.
card is removed from	After the effect ends, the
the deck	card is removed from
(restored at INTERMISSION).	the deck
[Roy Cambell]	(restored at INTERMISSION).
The Tactical	[Attack Area]
Commander-in-Chief	11111
of FOXHOUND. Also the	11111
tactical commander of	11X11
"OPERATION	11111
INTRUDE FO14."	11111
It was he who called SOLID	[Roy Campbell]
SNAKE back to active	The former commander of
duty as the "Intruder."	FOXHOUND. He provided
A former member of the U.S.	support to Solid Snake
5th Marine Division and a	from an Ohio-class
Green Beret,	nuclear submarine during the

he assumed vice command of Shadow Moses incident. FOXHOUND upon his entry into Meryl Silverburgh is his that unit. niece. He is capable of formulating "I won't make any in-depth and prudent excuses..." tactical plans. In the latter half of the 1990s, he was awarded numerous medals of honor. "Snake...As usual, you're right on time." Otacon+ Otacon COST: 7 No. 126 No. 414 COST: 7 Pack: MGS1 Use: Move/Link Pack: MGS1 Use: Equip Ammo: Link Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: TRI Cap: 4(8) Icon: CHAR Cap: 4(8) Singles Price: N/A 2000 3000 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: "Use Your Brain" "Scientist" Triggers automatically. Adds Anti-armor. ATK +10 HIT +10% Adds Anti-armor. ATK +10 HIT +10% Attaches to weapon. Description: Description: "Use Your Brain" "Scientist" Triggered automatically. Attaches to weapon Adds Anti-armor. (EQUIP type weapons only) ATK+10. Adds Anti-armor HTT+10%. ATK +10 Links to shots that travel HIT +10% 2 blocks or more, Effect expires after as well as area attacks. equipped weapon [Hal Emmerich] is used 2 times. the chief developer of [Hal Emmerich] ArmsTech Corp.'s Metal The chief developer of Gear project. ArmsTech Corp.'s Metal After the Shadow Moses Gear project. Incident, He's also known as "Otacon," he joined the anti-Metal since he regularly attends Gear organization Japanese animation "Philanthropy." events--"Otaku "Sorry, but you're going to Conventions." have to deal with it. "Alone? Are you an Otaku You're not in the military too?" anymore." Sniper Wolf+ Sniper Wolf No. 415 COST: 6 No. 127 COST: 6 Use: Equip Use: Equip Pack: MGS1 Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 2000 Upgrade Cost: 1000 N/A Singles Price: N/A Upgrade Cost: Card Text: Card Text: "Marking" "Sniper" HIT +60% HIT +40% Attaches to weapon. Attaches to weapon.

Description:	Description:
"Marking"	"Sniper"
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
HIT+60%.	HIT +40%
Effect expires after	Effect expires after
equipped weapon	equipped weapon
is used 1 time.	is used 1 time.
[Sniper Wolf]	[Sniper Wolf]
A member of the newly	A member of the newly
reformed FOXHOUND,	reformed FOXHOUND,
and a natural-born	and a natural-born
sniper. She learned her	sniper.
marksmanship from	She has developed her
the world's greatest sniper,	natural female patience
a Nepalese Ghurka.	to its fullest extent,
"Until I kill you, you're	and can maintain a sniping
all I'll think about."	position for a week
	without eating
	or drinking.
	"Until I kill you, you're
	all I'll think
	about."
Vulcan Raven+	Vulcan Raven
No. 416 COST: 4	No. 128 COST: 7
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
"Shaman"	"Wild Shot"
Single->Area attack	Single->Area attack
$(3 \times 3)$ . Can't combine	(3 x 3). Can't combine
with single attack.	with single attack.
Description:	Description:
"Shaman"	"Wild Shot"
Attaches to weapon	Attaches to weapon
(EQUIP type weapons only).	(EQUIP type weapons only)
Turns single attacks into	Turns single attacks into
area attacks (3X3).	area
Effect expires after	attacks (3X3).
equipped weapon	Effect expires after
is used 2 times.	equipped weapon
Cannot be used with	is used 1 time.
the "Attack 1 Enemy" card.	Cannot be used with
[Attack Area]	the "Attack 1 Enemy" card.
00000	[Attack Area]
01110	00000
01110	01110
01110	01110
00X00	
0 0 2 1 0 0	01110
[Vulcan Raven]	01110 00X00
[Vulcan Raven]	00X00
[Vulcan Raven] A member of the newly	00X00 [Vulcan Raven]
[Vulcan Raven] A member of the newly reformed FOXHOUND.	00X00 [Vulcan Raven] A member of the newly
[Vulcan Raven] A member of the newly reformed FOXHOUND. He participated in OUTER	00X00 [Vulcan Raven] A member of the newly reformed FOXHOUND.

"The ravens say you are a vulcan cannon on his true warrior." back. Of mixed Alaskan Native American and Inuit ancestry, he was raised as a shaman. "The ravens say you are a true warrior." Metal Gear REX+ Metal Gear REX No. 129 No. 417 COST: 30 COST: 30 Use: Use Pack: ITGL Pack: ITGL Use: Use Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Unlock: Beat Story Normal SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 50000
Upgrade Cost: 2500 N/A Singles Price: Upgrade Cost: 2500 N/A Upgrade Cost: Card Text: Card Text: "Roar" "Trample" ATK: 350 to  $5 \times 5$  area. ATK:300 Destroys 2 rand. cards. Destroys 2 cards. Can't apply to move. Can't apply to move. Description: Description: "Roar" "Trample" ATK:350 to a 5X5 area in ATK: 300 to area. Two cards are randomly Two cards are randomly discarded from user's discarded hand. from user's hand. \*If user has less than two \*If user has less than two cards, this card can't cards, this card can't be used. be used. Cannot be applied to Cannot be applied to movement. movement. 10101 11111 10101 11111 11111 11111 11111 11111 11111 11111 00X00 00X00 [Metal Gear REX] [Metal Gear REX] A nuclear-capable bipedal A nuclear-capable bipedal walking tank. walking tank. Equipped with an Its main purpose is electromagnetic rail gun to enable the launch nuclear warhead launch of a global nuclear strike module on its right arm. from anywhere in the world Can launch stealth nuclear in response to a variety warhead undetectable by of conditions. radar from any point on the globe. Shadow Moses Island was the site of its nuclear warhead launch tests. Psycho Mantis+ Psycho Mantis No. 131 COST: 10

No. 418 COST: 10 Use: Use Pack: ITGL Ammo: N/A

Use: Use Pack: ITGL

Ammo: N/A

NO LINK BATTLE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR N/A N/A Singles Price: 2000 Singles Price: Upgrade Cost: 1500 Upgrade Cost: Card Text: Card Text: "Telepathy" "Hypnotize" Confuses chosen Confuses chosen target within area. target within area. Lasts 2 turns. Lasts 3 turns. Description: Description: "Telepathy" "Hypnosis" Confuses target of choice Confuses target of choice in a 3X7 area in front in a 3X6 area in front of the user. of the user. Lasts for 3 turns. Lasts for 2 turns. \*Cannot be used in [Psycho Mantis] LINK BATTLE mode. A member of FOXHOUND, formerly with the KGB's ESP [Psycho Mantis] After the collapse of the intelligence unit. Soviet Union, he went Has mind-reading and psychokinetic powers. to America, where he supervised several "Now let me ready your mind. No...perhaps I should say cases as a psychic profiler for the FBI. your past." However, as a result of his assimilation of the mind of a serial killer, he committed several grisly murders. After wandering about from place to place, he was eventually scouted by FOXHOUND. "So you like dating simulation games?" Mei Ling+ COST: 4 No. 132 Mei Ling No. 132 COST: 8
Use: Use Pack: MGS1 COST: 8 No. 419 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "Black Market" "Soliton Radar" Doubles interference Doubles interference effects. effects. Lasts 40 COST. Lasts 20 COST. Description: Description: "Black Market" "Soliton Radar" Doubles allies' INTERFERENCE Doubles allies' INTERFERENCE effects. effects. Lasts for 40 COST. Lasts for 20 COST. [Mei Ling] [Mei Ling] [Mel Ling]
Provided technical bactory
to Solid Snake during She was the operator in Provided technical backup charge of handling the communication data the Shadow Moses

incident while still a

Rarity: Common

Rarity: Common Foil

during the Shadow Moses

Incident. She is an American-born Chinese. Her original ambition was to be a pilot, but she was scouted into the Army as a specialist in legacy systems and data processing. After the Shadow Moses Incident she, along with Otacon and Solid Snake, formed the anti-Metal Gear organization "Philanthropy." "There's a Chinese proverb, 'The mind cannot be in two places at once.' make sure that you're not thinking of something else during the mission, OK?"

student at MIT. The Soliton Radar, the internal communication system that Snake uses, is her braindchild. Well-versed in Chinese proverb.s "There's a Chinese proverb, 'The mind cannot be in two places at once.' Make sure that you're not thinking of something else during the mission, OK?"

Genola+

COST: 13 No. 133 No. 420 Use: Use Pack: ITGL Ammo: N/A

Rarity: Rare Foil NO LINK BATTLE

Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:

> "Seismic Event" All living characters except user FAINT.

Description: "Seismic Event" Renders all enemies (living creatures) in range unconscious. \*Cannot be used in LINK BATTLE mode. [Genola]

A mysterious genetic monstrosity.

Solid Snake (MGS1)+ No. 421 COST: 7
Use: Use Pack: MGS1 Ammo: N/A Rarity: Rare Foil

Cap: 4(8) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A Card Text:

"Dave" User's LIFE: +800.

"Dave"

User's LIFE+800.

Description:

Genola

COST: 15 Pack: ITGL Use: Use

Ammo: N/A Rarity: Rare

Cap: 2(4) Icon: CHAR Singles Price: 20000 Upgrade Cost: 2500

Card Text: "Howl"

> All living characters except user FAINT.

Description:

"Howl"

renders all enemies (living creatures) in range

unconscious. [Genola]

A mysterious genetic

monstrosity.

Solid Snake (MGS1)

No. 134 COST: 6
Use: Use Pack: MGS1

Ammo: N/A Rarity: Rare

Icon: CHAR Cap: 4(8) Singles Price: 10000 2500 Upgrade Cost:

Card Text:

"Revivify"

User's LIFE: +600.

Description: "Revivity" User's LIFE +600.

[Solid Snake] A former member of the high-tech unconventional warfare unit FOXHOUND. After the trouble in Zanzibar Land. he returns to the shores of Twin Lakes in the Alaskan mountains to live a life of isolation. He was living a self-sufficient life, but was plaqued by post-traumatic stress disorder from his two missions. "What's a Russian gunship doing here?"

Naomi Hunter+

COST: 4 No. 135 No. 422 No. 422 COST: 4
Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:

> "Nanomachines" LIFE: +10 every

5 COST (max. 200).

Description: "Nanomachines"

After use, heals 10 LIFE

every 5 COST,

up to a maximum of 200.

[Naomi Hunter]

During the Shadow Moses Incident, she was part of

the medical staff

supporting Snake via the

injection of

nanomachines, etc.

Nanomachines are virus-sized

microscopic machines,

various types of which are injected into the body.

Their functions include

acting as communication

devices, radar, and

protection against NBC

weapons.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me."

[Solid Snake]

A former member of the high-tech unconventional warfare unit FOXHOUND. Has an I.O. of 180. Fluent in 6 languages.

An expert in parachute jumping, scuba diving, and free climbing.

Has completed countless

dangerous missions,

earning him the title

"Legendary Hero."

In the Shadow Moses

incident, he was pressed

by his former

commander, Roy Campbell, into going into battle

one last time.

"What's a Russian gunship

doing here?"

Naomi Hunter

No. 135 COST: 7
Use: Use Pack: MGS1 COST: 7

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR

Singles Price: 1000 500

Upgrade Cost:

Card Text:

"Cure" LIFE: +10 every

5 COST (max. 200).

Description:

"Cure"

After use, heals 10 LIFE

every 5 COST,

up to a maximum of 200.

[Naomi Hunter]

A member of FOXHOUND's

medical staff, on loan

from ATGC.

Oversees the gene therapy

and enhancement of

FOXHOUND soldiers.

"Well, if you make it back

in one piece, maybe

I'll let you do a strip

search on me."

Meryl Silverburgh+ Meryl Silverburgh COST: 0 No. 423 No. 136 COST: 0 Pack: MGS1 Pack: MGS1 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 1500 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "Aegis" "Recuperate" User's COST 1/2 User's COST 1/2. Can't apply to move. Can't apply to move. Description: Description: "Aegis" "Recuperate" User's COST 1/2. User's COST 1/2. Cannot be applied to Cannot be applied to movement. movement. [Meryl Silverburgh] [Meryl Silverburgh] Roy Campbell's niece. Roy Campbell's niece. She was raised as a soldier Campbell too care of her after her father died from an early age, but she has no tactical in combat in the Gulf War. experience. On the day of the Shadow Moses incident, she was She has received a small deployed to FOXHOUND amount of gene therapy so that she is not as an emergency attracted to the opposite replacement and ended up getting caught in the "Just what I'd expect from the legendary Siolid Snake. "Just what I'd expect from You trying to sweep me the legendary Solid Snake. off my feet?" You trying to sweep me off my feet?" Gurlukovich Sld.+ Gurlukovich Sld. No. 424 COST: 4 No. 137 COST: 5 Use: Move Pack: MGS2 Use: Move Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 1000 Singles Price: N/A N/A 500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: Movement Card Movement Card Can move 5 BLKS. Can move 5 BLKS. Description: Description: Movement Card. Movement Card. Can move 5 blocks. Can move 5 blocks. [Gurlukovich Solider] [Gurlukovich Soldier] A band of Russian A band of Russian mercenaries led by mercenaries led by Sergei Gurlukovich. Sergei Gurlukovich. Armed with AKS74u's and they are made up of former Spetsnaz members. night vision goggles, "We need cover!" they raided a Marine vessel on the Hudson River. "No sign of the AWOL man. Nothing out of the ordinary found.

I need someone to fill this

Emma Emmerich+ Emma Emmerich No. 425 COST: 4 No. 139 COST: 7 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Cap: 4(0) Singles Price: 1500 Singles Price: N/A
Upgrade Cost: N/A Upgrade Cost: Upgrade Cost: N/A 500 Card Text: Card Text: "G. W." "Weak Knees" Total evasion next Total evasion next turn. All EQUIPMENT turn. All EQUIPMENT destroyed. destroyed. Description: Description: "G. W." "Weak Knees" Equip to use. Equip to use. EVADE all attacks. EVADE all attacks. All equipment is destroyed All equipment is destroyed when this is used. when this is used. Effect lasts until next turn. Effect lasts until next turn. [Emma Emmerich] [Emma Emmerich] She is the developer of the Stepsister of Otacon (Hal Emmerich). optical neuro A.I. named "G.W.," the only of its Nicknamed E. E. kind in the world. A specialist in computers, The Patriots have completed she designed the system Arsenal Gear, and have architecture of the their trump card "G.W. Big Shell. in place, thereby Afraid of water due to a ushering in their new world traumatic childhood experience. "I can't...I can't swim..." "No, it's not like that. I like glasses. And...there's this guy I liked who used to wear them..." Fortune+ Fortune No. 140 No. 426 COST: 8 COST: 10 Use: Equip Pack: SBST Use: Equip Pack: SBST Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Interfere: U:G D:- L:B R:B Interfere: U:G D:- L:B R:B Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 50000 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 2500 Card Text: Card Text: "Miracle" "E. M. Device" Evade 20 bullets. Evade 10 bullets. Equip to use. Equip to use. Description: Description: "Miracle" "E. M. Device" Equip to use. Equip to use. Expires after evading Expires after evading 10 shots. 20 shots. [Fortune] [Fortune] A former member of Dead A former member of Dead

Cell, the Navy SEALs'

Cell, the Navy SEALs'

counterterrorism training unit. Now part of the terrorist group Sons of Liberty. Her real name is Helena Dolph Jackson. Dolph Jackson.

"All our misfortune was -iust a part of their project!"

Vamp+

COST: 7 No. 141 No. 427 Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Interfere: U:B D:B L:B R:B Cap: 4(8) Icon: CHAR Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Surprise Attack" Adds 1/2 dmg. dealt to user's LIFE.

Description:

"Surprise Attack"

Adds 1/2 of the damage user

Adds 1/2 of the damage user deals to user's LIFE.

Equip to use.

of Liberty.

Effect expires after 3 turns.

[Vamp]

A former member of Dead Cell, the Navy SEALs' counterterrorism training unit. Now part of the terrorist group Sons

He is so tough he almost seems inhuman.

He calls Fortune "Queen." "Then, he is all mine."

Solid Snake (MGS2)+

COST: 4 No. 428 Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Interfere: U:R D:R L:R R:R Cap: 4(8) Icon: CHAR N/A N/A Singles Price: Upgrade Cost: Card Text:

training unit. Now part of the terrorist grown Sons of Liberty.

> She longs for death, but bullets and grenades

can't even touch her. Her name derives from her uncanny luck in battle.

"Since no one can kill me,

I may as well

kill everyone I can."

Vamp

COST: 7 Use: Equip Pack: MGS2

Ammo: N/A Rarity: Common

Interfere: U:B D:B L:B R:B Cap: 4(8) Icon: CHAR Singles Price: 1500 Upgrade Cost:
Card Text: 500

"Bloodsucker" Adds 1/2 dmg. dealt to user's LIFE. Equip to use.

Description:

"Bloodsucker"

deals to user's LIFE.

Does not affect explosives and universal attacks.

Does not affect explosives and universal attacks.

Equip to use.

Effect expires after 1 turn.

[Vamp]

A former member of Dead Cell, the Navy SEALs' counterterrorism

training unit. Now part of the terrorist group Sons of Liberty. With his superhuman

strength and agility, he can dodge bullets and slice through legions of enemies with his knife. "Unfortunately, hell had no

vacancies..."

Solid Snake (MGS2)

No. 142 COST: 7 Use: Equip Pack: MGS2

Ammo: N/A

Rarity: Common

Interfere: U:R D:R L:R R:R Cap: 4(8) Icon: CHAR Singles Price: 1500 Upgrade Cost: 1000

Card Text:

Lasts 90 COST. Lasts 70 COST. Equip to use. Equip to use. Description: Description: "HANG" "HANG" Equip to use. Equip to use. Expires after 90 COST. Expires after 70 COST. [Solid Snake] [Solid Snake] A member of "Philanthropy."

He along with Otacon is After the Shadow Moses He, along with Otacon, is incident, Snake joined the on the wated list as anti-Metal Gear a terrorist. organization "Philanthropy" He was confirmed to along with Otacon. have died while sinking Since then, he has the tanker in the Hudson participated in a number River. of extralegal extremist "Gives me infinite ammo." activities against the many Metal Gear variations being developed worldwide, including data collection and sabotage missions. "We're not tools of the government or anyone else. Fighting was the only thing I was good at, but... At least I always fought for what I believed in..." Iriqois Pliskin Iriqois Pliskin+ No. 429 COST: 4 No. 143 COST: 7 Use: Equip Pack: MGS2 Use: Equip Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:R D:B L:- R:-Interfere: U:R D:B L:- R:-Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR . СпАR N/A Singles Price: 1000 Singles Price: Upgrade Cost: N/A Upgrade Cost: 100 Card Text: Card Text: "Cigar" "Cigarettes" Reveals IR sensors. Reveals IR sensors. -1 LIFE per 1 COST -1 LIFE per 1 COST Equip to use. Equip to use. Description: Description: "Cigar" "Cigarettes" Equip to use. Equip to use. Makes infrared sensors Makes infrared sensors visible. visible. While equipped, LIFE While equipped, LIFE decreases decreases by -1 per COST. by -1 per COST. Effect expires after 6 turns. Effect expires after 3 turns. [Iroquois Pliskin] [Iroquois Pliskin] He was sent in to rescue Identifies himself as a the U.S. member of the SEAL 10 President, who was being team sent into the Big held prisoner in the Shell to rescue the ocean-based plant kidnapped President.

Supports Raiden alongside

"Hang"

"Hang"

"Big Shell." He has

```
identified himself as one
                                   Otacon.
of the SEAL10 members.
                                  "I don't care who you are,
He holds the rank
                                  kid. You don't point that
of lieutenant.
                                   thing at me."
"That suit -- are you
FOXHOUND?"
     Solidus Snake+
                                        Solidus Snake
No. 430 COST: 7 No. 144
Use: Use Pack: MGS2 Use: Use
                                  No. 144 COST: 8
Use: Use Pack: MGS2
Ammo: N/A
                                  Ammo: N/A
Rarity: Uncommon Foil
                                   Rarity: Uncommon
                                   SOLIDEYE
                                  Cap: 4(8) Icon: CHAR
Cap: 4(8) Icon: CHAR
Singles Price: N/A
                                  Singles Price: 6000
                     N/A
Upgrade Cost:
                                  Upgrade Cost:
                                                        2000
Card Text:
                                   Card Text:
    "Showdown"
                                        "Dual Blades"
    ATK:80 x 3
                                       ATK:70 x 3
    Machines unaffected.
                                       Machines unaffected.
Description:
                                   Description:
"Showdown"
                                   "Dual Blades"
Must be adjacent to target
                                   Must be adjacent to target
to use.
                                   to use.
ATK: 80X3
                                   ATK: 70X3
Ineffective against
                                   Ineffective against
                                   machines.
machines.
[Attack Area]
                                   [Attack Area]
                                   00000
00000
                                   00000
00000
                                   00000
00000
00100
                                   00100
00X00
                                   00X00
[Solidus Snake]
                                   [Solidus Snake]
One of the survivors of the
                                  The perfect Snake, balanced
"Les Enfants Terribles"
                                  in every way, neither
                                  solid nor liquid.
project.
                                  Also known as George Sears,
he was created from Big
Boss's genetic material.
                                   43rd President of the United
"What a pleasant surprise --
                                  States of America.
brother."
                                   Leads the armed
                                   group Sons of Liberty.
                                   "But now,
                                   you should die as
                                   the little Jackie boy
                                   I once knew."
   Mass-Produced RAY
                                   Metal Gear RAY
                                  No. 145 COST: 20 Use: Use Pack: SBST
No. 431
               COST: 20
                                  No. 145
Use: Use
              Pack: SBST
Ammo: N/A
                                   Ammo: N/A
Rarity: Rare Foil
                                  Rarity: Rare
                                   Unlock: Beat Story x2
Cap: 2(4) Icon: CHAR
                                  Cap: 2(4) Icon: CHAR
Singles Price:
                N/A
                                  Singles Price: 50000
                     N/A
                                   Upgrade Cost:
Upgrade Cost:
                                                        2500
Card Text:
                                   Card Text:
    "Missile"
                                        "Hydraulic Cutter"
     5 random attacks at
                                        ATK:250 to 1 x 5 area
```

Can't apply to move.

ATK:100

Can't apply to move. Description: Description: "Missile" "Hydraulic Cutter" Fires 5 shots against ATK: 250 to a 1X5 area. random targets. Cannot be applied to ATK: 100. movement. Cannot be applied to 00100 movement. 00100 [Mass-produced RAY] 00100 00100 A prototype redesigned by the Navy based on Metal 00100 Gear RAY. 00X00 Utilizing the artificial [Metal Gear RAY] intelligence "G.W." as their An amphibious anti-Metal Gear main control system, the multiple RAYs possess weapon developed in secret an advanced joint warfare by the U.S. Marines. capability that allows Later developed by the Army them to share for mass production. communications data with one Equipped with missiles and another. These RAYs have a vulcan cannons. Its mouth shorter tailpiece than the is armed with a hydraulic cannon. prototype. Jennifer+ Jennifer COST: 4 No. 146 No. 432 COST: 7 Pack: MGS2 Use: Use Pack: MGS2 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1000 N/A Upgrade Cost: Upgrade Cost: 100 Card Text: Card Text: "Humiliation" "Endure" User's added COST User's added COST is converted to dmg. converted to dmg. Description: Description: "Humiliation" "Endure" Converts each COST to user Converts each COST to user added from attacks added from attacks into 10 into 10 damage. damage. Effect lasts until next Effect lasts until next turn. turn. [Jennifer] [Jennifer] One of the hostages being One of the hostages being held in auditorium B1 held in auditorium B1 of of central wing 1 of central wing 1 "Big Shell." of "Big Shell." No taking pictures from For some reason, the plate under the desk. attached to the desk "You're Jennifer..." she's leaning against reads "35 25 37." Put her to sleep with the tranquilizer gun and... "My name is Jennifer!" Olga Gurlukovich+ Olga Gurlukovich COST: 4
Pack: MGS2 No. 147 COST: 7
Use: Use Pack: MGS2 No. 147 No. 433 Use: Use

Ammo: N/A

Ammo: N/A

Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: Singles Price: N/A 1500 Upgrade Cost: 1000 Upgrade Cost: N/A Card Text: Card Text: "Mother" "Reload" User draws 3 cards. User draws 3 cards. Description: Description: "Mother" "Reload" User draws three cards. User draws three cards. [Olga Gurlukovich] [Olga Gurlukovich] The daugher of ex-GRU The daughter of ex-GRU colonel Sergei colonel Sergei Gurlukovich, she is also a Gurlukovich. She was raised in the military soldier in his army. from an early age. She took part in the raid "I saw a man hiding under a on the tanker on the cardboard box." Hudson River to steal Metal Gear RAY. "Where it isn't due? When you watched my father die and did nothing?" Johnny Sasaki+ Johnny Sasaki No. 434 COST: 4 No. 148 COST: 7
Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 1500 Singles Price: N/A Singles Price: 1500 N/A Upgrade Cost: Upgrade Cost: 1000 Card Text: Card Text: "Stomach Cramp" "Half-Naked" Discard all cards Discard all cards and draw 6 new ones. and draw 6 new ones. Description: Description: "Stomach Cramp" "Half-Naked" Destroys all cards in hand Destroys all cards in hand and draws 6 new ones. and draws [Johnny Sasaki] 6 new ones. A former Genome Soldier. He [Johnny Sasaki] was holed up in the One of the Genome Soldiers toilet of auditorium assigned to Shadow Moses B1 of central wing 1 of Island. "Big Shell," He had his uniform stolen and refused to come out. by a female prisoner. "To come all the way to New Since then, it's been one misfortune after another, York just to get hit with a bowel attack... from getting the runs to what luck..." letting the intruder escape on his watch. "Boy oh boy. That woman is built, all right." Raiden+ Raiden COST: 4 No. 149 COST: 7 No. 435 Use: Use Pack: MGS2 Use: Move Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR

Singles Price:	N/A	Singles Price:	2000
Upgrade Cost:	N/A	Upgrade Cost:	1500
Card Text:		Card Text:	
"Naked"		"Rolling"	
Move 3 BLKS fo	rward.	Move 3 BLKS fo	orward.
Ignore pits al	ong way.	Ignore pits a	long way.
Description:		Description:	
"Naked"		"Rolling"	
Move 3 blocks forwa		Move 3 blocks forward	
Pass over any gaps in between.	in floor	Pass over any gaps in between.	in floor
Knocks down all liv	ing	Knocks down all li	ving
targets in the way.		targets in the way	•
[Raiden]		[Raiden]	
He was raised as a		A soldier and member	_
from an early age i	n the	FOXHOUND, trained	
Liberian Civil War.		simulations. Under	
he has been called,		command of the "Co.	
among other things,		he infiltrates the	=
"White Devil"		His real name is Jo	
and "Jack the Rippe		"This is Snake. I	
"Colonel What are y	ou	inside Strut A of	Shell 1."
keeping from me!"			
Gurlugon+	000F 10	Gurlugon	go == ==
	COST: 10	No. 150	COST: 7
	ck: SBST	Use: Use Pa	ack: SBST
Ammo: N/A		Ammo: N/A	
Rarity: Uncommon Fo	11	Rarity: Uncommon	
NO LINK BATTLE	CHAD	G	CIIAD
Cap: 2(4) IC		Cap: 2(4)	
Singles Price: Upgrade Cost:	N/A N/A	Singles Price: Upgrade Cost:	2000
Card Text:	N/A	Card Text:	2000
"Another Dimen	sion"	"Monster Beam	ı
Add 20 COST to		Add 15 COST to	
living enemies	_	living enemie	
in area.		in area.	
Description:		Description:	
"Another Dimension"		"Monster Beam"	
COST+20		COST +15	
to living enemies w	ithin	to living enemies	within
range.		range.	
*Cannot be used in		[Gurlugon]	
LINK BATTLE mode.		A monster from ano	ther
[Gurlugon]		dimension that	
A monster from anot	her	appeared without	
dimension that appe	ared	warning at the	
without warning at	the	Big Shell. Using th	ne
Big Shell.		Koppelthorn engine	,
Getting hit by the		the VR system is	
Gurlugon's Monster	Beam	somehow able to	
renders the victim	unable	transcend ordinary	
to move for a short	time.	space,	
		and "peek" into a p	parallel
		universe that match	
		the parameters it	is
		given.	
		Since this data is	
		fed to the VR syste	em in

the form of virtual space, its observations and interference allow the Gurlugon to exist as a singularity in the virtual enfironment.

Solid Snake (MG)+ Solid Snake (MG) No. 152 COST: 8 No. 437 COST: 4 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 2000 N/A Upgrade Cost: Upgrade Cost: 1500 Card Text: Card Text: "Escape" "Infinity Bandana" Used weap. return Used weap. returns to to hand; lasts hand; lasts 20 COST. 30 COST. Equip to use. Description: Description: "Escape" "Infinity Bandana" Equip to use. Equip to use. Used EQUIP type weapons Used EQUIP type weapons return to the user's hand. return to the user's Expires after 30 COST. hand. [Solid Snake] Expires after 20 COST. A new recruit in FOXHOUND, [Solid Snake] sent to infiltrate the A new recruit in FOXHOUND, sent to infiltrate the fortress nation Outer fortress nation Outer Heaven and destroy Metal Heaven and destroy Metal Gear, a nuclear-armed bipedal walking Gear, a nuclear-armed tank being developed there. bipedal walking tank The code name for the Outer being developed there. Heave mission is The code name for the Outer "OPERATION INTRUDE N313," Heaven mission is "This is Solid Snake. "OPERATION INTRUDE N313." Respond, please..." "This is Solid Snake. Respond, please..." Machinegun Kid+ Machinegun Kid No. 438 COST: 4 No. 154 Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common

COST: 6 Use: Equip Pack: CHRN Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1000 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "Barrage" "Gun Belt" Can use all bullets Can use all bullets for assault rifle for assault rifle and SMG. and SMG. Description: Description: "Gun Belt" "Barrage" Makes all assault rifle and Makes all assault rifle and submachine gun bullets submachine gun bullets usable. usable.

```
Fire Trooper+
                                      Fire Trooper
                           No. 155 COST: 6
No. 439 COST: 7
Use: Use
             Pack: CHRN
                                Use: Use Pack: CHRN
Ammo: N/A
                                Ammo: N/A
Rarity: Common Foil
                                Rarity: Common
Cap: 4(8) Icon: CHAR
                                Cap: 4(8) Icon: CHAR
Singles Price: N/A
Upgrade Cost: N/A
                                Singles Price:
                                                   1500
                                Upgrade Cost:
               N/A
                                                   1000
Card Text:
                                Card Text:
    "Flamethrower"
                                     "Flamethrower"
    ATK:150
                                     ATK:120
    HIT:85%
                                     HIT:85%
    Area; BURN.
                                     Area; BURN.
Description:
                                Description:
"Flamethrower"
                                "Flamethrower"
Anti-armor;
                                Anti-armor;
USE type
                                USE type
                                 ATK: 120
ATK: 150
HIT: 95%
                                HIT: 85%
Notes: Area attack; BURNS.
                                Notes: Area attack; BURNS.
[Attack Area]
                                [Attack Area]
00000
                                 00000
                                 00100
00100
01110
                                 01110
11111
                                11111
00X00
                                 00X00
   Metal Gear+
                                  Metal Gear
No. 440 COST: 15 No. 156 COST: 20
          Pack: CHRN
                                              Pack: CHRN
Use: Use
                                Use: Use
Ammo: N/A
                                Ammo: N/A
Rarity: Rare Foil
                                Rarity: Rare
Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 20000
Singles Price: N/A
                               Singles Price: 20000
                                                    2500
Upgrade Cost:
                   N/A
                               Upgrade Cost:
Card Text:
                                Card Text:
    "Vulcan Cannon"
                                    "Vulcan Strafe"
    ATK:30 to all targets
                                     ATK: 30 to all targets
    BLEEDING.
                                    BLEEDING.
    Can't apply to move.
                                     Can't apply to move.
                                Description:
Description:
"Vulcan Cannon"
                                 "Vulcan Strafe"
                                ATK: 30 to all targets.
ATK: 30 to all targets.
Makes targets BLEED.
                                Makes targets BLEED.
Cannot be applied to
                                Cannot be applied to
                                movement.
movement.
[Metal Gear TX-55]
                                [Metal Gear TX-55]
A doomsday weapon being
                                A doomsday weapon being
developed in secret in the
                                developed in secret in the
fortress nation Outer
                                fortress nation Outer
Heaven.
                                Heaven. Its design is
It was designed by
                                shrouded in mystery.
Dr. Petrovich Madnar.
      Running Man+
                                       Running Man
         COST: 4 No. 157 COST: 4
No. 441
                                Use: Move Pack: ULMT
Use: Move Pack: ULMT
Ammo: N/A
                                Ammo: N/A
```

Rarity: Common

Rarity: Common Foil

Unlock: Arena Hard x6 Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: Singles Price: N/A 2000 Upgrade Cost: N/A Upgrade Cost: 1500 Card Text: Card Text: "Out of Breath" "Now That's Fast" Movement Card Movement Card Can move 8 BLKS Can move 7 BLKS Description: Description: "Out of Breath" "Now That's Fast" Movement Card Movement Card. Can move 8 blocks. Can move 7 blocks. [Running Man] [Running Man] The swiftest mercenary in The swiftest mercenary in the world. the world. He floods the He floods the room with room with nerve gas nerve gas and attacks. and attacks. "...pant...pant...Hat's "...pant...pant... How's that? Pretty fast, aren't I?" Pretty fast, aren't I?" Solid Snake (MG2)+ Solid Snake (MG2) No. 158 COST: 7 No. 442 COST: 7 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 5(X) Icon: CHAR Singles Price: 2000 Singles Price: N/A N/A Upgrade Cost: Upgrade Cost: 1500 Card Text: Card Text: "Execute Mission" "Legendary Hero" Max. LIFE +200 when Max. LIFE +100 when equipped. equipped. Equip to use. Equip to use. Description: Description: "Legendary Hero" "Execute Mission" Equip to use. Equip to use. Increases user's maximum Increases uer's maximum LIFE by 100. LIFE by 200. [Solid Snake] [Solid Snake] After "OPERATION INTRUDE In the late 90's, N313," Snake left FOXHOUND Zanzibar Land, and went to work for the a small country on the edge of the Middle East, However, he soon became was taken over dissatisfied with the in a military coup. system and left them as At the same time, well. His real name and Dr. Kio Marv, nationality are a Czech biologist and the closely-guarded national inventor if OILIX, secrets, and remain a microbe capable unclear. He is 178cm tall, of refining high-grade and weighs 75kg. petroleum, was kidnapped "This is Snake...I've by agents of Zanzibar Land. reached the Solid Snake was infiltration point." dispatched to single-handedly infiltrate Zanzibar Land and rescue the kidnapped

scientist. The missions's code name is "OPERATION INTRUDE FO14." "This is Snake... I've reached the infiltration point." Chris Jenner No. 443 COST: 4 No. 159
Use: Equip Pack: CHRN Use: Equi COST: 4 Use: Equip Pack: CHRN Ammo: N/A Cap: 4(8) Icon: CHAR Rarity: Common Singles Price: 1000 Upgrade Cost: 500 Card Text: "Still Standing" Converts KDWN to 20 damage. Equip to use. Description: "Still Standing" Equip to use. When equipped, the user will take 20 damage instead of being knocked down. Effect expires after 10 turns. Effect expires after 5 turns. [Chris Jenner] A member of the Delta Force. A member of Delta Force with the rank of sergeant. Her unit is sent to capture the fortress of Galuade but all except Chris are slain, and she teams up with Solid Snake. chris appears to have a top-secret mission of her own. "Right!"

into combat at the Galuade Fortress. She appears to have a top-secret mission of her own. "...I simply couldn't say anything..."

Chris Jenner+

Cap: 4(8) Icon: CHAR

Singles Price: N/A
Upgrade Cost: N/A

"Solo Mission"

10 damage.

Converts KDWN to

When equipped, the user will

She provided information

Equip to use.

Description:

Equip to use.

mode.

"Night Assault"

from the rear, but was sent

take 10 damage instead

of being knocked down.

Rarity: Common Foil

Ammo: N/A

Card Text:

Description:

"Solo Mission"

[Chris Jenner]

support

Equip to use.

Marrionette Owl+ Marrionette Owl No. 444 COST: 4 No. 160 COST: 6 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:- L:R R:R Interfere: U:- D:- L:R R:R Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "Night Assault" "Night Eyes" Visual x 2 in Search Visual x 2 in Search Mode. Lasts 50 COST Mode. Lasts 30 COST

Description: "Night Eyes" Equip to use. Visual rangeX2 in search Visual range X2 in search mode.

Equip to use.

Expires after 50 COST. Expires after 30 COST. [Marionette Owl] [Marionette Owl] A member of the mercenary A member of the mercenary group Black Chamber. group Black Chamber. he is a nocturnal He carries two bunraku puppets with him. combat specialist, able to Osan, while the white one is named Kohal. see in the dark like an owl. His unusual body chemistry makes "What nice lines your his eyes shine like a clavicles have, Snake." cat's in the dark, so he wears goggles. "No use hiding in the shadows... My eyes are as big as an owl's and I see you standing there..." Viper COST: 4 No. 161 Viper+ COST: 4 No. 445 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Password: Viper Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 N/A Upgrade Cost: Upgrade Cost: 500 Card Text: Card Text: "Vengeance" "Booby Trap" Destroys 1 target Destroys 1 target assault rifle. assault rifle. Attaches to weapon. Attaches to weapon. Description: Description: "Vengeance" "Booby Trap" Attaches to weapon Attaches to weapon. (EQUIP type weapons only). (EQUIP type weapons only) One rifle card in targets hand One rifle card in targets hand is destroyed upon is destroyed upon a successful hit. a successful hit. Effect expires after Effect expires after equipped weapon equipped weapon is used 6 times. is used 3 times. [Black Art Viper] [Black Art Viper] group Black Chamber. the mercenary group It may be because of his Black Chamber. rivalry with Snake, A mere touch from but he has taken the Viper's hands causes enemies to explode, name "Viper." "We survivors have sworn earning him the appellation "Black Art." revenge... and I have chosen this He is plotting his land." vengeance against FOXHOUND and Solic Snake, but his true motives remain a mystery. "I made a promise to you, and now is the time for you to die."

Pyro Bison+	Pyro Bison		
No. 446 COST: 8	No. 162 COST: 7		
Use: Use Pack: CHRN	Use: Use Pack: CHRN		
Ammo: N/A	Ammo: N/A		
Rarity: Common Foil	Rarity: Common		
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR		
Singles Price: N/A	Singles Price: 1500		
Upgrade Cost: N/A	Upgrade Cost: 1000		
Card Text:	Card Text:		
"Flamethrower"	"Flamethrower"		
ATK:160	ATK:140		
HIT:85%	HIT:80%		
Area; BURN.	Area; BURN.		
Description:	Description:		
"Flamethrower"	Flamethrower: Anti-armor;		
ATK: 160.	USE type		
HIT: 85%.	ATK: 140		
Notes: Area attack; BURNS.	HIT: 80%		
[Attack Area]	Notes: Area attack; BURNS.		
01110	[Attack Area]		
01110	00000		
01110	01110		
01110	01110		
00X00	01110		
[Pyro Bison]	00X00		
One of the members of the	[Pyro Bison]		
Black Chamber mercenary	A member of the mercenary		
company.	group Black Chamger.		
He has an unusual obsession	With his giant size,		
with fire.	he can easily handle a		
"What do you think?	flamethrower.		
Beautiful, ain't it?"	The fuel it uses is a		
	special mixture		
	prepared by Bison himself.		
	On occasion, he can even		
	fly.		
	"Every human being burns		
	<pre>differently, did you know that?"</pre>		
	chat:		
Metal Gear Gander+	Metal Gear Gander		
No. 447 COST: 20	No. 163 COST: 20		
Use: Use Pack: CHRN	Use: Use Pack: CHRN		
Ammo: N/A	Ammo: N/A		
Rarity: Rare Foil	Rarity: Rare		
Cap: 2(4) Icon: CHAR	Cap: 2(4) Icon: CHAR		
Singles Price: N/A	Singles Price: 20000		
Upgrade Cost: N/A	Upgrade Cost: 2500		
Card Text:	Card Text:		
"Missile Pods"	"Guided Missile"		
5 random attacks at	5 random attacks at		
ATK:150.	ATK:100.		
Can't apply to move.	Can't apply to move.		
Description:	Description:		
"Missile Pods"	"Guided Missile"		
Fires 5 shots against	Fires 5 shots against		
random targets.	random targets		
ATK: 150.	with ATK: 100.		
Cannot be applied to	Cannot be applied to		
movement.	movement.		

[Metal Gear GANDER] Developed by the United States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. It is stored in repair shop B100F, but it is possible to inflict a tiny amount of damage to it witha grenade in B99F.

## Ideaspy 2.5+

COSI.
Pack: CHRN COST: 4 No. 164 No. 448 Use: Use Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A Card Text:

"Discount"

All cards cost 1/2 for

5 turns.

Description:

"Discount"

All of user's cards can be

at 1/2 COST for 5 turns after using this.

However, after 5 turns, 1/2 of the total COST of

all cards used is added to the user's COST.

[IdeaSpy 2.5]

The ace of IdeaSpy, a

top-secret team

assembled by the FBI.

He went to IdeaSpy Academy with "Call Now," but she now hates him because of a certain incident. "These colored contact

lenses are actually incredibly small bombs.

They are set to detonate

with the slightest shock."

[Metal Gear GANDER] Developed by the United States, but seized by the Gindra Liberation Front and transported to the fortress of Galuade. Armed with a railgun, 2 vulcan cannons, and 6 guided missile pods. It also carries 2 flying pods that attack independently. In addition, it is equipped with a satellite datalink-based nuclear missile launch system.

## Ideaspy 2.5

No. 164 COST: 6
Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR Singles Price: 1000 500 Upgrade Cost:

Card Text:

"Inexplicable"

All cards cost 1/2 for

5 turns.

Description:

"Inexplicable"

Usage COST of all of user's

cards is halved for

5 turns

after use. However, after

5 turns,

half of the overall COST of the cards used is added

to the user.

[IdeaSpy 2.5]

The ace of IdeaSpy, a

top-secret team

assembled by the FBI.

Uses his arsenal of

mail-order Idea gadgets,

such as "Warming Shoes"

and "color contact

lens-type micro-miniature

bombs" to get out of

one tight spot after

another.

He has a long history with

his colleague 714.

Also a bit of a coward.

To the left of the photo is his "special friend,"

Call Now.

"One day, the people of this city won't need

us anymore.

They'll be able to walk on their own feet. That's what I tell myself."

Gillian Seed+ COST: 5 No. 165 COST: 8 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Cap: 2(4) Icon: CHAR Singles Price: Upgrade Cost: N/A N/A Card Text: "JUNKER" HIT:100% Shooting COST +5

Description: "JUNKER" Attaches to weapon (EQUIP type weapons only). HIT:100% Shooting COST+5. Effect expires after equipped weapon is used 1 time. [Gillian Seed] Lost his memory three years His past is shrouded deep in mystery. He has been

separated for the past

his wife, Jamie Seed.

That's a weird name."

two years from

"Metal Gear, huh?

No. 450 COST: 4 Use: Use Pack: CHRN Ammo: N/A

Mika Slayton+

Rarity: Common Foil

Cap: 4(8) Icon: CHAR N/A Singles Price: Upgrade Cost: N/ACard Text:

"Support"

User discards 2 cards.

Ally draws 3. Description:

"Support"

User discards 2 cards from

hand

Ally draws 3 cards. [Mika Slayton]

Gillian Seed

Use: Equip Pack: CHRN

Ammo: N/A Rarity: Common

Cap: 2(4) Icon: CHAR Singles Price: 2000 Upgrade Cost: 1500

Card Text:

"Shooting Trainer"

HIT:100%

Shooting COST +10 Attaches to weapon.

Description:

"Shooting Trainer" Attaches to weapon

(EQUIP type weapons only)

HIT: 100%

Shooting COST +10 Effect expires after equipped weapon is used 1 time. [Gillian Seed]

Lost his memory three years

His past is shrouded deep in mystery. Separated for the past two years from

his wife, Jamie Seed. After undergoing special training in the army,

he is assigned to Neo Kobe City

as a Runner for JUNKER. "Metal Gear, huh? That's a

weird name."

Mika Slayton

No. 166 COST: 6
Use: Use Pack: CHRN

Ammo: N/A Rarity: Common

Password: Mika Cap: 4(8) Icon: CHAR

Singles Price: 1000 Upgrade Cost: 500

Card Text:

"Support"

User discards 2 cards.

Ally draws 3.

Description:

"Support"

User discards 2 cards from

hand

Ally draws 3 cards. [Mika Slayton]

Receptionist and operator Receptionist and operator for JUNKER. for JUNKER. Part Japanese and part After graduation, she Jewish, she holds a worked in the Kobe Crime Research Lab prior degree in criminal psychology and municipal to joining the JUNKER data management from Agency. Kobe City University. "Mr. Gillian Seed? "Gillian Seed? Forgive me." Forgive me." Metal Gear D(revised) Metal Gear Mk-II No. 167 COST: 4
Use: Use Pack: CHRN No. 451 COST: 15 Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Rare Rarity: Rare Foil SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 20000 Upgrade Cost: Upgrade Cost: 2500 N/A Card Text: Card Text: "Vulcan Cannon" "Data Processing" ATK:200 to area. Arranges cards in Can't apply to move. hand by type. Description: Description: "Vulcan Cannon" "Data Processing" Area ATK: 200. Sorts cards in hand by type. Cannot be applied to From left to right: SUPPORT, ACTION, ITEM, CHARACTER, movement. 1010101 WEAPON. [METAL GEAR MK-II] 0101010 Gillian Seed's personal 1010101 0101010 navigator. Navigators 1010101 are designed to facilitate JUNKER's investigative 000X000 [Metal Gear D (revised)] activities. Designed by Dr. Petrovich Their primary functions include control analysis, Madnar. Its weak point is its Leg. memory, and communication. Height: 980mm Length: 310mm Width: 530mm (including monitor) Weight: 50kg Monitor: 10 inch Storage Capacity: 40 liters Designer: Harry Benson "My name is Metal Gear Mk-II, and I will be your support for the mission." Jonathan Ingram+ Jonathan Ingram COST: 0 No. 452 COST: 0 No. 168 Use: Use Use: Use Pack: ULMT Pack: ULMT Ammo: N/A Ammo: N/A

Rarity: Rare

NO LINK BATTLE

Cap: 2(4) Icon: CHAR

Singles Price: 5000

NO LINK BATTLE
Cap: 2(4) Icon: CHAR
Singles Price: N/A

Rarity: Rare Foil

Upgrade Cost: N/A	Upgrade Cost: 2500	
Card Text:	Card Text:	
"Adapter"	"Solution"	
User's current COST	User's current COST	
reduced by 20.	reduced by 15.	
Can't apply to move.	Can't apply to move.	
Description:	Description:	
"Adapter""	"Solution"	
User's current COST-20.	User's current COST -15.	
Cannot be applied to	Cannot be applied to	
movement.	movement.	
*Cannot be used in	*Cannot be used in	
LINK BATTLE mode.	LINK BATTLE mode.	
[Jonathan Ingram]	[Jonathan Ingram]	
One of the original cops in	Age 30	
the Policenauts.	(birth record lists as 55).	
Now working as a kind of	A former Policenaut with	
negotiator in OLA.	the LAPD.	
"Ah, my best friend!"	Set adrift in space for 25	
mi, my best illend:	years as a result of an	
	accident with the	
	experimental EMPS Yuri; as	
	a result, he is afflicted by	
	cosmophobia.	
	"Yeah, the best friend a	
	guy could have!"	
Tony Redwood+	Tony Redwood	
No. 453 COST: 15	No. 169 COST: 10	
Use: Use Pack: CHRN	Use: Use Pack: CHRN	
Ammo: N/A	Ammo: N/A	
Rarity: Uncommon Foil	Rarity: Uncommon	
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR	
Singles Price: N/A	Singles Price: 2500	
Upgrade Cost: N/A	Upgrade Cost: 1000	
Card Text:	Card Text:	
"Frozener"	"Mr. Goddard"	
All HITs 100%	All HITs 100%	
Lasts 2 turns.		
	Lasts 1 turns.	
Description:	Description:	
"Frozener"	"Mr. Goddard"	
sets HIT rate of all players	Sets HIT rate of all	
on stage to 100%.	players to 100%.	
Lasts for 2 turns.	Lasts for 1 turn.	
[Tony Redwood]	[Tony Redwood]	
A member of BCP's Advanced	A member of BCP's Advanced	
Police unit. He is a	Police unit. His nickname,	
"Frozener," born by	"Mr. Goddard,"	
incubating a	derives from his	
cryogenically-frozen	unparalleled prowess	
fertilized egg.	inside an EMPS,	
Roughly 30% of the AP and	"It might not make sense to	
Army are made up	the folks back home,	
of these "Frozeners."	but for me,	
"It might not makes sense to	the Beyond is home."	
the folks back home,		
but for me, the Beyond		

No. 454 No. 170 COST: 4 COST: 7 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Password: Karen Icon: CHAR Cap: 4(8) Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "Transfuse blood" "Scoop" Ally discards 2 cards. Ally discards 2 cards. user draws 3. user draws 3. Description: Description: "Scoop" "Transfuse Blood" Ally discards 2 cards from Ally discards 2 cards from hand. hand. User draws 3 cards. User draws 3 cards. [Karen Hojo] [Karen Hojo] Jonathan's ex-wife, and the Jonathan's ex-wife, and the daughter of Lorraine Hojo. daughter of Lorraine Hojo. A popular newscaster for A popular newscaster for the BBC. the BBC. Her mother and father never She suffers from aplastic stopped fighting with her anemia, and is waiting for a bone marrow about Jonathan, who they never liked. donor. "Your daughter, Karen." "Your daughter, Karen." Ed Brown+ Ed Brown COST: 8 No. 171 COST: 12 No. 455 Use: Use Pack: CHRN Pack: CHRN Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 1000 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Forced Retirement" "Gun Shy" All REA blocked for All reaction blocked 5 turns. for 3 turns. Description: Description: "Forced Retirement" "Gun Shy" Blocks REA of all players Blocks REA of all players on stage. on stage. Lasts for 5 turns. Lasts 3 turns. [Ed Brown] [Ed Brown] Occupies a corner office at A former policenaut, and a BCP as head of the dyed-in-the-wool cop. Like Vice Squad. Jonathan, he was with the After being in the L.A. LAPD. Now occupies a corner Bomb Squad for a year, he was transferred to office at BCP as head the Narcotics division. of the Vice Squad. "The Ed you know is 30 years After that, he went on to BEYOND with younger." Jonathan. "The Ed you know is 30 years younger."

Jehuty+

Jehuty

No. 456 No. 172 COST: 12 COST: 15 Use: Use Use: Use Pack: ULMT Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare NO LINK BATTLE Password: Jehuty Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 100000 Upgrade Cost: Upgrade Cost: N/A 2500 Card Text: Card Text: "Vector Cannon" "Burst Shot" All equipment effects All equip. and effects reset to default state. reset to default state. Description: Description: "Vector Cannon" "Burst Shot" Returns all equipment and Returns all equipment and effects to their original effects to their original settings. settings. \*Cannot be used in [Jehuty] LINK BATTLE mode. An orbital frame designed [Jehuty] as part of the Martian An orbital frame designed as anti-Earth movement's part of the Martian Arman Project. anti-Earth movement's It employs metatron, a Arman Projects. multipurpose ore found on Jehuty is also furnished the Jovian moon of with ADA, an independent Callisto, as its main power combat support unit source. that customizes and Its right arm is normally enhances the frame equipped with a blade according to the Runner's or a shot. Jehuty is also furnished personal traits and combat with ADA, experience. an independent combat support unit that customized and enhances the frame according to the Runner's personal traits and combat experience. ADA+ ADA COST: 8 No. 457 COST: 4 No. 173 Pack: CHRN Pack: CHRN Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 Singles Price: N/A 500 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: "Implant" "Combat AI" All moves COST 1 All moves COST 1 for 5 turns. for 3 turns. Description: Description: "Implant" "Combat AI" All of user's movement COST All of user's movement Cost set to 1. set to 1. Lasts for 5 turns. Lasts for 3 turns. [ADA] [ADA] An independent combat An independent combat support unit. support unit

It is a thining machine whose abilities are a cut above other battle

computers.

ADA takes into account such factors as the Runner's personality, environmental conditions, and the number and type of enemies. "It is hopeless, but you have no other choice."

that provides voice-based assistance to Runners. "It is hopeless, but you have no other choice."

GRU Soldier+

No. 458 COST: 6 No. 174
Use: Move Pack: MGS3 Use: Move

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR Singles Price: N/A N/A Upgrade Cost: Card Text:

> Movement Card Can move 5 BLKS.

Description: Movement Card. Can move 5 blocks. [GRU Soldier]

GRU is the intelligence wing of the Soviet General Staff.

Ocelot Unit+

No. 459 COST: 4 No. 175
Use: Move Pack: SBSS Use: Move
Ammo: N/A

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:

Movement Card

Can move 7 BLKS.

Description: Movement Card. Can move 7 blocks. [Ocelot Unit]

An elite GRU unit headed by Ocelot under the command of Colonel Volgin.

"Move move, move!"

Major Zero+

No. 460 COST: 4 No. 176

Pack: MGS3 Use: Equip

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

GRU Soldier

No. 174 COST: 4
Use: Move Pack: MGS3

Ammo: N/A Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500

Card Text:

Movement Card Can move 4 BLKS.

Description: Movement Card. can move 4 blocks. [GRU Soldier]

GRU is the intelligence

wing of the

Soviet General Staff.

Ocelot Unit

No. 175 COST: 4
Use: Move Pack: SBSS COST: 4

Ammo: N/A

Rarity: Common

Cap: 2(4) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500

Card Text:

Movement Card Can move 6 BLKS.

Description: Movement Card. Can move 6 blocks. [Ocelot Unit]

An elite GRU unit headed by Ocelot under the command of Colonel Volgin.

"Move, move, move!"

Major Zero

COST: 10 Pack: MGS3

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500

Card Text: Card Text: "Fox Command" "Active Sonar" All enemies appear All enemies appear on display on display Equip to use. Equip to use. Description: Description: "FOX Command" "Active Sonar" In search mode, makes all In search mode, makes all enemies appear on enemies appear on display. display. Lasts for 1 turn. Lasts for 3 turns. Equip to use. Equip to use. [Major Zero] [Major Zero] The commander of FOX, a The commander of FOX, a covert unit in CIA's covert unit in CIA's planning division. planning division. Assigns himself the call His real name is David Oh, sign "Major Tom" during and he is a former the Virtuous Mission. member of the SAS. He is the one who conceived and founded FOX. He is deeply attached to drinking tea, especially "Is that clear? This kind of his afternoon tea. sneaking around is the FOX He is the chairman of the unit's specialty." unofficial CIA organization "The UMA Hunt Club." "No...just, every time I think of that face, it makes me furious. Doesn't it make you?" V.B. Volgin+ V.B. Volgin No. 461 COST: 4 No. 177 COST: 4 Use: Use Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR N/A Singles Price: 1000 Singles Price: N/A 500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Thunderbolt" "Bullet Punch" Two handgun cards Own handgun card in target's hand are in target's hand are destoryed on a hit. destoryed on a hit. Description: Description: "Bullet Punch" "Thunderbolt" Attaches to weapon Attaches to weapon. (EQUIP type weapons only). (EQUIP type weapons only) Two handgun cards in targets One handgun card in targets hand is destroyed upon hand is destroyed upon a successful hit. a successful hit. Effect expires after Effect expires after equipped weapon equipped weapon is used 3 times. is used 6 times. [Yevgeny Borisovitch Volgin] [Yevgeny Borisovitch Volgin] A KGB colonel, his code He belongs to Brezhnev's name in the West is faction. "Thunderbolt." His body holds a charge of 10 million volts, allowing His body carries a him to alter the trajectories constant electric charge

of enemy bullets. which causes nearby firearms to explode. He is a sadist, taking He can fire a bullet simply pleasures in tormenting by holding it between others. "Sokolov isn't worth your his fingers. love. "Kuwabara... Kuwabara..." You can entertain me until the rain stops." N.S. Sokolov+ N.S. Sokolov No. 178 COST: 4 COST: 4 No. 462 Pack: MGS3 Use: Equip Pack: MGS3 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Rarity: Common Foil Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 1500 N/A N/A Upgrade Cost: Upgrade Cost: 500 Card Text: Card Text: "Conscience" "Power of Science" Anti-armor ATK +10 +10 Anti-armor ATK Attaches to weapon. Attaches to weapon. Description: Description: "Conscience" "Power of Science" Attaches to weapon. Attaches to weapon (EQUIP type weapons only). (EQUIP type weapons only) Anti-armor ATK+10. Anti-armor ATK +10. Effect expires after Effect expires after equipped weapon equipped weapon is used 4 times. is used 2 times. [Nikolai Stephanovitch [Nikolai Stepanovitch Sokolov] Sokolov] The head of OKB-754. He The world's most preeminent became fearful of his developer of rocket engines. own creation, the Shagohod, Humanity's first manned and fled the Soviet Union, space flight was a success but was sent back as part largely attributable of a deal to end the to his Al Rocker Cuban Missile Crisis. multi-engine cluster. "It means he's a man of his "And then the age of fear word." will truly begin..." The Boss+ The Boss No. 463 COST: 9 No. 180 COST: 8 Use: Equip Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: CQC Rarity: Rare Foil Rarity: Rare Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: TRI N/A Singles Price: 20000 Singles Price: N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: "The Joy" "Mother of Special Trigger automatically. Forces" ATK + 30.Random technique. Links to CQC. Used with equip. CQC. Description: Description: "Mother of Special Forces" "The Joy" Triggered Automatically. Attack vs. forward adjacent ATK+30. block. Links to CQC attacks. Executes a random technique. [The Boss] Used in combination with an

Special Forces".	Must be adjacent to target		
Leads the Cobra Unit.	to use.		
She along with Major Zero,	[The Boss]		
are responsible	Snake's mentor, known as the		
for starting the SAS.	"mother of Special Forces."		
She was Naked Snake's	She is the leader of the		
mentor.	Cobra Unit, a group		
"To make the world one	assembled from the best		
again."	and brightest from around		
again.	the globe.		
	she is also a expert in		
	close-quarters combat,		
	and has personally		
	devised a number of		
	hand-to-hand techniques.		
	"Drift away. My place is		
	with them now."		
	with them now.		
The Fury+	The Fury		
No. 464 COST: 7	No. 181 COST: 6		
Use: Use Pack: MGS3	Use: Use Pack: MGS3		
Ammo: N/A	Ammo: N/A		
Rarity: Common Foil	Rarity: Common		
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR		
Singles Price: N/A	Singles Price: 2000		
Upgrade Cost: N/A	Upgrade Cost: 1000		
Card Text:	Card Text:		
"The Fury"	"Flamethrower"		
ATK:80	ATK: 60		
HIT:95%	HIT:90%		
Area; BURN.	Area; BURN.		
Description:	Description:		
"The Fury": Anti-armor; USE	Flamethrower: Anti-armor;		
type	USE type		
ATK: 80.	ATK: 60		
HIT: 95%.	HIT: 90%		
Notes: Area attack; BURNS.	Notes: Area attack; BURNS.		
[Attack Area]	[Attack Area]		
00100	00000		
01110	00100		
01110	01110		
01110	01110		
00X00	00X00		
[The Fury]	[The Fury]		
A surviving member of the	One of the surviving		
Cobra Unit.	members of the		
He wears a special	Cobra Unit. Wields a		
flame-retardant Soviet-made	flamethrower.		
space suit, and burns up	He went into space as an		
everything he encounters	astronaut, but was		
with a poweful rocket	engulfed in flames during		
fuel flamethrower.	reentry and received severe		
"My flame suit is ripped!"	burns over his entire body.		
	He no longer feels any		
	pain.		
	"Fury. A great and terrible		
	fury at being alive."		

Known as the "mother of equipped CQC card.

Shagohod+ Shagohod

No. 465 No. 182 COST: 20 COST: 20 Use: Use Use: Use Pack: SBSS Pack: SBSS Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 50000 Upgrade Cost: N/A Upgrade Cost: 5000 Card Text: Card Text: "Machinegun" "Vulcan Strafe" ATK:200 ATK:250 to 9 x 9 area. to  $9 \times 9$  area. Can't apply to move. Can't apply to move. Description: Description: "Machine Gun" "Vulcan Strafe" ATK: 250 ATK: 200 to a 9X9 area. within a 9X9 area. [Shaqohod] Cannot be applied to A mobile nuclear launch movement. platform. [Shagohod] Its name means A movile nuclear launch "The Trading Behemoth." platform, With the aid of boosters, developed by Dr. Nikolai it can fire warheads at a Sokolov. maximum speed of 500km/h, and achieve a range of 10000km. As long as it has a runway of around 4.8 km, it can deliver its nuclear payload from anywhere in the Soviet Union to all regions of the United States. Eva+ Eva COST: 5 No. 466 No. 184 COST: 7 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 N/A 500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Romance" "Temptation" No living units within No living units within 3 BLKS can engage 3 BLKS can engage in CQC for 30 COST. in CQC for 20 COST. Description: Description: "Romance" "Temptation" Keeps living creatures Keeps living creatures within 3 blocks at bay within for 30 COST. 3 blocks at bay for 20 COST. Lasts for 30 COST. [EVA] A female spy that Snake A former NSA code analyst encounters during who defected to the Soviet Operation Snake Eater. Union in 1960. She rides a At the same time, she motorcycle and infiltrated the GRU under wields a

Mauser Military.

the name Tatyana.

She was the lover of both "Snake, huh? Well, I'm Sokolov and Volgin. EVA...are you here to tempt me?" If her medical history is examined with CURE, some unexpected surgery will be revealed... "Hold steady. I'm not done yet." L. Granin+ A.L. Granin
COST: 0 No. 185 COST: 0 A.L. Granin+ No. 467 Pack: MGS3 Use: Use Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Cap. 1... Singles Price: Singles Price: 1000 N/A Upgrade Cost: Upgrade Cost: N/A 500 Card Text: Card Text: "Loyalist" "Order of Lenin" User's current COST User's current COST set to 30. to 15. Can't apply to move. Can't apply to move. Description: Description: "Order of Lenin" "Loyalist" Sets teh user's COST to 30. Sets user's current cost to 15. Cannot be applied to movement. cannot be applied to [Aleksandr Leonovitch movement. Granin] [Aleksandr Leonovitch The director of OKB-44, Graninl known as the Granin The director of OKB-44, bureau. known as the Granin bureau. Overseeing the development of a bipedal Overseeing the Overseeing the development of a bipedal walking tank, though he walking tank. He has had a hand in is ousted from that position by Sokolov and the development of Shagohod. he sent the a number of types results of his research of ordnance, including the to a friend living in America. SS-1C ballistic missile "I love my country. system capable I love this land." of road movement. He is one of the heroic scientists of the Soviet Union, and a recipient of the Order of Lenin. "You mean you've never heard of me? And you call yourself an agent." Skull Suit Sneaking Suit No. 186 No. 468 COST: 7 COST: 6 Use: Equip Pack: ITGL Use: Equip Pack: ITGL Ammo: N/A Ammo: N/A

Rarity: Uncommon

Cap: 4(4) Icon: CAN Singles Price: N/A
Upgrade Cost: N/A

Card Text: REA:80% Rarity: Uncommon

Cap: 4(4) Icon: CAN Singles Price: 2500 Upgrade Cost: 2000

Card Text:

REA:70%; one attk.

Damage from 1 attk reduced by 10. reduced by 20. Snake only. Snake only. Equip to use. Description: Description: Reduces single-attack damage Equip to use. Reduces single-attack damage by 20 REA:80% by 10 Snake only. REA: 70 A suit spun entirely from Snake only. optical fibers. A special suit worn by It feels similar to rubber, Solid Snake. but it is a material that blocks a variety of toxic chemicals. There are several kinds of sensors inside the suit, and nanomachines offer feedback for on user conditions usch as bleeding, etc. +8MX 8MX No. 469 COST: 9 No. 187 COST: 9 Use: Use Pack: SBSS Use: Use Pack: SBSS Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Password: Xmeight Icon: GUN Cap: 2(4) Icon: GUN Cap: 2(4) N/A Singles Price: Singles Price: 1500 Upgrade Cost: N/A Upgrade Cost: 1000 Card Text: Card Text: ATK:30 HIT:70% ATK:30 HIT:60% 5.56mm x 55.56mm x 4 Can move 6. Can move 6. Adds random effect. Adds random effect. Description: Description: Assault Rifle: USE type Assault Rifle: USE type ATK: 30 HIT: 70% ATK: 30 HIT: 60% Ammo: 5.56mmX5 Ammo: 5.56mmX4 HIT decrase after: 4 blocks HIT % decrease at: 4 blocks Notes: Can move 6 blocks. Notes: Can move 6 blocks. A hit causes a random A hit causes a random status effect: BLEED, status effect: KDWN, BURN, or SLEEP. BLAAD, KDWN, BURN, or SLEEP. An assault rifle being [ 8MX] researched by the U.S. A next-generation battle Army as a next-generation rifle. By mixing and matching various barrels, replacement for the M16. One of its appeal is that aiming systems, stocks, and the like, the weapon can it can be manually used as a bottle opener, be converted into a and it can be re-configured rifle, a machine gun, a via interchangeable squad support parts. weapon, and other firearms. Both 40mm grenades and a 12-gauge shotgun can be equipped on this weapon.

Since its light bullets prevent much of the

recoil, it can be fired on its fully automtic setting with only one hand.

Mr. Sigint+

No. 470 COST: 4 Use: Use Pack: MGS3

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Signal Intelligence" Draw 3 cards each turn. Reshuffling deck will COST 20.

Description:

"Signal Intelligence" Draw 3 cards each turn. When reloading deck, COST will become 20.

[Sigint]

has been active since the Snake Eater conflict.

His code name, Sigint, is an

abbreviation of

"Signal Intelligence."

He is the vice-chairman of

the unofficial CIA organization "The UMA Hunt Club." He was assigned to ARPA after the Snake Eater conflict.

He is connected to the developmetn of the ARPAnet, which started in 1969. "I feel bad for you, but that ain't gonna happen.

The last thing needed in

any time period is

human power."

Paramedic+

No. 471 COST: 4 Use: Equip Pack: SBSS

Ammo: N/A

Rarity: Common Foil

Interfere: U:Y D:- L:B R:-

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A

Card Text: "OUACK"

COST reduced by

Mr. Sigint

No. 188 COST: 4 Pack: MGS3 Use: Use

> Ammo: N/A Rarity: Common Password: Signt

Cap: 4(8) Icon: CHAR Singles Price: 1500 Upgrade Cost: 1000

Card Text:

"Tech Support" Draw 3 cards each turn. Reshuffling deck will COST 20.

Description: "Tech Support"

Draw 3 cards each turn. When reloading deck, COST will become 20.

Effect expires after 5 turns. Effect expires after 10 turns.

[SIGINT]

A specialist in the latest

technology, he can provide technical

support via radio for any

type of weapon or

equipment.

Racist attitudes had previously preventing him from finding employment, but Major Zero found him and recruited him into the ranks of

FOX. "In the digital world, it doesn't matter whether

you're black or whilte, American or Russian, or

whatever.

Everybody's going to be the same. That's what I think.

Paramedic

COST: 4 No. 189 Use: Equip Pack: SBSS

> Ammo: N/A Rarity: Common

Interfere: U:Y D:- L:B R:-

SOLIDEYE

Cap: 4(8) Icon: CHAR Singles Price: Upgrade Cost: 2000 1000

Card Text: "Cure"

COST reduced by

dmg. taken/20. dmg. taken/20. Equip to use. Equip to use. Description: Description: "QUACK" "Cure" reduces user's COST by the Reduces user's COST by the amount amount of damage taken/20. of damage taken/20. Equip to use. Equip to use. Effect expires after 2 turns. Effect expires after 4 turns. [Para-Medic] [Para-Medica] She has been given the A supporting member of the less-than-honorable FOX unit. nickname "QUACK." She is in charge of Snake's After the Snake Eater medical care via radio. conflict in 1970, she was She's a real film buff who responsible for loves watching B-movie establishing the first horror flicks, science fiction, and paramedics organization in America, in disaster movies. She carries documents Seattle, WA. "So I got to thinking written about the ecologies wouldn't it be great if and flavors of living we could parachute creatures. "Stay with me I've seen medics into the front lines, where they're people in worse shape before. Think you can needed most?" handle it?" Lt. Raikov+ Lt. Raikov No. 472 COST: 4 No. 190 COST: 4 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 8000 N/A Upgrade Cost: N/A Upgrade Cost: 1000 Card Text: Card Text: "Favor" "Senior Officer" Add number of attacks Enemy that attacked in COST to enemy user has COST upped that attacked user. by number of attacks. Description: Description: "Favor" "Senior Officer" Adds the number of attacks Adds the number of attacks in COST to an enemy that in COST to an enemy that attacks the user. attacks the user. Equip to use. Equip to use. Effect expires after 4 turns. Effect expires after 2 turns. [Ivan Raidenovitch Raikov] [Ivan Raidenovitch Raikov] A GRU major. He is one of A GRU major, who is Volgin's Volgin's lovers, and second-in-command at the receives special favors Fortress of Groznygrad. from him. He is well-known for his "Ivan," in American gluttonous excesses English, is "John." within the Fortress. "Jack" is another He will even eat road kill. name for "John." "What, you want to join me? "pfff...Trash... Fine, then. Come on it!"

Women huh..."

The Sorrow+ The Sorrow No. 191 COST: 8 No. 473 COST: 4 Use: Use Pack: SBSS Use: Use Pack: SBSS Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR N/A Singles Price: 1500 Singles Price: Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: "The Sorrow" "Nirvana" No unit can move No living unit can for 2 turns. move for 2 turns. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: "The Sorrow" "Nirvana" Blocks the movement of all Blocks the movement of all living units for 2 turns. living units for 2 turns. Reduces user's LIFE by 1/2. Reduces user's LIFE by 1/2. [The Sorrow] [The Sorrow] By calling back the spirits A former member of the of soldiers who have Cobra Unit. died in battle, One of the legendary he can make use of those warriors who fought soldiers' skills, strength, alongside The Boss. and combat abilities. He possesses strange By wearing the Spirit necromantic abilities Camouflage vigen to that allow him to interact you by The Sorrow, and speak with the dead. He returned to the Soviet snake can drain stamina from enemies you choke. Union after the Cobra "You want to finish your Unit disbanded, but two years later, he was killed mission, don't you? by The Boss, who was on a Then you'll have to shoot me!" special assignment by the CIA. "Now you will know the sorrow of those whose lives you have ended." The End+ The End No. 474 COST: 7 No. 192 COST: 7 Use: Equip Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: N/A Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: CHAR Icon: TRI Cap: 4(8) N/A Singles Price: 2000 Singles Price: Upgrade Cost: N/A Upgrade Cost: 3000 Card Text: Card Text: "The End" "Pickup" HIT:100% for >= 6 BLK. Triggers automatically. HIT +80% for >= 9 BLKS -50 LIFE each turn. Equip to use. Description: Description: "The End" "Pickup" HIT 100% at 6 blocks and Triggered Automatically. HIT+80. greater.

User's LIFE decreases by

Links to shots that travel

9 blocks or more. 50 each turn. [The End] equip to use. His favored weapon is a Effect expires after 3 turns. Mosin-Nagant modified to [The End] shoot tranquilizer One of the members of the darts. Cobra Unit. He is a friend to He is a legendary sniper, everything in the forest, regarded as one of the fathers of the modern and never lacks spies. If you save while fighting techniques of The End, then come back a sharpshooting. week later, he will be dead He is well over 100 years from old age. in age, and usually "Reckless boy...you don't appears to be in a deserve to meet your fate state of suspended just yet." animation. Thanks to the photosynthetic properties of a special type of moss that regulates his body, he has a limitless reserve of stamina. "I beg of you, grant me the strength to take this final prey. let me linger in this world just a little longer." The Fear+ The Fear No. 193 No. 475 COST: 7 COST: 5 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:R D:Y L:R R:Y Interfere: U:R D:Y L:R R:Y SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 2000 N/A Singles Price: N/A Upgrade Cost: 500 Upgrade Cost: Card Text: Card Text: "The Fear" "Spider" ATK +20 during ATK +10 during Status Ailment. Status Ailment. Equip to use. Equip to use. Description: Description: "The Fear" "Spider" ATK+20 during Status ATK +10 during Status Ailments. Equip to use. Ailments. Equip to use. Effect expires after 30 COST. [The Fear] Effect expires after 20 COST. The arrows that The Fear [The Fear] One of the members of the shoots are coated in Cobra Unit. the venom of the Brazilian Wandering He uses a pair of Spider. crossbows he calls "William Tell" and He wears the Spider Camouflage, which "Little Joe." He has a special body type gives him stealth capabilities. where each of his He encounters Snake in elbows have two joints,

Graniny Gorki South. so he can easily swing from "Ohh...my stomach...I...I tree to tree. He wears the "Spider," a feel sick..." camouflage suit that gives him stealth abilities. "Ah, but what fun would that be? Not a fitting death at all." The Pain+ The Pain No. 194 COST: 4 No. 476 COST: 8 Use: Equip Pack: SBSS Use: Equip Pack: SBSS Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Cap. 2...
Singles Price: Singles Price: 2000 Upgrade Cost: 1000 N/A N/A Upgrade Cost: Card Text: Card Text: "The Pain" "Share Pain" Return equal damage Return equal damage to attacking, living to attacking, living enemy. Equip to use. enemy. Equip to use. Description: Description: "The Pain" "Share Pain" When the user is attacked When the user is attacked by a living enemy, a living enemy, that enemy takes the that enemy takes the same damage as it inflicts. same damage as it inflicts. Equip to use. Equip to use. Effect expires after 4 turns. Effect expires after 2 turns. [The Pain] [The Pain] One of the members of the One of the members of the Cobra Unit. He has the Cobra Unit. codename "The Pain." He can control the He has created his alter ego actions of bees via the using bees to confuse his buzzing of a queen bee enemies. he keeps in his backpack. "The pain...the pain..." He likes to use a Thompson submachine gun. The Pain keeps a highly toxic. "bullet bee" inside his body, and can use it to devour an opponent from the inside out. "I will guide you to a world of anguish beyond your imagination..." Instant Ramen+ Instant Ramen COST: 4 No. 195 COST: 4 No. 477 Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: CAN Cap: 4(8) Icon: CAN 1000 Singles Price: N/A Singles Price: Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: User's LIFE: +150. User's LIFE: +100.

Description: Description: User's LIFE+150. User's LIFE +100. [Instant Ramen] [Instant Ramen] A food product originally A food product originally developed in Japan. developed in Japan. Just add hot water to Just add hot water to reconstitute the ramen reconstitute the ramen noodles.
"I was just going to say noodles. noodles. "It's cheap and can be that if you weren't going stored for a long time. to eat it, you should And besides, bring it back to me. I've it's delicious. always wanted to try It's like a miracle food." some." COST: 4 No. 196 COST: 7

Pack MGS2 Use: Use Pack: MGS3 Fatman+ No. 478 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR
Singles Price: 2000
Upgrade Cost: 1000 Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: Card Text: "Bomb Threat" "Trap" Mine ATK +50 Mine ATK +30 This effect can be This effect can be stacked up to 4 times. stacked up to 4 times. Description: Description: "Bomb Threat" "Trap" Grants a+50 ATK bonus to any Grants a +30 ATK bonus to any mine the user places. mine the user places. This effect can be stacked This effect can be stacked up to four times. up to four times. [Fat Man] [Fat Man] A former member of Dead A former member of Dead Cell Cell. Obsessed with explosives, He wears a bomb blast suit, he built his very own and can move at high nuclear bomb at the tender speeds via his inline age of 10. He rigged a large number skates. It is his trademark to apply of C4 explosives on the cologne to the bombs he ocean-borne "Big Shell" plant. He follows his own aesthetic "I am the greatest that humanity has to offer, sense, unrestrained by laws and the lowest." or norms. "Laugh and grow fat!" Harrier II Sea Harrier No. 197 COST: 10 No. 479 COST: 10 Use: Use Pack: MGS2 Use: Use Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Password: shrrr Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 3000 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 1000

Card Text:

"25mmGAU Cannon"

Card Text:

"Rocket"

In 5 COST, ATK:250 to area.

Description: "Rocket"

Fires after 5 COST.

ATK: 250 to area.

[Harrier II]

Use of a carbon epoxy

composite material
for the main wing allowed
for an overall reduction

Its avionics systems have been strengthened overall, and it is equipped with both an ASN-130A

Inertial Navigation System

and an ASB-19

Bombardment System.

The plane that Solidus was in at the ocean plant was one of these.

Rosemary+

No. 480 COST: 4 No. 198 COST: 7
Use: Use Pack: MGS2 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost:

Card Text:

"Backup"

Adds user's REST to ally's next turn.

Description: "Backup"

Adds user's REST to

ally's REST on next turn.

[Rosemary]

Under orders from the

"Patriots,"

she approached Raiden under but she was hastily the guise of a chance

meeting.

She researched his type of woman, and changed her hair and eye color to match that type.

During the campaign, she calls Raiden "Jack."

"Is that a -- proposal?"

Arsenal Gear+

No. 481

No attk. for 10 COST. ATK:250 to area.

Description:

"25mmGAU Cannon"

Fires after 10 COST.

ATK: 250 to area.

[Sea Harrior]
A VTOL warplane used by the

British Navy. It was

developed based on the GR.1 Harrier for use on lighter

aircraft carriers.

It is capable of Vertical

Take-Off and Landing

by changing the

positions of its four

engine nozzles.

Rosemary

Ammo: N/A Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR N/A Singles Price: 2000
N/A Upgrade Cost: 1000

Card Text:

"Memorial Day"

Adds user's REST to

ally's next turn.

Description:

"Memorial Day"

Adds user's REST to

ally's REST on next turn.

[Rosemary]

She was one of the Army's

internal data analysts,

deployed to participate in

a tactical setting due

to a lack of clerical

workers. She supports

Raiden via radio.

She and Raiden are

lovers.

She is also in charge of

saving the game in the

plant scenario.

"But we've been together a

while.

You know me already."

Arsenal Gear

COST: 20 No. 199 COST: 20

Use: Use Pack: MGS2	Use: Use Pack: MGS2		
Ammo: N/A	Ammo: N/A		
Rarity: Rare Foil	Rarity: Rare		
	SOLIDEYE		
Cap: 2(4) Icon: CHAR	Cap: 2(4) Icon: CHAR		
Singles Price: N/A	Singles Price: 20000		
Upgrade Cost: N/A	Upgrade Cost: 2500		
Card Text:	Card Text:		
"Rush"	"Boot-Up"		
ATK:350 to	ATK:300 to		
3 x 5 area.	3 x 5 area.		
Description:	Description:		
"Rush"	"Boot-Up"		
ATK: 350	ATK: 300		
to a 3X5 area.	to a 3X5 area.		
01110	01110		
01110	01110		
01110	01110		
01110	01110		
01110	01110		
00X00	00X00		
[Arsenal Gear]	[Arsenal Gear]		
Part of the Patriots' S3	Built by the U.S. Navy, it		
Project.	is equipped with several		
Its nerve center is the	thousand missiles,		
artificial intelligence	including those with		
"G.W.," which can take	nuclear warheads.		
over all the computers	It is escorted by a legion		
in the world, achieving	of mass-produced		
digital information	Metal Gear RAYs.		
dominance.	Via its tactical network,		
In order to disguise its	Arsenal Gear can gain		
presence, it was being	complete control of the		
constructed underneath	full military might of		
the ocean-based plant. The	the four branches of the United States		
layout of its "stomach" block, where a variety	military,		
of torture implements	including its nuclear arsenal.		
are kept, is for	Its internal blocks are		
some reason shaped	given the designations		
exactly like Shadow Moses			
island.	<pre>stomach, jejunum, ascending colon, ileum,</pre>		
island.	sigmoid colon,		
	and rectum.		
	and rectam.		
Funamushi+	Funamushi		
No. 482 COST: 6	No. 200 COST: 6		
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2		
Ammo: N/A	Ammo: N/A		
Rarity: Common Foil	Rarity: Common		
	SOLIDEYE		
Cap: 4(8) Icon: CAN	Cap: 4(8) Icon: CAN		
Singles Price: N/A	Singles Price: 1000		
Upgrade Cost: N/A	Upgrade Cost: 500		
Card Text:	Card Text:		
Destroys all recovery	Destroys all recovery		
cards in target's hand.	cards in target's hand.		
Attaches to weapon.	Attaches to weapon.		
Description:	Description:		
On a hit, destroys all	On a hit, destroys all		

of target's recovery cards. of target's recovery cards. Attaches to weapon Attackes to weapon. Effect expires after Effect expires after equipped weapon equipped weapon is used 3 times. is used 1 time. A sea louse, a type of A sea louse, a type of crustacean isopod. crustacean isopod. Hind D+ Hind D No. 483 COST: 10 No. 202
Use: Use Pack: ITGL Use: Use No. 202 COST: 10 Use: Use Pack: ITGL Pack: ITGL Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: N/A Upgrade Cost: 2000 Card Text: Card Text: "Gunship" "Gatling Gun" Destroys all EQUIP Destroys all EQUIP cards; ATK: #cards x cards; ATK:#cards x 200 against target. 100 against target. Description: Description: "Gunship" "Gatling Gun" Destroys all of user's Destroys all of user's equipped cards. equipped cards. Inflicts an ATK on target Inflicts an ATK on target equal to the equal to the number of number of equipped cardsX200. equipped cardsX100. [Mi-24D] [Mi-24D] Equipped with swivel mounted A large, Soviet-manufactured 12.7mm gatling-guns in battle helicopter based on the Mi-8 transport tandem. Several of these helicopter. helicopters were HIND is a NATO code. depoloyed in Afghanistan. A tandem cockpit is The Mi-25 is for export. characteristic of this model. Titanium armor plating is also used on its rotors. It has a pair of Izotov TV-3-117 turbo shaft engines, and a central troop transport section. Decoy Octopus+ Decoy Octopus No. 484 COST: 6 No. 203 COST: 8 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Password: Dcy Cap: 2(4) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 1500 N/A N/A Singles Price: Upgrade Cost: Upgrade Cost: 500 Card Text: Card Text: "Decoy" "Body Double" All damage you take All damage you take is added to ally's is added to ally's LIFE. Equip to use. LIFE. Equip to use.

Description:

Description:

"Decoy" "Body Double" Each time you take damage, Each time you take damage, that damage is added to an that damage is added to an ally's LIFE. ally's LIFE. Equip to use. Equip to use. Effect expires after 4 turns. Effect expires after 2 turns. [Decoy Octopus] [Decoy Octopus] A member of the newly A member of the newly reformed FOXHOUND. reformed FOXHOUND. It is said that he is A master of disguise, disquised not originally from Mexico. only outwardly, but down to his very blood. M1A2 M1 Abrams No. 204 No. 485 COST: 12 COST: 10 Pack: MGS1 Pack: MGS1 Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: Singles Price: 2000 N/A N/A Upgrade Cost: Upgrade Cost: 1000 Card Text: Card Text: "120mm Smooth-Bore "105mm Rifle" ATK:0 + LIFE/2 Gun" ATK: 100 + LIFE/2 to to 3 x 3 area. area. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: "120mm Smooth-Bore Gun" "105mm Rifle Cannon" ATK: (100+LIFE/2) to area. ATK: (0+LIFE/2)Reduces user's LIFE by 1/2. to a 3X3 area. [Attack Area] Reduces user's LIFE by 1/2. 00100 [Attack Area] 01110 00000 11X11 01110 01110 01X10 00100 01110 [M1A2] 00000 An improvement on the Abrams [M1 Abrams] sr4ies completed in 1992. The main battle tank of the United States Army. It has inherited as Its name comes from its main weapon a refit of the 120mm General Creighton Abrams smooth-bore one of the pioneers gun used on the M1A1. of tank development. It has a crew of 4. It is A smooth-bore gun has no equipped with a Textron barrel rifling, so the warhead does not Lycoming AGT1500 spin as it is shot. It can gasturbine engine, and is shoot HEAP rounds, incredibly mobile. It made its debut on the which if spun will battlefield during the 1991 have their penetrating power reduced due to Gulf War. centrifugal force First-generation M1s were dispersing their jet. plated with chobam armor, Its Vetronix has been and their main armament refurbished, was a 105mm riflecannon, identical to previous making revolutionary models. improvements

to its combat information

processing features such as an inter-vehicular information exchange system. The tank Vulcan Raven was in

on Shadow Moses island was an M1A2.

Donald Anderson+

No. 486 COST: 4 No. 205 COST: 7
Use: Use Pack: MGS1 Use: Use Pack: MGS1

Ammo: N/A

Rarity: Common Foil

Icon: CHAR Cap: 4(8) Singles Price: N/A N/A Upgrade Cost:

Card Text:

"Search and Destroy" Enter Search Mode.

Description:

"Search and Destroy" Switches between search modes.

Switches to search mode ON when not in search mode, or search mode OFF when in search mode.

\*Can't be used in Story Mode.

[Donald Anderson] the head of DARPA. DARPA is an agency that conducts a variety of research for military purposes. Its name was changed in 1972 from the Advanced Research Projects Agency.

Teliko Freedman+

No. 487 COST: 5 Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Interfere: U:- D:Y L:Y R:-Cap: 4(8) Icon: CHAR N/A Singles Price: Upgrade Cost: N/A Card Text:

"Dream Town"

Traps have no effect

for 2 turns. No recovery.

Description: "Dream Town"

Traps will not work for

2 turns.

Cannot be recovered.

Donald Anderson

Ammo: N/A Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR Singles Price: 1000
Upgrade Cost: 500 Upgrade Cost: 500

Card Text:

"DARPA"

Enter Search Mode.

Description:

"DARPA"

Switches between search

modes.

Switches to search mode ON, when not in search mode, or search mode OFF when in search mode.

\*Can't be used in Story

Mode.

[Donald Anderson]

The head of DARPA. He was taken hostage by the FOXHOUND unit during the Shadow Moses Incident. He was participating in a military drill, since he had experience starting up Metal Gear REX and knew the nuclear launch PAL.

Teliko Freedman

No. 206 COST: 5 Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common

Interfere: U:- D:Y L:Y R:-Cap: 4(8) Icon: CHAR Singles Price: 1500 Upgrade Cost: 1000

Card Text:

"Suspicion"

Traps have no effect

for 1 turn. No recovery.

Description:

"Suspicion"

Traps will not work for

1 turn.

Cannot be recovered.

Equip to use. Equip to use. [Teliko Friedman] [Teliko Freedman] Assigned to HRT. Her Assigned to HRT. Her squad Japanese name is was sent in as an "TERUKO," an advance team, but old-sounding name about everyone was wiped out. She was the only survivor.
Her father was an American, which she has a bit of a complex. However, upon her mother Japanese. her entry into her unit, Her father was a clerical error recorded her name as "TELIKO," the well-known hero Colin which she has decided to Freedman. She was one of Roger's The Teliko that Snake meets subordinates in the past. underneath Eblo Tower and in "It's never good to learn Drean Town is the real your opponent's Teliko. life story before a fight." "A pansy technique? What could that be?" Jeff Jones Leone COST: 4 No. 207 COST: 8 No. 488 Use: Use Pack: CHRN Pack: CHRN Use: Use Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon SOLIDEYE Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 5000 N/A Upgrade Cost: 1000 Upgrade Cost: Card Text: Card Text: "Frame-up" "Pansy Shot" Add damage taken Add damage taken to next attack. to next attack. Description: Description: "Frame-up" "Pansy Shot" Adds the damage the user Adds the damage the user takes to the ATK for takes to the ATK for the first shot of the the first shot of the user's next attack. user's next attack. Effect expires after 1 turn. Effect expires after 1 turn. [Leone] [Leone] Though driven insane by his He leads the Leone taking ACUA, he still Mercenary Unit, retains powerful combat made up of soldiers without abilities. countries. He and his Along with his reckless mercenaries ability to deflect attacks by participated as an spinning his PTRS-1941 anti-government organization in the at high speed, the injection of ACUA has Republic of Moroni's awakened superhuman civil war. His weapons are dual Simonov PTRS-1941 abilities in him. Also, the person being held anti-tank rifles, which prisoner in the residential he easily wields in area was one of Leone's each hand. His Simonovs disguised underlings, and shoot custom grenade Leone was firing blanks shells. "Truly a pleasure. at him.

...Roger."

"My new style is as pretty

as a paaaansy!"

La Clown+ La Clown No. 208 No. 489 COST: 4 COST: 10 Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: N/A Singles Price: 1500 1000 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Swallowtail" "Disquise" Swap user's and Swap user's and ally's positions. ally's positions. Description: Description: "Swallowtail" "Disguise" Swaps the positions of Swaps the positions of the user and an ally. the user and an ally. [La Clown] [La Clown] An assassin employed by An assassin employed by BEAGLE. BEAGLE. He was caught in a fire and He is skilled in hypnotism was badly burned as and disquise. a child. His background is There is a large burn mark unknown, and no one has in the shape of a butterfly ever seen him without a disguise, though he has a on his face. He uses hypnosis grenades to penchant for strong confuse his enemies. colognes. "So...I guess that makes me "Did you miss me, Colonel? the villian." Did you miss your former pupil?" William L. Fleming Gary Murray No. 209 COST: 4
Use: Equip Pack: CHRN COST: 4 No. 490 Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:B D:G L:Y R:-Icon: CHAR Cap: 4(8) Cap: 4(8) Icon: CHAR Singles Price: N/A Singles Price: 1500 N/A Upgrade Cost: Upgrade Cost: 1000 Card Text: Card Text: "Puppet" "Desperation" Ouick Death has no Life to 1/2 has no effect. Equip to use. effect. Equip to use. Description: Description: "Puppet" "Desperation" Immune to QUICK DEATH, 1/2 LIFE reduction negated. Equip to use. Equip to use. Effect expires after 3 turns. Effect expires after 3 turns. [Fleming] [Gary Murray] The chief researcher at the One of the researchers at Lobito Physics and the Lobito Physics and Chemistry Lab. Chemistry Lab. He was previously involved He is trying to avoid in developing biological being captured, and asks Snake to help him. weapons for the U.S. Army. He was teaching practical

He is somehow involved in the "Pythagoras" project,

animal quarantine and

communicable disease

"Even if you can't remember "How does it feel to talk everything, it doesn't with a soon-to-be BILLIONAIRE?" change the fact that you and I created No. 16." Elsie & Francis+ Elsie & Francis No. 491 COST: 6 No. 210 COST: 7
Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Cap: 4(8) Icon: CHAR
Singles Price: 2500
Upgrade Cost: 2000 Cap: 4(8) Icon: CHAR Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text: "Tis moi." "It's Me." Target OOA if they Target OOA if they do not deal ATK:300 do not deal ATK:100 to user in 3 turns. to user in 3 turns. Description: Description: "Tis moi." "It's Me." If target does not apply If target does not apply ATK of 300 ATK of 100 or greater to the user or greater to the user within 3 turns, within 3 turns, target will be OUT OF ACTION. target will be Can only be used behind the OUT OF ACTION. Can only be used behind the target. [Elsie and Francis] target. [Elsie and Francis] Two mysterious marionettes Elsie: "Uh-oh, Francis!" who appeared on the hijacked Flight 326. Francis: The one on the left is the "Elsie, before you say younger of the two, anything, wipe off your Elsie, while the one on right hand." Elsie: "But...they made us the right is her older sister Francis. into cards!" Francis: "I know that. We're main characters, after all." Elsie: "Are we powerful? Huh? Are we?" Francis: "Oh yes. If you really think about how to use us, we are." Elsie: "Hmmmm...Oh, hey A vapor trail!" No. 16 Alice Hazel COST: 4 No. 211 COST: 4 No. 492 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 2(4) Icon: CHAR Cap: 2(4) Icon: CHAR Singles Price: 2000 Singles Price: N/A N/A 1500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: "Ritual of the Swarm" "Far Sight"

Protects against OIL,

control.

but the details are unclear.

Protects against

CONFUSION, SLEEP, BLIND, KDWN. FAINT. Equip to use. Equip to use. Description: Description: "Ritual of the Swarm" "Far Sight" Protects from CONFUSION, Protects from BLIND, OIL, SLEEP, and FAIT. and KDWN. Equip to use. Equip to use. Effect expires after 3 turns. Effect expires after 3 turns. [Alic Hazel] [Alice Hazel] She managed to discover the An Englishwoman with psychic corpses of the SP4 members abilities, who has been who were suspects in the helping out operations for Harold Barton several years. Supports Snake via radio. murder case. Her psychic powers range "You don't have to believe from clairvoyance to in my gift, but I'd precognition. appreciate it if you'd stop "It's nothing. Roger tried treating me like some to pull a little prank." crappy fortune-teller." Roger McCoy+ Roger McCoy No. 493 COST: 4 No. 212 COST: 8
Use: Use Pack: CHRN Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Cap: 2(4) Icon: CHAR Rarity: Common Cap: 2(4) Icon: CHAR N/A Singles Price: Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: Card Text: Card Text: "Debriefing" "Briefing" Reset deck to initial Reset deck to initial state. state. Description: Description: "Debriefing" "Briefing" returns user's deck to its returns user's deck to its initial state. initial state. [Roger McCoy] [Roger McCoy] In the past, during his An American, command in Vietnam, born in New Jersey. he suspected the Assigned to the CIA. members of his unit as He had been out of active being spies. duty and was "I lose my temper instructing new recruits, but he has assumed sometimes... So don't be surprised if command of the current tactical mission. your equipment starts His rank is Colonel. acting up on you..." he has said that he and Colonel Campbell were in the Green Berets together. "Taking cheap shots at my past now?" KODOQUE+ KODOQUE No. 213 COST: 20 No. 494 COST: 30 Pack: ULMT Pack: ULMT Use: Use Use: Use Ammo: N/A Ammo: N/A

Rarity: Rare Foil

Cap: 2(4) Icon: CHAR

Rarity: Rare

Cap: 2(4) Icon: CHAR

Singles Price:	N/A	Singles Price:	100000
Upgrade Cost:	N/A	Upgrade Cost:	1000
Card Text:		Card Text:	
"Optical Weapo	on B"	"Optical Weapo	on A"
ATK:300 to area.		ATK:300 to 1	x 5 area
Can't apply to	o move.	Can't apply to	o move.
Description:		Description:	
"Optical Weapon B"		"Optical Weapon A"	
ATK: 300 to area.		ATK: 300 to a 1X5 area.	
Cannot be applied t	0	Cannot be applied to	
movement.		movement.	
[KODOQUE]		00100	
Its laser module us		00100	
gaseous carbon diox	kide	00100	
laser.	oguinned	00100 00100	
Its drive train is with a diesel power		00100	
generator actuator.		[KODOQUE]	
When the optical we		A type of Metal Ge	ar built
fired, all power ge	=	at the Lobito Phys:	
is sent to the lase		and Chemistry Lab	
making KODOQUE unak	ole	in the South Africa	an
to move.		Republic of Moroni	
All of its power ca	an be	It is 21.5m in heigh	ght,
temporarily		and 11m in length,	
transferred to its	leg	with a weight of 312 tons.	
actuators, alling i		It is equipped with three	
to move rapidly via		missile pods each on its	
jumping, but this a	ability	right and left sides,	
cannot be used		and it has an Option	cal
frequently since it		Weapon A in its head and an Optical	l Waanan
imposes a heavy burden.		B in its torso.	ı weapon
Its top side is equipped		It employs two SLBM	
with stealth camouflage in order to hide it from		Dragonfly III	
military satellites.		systems in its nuclear	
-		launch modules ratl	
		than any newer	
		technology.	
Sabata		Django	
No. 495	COST: 4	No. 214	COST: 7
1 1	ack: ULMT	1 1	ack: ULMT
Ammo: N/A		Ammo: N/A Rarity: Uncommon	
Rarity: Uncommon Foil Interfere: U:R D:R L:- R:-		Railty. Oncommon	
	con: CHAR	Cap: 4(8)	con: CHAR
Singles Price:	N/A	Singles Price:	5000
Upgrade Cost:	N/A	Upgrade Cost:	1000
Card Text:		Card Text:	
"Ankoku"		"Taiyo"	
Change area of Gun		Change area o	f Gun
del Sol or Gun		del Sol or Gu	า
del Hell.		del Hell.	
Description:		Description:	
"Ankoku!"		"Taiyo!"	
Changes the area of the		Changes the area of	
Gun del Sol and the Gun del		Gun del Sol and the	e Gun del
Hell.		Hell.	
Sabata and Otenko-sama+		Django and Otenko-sama	

must be used as a set. must be used as a set. [Sabata] [Django] The Dark Boy who wields the A child of the sun who power of darkness possesses the power power of darkness. possesses the power of the sun. He carries He is Django's brother. In the past, he was on the side of the Galactic of vampire hunting
Animus of Dark, but in from his father, Red Ringo, the end he fought alongside and his mother, Mani Django. the Moon Beauty. "Hey, Sunflower, I can see "Taiyo!" your tonsils!" Otenko-sama Otenko-sama+ COST: 4 No. 215 COST: 7 No. 496 Use: Equip Pack: ULMT Use: Equip Pack: ULMT Ammo: N/A Ammo: N/A Rarity: Uncommon Foil Rarity: Uncommon Interfere: U:- D:- L:R R:R Cap: 4(8) Icon: CHAR Cap: 4(8) Icon: CHAR Singles Price: 5000 Upgrade Cost: 1000 Singles Price: Upgrade Cost: N/A N/A Card Text: Card Text: "Otenko" "Otenko" Change area of Gun Change area of Gun del Sol or Gun del Sol or Gun del Hell. del Hell. Description: Description: "Otenko!" "Otenko!" Changes the area of the Gun del Sol and the Gun del Changes the area of the Gun del Sol and the Gun del Hell. Hell. Sabata and Otenko-sama+ Django and Otenko-sama must be used as a set. must be used as a set. [Master Otenko] [Master Otenko] A spirit of the sun who A spirit of the sun who has acts as descended to Earth to Django's advisor. he exists protect all the species in order to encourage cultivated by the sun Django in the from the threat of the boy's battles with the undead Immortals. immortals. He offers trustworthy quidance to Django in a tone of voice and attitude that belies his appearance, though he also possesses a fiery, single-minded aspect to his personality. "Let's bring back the season of the sun together!" Slasher Hawk+ Slasher Hawk No. 216 No. 216 COST: 6
Use: Use Pack: CHRN COST: 4 No. 497 Use: Use Pack: CHRN Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common

SOLIDEYE

Cap: 4(8) Icon: CHAR

N/A

Singles Price:

Cap: 4(8) Icon: CHAR

Singles Price: 1000

Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	
"Red Boomerang"	"Green Boomerang"	
ATK:100; +100ATK	ATK:80; +80ATK	
per extra time used	per extra time used	
on same turn.	on same turn.	
Description:	Description:	
"Red Boomerang"	"Green Boomerang"	
ATK: 100	ATK: 80	
ATK+100 each	ATK +80 each	
time it is used on the same	time it is used on the same	
turn.	turn.	
[Slasher Hawk]	[Slasher Hawk]	
His real name is unknown.	One of the members of the	
He is in his forties,	"Black Chamber" mercenary	
and 213cm tall.	company. He is an Aboriginal	
He is accompanied in battle	Australian.	
by his tribal totem,	He uses a traditional	
a hawk that he has raised.	boomerang of his tribe	
The hawk's name is Bunjil,	that exceeds 1m in length.	
taken from an Australian	He has long legs, and is as	
Creator God who had the	agile and alert as a wild	
form of a hawk.	beast.	
"As long as I have my hawk,	"Yeah. It looks as if	
I can't lose!"	there's no good way to	
	while away the hours"	
Wolf Dog+	Wolf Dog	
No. 498 COST: 4	No. 217 COST: 7	
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1	
Ammo: N/A	Ammo: N/A	
Rarity: Common Foil	Rarity: Common SOLIDEYE	
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR	
Singles Price: N/A	Singles Price: 1000	
Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	
"Savage"	"Chew Up"	
Destroys all target's	Destroys target armor	
armor on a HIT.	on a HIT.	
Attaches to weapon.	Attaches to weapon.	
Description:	Description:	
"Savage"	"Chew Up"	
Destroys all of target's	Destroys all of target's	
armor on a hit.	armor on a hit.	
Attaches to weapon	Attaches to weapon. Effect expires after	
Effect expires after equipped weapon	equipped weapon	
is used 4 times.	is used 2 times.	
15 docd 4 clines.	13 d3ed 2 cimes.	
Dirty Duck+	Dirty Duck	
No. 499 COST: 5	No. 218 COST: 8	
Use: Use Pack: CHRN	Use: Use Pack: CHRN	
Ammo: N/A	Ammo: N/A Rarity: Common	
Rarity: Common Foil	SOLIDEYE	
Cap: 4(8) Icon: CHAR	Cap: 4(8) Icon: CHAR	
Singles Price: N/A	Singles Price: 1000	
Upgrade Cost: N/A	Upgrade Cost: 500	
Card Text:	Card Text:	

"Cunning"	"Hostage"
Pulls target to 1 BLK	Pulls target to 1 BLK
in front of user.	in front of user.
Description:	Description:
"Cunning"	"Hostage"
Pulls a target in front of	Pulls a target in front of
user one block closer.	user one block closer.
Red Blaster+	Red Blaster
No. 500 COST: 4	No. 219 COST: 8
Use: Equip Pack: CHRN	Use: Equip Pack: CHRN
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
	SOLIDEYE
Cap: 2(4) Icon: CHAR	Cap: 2(4) Icon: CHAR
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
"Sabotage"	"Spetsnaz"
COST of trap cards	COST of trap cards
becomes 1.	becomes 1.
User can't shoot.	User can't shoot.
Description:	Description:
"Sabotage"	"Spetsnaz"
Trap cards only 1 COST when	Trap cards only 1 COST when
used.	used.
User cannot shoot.	User cannot shoot.
Effect expires after 50 COST.	Equip to use.
	Effect expires after 30 COST.
Dr. Kio Marv+	Dr. Kio Marv
Dr. Kio Marv+ No. 501 COST: 4	Dr. Kio Marv No. 220 COST: 7
No. 501 COST: 4	No. 220 COST: 7
No. 501 COST: 4 Use: Equip Pack: CHRN	No. 220 COST: 7 Use: Equip Pack: CHRN
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:-
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:- Cap: 4(8) Icon: CHAR	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE Cap: 4(8) Icon: CHAR
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 1000
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text: "VRAM 01K"	No. 220 COST: 7 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE Cap: 4(8) Icon: CHAR Singles Price: 1000 Upgrade Cost: 500 Card Text: "OILIX"
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K" Adds (600 x #enemies	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies  defeated) to PTS	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies defeated) to PTS in area attacks.	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies  defeated) to PTS  in area attacks.
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies defeated) to PTS in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies  defeated) to PTS  in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)  to PTS when making	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies  defeated) to PTS  in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)  to PTS when making an area attack.	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies  defeated) to PTS  in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K"  Adds (600 x #enemies  defeated) to PTS  in area attacks.  Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use.	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K"  Adds (600 x #enemies  defeated) to PTS  in area attacks. Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use. Effect expires after 50 COST.	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K" Adds (600 x #enemies defeated) to PTS in area attacks.  Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use. Effect expires after 50 COST. [Dr. Kio Marv]	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR Singles Price: 1000  Upgrade Cost: 500  Card Text: "OILIX" Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST. [Dr. Kio Marv]
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies defeated) to PTS in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)  to PTS when making an area attack.  Equip to use.  Effect expires after 50 COST.  [Dr. Kio Marv] A man without a family, who	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common  Interfere: U:- D:Y L:Y R:-  SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv] A Czechoslovakian
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies defeated) to PTS in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)  to PTS when making an area attack.  Equip to use.  Effect expires after 50 COST.  [Dr. Kio Marv]  A man without a family, who is famous for his	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300) to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv]  A Czechoslovakian scientist. He is
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K" Adds (600 x #enemies defeated) to PTS in area attacks. Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use. Effect expires after 50 COST. [Dr. Kio Marv] A man without a family, who is famous for his obsession with	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text:  "OILIX"  Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv]  A Czechoslovakian scientist. He is a specialist in
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K" Adds (600 x #enemies defeated) to PTS in area attacks.  Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use. Effect expires after 50 COST. [Dr. Kio Marv] A man without a family, who is famous for his obsession with computer games. One of his	No. 220  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text: "OILIX" Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv]  A Czechoslovakian scientist. He is a specialist in biotechnology. He was
No. 501 COST: 4  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Foil  Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  "VRAM 01K"  Adds (600 x #enemies defeated) to PTS in area attacks.  Description:  "VRAM 01K"  Adds (enemies killed x600)  to PTS when making an area attack.  Equip to use.  Effect expires after 50 COST.  [Dr. Kio Marv]  A man without a family, who is famous for his obsession with computer games. One of his more odd aspects is that	No. 220  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text: "OILIX" Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300) to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv]  A Czechoslovakian scientist. He is a specialist in biotechnology. He was working on a plan for
No. 501 COST: 4 Use: Equip Pack: CHRN Ammo: N/A Rarity: Common Foil Interfere: U:- D:Y L:Y R:-  Cap: 4(8) Icon: CHAR Singles Price: N/A Upgrade Cost: N/A Card Text:  "VRAM 01K" Adds (600 x #enemies defeated) to PTS in area attacks.  Description: "VRAM 01K" Adds (enemies killed x600) to PTS when making an area attack. Equip to use. Effect expires after 50 COST. [Dr. Kio Marv] A man without a family, who is famous for his obsession with computer games. One of his	No. 220 COST: 7  Use: Equip Pack: CHRN  Ammo: N/A  Rarity: Common Interfere: U:- D:Y L:Y R:- SOLIDEYE  Cap: 4(8) Icon: CHAR  Singles Price: 1000  Upgrade Cost: 500  Card Text: "OILIX" Adds (300 x #enemies defeated) to PTS in area attacks.  Description: "OILIX"  Adds (enemies killed X300)  to PTS when making an area attack.  Equip to use.  Effect expires after 30 COST.  [Dr. Kio Marv] A Czechoslovakian scientist. He is a specialist in biotechnology. He was

he has created and submitted to a variety of magazines. On his way to America to take part in the "International Conference on Energy Problems," he is kidnapped and taken to Zanzibar Land. He has heart problems. He is 172cm tall, and

Bloc, but during his research, he discovered a prototype of the OILIX microorganism that can refine crude oil He has continued to make improvements on his discovery, which has propelled him to worldwide fame.

Pit Trap+

No. 502 COST: 4 No. 221 COST: 6
Use: Use Pack: MGS3 Use: Use Pack: MGS3

Ammo: Trap

weighs 65kg.

Rarity: Common Foil

Cap: 4(8) Icon: TRI Singles Price: N/A N/A Upgrade Cost: Card Text:

> Sets a trap that prevents movement in the block where used.

Description:

This sets an "Anti-Movement Trap" in the block where it is placed.

A character who steps on this trap cannot move for one turn.

Can be disarmed with an area attack.

Jam+

COST: 4 No. 222 No. 503 Use: Use Pack: MGS3

Ammo: Trap

Rarity: Common Foil

Cap: 4(8) Icon: TRI N/A Singles Price: Upgrade Cost: N/A

Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where it is placed.

it is placed.

A character who steps on this trap cannot shoot for one turn.

Can be disarmed with an

area attack.

Pit Trap

Ammo: Trap Rarity: Common

SOLIDEYE

Cap: 2(4) Icon: TRI 1500 Singles Price: Upgrade Cost: 500

Sets a trap that prevents movement in

the block where used. Description: This sets an

"Anti-Movement" trap int he block where this is placed.

A character who steps on this trap cannot move for one turn.

Can be disarmed with an area attack.

Jam

COST: 6 Use: Use Pack: MGS3

Ammo: Trap Rarity: Common

Cap: 2(4) Icon: TRI 1500 Singles Price: 500 Upgrade Cost:

Card Text:

Sets a trap that prevents shooting in the block where used.

Description:

This sets an "Anti-Shooting Trap" in the block where this is placed.

A character who steps on this trap cannot shoot for

one turn.

Can be disarmed with an area attack.

Blitz+ Blitz

No. 504 COST: 4	No. 223 COST: 6
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: Trap	Ammo: Trap
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Sets an anti-REA	Sets an anti-REA
trap in the block	trap in the block
where used.	where used.
Description:	Description:
This sets an "Anti-REA Trap"	This sets an "Anti-REA Trap"
in the block where	in the block where
it is placed.	this is placed.
A character who steps on	A character who steps on
this trap cannot react	this trap cannot react
for one turn.	for one turn.
Can be disarmed with an	Can be disarmed with an
area attack.	area attack.
area accaen.	area accaen.
Military Gain+	Military Gain
No. 505 COST: 4	No. 224 COST: 6
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: Trap	Ammo: Trap
Rarity: Common Foil	Rarity: Common
	SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Sets a PTS + Trap	Sets a PTS + Trap
in the block	in the block
where used.	where used.
Description:	Description:
This sets a "PTS+ Trap"	This sets a "PTS+ Trap"
in the block where	in the block where
it is placed.	this is placed.
While standing on this trap,	While standing on this trap,
each enemy you defeat adds	each enemy you defeat adds
1000 PTS.	500 PTS.
Can be disarmed with an	Can be disarmed with an
area attack.	area attack.
Tent+	Tent
No. 506 COST: 4	No. 225 COST: 6
Use: Use Pack: MGS3	Use: Use Pack: MGS3
Ammo: Trap	Ammo: Trap
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Sets a LIFE + Trap in	Sets a LIFE + Trap in
the block where used.	the block where used.
(LIFE increases by	(LIFE increases by
20% per turn.)	10% per turn.)
Description	Doganintion.
Description:	Description:
This sets a "LIFE+ Trap" in the block where	This sets a "LIFE+ Trap"

it is placed. this is placed. While standing on this trap, While standing on this trap, you get LIFE+20%/turn. You get LIFE+10%/turn. Can be disarmed with an area attack. area attack. Blocks REA. Blocks REA. Front Lines+ Front Lines No. 507 COST: 4 No. 226 COST: 6
Use: Use Pack: MGS3 Use: Use Pack: MGS3 Ammo: Trap Ammo: Trap Rarity: Common
Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 1000 Rarity: Common Foil Cap: 4(8) Icon: TRI TRI

Jies Price: N/A

Upgrade Cost: N/A

Card Tevt N/A Card Text: Sets a HIT + Trap Sets a HIT + Trap in the block in the block where used. where used. (HIT +30%) (HIT +20%) This sets a "n...
in the block where
this is placed. Description: This sets a "HIT+ Trap" This sets a "HIT+ Trap" in the block where it is placed. it is placed.
While standing on this trap, While standing on this trap, you get HIT+30%. you get HIT+20%. Can be disarmed with an Can be disarmed with an area attack. area attack. Headquarters+ Headquarters No. 508 COST: 4 No. 227 COST: 6 Pack: MGS3 Use: Use Pack: MGS3 Use: Use Ammo: Trap Ammo: Trap Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI Cap. 1...,
Singles Price: Singles Price: 2000 N/A Upgrade Cost: N/A Upgrade Cost: 1000 Card Text: Card Text: Sets an Anti-Status Sets an Anti-Status Ailment trap in the Ailment trap in the block where used. block where used. Description: Description: This sets an "Anti-Status This sets an "Anti-Status Ailment Trap" in the Ailment Trap" in the block where block where this is placed. Characters standing on this trap are not affected by Status Ailments. this is placed. A character who steps on this trap will not be affected by Status Can be disarmed with an Ailments for 1 turn. area attack. Can be disarmed with an area attack. Disarmament+ Disarmament No. 509 COST: 4 No. 228 COST: 6
Use: Use Pack: MGS3 Use: Use Pack: MGS3

Ammo: Trap Ammo: Trap Rarity: Common Rarity: Common Foil SOLIDEYE

Cap: 2(4) Icon: TRI Cap: 4(8) Icon: TRI

	/-		0000
Singles Price:	N/A	Singles Price:	2000
Upgrade Cost:	N/A	Upgrade Cost:	1000
Card Text:	. Danisia	Card Text:	
Sets a Destroy		Sets a Destroy	
trap in the bl	.ock	trap in the bl	ock
where used.		where used.	
Description:		Description:	
This sets a "Destro	ЭΥ	This sets a "Destro	У
Equipment		Equipment Trap" in	
Trap" in the block		the block where	
this is placed. A c		this is placed. A c	
who steps on this t	rap will	who steps on this t	=
have one piece of		will have on piece	
equipment destroyed	l at	equipment destroyed	. at
random.	1	random.	1-
Can be disarmed wit	n an	Can be disarmed wit	n an
area attack.		area attack.	
Supply Cut+	-	Supply Cut	
No. 510	COST: 4	No. 229	COST: 6
Use: Use Pa	ick: MGS3		.ck: MGS3
Ammo: Trap		Ammo: Trap	
Rarity: Common Foil		Rarity: Common	
=	con: TRI	=	con: TRI
Singles Price:	N/A	Singles Price:	1000
Upgrade Cost:	N/A	Upgrade Cost:	1000
Card Text:		Card Text:	
Sets a COST +	Trap	Sets a COST +	Trap
in the block		in the block	
where used.		where used.	
(COST +15)		(COST +10)	
Description:		Description:	
This sets a "COST+	Trap"	This sets a "COST+	Trap"
in the block where		in the block where	
it is placed.		this is placed.	
A character who ste	eps on	A character who ste	ps on
this trap		this trap	
will have 15 COST a	dded.	will have 10 COST a	dded.
Can be disarmed wit	h an	Can be disarmed wit	h an
area attack.		area attack.	
Attrition+		Attrition	~~~
No. 511	COST: 4	No. 230	COST: 8
Use: Use Pa	CK: SBSS	Use: Use Pa	CK: SRSS
Ammo: Trap		Ammo: Trap	
Rarity: Common Foil		Rarity: Common	cont EDT
± ', '	con: TRI	1 , ,	con: TRI
Singles Price:	N/A	Singles Price:	1500
Upgrade Cost:	N/A	Upgrade Cost:	2000
Card Text:	410	Card Text:	1011072
No recovery wh		No-one can rec	
this trap exis	LS.	while this tra	p exists.
Description:		Description:	
This sets an "All		This sets an "All	
Anti-Recovery		Anti-Recovery	h c
Trap" in the block	wnere	Trap" in the block	wnere
it is placed.		this is placed.	
No one can recover	a+ a	No one can recover	a+ a
while this trap exi		while this trap exi	
Disarmed by moving	UIILU 1T.	Disarmed by moving	onto it.

Can be disarmed with an Can be disarmed with an area attack. area attack. Urban Warfare+ Urban Warfare No. 512 COST: 4 No. 231 COST: 8
Use: Use Pack: SBSS Use: Use Pack: SBSS
Ammo: Trap

Parity: Ungammen Foil

Registry: Ungammen Foil Rarity: Uncommon Foil Rarity: Uncommon Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI Singles Price: N/A Singles Price: 2500 Upgrade Cost: Upgrade Cost: N/A 4000 Card Text: Card Text: No-one can shoot No-one can shoot while this trap exists. while this trap exists. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: This sets an "All This sets an "All Anti-Shooting Anti-Shooting Trap" in the block where Trap" in the block where it is placed. this is placed. No one can shoot No one can shoot No one can shoot

while this trap exists.

Reduces user's LIFE by 1/2.

Disarmed by moving onto it.

Can be disarmed with an Can be disarmed with an Can be disarmed with an area attack. area attack. Ambush+ Ambush No. 513 COST: 4 No. 232
Use: Use Pack: SBSS Use: Use COST: 8 Use: Use Pack: SBSS Ammo: Trap
Rarity: Uncommon
Cap: 2(4) Icon: TRI
Singles Price: 2500
Upgrade Cost: 4000 Rarity: Uncommon Foil
Cap: 2(4) Ammo: Trap Cap: 2(4) Icon: TRI N/A Singles Price: N/A Upgrade Cost: Card Text: Card Text: No close-quarters No close-quarters combat while this combat while this trap exists. trap exists. User's LIFE to 1/2. User's LIFE to 1/2. Description: Description: This sets an "All Anti-CQC Trap" in the block where This sets an "All Anti-CQC Trap" in the block where it is placed. this is placed. No one can engage in CQC No one can engage in CQC while this trap exists. while this trap exists. Reduces user's LIFE by 1/2.

Disarmed by moving onto it.

Can be disarmed with an Can be disarmed with an Can be disarmed with an area attack. area attack. ATK Linkage+ ATK Linkage No. 514 COST: 4 No. 233 COST: 4 Use: Move/Link Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: Link Rarity: Common Foil Rarity: Common

Singles Price: N/A
Upgrade Cost: N/A Card Text: Card Text:

Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 500 Cap: 4(8) Icon: TRI

Triggers automatically. Triggers automatically. ATK + 10; LinksATK +10 to ranged attacks Links to shot fired greater than 4 BLKS. within 3 BLKS. Description: Description: Triggered Automatically. Triggered Automatically. ATK+10. ATK+10. Links to ranged attacks Links to ranged or area greater than 4 blocks. attacks within 3 blocks. Cost Linkage Cost Linkage+ No. 515 COST: 4 No. 234 COST: 4
Use: Move/Link Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: Link Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: TRI
Singles Price: 1000
Upgrade Cost: 500 Cap: 4(8) Icon: TRI Singles Price: N/A
Upgrade Cost: N/A N/A Card Text: Card Text: Triggers automatically. Triggers automatically. COST -2; Links COST -2 to ranged attacks Links to shot fired greater than 4 BLKS. within 3 BLKS. Description: Description: Triggered Automatically. Triggered Automatically. COST-2. COST-2. Links to ranged attacks Links to ranged or area greater than 4 blocks. attacks within 3 blocks. Cost+ Linkage+ Cost+ Linkage Cost+ Linkage+ Cost+ Linkage
No. 516 COST: 4 No. 235 COST: 4 Use: Move/Link Pack: MGS3 Use: Move/Link Pack: MGS3
Ammo: Link Ammo: Link Rarity: Common Foil Rarity: Common Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: Singles Price: 1500 N/A N/A Upgrade Cost: Upgrade Cost: 500 Card Text: Card Text: Adds 2 COST on HIT. Triggers automatically. Links to ranged Adds 2 COST on HIT Links to shot fired attacks greater than 4 BLKS. within 3 BLKS. Description: Description: Triggered Automatically. Triggered Automatically. Adds 2 COST on a hit. Adds 2 COST on a hit. Links to ranged attacks Links to ranged or area greater than 4 blocks. attacks within 3 blocks. Add KDWN Linkage+ Add KDWN Linkage
No. 517 COST: 4 No. 236 COST: 4 Use: Move/Link Pack: MGS3 Use: Move/Link Pack: MGS3 Ammo: Link Ammo: Link Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI 1500 Singles Price: N/A Singles Price: Upgrade Cost: Upgrade Cost: 500 N/A Card Text: Card Text: Triggers automatically. Triggers automatically. Adds KDWN.; Links Adds KDWN

Links to shot fired

to ranged atacks

greater than 4 BLKS.	within 3 BLKS.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Knocks target down.	Knocks target down.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
HIT Linkage+	HIT Linkage
No. 518 COST: 4	No. 237 COST: 4
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common
	SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.
HIT +20%; Links	HIT +20%
to ranged attacks	Links to shot fired
greater than 4 BLKS.	within 3 BLKS.
Description:	Description:
Triggered Automatically. HIT+20%.	Triggered Automatically. HIT+20%.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
Ammo Linkage+	Ammo Linkage
No. 519 COST: 4	No. 238 COST: 4
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1
Ammo: Link	Ammo: Link
Rarity: Uncommon Foil	Rarity: Uncommon
	SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 8000
Upgrade Cost: N/A	Upgrade Cost: 4000
Card Text:	Card Text:
Trigger automatically.	Trigger automatically.
AMMO +1; Links	AMMO +1
to ranged attacks	Links to shot fired
greater than 4 BLKS.	within 3 BLKS.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Ammo+1.	Ammo+1.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
Links to attacks of 2 shots	Links to attacks of 2 shots
or more.	or more.
Add AP Linkage+	Add AP Linkage
No. 520 COST: 4	No. 239 COST: 4
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.
Adds Anti-armor. Links	Adds Anti-armor.

to ranged attacks	Links to shot fired
greater than 4 BLKS.	within 3 BLKS.
Description:	Description:
Triggered Automatically.	Triggered Automatically
Adds Anti-armor.	Adds Anti-armor.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
Dstry Equip. Linkage+	Dstry Equip. Linkage
No. 521 COST: 4	No. 240 COST: 4
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common
	SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 2000
Card Text:	Card Text:
Destroys EQUIPMENT	Triggers automatically.
Links to ranged	Destroys equip.
attacks greater	on HIT Links to shot
than 4 BLKS.	fired within 3 BLKS.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Destroys target's equipment	Destroy's target's equipment
on a hit.	on a hit.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
Count Block Linkage+	Count Block Linkage
No. 522 COST: 4	No. 241 COST: 4
Use: Move/Link Pack: MGS3	Use: Move/Link Pack: MGS3
Ammo: Link	Ammo: Link
Rarity: Common Foil Cap: 4(8) Icon: TRI	Rarity: Common Cap: 4(8) Icon: TRI
Cap: 4(8) Icon: TRI Singles Price: N/A	Cap: 4(8) Icon: TRI Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Target can't counter	Triggers automatically.
Links to ranged	Stops counter on HIT
attacks greater	Links to shot fired
than 4 BLKS.	within 3 BLKS.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Target cannot counterattack	Target cannot counterattack
on a hit.	on a hit.
Links to ranged attacks	Links to ranged or area
greater than 4 blocks.	attacks within 3 blocks.
Defense Linkage+	Defense Linkage
No. 523 COST: 4	No. 242 COST: 4
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common
	SOLIDEYE
Cap: 3(6) Icon: TRI	Cap: 3(6) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.

Dmg60	Dmg40
Links to attack on	Links to attack on
card holder.	card holder.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Damage reduced by 60.	Damage reduced by 40.
Links when attacked.	Links when attacked.
zime when accaonea.	Erimo when accaenca.
Draw Linkage+	Draw Linkage
No. 524 COST: 4	No. 243 COST: 4
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common SOLIDEYE
Cap: 2(4) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.
Draw 3 cards	Draw 3 cards
Links to another	Links to another
linkage.	linkage.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
Draw three cards.	Draw three cards.
Links to another Linkage.	Links to another Linkage.
gov	
Recovery Linkage+	Recovery Linkage
No. 525 COST: 4	No. 244 COST: 4
Use: Move/Link Pack: MGS2	Use: Move/Link Pack: MGS2
Ammo: Link	Ammo: Link
Rarity: Common Foil	Rarity: Common SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 4(8) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.
LIFE +60	LIFE +30
Links to attack on	Links to attack on
card holder.	card holder.
Description:	Description:
Triggered Automatically.	Triggered Automatically.
LIFE+60.	LIFE+30.
Links when attacked.	Links when attacked.
Action+ Linkage+	Action+ Linkage
No. 526 COST: 4	No. 245 COST: 8
Use: Move/Link Pack: MGS1	Use: Move/Link Pack: MGS1
Ammo: Link	Ammo: Link
Rarity: Rare Foil	Rarity: Rare
-	SOLIDEYE
Cap: 2(4) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 10000
Upgrade Cost: N/A	Upgrade Cost: 5000
Card Text:	Card Text:
Triggers automatically.	Triggers automatically.
REST +1	REST +1
Links to draw.	Links to draw.
Description:	Description:
Pedeliberon.	pescriberon.

Triggered Automatically. Triggered Automatically. REST+1. REST+1. Links when drawn. Links when drawn. M61A2 Vulcan M61 Vulcan No. 527 COST: 14 No. 246 COST: 14 Pack: ITGL Pack: ITGL Use: Use Use: Use Ammo: N/A Ammo: N/A Rarity: Rare Foil Rarity: Rare Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN Singles Price: 20000
Upgrade Cost: 5000 N/A Singles Price: Upgrade Cost: N/A Card Text: Card Text: ATK:20 HIT:50% ATK:10 HIT:60% 20mm x 20 20mm x 20 Anti-armor. Anti-armor. Description: Description: Gatling Gun: Anti-armor; Gatling Gun: Anti-armor; USE type USE type ATK: 20 HIT: 50% ATK: 10 HIT: 60% 20mmX20 Ammo: 20mmX20 A rotary 20mm machine gun with six bar [M61A2 Vulcan] An improvement on the M61. Until a gatling gun can spin up to a set This gun can fire up to 100 spin up to a set

number of rotations, its
firing speed will be lower
than what is indicated
in its specs. The M61A2 has
a lighter barrel, therefore

This gun can fire up to 100
shots per second.

It is the principal cannon
armament of the
U.S. Air Force's military
aircraft. allowing for a shortened spin up time. this weapon is also used in the Phalanx CIWS. Glock 18 COST: 4 No. 247 COST: 4
Pack: SBST Use: Equip Pack: SBST No. 528 Use: Equip Pack: SBST Ammo: 9 Ammo: 9 Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: GUN
Singles Price: 2000
Upgrade Cost: 1500 Cap: 2(4) Icon: GUN N/A Singles Price: Upgrade Cost: N/A Card Text: Card Text: ATK:70 HIT:80% ATK:90 HIT:85% 9mm x 3 REA:80% 9mm x 3 REA:80% Adds 1 COST. Adds 1 COST. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 90 HIT: 85% ATK: 70 HIT: 80% Ammo: 9mmX3 REA: 80% 9mmX3 REA:80% HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: COST+1. Notes: COST+1 Load with ammo after [Glock 17] equipping A light, large-bore, semiautomatic to attack (EQUIP type). handgun that utilizes [Glock 18] A fully-automatic version reinforced plastic in of the Glock 17. its grip frame. There is a switch This weapon was developed

at the rear of the slide that allows for both semi- and fully automatic firing. Fatman uses one of these.

as the standard sidearm of the Austrian army.

### AN94 Abakan+

AN94 ADAKAN+

No. 529 COST: 8 No. 248 COST: 9

Use: Equip Pack: SBST

Use: Equip Pack: SBST

Ammo: 5.45

Rarity: Common Foil

Interfere: U:- D:- L:Y R:G Cap: 4(8) Icon: GUN N/A Singles Price: Upgrade Cost: N/A

Card Text:

ATK:60 HIT:80% 5.45mm x 5 REA:10% BLEEDING; Destroys EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;

EQUIP type

ATK: 60 HIT: 80%

Ammo: 5.45mmX5 REA:10% HIT % decrease at: 4 blocks Notes: Makes target BLEED;

Destroys equipment. Load with ammo after

equipping

to attack (EQUIP type).

[AN94 Abakan]

A next-generation assault rifle designed to take on the mantle of the AK series. The grip
contains a built-in firing

mechanism, and that grip can be removed and stored in a separate place.

Railgun+

COST: 11 No. 530 Use: Use Pack: SBST

Ammo: N/A

Rarity: Uncommon Foil

Cap: 2(4) Icon: GUN N/A Singles Price: Upgrade Cost: N/A

Card Text:

ATK:200 HIT:100% Area attack Anti-armor.

Description:

Railgun: Anti-armor; USE

ATK: 200 HIT: 100% Notes: Area attack.

[Railgun]

AN94 Abakan

Ammo: 5.45 Rarity: Common

Interfere: U:- D:- L:Y R:G Cap: 4(8) Icon: GUN Singles Price: 2000 Upgrade Cost: 1500

Card Text:

ATK:60 HIT:75% 5.45mm x 5 REA:10% BLEEDING; Destroys EQUIP.; Anti-armor.

Description:

Assault Rifle: Anti-armor;

EQUIP type

ATK: 60 HIT: 75%

Ammo: 5.45mmX5 REA: 10% HIT % decrease at: 4 blocks Notes: Makes target BLEED;

Destroys equipment. Load with ammo after equipping to attack (EQUIP type).

[AN94 Abakan]

A next-generation assault rifle designed to take on the mantle of the AK series. The grip

contains a built-in firing mechanism, and that grip can be removed and stored in a separate place.

Railgun

No. 249 No. 249 COST: 11
Use: Use Pack: SBST

Ammo: N/A

Rarity: Uncommon

Cap: 2(4) Icon: GUN 6000 Singles Price: Upgrade Cost: 200

Card Text:

ATK:150 HIT:100% Area attack. Anti-armor.

Description:

Railgun: Anti-armor; USE

ATK: 150 HIT: 100% Notes: Area attack.

[Railgun]

A portable EM weapon that accelerates projectiles to high speeds via an electromagnetic pulse. Fortune uses this weapon.

A portable EM weapon that accelerates projectiles to high speeds via an electromagnetic pulse.

RGB6+

No. 531 Use: Equip Pack: CHRN Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A

Card Text:

Extends grenade throw area. Equip to use.

Description:

Grenade Launcher: EQUIP type Extends the throwing range for grenades.

Equip to use.

[RGB6]

A 40mm, 6-shot grenade launcher.

A Croatian-manufactured copy of the South African MGL grenade launcher. Its stock can be

folded up.

Handgun+

COST: 4 No. 251 No. 532 Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common Foil

Interfere: U:Y D:Y L:- R:-Cap: 4(8) Icon: GUN N/A Singles Price: N/A Upgrade Cost:

Card Text:

ATK:60 HIT:90% 9mm x 2 REA:0%

Description:

Handgun: EQUIP type ATK: 60 HIT: 90%

equipping

to attack (EQUIP type).

M79 (AP ammo)

M79 (AP ammo) M79 (antipersonnel)

No. 533 COST: 5 No. 252 COST: 8

Use: Use Pack: CHRN Use: Use Pack: CHRN

RGB6

COST: 6 No. 250 COST: 6
Pack: CHRN Use: Equip Pack: CHRN

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: GUN Singles Price: 1500 Upgrade Cost: 1000

Card Text:

Extends grenade throw area. Equip to use.

Description:

Grenade Launcher: EQUIP type Extends the throwing range

for grenades. Equip to use.

[RGB6]

A 40mm, 6-shot grenade

launcher.

A Croatian-manufactured copy of the South African MGL grenade launcher. It was formally adopted for use by the Croatian

army in 1996. Its stock can be folded up.

Handgun

COST: 4 Use: Equip Pack: CHRN

Ammo: 9

Rarity: Common

Singles Price: 1000 Upgrade Cost:

Card Text:

ATK:50 HIT:80%

9mm x 2 REA:0%

Description:

Handgun: EQUIP type ATK: 50 HIT: 80% ATK: 00 HIT: 90% ATK: 50 HIT: 80% HIT % decrease at: 3 blocks

Load with ammo after ATK: 50 HIT: 80% Ammo: 9mmX2 REA: 0% HIT % decrease at: 3 blocks

Load with ammo after

equipping

to attack (EQUIP type).

M79 (antipersonnel)

Rarity: Common Foil Rarity: Common Cap: 4(8) Icon: GUN Singles Price: 2000 Cap: 4(8) Icon: GUN N/A Singles Price: Upgrade Cost: Upgrade Cost: N/A 1500 Card Text: Card Text: User's ATK increases User's ATK increases as LIFE gets lower. as LIFE gets lower. KDWN; Anti-armor. KDWN. Description: Description: Grenade Launcher: Grenade Launcher: USE type The lower the user's LIFE is, the greater Anti-armor; USE type The lower the user's LIFE is, the greater the user's the user's ATK will be. ATK will be. ATK: (100-(LIFEX100/max. ATK: (100-(LIFEX100/max. LIFE))X4 LIFE)) X4 Notes: Knocks target down; Notes: Knocks target down. Anti-armor. [M79] [M79] A 40mm grenade launcher. A 40mm grenade launcher. Since it has no ejector, Since it has no ejector, it must be cleared it must be cleared manually. manually. SMG+ SMG No. 253 COST: 6 COST: 7 No. 534 Use: Equip Pack: CHRN Use: Equip Pack: CHRN Ammo: 9 Ammo: 9 Rarity: Common Foil Rarity: Common Interfere: U:- D:G L:- R:Y Interfere: U:- D:G L:- R:Y Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price:
Upgrade Cost: Singles Price: 1500 Upgrade Cost: 1000 N/A N/A Card Text: Card Text: ATK:80 HIT:85% ATK:50 HIT:80% 9mm x 4 REA:0% 9mm x 4 REA:0% Area attack. Area attack. COST 0 when dmg. 0 COST 0 when dmg. 0 Description: Description: Supmachine Gun: EQUIP type Submachine Gun: EQUIP type ATK: 80 HI: 85% ATK: 50 HIT: 80% Ammo: 9mmX4 REA:0% Ammo: 9mmX4 REA: 0% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack. Notes: Area attack. COST 0 if no damage is COST 0 if no damage is inflicted. inflicted. Load with ammo after Load with ammo after equipping to attack. equipping to attack (EQUIP type). (EQUIP type). [Attack Area] 11111 11111 01110 00100 00X00 Super Dragon M47 Dragon

Ammo: N/A

No. 535 COST: 0
Use: Use Pack: CHRN

Ammo: N/A

Ammo: N/A

No. 254 COST: 0
Use: Use Pack: CHRN

Ammo: N/A

Rarity: Uncommon Foil	Rarity: Uncommon
Cap: 2(4) Icon: GUN	Cap: 2(4) Icon: GUN
Singles Price: N/A	Singles Price: 10000
Upgrade Cost: N/A	Upgrade Cost: 2000
Card Text:	Card Text:
ATK:15 x total COST	ATK:10 x total COST
KDWN; Anti-armor.	KDWN; Anti-armor.
Can't apply to move.	Can't apply to move.
Description:	Description:
Anti-tank Missile:	Anti-tank Missile:
Anti-armor; USE type	Anti-armor;
ATK: total COSTX15	USE type
Knocks target down.	ATK: Cumulative COST X10
Cannot be applied to	Knocks target down.
movement.	Cannot be applied to
[Super Dragon]	movement.
The Dragon has issues with	[M47 Dragon Anti-tank Missile]
its guidance system and	An anti-tank, wire-guided
rocket thrusters.	missile.
This version ironed those	middifc.
problems out.	
Osh a M1	T M11
Cobray M11	Ingram M11
No. 536 COST: 6 Use: Equip Pack: CHRN	No. 255 COST: 6
Ammo: 9	Use: Equip Pack: CHRN Ammo: 9
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: GUN	Cap: 4(8) Icon: GUN
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
ATK:100 HIT:85%	ATK:50 HIT:80%
9mm x 4 REA:0%	9mm x 4 REA:100%
Area.	ATK x 1.5 if
	counterattacked.
Description:	Description:
Submachine Gun: EQUIP type	Submachine Gun: EQUIP type
ATK: 100 HIT: 85%	ATK: 50 HIT: 80%
Ammo: 9mmX4 REA:0%	Ammo: 9mmX4 REA: 100%
HIT % decrease at: 4 blocks	HIT % decrease at: 4 blocks
Notes: Area attack.	ATKX1.5 when
Load with ammo after	counterattacking.
equipping	Load with ammo after
to attack (EQUIP type).	equipping
00100	to attack (EQUIP type).
00100	[Ingram M11]
00100	A submachine gun that is a
01110	smaller version of the
01110	M10.
00X00	It uses the 380ACP as ammo,
[Cobray M11]	a version of the 9mm
This gun is an Ingram M11	with a shorter shell casing.
modified to take 9mm	Thanks to its simple
Parabellum ammo.	structure, it can be easily
	manufactured
	in back-alley factories.
	It can be equipped with a
	silencer, and it has been
	adopted for use by the
	U.S. Army Special Forces

MK22+ MK22 No. 537 COST: 5 No. 256
Use: Use Pack: MGS3 Use: Use COST: 6 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common
Cap: 2(4) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500 Rarity: Common Foil Cap: 2(4) Icon: GUN N/A Singles Price: N/A Upgrade Cost: Card Text: Card Text: ATK:70 HIT:70% ATK:0 HIT:60% 9mm x 1 9mm x 1 SLEEP. SLEEP. Description: Description: Handgun: USE type Handgun: USE type ATK: 70 HIT: 70% ATK: 0 HIT: 60% Ammo: 9mmX1 Ammo: 9mmX1 HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: 100% chance of SLEEP. Notes: 50% chance of SLEEP. [Mk22] [Mk22] Also known as the Also known as the "Hushpuppy." "Hushpuppy." An improvement of the M39 An improvement of the M39 for use by special forces. for use by special forces. The elongated muzzle is The elongated muzzle is threaded, allowing a threaded, allowing a suppressor to be attached. suppressor to be attached. It also features a slide It also features a slide lock mechanism, allowing lock mechanism, for reduced noise when firing. A "hushpuppy" noise when firing. A is a bit of friend dough originally given to dogs fried dough originally given to dogs allowing for reduced "hushpuppy" is a bit of fried dough originally to quiet down their given to dogs to quiet down barking, thus "silencing" their barking, thus them. "silencing" them. M1911
No. 257 COST: 4
Use: Use Pack: MGS3 M1911A1 COST: 5 No. 257 No. 538 Use: Equip Pack: MGS3 Ammo: 45 Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:G L:- R:R Cap: 5(X) Icon: GUN Cap: 5(X) Icon: GUN N/A Singles Price: 1000 Singles Price: 500 N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:30 HIT:90% ATK:20 HIT:90% CAL45 x 3 REA:0% CAL45 x 3 ATK x 2 when no ATK x 1.5 when no ALERT. ALERT. Description: Description: Handgun: Equip type Handgun: USE type ATK: 30 HIT: 90% ATK: 20 HIT: 90% HIT % decrease at: 3 blocks CAL45X3 REA:0% Ammo: CAL45X3 HIT % decrease at: 3 blocks Notes: ATKX2 when not in ALERT. ALERT.

[M1911]

Load with ammo after

to attack (EQUIP type). adopted for use by the U.S. [M1911A1] Army in 1911. A further improvement on the It was manufactured based M1911, this model was on a design by John completed in 1924. Browning. At the time, the main Army handgun was the 9mm, The grip safety, trigger, and front sight were all but during the improved on this model. This weapon has been used by Spanish-American the U.S. Army for more than War, the American Naval half a century. forces dispatched to the Philippines were unable to quell the Moro with these sidearms. In response to this problem, the Army decided to adopt a 45 caliber gun with greater man-stopping power. The first gun to be equipped with a thumb safety. Features a "cock and lock" safety device when the bullet is in the chamber. EZ Gun Saru-Gun-Shake No. 258 COST: 7 No. 539 COST: 5 Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: 45 Ammo: 45 Rarity: Uncommon Rarity: Uncommon Foil Interfere: U:B D:B L:B R:B Interfere: U:B D:B L:B R:B Unlock: Arena Easy x6 Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN N/A 5000 Singles Price: Singles Price: N/A Upgrade Cost: Upgrade Cost: 2000 Card Text: Card Text: ATK:10 HIT:70% ATK:10 HIT:70% CAL45 x 3 REA:0% CAL45 x 3 REA:0% Dmg. 1/2; PTS 1/2. Dmg. 1/2; PTS 1/2. Silenced; SLEEP. Silenced; SLEEP. Description: Description: Handgun: EQUIP type Handgun: EQUIP type ATK: 10 HIT: 70% ATK: 10 HIT: 70% Ammo: CAL45X3 REA:0% Ammo: CAL45X3 REA: 0% HIT % decrease at: 3 blocks HIT % decrease at: 3 blocks Notes: Damage 1/2 while Notes: Silenced; damage 1/2 while equipped. 1/2 points. equipped. 20% chance of SLEEP on hit. 1/2 points 40% chance of SLEEP on hit. Load with ammo after Load with ammo after equipping to attack (EQUIP type). equipping to attack (EQUIP type). [EZ Gun] A tranquilizer gun with a [SARU-GUN-SHAKE] Wielding this gun makes you laser sight and a silencer feel happy used only by FOX. AMD-63 Carbine AMD-63 No. 259 COST: 6
Use: Use Pack: MGS3 COST: 7 No. 540

Use: Equip Pack: MGS3

A semiautomatic handgun

equipping

Ammo: 7.62 Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:R D:- L:- R:Y Cap: 4(8) Icon: GUN Icon: GUN Cap: 4(8) 500 Singles Price: Singles Price: N/A N/A Upgrade Cost: Upgrade Cost: 1000 Card Text: Card Text: ATK:50 HIT:80% ATK:40 HIT:75% 7.62mm x 2 REA:10% 7.62mm x 2 KDWN KDWN Description: Description: Assault Rifle: EQUIP type Assault Rifle: USE type ATK: 50 HIT: 80% ATK: 40 HIT: 75% Ammo: 7.62mmX2 REA:10% Ammo: 7.62mmX2 HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Knocks target down. Notes: Knocks target down. Load with ammo after [AMD-63] A Hungarian-manufactured equipping to attack (EQUIP type). improvement on the AKM. [AMD-63] The carbine version of the AMD-63. AK-47II AK-47I COST: 7 No. 260 COST: 6
Pack: MGS3 Use: Use Pack: MGS3 No. 541 Use: Equip Pack: MGS3 Ammo: 7.62 Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:R L:- R:Y Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN N/A 500 Singles Price: Singles Price: N/A Upgrade Cost: Upgrade Cost: 1000 Card Text: Card Text: ATK:40 HIT:85% ATK:20 HIT:80% 7.62mm x 2 REA:50%  $7.62 \, \text{mm} \times 4$ ATK x 2 when LIFE at ATK x 1.5 when LIFE maximum. at maximum. Description: Description: Assault Rifle: EQUIP type Assault Rifle: USE type ATK: 40 HIT: 85% ATK: 20 HIT: 80% Ammo: 7.62mmX2 REA:50% Ammo: 7.62mmX4 HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: ATKX2 when at max Notes: ATKX1.5 when at max LIFE. LIFE. Load with ammo after [AK-47I] The Avtomat Kalashnikova. equipping Developed in the former to attack (EQUIP type). [AK-4711] Soviet Union by Mikhail An improvement on the Timofeevich Kalashnikov. AK-47I. It served as the model for the subsequently developed The Kalashnikov is a weapon composed of few parts, and manufactured AK making it very easy to handle. series of rifles. It is highly reliable in a variety of environments, and not prone to malfunctions. Thanks to these qualities, it is heavily used in the

Middle East and Africa, and

historically, a great number of these weapons have been manufactured.

Ammo: 7.62mmX2 REA:10% HIT % decrease at: 3 blocks

Patriot+ Patriot COST: 9 No. 261 No. 542 COST: 7 Use: Equip Pack: SBSS Use: Use Pack: SBSS Ammo: N/A Ammo: 5.56 Rarity: Common Rarity: Common Foil SOLIDEYE Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: 1000 Singles Price: N/A N/A 500 Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:180 HIT:90% ATK:50 HIT:85%  $5.56 \text{mm} \times 1$ 5.56mm x 5 REA:20% Area Attack. ATK x 1.5 when covered. Description: Description: Assault Pistol: USE type Assault Pistol: EQUIP type ATK: 180 HIT: 90% ATK: 50 HIT: 85% Ammo: 5.56mmX1 Ammo: 5.56mmX5 REA: 20% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: ATKX1.5 when Notes: Area attack. Load with ammo after covered. Load with ammo after equipping to attack (EQUIP type). equipping [Attack Area] to attack (EQUIP type). 11111 [Patriot] 11111 A unique handgun used by The Boss. 11111 00000 It consists of an XM16E1 00X00 with a sawed-off barrel and no stock. [Patriot] An assault handgun, made by It combines an ease of sawing off the barrel of an carrying with the stopping XM16E1 and removing the power of 5.56mm rounds, but it can be extremely stock. difficult to handle due to its large recoil. Type-17 Pistol C96 No. 262 No. 262 COST: 4
Use: Use Pack: MGS3 No. 543 COST: 5
Use: Equip Pack: MGS3 Ammo: 7.62 Ammo: N/A Rarity: Common Foil Rarity: Common Interfere: U:- D:R L:R R:-Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN Singles Price: N/A Singles Price: 1000 Upgrade Cost: N/A Upgrade Cost: 500 Card Text: Card Text: ATK:50 HIT:100% ATK:10 HIT:85% 7.62mm x 2 REA:10%  $7.62 \, \text{mm} \times 6$ Target interference Target interference has no effect. has no effect. Description: Description: Handgun: EQUIP type Handgun: USE type ATK: 50 HIT: 100% ATK: 10 HIT: 85%

Ammo: 7.62mmX6

HIT % decrease at: 4 blocks

Notes: Prevents target Notes: Prevents target INTERFERENCE. INTERFERENCE on a hit. Load with ammo after [C96] A semiautomatic pistol equipping to attack (EQUIP type). known under the name [Shansei "Broom Handle"] Mauser Military. A mass-produced Chinese copy Usually called the "broomhandle." of an exported Mauser C96.
Compared to the original,
this version has a clip that of an exported Mauser C96. Bullets are loaded into the gun via a special clip juts out from the bottom, mounted to its fixed plus a wider barrel and chamber. firing chamber. It was adopted for use by One of the typical German security forces techniques for the and armed guard units. A unique stock can also be C96 is the "Mounted Bandit" style of utilizing the affixed to the gun. gun's recoil to rapidly fire Later models included from the side. fully automatic versions. This is EVA's weapon of choice. Thompson M1 Thompson M1928 No. 544 COST: 5 No. 263 COST: 6
Use: Equip Pack: MGS3 Use: Equip Pack: MGS3 Ammo: 45 Ammo: 45 Rarity: Common Foil Rarity: Common Interfere: U:R D:- L:- R:R Interfere: U:R D:- L:- R:R Cap: 4(8) Icon: GUN Cap: 4(8) Icon: GUN 2000 N/A Singles Price: Singles Price: N/A Upgrade Cost: 1500 Upgrade Cost: Card Text: Card Text: ATK:100 HIT:95% ATK:90 HIT:90% CAL45 x 2 REA:0% CAL45 x 2 REA:0% Area Attack. Area Attack. Description: Description: Submachine Gun: EQUIP type Submachine Gun: EQUIP type ATK: 100 HIT: 95% ATK: 90 HIT: 90% Ammo: CAL45X2 REA: 0% Ammo: CAL45X2 REA:0% HIT % decrease at: 4 blocks HIT % decrease at: 4 blocks Notes: Area attack. Notes: Area attack. Load with ammo after Load with ammo after equipping equipping to attack (EQUIP type). to attack (EQUIP type). [Attack Area] [Attack Area] 01110 01110 01110 01110 00100 00100 00100 00100 00X00 00X00 [Thompson M1] [Thompson M1928] This gun was adopted for use in America in 1942 Known under the nickname "Tommygun," this is a as an improvement on submachine gun that was the Thompson M1928. formally adopted for use in the USA in 1928.
radiator fins, as well as
In addition to a 50-round
the compensator have been removed. 20-and 30-round stick

magazine models.

It is a cheaper weapon than

the M1928, since It was a popular weapon in engineering processes organized crime during reduced its number of parts. that period. William Tell+ William Tell No. 264 COST: 8 No. 545 COST: 8 Pack: MGS3 Use: Use Pack: MGS3 Use: Use Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 1500 Singles Price: N/A Singles Price: N/A Upgrade Cost: Upgrade Cost: Card Text: Card Text: ATK:150 x 1 ATK:100 x 1 HIT:90% HIT:75%; BLEEDING; Destroys EQUIPMENT. BLEEDING. Description: Description: Crossbow: USE type Crossbow: USE type ATK: 150X1 ATK: 100X1 HIT: 75% HIT: 90% HIT % decrease at: 5 blocks HIT % decrease at: 4 blocks Notes: Destroys equipment; Notes: Makes target BLEED. Makes target BLEED. [William Tell] [William Tell] One of The Fear's favored One of The Fear's favored weapons. A long-range crossbow. It is weapons. A long-range crossbow. high-powered, but takes a It is high-powered, but long time to reload. takes a long time to reload. G36C COST: 10 G36C+ COST: 10 No. 265 No. 546 Use: Use Pack: SBSS Use: Equip Pack: SBSS Ammo: N/A Ammo: 5.56 Rarity: Uncommon Foil Rarity: Uncommon Unlock: Arena Extreme x6 Cap: 2(4) Icon: GUN Cap: 2(4) Icon: GUN 10000 N/A Singles Price: Singles Price: N/A Upgrade Cost: Upgrade Cost: 2000 Card Text: Card Text: ATK:60 HIT:60% ATK:60 HIT:60% 5.56mm x 5 REA:90% 5.56mm x 4 Destroys EQUIPMENT. Destroys EQUIPMENT. Anti-armor. Anti-armor. Description: Description: Assault Rifle: Anti-armor; Assault Rifle: USE type ATK: 60 HIT: 60% EQUIP type ATK: 60 HIT: 60% Ammo: 5.56mmX4 Ammo: 5.56mmX5 REA:90% HIT % decrease at: 4 blocks HIT % decrease at: 5 blocks Notes: Destroys equipment. Notes: Destroys equipment. [G36C] Load with ammo after A compact version of the G36 equipping officially adopted for use in to attack (EQUIP type). Germany in 1996. The German [G36C] army continued to adopt the Length: 998mm 7.62mmX51 G3 rifle for use, Weight: 3850g but due to need for their Loaded Ammo: 30 shots participation in the U.N. Rifling: 1:6" right twist Security Forces, rate they were pressured to

make changes to use the standard NATO 5.56mmX45 ammo.

Most of the components of the G36 are made of fiber reinforced polymer plastics known for their high production rate and durability. The G36C is the most compact of the models for use by special forces.

### XM29

No. 547 COST: 6
Use: Equip Pack: MGS3
Ammo: 5.56

Rarity: Common Foil

Cap: 4(8) Icon: GUN
Singles Price: N/A
Upgrade Cost: N/A
Card Text:

ATK:20 HIT:50% 5.56mm x 3 REA:50%

### Description:

Assault Rifle: EQUIP type

ATK: 20 HIT: 50%

Ammo: 5.56mmX3 REA:50% HIT % decrease at: 4 blocks

Load with ammo after

equipping

to attack (EQUIP type).

[XM29]

A rifle in development for the next generation of

foot soldier.

There are four modes that can be selected for its 20mm grenades: a rapid-fire mode where the grenade will explode on contact with a target, an air assault mode where the

grenade will explode in the air over its target, a

delayed- blast mode
where the grenade will

explode after

penetrating the front of its target, and a window

mode, where the grenade
will detonate at a

designated distance

upon being shot.

The mode set with the Fire Control System

will be recorded in the

warhead's fuse.

OICW

No. 266 COST: 7
Use: Equip Pack: MGS3

Ammo: 5.56
Rarity: Common

Cap: 4(8) Icon: GUN
Singles Price: 1000
Upgrade Cost: 500

Card Text:

ATK:10 HIT:50% 5.56mm x 6 REA:50%

Description:

Assault Rifel: USE type

ATK: 10 HIT: 50%

Ammo: 5.56mmX6 REA: 50% HIT % decrease at: 4 blocks

Load with ammo after

equipping

to attack (EQUIP type).

[OICW]

A rifle in development for the next generation of

foot soldier.

It contains both a 5.56mm rifle and a 20mm grenade launcher, both of which are managed by a

Fire Control System.

PTRS-1941+ PTRS-1941

COST: 14 No. 267 COST: 12 No. 548 Use: Use Pack: CHRN Use: Use Pack: CHRN

Ammo: N/A

Rarity: Common Foil

Cap: 2(4) Icon: GUN N/A Singles Price: Upgrade Cost:

Card Text:

ATK:350 HIT:70% 14.5mm x 1; Adds 5 COST; Anti-armor.

Description:

Anti-Tank Rifle: Anti-armor;

USE type

ATK: 350 HIT: 70% Ammo: 14.5mmX1

COST+5

HIT % decrease at: 5 blocks

[Simonov PTRS-1941]

A semiautomatic anti-tank [Simonov PTRS-1941]
rifle manufactured in 14.5mm Protivo Tankovoe the former Soviet Union. In addition to being able to penetrate armor,

it can also be used to snipe at a tank's periscope.

However, with

reinforcements being made to tanks, the anti-tank rifle itself is being phased out in favor of anti-tank rockets.

ATK Backup+

COST: 6 No. 268
Pack: MGS2 No. 549 Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: TRI Singles Price: N/A Upgrade Cost: N/A

Card Text:

Ally ATK +10 Lasts 1 time.

Description: Ally's ATK+10.

expires after triggering

1 time.

HIT Backup+

Use: Use Pack: MGS2

Ammo: N/A

Rarity: Common Foil

Cap: 4(8) Icon: TRI

Ammo: N/A Rarity: Common

ICon: GUN Cap: 2(4) Icon: GUN

N/A Singles Price: 5000

N/A Upgrade Cost: 3000

Card Text:

ATK:300 HIT:75% 14.5mm x 1

Anti-armor; KDWN.

Description:

Anti-Tank Rifle: Anti-armor;

USE type

ATK: 300 HIT: 75% Ammo: 14.5mmX1

HIT % decrease at: 5 blocks Notes: Knocks target down

on a hit.

Ruzhe sistemy Simonova, obr.

1941g.

An anti-tank rifle

manufactured by the former Soviet Union. TH was officially adopte It was officially adopted for used in 1941.

ATK Backup

COST: 5 Pack: MGS2 Use: Use

Ammo: N/A

Rarity: Common

Cap: 4(8) Icon: TRI
Singles Price: 2000
Upgrade Cost: 3000

Card Text:

Ally's ATK +5 Lasts 1 time.

Description: Ally's ATK+5.

Expires after triggering

1 time.

SOLIDEYE

HIT Backup

No. 550 COST: 5 No. 269 COST: 5 Pack: MGS2 Use: Use

> Ammo: N/A Rarity: Common

Cap: 4(8) Icon: TRI

N/A N/A Singles Price: Singles Price: 1500 Upgrade Cost: Upgrade Cost: 2000 Card Text: Card Text: Ally HIT +30% Ally's HIT +20% Lasts 1
Description: Lasts 1 time. Lasts 1 time. Description: Ally's HIT+30%. Ally's HIT+20%. Expires after triggering Expires after triggering 1 time. 1 time. Evade Backup+ Evade Backup Evade Backup+

No. 551

COST: 5

Use: Use

Pack: MGS2

Evade Backup

No. 270

COST: 5

Use: Use

Pack: MGS2 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: N/A Singles Price: 1500 Upgrade Cost: N/A Upgrade Cost: 2000 Card Text: -30% to HIT ally -20% for ally to be Lasts 1 time. HIT Lasts 1 time. Description: Description: Attacks on allies are at-30%. Expires after triggering Attacks on allies are at-20%. Expires after triggering 1 time. 1 time. No. 552 COST: 8 No. 271
Use: Use Pack: MGS3 Use: Use Ammo: N/A No. 271 COST: 12 Use: Use Pack: MGS3 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI
Singles Price: N/A Singles Price: 1000
Upgrade Cost: N/A Upgrade Cost: 1000
Card Text: Card Text:
Cure Ally of Cure Ally of Status Ailment. Status Ailment. Description:
Allows ally to recover from Description: Allows ally to recover from a Status Ailment. Remove Trap+ Remove Trap No. 553 COST: 6 No. 272 COST: 10 Use: Use Pack: MGS1 Use: Use Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: TRI Cap: 2(4) Icon: TRI gles Price: N/A
rade Cost: N/A
d Text:
Dismarm 1 trap. Singles Price: 2000 Upgrade Cost: 3000 Singles Price: Upgrade Cost: Card Text: Card Text: Dismarm 1 trap. Disarms one trap of the user's choice. No. 554 COST: 7
Use: Equip Pack: MGS1 Vse: Equip

Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Cap: 4(8) Icon: TRI Singles Price: 1500 Singles Price: N/A Upgrade Cost: N/A Upgrade Cost: 2000 Card Text: Card Text: Nearby ally's total Nearby ally's total dmg. reduced by 100. dmg. reduced by 50. Equip to use. Equip to use. Lasts 5 turns. Lasts 5 turns. Description: Description: Adjacent ally's Adjacent ally's total damage taken -100. total damage taken -50. Equip to use. Equip to use. Lasts for 5 turns. Lasts for 5 turns. No. 555 COST: 6 No. 274
Use: Equip Pack: MGS1 Use: Family
Ammo: N/A Near Atk. Support No. 274 COST: 7
Use: Equip Pack: MGS1 Ammo: N/A Ammo: N/A Rarity: Common Foil Rarity: Common SOLIDEYE Cap: 4(8) Icon: TRI Icon: TRI Cap: 4(8) Singles Price: 1500 N/A Singles Price: N/A Upgrade Cost: 2000 Upgrade Cost: Card Text: Card Text: Nearby ally's gets Nearby ally's gets ATK +10. ATK +5. Equip to use. Equip to use. Lasts 5 turns. Lasts 5 turns. Description: Description: Adjacent ally's ATK+10. Adjacent ally's ATK+5. Equip to use. Equip to use. Lasts for 5 turns. Lasts for 5 turns. COST: 5 No. 275 COST: 8
Use: Equip Pack: MGS1 Use: Equip
Ammo: N/A Rarity: Common Foil Rarity: Common Cap: 2(4) Icon: TRI
Singles Price: 2000
Ungrade Cost: 3000 Cap: 4(8) Icon: TRI N/A Singles Price: N/A 3000 Upgrade Cost: Upgrade Cost: Card Text: Card Text: Projectile damage Projectile damage adds to LIFE; closeadds to LIFE; closequarters dmg. doubles. quarters dmg. doubles. Equip to use. Equip to use. Description: Description: Damage inflicted by gunshot Damage inflicted by gunshot is added to user's LIFE. is added to user's LIFE. Damage is doubled if Damage is doubled if inflicted at close inflicted at close quarters. quarters. Equip to use. Equip to use. Close-Range Soak+ Close-Range Soak No. 557 COST: 8 No. 276 COST: 8 Use: Equip Pack: MGS1 Use: Equip Pack: MGS1

Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 3000
Card Text:	Card Text:
Close-quarters dmg.	Close-quarters dmg.
adds to LIFE;	adds to LIFE;
projectile damage	projectile damage
doubles. Equip to use.	doubles. Equip to use.
Description:	Description:
Damage inflicted at close	Damage inflicted at close
quarters	quarters is added to
is added to user's LIFE.	user's LIFE.
Damage is doubled if	Damage is doubled if
inflicted by gunshot.	inflicted by gunshot.
Equip to use.	Equip to use.
Projectile Counter+	Projectile Counter
No. 558 COST: 5	No. 277 COST: 8
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Projectiles countered;	Projectiles countered;
Close-quarters dmg.	Close-quarters dmg.
is x 1.5. Equip to use.	is x 1.5. Equip to use.
Description: Gunshot attacks	Description: Gunshot attacks
are counterattacked.	are counterattacked.
DamageX1.5 if inflicted at	DamageX1.5 if inflicted at
close quarters.	close quarters.
Equip to use.	Equip to use.
Close-Rng Counter+	Close-Rng Counter
No. 559 COST: 5	No. 278 COST: 8
Use: Equip Pack: MGS1	Use: Equip Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 2000
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Projectile dmg. is	Projectile dmg. is
x 1.5; close-quarters	x 1.5; close-quarters
attks are countered.	attks are countered.
Equip to use.	Equip to use.
Description:	Description:
CQC attacks	CQC attacks
are counterattacked.	are counterattacked.
DamageX1.5 if inflicted	DamageX1.5 if inflicted by
from 3 or more blocks away.	gunshot.
from 3 or more blocks away. Equip to use.	gunshot. Equip to use.
from 3 or more blocks away.  Equip to use.  Cost Counter+	gunshot. Equip to use.  Cost Counter
from 3 or more blocks away. Equip to use.	gunshot. Equip to use.

Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common SOLIDEYE
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 1500
Upgrade Cost: N/A	Upgrade Cost: 1000
Card Text:	Card Text:
Return COST add to	Return COST add to
opponent.	opponent.
Equip to use.	Equip to use.
Lasts 1 time.	Lasts 1 time.
Description:	Description:
Counters a COST add from a	Counters a COST add from a
target.	target.
Equip to use.	Equip to use.
Expires after triggering	Expires after triggering
1 time.	1 time.
Card Seal+	Card Seal
No. 561 COST: 6	No. 280 COST: 12
Use: Use Pack: MGS1	Use: Use Pack: MGS1
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: TRI	Cap: 2(4) Icon: TRI
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
No player can use	No player can use
a card that was	a card that was
just used.	just used.
Description:	Description:
The card just played becomes	The card just played becomes
unusable to everyone.	unusable to everyone.
Whenever "Card Seal"is	Whenever "Card Seal" is
used, the card that is	used,
<pre>sealed changes. *Can't be used in Story Mode.</pre>	the card that is sealed
"Can't be used in Story Mode.	<pre>changes. *Can't be used in Story</pre>
	Mode.
Uniform-R+	Uniform-R
No. 562 COST: 6	No. 282 COST: 5
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil Cap: 4(8) Icon: CAN	Rarity: Common Cap: 4(8) Icon: CAN
Cap: 4(8) Icon: CAN Singles Price: N/A	Cap: 4(8) Icon: CAN Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Equip to use.	Equip to use.
Total damage reduced	Total damage reduced
by 100.	by 50.
REA: 100%	REA:80%
Description:	Description:
Equip to use.	Equip to use.
Reduces total damage by 100	Reduces total damage by 50
REA:100%	REA:80%
Uniform-B+	Uniform-B
No. 563 COST: 6	No. 283 COST: 5

Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: CAN	Cap: 4(8) Icon: CAN
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Equip to use.	Equip to use.
Total damage reduced	Total damage reduced
by 200.	by 100.
REA: 100%	REA:80%
Description:	Description:
Equip to use.	Equip to use.
Reduces total damage by 200	Reduces total damage by 100
REA:100%	REA:80%
Uniform-G+	Uniform-G
No. 564 COST: 6	No. 284 COST: 5
Use: Equip Pack: MGS2	Use: Equip Pack: MGS2
Ammo: N/A	Ammo: N/A
Rarity: Common Foil	Rarity: Common
Cap: 4(8) Icon: CAN	Cap: 4(8) Icon: CAN
Singles Price: N/A	Singles Price: 1000
Upgrade Cost: N/A	Upgrade Cost: 500
Card Text:	Card Text:
Equip to use.	Equip to use.
Total damage reduced	Total damage reduced
by 200.	by 100.
REA: 100%	REA:80%
Description:	Description:
bescription.	
Equip to use.	Equip to use.
	Equip to use.
Equip to use. Reduces total damage by 200	
Equip to use.	Equip to use. Reduces total damage by 100
Equip to use. Reduces total damage by 200 REA:100%	Equip to use. Reduces total damage by 100 REA:80%
Equip to use. Reduces total damage by 200 REA:100% FIM-92A	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565  COST: 7	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use  Pack: MGS2
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use  Pack: MGS2  Ammo: N/A
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use  Pack: MGS2  Ammo: N/A
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use  Pack: MGS2  Ammo: N/A  Rarity: Common
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:260 Locks on to	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2  Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text: ATK:260 Locks on to machines only.	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260 Locks on to machines only.  Description:	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:260    Locks on to    machines only. Description: Missile: Anti-armor; USE	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:  Missile: Anti-armor, USE
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260 Locks on to machines only.  Description:	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:260    Locks on to    machines only. Description: Missile: Anti-armor; USE	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:  Missile: Anti-armor, USE
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2  Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:260    Locks on to    machines only. Description: Missile: Anti-armor; USE type	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price:  1000  Upgrade Cost:  ATK:180  Locks on to machines only.  Description:  Missile: Anti-armor, USE  type
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260 Locks on to machines only.  Description:  Missile: Anti-armor; USE  type  ATK: 260	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:    ATK:260    Locks on to    machines only.  Description: Missile: Anti-armor; USE type ATK: 260 Locks on to machines only.	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180  Locks on to machines only.
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260  Locks on to  machines only.  Description:  Missile: Anti-armor; USE  type  ATK: 260  Locks on to machines only.  [FIM-92A]  A portable, surface-to-air	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Singles Price: 1000  Upgrade Cost: 500  Card Text: ATK:180 Locks on to machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180 Locks on to machines only.  [Redeye 2]
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:260  Locks on to  machines only. Description: Missile: Anti-armor; USE type ATK: 260 Locks on to machines only. [FIM-92A] A portable, surface-to-air Stinger missle. This is a	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Foil Cap: 4(8) Icon: GUN Singles Price: N/A Upgrade Cost: N/A Card Text:  ATK:260  Locks on to  machines only. Description: Missile: Anti-armor; USE type ATK: 260 Locks on to machines only. [FIM-92A] A portable, surface-to-air Stinger missle. This is a low-altitude	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299
Equip to use.  Reduces total damage by 200  REA:100%  FIM-92A  No. 565 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8) Icon: GUN  Singles Price: N/A  Upgrade Cost: N/A  Card Text:  ATK:260 Locks on to machines only.  Description:  Missile: Anti-armor; USE  type  ATK: 260 Locks on to machines only.  [FIM-92A]  A portable, surface-to-air  Stinger missle. This is a low-altitude surface-to-air missile that	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299 COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8) Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text:  ATK:180  Locks on to  machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180  Locks on to machines only.  [Redeye 2]  The XFIM-92 surface-to-air  missile.  This test version was developed as
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565  COST: 7 Use: Use Pack: MGS2  Ammo: N/A Rarity: Common Foil Cap: 4(8)  Singles Price: N/A Upgrade Cost: N/A  Upgrade Cost: N/A  Card Text: ATK:260 Locks on to machines only.  Description: Missile: Anti-armor; USE type ATK: 260 Locks on to machines only.  [FIM-92A] A portable, surface-to-air Stinger missle. This is a low-altitude surface-to-air missile that can be carried and fired	Reduces total damage by 100 REA:80%  Redeye-II  No. 299 COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8) Singles Price: 1000 Upgrade Cost: 500 Card Text: ATK:180 Locks on to machines only. Description: Missile: Anti-armor, USE type ATK: 180 Locks on to machines only. [Redeye 2] The XFIM-92 surface-to-air missile. This test version was developed as a successor to the Redeye.
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565  COST: 7 Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: ATK:260 Locks on to machines only.  Description: Missile: Anti-armor; USE  type ATK: 260 Locks on to machines only.  [FIM-92A] A portable, surface-to-air Stinger missle. This is a low-altitude surface-to-air missile that can be carried and fired by a single person.	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text: ATK:180 Locks on to machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180 Locks on to machines only.  [Redeye 2]  The XFIM-92 surface-to-air missile.  This test version was developed as a successor to the Redeye. It can
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565  COST: 7 Use: Use Pack: MGS2  Ammo: N/A Rarity: Common Foil Cap: 4(8)  Singles Price: N/A Upgrade Cost: N/A  Upgrade Cost: N/A  Card Text: ATK:260 Locks on to machines only.  Description: Missile: Anti-armor; USE type ATK: 260 Locks on to machines only.  [FIM-92A] A portable, surface-to-air Stinger missle. This is a low-altitude surface-to-air missile that can be carried and fired	Reduces total damage by 100 REA:80%  Redeye-II  No. 299  COST: 7 Use: Use Pack: MGS2 Ammo: N/A Rarity: Common Cap: 4(8)  Singles Price: 1000 Upgrade Cost: 500 Card Text: ATK:180 Locks on to machines only.  Description: Missile: Anti-armor, USE type ATK: 180 Locks on to machines only. [Redeye 2] The XFIM-92 surface-to-air missile. This test version was developed as a successor to the Redeye. It can attack its target from any
Equip to use. Reduces total damage by 200 REA:100%  FIM-92A  No. 565  COST: 7 Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common Foil  Cap: 4(8)  Singles Price: N/A  Upgrade Cost: N/A  Card Text: ATK:260 Locks on to machines only.  Description: Missile: Anti-armor; USE  type ATK: 260 Locks on to machines only.  [FIM-92A] A portable, surface-to-air Stinger missle. This is a low-altitude surface-to-air missile that can be carried and fired by a single person.	Equip to use.  Reduces total damage by 100  REA:80%  Redeye-II  No. 299  COST: 7  Use: Use Pack: MGS2  Ammo: N/A  Rarity: Common  Cap: 4(8)  Icon: GUN  Singles Price: 1000  Upgrade Cost: 500  Card Text: ATK:180 Locks on to machines only.  Description:  Missile: Anti-armor, USE  type  ATK: 180 Locks on to machines only.  [Redeye 2]  The XFIM-92 surface-to-air missile.  This test version was developed as a successor to the Redeye. It can

friend and foe.
the infrared seeker on
the tip of the missile
allows it to attack
its target from any
direction.

### MGA2FACTS - EXTRA CARD FACTS

468 Skull Suit is the only upgraded card that is not foil.
451 Metal Gear D(revised) is the only non-upgraded card numbered above 300.

The "book" cards serve as distractions for the guards. It is not explained anywhere in the game, but they add the following costs when a guard sees them:

Original: Upgrade:

087 Book +10 COST -> 377 Interesting Book +15 COST 088 Cool Book +20 COST -> 378 Super Cool Book +25 COST

280 Card Seal & 561 Card Seal+ can seal each other and themselves!

The following card pairs appear identical, but if you look at the card descriptions the effects last twice as long for the upgrades:

161 Viper & 445 Viper+

189 Paramedic & 471 Paramedic+

298 No Smoking can only be used when your character has BURN status, it will remove the BURN status and reduce your health to 1.

## CARD ORDER THEORY

For a while I couldn't figure out why the upgraded cards appeared in the order that they did. The reason is they are based on the card order from the first Metal Gear Ac!d game, and moreover, every card from 1-299 features a unique image, and cards from 300-565 feature duplicate images from their "downgrades." The only exception is 451 Metal Gear D(revised), but I have no idea why it's not listed below 299 like the rest of the new cards. Please contact me if you have a solid answer as to why!

### MGA2SNAKE - SNAKE ONLY (7)

049 Action+

062 Action++

099 Gijin-san

153 Big Boss

186 Sneaking Suit

389 Gijin-san+

468 Skull Suit

## MGA2NOLINK - NO LINK BATTLE (24)

089 Phase Down

115 Cost -6

121 Cost -10

168 Jonathan Ingram

285 Ayumi Kinoshita

286 Meguru Ishii

287 Natsume Sano

288 MGS4

289 Emma's Parrot

```
290 Banana Skin
291 Jack
292 Possessed Arm
294 Solid Snake (MGS4)
296 Gekko
298 No Smoking
364 Extra Turn+
389 Gijin-san+
404 Cost -8
410 Cost -12
418 Psycho Mantis+
420 Genola+
436 Gurlugon+
452 Jonathan Ingram+
456 Jehuty+
MGA2EYE - SOLID EYE CARDS (47)
069 Survival Knife
070 Choke
076 Box A
129 Metal Gear REX
144 Solidus Snake
174 GRU Soldier
179 Naked Snake
189 Paramedic
190 Lt. Raikov
191 The Sorrow
192 The End
193 The Fear
195 Instant Ramen
198 Rosemary
199 Arsenal Gear
200 Funamushi
205 Donald Anderson
207 Leone
211 Alice Hazel
216 Slasher Hawk
217 Wolf Dog
218 Dirty Duck
219 Red Blaster
220 Dr. Kio Marv
221 Pit Trap
224 Military Gain
228 Disarmament
237 HIT Linkage
238 Ammo Linkage
240 Dstry Equip. Linkage
242 Defense Linkage
243 Draw Linkage
244 Recovery Linkage
245 Action+ Linkage
261 Patriot
269 HIT Backup
270 Evade Backup
271 Serum
273 Near Def. Support
274 Near Atk. Support
279 Cost Counter
281 Reiko Hinomoto
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285 Ayumi Kinoshita
286 Meguru Ishii
287 Natsume Sano
288 MGS4
451 Metal GearD (revised)
MGA2AMMO - AMMO CARDS
--5.45mm (6)
5x 011 AKS74u
5x 016 AKS74u (Laser S.)
5x 248 AN94 Abakan
6x 310 AKS74un
6x 315 AKS74un (Laser S.)
5x 529 AN94 Abakan+
--5.56mm (15)
5x 002 FAMAS/G1
8x 012 M4
8x 017 M4 (Laser S.)
5x 026 Galil Sar
6x 037 M63
7x 040 XM16E1
5x 261 Patriot
6x 266 OICW
8x 311 M4A1
8x 316 M4A1 (Laser S.)
6x 325 R5
6x 336 M63A
5x 339 M16A2
5x 546 G36C+
3x 547 XM29
--5.7mm (4)
2x 019 P90
3x 027 Five-seveN Standard
2x 318 P90+
3x 326 Five-seveN Tactical
--7.62mm (10)
2x 013 PSG1
2x 039 SVD
1x 041 M1891/30
3x 312 PSG1-T
3x 331 AKMN
2x 338 SVD+
1x 340 M1891/30+
2x 540 AMD-63 Carbine
2x 541 AK-47II
2x 543 Type-17 Pistol
--9mm (21)
3x 009 USP
4x 010 Makarov
2x 014 M9
3x 015 USP (Laser S.)
3x 023 MP5SD
3x 028 M92F (Laser S.)
3x 029 M92F
3x 247 Glock 17
2x 251 Handgun
4x 253 SMG
4x 255 Ingram M11
3x 308 P8
4x 309 PMM
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```
2x 313 M9+
3x 314 P8 (Laser S.)
3x 327 M92FS (Laser S.)
3x 328 M92FS
3x 528 Glock 18
2x 532 Handgun+
4x 534 SMG+
4x 536 Cobray M11
--12GA (4)
3x 020 SPAS12
2x 038 M37
3x 319 SPAS12+
1x 337 M37+
--45CAL (9)
2x 001 SOCOM
2x 018 S.A.A.
3x 258 EZ Gun
2x 263 Thompson M1928
2x 317 S.A.A.+
3x 538 M1911A1
3x 539 Saru-Gun-Shake
2x 544 Thompson M1
MGA2INTER - UNIQUE INTERFERENCE
INTERFERENCE X1
- - 023 MP5SD
      020 SPAS12, 319 SPAS12+
B - 081 Box B, 372 Box B+
      026 Galil Sar, 325 R5
- - 040 XM16E1, 339 M16A2
- B 013 PSG1, 312 PSG1-T
- G 019 P90, 318 P90+
INTERFERENCE X2
      028 M92F (Laser S.), 327 M92FS (Laser S.)
- B 029 M92F, 328 M92FS
 В
B B 092 Box C, 382 Box C+
- - 039 SVD, 338 SVD+
```

```
G
- G 038 M37
 G
  - 111 Rear Evade, 400 Rear Evade+
G R 010 Makarov, 309 PMM
B - 014 M9, 313 M9+
R 009 USP,
                       308 P8
- - 015 USP (Laser S.), 314 P8 (Laser S.)
 B 143 Iriqois Pliskin, 429 Iriqois Pliskin+
R B 041 M1891/30, 340 M1891/30+
R
- R 263 Thompson M1928, 544 Thompson M1
R
- Y 540 AMD-63 Carbine
- - 495 Sabata
 - 160 Marrionette Owl, 444 Marrionette Owl+
R R 496 Otenko-sama+
- B 018 S.A.A., 317 S.A.A.+
- G 075 Body Armor, 366 Body Armor+
В
- R 538 M1911A1
 G
- Y 253 SMG, 534 SMG+
 G
- Y 541 AK-47II
```

```
R - 543 Type-17 Pistol
 R
Y G 248 AN94 Abakan, 529 AN94 Abakan+
B - 189 Paramedic, 471 Paramedic+
- - 251 Handgun, 532 Handgun+
      206 Teliko Freedman, 487 Teliko Freedman+
Y - 220 Dr. Kio Marv, 501 Dr. Kio Marv+
INTERFERENCE X3
B B 102 Box D, 392 Box D+
 В
Y - 209 Gray Murray
 G
                       311 M4A1
 В
      012 M4,
- G 017 M4 (Laser S.), 316 M4A1 (Laser S.)
 R
R R 016 AKS74u (Laser S.), 315 AKS74un (Laser S.)
B B 140 Fortune, 426 Fortune+
- R 027 Five-seveN Standard, 326 Five-seveN Tactical
INTERFERENCE X4
B 141 Vamp, 427 Vamp+
B B 258 EZ Gun, 539 Saru-Gun-Shake
 В
G B 037 M63, 336 M63A
 В
G G 105 Front Evade, 394 Front Evade+
```

```
124 Liquid Snake
R R 142 Solid Snake (MGS2), 428 Solid Snake (MGS2)+
 R
 R
      193 The Fear, 475 The Fear+
+MGA2BONUS - BONUS IN-GAME GUIDE
Operation (Card Selection)
Left/Right buttons:
Card Selection
Up/Down buttons:
Select USE/MOVE
[Square] button: Show Card Details
[Triangle] button: Aerial Camera View
[Circle] button: Make Selection
[X] button: Cancel
Analog stick:
Rotate Perspective
L button and R button:
Rotate View
START button:
Pause, Skip Demo
SELECT Button:
Status Window ON/OFF"
Operation (Movement)
Directional buttons:
Movement/Selection
[Square] button: Switch Between
Crawl and Stand
[Triangle] button: Switch Movement
Turn Mode
[Circle] button: Confirm
[X] button: Cancel
[Triangle] button+[Circle] button:
Engage in Combat
Analog stick: Rotate Perspective
L button and R button:
Rotate Viewpoint
SELECT button:
Aerial Camera View
Screen Display
"The Status Window displayed
next to the character shows
[0] The number of cards in hand
[0] The current cost
[0] The turn order
for that character in order
from the top.
The cost and turn order for a
```

card will be previewed in red before you decide to use it. Only the characters close to the player will be displayed in the status window, but by pressing the SELECT button, you can switch the display for all characters ON/OFF.

### About COST 1

When you use a card, its COST (a measure of the amount of effort it takes to perform an action) will be added to the player's current COST. COST decreases with the passage of turns, and when it hits zero, it becomes your turn. COST applies to both enemies and allies. In other words, all turns progress in order from the unit with the smalles current COST. You can use "COST-4" cards and other methods to decrease your COST and make your turn come up more frequently. Also, for each extra card you use in the same turn, you get a discount of -1 cost for the second card, -2 for the third, and so on.

# About COST 2

For example, if there were two enemies:
Enemy A: COST = 4
Enemy B: COST = 7
and your COST was 0 when your turn started, when you use a card the subsequent turn order would become:
[]If your COST rises to 4 or less:
Player -> Enemy A -> Enemy B

[]If your COST rises to 5 to 7: Enemy A -> Player -> Enemy B []If your COST rises 8 or more: Enemy A -> Enemy B -> Player Of course, if you use a card that lowers your COST, you can restore yourself to the top of the turn order.

### Movement 1

Almost all cards can be used to move the player instead of  $% \left\{ 1\right\} =\left\{ 1\right\}$ 

their stated effects by selecting MOVE.

Note: There are some movement cards for which only MOVE can be selected, as well as special cards that cannot be used to MOVE.

After selecting MOVE, you can use the directional buttons to select a path for the character to move in.

If you press the [Triangle] button while moving, you can change the facing of the player character.

### Movement 2

The [Square] button will switch between crawling and standing while moving, and you can perform a punch with the [Triangle] button+the [Circle] button.

When you are crawling, you can enter and hide in places you couldn't go while standing, such as under a truck.

#### Attacks

You can make an attack with a weapon by selecting USE or EQUIP on a weapon card.
You can then select a target if you are making a single attack.
When you select a target to attack, you can preview the damage that attack inflicts.
You can press the [Triangle] button and then the [Circle] button when you are near an enemy to execute a punch attack.
You can only make one punch attack per turn.

### Area Attacks

For a weapon with the description "Area attack", you can make one attack per block of its effect.

Area attacks are not subject to counterattacks.

Enemy Sight and Hearing

All enemies have a basic capacity for thought, sight (their field of view), and hearing. Like players, once an enemy's

COST drops to zero, their turn comes around and they can act. Enemies are not aware of the player when the player is not in their field of view.

The enemy's field of view can be displayed as blue blocks by switching to Aerial Camera View ([Triangle] button), and centering the screan.

If you enter one of these blue blocks, you will be spotted by the enemy, who will call for backup and attack you.

Also, if you knock on a wall or make any other noise, the enmy will come to investigate.

Noises such as gunshots or explosions will immediately cause the Danger Phase to begin.

Also, enemies will faint if they are attecked when they have no cards in their hand. When it is the enemy's turn, pressing [Triangle] enables high-speed mode.

To cancel high-speed mode, press the [Triangle] button again. Also, by holding the [Triangle] button down you can skip your turn.

## Alert Phases

There are several phases which determine how an enemy will act. Enemies move in different patterns depending on the current phase.

If the enemies lose sight of the player for a fixed COST, the phase will be reduced by one step.

#### Danger Phase:

In this phase, you have been discovered by an enemy, and their headquarters have sent in backup.

Enemy soldiers will actively pursue and attack the player.

Evasion Phase:

In this phase, the enemy has lost sight of the player and is searching for him.

The moment the player is found the Danger Phase will begin.

Alert Phase:

In this phase, security is reinforced for a fixed number

of COST. The moment the player is found, the Danger Phase will begin.
Sneaking Phase:
In this phase, no one has discovered the player. Enemies will patrol their standard routes.
If anyone sees the player, they will call headquarters for backup.
It remains Sneaking Phase until the enemy has finished calling for backup.

Attack Direction and Damage

The amount of damage a character takes depends on the direction the attack came from. Attacks from Behind: X1.5 Attacks from the Side: X1.2 Attacks from Above: X1.5 These directional effects can stack. For example, if you are attacked from both above and behind, the damage will be x2.25.

Weapon Attributes

ATK=The attack power of a single attack. HIT=The % chance a single attack will hit its target. Ammo: [O]mmX[O]=The gauge of the ammunitionXthe number of REA=The % chance that the effect for a card EQUIPPED in the equipment column will occur. HIT Decrease On: The distance that the HIT chance begins to decrease. The actual total damage is equal to ATKXthe number of shots that hit. The number of shots that hit is determined by the number of shots and HIT. The expected damage= ATKXnumber of shotsXHIT The greater the number of shots, the closer the result will be to the expected damage.

Knockdown and Faint

Any character on the stage that

is knocked down with a "KNOCKDOWN" attack will lose one card from his hand. If this causes the character's number of cards to drop to zero, that character will "FAINT".

A character who FAINTS will be forced to end his turn.
After a fixed COST, the character will return to consciousness with a full hand of cards.

The COST to recover from a "FAINT" will vary depending on the character.

#### Status Ailments

During your mission, attacks from enemies may cause you to experience certain Status Ailments.

When "SLEEPING", you will be unable to move for a fixed COST.

When "OUT OF ACTION", you are unable to move for 30 COST, then will recover with 10 LIFE.

When "BLEEDING", you will take 5 damage per 1 COST, for a maximum of 50 damage.

The damage is calculated at the end of each COST period of a certain length.

When "BURNING", you will take 10 damage per 1 COST.

"BURNING" disappears after you move 5 blocks.

When you are "BURNING", any adjacent character will also catch on fire.

When an enemy is "BLINDED", he will lose his field of view. When the player is "BLINDED", his cards will turn to white and cannot be read.

Being covered in "OIL" will prevent you viewing your cards, and reduce your movement by 1 block. Anyone shot while covered in "OIL" will catch on fire.

Reshuffling the Deck

Decks edited in the DECK EDITOR are shuffled for use in your mission.

When these cards are used or equipped, they are discarded from your hand.

When all cards have been used from a character's deck, they are automatically shuffled and re-dealt.

Re-dealing the entire deck in this manner takes 10 COST.

10 COST is added to the character's total.

Be sure to pay attention to the

Be sure to pay attention to the number of cards remaining in your hand during your mission.

## Linkage

A Linkage Card is a type of card that takes effect only when certain conditions are met. Attack Linkage: Takes effect based on the timing of the attack. There are two conditions: either close-range attacks (less than 4 blocks away) or long-range attacks (4 or more blocks away). Defensive Linkage: Takes effect when you are attacked. If you draw new cards into your hand via a "Draw 3 Linkage" or similar card, the linkage will take effect as long as the linkage conditions on the drawn cards are met.

#### Map Gimmicks

### Oil Drum:

Will explode if shot. Any character within a 3X3 area will take damage and be knocked down.

Fire Extinguisher: Will explode if shot.

Any character within a 3X3 area will take damage and be blinded.

## Sentry Camera:

Has a field of view. If one spots you, it will raise the Alert Phase to the Danger Phase. Sentry cameras can be destroyed.

# Gun Camera:

If you enter the field of view of a Gun Camera, it will attack you.

Gun cameras can be destroyed. Oil:

If you enter an area with Oil while standing, you will fall down. Consequently, you will become covered in OIL.

Electrified flooring:

Due to the high voltage running through it, you cannot pass these until you've destoyed the switchboard in the same area.

Infrared Sensor
Invisible to the human eye,
this infrared sensor triggers
Danger Phase when the player
passes by.
Destroyable Walls

Some walls can be destoyed using explosives.
Ricochet Walls
By targeting these with a single attack, you hit enemies around right-angle corners.

#### Extra Missions

If you have completed a mission once, you can select its map again to unlock extra missions. You will gain PTS for this extra mission if you meet its designated mission requirements.

There are also trial missions with a high degree of difficulty. there are certain trial missions where you must make use of a pre-built deck.

## Upgrades

The cards that you can have in your hand can be upgraded by selecting UPGRADE while in the DECK EDITOR.

Each upgrade requires a certain amount of PTS.

Once upgraded, the number of original cards will be reduced by one.

## Trap Cards

These cards, when used, allow you to place a trap somewhere on the stage. When a character enters the block where a trap is set, he will trigger it and take its effects.

## EQUIP Type Weapons

The detailed descriptions of certain weapons may indicate that the weapon can be equipped.

Unlike USE type weapons, you must first EQUIP these weapons before they can be used.
Once these weapons are equipped, loading them with the proper gauge of ammo will allow you to make your first attack.
Ammo gauge can be found in its detailed description, and will appear as Ammo:
5.56mm or similar.

Ammo can only be used with a weapon of the same gauge.

Be careful, since equipping it with a different gauge of weapon will cause it to replace that weapon in the equipment column.

The attack capacity of an EQUIP type weapon is determined by its ATK and HIT. Its number of shots is determined by the type of ammo used with it.

The number of shots a particular type of ammo has is indicated after its gauge, e.g., "X6".

Also, when you ar attacked by an enemy while you have an EQUIP type weapon equipped, there is a chance that you will be able to make a counterattack.

Weapons with an REA value allow a chance to counterattack. When the reaction occurs, you do not have to have ammo loaded in the weapon, but in that case the weapon will become unequipped after the counterattack.""In summary: [O]EQUIP type weapons must be loaded with ammo of their gauge after equipping them.

[O]Attack capability is determined by the EQUIPPED weapon and the number of shots

[O]EQUIP type weapons have a chance to perform a counterattack.

by its ammo.

[0]Weapons that perform a counterattack are removed from the equipment column.

### Adding Effects

Some cards have the description "Attaches to weapon".

If you use these cards on top of an EQUIPPED weapon and select OK, the card's effect will be added to the weapon.

Effects that can be attached include an increase to HIT, the addition of "KNOCKDOWN" or "BLEEDING" effects, and more.

#### Interference

There are some cards that have markings that show different colors and directions (Up, Down, Left, Right). These are knowck as "Interface Markings". When these cards are equipped, they will influence equipment in neighboring equipment columns. Red: Single ATK+10, Defensive Power-10 Blue: Single ATK-10, Defensive Power+50 Green: Chance REA occurs +10% Single ATK-5, Defensive Power-5 Yellow: HIT+10% Using these colors of cards will change the attack power and defensive power of neighboring weapons and equipment. Keep in mind that if a counterattack causes a weapon to be unequipped, and interface effects it has will also be lost. An important tactic is raising your ATK by using these cards in the correct location in the equipment column.

## Cover Fire

When two players are playing the game and one makes an attack, the other player can use cover fire under the following conditions: ? If the target being attacked is within the area of attack of the ally's equipped weapon.
? If the ally providing the cover is behind the target being attacked.
During such cover fire, the ally will attack at the ATK of the equipped weaponXnumber of shots.
Unlike a counterattack, cover fire does not cause a weapon to become unequipped.

#### LINK BATTLE

If you select LINK BATTLE, you will enter the wireless LINK BATTLE Mode.
LINK BATTLE Mode allows for two-on-two battles, where the side that fulfils the victory conditions will be declared the winner.
[O]Victory Conditions

[O]Victory Conditions
? Both enemy players are put
OUT OF ACTION.
? All of the enemy player
targets are destoyed.
Any character that becomes
OUT OF ACTION in
LINK BATTLE Mode
will not be revived.
Also, after starting this mode,
no player may enter an enemy
player's area during the first

## Search Mode

turn.

Depending on the details of a mission or a card's effects, Search Mode may be put into effect.

In Search Mode, both the enemy's and player's field of view will be limited in the same way.

Terrain features can be seen, but enemies not in either player's field of view, that enemy will not show up on the screen.

The white blocks displayed in front of the character is that character's view area.

Also, if you manage to hit an enemy's gun, that enemy will be "BLINDED" for a fixed cost, and he will lose sight of you.

In Search Mode, you can't cancel movement or facting

# MGA2PACK - CARDS BY PACK

METAL GEAR SOLID 3 (MGS3) 113 Cards

Total Cards: 157 (113 + 44) MGS3/SBSS Pack Cost: 600

031 Vz61	032 AKM	042 C3
043 M15	069 Survival Knife	070 Choke
071 Attack 1 Enemy	072 Hip Shot	102 Box D
103 Bandage	105 Front Evade	109 Cost -4
110 Ally Cost -4	119 Reaction Block	153 Big Boss
174 GRU Soldier	176 Major Zero	177 V.B. Volgin
178 N.S. Sokolov	179 Naked Snake	180 The Boss
181 The Fury	183 Ocelot	184 Eva
185 A.L. Granin	188 Mr. Sigint	190 Lt. Raikov
192 The End	193 The Fear	195 Instant Ramen
221 Pit Trap	222 Jam	223 Blitz
224 Military Gain	225 Tent	226 Front Lines
227 Headquarters	228 Disarmament	229 Supply Cut
233 ATK Linkage	234 Cost Linkage	235 Cost+ Linkage
236 Add KDWN Linkage	237 HIT Linkage	239 Add AP Linkage
241 Count Block Linkage	256 MK22	257 M1911
258 EZ Gun	259 AMD-63	260 AK-47I
262 C96	263 Thompson M1928	264 William Tell
266 OICW	271 Serum	285 Ayumi Kinoshita
286 Meguru Ishii	287 Natsume Sano	291 Jack
330 Vz61+	331 AKMN	341 C3+
342 M15+	360 Survival Knife+	361 Choke+
342 M15+ 362 Attack 1 Enemy+	360 Survival Knife+ 363 Hip Shot+	361 Choke+ 392 Box D+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+	361 Choke+ 392 Box D+ 398 Cost -5
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+ 514 ATK Linkage+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+ 515 Cost Linkage+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+ 516 Cost+ Linkage+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+ 514 ATK Linkage+ 517 Add KDWN Linkage+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+ 515 Cost Linkage+ 518 HIT Linkage+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+ 516 Cost+ Linkage+ 520 Add AP Linkage+
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+ 514 ATK Linkage+ 517 Add KDWN Linkage+ 522 Count Block Linkage+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+ 515 Cost Linkage+ 518 HIT Linkage+ 537 MK22+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+ 516 Cost+ Linkage+ 520 Add AP Linkage+ 538 M1911A1
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+ 514 ATK Linkage+ 517 Add KDWN Linkage+ 522 Count Block Linkage+ 539 Saru-Gun-Shake	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+ 515 Cost Linkage+ 518 HIT Linkage+ 537 MK22+ 540 AMD-63 Carbine	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+ 516 Cost+ Linkage+ 520 Add AP Linkage+ 538 M1911A1 541 AK-47II
342 M15+ 362 Attack 1 Enemy+ 393 Bandage+ 399 Ally Cost -5 460 Major Zero+ 463 The Boss+ 467 A.L. Granin+ 474 The End+ 502 Pit Trap+ 505 Military Gain+ 508 Headquarters+ 514 ATK Linkage+ 517 Add KDWN Linkage+ 522 Count Block Linkage+	360 Survival Knife+ 363 Hip Shot+ 394 Front Evade+ 408 Reaction Block+ 461 V.B. Volgin+ 464 The Fury+ 470 Mr. Sigint+ 475 The Fear+ 503 Jam+ 506 Tent+ 509 Disarmament+ 515 Cost Linkage+ 518 HIT Linkage+ 537 MK22+	361 Choke+ 392 Box D+ 398 Cost -5 458 GRU Soldier+ 462 N.S. Sokolov+ 466 Eva+ 472 Lt. Raikov+ 477 Instant Ramen+ 504 Blitz+ 507 Front Lines+ 510 Supply Cut+ 516 Cost+ Linkage+ 520 Add AP Linkage+ 538 M1911A1

# METAL GEAR SOLID 3 SUBSISTENCE (SBSS) 44 Cards

033	Punch (CQC)	034	Kick (CQC)	035	Throw (CQC)
036	Rush (CQC)	037	M63	038	M37
039	SVD	040	XM16E1	041	M1891/30
044	RPG7	073	Extra Turn	175	Ocelot Unit
182	Shagohod	187	XM8	189	Paramedic
191	The Sorrow	194	The Pain	230	Attrition
231	Urban Warfare	232	Ambush	261	Patriot
265	G36C	332	Punch (CQC)+	333	Kick (CQC)+
334	Throw (CQC)+	335	Rush (CQC)+	336	M63A
337	M37+	338	SVD+	339	M16A2
340	M1891/30+	343	RPG7V	364	Extra Turn+

459 Ocelot Unit+ 465 Shagohod+ 469 XM8+
471 Paramedic+ 473 The Sorrow+ 476 The Pain+
511 Attrition+ 512 Urban Warfare+ 513 Ambush+
542 Patriot+ 546 G36C+

METAL GEAR SOLID 2 (MGS2) 141 Cards

Total Cards: 163 (141 + 22) MGS2/SBST Pack Cost: 900

007 Chaff Grenade 009 USP 011 AKS74u 012 M4 010 Makarov 011 AKS74u 012 M4 013 rsg1
014 M9 015 USP (Laser S.) 016 AKS74u (Laser S.)
017 M4 (Laser S.) 019 P90 020 SPAS12
021 Claymore 022 Nikita Missle 050 Marines
053 Body Shot 017 M4 (Laser S.) 019 P90 020 SPAS12
021 Claymore 022 Nikita Missle 050 Marines
051 Navy SEALS 052 Aim 053 Body Shot
054 Critical Shot 056 Counter Block 057 Spin Kick
058 H.F. Blade 060 Briefing 065 Hold Up
066 Double Action:Cost+ 067 Funds 068 Double Action
081 Box B 082 Bomb Switch 083 Styptic
084 Handy Medical Kit 085 Survival Kit 086 Medical Kit
087 Book 088 Cool Book 089 Phase Down
090 Timer 104 Styptic+ 107 Hang
108 Handy 1st Aid Kit 111 Rear Evade 112 Sacrifice
113 Transfuse Blood 115 Cost -6 116 Ally Cost -6
117 Silenced 118 Hand Grip 137 Gurlukovich Sld.
139 Emma Emmerich 141 Vamp 142 Solid Snake (MGS2)
143 Triqois Pliskin 144 Solidus Snake 146 Jennifer
147 Olga Gurlukovich 148 Johnny Sasaki 149 Raiden
196 Fatman 197 Sea Harrier 198 Rosemary
199 Arsenal Gear 200 Funamushi 242 Defense Linkage
243 Draw Linkage 244 Recovery Linkage 268 ATK Backup
269 HTT Backup 270 Evade Backup 282 Uniform-R
283 Uniform-B 284 Uniform-G 289 Emma's Parrot
292 Possessed Arm 299 Redeye-II 306 Chaff Grenade+
308 P8 309 PMM 310 AKS74un
311 M4A1 312 PSG1-T 313 M9+
314 P8 (Laser S.) 315 AKS74un (Laser S.) 316 M4A1 (Laser S.)
318 PS0+ 319 SPAS12+ 320 Claymore+
321 Nikita Missle+ 346 Marines+ 347 Navy SEALs+
348 Aim+ 349 Body Shot+ 351 Counter Block+
352 Spin Kick+ 353 H.F. Blade+ 355 Briefing+
358 Hold Up+ 359 Funds+ 372 Box B+
373 Detonator+ 374 Handy Medical Kit+ 375 Survival Kit+
376 Medical Kit+ 377 Interesting Book 378 Super Cool Book
379 Phase Down+ 380 Timer+ 396 Hang+
402 Transfuse Blood+ 404 Cost -8 397 Handy 1st Aid Kit+ 400 Rear Evade+ 401 Sacrifice+ 402 Transfuse Blood+ 404 Cost -8 405 Ally Cost -8 406 Silenced+ 407 Hand Grip+ 424 Gurlukovich Sld.+ 425 Emma Emmerich+ 427 Vamp+ 428 Solid Snake (MGS2)+ 406 Silenced+ 407 Hand G 425 Emma Emmerich+ 427 Vamp+ 429 Iriqois Pliskin+ 430 Solidu 427 vamp+
428 Solid Snake (MGS2
429 Iriqois Pliskin+
430 Solidus Snake+
432 Jennifer+
433 Olga Gurlukovich+
434 Johnny Sasaki+
435 Raiden+
478 Fatman+
479 Harrier II
480 Rosemary+
481 Arsenal Gear+
482 Funamushi+
523 Defense Linkage+
524 Draw Linkage+
525 Recovery Linkage+
549 ATK Backup+
550 HIT Backup+
551 Evade Backup+
562 Uniform-R+
563 Uniform-B+
564 Uniform-G+
565 FIM-92A

METAL GEAR SOLID 2 SUBSTANCE (SBST) 22 Cards

018 S.A.A. 055 Double Shot 059 Democracy Blade

064 Head Shot	080 Stealth	140 Fortune
145 Metal Gear RAY	150 Gurlugon	247 Glock 17
248 AN94 Abakan	249 Railgun	317 S.A.A.+
350 Double Shot+	354 Republic Blade	357 Head Shot+
371 Stealth+	426 Fortune+	431 Mass-Produced RAY
436 Gurlugon+	528 Glock 18	529 AN94 Abakan+
530 Railgun+		

CHRONICLE (CHRN) 108 Cards
Total Cards: 130 (108 + 22)
CHRN/ULMT Pack Cost: 1200

024	RC Missle	025	Mine	026	Galil Sar
027	Five-seveN Standard	028	M92F (Laser S.)	029	M92F
091	Thermal Goggles	092	Box C	093	Ceramic Armor
094	Bomb Blast Suit	095	C Ration B1 Unit	096	C Ration B2 Unit
099	Gijin-san	130	Cyborg Ninja	151	Gray Fox
152	Solid Snake (MG)	154	Machinegun Kid	155	Fire Trooper
156	Metal Gear	158	Solid Snake (MG2)	159	Chris Jenner
160	Marrionette Owl	161	Viper	162	Pyro Bison
163	Metal Gear Gander	164	Ideaspy 2.5	165	Gillian Seed
166	Mika Slayton	167	Metal Gear Mk-II	169	Tony Redwood
170	Karen Hojo	171	Ed Brown	173	ADA
206	Teliko Freedman	207	Leone	208	La Clown
209	Gray Murray	210	Elsie & Francis	211	Alice Hazel
212	Roger McCoy	216	Slasher Hawk	218	Dirty Duck
219	Red Blaster	220	Dr. Kio Marv	250	RGB6
251	Handgun	252	M79 (antipersonnel)	253	SMG
254	M47 Dragon	255	Ingram M11	267	PTRS-1941
281	Reiko Hinomoto	290	Banana Skin	293	Solid Eye
294	Solid Snake(MGS4)	295	Otacon(MGS4)	296	Gekko
297	Metal Gear Mk.II	298	No Smoking	323	RC Missle+
324	Mine+	325	R5	326	Five-seveN Tactical
327	M92FS (Laser S.)	328	M92FS	381	Thermal Goggles+
382	Box C+	383	Ceramic Armor+	384	Bomb Blast Suit+
385	C Ration B1 Unit+	386	C Ration B2 Unit+	389	Gijin-san+
437	Solid Snake (MG)+	438	Machinegun Kid+	439	Fire Trooper+
440	Metal Gear+	442	Solid Snake (MG2)+	443	Chris Jenner+
444	Marrionette Owl+	445	Viper+	446	Pyro Bison+
447	Metal Gear Gander+	448	Ideaspy 2.5+	449	Gillian Seed+
450	Mika Slayton+	451	Metal Gear D(revised)	453	Tony Redwood+
454	Karen Hojo+	455	Ed Brown+	457	ADA+
487	Teliko Freedman+	488	Jeff Jones	489	La Clown+
490	William L. Fleming	491	Elsie & Francis+	492	No. 16
493	Roger McCoy+	497	Slasher Hawk+	499	Dirty Duck+
500	Red Blaster+	501	Dr. Kio Marv+	531	RGB6+
532	Handgun+	533	M79 (AP ammo)	534	SMG+
535	Super Dragon	536	Cobray M11	548	PTRS-1941+

## CHRONICLE UNLIMITED (ULMT) 22 Cards

030	Gun del Sol	097	C Ration B3 Unit	098	Builder Bed
100	Dark Loans	101	Solar Bank	157	Running Man
168	Jonathan Ingram	172	Jehuty	213	KODOQUE
214	Django	215	Otenko-sama	329	Gun del Hell
387	C Ration B3 Unit+	388	Builder Bed+	390	Dark Loans+
391	Solar Bank+	441	Running Man+	452	Jonathan Ingram+
456	Jehuty+	494	KODOQUE+	495	Sabata

496 Otenko-sama+

METAL GEAR SOLID (MGS1) 96 Cards

Total Cards: 115 (96 + 19) MGS1/ITGL Pack Cost: 1500

001	SOCOM		FAMAS/G1	003	C4
004	Desert Eagle	005	Grenade	006	Stun Grenade
008	FIM-92B	045	Quick Draw	046	Strand
047	Concentrate	048	Equipment LV.2	049	Action+
061	Equipment LV.3	062	Action++	063	Add KDWN
074	Scope	075	Body Armor	076	Box A
077	Mine Detector	079	Handy Survival Kit	106	Endure
114	1st Aid Kit	120	Evade	121	Cost -10
122	Ally Cost -10	123	Genome Soldier	125	Roy Campbell
126	Otacon	127	Sniper Wolf	128	Vulcan Raven
132	Mei Ling	134	Solid Snake (MGS1)	135	Naomi Hunter
136	Meryl Silverburgh	138	Revolver Ocelot	203	Decoy Octopus
204	M1 Abrams	205	Donald Anderson	217	Wolf Dog
238	Ammo Linkage	240	Dstry Equip. Linkage	245	Action+ Linkage
272	Remove Trap	273	Near Def. Support	274	Near Atk. Support
275	Projectile Soak	276	Close-Range Soak	277	Projectile Counter
278	Close-Rng Counter	279	Cost Counter	280	Card Seal
300	SOCOM+	301	FAMAS/F2	302	TNT
303	Desert Eagle+	304	Grenade+	305	Stun Grenade+
307	FIM-92C	344	Quick Draw+	345	Concentrate+
356	Add KDWN+	365	Scope+	366	Body Armor+
367	Box A+	368	Mine Detector+	370	Handy Survival Kit+
395	Endure+	403	1st Aid Kit+	409	Evade+
410	Cost -12	411	Ally Cost -12	412	Genome Soldier+
413	Roy Campbell+	414	Otacon+	415	Sniper Wolf+
416	Vulcan Raven+	419	Mei Ling+	421	Solid Snake (MGS1)+
422	Naomi Hunter+	423	Meryl Silverburgh+	484	Decoy Octopus+
485	M1A2	486	Donald Anderson+	498	Wolf Dog+
519	Ammo Linkage+	521	Dstry Equip. Linkage+	526	Action+ Linkage+
553	Remove Trap+	554	Near Def. Support+	555	Near Atk. Support+
556	Projectile Soak+	557	Close-Range Soak+	558	Projectile Counter+
559	Close-Rng Counter+	560	Cost Counter+	561	Card Seal+

## METAL GEAR SOLID INTEGRAL (ITGL) 19 Cards

023 MP5SD	078 Ration	124 Liquid Snake
129 Metal Gear REX	131 Psycho Mantis	133 Genola
186 Sneaking Suit	201 McDonnell Miller	202 Hind D
246 M61 Vulcan	288 MGS4	322 MP5SD6
369 Ration+	417 Metal Gear REX+	418 Psycho Mantis+
420 Genola+	468 Skull Suit	483 Hind D+
527 M61A2 Vulcan		

## MGA2LEGAL - LEGAL

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## CREDITS/SPECIAL THANKS

With the exception of the "singles cost" for some of the cards, all data in this guide was collected and transcribed by myself, using only the game for reference.

Some of the card singles costs were taken from the Japanese guide: "METAL GEAR AC!D2 THE COMPLETE GUIDE". Special thanks to the author(s)!

Special thanks to Hideo Kojima and Konami for making the wonderful Metal Gear series, and their other great game series such as Zone of the Enders, Rumble Roses, and everything else that the cards are based on.

We need some Castlevania cards if a sequel is ever made...

#### CONTACT INFORMATION

There are some intentional typos in this guide, since I tried to match the source as exactly as possible, but if you notice any typos, or conflicting information, basically anything that isn't correct, PLEASE let me know as I have striven to make the most correct document as possible, and I will immediately make any fixes necessary as soon as they are brought to my attention. There is so much information covered in this guide I will not be surprised by any mistakes. It's been tough to check all of this on my own. You can contact me by email at jasonhex at hotmail dot com. Please include something about Metal Gear Ac!d 2 in the subject line if you are contacting me because of the guide. ANY FEEDBACK IS APPRECIATED.

THANK YOU

END OF FILE

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