

Elen, Determined
[A] When this is placed from hand to the Stage, choose 1 of your other Charas. that Chara gains +1500 Pow for the turn.
[A] At the Start of the Encore Step, if "Memories of Wind" is in your CZ, you may return this to your hand.

Weapon | PT/W07-001 T: None

L1
C0

Elen, Determined
[A] When this is placed from hand to the Stage, choose 1 of your other Charas. that Chara gains +1500 Pow for the turn.
[A] At the Start of the Encore Step, if "Memories of Wind" is in your CZ, you may return this to your hand.

Weapon | PT/W07-001S T: None

L1
C0

Cal, Phantom's Assistant
[C] All your other Charas whose name includes "Phantom" gain +500 Pow and +1 Soul.
[A] [(1)] When "Reward" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Back Row Charas whose Cost is 0 or lower and put it in the Stock.

Clock | PT/W07-002 T: Soul

L2
C1

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Cal, Phantom's Assistant
[C] All your other Charas whose name includes "Phantom" gain +500 Pow and +1 Soul.
[A] [(1)] When "Reward" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Back Row Charas whose Cost is 0 or lower and put it in the Stock.

Clock | PT/W07-002R T: Soul

L2
C1

Ein, Dating
[S] [(1) Rest this] Choose 1 of your Opp.'s Front Row Charas whose Cost is 0 or lower and return it to the hand.
[S] [Put this in Clock] Choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

Weapon | PT/W07-003 T: None

L0
C0

Ein, Instructor for Zwei
[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Weapon | PT/W07-004 T: None

L0
C0

Phantom -requiem for the phantom- Booster Pack

Cal, Getting out of Bath
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

Clock | PT/W07-005 T: None

L0
C0

Cal, Getting out of Bath
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

Clock | PT/W07-005S T: None

L0
C0

Ein, Wolf Amongst Sheep
[S] [(2)] Choose 1 of your other Charas. That Chara gains +1 Soul for the turn, and this gains +1 Soul for the turn.

Weapon | PT/W07-006 T: None

L1
C0

Cal, United Partner
[C] During your turn, all your other Charas whose name includes "Phantom" gains +500 Pow.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Clock | PT/W07-007 T: None

L0
C0

Elen, Proof of Living
[A] **CHANGE** [Put this in Clock] At the start of your Climax Phase, oyu may pay cost. If so, choose an "Ein, Wolf Amongst Sheep" in your WR and put it in the Slot this was in.

Weapon | PT/W07-008 T: None

L0
C0

Cal Devens
--No Text--

Clock | PT/W07-009 T: None

L1
C0

Elen, Own Will
[A] [(2)] When this attacks, if "Smiles" is in the CZ, may pay. If so, choose 1 of your Opp.'s Front Row Charas whose Level is 3 or lower and put it in Stock.

Weapon | PT/W07-010 T: Soul

L2
C2

Elen & Reiji, Watching Rainbow
[C] Chara Opposite this gets -1 Soul.
[A] When this is placed from hand to the Stage, if you have fewer cards in your hand than your Opp., you may put the top card of your LB in your Stock.

Weapon | PT/W07-011 T: Soul

L3
C2

Cal, Hungry
[A] When another Chara of yours is placed from the Stage to Clock, this gains +1000 Pow and +1 Soul for the turn.

Clock | PT/W07-012 T: None

L0
C0

Elen, Reiji's Kid Sister
--No Text--

Weapon | PT/W07-013 T: None

L0
C0

Cal, Dressing Up
[A] **CHANGE** [(2) Put this in Clock] At the beginning of your Climax Phase, may pay. If so, put a "Cal, Practicing" from your WR to the Slot this was in.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Clock | PT/W07-014 T: Soul

L1
C1

Elen, Vague Memories
[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[A] When another of your Charas is placed from Stage to Clock, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Weapon | PT/W07-015 T: Soul

L1
C1

[A] When a Chara battling another of your Chara becomes Reversed, this gains +1000 for the turn.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

$$\frac{L1}{C1}$$
$$\frac{L2}{C1}$$
$$\frac{L2}{C2}$$
$$\frac{L1}{C1}$$
$$\frac{L1}{C1}$$

L3
C3

L2
C0

1-

—

$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$

L1
C0

$$\frac{L2}{C1}$$
$$\frac{L2}{C2}$$
$$\frac{L2}{C2}$$

"Phantom of Inferno" Zwei

[C] Chara Opposite this gets -1 Soul.
[A] [(3)] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
[A] **ENCORE** [Discard a Climax card from hand to the WR]

South Town - Weapon | PT/W07-031 T: Soul

L3
C2

Lizzie, Support Role

[C] All your other ::South Town:: Charas gain +500 Pow.
[S] [(2)] Choose 1 of your Opp.'s Front Row Charas. That Chara gets -2500 Pow for the turn.

South Town - Weapon | PT/W07-032 T: None

L0
C0

Claudia, Betrayer

[C] **ALARM** If this is on top of your Clock, all your ::South Town:: Charas gain "[A] [(1)] When this attacks, may pay. If so, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB".

South Town | PT/W07-033 T: None

L0
C0

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Claudia, Tough Customer

[C] All your other Charas whose name includes "Phantom" gain +1000 Pow.
[A] **CHANGE** [(1) Put this in Clock] At the beginning of your Climax Phase, may pay. If so, choose a "Master of Phantom, Claudia" and put it in the Slot this was in.

South Town | PT/W07-034 T: Soul

L1
C1

Lizzy, Dutiful Second to None

--No Text--

South Town - Weapon | PT/W07-035 T: Soul

L1
C2

Master of Phantom, Claudia

[A] [(4)] When this is Front Attacked, may pay. If so, choose 1 Chara Opposite this. That Chara gains +6 Soul for the turn.

South Town | PT/W07-036 T: Soul

L2
C1

Phantom -requiem for the phantom- Booster Pack

Claudia, Female Leader of Inferno

[S] [(1)] Choose 1 of your ::South Town:: Charas, and that Chara gains +2000 Pow for the turn.

South Town | PT/W07-037 T: None

L0
C0

Clau & Zwei, Vixen And Her Pet Dog

[A] When another Chara of yours is placed from the Stage to Clock, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

South Town - Weapon | PT/W07-038 T: None

L0
C0

Claudia, Vixen

--No Text--

South Town | PT/W07-039 T: None

L0
C0

Claudia McCunnen

[A] [Put 1 of your Charas from Stage to WR] When "Past" is placed in your CZ, may pay. If so, search your LB for a ::South Town:: Chara whose Level is 1 or lower and put it in any Slot on the Stage. Shuffle your LB.

South Town | PT/W07-040 T: None

L1
C0

Wisemel, Leader of Bloodies

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

South Town | PT/W07-041 T: Soul

L1
C1

"Successor of Phantom" Zwei

[A] When this attacks, if "Phantom Assassinate" is in the CZ, choose 1 of your Opp.'s Charas. That Chara gets -500 Pow for the turn.

[A] **CHANGE** [2] Put this in Clock] At the beginning of your Climax Phase, may pay. If so, choose 1 "Pow of Phantom" Zwei" in your WR and put it in the Slot this was in.

South Town - Weapon | PT/W07-042 T: Soul

L1
C1

"Power of Phantom" Zwei

--No Text--

South Town - Weapon | PT/W07-043 T: Soul

L2
C2

Assassinate

If you have 2 or fewer GREEN Charas, you cannot play this from your hand.
All your Opp.'s Charas get -1500 Pow for the turn.

PT/W07-044 T: None

L2
C2

5 Million Dollars

Choose 1 of your Charas and put it in Clock. If so, choose up to 2 of your Charas. Those Charas gain +3500 Pow for the turn.

PT/W07-045 T: None

L1
C0

Beretta M92FS

Choose 1 of your Opp.'s Charas. That Chara gets -3000 Pow for the turn.

PT/W07-046 T: None

L2
C1

Ferrari F40

[Counter] Choose up to 1 of your Charas. That Chara gains +3000 Pow for the turn. Put this in Clock.

PT/W07-047 T: None

L1
C0

Past

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

PT/W07-048 T: 2 Soul

Past

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

PT/W07-048SP T: 2 Soul

Phantom Assassinate

[C] All your Charas gain +2 Soul.

PT/W07-049 T: 2 Soul

Duty

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

PT/W07-050 T: Stock

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Drei, Edge of Madness

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara whose name includes "Phantom", reveal it, and put it in your hand. Shuffle your LB.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Weapon - Clock | PT/W07-051 T: None

L0
C0

Drei, Edge of Madness

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara whose name includes "Phantom", reveal it, and put it in your hand. Shuffle your LB.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Weapon - Clock | PT/W07-051R T: None

L0
C0

Ein, Greatest Terror

[A] When this attacks, if "Name" is in the CZ, choose a Chara in your WR and return it to your hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Weapon | PT/W07-052 T: Soul

L2
C2

Phantom -requiem for the phantom- Booster Pack

Elen & Drei

[C] This cannot Side Attack.
[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Chara in the Front Row and put it in the WR.

Weapon - Clock | PT/W07-053 T: None

L0
C0

Eren & Drei

[C] This cannot Side Attack.
[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Chara in the Front Row and put it in the WR.

Weapon - Clock | PT/W07-053S T: None

L0
C0

Ein, Greatest Trust

[A] **CHANGE** [(2) Put this in Clock] At the start of your Climax Phase, may pay. If so, choose 1 "Greatest Assassin Phantom" Ein' in your WR and put it in the Slot this was in.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Weapon | PT/W07-054 T: None

L1
C0

"Third Phantom" Drei

[A] **CHANGE** [(2) Put this in Clock] At the start of your Climax Phase, may pay. If so, choose 1 "Invincible Phantom" Drei' in your WR and put it in the Slot this was in.

Weapon - Clock | PT/W07-055 T: Soul

L2
C1

"Invincible Phantom" Drei

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in your WR.
[A] [(4) Send this to Memory] When the Damage Dealt by this is Cancelled, if "Conclusion" is in the CZ, may pay. If so, choose a Chara in your WR and put it in the Slot this was in. (There's no battle.)

Weapon - Clock | PT/W07-056 T: Soul

L3
C2

"Invincible Phantom" Drei

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in your WR.
[A] [(4) Send this to Memory] When the Damage Dealt by this is Cancelled, if "Conclusion" is in the CZ, may pay. If so, choose a Chara in your WR and put it in the Slot this was in. (There's no battle.)

Weapon - Clock | PT/W07-056S T: Soul

L3
C2

Ein, Perfect Material

[S] [Rest 1 of your ::Weapon:: Charas] This gains +1000 Pow for the turn.

Weapon | PT/W07-057 T: None

L0
C0

Ein in Maid Uniform

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(1) Rest this] When another Chara of yours is placed from the Stage to the Clock, if this is Standing, may pay. If so, choose a Chara in your WR and return it to your hand.

Weapon - Maid | PT/W07-058 T: None

L1
C0

Drei, Aiming for Reiji

[A] When another Battling Chara of yours becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Rest this] When another Chara of yours is placed from the Stage to the Clock, if this is Standing, may pay. If so, Deal 1 Damage to your Opp.. (DC may occur)

Weapon - Clock | PT/W07-059 T: None

L1
C0

Drei, Flourishing Gunplay

[A] [(3)] When this attacks, if "Anger" is in the CZ, may pay. If so, Deal 2 Damage to your Opp.. (DC may occur)
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Clock | PT/W07-060 T: Soul

L1
C1

"Strongest Assassin Phantom" Ein

[C] During battles involving this Chara, if the Battle Opp. has "[A] **ENCORE** [Discard a Chara from your hand to the WR]", this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon | PT/W07-061 T: Soul

L2
C1

"Best Work" Ein

[C] All your other ::Weapon:: Charas gain +500 Pow.
[S] [Put this in Clock] All your Charas gain +1000 Pow for the turn.

Weapon | PT/W07-062 T: None

L0
C0

Ein, No. 1 Girl
[C] If you have 2 or fewer other Charas, all your other Charas gain +500 Pow.

Weapon | PT/W07-063 T: None

	L0
	C0

Drei, New Phantom
--No Text--

Weapon - Clock | PT/W07-064 T: None

LO
CO

Drei, Berserking

[A] When this attacks, choose 1 of your other Front Row Charas and put it in WR.

Weapon - Clock | PT/W07-065 T: None

LO
CO

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"Phantom" Ein
(Note: This card doesn't benefit from having the Phantom name, nor can it be searched by "Drei, Edge of Madness")

Weapon | PT/W07-066 T: None

L1

C0

Drei, Pure Hatred
[A] When this attacks, choose 1 of your other Front Row Charas and put it in WR.

Weapon - Clock | PT/W07-067 T: Soul

	L1
	C1

Elen VS Drei
--No Text--

Weapon - Clock | PT/W07-068 T: Soul

L2
C2

Phantom -requiem for the phantom- Booster Pack

Drei, Praying

Choose 1 of your Charas and put it in Clock. If so, choose up to 2 ::Clock:: Chara in your WR and return them to your hand.

PT/W07-069 T: None

L1
C0

Scouting

If you have 2 or fewer RED Charas, you cannot play this from your hand. Choose up to 1 Chara in your WR and return it to your hand. Choose 1 of your Charas, and that Chara gains "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara" for the turn.

PT/W07-070 T: None

L1
C1

Sniping
Deal 2 Damage to your Opp.. If this Damage is Cancelled, Deal 1 Damage to yourself. (DC can occur)

PT/W07-071 T: None

L2
C2

S&W M5906
Choose up to 2 of your Opp.'s Front Row Charas whose Level is 2 or lower and put them in the WR.

PT/W07-072 T: None

	L2 C3
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Anger
[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

PT/W07-073 T: 2 Soul

Anger
[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

PT/W07-073SP T: 2 Soul

Conclusion

[C] All your Charas gain +2 Soul.

PT/W07-074 T: 2 Soul

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

PT/W07-075 T: Salvage

Reiji & Elen
 [C] All your other Charas with "Ein" in name gain "[A]
ENCORE [Discard a Chara from your hand to the
 WR]".

Reiji & Elen
 [C] All your other Charas with "Ein" in name gain "[A]
ENCORE [Discard a Chara from your hand to the
 WR]".

"Nobody Phantom" Ein
 [C] If there are 2 or more "Nobody Phantom" Ein' in your WR, this gets -1 Level in your hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

"Nobody Phantom" Ein
 [C] If there are 2 or more "Nobody Phantom" Ein' in your WR, this gets -1 Level in your hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Mio, Proposing

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CHANGE** [(3) Put this in Clock] At the beginning of your Climax Phase, may pay. If so, choose a "Mio Fujieda" in your WR and put it in the Slot this was in.

Love | PT/W07-078 T: None

L0
C0

Mio, Proposing

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CHANGE** [(3) Put this in Clock] At the beginning of your Climax Phase, may pay. If so, choose a "Mio Fujieda" in your WR and put it in the Slot this was in.

Love | PT/W07-078S T: None

L0
C0

Zahlenschwestern

[A] At the beginning of your Climax Phase, reveal the top card of your LB. If it's a Climax card, Rest this.

Weapon - Mask | PT/W07-079 T: None

L0
C0

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Scythe Master

[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] [(1) Rest this] When another Chara of yours is placed from the Stage to the Clock, if this is Standing, may pay. If so, put the top card of your Clock in your WR.

Glasses - Master | PT/W07-080 T: None

L1
C0

Zwei, Talent to Survive

[A] [(2)] When this attacks, if "Long Dream" is in the CZ, may pay. If so, return the top card of your Clock to your hand.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon | PT/W07-081 T: Soul

L2
C2

Reiji, Young Man Without A Past

[C] All your other Charas with "[A] **ENCORE** [Discard a Chara from your hand to the WR]" gain +500 Pow.
[S] [Choose 1 of your Charas whose name includes "Ein" and put it in Clock, Rest this] Search your LB for a Chara whose name includes "Elen", reveal it, and put it in your hand. Shuffle your LB.

Weapon | PT/W07-082 T: None

L0
C0

Phantom -requiem for the phantom- Booster Pack

Shiga, Right Hand of Godoh

[C] During your Opp.'s turn, if you have 2 or fewer other Charas, all your other Charas gain +1000 Pow.

South Town - Glasses | PT/W07-083 T: None

L0
C0

Scythe, Trainer

[C] **ALARM** If this is on top of your Clock, all your ::Mask:: Charas gain +1000 Pow.
[S] [Put this in Clock] Search your LB for up to 1 ::Mask:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Glasses - Master | PT/W07-084 T: None

L1
C0

Mio, Godoh's Princess

[A] When this attacks, if "Unreachable Place" is in the CZ, choose 1 of your other Charas, and that Chara gains +5000 Pow for the turn. At the end of turn, put that Chara in the WR.

Love | PT/W07-085 T: None

L1
C0

Ein, A Tool

[A] When "Finale" is placed in your CZ, this gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB" for the turn.

Weapon - Doll | PT/W07-086 T: Soul

L2
C2

Helmut von Giuseppe

[S] [Rest this] Choose 1 of your :: weapon:: Charas, and that Chara gains +1000 Pwoer for the turn.
[S] [Put a "Reiji & Elen" from your Stage in Clock] Choose up to 1 "Ein, A Tool" in your hand and put it in any Slot on the Stage.

Glasses - Master | PT/W07-087 T: None

L0
C0

Godoh, Rising Dragon

[C] If you have 2 or fewer other Charas, all your other Charas gain +1 Level.

South Town - Dragon | PT/W07-088 T: None

L0
C0

Reiji & Sanae

--No Text--

Weapon - Glasses | PT/W07-089 T: None

L0
C0

Reiji, Own Will

[C] If you have 1 or fewer other Charas in the Front Row, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon | PT/W07-090 T: None

L1
C0

Tooru Shiga

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

South Town - Glasses | PT/W07-091 T: Soul

L1
C1

Scythe, Brainwash And Hypnotism

[C] All your other Charas gain +1000 Pow during your Opp.'s turn.
[S] [Rest 2 of your Charas] Draw a card, and discard a card from your hand to WR]

Glasses - Master | PT/W07-092 T: Soul

L2
C1

Mio Fujieda

--No Text--

Love | PT/W07-093 T: Soul

L2
C1

Phantom

Look at the top 4 cards of your LB and choose up to 1 of them and put it in your hand. Put the rest back on top of the LB in any order.

PT/W07-094 T: None

L2
C1

Reason to Live

Choose 1 of your Standing Charas and put it in Clock. If so, draw up to 2 cards.

PT/W07-095 T: None

L1

C0

44 Auto-Mag

[Counter] Choose 1 of your Charas, and that Chara gains "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot it was in" this turn.
Choose 1 of your Opp.'s Battling Charas. That Chara does not Stand during your Opp.'s next turn.

PT/W07-096 T: None

L2

C1

Continuous Mission

If you have 2 or fewer BLUE Charas, you cannot play this from your hand.
Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

PT/W07-097 T: None

L2

C1

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Long Dream

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

PT/W07-098 T: 2 Soul

Finale

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

PT/W07-099 T: Draw

Unreachable Place

[C] All your Charas gain +2 Soul.

PT/W07-100 T: 2 Soul

Phantom -requiem for the phantom- Booster Pack

Unreachable Place

[C] All your Charas gain +2 Soul.

PT/W07-100SP T: 2 Soul