

Phoena, Along With the Hero
 [C] During your turn, all your other "Yuri, Chain Attack" gain +2000 Pow.
 [A] **BOND**/"Yuri, Chain Attack" [(1)]

Mana - Chronicle | CC/S48-T01 T: None

L0
C0

Marina, Kind Healer
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Put this in the WR] When your other ::Mana:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Mana - Weapon | CC/S48-T02 T: None

L0
C0

Aram, New Face of the Volunteer Army
 [A] When this attacks, reveal the top card of your LB. If it's a ::Mana:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Mana - Weapon | CC/S48-T03 T: None

L0
C0

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Aram, New Hope
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row.

Mana - Weapon | CC/S48-T04 T: None

L0
C0

Phoena, Chronicle User
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Mana - Chronicle | CC/S48-T05 T: None

L0
C0

Pirika, Will of the World
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Mana - Fairy | CC/S48-T06 T: None

L1
C0

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Michidia, Big Sister-Like Archer
 [A] When your other ::Mana:: Chara attacks, this gains +1000 Pow for the turn.

Mana - Weapon | CC/S48-T07 T: None

L1
C0

Yuri, Chain Attack
 --No Text--

Mana - Weapon | CC/S48-T08 T: None

L1
C0

Kain, Young Knight
 [C] For each of your other ::Mana:: Charas, this gains +500 Pow.

Mana - Weapon | CC/S48-T09 T: None

L1
C1

Phoena, Girl Who Owns the Chronicle
 [C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Mana - Chronicle | CC/S48-T10 T: Soul

L2
C1

Yuri, Counting on the Future
 [C] During your turn, if you have another "Aram, Mana Talent", this gains +4000 Pow.
 [A] [Discard a ::Mana:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Aram, Mana Talent" in your WR and put it in any Slot on the Stage.

Mana - Weapon | CC/S48-T11 T: Soul

L2
C1

Aram, Mana Talent
 [C] During your turn, if you have another "Yuri, Counting on the Future", this gains +4000 Pow.
 [C] For each of your other ::Mana:: Charas, this gains +500 Pow.

Mana - Weapon | CC/S48-T12 T: Soul

L2
C1

Yuri of the Volunteer Army
 [C] If this is in the Front Row, all your ::Mana:: Charas gain +1500 Pow.
 [A] **CX COMBO** [(1)] When this attacks, if "Light that Shows Bond" is in the CZ, may pay. If so, this gains +1000 Pow for the turn, and you reveal the top card of your LB. If it's Level 1 or lower, deal 1 Damage to your Opp.. If not, deal 2 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur)

Mana - Weapon | CC/S48-T13 T: Soul

L3
C2

Light that Shows Bond
 [A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

CC/S48-T14 T: 2 Soul

White Flash
 [C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-T15 T: Salvage

Burckhardt, Shield of the Holy Princess
 [C] Chara Opposite this cannot move to another Slot.
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Mana - Weapon | CC/S48-T16 T: None

L0
C0

Juliana, Holy Princess
 [C] During your Opp.'s turn, if all your Charas are ::Mana::, this gains +1 Level and +1500 Pow.

Mana - Weapon | CC/S48-T17 T: None

L0
C0

Einslot, Head of the Holy Paladin
 [C] During your Opp.'s turn, if all your Charas are ::Mana::, this gains +2000 Pow.
 [A] **ENCORE** [Discard a ::Mana:: Chara from your hand to the WR]

Mana - Weapon | CC/S48-T18 T: Soul

L2
C2

Juliana, Female Knight
 [C] During your Opp.'s turn, if all your Charas are ::Mana::, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Mana - Weapon | CC/S48-T19 T: Soul

L3
C2

The Fate Starts to Turn...
 Reveal the top card of your LB. If it's a ::Mana:: Chara, put it in any Slot on the Stage. (Otherwise put it back where it was)

CC/S48-T20 T: None

L2
C0

Retake This Castle!
 [C] All your Charas gain +2 Soul.

CC/S48-T21 T: 2 Soul

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