

"Apple-Loving New Face" Freyja

[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)

[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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Walkure | MDE/SE45-01 T: None

L0C0

"Apple-Loving New Face" Freyja

[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)

[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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Walkure | MDE/SE45-01DCR T: None

L0C0

"Music is Hope" Makina

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Walkure | MDE/SE45-02 T: None

L0C0

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"Music is Hope" Makina

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Walkure | MDE/SE45-02DCR T: None

L0C0

"Music is Hope" Makina

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Walkure | MDE/SE45-02SP T: None

L0C0

Hayate Immelmann Dance

[A] **BOND**/"Apple-Loving New Face" Freyja" [Discard a card from your hand to the WR]

[A] **RESONANCE** [Reveal an "Apple-Loving New Face" Freyja" from your hand] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Front Row.

Pilot - Delta Flight | MDE/SE45-03 T: None

L0C0

Macross Delta Premium Booster

Hayate Immelmann Dance

[A] **BOND**/"Apple-Loving New Face" Freyja" [Discard a card from your hand to the WR]

[A] **RESONANCE** [Reveal an "Apple-Loving New Face" Freyja" from your hand] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Front Row.

Pilot - Delta Flight | MDE/SE45-03DCR T: None

L0C0

"Music is Mystery" Mikumo

[C] During your turn, this gains +1000 Pow.

[A] [(1) Put a Chara with either ::Music:: or ::Pilot:: from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-04 T: None

L0C0

"Music is Mystery" Mikumo

[C] During your turn, this gains +1000 Pow.

[A] [(1) Put a Chara with either ::Music:: or ::Pilot:: from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-04DCR T: None

L0C0

"Music is Mystery" Mikumo

[C] During your turn, this gains +1000 Pow.

[A] [(1) Put a Chara with either ::Music:: or ::Pilot:: from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-04SP T: None

L0C0

"Strongest Songstress, Mysterious Venus" Mikumo

[C] This cannot Side Attack. If all your Charas are ::Music:: or ::Pilot::, this gains +2000 Pow.

[A] At the start of your Opp.'s Attack Phase, if all of your Charas are ::Music:: and/or ::Pilot::, you may put the top card of your LB in your WR. If it is a Level 2 or lower Chara, this gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Music - Walkure | MDE/SE45-05 T: None

L0C0

"Strongest Songstress, Mysterious Venus" Mikumo

[C] This cannot Side Attack. If all your Charas are ::Music:: or ::Pilot::, this gains +2000 Pow.

[A] At the start of your Opp.'s Attack Phase, if all of your Charas are ::Music:: and/or ::Pilot::, you may put the top card of your LB in your WR. If it is a Level 2 or lower Chara, this gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Music - Walkure | MDE/SE45-05DCR T: None

L0C0

"Music is Love" Reina

[A] [(1) When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR.

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Music - Walkure | MDE/SE45-06 T: None

L0C0

"Music is Love" Reina

[A] [(1) When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR.

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Music - Walkure | MDE/SE45-06DCR T: None

L0C0

"Music is Love" Reina

[A] [(1) When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR.

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Music - Walkure | MDE/SE45-06SP T: None

L0C0

Freyja & Mirage, Each's Feelings

[C] All your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Music - Pilot | MDE/SE45-07 T: None

L0C0

Freyja & Mirage, Each's Feelings

[C] All your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Music - Pilot | MDE/SE45-07DCR T: None

L0C0

"Music is Life" Kaname

[C] During your turn, if you have another Chara with either ::Music:: or ::Pilot::, this gains +3000 Pow.

[A] **CX COMBO** When this attacks, if "AXIA -I Love, I Hate-" is in the CZ, choose up to 1 Cost 0 or lower Chara in your WR and put it in an empty Slot in the Front Row, and you cannot perform a 4th attack or later of the turn for the rest of the turn.

Music - Walkure | MDE/SE45-08 T: Soul

L1C0

"Music is Life" Kaname

[C] During your turn, if you have another Chara with either ::Music:: or ::Pilot::, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "AXIA -I Love, I Hate-" is in the CZ, choose up to 1 Cost 0 or lower Chara in your WR and put it in an empty Slot in the Front Row, and you cannot perform a 4th attack or later of the turn for the rest of the turn.

Music - Walkure | MDE/SE45-08DCR T: Soul

L1
C0

"Music is Life" Kaname

[C] During your turn, if you have another Chara with either ::Music:: or ::Pilot::, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "AXIA -I Love, I Hate-" is in the CZ, choose up to 1 Cost 0 or lower Chara in your WR and put it in an empty Slot in the Front Row, and you cannot perform a 4th attack or later of the turn for the rest of the turn.

Music - Walkure | MDE/SE45-08SP T: Soul

L1
C0

Reina, Silent Hacker

[C] During your turn, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - Walkure | MDE/SE45-09 T: None

L1
C0

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Reina, Silent Hacker

[C] During your turn, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - Walkure | MDE/SE45-09DCR T: None

L1
C0

Makina, Onya no Ko girl

[C] If you have no other Charas with either ::Music:: or ::Pilot::, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Music:: or ::Pilot::.

Music - Walkure | MDE/SE45-10 T: None

L1
C0

Makina, Onya no Ko girl

[C] If you have no other Charas with either ::Music:: or ::Pilot::, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Music:: or ::Pilot::.

Music - Walkure | MDE/SE45-10DCR T: None

L1
C0

Macross Delta Premium Booster

"Riding the Great Wind" Aerial Knights

[A] When you use the **BACKUP** of this, if all your Charas are either ::Music:: or ::Pilot::, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Pilot - Windermere Kingdom | MDE/SE45-11 T: Soul

L1
C1

"Riding the Great Wind" Aerial Knights

[A] When you use the **BACKUP** of this, if all your Charas are either ::Music:: or ::Pilot::, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Pilot - Windermere Kingdom | MDE/SE45-11DCR T: Soul

L1
C1

Hayate, Young Man Riding the Wind

[C] **ASSIST** All your Charas with either ::Music:: or ::Pilot:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard 2 cards from your hand to the WR] At the start of your Climax Phase, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains the following ability for the turn. "[C] If you don't have another 'Hayate, Young Man Riding the Wind', after you perform the chosen effect of **CX COMBO** of 'Singing is Living' Freyja & Hayate, choose 1 of the effect not chosen and perform it."
[A] [(1)] When you Trigger Check a Climax card with a Choice Trigger Icon, may pay. If so, draw a card.

Pilot - Delta Flight | MDE/SE45-12 T: Soul

L1
C1

Hayate, Young Man Riding the Wind

[C] **ASSIST** All your Charas with either ::Music:: or ::Pilot:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard 2 cards from your hand to the WR] At the start of your Climax Phase, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains the following ability for the turn. "[C] If you don't have another 'Hayate, Young Man Riding the Wind', after you perform the chosen effect of **CX COMBO** of 'Singing is Living' Freyja & Hayate, choose 1 of the effect not chosen and perform it."
[A] [(1)] When you Trigger Check a Climax card with a Choice Trigger Icon, may pay. If so, draw a card.

Pilot - Delta Flight | MDE/SE45-12DCR T: Soul

L1
C1

Mikumo, Ikenai Borderline

[C] If either there are 5 or fewer cards in your LB or there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, this gains +6000 Pow.
[A] **CX COMBO** [Put an "Ikenai Borderline" from your CZ in the WR] At the start of your Encore Step, if this is in the Front Row, you have another Chara with either ::Music:: or ::Pilot::, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, may pay. If so, choose up to 2 Charas in your WR with either ::Music:: or ::Pilot:: and return them to your hand.

Music - Walkure | MDE/SE45-13 T: Soul

L2
C0

Mikumo, Ikenai Borderline

[C] If either there are 5 or fewer cards in your LB or there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, this gains +6000 Pow.
[A] **CX COMBO** [Put an "Ikenai Borderline" from your CZ in the WR] At the start of your Encore Step, if this is in the Front Row, you have another Chara with either ::Music:: or ::Pilot::, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, may pay. If so, choose up to 2 Charas in your WR with either ::Music:: or ::Pilot:: and return them to your hand.

Music - Walkure | MDE/SE45-13DCR T: Soul

L2
C0

"Grim Reaper" Messer

[C] You cannot play Events or **BACKUP** from hand.
[C] **EXPERIENCE** If there is a "Grim Reaper Messer" in your Level Zone, this gets -1 Level while in your hand.
[C] If you have another "Music is Life" Kaname, this gains the following 2 abilities. "[C] During your turn, this gains +3000 Pow." [A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Grim Reaper" Messer in your Memory and put it in any Slot on the Stage.

Pilot - Delta Flight | MDE/SE45-14 T: Soul

L2
C0

"Grim Reaper" Messer

[C] You cannot play Events or **BACKUP** from hand.
[C] **EXPERIENCE** If there is a "Grim Reaper Messer" in your Level Zone, this gets -1 Level while in your hand.
[C] If you have another "Music is Life" Kaname, this gains the following 2 abilities. "[C] During your turn, this gains +3000 Pow." [A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Grim Reaper" Messer in your Memory and put it in any Slot on the Stage.

Pilot - Delta Flight | MDE/SE45-14DCR T: Soul

L2
C0

Mirage, Blood of Genius

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [Rest this] Look at the top card of your Opp.'s LB, put it either on top or bottom of the LB, look at the top card of your LB, and put it either on top of the LB or in the WR.

Pilot - Delta Flight | MDE/SE45-15 T: Soul

L2
C1

Mirage, Blood of Genius

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [Rest this] Look at the top card of your Opp.'s LB, put it either on top or bottom of the LB, look at the top card of your LB, and put it either on top of the LB or in the WR.

Pilot - Delta Flight | MDE/SE45-15DCR T: Soul

L2
C1

Mirage, Complaints Go to PR

[A] [(1) Put a Chara with either ::Music:: or ::Pilot:: from your Stage to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Pilot - Delta Flight | MDE/SE45-16 T: Soul

L2
C1

Mirage, Complaints Go to PR

[A] [(1) Put a Chara with either ::Music:: or ::Pilot:: from your Stage to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Pilot - Delta Flight | MDE/SE45-16DCR T: Soul

L2
C1

"Genius" Max

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, may pay. If so, perform the following action twice. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap the chosen Charas. X = Level of the Chara you chose this way -1."

Pilot | MDE/SE45-17 T: None

L2C1

"Genius" Max

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, may pay. If so, perform the following action twice. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap the chosen Charas. X = Level of the Chara you chose this way -1."

Pilot | MDE/SE45-17DCR T: None

L2C1

"Singing is Living" Freyja & Hayate

[A] **CX COMBO** When this attacks, if "ALIVE ~Inori no Uta~" is in the CZ, choose 1 of the following 3 effects and perform it. "Draw up to 1 card, and put up to 1 card from top of your Clock in the WR." "Your Opp. chooses 2 Climax cards in their WR, return all cards other than the chosen cards from the WR to the LB, shuffles that LB, and this gains +5000 Pow for the turn." "Deal 2 Damage to your Opp." (DC can occur)

Music - Pilot | MDE/SE45-18 T: Soul

L3C2

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"Singing is Living" Freyja & Hayate

[A] **CX COMBO** When this attacks, if "ALIVE ~Inori no Uta~" is in the CZ, choose 1 of the following 3 effects and perform it. "Draw up to 1 card, and put up to 1 card from top of your Clock in the WR." "Your Opp. chooses 2 Climax cards in their WR, return all cards other than the chosen cards from the WR to the LB, shuffles that LB, and this gains +5000 Pow for the turn." "Deal 2 Damage to your Opp." (DC can occur)

Music - Pilot | MDE/SE45-18DCR T: Soul

L3C2

"Music is Energy" Freyja

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Ikenai Borderline" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn.

Music - Walkure | MDE/SE45-19 T: Soul

L3C2

"Music is Energy" Freyja

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Ikenai Borderline" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn.

Music - Walkure | MDE/SE45-19DCR T: Soul

L3C2

Macross Delta Premium Booster

"Music is Energy" Freyja

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Ikenai Borderline" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn.

Music - Walkure | MDE/SE45-19SP T: Soul

L3C2

Kaname, Sound of Tearing Explosion

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, all your other ::Pilot:: Charas and "Kaname, Sound of Tearing Explosion" gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Walkure | MDE/SE45-20 T: Soul

L3C2

Kaname, Sound of Tearing Explosion

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, all your other ::Pilot:: Charas and "Kaname, Sound of Tearing Explosion" gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] [Discard a card from your hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Walkure | MDE/SE45-20DCR T: Soul

L3C2

Until the Day This Voice Expires

If you don't have a Chara with either ::Music:: or ::Pilot::, you cannot play this from your hand.

Choose 1 of the 2 following effects and perform it.

"Search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB."

"Choose 1 of your Charas, that Chara gains +3000 Pow for the turn, and put this in your Stock."

MDE/SE45-21 T: None

L2C0

Until the Day This Voice Expires

If you don't have a Chara with either ::Music:: or ::Pilot::, you cannot play this from your hand.

Choose 1 of the 2 following effects and perform it.

"Search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB."

"Choose 1 of your Charas, that Chara gains +3000 Pow for the turn, and put this in your Stock."

MDE/SE45-21DCR T: None

L2C0

AXIA ~I Love, I Hate~

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-22 T: Choice

AXIA ~I Love, I Hate~

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-22DCR T: Choice

Ikenai Borderline

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-23a T: Choice

Ikenai Borderline

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-23b T: Choice

Ikenai Borderline

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-23DCR T: Choice

ALIVE ~Inori no Uta~

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-24a T: Choice

ALIVE ~Inori no Uta~

[C] **LINK** Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-24b T: Choice

ALIVE ~Inori no Uta~

[C] LINK Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-24c T: Choice

ALIVE ~Inori no Uta~

[C] LINK Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-24d T: Choice

ALIVE ~Inori no Uta~

[C] LINK Super Dimension Venus

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

MDE/SE45-24DCR T: Choice

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Reina, Super Dimension Witch

[S] [(1) Rest this] If there are 6 or more cards in your LB, put all but the bottom 5 cards of your LB in the WR, and if there are 4 or more Climax cards with different names from each other in your WR, this gains the following ability for the turn. "[A] At the start of your Encore Step, return all cards from your WR to your LB, and shuffle your LB." If there are 3 or fewer Climax cards with different names from each other in your WR, put this in your Clock.

[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, choose up to 1 Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.

Music - Walkure | MDE/SE45-25 T: None

L0
C0

Reina, Super Dimension Witch

[S] [(1) Rest this] If there are 6 or more cards in your LB, put all but the bottom 5 cards of your LB in the WR, and if there are 4 or more Climax cards with different names from each other in your WR, this gains the following ability for the turn. "[A] At the start of your Encore Step, return all cards from your WR to your LB, and shuffle your LB." If there are 3 or fewer Climax cards with different names from each other in your WR, put this in your Clock.

[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, choose up to 1 Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.

Music - Walkure | MDE/SE45-25DCR T: None

L0
C0

Reina, Super Dimension Witch

[S] [(1) Rest this] If there are 6 or more cards in your LB, put all but the bottom 5 cards of your LB in the WR, and if there are 4 or more Climax cards with different names from each other in your WR, this gains the following ability for the turn. "[A] At the start of your Encore Step, return all cards from your WR to your LB, and shuffle your LB." If there are 3 or fewer Climax cards with different names from each other in your WR, put this in your Clock.

[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, choose up to 1 Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.

Music - Walkure | MDE/SE45-25SP T: None

L0
C0

Macross Delta Premium Booster

Kaname, Mandarin Noble

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music - Walkure | MDE/SE45-26 T: None

L0
C0

Kaname, Mandarin Noble

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music - Walkure | MDE/SE45-26DCR T: None

L0
C0

Kaname, Mandarin Noble

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music - Walkure | MDE/SE45-26SP T: None

L0
C0

"Battle OK Former Solo Idol" Kaname

[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1000 Pow for the turn.

[S] [(1) Rest this] Choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Walkure | MDE/SE45-27 T: None

L0
C0

"Battle OK Former Solo Idol" Kaname

[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1000 Pow for the turn.

[S] [(1) Rest this] Choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Walkure | MDE/SE45-27DCR T: None

L0
C0

Freyja & Mikomo, New Face and Ace

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR. "[Discard a card from your hand to the WR] may pay. If so, choose 1 'Flying Walkure' in your WR and return it to your hand."

[A] [(1) Discard a Chara with either ::Music:: or ::Pilot:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Music - Walkure | MDE/SE45-28 T: None

L0
C0

Freyja & Mikomo, New Face and Ace

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR. "[Discard a card from your hand to the WR] may pay. If so, choose 1 'Flying Walkure' in your WR and return it to your hand."

[A] [(1) Discard a Chara with either ::Music:: or ::Pilot:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Music - Walkure | MDE/SE45-28DCR T: None

L0
C0

Walkure, Future Exist for Us

[A] (Return 2 Charas from your WR to your LB, shuffle your LB) When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.

[A] When this attacks, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.

Music - Walkure | MDE/SE45-29 T: None

L0
C0

Walkure, Future Exist for Us

[A] (Return 2 Charas from your WR to your LB, shuffle your LB) When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.

[A] When this attacks, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.

Music - Walkure | MDE/SE45-29DCR T: None

L0
C0

Freyja, Super Dimension Venus Walkure

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

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Walkure | MDE/SE45-30 T: None

L0
C0

Freyja, Super Dimension Venus Walkure

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

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Walkure | MDE/SE45-30DCR T: None

L0
C0

Freyja, Super Dimension Venus Walkure

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

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Walkure | MDE/SE45-30SP T: None

L0
C0

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara with either ::Music: or ::Pilot: in your WR and return it to your hand, choose 1 of your other ::Music: or ::Pilot: Charas, and that Chara gains +1000 Pow for the turn.

[A] [(1) Put this in the WR] When your other Chara with either ::Music: or ::Pilot: is Front Attacked, may pay. If so, return that Chara to your hand.

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

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a Chara with either ::Music: or ::Pilot: in your WR and return it to your hand, choose 1 of your other ::Music: or ::Pilot: Charas, and that Chara gains +1000 Pow for the turn.

[A] ([1] Put this in the WR) When your other Chara with either ::Music: or ::Pilot: is Front Attacked, may pay. If so, return that Chara to your hand.

LO
CO

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a Chara with either ::Music:: or ::Pilot:: in your WR and return it to your hand, choose 1 of your other ::Music:: or ::Pilot:: Charas, and that Chara gains +1000 Pow for the turn.

[A] ([1] Put this in the WR) When your other Chara with either ::Music:: or ::Pilot:: is Front Attacked, may pay. If so, return that Chara to your hand.

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

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

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

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

LO
CO

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

LO
CO

"Kimokawa Lovely" Reina & "Mecha Mecha Kyawawa"
AZ CX COMBO At the start of your Encore Step, if "Girlic BEGINNER" is in the CZ, you may choose a Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.
AJ [Put this in the WR] When your other Chara with either ::Music:: or ::Pilot:: 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.

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

"Kimokawa Lovely" Reina & "Mecha Mecha Kyawawa"
AJ CX COMBO At the start of your Encore Step, if "Girlic BEGGINER" is in the CZ, you may choose a Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.
AJ [Put this in the WR] When your other Chara with either :oMusic: or :oPilot: 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.

LO
CO

[A] ([1] Put the top card of your LB in your Clock) When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 Charas with either ::Music:: or ::Pilot::, reveal them, put them in your hand, and put the rest in the WR.

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

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 Charas with either ::Music:: or ::Pilot::, reveal them, put them in your hand, and put the rest in the WR.

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

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 Charas with either ::Music:: or ::Pilot::, reveal them, put them in your hand, and put the rest in the WR.

LO
CO

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

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

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

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

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, put the top 2 cards of your LB in the WR. If there's a Climax card among them, you may choose a Level 2 or lower Chara in your Opp.'s Front Row and send it to Memory.
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

L1
C0

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, put the top 2 cards of your LB in the WR. If there's a Climax card among them, you may choose a Level 2 or lower Chara in your Opp.'s Front Row and send it to Memory.
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

L1
CO

[C] During your turn, if you have another Chara with either ::Music:: or ::Pilot::, this gains +3000 Pow.
[A] [Put this in the WR] When your other Chara with either ::Music:: or ::Pilot:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

L1
C0

[C] During your turn, if you have another Chara with either ::Music:: or ::Pilot::, this gains +3000 Pow.
[A] [Put this in the WR] When your other Chara with either ::Music:: or ::Pilot:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

L1
C0

[C] During your turn, if you have another Chara with either
:Music: or :Pilot:, this gains +3000 Pow.
[A] [Put this in the WR] When your other Chara with either
:Music: or :Pilot: is Front Attacked, may pay. If so, choose 1
of your Charas in battle, and that Chara gains +1500 Pow for
the turn.

L1
CO

Mikumo, Super Dimension Venus Walkure

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas with either::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.

Music - Walkure | MDE/SE45-38 T: None

L1
C0

Mikumo, Super Dimension Venus Walkure

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas with either::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.

Music - Walkure | MDE/SE45-38DCR T: None

L1
C0

Mikumo, Super Dimension Venus Walkure

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas with either::Music:: or ::Pilot::, and that Chara gains +1500 Pow for the turn.

Music - Walkure | MDE/SE45-38SP T: None

L1
C0

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Freyja, Super Dimension Witch

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Fukakuteisei COSMIC MOVEMENT" is in the CZ and you have 2 or more other Charas with either ::Music:: or ::Pilot::, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR." "Choose a Level 2 or higher Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand."

Music - Walkure | MDE/SE45-39 T: None

L1
C0

Freyja, Super Dimension Witch

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Fukakuteisei COSMIC MOVEMENT" is in the CZ and you have 2 or more other Charas with either ::Music:: or ::Pilot::, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR." "Choose a Level 2 or higher Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand."

Music - Walkure | MDE/SE45-39DCR T: None

L1
C0

Freyja, Super Dimension Witch

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Fukakuteisei COSMIC MOVEMENT" is in the CZ and you have 2 or more other Charas with either ::Music:: or ::Pilot::, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and put the rest in the WR." "Choose a Level 2 or higher Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand."

Music - Walkure | MDE/SE45-39SP T: None

L1
C0

Macross Delta Premium Booster

"Music is Desire" Dark Reina

[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, choose up to 1 Chara in your WR and return it to your hand.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. Deal X Damage to your Opp.. X = # of Climax cards revealed this way. (DC can occur)

Music - Darkness | MDE/SE45-40 T: None

L1
C0

"Music is Desire" Dark Reina

[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, choose up to 1 Chara in your WR and return it to your hand.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. Deal X Damage to your Opp.. X = # of Climax cards revealed this way. (DC can occur)

Music - Darkness | MDE/SE45-40DCR T: None

L1
C0

Maikna, Rose Noble

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing Charas with either ::Music:: or ::Pilot::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-41 T: None

L1
C0

Maikna, Rose Noble

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing Charas with either ::Music:: or ::Pilot::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-41DCR T: None

L1
C0

Maikna, Rose Noble

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Music:: or ::Pilot::, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing Charas with either ::Music:: or ::Pilot::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Music:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Music - Walkure | MDE/SE45-41SP T: None

L1
C0

"Music is Despair" Dark Makina

[A] When this is placed from hand to the Stage, randomly choose 1 card in your Opp.'s hand, reveal it, send it to memory, and at the end of your Opp.'s next turn, your Opp. returns that card to their hand.
[A] [Put this in the WR] When your other Chara with either ::Music:: or ::Pilot:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Music - Darkness | MDE/SE45-42 T: Soul

L1
C1

"Music is Despair" Dark Makina

[A] When this is placed from hand to the Stage, randomly choose 1 card in your Opp.'s hand, reveal it, send it to memory, and at the end of your Opp.'s next turn, your Opp. returns that card to their hand.
[A] [Put this in the WR] When your other Chara with either ::Music:: or ::Pilot:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Music - Darkness | MDE/SE45-42DCR T: Soul

L1
C1

"Enjoy Life to the Fullest" Kaname

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, and either (a) Stand it and move it to another empty Slot on your Opp.'s Stage, or (b) choose 1 of your Opp.'s other Charas, then Stand and swap the chosen Charas."
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may send that Chara to Memory.

Music - Walkure | MDE/SE45-43 T: Soul

L1
C1

"Enjoy Life to the Fullest" Kaname

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, and either (a) Stand it and move it to another empty Slot on your Opp.'s Stage, or (b) choose 1 of your Opp.'s other Charas, then Stand and swap the chosen Charas."
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may send that Chara to Memory.

Music - Walkure | MDE/SE45-43DCR T: Soul

L1
C1

Walkure, Enchanting Stage

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
[A] When your other Chara with either ::Music:: or ::Pilot:: attacks, this gains +1000 Pow for the turn.

Music - Walkure | MDE/SE45-44 T: None

L1
C1

Walkure, Enchanting Stage

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
[A] When your other Chara with either ::Music:: or ::Pilot:: attacks, this gains +1000 Pow for the turn.

Music - Walkure | MDE/SE45-44DCR T: None

L1
C1

"For Whom" Reina

[C] If you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Walkure | MDE/SE45-45 T: None

L1
C1

"For Whom" Reina

[C] If you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Walkure | MDE/SE45-45DCR T: None

L1
C1

"Us Now" Freyja

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Walkure | MDE/SE45-46 T: Soul

L2
C1

"Us Now" Freyja

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Walkure | MDE/SE45-46DCR T: Soul

L2
C1

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Reina, Super Dimension Venus Walkure

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your other Charas and put it in your Stock.

Music - Walkure | MDE/SE45-47 T: Soul

L2
C1

Reina, Super Dimension Venus Walkure

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your other Charas and put it in your Stock.

Music - Walkure | MDE/SE45-47DCR T: Soul

L2
C1

Reina, Super Dimension Venus Walkure

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your other Charas and put it in your Stock.

Music - Walkure | MDE/SE45-47SP T: Soul

L2
C1

Macross Delta Premium Booster

Mikumo, Violet Noble

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Walkure | MDE/SE45-48 T: Soul

L2
C1

Mikumo, Violet Noble

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Walkure | MDE/SE45-48DCR T: Soul

L2
C1

Mikumo, Violet Noble

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Music:: or ::Pilot:: and return it to your hand.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Walkure | MDE/SE45-48SP T: Soul

L2
C1

"For Galaxy's Sake" Makina

[C] For each of your other Charas with either ::Music:: or ::Pilot:: in the Front Row, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Walkure | MDE/SE45-49 T: Soul

L2
C2

"For Galaxy's Sake" Makina

[C] For each of your other Charas with either ::Music:: or ::Pilot:: in the Front Row, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Walkure | MDE/SE45-49DCR T: Soul

L2
C2

"Music is Darkness" Yamikumo

[A] **CX COMBO** When "Diva is Abyss" is placed in your CZ, if this is in the Front Row and you have another ::Music:: Chara, you may put all other Charas in the WR. If so, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Darkness | MDE/SE45-50 T: Soul

L2
C2

"Music is Darkness" Yamikumo

[A] **CX COMBO** When "Diva is Abyss" is placed in your CZ, if this is in the Front Row and you have another ::Music:: Chara, you may put all other Charas in the WR. If so, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Darkness | MDE/SE45-50DCR T: Soul

L2
C2

Makina, Super Dimension Witch

[C] If you have 4 or more Charas with either ::Music:: or ::Pilot::, this gets -1 Level while 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.
[A] When this is placed from hand to the Stage, if you have another Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Walkure | MDE/SE45-51 T: Soul

L3
C2

Makina, Super Dimension Witch

[C] If you have 4 or more Charas with either ::Music:: or ::Pilot::, this gets -1 Level while 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.
[A] When this is placed from hand to the Stage, if you have another Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Walkure | MDE/SE45-51DCR T: Soul

L3
C2

Makina, Super Dimension Witch

[C] If you have 4 or more Charas with either ::Music:: or ::Pilot::, this gets -1 Level while 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.
[A] When this is placed from hand to the Stage, if you have another Charas with either ::Music:: or ::Pilot::, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Walkure | MDE/SE45-51SP T: Soul

L3
C2

Mikumo, Super Dimension Witch

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock, and this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Love! Halation THE WAR" is in the CZ choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal that same amount of Damage to your Opp.." (DC can occur)

Music - Walkure | MDE/SE45-52 T: Soul

L3
C2

Mikumo, Super Dimension Witch

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock, and this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Love! Halation THE WAR" is in the CZ choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal that same amount of Damage to your Opp.." (DC can occur)

Music - Walkure | MDE/SE45-52DCR T: Soul

L3
C2

Mikumo, Super Dimension Witch

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock, and this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Love! Halation THE WAR" is in the CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal that same amount of Damage to your Opp..". (DC can occur)

Music - Walkure | MDE/SE45-52SP T: Soul

L3
C2

Reina, Emerald Noble

[A] At the start of your Attack Phase, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains the following ability until the next end of your Opp.'s turn. "[C] All Charas in your Opp.'s Front Row get -1000 Pow."
[A] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among them. (DC can occur)

Music - Walkure | MDE/SE45-53 T: Soul

L3
C2

Reina, Emerald Noble

[A] At the start of your Attack Phase, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains the following ability until the next end of your Opp.'s turn. "[C] All Charas in your Opp.'s Front Row get -1000 Pow."
[A] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among them. (DC can occur)

Music - Walkure | MDE/SE45-53DCR T: Soul

L3
C2

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Reina, Emerald Noble

[A] At the start of your Attack Phase, if you have 2 or more other Charas with either ::Music:: or ::Pilot::, this gains the following ability until the next end of your Opp.'s turn. "[C] All Charas in your Opp.'s Front Row get -1000 Pow."
[A] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among them. (DC can occur)

Music - Walkure | MDE/SE45-53SP T: Soul

L3
C2

"Music is Madness" Dark Freyja

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "[Rest 1 of your Standing Charas] may pay. If so, your Opp. chooses 2 Climax cards in their WR, return all cards other than the chosen cards from the WR to the LB, and shuffles that LB." "Reveal the top card of your LB. If it's a Chara with either ::Music:: or ::Pilot::, you may deal 1 Damage to your Opp..". (DC can occur. Put the revealed card back where it was)

Music - Darkness | MDE/SE45-54 T: Soul

L3
C2

"Music is Madness" Dark Freyja

"Music is Madness" Dark Freyja

Music - Darkness | MDE/SE45-54DCR T: Soul

L3
C2

Macross Delta Premium Booster

Flying Walkure

If you don't have a Chara with either ::Music:: or ::Pilot::, you cannot play this from your hand. Choose 1 of the following 2 effects and perform it. "Draw a card." "Send this to Memory."
[C] **RECOLLECTION** If there are 2 or more "Flying Walkure" in your Memory, this gets -1 Cost while in your hand.
[C] **CX COMBO RECOLLECTION** If this is in Memory and there are 2 or more "Flying Walkure" in your Memory, your Climax card with "[C] LINK Super Dimension Venus" in your CZ is also considered to have the same names as all Climax cards in your WR with "[C] LINK Super Dimension Venus".

MDE/SE45-55 T: None

L1
C1

Flying Walkure

If you don't have a Chara with either ::Music:: or ::Pilot::, you cannot play this from your hand. Choose 1 of the following 2 effects and perform it. "Draw a card." "Send this to Memory."
[C] **RECOLLECTION** If there are 2 or more "Flying Walkure" in your Memory, this gets -1 Cost while in your hand.
[C] **CX COMBO RECOLLECTION** If this is in Memory and there are 2 or more "Flying Walkure" in your Memory, your Climax card with "[C] LINK Super Dimension Venus" in your CZ is also considered to have the same names as all Climax cards in your WR with "[C] LINK Super Dimension Venus".

MDE/SE45-55DCR T: None

L1
C1

Galaxy Fighting Song Battle

All players return all cards in their respective WRs to their respective Libraries, and shuffle those Libraries.
Choose 1 of your Charas, and that Chara gains the following Ability for the turn. "[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."

MDE/SE45-56 T: None

L1
C1

Galaxy Fighting Song Battle

All players return all cards in their respective WRs to their respective Libraries, and shuffle those Libraries.
Choose 1 of your Charas, and that Chara gains the following Ability for the turn. "[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."

MDE/SE45-56DCR T: None

L1
C1

Giritic BEGINNER

[C] **LINK** Super Dimension Venus
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

MDE/SE45-57 T: Soul Standby

Giritic BEGINNER

[C] **LINK** Super Dimension Venus
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

MDE/SE45-57DCR T: Soul Standby

Fukakuteisei COSMIC MOVEMENT

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

MDE/SE45-58a T: Salvage

Fukakuteisei COSMIC MOVEMENT

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

MDE/SE45-58b T: Salvage

Fukakuteisei COSMIC MOVEMENT

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

MDE/SE45-58c T: Salvage

Fukakuteisei COSMIC MOVEMENT

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

MDE/SE45-58d T: Salvage

Fukakuteisei COSMIC MOVEMENT

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

MDE/SE45-58DCR T: Salvage

Diva in Abyss

[C] All your Charas gain +2 Soul.

MDE/SE45-59 T: 2 Soul

[C] All your Charas gain +2 Soul.

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[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

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[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

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[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

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[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

[C] **LINK** Super Dimension Venus
[C] All your Charas gain +1000 Pow and +1 Soul.
([Salvage Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

Macross Delta Premium Booster

