

Kamiyama, Sortie Order

[A] At the beginning of your Attack Phase, if this is in your Front Row, you may put the top card of your LB in the WR. If if is a ::Combat Revue:: Chara, for the turn, this gains +2000 Pow.
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Combat Revue - Kenjutsu | SKR/S73-001 T: None

L0
C0

Kamiyama, Sortie Order

[A] At the beginning of your Attack Phase, if this is in your Front Row, you may put the top card of your LB in the WR. If if is a ::Combat Revue:: Chara, for the turn, this gains +2000 Pow.
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Combat Revue - Kenjutsu | SKR/S73-001S T: None

L0
C0

Azami, 100 Bodies

[C] If this is in the Front Row, all your ::Combat Revue:: Charas gain +1500 Pow.
 [A] CX COMBO [(1) Discard a ::Combat Revue:: Chara from hand to WR] When "These Two.. Mochizuki-style Mystery!" is placed in your C2 this is in the Front Row, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, may pay. If so, choose up to 1 "Azami, 100 Bodies" from your Waiting Room and place it to any slot on the Stage, search your LB for up to 1 "Azami, 100 Bodies", place it to any slot on the Stage, and shuffle your LB.

Combat Revue - Ninja | SKR/S73-002 T: Soul

L3
C2

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Azami, 100 Bodies

[C] If this is in the Front Row, all your ::Combat Revue:: Charas gain +1500 Pow.
 [A] CX COMBO [(1) Discard a ::Combat Revue:: Chara from hand to WR] When "These Two.. Mochizuki-style Mystery!" is placed in your C2 this is in the Front Row, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, may pay. If so, choose up to 1 "Azami, 100 Bodies" and place it to any slot on the Stage, search your LB for up to 1 "Azami, 100 Bodies", place it to any slot on the Stage, and shuffle your LB.

Combat Revue - Ninja | SKR/S73-002SP T: Soul

L3
C2

Azami, Mochizuki-style Ninja

[C] All of your ::Combat Revue:: Charas gain +500 Pow and "[A] ENCORE [(2)]".

Combat Revue - Ninja | SKR/S73-003 T: None

L0
C0

Azami, Mochizuki-style Ninja

[C] All of your ::Combat Revue:: Charas gain +500 Pow and "[A] ENCORE [(2)]".

Combat Revue - Ninja | SKR/S73-003S T: None

L0
C0

Sakura Wars Booster Pack

Azami, Carry Out the Mission

[C] On your turn, if you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, all of your "Azami, 100 Bodies" gain the following ability. "[A] [(3)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal X Damage to your Opp.. X is equal to the number of your "Azami, 100 Bodies." (DC can occur)
 [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.

Combat Revue - Ninja | SKR/S73-004 T: None

L0
C0

Azami, Ready to Sortie!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Combat Revue:: Charas.
 [A] [Return 2 Charas from your WR to the LB, Shuffle that LB] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn.

Combat Revue - Ninja | SKR/S73-005 T: None

L1
C0

Azami, Ready to Sortie!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Combat Revue:: Charas.
 [A] [Return 2 Charas from your WR to the LB, Shuffle that LB] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn.

Combat Revue - Ninja | SKR/S73-005S T: None

L1
C0

"Spiricle Fighter: Infinite" Azami's Machine

[C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".
 [A] When this is placed from hand to the Stage, you may choose an "Azami, Mochizuki-style Ninja" in your WR and put it face-up under this as Marker.
 [A] This ability activates up to once per turn. During the turn that this was placed from hand to the Stage, when this card's Damage is Canceled, if this has a Marker under it, put the top card of your LB into the WR and deal X Damage to your Opp.. X is that card's Level +1. (Climax Cards are considered Level 0. DC can occur)

Combat Revue - Ninja | SKR/S73-006 T: Soul

L3
C2

"Spiricle Fighter: Infinite" Azami's Machine

[C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".
 [A] When this is placed from hand to the Stage, you may choose an "Azami, Mochizuki-style Ninja" in your WR and put it face-up under this as Marker.
 [A] This ability activates up to once per turn. During the turn that this was placed from hand to the Stage, when this card's Damage is Canceled, if this has a Marker under it, put the top card of your LB into the WR and deal X Damage to your Opp.. X is that card's Level +1. (Climax Cards are considered Level 0. DC can occur)

Combat Revue - Ninja | SKR/S73-006TGR T: Soul

L3
C2

Lancelot, London's Black Knight

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] BRAINSTORM [(1) Rest 2 of your Charas] 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.

Combat Revue - London | SKR/S73-007 T: None

L0
C0

Azami, Imperial Courtyard

[A] When this is placed from hand to the Stage, if you have 2 or more other ::TRAIT:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [A] CX COMBO When this attacks, if "Mochizuki Ninja: Infinite Shuriken" is in your C2 and you have 2 or more other ::Combat Revue:: Charas, this gains +2500 Pow and the following ability. "[A] At the end of this attack, you may put this into your Stock."

Combat Revue - Ninja | SKR/S73-008 T: None

L0
C0

Arthur, Chivalry

[C] You cannot play Events or BACKUP from hand.

Combat Revue - London | SKR/S73-009 T: None

L0
C0

Azami, Special Day

[C] For each of your other ::Combat Revue:: Charas, this gains +500 Pow.

Combat Revue - Ninja | SKR/S73-010 T: None

L1
C0

Azami, Steamed Bun Beeline!

[A] When you use the BACKUP of this, if you have a ::Combat Revue:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Combat Revue - Ninja | SKR/S73-011 T: Soul

L2
C1

Azami, Steamed Bun Beeline!

[A] When you use the BACKUP of this, if you have a ::Combat Revue:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Combat Revue - Ninja | SKR/S73-011S T: Soul

L2
C1

London Combat Revue "Spiricle Fighter Bridven"

[C] If you have 2 or more other ::London:: or ::Shanghai:: or ::Berlin:: Charas, this gains +4000 Pow.
 [A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Combat Revue World Games" and you have 2 or more ::London:: or ::Shanghai:: or ::Berlin:: Charas, may pay. If so, Deal 1 Damage to your Opp., and for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put up to 2 cards from the top of your LB to Stock." (DC can occur)

Combat Revue - London | SKR/S73-012 T: Soul

L2
C1

London Combat Revue "Spiricle Fighter Bridven"
 [C] If you have 2 or more other::London:: or ::Shanghai:: or ::Berlin:: Charas, this gains +4000 Pow.
 [A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Combat Revue World Games", and you have 2 or more ::London:: or ::Shanghai:: or ::Berlin:: Charas, may pay. If so, Deal 1 Damage to your Opp., and for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put up to 2 cards from the top of your LB to Stock." (DC can occur)

Combat Revue - London | SKR/S73-012S T: Soul

L2
C1

"Collecting Technique" Yattansai & Azami
 [A] This ability activates up to once per turn. When your other "Azami, Real Ninja" is placed from hand to the Stage, you may put the top card of your LB in your Stock.
 [A] BOND/"Azami, Real Ninja" [Discard a card from your hand to the WR]

Combat Revue - Ninja | SKR/S73-013 T: None

L0
C0

Azami, Great Excitement!
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
 [A] When your other ::Combat Revue:: Chara attacks, this gains +1500 Pow for the turn.

Combat Revue - Ninja | SKR/S73-014 T: None

L0
C0

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Arthur, Leader of "London Combat Revue: Knights of the"
 [A] When this is placed from hand to the Stage, if you have another ::Combat Revue:: Chara, this gains +2000 Pow for the turn.

Combat Revue - London | SKR/S73-015 T: None

L1
C0

Azami, Spoiled
 [C] ASSIST All your ::Combat Revue:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Combat Revue - Ninja | SKR/S73-016 T: Soul

L1
C1

Lancelot, Leader of "London Combat Revue: Knights of"
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Combat Revue - London | SKR/S73-017 T: Soul

L2
C1

Sakura Wars Booster Pack

Azami, Real Ninja
 --No Text--

Combat Revue - Ninja | SKR/S73-018 T: Soul

L2
C1

Live & Interactive Picture System
 Choose 1 of the following effects and perform it.
 "If you have a ::Combat Revue:: Chara, look at up to 2 cards from the top of your LB, put up to 1 card in your hand, and put the remainder into the WR."
 "Choose a ::Combat Revue:: Chara in your Clock, return it to your hand, and put the top card of your LB into Clock."
 "For the turn, all of your Charas gain +2000 Pow."
 "For the turn, all of your Charas gain +1 Soul."

SKR/S73-019 T: None

L2
C1

These Two.. Mochizuki-style Mystery!
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-020 T: Choice

These Two.. Mochizuki-style Mystery!
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-020R T: Choice

Mochizuki Ninja: Infinite Shuriken
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-021 T: Soul Bounce

Claris, Heavy Magic Activate!
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [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, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Book | SKR/S73-022 T: None

L0
C0

Claris, Heavy Magic Activate!
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [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, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Book | SKR/S73-022SP T: None

L0
C0

Claris, Sortie Preparation
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Combat Revue:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Combat Revue - Book | SKR/S73-023 T: None

L1
C0

Claris, Sortie Preparation
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Combat Revue:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Combat Revue - Book | SKR/S73-023S T: None

L1
C0

Claris, Walking Along
 [C] All your other ::Combat Revue:: Charas gain +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Book | SKR/S73-024 T: None

L0
C0

Claris, Bold Push
 [C] During your turn, this gains +1000 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Arbiter of Hell" is in your CZ, search your LB for up to 1 Chara, show it to your Opp., put it in your hand, Shuffle your LB, and until the next end of you Opp.'s turn, this gains +2000 Pow.

Combat Revue - Book | SKR/S73-025 T: None

L1
C0

Claris, Bold Push
 [C] During your turn, this gains +1000 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Arbiter of Hell" is in your CZ, search your LB for up to 1 Chara, show it to your Opp., put it in your hand, Shuffle your LB, and until the next end of you Opp.'s turn, this gains +2000 Pow.

Combat Revue - Book | SKR/S73-025S T: None

L1
C0

"Spiricle Fighter: Dragon", Shanghai Combat Revue
 [C] If you have 2 or more other ::Combat Revue:: Charas, this gains +1000 Pow.
 [A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Combat Revue World Games" is in your CZ, may pay. If so, choose up to 1 Chara in your WR, return it to your hand, send this to Memory, and at the beginning of your next Draw Phase, choose a "Spiricle Fighter: Dragon", "Shanghai Combat Revue" in your Memory and place it to any slot on your Stage.

Combat Revue - Shanghai | SKR/S73-026 T: None

L1
C0

"Spiricle Fighter: Dragon", Shanghai Combat Revue
 [C] If you have 2 or more other ::Combat Revue:: Charas, this gains +1000 Pow.
 [A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Combat Revue World Games" is in your CZ, may pay. If so, choose up to 1 Chara in your WR, return it to your hand, send this to Memory, and at the beginning of your next Draw Phase, choose a "Spiricle Fighter: Dragon", "Shanghai Combat Revue" in your Memory and place it to any slot on your Stage.

Combat Revue - Shanghai | SKR/S73-026S T: None

L1
C0

"Spiricle Fighter: Infinite" Clarice's Machine
 [C] If there's a Marker under this, this gains "[A] ASSIST All Charas in front of this gain +1000 Pow".
 [A] When this is placed from hand to the Stage, you may choose a "Clarice, Heavy Magic Activate!" in your WR and put it face-up under this as Marker.
 [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, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Book | SKR/S73-027 T: Soul

L2
C1

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"Spiricle Fighter: Infinite" Clarice's Machine
 [C] If there's a Marker under this, this gains "[A] ASSIST All Charas in front of this gain +1000 Pow".
 [A] When this is placed from hand to the Stage, you may choose a "Clarice, Heavy Magic Activate!" in your WR and put it face-up under this as Marker.
 [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, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Book | SKR/S73-027TGR T: Soul

L2
C1

"Spiricle Fighter: Eisen Jaeger", Berlin Combat Revue
 [C] If you have 2 or more other ::Combat Revue:: Charas, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Combat Revue:: Charas.
 [A] CX COMBO [(3)] Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Combat Revue World Games" is in your CZ, may pay. If so, Stand this.

Combat Revue - Berlin | SKR/S73-028 T: Soul

L3
C2

"Spiricle Fighter: Eisen Jaeger", Berlin Combat Revue
 [C] If you have 2 or more other ::Combat Revue:: Charas, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Combat Revue:: Charas.
 [A] CX COMBO [(3)] Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Combat Revue World Games" is in your CZ, may pay. If so, Stand this.

Combat Revue - Berlin | SKR/S73-028S T: Soul

L3
C2

Sakura Wars Booster Pack

Clarice, Moment at the Library
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Clarice, Literary Girl" in your WR and put it in any Slot on the Stage.
 [A] CX COMBO [(1)] Discard a Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Today... the Moon is Beautiful" is in your CZ, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, may pay. If so, put that Battle Opp. into your Opp.'s Clock, and deal 1 Damage to your Opp.. (DC can occur)

Combat Revue - Book | SKR/S73-029 T: Soul

L3
C2

Clarice, Moment at the Library
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Clarice, Literary Girl" in your WR and put it in any Slot on the Stage.
 [A] CX COMBO [(1)] Discard a Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Today... the Moon is Beautiful" is in your CZ, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, may pay. If so, put that Battle Opp. into your Opp.'s Clock, and deal 1 Damage to your Opp.. (DC can occur)

Combat Revue - Book | SKR/S73-029S T: Soul

L3
C2

Margarete, Crazy for Cake
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
 [A] When this is placed from hand to the Stage, choose 1 of your other other ::Combat Revue:: Charas, and that Chara gains +2000 Pow for the turn.

Combat Revue - Berlin | SKR/S73-030 T: None

L0
C0

Xiaolong, Flame Cooking
 [A] When this is placed from hand to the Stage, if you have another ::Berlin:: or ::Shanghai:: or ::London:: Chara, for the turn this gains +2000 Pow.
 [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 ::Combat Revue:: Chara in your WR and return it to your hand, choose 1 of your other ::Combat Revue:: Charas, and that Chara gains +1000 Pow for the turn.

Combat Revue - Shanghai | SKR/S73-031 T: None

L0
C0

Margarete, "Berlin Combat Revue: Schwarzzstern"
 [A] When this attacks, choose 1 of your other other ::Combat Revue:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other other ::Combat Revue:: Charas.

Combat Revue - Berlin | SKR/S73-032 T: None

L1
C0

Yue, "Berlin Combat Revue: Schwarzzstern" Member
 [C] During your turn, this gains +2000 Pow.
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Combat Revue - Shanghai | SKR/S73-033 T: None

L1
C1

Clarice, Literary Girl
 [C] If this does not have a Marker underneath it, this gains +3000 Pow.
 [A] When this is placed from hand to the Stage or by the [A] effect of "Clarice, Moment at the LB" to the Stage, you may place the top card of your Clock into the WR.
 When this is placed from hand to the Stage, reveal the top card of your LB. If that Card isn't a ::Combat Revue:: Chara, place it face-down under this as Marker. (otherwise put it back)

Combat Revue - Book | SKR/S73-034 T: Soul

L3
C2

Xiaolong, "Shanghai Combat Revue: Gojin-Ryu" Captain
 [C] If "Yue, Shinryuken Poster Girl" is in your Clock, this gets -1 Level while in your hand.
 [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 bottom card of your Clock in your Stock.

Combat Revue - Shanghai | SKR/S73-035 T: Soul

L3
C2

Clarice, Special Day
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Combat Revue:: Chara or an Event, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Combat Revue - Book | SKR/S73-036 T: None

L0
C0

Yue, Shinryuken Poster Girl
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [A] [(1)] When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose a ::Berlin:: or ::Shanghai:: or ::London:: Chara from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

Combat Revue - Shanghai | SKR/S73-037 T: None

L0
C0

Hatsuho & Clarice, Stage Actresses
 [C] During your turn, this gains +1000 Pow.
 [A] When this attacks, choose 1 of your other other ::Combat Revue:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Combat Revue | SKR/S73-038 T: None

L0
C0

Kamiyama, Princess Carry
 [C] All your other "Clarice, Princess Carry" gain +500 Pow and "[A] ENCORE [Discard a Chara from hand to the WR]"
 [A] BOND/"Clarice, Princess Carry" [Discard a card from your hand to the WR]

Combat Revue - Kenjutsu | SKR/S73-039 T: None

L0
C0

Elise, Deeply Interested
 [A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Combat Revue - Berlin | SKR/S73-040 T: Soul

L1
C1

Claris, Princess Carry
 --No Text--

Combat Revue - Book | SKR/S73-041 T: None

L1
C1

Elise, "Berlin Combat Revue: Schwarzstern" Captain
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] When this is placed from hand to the Stage, you may draw 1 card. If you draw at least 1 card in this manner, discard a card.

Combat Revue - Berlin | SKR/S73-042 T: Soul

L2
C1

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Claris, Staring
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Combat Revue - Book | SKR/S73-043 T: Soul

L2
C1

Koi-Koi!
 Shuffle your LB, then reveal the top card of your LB. If that card has the same name as one of your Charas on Stage, search your LB for up to 2 ::Combat Revue:: Charas, show them to your Opp., put them in your hand, shuffle your LB, choose 1 of your Charas, and for the turn that Chara gains +3000 Pow. (Put the revealed card back)

SKR/S73-044 T: None

L1
C0

Today.. the Moon is Beautiful
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-045 T: Treasure

Sakura Wars Booster Pack

Today.. the Moon is Beautiful
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-045R T: Treasure

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

SKR/S73-046 T: Stock

Combat Revue World Games
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-047 T: Treasure

Combat Revue World Games
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-047R T: Treasure

Sakura Courageous
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Combat Revue:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Combat Revue - Kenjutsu | SKR/S73-048 T: None

L0
C0

Sakura Courageous
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Combat Revue:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Combat Revue - Kenjutsu | SKR/S73-048S T: None

L0
C0

Hatsuho, Energetic Mark of the Imperial Theatre
 [A] CX COMBO At the beginning of your Encore Step, if "Shinonome Shrine's Mikagura Hammer!" is in your CZ, this is in your Front Row, and the slot Opposite this contains either no Chara or a Reversed Chara, choose a ::Combat Revue:: Chara in your WR and return it to hand.

Combat Revue - Miko | SKR/S73-049 T: None

L1
C0

Hatsuho, Energetic Mark of the Imperial Theatre
 [A] CX COMBO At the beginning of your Encore Step, if "Shinonome Shrine's Mikagura Hammer!" is in your CZ, this is in your Front Row, and the slot Opposite this contains either no Chara or a Reversed Chara, choose a ::Combat Revue:: Chara in your WR and return it to hand.

Combat Revue - Miko | SKR/S73-049S T: None

L1
C0

Sakura, For Justice
 [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 **EXPERIENCE** [(2) Discard 2 cards from hand to the WR] When "Heavenly Blade: One Thousand Cherry Blossom Trees" is placed to your CZ, if this is in the Front Row, and you have another ::Combat Revue:: Chara, may pay. If so, perform each of the following effects once, in any order. "Deal 1 Damage to your Opp.," "Deal X Damage to your Opp., X is equal to the number of cards in your Level Zone that are Level 3 or higher." (Climax cards are considered Level 0. DC can occur.)

Combat Revue - Kenjutsu | SKR/S73-050 T: Soul

L3
C2

Sakura, For Justice
 [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 **EXPERIENCE** [(2) Discard 2 cards from hand to the WR] When "Heavenly Blade: One Thousand Cherry Blossom Trees" is placed to your CZ, if this is in the Front Row, and you have another ::Combat Revue:: Chara, may pay. If so, perform each of the following effects once, in any order. "Deal 1 Damage to your Opp.," "Deal X Damage to your Opp., X is equal to the number of cards in your Level Zone that are Level 3 or higher." (Climax cards are considered Level 0. DC can occur.)

Combat Revue - Kenjutsu | SKR/S73-050SP T: Soul

L3
C2

Hatsuho, Storm-Calling Maiden
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, if all your Charas are ::Combat Revue::, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

Combat Revue - Miko | SKR/S73-051 T: Soul

L3
C2

Hatsuho, Storm-Calling Maiden
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, if all your Charas are ::Combat Revue::, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

Combat Revue - Miko | SKR/S73-051SP T: Soul

L3
C2

Sakura, Sword Blooming in the Blue Sky
 [C] All your other ::Combat Revue:: Charas gain +500 Pow.
 [S] [(1) Rest this] Look at the top 2 cards of your LB, choose up to 1 Level 1 or higher card from them, reveal it to your Opp., put it in your hand, and put the rest in your WR. (Climax Cards are considered Level 0)

Combat Revue - Kenjutsu | SKR/S73-052 T: None

L0
C0

Sakura, Sword Blooming in the Blue Sky
 [C] All your other ::Combat Revue:: Charas gain +500 Pow.
 [S] [(1) Rest this] Look at the top 2 cards of your LB, choose up to 1 Level 1 or higher card from them, reveal it to your Opp., put it in your hand, and put the rest in your WR. (Climax Cards are considered Level 0)

Combat Revue - Kenjutsu | SKR/S73-052S T: None

L0
C0

Hatsuho, Soul Strike
 [C] All your other ::Combat Revue:: Charas gain +500 Pow.
 [S] [Rest this] Choose 1 of your ::Combat Revue:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Combat Revue - Miko | SKR/S73-053 T: None

L0
C0

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Hatsuho, Soul Strike
 [C] All your other ::Combat Revue:: Charas gain +500 Pow.
 [S] [Rest this] Choose 1 of your ::Combat Revue:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Combat Revue - Miko | SKR/S73-053S T: None

L0
C0

Sakura's Sidekick "Spricle Armor: Koubu Type 3"
 [A] When this is placed from hand to the Stage, you may choose a "Sakura, Sword Blooming in the Blue Sky" in your WR and put it face-up under this as Marker.
 [A] When this attacks, if there is a Marker under this, for the turn this gains +X Pow. X equals the number of your Opp.'s Charas times 500.
 [A] [(1) Send this to Memory] When this is Reversed in Battle, may pay. If so, choose a "Sakura, For Justice" or "Spricle Fighter: Cherry Blossom Trial Production" from your WR and return it to hand.

Combat Revue - Kenjutsu | SKR/S73-054 T: None

L1
C0

Sakura's Sidekick "Spricle Armor: Koubu Type 3"
 [A] When this is placed from hand to the Stage, you may choose a "Sakura, Sword Blooming in the Blue Sky" in your WR and put it face-up under this as Marker.
 [A] When this attacks, if there is a Marker under this, for the turn this gains +X Pow. X equals the number of your Opp.'s Charas times 500.
 [A] [(1) Send this to Memory] When this is Reversed in Battle, may pay. If so, choose a "Sakura, For Justice" or "Spricle Fighter: Cherry Blossom Trial Production" from your WR and return it to hand.

Combat Revue - Kenjutsu | SKR/S73-054S T: None

L1
C0

Sakura Wars Booster Pack

"Spricle Fighter: Infinite" Hatsuho's Machine
 [A] [(1) Place a "Hatsuho, Soul Strike" from your WR face-up under this as Marker] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax, show it to your Opp., put it in your hand, and shuffle your LB.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Combat Revue - Miko | SKR/S73-055 T: Soul

L2
C1

"Spricle Fighter: Infinite" Hatsuho's Machine
 [A] [(1) Place a "Hatsuho, Soul Strike" from your WR face-up under this as Marker] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax, show it to your Opp., put it in your hand, and shuffle your LB.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Combat Revue - Miko | SKR/S73-055TGR T: Soul

L2
C1

"Imperial Theatre Combat Revue: Flower Team Captain"
 [C] You may play this from your hand without meeting the color requirement.
 [C] If you have 4 or more ::Combat Revue:: Charas, this gets -1 Level while in your hand.
 [C] All your other ::Combat Revue:: Charas gain +1000 Pow.
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Combat Revue - Kenjutsu | SKR/S73-056 T: Soul

L2
C1

"Spricle Fighter: Cherry Blossom Trial Production"
 [C] **EXPERIENCE** If "Spricle Fighter: Cherry Blossom Trial Production" is in your Level Zone, this gets -1 Level in your hand.
 [A] [Place a "Sakura, Sword Blooming in the Blue Sky" from your WR face-up under this as Marker] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Combat Revue - Kenjutsu | SKR/S73-057 T: Soul

L3
C2

"Spricle Fighter: Cherry Blossom Trial Production"
 [C] **EXPERIENCE** If "Spricle Fighter: Cherry Blossom Trial Production" is in your Level Zone, this gets -1 Level in your hand.
 [A] [Place a "Sakura, Sword Blooming in the Blue Sky" from your WR face-up under this as Marker] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Combat Revue - Kenjutsu | SKR/S73-057TGR T:

L3
C2

Hatsuho, Festival "Oisa-!"
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] CX COMBO [(2)] When this attacks, if "Turbulent Taiko! Festival "Oisa-!" is in your CZ, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama", may pay. If so, for the turn this gains +2000 Pow, and for the turn all your Charas gain the following ability. [A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it is a Level 1 or higher Chara, put it in your hand and deal 1 Damage to your Opp.. (Otherwise put it back. DC can occur)

Combat Revue - Miko | SKR/S73-058 T: Soul

L3
C2

Hatsuho, Hungry
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Combat Revue - Miko | SKR/S73-059 T: None

L0
C0

Sakura, Welcome to the Imperial Theatre!
 [A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Sakura" in name, and that Chara gains +2000 Pow for the turn.
 [S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Combat Revue - Kenjutsu | SKR/S73-060 T: None

L0
C0

Sakura, Special Day
 [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 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] When this card attacks, look at the top card of your LB, and put it either on top of your LB or in your WR.

Combat Revue - Kenjutsu | SKR/S73-061 T: None

L0
C0

Hatsuho, For a Smile
 [A] When you use the **BACKUP** of this, if you have a ::Combat Revue:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Combat Revue - Miko | SKR/S73-062 T: None

L1
C0

Hatsuho, For a Smile
 [A] When you use the **BACKUP** of this, if you have a ::Combat Revue:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Combat Revue - Miko | SKR/S73-062S T: None

L1
C0

Sakura, Daily Training!
 [A] [Discard 2 cards from your hand to 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]

Combat Revue - Kenjutsu | SKR/S73-063 T: Soul

L2
C1

Sakura, Ready for War
 [C] During your turn, for each of your other ::Combat Revue:: Charas, this gains +500 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Encounter.. of Destiny" is in your CZ, and you have another "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama, choose up to 1 ::Combat Revue:: Chara in your WR and put it in Stock, search your LB for up to 1 ::Combat Revue:: Chara, show it to your Opp., put it in your hand, and shuffle your LB, choose a Chara, and for the turn that Chara gains +2000 Pow.

Combat Revue - Kenjutsu | SKR/S73-064 T: Soul

L2
C1

Opera "Momotaro" Hatsuho
 [C] For each of your other ::Combat Revue:: Charas, this gains +1000 Pow.

Combat Revue - Miko | SKR/S73-065 T: Soul

L2
C2

Sakura, Jumbled Thoughts
 [C] All your other "Hatsuho, Best Friend Feelings" gain +1000 Pow.
 [C] ASSIST All your Charas in front of this gain +500 Pow.

Combat Revue - Kenjutsu | SKR/S73-066 T: None

L0
C0

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Hatsuho, Best Friend Feelings
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other RED Charas, Rest it and move it to an empty Slot in the Back Row.

Combat Revue - Miko | SKR/S73-067 T: None

L0
C0

Sakura, Cherry Blossom Street Corner
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Combat Revue:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [A] [(2)] When this is placed from Stage to the WR, may pay. If so, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Kenjutsu | SKR/S73-068 T: None

L1
C0

Sakura, Stage Training
 [A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Combat Revue - Kenjutsu | SKR/S73-069 T: None

L1
C0

Sakura Wars Booster Pack

Hatsuho, Special Day
 [A] When this attacks, if you have 2 or more other ::Combat Revue:: Charas, this gains +2000 Pow for the turn.
 [A] ENCORE [Discard a Chara from your hand to the WR]

Combat Revue - Miko | SKR/S73-070 T: None

L1
C1

Yasha, Disaster that Appeared in the Imperial City
 [A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -1500 Pow for the turn.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Mystery | SKR/S73-071 T: Soul

L2
C1

Selfish Body
 Look at up to 2 cards from the top of your Opp.'s LB, put as many as you like on top of their LB in any order, put the rest in their WR, look at up to 2 cards from the top of your LB, put as many as you like on top of your LB in any order, and put the rest in your WR.

SKR/S73-072 T: None

L2
C1

Heavenly Blade: One Thousand Cherry Blossom Trees
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-073 T: Salvage

Heavenly Blade: One Thousand Cherry Blossom Trees
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-073R T: Salvage

Shinonome Shrine's Mikagura Hammer!
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SKR/S73-074 T: Soul Standby

Shinonome Shrine's Mikagura Hammer!
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SKR/S73-074R T: Soul Standby

Turbulent Taiko! Festival "Oisa-!!"
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SKR/S73-075 T: Soul Standby

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

SKR/S73-076 T: Salvage

Sumire, Imperial Combat Revue General Commander
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB into the WR. If there was a Climax among them, choose up to 1 ::Combat Revue:: Chara in your WR and put it in Stock.
 [A] [(1)] Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Combat Revue - Fan | SKR/S73-077 T: None

L0
C0

Sumire, Imperial Combat Revue General Commander
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB into the WR. If there was a Climax among them, choose up to 1 ::Combat Revue:: Chara in your WR and put it in Stock.
 [A] [(1)] Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Combat Revue - Fan | SKR/S73-077SP T: None

L0
C0

Anastasia, Life of a Top Star
 [A] When this is placed from hand to the Stage, if you have another ::Combat Revue:: Chara, until the next end of your Opp.'s turn, this gains +1000 Pow.
 [A] CX COMBO When this attacks, if "Absolute Zero" is in the CZ and there are 6 or fewer cards in your hand, look at up to 3 cards from the top of your LB and search for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Combat Revue - Star | SKR/S73-078 T: None

L1
C0

Anastasia, Life of a Top Star

[A] When this is placed from hand to the Stage, if you have another ::Combat Revue:: Chara, until the next end of your Opp.'s turn, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Absolute Zero" is in the CZ and there are 6 or fewer cards in your hand, look at up to 3 cards from the top of your LB and search for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Combat Revue - Star | SKR/S73-078SP T: None

L1
C0

Anastasia, Secret Promise

[C] Your other Front Row Center Chara with "Sakura" in name gains +1 Level and +500 Pow.
[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, search your LB for up to 1 ::Combat Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Combat Revue - Star | SKR/S73-079 T: None

L0
C0

"Spricle Fighter: Infinite" Kamiyama's Machine

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Combat Revue - Kenjutsu | SKR/S73-080 T: None

L1
C0

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"Spricle Fighter: Infinite" Kamiyama's Machine

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Combat Revue - Kenjutsu | SKR/S73-080TGR T:

L1
C0

"Spricle Fighter: Infinite" Anastasia's Machine

[C] This cannot Side Attack.
[C] If there's a Marker under this, this gains +1 Level and +2500 Pow.
[A] When this is placed from hand to the Stage, you may choose an "Anastasia, Shooting Star" in your WR and put it face-up under this as Marker.

Combat Revue - Star | SKR/S73-081 T: None

L1
C0

"Spricle Fighter: Infinite" Anastasia's Machine

[C] This cannot Side Attack.
[C] If there's a Marker under this, this gains +1 Level and +2500 Pow.
[A] When this is placed from hand to the Stage, you may choose an "Anastasia, Shooting Star" in your WR and put it face-up under this as Marker.

Combat Revue - Star | SKR/S73-081TGR T: None

L1
C0

Sakura Wars Booster Pack

Anastasia, Special Day

[C] ASSIST All your ::Combat Revue:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, 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.
[S] [Rest 2 of your ::Combat Revue:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them, choose up to 1 of your Charas, and that Chara gains +1 Level for the turn.

Combat Revue - Star | SKR/S73-082 T: Soul

L3
C2

Anastasia, Special Day

[C] ASSIST All your ::Combat Revue:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, 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.
[S] [Rest 2 of your ::Combat Revue:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them, choose up to 1 of your Charas, and that Chara gains +1 Level for the turn.

Combat Revue - Star | SKR/S73-082S T: Soul

L3
C2

Anastasia, Sortie Preparation

[C] If you have 4 or more ::Combat Revue:: Charas, 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] [(2) Rest one of your Standing ::Combat Revue:: Charas] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that card to their LB, and shuffles their LB.

Combat Revue - Star | SKR/S73-083 T: Soul

L3
C2

Anastasia, Sortie Preparation

[C] If you have 4 or more ::Combat Revue:: Charas, 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] [(2) Rest one of your Standing ::Combat Revue:: Charas] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that card to their LB, and shuffles their LB.

Combat Revue - Star | SKR/S73-083S T: Soul

L3
C2

Sumire, Legendary Top Star

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Combat Revue - Fan | SKR/S73-084 T: None

L0
C0

Anastasia, Acting Instructions

[C] All your other ::Combat Revue:: Charas gain +500 Pow.
[S] [Rest 2 of your ::Combat Revue:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them, choose up to 1 of your Charas, and that Chara gains +1 Level for the turn.

Combat Revue - Star | SKR/S73-085 T: None

L0
C0

Anastasia, Shooting Star

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] When this is placed from hand to the Stage, choose 1 of your ::Combat Revue:: Charas, and that Chara gains +1500 Pow for the turn.

Combat Revue - Star | SKR/S73-086 T: None

L0
C0

Anastasia, Shooting Star

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] When this is placed from hand to the Stage, choose 1 of your ::Combat Revue:: Charas, and that Chara gains +1500 Pow for the turn.

Combat Revue - Star | SKR/S73-086S T: None

L0
C0

Anastasia, A Flower Growing Towards Hope

[C] If you have 2 or more other ::Combat Revue:: Charas, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Combat Revue - Star | SKR/S73-087 T: None

L0
C0

Anastasia, Worried

[A] When this is placed from hand to the Stage, perform each of the following effects once in any order. "You may choose a "Spricle Fighter: Cherry Blossom Trial Production" in your hand and a card in your Level and swap them." "You may choose a "Spricle Fighter: Cherry Blossom Trial Production" in your WR and a card in your Level and swap them."
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.

Combat Revue - Star | SKR/S73-088 T: None

L1
C0

Anastasia, A Starry Sky Just for Two

[A] CX COMBO [(1) Discard a card from hand to the WR] At the end of this card's Attack, if "Legendary... Constellations..." is in your CZ, may pay. If so, choose 1 of your "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama" and this Card, Rest them and swap them, and until the next end of your Opp.'s turn, that "Imperial Theatre Combat Revue: Flower Team Captain" Kamiyama" gets +8000 Pow and the following 3 abilities. [C] This cannot be chosen by your Opp.'s abilities and cannot be Reversed by your Opp.'s Chara's [A] abilities." [C] BODYGUARD [A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

Combat Revue - Star | SKR/S73-089 T: Soul

L2
C1

Kamiyama, Sortie!

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB into the WR. If there is a Climax among them, for this turn your Opp. cannot use "[A] ENCORE" abilities. (This includes "[A] ENCORE [(3)]" provided by rules)
[S] [Rest this] Choose 1 of your ::Combat Revue:: Charas, and that Chara gains +1500 Pow for the turn.

Combat Revue - Kenjutsu | SKR/S73-090 T: None

L0
C0

Komachi, Naniwa Merchant
 [C] All your other "Kaeru, Sumire's Right Hand" gain +1000 Pow.
 [A] This ability activates up to once per turn. When your other "Kaeru, Sumire's Right Hand" is placed from hand to the Stage, reveal the top card of your LB. If that card is Level 1 or higher, put it in your hand. (Climax Cards are considered Level 0. Otherwise put the revealed card back)

Combat Revue - Merchant | SKR/S73-091 T: None

L0
C0

Anastasia, Going to the Theater
 [C] This cannot Side Attack.
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Combat Revue:: Charas among those cards.

Combat Revue - Star | SKR/S73-092 T: None

L0
C0

Kaeru, Sumire's Right Hand
 --No Text--

Combat Revue - Secretary | SKR/S73-093 T: None

L0
C0

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Shiva, Agile Mechanic
 [A] [(2) Discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 2 Charas with "Koubu", "Cherry Blossom", or "Infinite" in name, show them to your Opp., put them in your hand, shuffle your LB, and for the turn this gains +3000 Pow.

Combat Revue - Science | SKR/S73-094 T: None

L1
C0

Anastasia, Inspiring Theater
 [A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Combat Revue - Star | SKR/S73-095 T: Soul

L2
C1

Sumire, Time of Counterattack
 [A] **CX COMBO** [(1) place 2 of your other Front Row Charas on Stage under this facedown as Marker] When "Air Battleship Mikasa Launch!" is placed to your CZ, and this is in your Front Row, may pay. If so, for the turn this gains +6000 Pow and the following abilities. [C] When this attacks, you may choose 1 of your Opp.'s Front Row Chara and this becomes a Front Attack with that Chara as the Defending Chara. [A] This ability activates up to twice per turn. At the end of this Chara's attack, if you have no other Front Row Charas, Stand this.

Combat Revue - Fan | SKR/S73-096 T: Soul

L2
C1

Sakura Wars Booster Pack

Miracle Bell
BRAINSTORM Flip over the top 3 cards of your LB and put them in the WR. If there is a Climax among them, deal 1 Damage to your Opp.. (DC can occur)
RESONATE You may reveal a "Sumire, Imperial Combat Revue General Commander" from your hand to your Opp.. If you do, choose a Chara in your WR and return it to hand.
 If it is December 24th by your local time, perform the following. "If all players agree, all players put all cards from their hands into their respective WRs and draw 7 cards."

SKR/S73-097 T: None

L3
C1

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

SKR/S73-098 T: Soul Gate

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

SKR/S73-098R T: Soul Gate

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

SKR/S73-099 T: Draw

Air Battleship Mikasa Launch!
 [C] All your Charas gain +1000 Pow and +1 Soul.

SKR/S73-100 T: Soul Gate