

"Shen Shou Jing" Miku

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[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.

[A] When this attacks, if you have 4 or more other ::Music:: Charas, choose 1 of your Charas, and that Chara gains +2500 Pow and +1 Soul for the turn.

Music | SG/W52-001 T: Soul

L3
C2

"Shen Shou Jing" Miku

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[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.

[A] When this attacks, if you have 4 or more other ::Music:: Charas, choose 1 of your Charas, and that Chara gains +2500 Pow and +1 Soul for the turn.

Music | SG/W52-001R T: Soul

L3
C2

"Gungnir" Hibiki

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] [(1)] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, may pay. If so, put the top 4 cards of your LB in the WR. If at least 1 card that is either a Chara with "Hibiki" or "Miku" in name or a YELLOW Event were among them, choose 1 of your other ::Music:: Charas, and that Chara gains +1 Soul for the turn. If at least 2 cards (with the same condition above) were among them, deal 1 Damage to your Opp.. If at least 3 cards (again, with the same condition above) were among them, deal 1 Damage to your Opp.. (DC can occur)

Music | SG/W52-002 T: Soul

L3
C2

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"Gungnir" Hibiki

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] [(1)] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, may pay. If so, put the top 4 cards of your LB in the WR. If at least 1 card that is either a Chara with "Hibiki" or "Miku" in name or a YELLOW Event were among them, choose 1 of your other ::Music:: Charas, and that Chara gains +1 Soul for the turn. If at least 2 cards (with the same condition above) were among them, deal 1 Damage to your Opp.. If at least 3 cards (again, with the same condition above) were among them, deal 1 Damage to your Opp.. (DC can occur)

Music | SG/W52-002SP T: Soul

L3
C2

Miku, Lydian Uniform

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

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

Music | SG/W52-003 T: None

L0
C0

"Garyuu: Seiryugekisou: Heart" Hibiki

[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 a Chara with "Hibiki" in name and a Chara with "Miku" in name, reveal them, put them in your hand, and shuffle your LB.

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

Music | SG/W52-004 T: None

L0
C0

Symphogear XD Unlimited Booster Pack

"Garyuu: Seiryugekisou: Heart" Hibiki

[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 a Chara with "Hibiki" in name and a Chara with "Miku" in name, reveal them, put them in your hand, and shuffle your LB.

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

Music | SG/W52-004S T: None

L0
C0

"Garyuu: Gekisoureppa: Body" Hibiki

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music | SG/W52-005 T: None

L0
C0

"Garyuu: Gekisoureppa: Body" Hibiki

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music | SG/W52-005R T: None

L0
C0

"Summer Day Out" Hibiki & Tsubasa

[A] During Attack Phase, when your Chara or your Opp.'s Chara is returned from the WR to hand, all Charas controlled by that player get -3 Soul 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, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W52-006 T: None

L0
C0

"Summer Day Out" Hibiki & Tsubasa

[A] During Attack Phase, when your Chara or your Opp.'s Chara is returned from the WR to hand, all Charas controlled by that player get -3 Soul 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, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W52-006S T: None

L0
C0

Miku, Somewhere to Protect

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

[S] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Senkou" is in your CZ and there are no Markers under this, you may choose a ::Music:: Chara in your WR and put it face-down under this as Marker.

[A] [Discard a card from your hand to the WR, put a "Garyuu: Gekisoushouda: Pow" Hibiki' from your Stage and this in the WR] At the start of your Opp.'s Encore Step, if there's a Marker under this, may pay. If so, from your WR, choose up to 1 "Garyuu: Daichishintoukei: Knowledge" Hibiki' and up to 1 "Miku in Casual Outfit" and put them in separate Slots on the Stage.

Music | SG/W52-007 T: None

L1
C0

Miku, Somewhere to Protect

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

[S] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Senkou" is in your CZ and there are no Markers under this, you may choose a ::Music:: Chara in your WR and put it face-down under this as Marker.

[A] [Discard a card from your hand to the WR, put a "Garyuu: Gekisoushouda: Pow" Hibiki' from your Stage and this in the WR] At the start of your Opp.'s Encore Step, if there's a Marker under this, may pay. If so, from your WR, choose up to 1 "Garyuu: Daichishintoukei: Knowledge" Hibiki' and up to 1 "Miku in Casual Outfit" and put them in separate Slots on the Stage.

Music | SG/W52-007S T: None

L1
C0

"Garyuu: Moukoshoukyaku: Power" Hibiki

[C] All your other Charas with either "Hibiki" or "Miku" in name gain +500 Pow.

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.

[A] **CX COMBO** [(1)] When "Garyuu: Moukoshoukyaku" is placed in your CZ, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | SG/W52-008 T: None

L0
C0

"Kyouousouhoukou: Rage" Hibiki

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

Music | SG/W52-009 T: None

L1
C0

"Garyuu: Houousouenshou: Power" Hibiki

[C] **RECOLLECTION** If "Ignite Module" is in your Memory, this gains the following ability. "[C] If you have 2 or more other ::Music:: Charas, this gains +4500 Pow. If not, this gets -1500 Pow."

[A] [(2) Return this to your hand] When this is Front Attacked, may pay. If so, choose up to 1 "Magical Words" Hibiki' in your hand and put it in the Slot this was in as Defending Chara.

Music | SG/W52-010 T: Soul

L2
C1

Hibiki in Casual Outfit

[C] All your other "On the Way Home on a Rainy Day" Kirika & Hibiki' gain +2000 Pow.

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

Music | SG/W52-011 T: None

L0
C0

"On the Way Home on a Rainy Day" Kirika & Hibiki
--No Text--

Music - Weapon | SG/W52-012 T: None

L0
C0

"Garyuu: Gekisoushouda: Power" Hibiki
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music | SG/W52-013 T: None

L1
C0

Miku in Casual Outfit
[C] All your other "Garyuu: Daichishintoukei: Knowledge" Hibiki gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level for the turn.

Music | SG/W52-014 T: Soul

L2
C1

"Garyuu: Daichishintoukei: Knowledge" Hibiki
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **CX COMBO** [(1) When "Garyuu: Daichishintoukei" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 1 ::Music:: Chara in your WR and return it to your hand, and all your other Charas gain +1 Soul for the turn.

Music | SG/W52-015 T: Soul

L2
C1

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Heart-Thumping Sudden Approach
All players put the top 3 cards of their respective libraries in their respective WRs. If the number of your Level 1 or lower Charas put in the WR this way is more than the number of your Opp.'s Level 0 or lower Charas put in the WR this way, you may draw a card.
Put this in your Stock.

SG/W52-016 T: None

L2
C0

Taste of Homemade Cooking?
[Counter] **BRAINSTORM** If you don't have a Chara with "Miku" (Symphogear only) in name, you cannot play this from hand.
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
Flip over the top 3 cards of your LB and put them in the WR. If any Climax card was placed in the WR this way, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

SG/W52-017 T: None

L2
C1

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

SG/W52-018 T: Soul Shot

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Garyuu: Moukoshoukyaku
[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SG/W52-019 T: 2 Soul

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

SG/W52-020 T: Soul Bounce

"Rekkuu: Alice: Heart" Kirika
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Rekkuu: Alice" is in your CZ, choose up to 1 card in your WR that is either a Chara with "Kirika" or "Shirabe" in name or a "Memorial Service Death" and return it to your hand, choose 1 of your other Charas, and that Chara gains +1 Level and +500 Pow for the turn.

Music - Weapon | SG/W52-021 T: None

L1
C0

"Rekkuu: Alice: Heart" Kirika
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Rekkuu: Alice" is in your CZ, choose up to 1 card in your WR that is either a Chara with "Kirika" or "Shirabe" in name or a "Memorial Service Death" and return it to your hand, choose 1 of your other Charas, and that Chara gains +1 Level and +500 Pow for the turn.

Music - Weapon | SG/W52-021SP T: None

L1
C0

"Gamma Shiki: Manjikasha: Technique" Shirabe
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Igarima" Kirika to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When this attacks, if "Gamma Shiki: Manjikasha" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul."

Music - Weapon | SG/W52-022 T: Soul

L3
C2

"Gamma Shiki: Manjikasha: Technique" Shirabe
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Igarima" Kirika to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When this attacks, if "Gamma Shiki: Manjikasha" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul."

Music - Weapon | SG/W52-022SP T: Soul

L3
C2

"Hijou Sigma Shiki: Kingetsurin: Dexterity" Shirabe
[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Music - Weapon | SG/W52-023 T: None

L0
C0

"Hijou Sigma Shiki: Kingetsurin: Dexterity" Shirabe
[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Music - Weapon | SG/W52-023R T: None

L0
C0

"Tsuiren: Rapunzel: Dexterity" Kirika
[C] You cannot play Events or **BACKUP** from hand.

Music - Weapon | SG/W52-024 T: None

L0
C0

"Tsuiren: Rapunzel: Dexterity" Kirika
[C] You cannot play Events or **BACKUP** from hand.

Music - Weapon | SG/W52-024S T: None

L0
C0

"Shul Shagana" Shirabe
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music - Weapon | SG/W52-025 T: Soul

L2
C1

"Shul Shagana" Shirabe
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music - Weapon | SG/W52-025S T: Soul

L2
C1

Carol, Wielder of Four Elements
[C] **RECOLLECTION** If "Autoscorer Leior", "Autoscorer Phara", "Autoscorer Michä", and "Autoscorer Galle" are all in your Memory, this gains +2500 Pow and the following ability. "[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."
[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.

Alchemy | SG/W52-026 T: Soul

L3
C2

Carol, Wielder of Four Elements
[C] **RECOLLECTION** If "Autoscorer Leior", "Autoscorer Phara", "Autoscorer Michä", and "Autoscorer Galle" are all in your Memory, this gains +2500 Pow and the following ability. "[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."
[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.

Alchemy | SG/W52-026S T: Soul

L3
C2

"Igarima" Kirika
[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Gamma Shiki: Manjikasha: Technique" Shirabe' in your WR and put it in any Slot on the Stage.

Music - Weapon | SG/W52-027 T: Soul

L3
C2

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"Igarima" Kirika
[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Gamma Shiki: Manjikasha: Technique" Shirabe' in your WR and put it in any Slot on the Stage.

Music - Weapon | SG/W52-027R T: Soul

L3
C2

Shirabe in Casual Outfit
[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 ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Weapon | SG/W52-028 T: None

L0
C0

Kirika in Casual Outfit
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Weapon | SG/W52-029 T: None

L0
C0

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"Beta Shiki: Kaisenha: Dexterity" Shirabe
[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music - Weapon | SG/W52-030 T: None

L1
C0

"White Clothing Examination" Shirabe & Kirika
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W52-031 T: Soul

L2
C1

Phara Suyuf
[C] **ASSIST** All your Charas in front of this with "Carol" in name gain +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[S] [(2) Rest this] Search your LB for up to 1 ::Alchemy:: Chara, reveal it, put it in your hand, and shuffle your LB.

Alchemy - Doll | SG/W52-032 T: Soul

L2
C1

"Kill: Juliet: Power" Kirika
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Weapon | SG/W52-033 T: Soul

L2
C2

"Nehushtan Armor" Fine
[C] If you have no other Charas, this gains +8000 Pow.
[C] **BODYGUARD**
[A] [(4)] When this attacks, may pay. If so, choose up to 4 of your other ::Noise:: Charas and put them in the WR, and deal X Damage to your Opp.. X = # of Charas put in the WR via this effect. (DC can occur)

No Traits | SG/W52-034 T: Soul

L3
C2

Carol, For the Sake of the Apocalypse of All Things
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Alchemy:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Alchemy | SG/W52-035 T: None

L0
C0

"Alpha Shiki: Hyakurinne: Knowledge" Shirabe
[A] [Rest 1 of your other Standing Charas and this] When your other "Genshi: Aladdin: Dexterity" Kirika is placed from hand to the Stage, if this is Standing, may pay. If so, choose a ::Music:: Chara in your WR and put it in your Stock.
[A] **BOND/**"Genshi: Aladdin: Dexterity" Kirika [Discard a card from your hand to the WR]

Music - Weapon | SG/W52-036 T: None

L0
C0

Nastassja
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either "Maria", "Serena", "Kirika", or "Shirabe" in name, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Rest this] Choose 1 of your Charas with either "Maria", "Serena", "Kirika", or "Shirabe" in name, and that Chara gains +1000 Pow for the turn.

Science - Eye Patch | SG/W52-037 T: None

L0
C0

Ver, Researcher Working on Sakurai Theory
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Science:: Charas and return it to your hand.

Science | SG/W52-038 T: None

L0
C0

"Genshi: Aladdin: Dexterity" Kirika
--No Text--

Music - Weapon | SG/W52-039 T: None

L0
C0

"First Time Singing Karaoke" Elfnein & Carol
[C] If there are 1 or fewer cards in your Clock, this cannot attack.
[A] When this is placed from hand to the Stage, you may choose a Level 0 or lower ::Music:: Chara in your Opp.'s Front Row and put it in the WR.

Alchemy | SG/W52-040 T: None

L0
C0

Noise
[C] You may have as many copies of cards with the same name as this in your deck.
[C] For each of your other ::Noise:: Charas, this gains +500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Crisis Never Seen Before" is in your CZ and you have another ::Noise:: Chara, choose up to 1 ::Noise:: Chara in your WR and put it in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Noise | SG/W52-041a T: None

L1
C0

Noise

[C] You may have as many copies of cards with the same name as this in your deck.

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Crisis Never Seen Before" is in your CZ and you have another ::Noise:: Chara, choose up to 1 ::Noise:: Chara in your WR and put it in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Noise | SG/W52-041b T: None

L1C0

Noise

[C] You may have as many copies of cards with the same name as this in your deck.

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Crisis Never Seen Before" is in your CZ and you have another ::Noise:: Chara, choose up to 1 ::Noise:: Chara in your WR and put it in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Noise | SG/W52-041c T: None

L1C0

Leiur Darahim

[S] [(1)] Choose 1 of your ::Alchemy:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Alchemy - Doll | SG/W52-042 T: None

L1C0

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Garie Tuman

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

Alchemy - Doll | SG/W52-043 T: None

L1C0

"Hijou Sigma Shiki: Kingetsurin IGNITE: Technique"

[C] If you don't have another "Fuubatsu: Pinocchio: Heart" Kirika, this gets -2000 Pow.

Music - Weapon | SG/W52-044 T: None

L1C0

Micha Jawkan

[A] When you use the **BACKUP** of this, you may choose a Chara in your WR with "Autoscorer" in name and Send it to Memory.

[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Alchemy - Doll | SG/W52-045 T: Soul

L1C1

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"Fuubatsu: Pinocchio: Heart" Kirika

[C] If you don't have another "Hijou Sigma Shiki: Kingetsurin IGNITE: Technique" Shirabe, this gets -3000 Pow.

[C] All your other "Hijou Sigma Shiki: Kingetsurin IGNITE: Technique" Shirabe gain +1000 Pow.

Music - Weapon | SG/W52-046 T: None

L1C1

Memorial Service Death

[Counter] Choose 1 of your Charas with either "Kirika" or "Shirabe" in name, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

SG/W52-047 T: None

L2C1

Coming Out to Greet the Master

If you don't have an ::Alchemy:: Chara, you cannot play this from hand.

Choose a Chara in your WR with "Autoscorer" in name and Send it to Memory. Choose up to 2 of your Charas, and those Charas gain +3000 Pow for the turn.

SG/W52-048 T: None

L1C1

Gamma Shiki: Manjikasha

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

SG/W52-049 T: 2 Soul

Rekkuu: Alice

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

SG/W52-050 T: Treasure

A Crisis Never Seen Before

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

SG/W52-051 T: Treasure

"BILLION MAIDEN: Dexterity" Chris

[A] **CX COMBO** When "BILLION MAIDEN" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR."

[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.

Music - Weapon | SG/W52-052 T: None

L0C0

"BILLION MAIDEN: Dexterity" Chris

[A] **CX COMBO** When "BILLION MAIDEN" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR."

[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.

Music - Weapon | SG/W52-052SP T: None

L0C0

"ULTIMATE COMET: Technique" Kanade

[C] If "Ame-no-Habakiri" Tsubasa is in your Clock, this gets -1 Level while in your hand.

[A] **CX COMBO** [Discard a card from your hand to the WR] When "ULTIMATE COMET" is placed in your CZ, if this is in the Front Row, may pay. If so, choose an "Ao no Issen: Meppa: Heart" Tsubasa in your Level Zone and a ::Music:: Chara on your Stage and Swap them, choose 1 of your other Charas and this, and they gain +2000 Pow for the turn. (Chara put on the Stage this way is placed Standing)

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose up to 2 of your Charas, and they gain +2000 Pow for the turn.

Music - Weapon | SG/W52-053 T: Soul

L3C2

"ULTIMATE COMET: Technique" Kanade

[C] If "Ame-no-Habakiri" Tsubasa is in your Clock, this gets -1 Level while in your hand.

[A] **CX COMBO** [Discard a card from your hand to the WR] When "ULTIMATE COMET" is placed in your CZ, if this is in the Front Row, may pay. If so, choose an "Ao no Issen: Meppa: Heart" Tsubasa in your Level Zone and a ::Music:: Chara on your Stage and Swap them, choose 1 of your other Charas and this, and they gain +2000 Pow for the turn. (Chara put on the Stage this way is placed Standing)

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose up to 2 of your Charas, and they gain +2000 Pow for the turn.

Music - Weapon | SG/W52-053R T: Soul

L3C2

"EMPRESS REBELLION: Power" Maria

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 "Airget-Lamh" Serena in your WR and return it to your hand, and this gains +1000 Pow for the turn.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "EMPRESS REBELLION" is in the CZ and you have another "Airget-Lamh" Serena, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Weapon | SG/W52-054 T: Soul

L3C2

"EMPRESS REBELLION: Power" Maria

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 "Airget-Lamh" Serena in your WR and return it to your hand, and this gains +1000 Pow for the turn.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "EMPRESS REBELLION" is in the CZ and you have another "Airget-Lamh" Serena, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Weapon | SG/W52-054SP T: Soul

L3C2

"TORTURE DAGGER: Body" Maria

[A] At the start of your Climax Phase, choose 1 of your Charas with either "Maria" or "Serena" in name, 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.

Music - Weapon | SG/W52-055 T: None

L0
C0

"TORTURE DAGGER: Body" Maria

[A] At the start of your Climax Phase, choose 1 of your Charas with either "Maria" or "Serena" in name, 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.

Music - Weapon | SG/W52-055R T: None

L0
C0

"PAINS THRUST: Technique" Maria

[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.

Music - Weapon | SG/W52-056 T: None

L0
C0

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Chris in Casual Outfit

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1 Level and +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Ichaival" in your WR and return it to your hand.

Music - Weapon | SG/W52-057 T: None

L1
C0

Chris in Casual Outfit

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1 Level and +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Ichaival" in your WR and return it to your hand.

Music - Weapon | SG/W52-057S T: None

L1
C0

"Airget-Lamh" Maria

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [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 Chara in your WR with either "Maria" or "Serena" in name and return it to your hand.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level for the turn.

Music - Weapon | SG/W52-058 T: Soul

L2
C1

Symphogear XD Unlimited Booster Pack

"Airget-Lamh" Maria

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [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 Chara in your WR with either "Maria" or "Serena" in name and return it to your hand.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level for the turn.

Music - Weapon | SG/W52-058S T: Soul

L2
C1

"Airget-Lamh" Serena

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W52-059 T: Soul

L3
C2

"Airget-Lamh" Serena

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W52-059R T: Soul

L3
C2

"Ichaival" Chris

[C] Chara Opposite this gets -1 Soul.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)
[A] **ENCORE** [Discard a RED card from your hand to the WR]

Music - Weapon | SG/W52-060 T: Soul

L3
C2

"Ichaival" Chris

[C] Chara Opposite this gets -1 Soul.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)
[A] **ENCORE** [Discard a RED card from your hand to the WR]

Music - Weapon | SG/W52-060R T: Soul

L3
C2

"MEGA DETH PARTY: Power" Chris

[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.

Music - Weapon | SG/W52-061 T: None

L0
C0

"INFINITE CRIME: Heart" Maria

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

Music - Weapon | SG/W52-062 T: None

L0
C0

"Gungnir" Kanade

[A] When this becomes Reversed in battle, put this on the bottom of your LB.
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Music - Weapon | SG/W52-063 T: None

L0
C0

Serena, Fit to Bear Symphogear

[C] If all your Charas have either "Maria" or "Serena" in name, this gains +2000 Pow.

Music - Weapon | SG/W52-064 T: None

L1
C0

Kanade, Bearer of One Wing

[C] **EXPERIENCE** If "Ao no Issen: Meppa: Heart" Tsubasa' is in your Level Zone, this gains +1500 Pow.
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Music - Weapon | SG/W52-065 T: None

L1
C0

"MEGA DETH FUGA: Dexterity" Chris

[C] **RECOLLECTION** If "Ignite Module" is in your Memory, this gains the following ability. "[C] If you have 2 or more other ::Music:: Charas, this gains +4500 Pow. If not, this gets -1500 Pow."
[A] **CHANGE** [Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose up to 1 "Bond With Kouhai" Chris' in your hand and put it in the Slot this was in.

Music - Weapon | SG/W52-066 T: Soul

L2
C1

"SERE NADE: Body" Maria

[C] **RECOLLECTION** If "Ignite Module" is in your Memory, this gains the following ability. "[C] If you have 2 or more other ::Music:: Charas, this gains +4500 Pow. If not, this gets -1500 Pow."
[A] [Discard a ::Music:: 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 "Self Brilliance" Maria', reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W52-067 T: Soul

L2
C1

[C] All your other "Ten no Gekirin: Pow" Tsubasa' gain +1 Level and +500 Pow.
[A] **BOND**/"Ten no Gekirin: Pow" Tsubasa' [Put the top card of your LB in your Clock]

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

[C] If you have 1 or fewer other Charas, this gains +1500 Pow.

[A] When the Battle Opp. of this becomes Reversed, if you have 1 or fewer other Charas, you may choose a Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.

LO
CO

[A] This ability activates up to once per turn. When the Battle Opp. of your other ::Music:: Chara becomes Reversed, this gains +2000 Pow for the turn.

L0
C0

[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, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

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

L1
C0

[A] **CX COMBO** [Put the top card of your LB in your Clock] When "GIGA ZEPPELIN" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and Stand it, and this gains +1000 Pow for the turn.

L1
C0

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a card from your hand to the WR] When this attacks, if you have 2 or more other ::Music:: Charas, may pay. If so, choose an "Aiget-Lamh" in your WR and return it to your hand.

$$\frac{L1}{C1}$$

L1
C2

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

[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.

L2
C1

L2
C2

L1
C2

If you don't have a Chara with "Chris" in name, you cannot put this from hand.
Put the top 6 cards of your LB in the WR, and deal X Damage to your Opp.. X = sum of # of Soul Triggers of those cards. (DC can occur)
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

L3
C2

1-

[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and they gain +2000 Pow and +1 Soul for the turn.

1-

L3
C2

L3
C2

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

"Ame-no-Habakiri" Tsubasa

[A] When this is placed from hand to the Stage, your may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 Chara among them with either "Tsubasa" or "Kanade" in name and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Weapon | SG/W52-084S T: None

L0C0

"Relaxing Date" Shirabe & Elfnein

[A] [Discard a ::Music:: 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 "Ignite Module", reveal it, put it in your hand, and shuffle your LB.

Music - Alchemy | SG/W52-085 T: None

L0C0

"Relaxing Date" Shirabe & Elfnein

[A] [Discard a ::Music:: 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 "Ignite Module", reveal it, put it in your hand, and shuffle your LB.

Music - Alchemy | SG/W52-085S T: None

L0C0

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"Place to Rest Wings" Kanade & Tsubasa

[A] When you use the **BACKUP** of this, if you have a ::Music:: 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]

Music - Weapon | SG/W52-086 T: None

L1C0

"Place to Rest Wings" Kanade & Tsubasa

[A] When you use the **BACKUP** of this, if you have a ::Music:: 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]

Music - Weapon | SG/W52-086S T: None

L1C0

"Ten no Gekirin: Power" Tsubasa

[C] This gets -1 Level while on the Stage.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Ten no Gekirin" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Tsubasa" or "Kanade" in name, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Weapon | SG/W52-087 T: None

L1C0

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"Ten no Gekirin: Power" Tsubasa

[C] This gets -1 Level while on the Stage.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Ten no Gekirin" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Tsubasa" or "Kanade" in name, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Weapon | SG/W52-087R T: None

L1C0

"Fuurinkazan: Power" Tsubasa

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB and put them in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas that are either BLUE or ::Music:: among them.

[A] **CX COMBO** When your Opp. Levels-Up, if "Fuurinkazan" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara that is either BLUE or ::Music::, reveal it, put it in your hand, and put the rest in the WR.

Music - Weapon | SG/W52-088 T: None

L0C0

"Hayate no Issen: Technique" Tsubasa

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.

[A] [Discard a ::Music:: Chara from your hand to the WR] 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 "Ame-no-Habakiri", reveal it, and put it in your hand. Afterward, shuffle your LB, choose 1 of your other Charas, and that Chara gains +3000 Pow for the turn.

Music - Weapon | SG/W52-089 T: None

L1C0

"Rasetsu Zero no Kata: Knowledge" Tsubasa

[C] **RECOLLECTION** If "Ignite Module" is in your Memory, this gains the following ability. "[C] If you have 2 or more other ::Music:: Charas, this gains +4500 Pow. If not, this gets -1500 Pow."

[A] When this is placed from hand to the Stage, search your LB for up to 1 "No Need for Sword" Tsubasa' and put it in the WR, and shuffle your LB.

Music - Weapon | SG/W52-090 T: Soul

L2C1

"Battle Prelude" Tsubasa & Chris

[C] All your other "QUEEN's INFERNO: Heart" Chris' gain +1000 Pow.

[A] **BOND/"QUEEN's INFERNO: Heart" Chris'** [Put the top card of your LB in your Clock]

Music - Weapon | SG/W52-091 T: None

L0C0

"Kagenui: Knowledge" Tsubasa

[C] All your other ::Music:: Charas gain +500 Pow.

[S] [Rest 2 of your ::Music:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Music - Weapon | SG/W52-092 T: None

L0C0

"Ao no Issen: Dexterity" Tsubasa

[A] When this direct attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

[A] [(1)] During your Opp.'s turn, when this becomes Reversed in battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Music - Weapon | SG/W52-093 T: None

L0C0

"Little Tutor" Kirika & Elfnein

[C] All your other Charas with either ::Music:: or ::Alchemy:: gain +500 Pow.

[C] During your Opp.'s turn, all your other "Elfnein, Girl Who Looks Like Carol" gain +2000 Pow.

Music - Alchemy | SG/W52-094 T: None

L0C0

Genjuurou, Tsubasa's Uncle

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

No Traits | SG/W52-095 T: Soul

L2C1

Elfnein, Girl Who Looks Like Carol

--No Text--

Alchemy | SG/W52-096 T: Soul

L2C1

The Two Wings Play Songs Again

If you don't have a ::Music:: Chara, you cannot play this from hand. You may choose a card in your Level Zone and a card in your WR and Swap them.

Choose a Chara in your WR and return it to your hand.

Choose 1 of your Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

SG/W52-097 T: None

L2C1

Lady's Taste

[Counter] Choose up to 2 of your Opp.'s Charas, and they gain +7 Soul and the following ability for the turn. "[C] This cannot Side Attack."

SG/W52-098 T: None

L3C7

Ten no Gekirin

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

SG/W52-099 T: Soul Gate

Fuurinkazan

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

SG/W52-100 T: 2 Soul

"Unlimit" Hibiki

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music | SG/W52-101 T: None

L0
C0

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"Unlimit" Tsubasa

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

Music - Weapon | SG/W52-102 T: Soul

L2
C1

"Unlimit" Chris

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Music - Weapon | SG/W52-103 T: None

L1
C1

"Unlimit" Maria

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music - Weapon | SG/W52-104 T: None

L1
C0

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"Unlimit" Shirabe

[C] If you have another "Unlimit" Kirika', all your other ::Music:: Charas gain +500 Pow.

Music - Weapon | SG/W52-105 T: None

L0
C0

"Unlimit" Kirika

[C] If you have another "Unlimit" Shirabe', this gains +2000 Pow.

Music - Weapon | SG/W52-106 T: None

L0
C0