

[C] **ASSIST** All your Charas in front of this gain +2000 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

[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 "Cut! Kick!" is placed in your CX Zone, may pay. If so, choose up to 2 of your Opp.'s Charas, and those Charas get -2000 Pow for the turn.

L3
C2

[C] **ASSIST** All your Charas in front of this gain +2000 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

[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** [W1] Discard a card from your hand to the WR] When "Cut! Kick!" is placed in your CX Zone, may pay. If so, choose up to 2 of your Opp.'s Charas, and those Charas get -2000 Pow for the turn.

L3
C2

[C] All your other ::SHINC:: and/or ::Sports:: Charas gain +500 Pow.

[A] **CX COMBO** [Discard a CX from your hand to the WR] When "Operation Sweets, Huge Success!" or "Where the Last Battle Goes" is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

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

[C] All your other ::SHINC:: and/or ::Sports:: Charas gain +500 Pow.

[A] **CX COMBO** [Discard a CX from your hand to the WR] When "Operation Sweets, Huge Success!" or "Where the Last Battle Goes" is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

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

[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in their WR. If so, put that Chara in Clock."
[S] [Discard an Event from your hand to the WR, Rest this] Choose an ::Avatar:: or ::Nett:: Chara in your WR and return it to your hand.

LO
CO

[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in their WR. If so, put that Chara in Clock."

[S] [Discard an Event from your hand to the WR, Rest this] Choose an ::Avatar:: or ::Net:: Chara in your WR and return it 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 in your WR and return it to your hand.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

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

[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 in your WR and return it to your hand.

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

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, search your LB for up to 1 GREEN Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Degtyaryov Anti-Tank Rifle" in your WR and return it 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, search your LB for up to 1 GREEN Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Degtyaryov Anti-Tank Rifle" in your WR and return it to your hand.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Avatar:: or ::Net:: Chara or 'Degtyaryov Anti-Tank Rifle', choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

[A] [2] When this is placed from hand to the Stage, may pay. If so, choose an ::Avatar:: or ::Net:: Chara in your WR and return it to your hand.

L1
C0

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Avatar:: or ::Net:: Chara or "Degtyaryov Anti-Tank Rifle", choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose an ::Avatar:: or ::Net:: Chara in your WR and return it to your hand.

L1
C0

[C] **ASSIST** All your ::SHINC:: and/or ::Sports:: Charas in front of this gain +1500 Pow.

[S] [(2) Rest this] Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

L2
C1

[C] **ASSIST** All your ::SHINC:: and/or ::Sports:: Charas in front of this gain +1500 Pow.

[S] ([2] Rest this) Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

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

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

—

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

—

[A] Discard a card from your hand to the WRK 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. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

LO
CO

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

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

"LPFM" LLENN

[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. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[A] When this attacks, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/SE50-17H T: None

L0
C0

"LPFM" Fukaziroh

[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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [Put the top card of your LB in your Clock] When this becomes Reversed, if all your Charas are ::Avatar:: and/or ::Net::, may pay. If so, look at up to 2 cards from top of your LB and search for up to 1 (a) Level 1 or lower Chara or (b) Event, reveal it, put it in your hand, and put the rest in the WR.

Avatar - Weapon | GGO/SE50-18 T: None

L0
C0

"LPFM" Fukaziroh

[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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [Put the top card of your LB in your Clock] When this becomes Reversed, if all your Charas are ::Avatar:: and/or ::Net::, may pay. If so, look at up to 2 cards from top of your LB and search for up to 1 (a) Level 1 or lower Chara or (b) Event, reveal it, put it in your hand, and put the rest in the WR.

Avatar - Weapon | GGO/SE50-18H T: None

L0
C0

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"LPFM" Fukaziroh

[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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [Put the top card of your LB in your Clock] When this becomes Reversed, if all your Charas are ::Avatar:: and/or ::Net::, may pay. If so, look at up to 2 cards from top of your LB and search for up to 1 (a) Level 1 or lower Chara or (b) Event, reveal it, put it in your hand, and put the rest in the WR.

Avatar - Weapon | GGO/SE50-18SSP T: None

L0
C0

Fukaziroh, Going Wild!

[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 attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Avatar:: and/or ::Net:: Charas.
[A] When this becomes Reversed, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Avatar - Weapon | GGO/SE50-19 T: None

L1
C0

Fukaziroh, Going Wild!

[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 attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Avatar:: and/or ::Net:: Charas.
[A] When this becomes Reversed, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Avatar - Weapon | GGO/SE50-19H T: None

L1
C0

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Fukaziroh, Going Wild!

[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 attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Avatar:: and/or ::Net:: Charas.
[A] When this becomes Reversed, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Avatar - Weapon | GGO/SE50-19SP T: None

L1
C0

LLENN, Rushing Across the Battlefield

[C] **CX COMBO** If "Duel" is in your CX Zone, this gains +4000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard a card from your hand to the WR] At the start of your Encore Step, if this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-20 T: Soul

L3
C2

LLENN, Rushing Across the Battlefield

[C] **CX COMBO** If "Duel" is in your CX Zone, this gains +4000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard a card from your hand to the WR] At the start of your Encore Step, if this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-20H T: Soul

L3
C2

LLENN, Rushing Across the Battlefield

[C] **CX COMBO** If "Duel" is in your CX Zone, this gains +4000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard a card from your hand to the WR] At the start of your Encore Step, if this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-20SP T: Soul

L3
C2

Fukaziroh, Proud Gunner

[C] All your other "Fukaziroh, Ramping in 'GGO!'" gain +1000 Pow.
[A] [Discard an ::Avatar:: or ::Net:: Chara 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 "Fukaziroh, Ramping in 'GGO!'", reveal it, put it in your hand, and shuffle your LB.
[S] [Rest this] Choose 1 of your ::Avatar:: or ::Net:: Charas, and for the turn that Chara gains +1500 Pow.

Avatar - Weapon | GGO/SE50-21 T: None

L0
C0

Fukaziroh, Proud Gunner

[C] All your other "Fukaziroh, Ramping in 'GGO!'" gain +1000 Pow.
[A] [Discard an ::Avatar:: or ::Net:: Chara 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 "Fukaziroh, Ramping in 'GGO!'", reveal it, put it in your hand, and shuffle your LB.
[S] [Rest this] Choose 1 of your ::Avatar:: or ::Net:: Charas, and for the turn that Chara gains +1500 Pow.

Avatar - Weapon | GGO/SE50-21H T: None

L0
C0

"Big Betrayal" Clarence

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap those CX, and shuffle your LB.

Avatar - Weapon | GGO/SE50-22 T: None

L0
C0

"Big Betrayal" Clarence

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap those CX, and shuffle your LB.

Avatar - Weapon | GGO/SE50-22H T: None

L0
C0

"Pink Rabbit" LLENN

[C] All your other "Psycho LLENN" gain +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[C] **ASSIST** All your ::Avatar:: and/or ::Net:: Charas in front of this gain +1500 Pow.
[S] [(3) Rest this] Choose up to 1 "Psycho LLENN" in your hand and put it in any Slot on the Stage.

Avatar - Weapon | GGO/SE50-23 T: Soul

L2
C1

"Pink Rabbit" LLENN

[C] All your other "Psycho LLENN" gain +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[C] **ASSIST** All your ::Avatar:: and/or ::Net:: Charas in front of this gain +1500 Pow.
[S] [(3) Rest this] Choose up to 1 "Psycho LLENN" in your hand and put it in any Slot on the Stage.

Avatar - Weapon | GGO/SE50-23H T: Soul

L2
C1

"Third Squad Jam" Fukaziroh

[C] If all your Charas are ::Avatar:: and/or ::Net::, this gains the following 2 abilities.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR. "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** [(2)] When this attacks, if "Between Battles" is in the CX Zone and you have 4 or more other ::Avatar:: and/or ::Net:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-24 T: Soul

L3
C2

"Third Squad Jam" Fukaziroh

[C] If all your Charas are ::Avatar:: and/or ::Net::, this gains the following 2 abilities.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR. "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** [(2)] When this attacks, if "Between Battles" is in the CX Zone and you have 4 or more other ::Avatar:: and/or ::Net:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-24GGR T: Soul

L3
C2

"Third Squad Jam" Fukaziroh

[C] If all your Charas are ::Avatar:: and/or ::Net::, this gains the following 2 abilities.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR. "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** (2) When this attacks, if "Between Battles" is in the CX Zone and you have 4 or more other ::Avatar:: and/or ::Net:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-24H T: Soul

L3
C2

"Hard Target" LLENN

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [(2) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Avatar:: and/or ::Net:: Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-25 T: Soul

L3
C2

"Hard Target" LLENN

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [(2) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Avatar:: and/or ::Net:: Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-25H T: Soul

L3
C2

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Karen, Easy Sleeping

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, look at up to 2 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.

Net - Music | GGO/SE50-26 T: None

L0
C0

Karen, Easy Sleeping

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, look at up to 2 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.

Net - Music | GGO/SE50-26H T: None

L0
C0

"Airy as Normal" Fukaziroh

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

Avatar - Weapon | GGO/SE50-27 T: None

L0
C0

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"Airy as Normal" Fukaziroh

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

Avatar - Weapon | GGO/SE50-27H T: None

L0
C0

Clarence, A Woman's Battle

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[A] When your other ::Avatar:: or ::Net:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Avatar - Weapon | GGO/SE50-28 T: None

L0
C0

Clarence, A Woman's Battle

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[A] When your other ::Avatar:: or ::Net:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Avatar - Weapon | GGO/SE50-28H T: None

L0
C0

LLENN, Invitation to Dreams

[C] If you have 2 or more other ::Avatar:: and/or ::Net:: Charas, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Avatar - Weapon | GGO/SE50-29 T: None

L1
C1

LLENN, Invitation to Dreams

[C] If you have 2 or more other ::Avatar:: and/or ::Net:: Charas, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Avatar - Weapon | GGO/SE50-29H T: None

L1
C1

LLENN, Dive Complete!

[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 this is placed from hand to the Stage, all players put the top card of their LB in their WR. If the Level of your card put in the WR with this effect is higher than the Level of your Opp.'s card put in the WR this way, you may put the top card of your LB in your Stock. (CX are considered to be Level 0 for this effect)

Avatar - Weapon | GGO/SE50-30 T: None

L0
C0

LLENN, Dive Complete!

[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 this is placed from hand to the Stage, all players put the top card of their LB in their WR. If the Level of your card put in the WR with this effect is higher than the Level of your Opp.'s card put in the WR this way, you may put the top card of your LB in your Stock. (CX are considered to be Level 0 for this effect)

Avatar - Weapon | GGO/SE50-30H T: None

L0
C0

Miyu, To "GGO" Again

[A] [Clock] **ALARM** If this is on top of the clock, at the start of your Attack Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Net - Game | GGO/SE50-31 T: None

L1
C0

Miyu, To "GGO" Again

[A] [Clock] **ALARM** If this is on top of the clock, at the start of your Attack Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Net - Game | GGO/SE50-31H T: None

L1
C0

LLENN, Triple Nagging

[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 and Stand and swap those 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.

Avatar - Weapon | GGO/SE50-32 T: Soul

L1
C1

LLENN, Triple Nagging

[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 and Stand and swap those 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.

Avatar - Weapon | GGO/SE50-32H T: Soul

L1
C1

Doc, NPC?

[C] If you have another "Jacob, NPC?" in the Front Row, this gains +5500 Pow and "[A] **ENCORE** [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR]"
[C] All your other "Jacob, NPC?" gain +1500 Pow and the following 2 abilities. "[C] This cannot be chosen as target of Opp.'s effects." "[A] **ENCORE** [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR]"

Avatar - Weapon | GGO/SE50-33 T: Soul

L2
C1

[C] If you have another "Jacob, NPC?" in the Front Row, this gains +5500 Pow and "[A] **ENCORE** [Discard an ::Avatar:: or ::Nett:: Chara from your hand to the WR]".

[C] All your other "Jacob, NPC?" gain +1500 Pow and the following 2 abilities. "[C] This cannot be chosen as target of Opp.'s effects." "[A] **ENCORE** [Discard an ::Avatar:: or ::Nett:: Chara from your hand to the WR]".

L2
C1

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.
[A] **ENCORE** [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR]

L2
C2

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.
 [A] **ENCORE** [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR]

L2
C2

[A] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.
 [C] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [Discard an ::Avatar:: or ::Nett:: Chara 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 "Doc, NPC?", reveal it, put it in your hand, and shuffle your LB.

L3
C2

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

L3
C2

BRAINSTORM If you don't have an ::Avatar:: or ::Net:: Chara, you cannot play this from your hand.
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
All players flip over the top 3 cards of their LB and put them in the WR. If the sum of Pows of your Charas put in the WR via this effect is equal to or higher than the sum of Pows of your Opp.'s Charas put in the WR via this effect, choose up to 2 ::Avatar:: and/or ::Net:: Charas in your WR and return them to your hand.

L2
C0

BRAINSTORM If you don't have an ::Avatar:: or ::Net:: Chara, you cannot play this from your hand.

Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

All players flip over the top 3 cards of their LB and put them in the WR. If the sum of Pows of your Charas put in the WR via this effect is equal to or higher than the sum of Pows of your Opp.'s Charas put in the WR via this effect, choose up to 2 ::Avatar:: and/or ::Net:: Charas in your WR and return them to your hand.

L2
C0

GGO/SE50-37 T: *Salvage*

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

—

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

—

[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)

[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)

[A] When this attacks, if there is an Event in your WR, this gains +3000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** When this attacks, if "Fierce Rival, Redux" is in the CX Zone and all your Charas are ::Avatar:: and/or ::Net::, look at up to 4 cards from top of your LB and search for up to 1 ::Avatar:: or ::Net:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[A] When this attacks, if there is an Event in your WR, this gains +3000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** When this attacks, if "Fierce Rival, Redux" is in the CX Zone and all your Charas are ::Avatar:: and/or ::Net::, look at up to 4 cards from top of your LB and search for up to 1 ::Avatar:: or ::Net:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[A] When this attacks, if there is an Event in your WR, this gains +3000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** When this attacks, if "Fierce Rival, Redux" is in the CX Zone and all your Charas are ::Avatar: and/or ::Net::, look at up to 4 cards from top of your LB and search for up to 1 ::Avatar: or ::Net:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
 [C] If this is in the Front Row, all your ::Avatar:: and/or ::Nett:: Charas gain +15000 Pow.
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, search your LB for up to 1 ::Avatar:: or ::Nett:: Chara, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] If this is in the Front Row, all your ::Avatar:: and/or ::Nett:: Charas gain +15000 Pow.
[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, search your LB for up to 1 ::Avatar:: or ::Nett:: Chara, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] If this is in the Front Row, all your ::Avatar:: and/or ::Net:: Charas gain +1500 Pow.
[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, search your LB for up to 1 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.

L3
C2

"LPFM" M

[C] All your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - Weapon | GGO/SE50-41 T: None

L0
C0

"LPFM" M

[C] All your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - Weapon | GGO/SE50-41H T: None

L0
C0

"LPFM" M

[C] All your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - Weapon | GGO/SE50-41SP T: None

L0
C0

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"Betrayers" Pitohui

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is an ::Avatar:: or ::Net:: Chara, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow. (Put the revealed card back)
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Avatar - Weapon | GGO/SE50-42 T: None

L1
C0

"Betrayers" Pitohui

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is an ::Avatar:: or ::Net:: Chara, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow. (Put the revealed card back)
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Avatar - Weapon | GGO/SE50-42H T: None

L1
C0

"Third Squad Jam" M

[A] When this is placed from hand to the Stage, if you have another ::Avatar:: or ::Net:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing ::Avatar:: or ::Net:: Charas] 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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/SE50-43 T: None

L1
C0

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"Third Squad Jam" M

[A] When this is placed from hand to the Stage, if you have another ::Avatar:: or ::Net:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing ::Avatar:: or ::Net:: Charas] 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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/SE50-43GGR T: None

L1
C0

"Third Squad Jam" M

[A] When this is placed from hand to the Stage, if you have another ::Avatar:: or ::Net:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing ::Avatar:: or ::Net:: Charas] 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 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/SE50-43H T: None

L1
C0

Shirley, Explosive Rounds User

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Avatar - Weapon | GGO/SE50-44 T: Soul

L2
C1

Shirley, Explosive Rounds User

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Avatar - Weapon | GGO/SE50-44H T: Soul

L2
C1

"Third Squad Jam" Pitohui

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** At the end of this card's attack, if "Sounds of Joy Ringing Across the Battlefield" is in the CX Zone and you have another ::Avatar:: or ::Net:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp."
[Discard 2 cards from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-45 T: Soul

L3
C2

"Third Squad Jam" Pitohui

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** At the end of this card's attack, if "Sounds of Joy Ringing Across the Battlefield" is in the CX Zone and you have another ::Avatar:: or ::Net:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp."
[Discard 2 cards from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-45GGR T: Soul

L3
C2

"Third Squad Jam" Pitohui

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** At the end of this card's attack, if "Sounds of Joy Ringing Across the Battlefield" is in the CX Zone and you have another ::Avatar:: or ::Net:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp."
[Discard 2 cards from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Avatar - Weapon | GGO/SE50-45H T: Soul

L3
C2

David, Getting on the Same Page

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Avatar:: or ::Net:: Chara or "Muramasa F9", reveal it, put it in your hand, and put the rest in the WR.

Avatar - MMTM | GGO/SE50-46 T: None

L0
C0

David, Getting on the Same Page

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Avatar:: or ::Net:: Chara or "Muramasa F9", reveal it, put it in your hand, and put the rest in the WR.

Avatar - MMTM | GGO/SE50-46H T: None

L0
C0

M, Team Leader

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this attacks, choose 1 of your ::Avatar:: or ::Net:: Charas, and that Chara gains +1500 Pow for the turn.

Avatar - Weapon | GGO/SE50-47 T: None

L0
C0

M, Team Leader

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this attacks, choose 1 of your ::Avatar:: or ::Net:: Charas, and that Chara gains +1500 Pow for the turn.

Avatar - Weapon | GGO/SE50-47H T: None

L0
C0

"Dominating" Pitohui

[A] When this is placed from hand to the Stage, look at up to 3 cards from the 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.
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Avatar - Weapon | GGO/SE50-48 T: None

L0
C0

"Dominating" Pitohui

[A] When this is placed from hand to the Stage, look at up to 3 cards from the 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.
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Avatar - Weapon | GGO/SE50-48H T: None

L0
C0

Shirley, Acting Alone

[C] If you have another "Clarence, A Woman's Battle", this gains +4000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Avatar - Weapon | GGO/SE50-49 T: None

L1
C0

Shirley, Acting Alone

[C] If you have another "Clarence, A Woman's Battle", this gains +4000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Avatar - Weapon | GGO/SE50-49H T: None

L1
C0

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"Betrayers" Call

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, draw a card.

Avatar - TOMS | GGO/SE50-50 T: None

L0
C0

"Betrayers" Call

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] [Discard an ::Avatar:: or ::Net:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, draw a card.

Avatar - TOMS | GGO/SE50-50H T: None

L0
C0

Pitohui, Imposing Presence

[A] This ability activated up to once per turn. When you play an Event, 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 Chara that is either ::Music:: or has "Pitohui", "M", or "Goushi" in name, reveal it, put it in your hand, and shuffle your LB.
(TL note: "M" here can only be "M" as a word, "Miyu" isn't a valid target)

Avatar - Weapon | GGO/SE50-51 T: None

L0
C0

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Pitohui, Imposing Presence

[A] This ability activated up to once per turn. When you play an Event, 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 Chara that is either ::Music:: or has "Pitohui", "M", or "Goushi" in name, reveal it, put it in your hand, and shuffle your LB.
(TL note: "M" here can only be "M" as a word, "Miyu" isn't a valid target)

Avatar - Weapon | GGO/SE50-51H T: None

L0
C0

Goushi, Driving

[C] All your other Charas with "Elsa" in name gain ::Love::.
[A] [(1) Discard 2 cards 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 ::Weapon:: Chara and up to 1 Chara with "Elsa" in name, reveal them, put them in your hand, and shuffle your LB.

Net - Love | GGO/SE50-52 T: None

L0
C0

Goushi, Driving

[C] All your other Charas with "Elsa" in name gain ::Love::.
[A] [(1) Discard 2 cards 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 ::Weapon:: Chara and up to 1 Chara with "Elsa" in name, reveal them, put them in your hand, and shuffle your LB.

Net - Love | GGO/SE50-52H T: None

L0
C0

ZEMAL, Forming a Scrum

[C] Your other ::Avatar:: or ::Net:: Chara in the Front Row Center Slot gains +1500 Pow.
[A] When your CX is triggered, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn.
[S] [(1)] Draw a card, and discard a card from your hand to the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Avatar - ZEMAL | GGO/SE50-53 T: None

L1
C0

ZEMAL, Forming a Scrum

[C] Your other ::Avatar:: or ::Net:: Chara in the Front Row Center Slot gains +1500 Pow.
[A] When your CX is triggered, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn.
[S] [(1)] Draw a card, and discard a card from your hand to the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Avatar - ZEMAL | GGO/SE50-53H T: None

L1
C0

"Betrayers" TomTom

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - ZEMAL | GGO/SE50-54 T: None

L1
C0

"Betrayers" TomTom

[C] All your other ::Avatar:: and/or ::Net:: Charas gain +500 Pow.
[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - ZEMAL | GGO/SE50-54H T: None

L1
C0

Elsa, Melancholic Eyes

[A] When this attacks, if you have 2 or more other ::Avatar:: and/or ::Net:: Charas, this gains +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, choose an ::Avatar:: or ::Net:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Net - Music | GGO/SE50-55 T: None

L1
C0

Elsa, Melancholic Eyes

[A] When this attacks, if you have 2 or more other ::Avatar:: and/or ::Net:: Charas, this gains +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, choose an ::Avatar:: or ::Net:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Net - Music | GGO/SE50-55H T: None

L1
C0

"Betrayers" David

[C] ASSIST All your ::Avatar:: and/or ::Net:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR."
[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.

Avatar - MMTM | GGO/SE50-56 T: Soul

L1
C1

"Betrayers" David

[C] ASSIST All your ::Avatar:: and/or ::Net:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR."
[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.

Avatar - MMTM | GGO/SE50-56H T: Soul

L1
C1

"Betrayers" Erbin

[A] [(1) Put an ::Avatar:: or ::Net:: 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, 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]

Avatar - T-S | GGO/SE50-57 T: Soul

L2
C1

"Betrayers" Erbin

[A] [(1) Put an ::Avatar:: or ::Net:: 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, 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]

Avatar - T-S | GGO/SE50-57H T: Soul

L2
C1

Special Rule, In Effect

Perform the following action twice. "You may discard a card from your hand to the WR. If so, choose an Event in your WR and return it to your hand."

GGO/SE50-58 T: None

L3
C1

Special Rule, In Effect

Perform the following action twice. "You may discard a card from your hand to the WR. If so, choose an Event in your WR and return it to your hand."

GGO/SE50-58H T: None

L3
C1

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Fierce Rival, Redux

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

GGO/SE50-59 T: Soul Gate

Fierce Rival, Redux

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

GGO/SE50-59H T: Soul Gate

Sounds of Joy Ringing Across the Battlefield

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

GGO/SE50-60 T: Soul Gate

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Sounds of Joy Ringing Across the Battlefield

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

GGO/SE50-60H T: Soul Gate