

Guard

0 ATK 2000 DEF

After I'm Summoned in Defense Mode:

You may Play an Omen **face-up** from your Hand in Defense Mode.

team LEGION

PUBLIC BETA 1.0

Guerilla

0 ATK 2000 DEF

After I'm Summoned in Defense Mode:

You may Play an Omen **face-down** from your Hand in Defense Mode.

team LEGION

PUBLIC BETA 1.0

Fighter

2000 ATK 0 DEF

After I'm Summoned:

You **may** Twist an Omen in Attack Mode (it becomes Defense Mode).

team LEGION

PUBLIC BETA 1.0

Officer

1500 ATK 1500 DEF

After I'm Summoned:

You **may** Play an Omen from your Hand. But, if either this Omen or the Played Omen is Slain, the other Omen is also Slain.

team LEGION

PUBLIC BETA 1.0

Marine

500 ATK 500 DEF

After I'm Summoned:

Until this turn's End Phase, stop the first time this Omen would be Slain (this Omen would stay on the Field).

team LEGION

PUBLIC BETA 1.0

Mercenary

0 ATK 0 DEF

After I'm Slain:

You **may** Play an Omen **face-up** from your Hand.

team LEGION

PUBLIC BETA 1.0

Commando

1000 ATK 1000 DEF

After I'm Summoned:

Twist all Omens in Defense Mode (they become Attack Mode).

team LEGION

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Pilot

1000 ATK 1000 DEF

After I'm Summoned:

Twist all Omens in Attack Mode (they become Defense Mode).

team LEGION

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Trooper

2000 ATK 0 DEF

After I'm Summoned **AND if you are the Second Player of the game:*

You **may** Raise an Omen from your Grave.

team LEGION

PUBLIC BETA 1.0

Stunner

0 ATK

0 DEF

After I'm Discarded:

Choose any Omen. That chosen Omen loses its Effect(s) until it is Slain.

team OUTLAW

PUBLIC BETA 1.0

Bullet

0 ATK

0 DEF

After I'm Discarded:

You **may** have an Omen you control Attack (you can pick an Omen in Defense Mode).

team OUTLAW

PUBLIC BETA 1.0

Boomerang

0 ATK

0 DEF

After I'm Discarded:

You **may** Play this Omen **face-up** in Defense Mode at your next End Phase.

team OUTLAW

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Twisted Blade

0 ATK

0 DEF

After I'm Discarded:

You **may** Twist an Omen you control.

team OUTLAW

PUBLIC BETA 1.0

Huntress

2000 ATK

1000 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** Play an Omen **face-up** from your Hand.

team OUTLAW

PUBLIC BETA 1.0

Chaser

2000 ATK

1000 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** Play an Omen **face-down** from your Hand.

team OUTLAW

PUBLIC BETA 1.0

Hawker

1000 ATK

2000 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** have another Omen Attack this Omen (you can pick an Omen in Defense Mode). Then, this Omen must do an Attack (it can Attack in Defense Mode).

team OUTLAW

PUBLIC BETA 1.0

Trapper

1000 ATK

2000 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** Slay a face-up Omen with 1000 or more DEF, then you **may** Twist this Omen.

team OUTLAW

PUBLIC BETA 1.0

Scavenger

1000 ATK

1000 DEF

After I'm Slain **AND if you are the Second Player of the game:*

You **may** Raise another Omen from your Grave.

team OUTLAW

PUBLIC BETA 1.0

Great White

2000 ATK 0 DEF

After I'm Summoned:

You **may** have this Omen Attack (this happens immediately after this Omen is Summoned, even during another Omen's Combat).

team JAWS

PUBLIC BETA 1.0

Hammerhead

2000 ATK 1000 DEF

After I'm Summoned:

Choose any Omen. Until this turn's End Phase, that chosen Omen cannot be Twisted (Omens are Twisted from Switches).

team JAWS

PUBLIC BETA 1.0

Bull Shark

1000 ATK 2000 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** look at a **face-down** Omen (it is not Summoned and is re-placed **face-down**). Then, you **may** have an Omen you control Switch.

team JAWS

PUBLIC BETA 1.0

Panama Ghost Catshark

0 ATK 2000 DEF

*After I'm Summoned in Defense Mode **AND** if you are the Second Player of the game:

You **may** Play an Omen **face-down** from your Hand.

team JAWS

PUBLIC BETA 1.0

Blue Shark

1500 ATK 1500 DEF

After I'm Summoned:

You **may** Discard an Omen. If you do, you **may** look at a **face-down** Omen (it is not Summoned and is re-placed **face-down**). Then, you **may** have an Omen you control Attack.

team JAWS

PUBLIC BETA 1.0

Tiger Shark

500 ATK 500 DEF

After I'm Summoned in Defense Mode:

You **may** have an Opponent blindly Discard two Omen from your Hand. If you do, you **may** Play three Omens **face-down** from your Hand (Playing one at a time).

team JAWS

PUBLIC BETA 1.0

Goblin Shark

0 ATK 0 DEF

After I'm Discarded:

You **may** Twist an Omen in Defense Mode (it becomes Attack Mode).

team JAWS

PUBLIC BETA 1.0

Angel Shark

0 ATK 0 DEF

After I'm Discarded **AND** until this turn's End Phase:

Whenever you Discard your second Omen this turn (it can be this Omen), you **may** Raise another Omen from your Grave.

team JAWS

PUBLIC BETA 1.0

Dwarf Lanternshark

0 ATK 0 DEF

After I'm Summoned in Defense Mode:

You **may** Play an Omen **face-up** from your Hand.

team JAWS

PUBLIC BETA 1.0

Leap

2000 ATK 0 DEF

After I'm Summoned **AND if you are the Second Player of the game:*

You **may** Play an Omen **face-down** from your Hand in Defense Mode.

team HOPPERS

PUBLIC BETA 1.0

Bounce

1000 ATK 2000 DEF

After I'm Summoned:

You **may** place another **face-up** Omen you control into your Hand. If you do, you **may** Twist this Omen.

team HOPPERS

PUBLIC BETA 1.0

Flip

2000 ATK 0 DEF

After I'm Summoned in Attack Mode:

You **may** flip this Omen to be **face-down**. If you do, you **may** flip another **face-down** Omen to be **face-up**.

team HOPPERS

PUBLIC BETA 1.0

Jerk

1000 ATK 1000 DEF

After I'm Summoned in Defense Mode:

You **may** flip this Omen to be **face-down** (Combat ends if at least one Omen is **face-down**). If you do, you must Twist this Omen.

team HOPPERS

PUBLIC BETA 1.0

Jump

0 ATK 0 DEF

After I'm Summoned:

You **may** Play an Omen **face-up** from your Hand in Defense Mode.

team HOPPERS

PUBLIC BETA 1.0

Spring

0 ATK 0 DEF

After I'm Summoned in Defense Mode:

You **may** Play an Omen **face-down** from your Hand.

team HOPPERS

PUBLIC BETA 1.0

Floppy

500 ATK 500 DEF

After I'm Summoned:

You **may** choose any Omen. If the chosen Omen is **face-up**, flip that chosen Omen to be **face-down**. Otherwise, flip that chosen Omen to be **face-up**.

team HOPPERS

PUBLIC BETA 1.0

Mlem

0 ATK 1000 DEF

After I'm Summoned:

You **may** choose any Omen. If the chosen Omen is **face-up**, place the chosen Omen into its Controller's Hand. Otherwise, Twist that chosen Omen.

team HOPPERS

PUBLIC BETA 1.0

Wallop

0 ATK 2000 DEF

After I'm Summoned:

You **may** Twist this Omen.

team HOPPERS

PUBLIC BETA 1.0

Traveler

2000 ATK 1000 DEF

After I'm Summoned except during the first turn of the game:

You **may** Discard two Omens. If you do, take an extra turn after this turn's End Phase (this includes a Main Phase, Battle Phase, and End Phase).

team QUANTUM

PUBLIC BETA 1.0

Portal

2000 ATK 1000 DEF

After I'm Summoned:

You **may** choose to skip the next turn you would take. If you do, you **may** Play an Omen **face-up** from your Hand. Then, Play an Omen **face-down** from your Hand.

team QUANTUM

PUBLIC BETA 1.0

Alternate

0 ATK 2000 DEF

After I'm Summoned:

You **may** choose to skip the next Main Phase or Battle Phase you would take. If you chose Main Phase, you **may** Slay a **face-up** Omen. If you chose Battle Phase, you **may** Raise an Omen from your Grave.

team QUANTUM

PUBLIC BETA 1.0

Flashback

1000 ATK 2000 DEF

After I'm Summoned **AND if you are the Second Player of the game:*

You **may** place this Omen into your Hand.

team QUANTUM

PUBLIC BETA 1.0

Blink

765 ATK 235 DEF

After I'm Summoned:

Choose a Player (it can be yourself). That Player **may** Play an Omen **face-up** from their Hand. If they do, place the Played Omen into its Controller's Hand (after it has been Summoned).

team QUANTUM

PUBLIC BETA 1.0

Rewind

1500 ATK 500 DEF

After I'm Summoned:

You **may** place another **face-up** Omen into its Controller's Hand.

team QUANTUM

PUBLIC BETA 1.0

Fracture

735 ATK 1265 DEF

*After I'm Summoned **AND** if there's an Odd number of Omen on the Field (Odd is 1, 3, 5, etc. **AND** includes this Omen:*

You **may** Play an Omen **face-up** from your Hand in Defense Mode.

team QUANTUM

PUBLIC BETA 1.0

Teleport

0 ATK 0 DEF

After I'm Discarded:

You **may** place a **face-up** Omen into its Controller's Hand. If you do, you cannot Raise this Omen until your next End Phase.

team QUANTUM

PUBLIC BETA 1.0

Gizmo

0 ATK 0 DEF

After I'm Discarded:

You **may** Play this Omen **face-up** in Defense Mode. If you do, Slay this Omen after the next time it Attacks or Switches (this Effect's Slay can happen in later turns).

team QUANTUM

PUBLIC BETA 1.0

Crank

0 ATK

2000 DEF

After I'm Summoned in Defense Mode:

You **may** Twist this Omen. If you do, you **may** Play an Omen **face-up** from your Hand in Defense Mode.

team GEARSHIFT

PUBLIC BETA 1.0

Shift

2000 ATK

0 DEF

After I'm Summoned in Attack Mode:

You **may** Twist this Omen. If you do, you **may** Play an Omen **face-up** from your Hand.

team GEARSHIFT

PUBLIC BETA 1.0

Ragwheel

1000 ATK

2000 DEF

After I'm Summoned in Defense Mode:

You **may** Twist this Omen. If you do, you **may** have this Omen Attack (this happens immediately after this Omen is Summoned, even during another Omen's Combat).

team GEARSHIFT

PUBLIC BETA 1.0

Spurwheel

2000 ATK

1000 DEF

After I'm Summoned in Attack Mode:

You **may** Twist this Omen. If you do, you **may** have this Omen Attack (it can Attack in Defense Mode).

team GEARSHIFT

PUBLIC BETA 1.0

Reset

500 ATK

1500 DEF

After I'm Summoned in Defense Mode:

You **may** Twist this Omen. If you do, you **may** choose another **face-up** Omen. Flip that chosen Omen to be **face-down**, then Twist it.

team GEARSHIFT

PUBLIC BETA 1.0

Restart

1500 ATK

500 DEF

After I'm Summoned in Attack Mode:

You **may** Twist this Omen. If you do, you **may** choose another **face-up** Omen. Flip that chosen Omen to be **face-down**, then Twist it.

team GEARSHIFT

PUBLIC BETA 1.0

Winder

1000 ATK

1000 DEF

After I'm Summoned **AND** at this turn's End Phase:

You **may** Play an Omen **face-up** from your Hand.

team GEARSHIFT

PUBLIC BETA 1.0

Looper

1515 ATK

1485 DEF

While I'm **face-up**:

After any Omen is Twisted except from this Effect, Twist that Omen one more time (Omens are Twisted from Switches).

team GEARSHIFT

PUBLIC BETA 1.0

Turner

1485 ATK

1515 DEF

*After I'm Summoned **AND** if you are the Second Player of the game:

You **may** Twist a **face-down** Omen.

team GEARSHIFT

PUBLIC BETA 1.0