

Miku, Our Ultimate Song

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[A] [(1) Put the top card of your LB to Clock] When this is Reversed in Battle, may pay. If so, search your LB for up to 1 ::Music:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Music | SG/W89-001 T: None

L0
C0

Miku, Our Ultimate Song

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[A] [(1) Put the top card of your LB to Clock] When this is Reversed in Battle, may pay. If so, search your LB for up to 1 ::Music:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Music | SG/W89-001SP T: None

L0
C0

Hibiki, Amalgam

[A] CX COMBO When this attacks, if "Courage to Bloom" is in your CZ and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 effects. "Look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards into the WR." "Perform Trigger Check twice during this attack's Trigger Step."

Music | SG/W89-002 T: None

L1
C0

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Hibiki, Amalgam

[A] CX COMBO When this attacks, if "Courage to Bloom" is in your CZ and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 effects. "Look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards into the WR." "Perform Trigger Check twice during this attack's Trigger Step."

Music | SG/W89-002S T: None

L1
C0

Hibiki, Power to Kill a God

[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 hand to the WR] When this attacks, if "METANOIA" is in your CZ, may pay. If so, for the turn this gains the following ability. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may Deal 3 Damage to your Opp.. If that Damage is Cancelled, you may Deal 1 Damage to your Opp.." (DC can occur)

Music | SG/W89-003 T: Soul

L3
C2

Hibiki & Miku, Light of the Gods

[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.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card with a Choice Trigger revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 Chara, and for the turn that Chara gains +1000 Pow.

Music | SG/W89-004 T: None

L0
C0

Symphogear XV Booster Pack

Hibiki & Miku, Light of the Gods

[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.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card with a Choice Trigger revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 Chara, and for the turn that Chara gains +1000 Pow.

Music | SG/W89-004S T: None

L0
C0

Leia, Autoscorer

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 0 or lower "Farah, Autoscorer" from your WR, place it to any slot on the Stage, and until the next end of your Opp.'s turn this gains +1 Level.
[A] [(1) Put the top card of your LB in your Clock, Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose an ::Alchemy:: Chara in your WR and return it to your hand.

Alchemy - Doll | SG/W89-005 T: None

L0
C0

Hibiki, Holy Chant

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top 2 cards of your LB, your Opp. choose a Chara or Event from among them, add that card to your hand, and discard the remaining to the WR.
[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 "Gungnir", reveal it, put it in your hand, and shuffle your LB.

Music | SG/W89-006 T: None

L0
C0

Hibiki, Holy Chant

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top 2 cards of your LB, your Opp. choose a Chara or Event from among them, add that card to your hand, and discard the remaining to the WR.
[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 "Gungnir", reveal it, put it in your hand, and shuffle your LB.

Music | SG/W89-006S T: None

L0
C0

Hibiki, Ultimate Song of the Valkyrie

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music | SG/W89-007 T: None

L0
C0

Hibiki, Ultimate Song of the Valkyrie

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music | SG/W89-007S T: None

L0
C0

Miku, For Example

[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Miku, For Example" in your Memory and put it in any Slot on the Stage.

Music | SG/W89-008 T: None

L1
C0

Miku, Beach Promenade

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When your Chara's Trigger Check reveals a Climax card with a Choice Trigger Icon, look at the top card of your Opp.'s LB and place it on the top or bottom of their LB.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | SG/W89-009 T: Soul

L2
C1

Miku, Beach Promenade

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When your Chara's Trigger Check reveals a Climax card with a Choice Trigger Icon, look at the top card of your Opp.'s LB and place it on the top or bottom of their LB.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | SG/W89-009S T: Soul

L2
C1

Hibiki, Beach Promenade

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] EXPERIENCE If "Gungnir" is in your Level Zone, 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 ::Music:: Charas.

Music | SG/W89-010 T: Soul

L3
C2

Hibiki, Beach Promenade

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] EXPERIENCE If "Gungnir" is in your Level Zone, 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 ::Music:: Charas.

Music | SG/W89-010S T: Soul

L3
C2

Hibiki, Clenched Fists

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.
[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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SG/W89-011 T: None

L0
C0

Hibiki, Energetic

[A] [Put this in the WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music | SG/W89-012 T: None

L0
C0

Hibiki, For Example

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

Music | SG/W89-013 T: Soul

L1
C1

Shem-Ha, God For Those to Look Up To

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher and you have no other Charas, this gains +12000 Pow and the following 3 abilities. "[C] During Battles involving this, your Opp. may not play Events or **BACKUP** from hand." "[A] [(1) Discard a card from hand to the WR] When this attacks may pay. If so, perform Trigger Check 3 times during this attack's Trigger Step." "[A] [Discard 3 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Deal 1 Damage to your Opp. twice." (DC can occur)
[S] [Put a Chara from Stage to WR] Choose a Chara and for the turn that Chara gains +1500 Pow.

God | SG/W89-014 T: Soul

L2
C1

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Elfinein, "Until the Day we Meet Again"

[C] You may play this from your hand without meeting the color requirement.
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(1) Rest this] If you have 5 or less cards in Memory, choose an ::Alchemy:: Chara in your WR and send it to Memory.

Alchemy | SG/W89-015 T: Soul

L2
C1

Miku, Anxious Look

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | SG/W89-016 T: None

L0
C0

Shem-Ha, Evil Look

[C] During your turn your other "Vanessa, Noble Red", "Millaarc, Noble Red", and "Elsa, Noble Red" gain +2000 Pow.
[C] All your other ::Alchemy:: Charas gain +500 Pow.

God | SG/W89-017 T: None

L0
C0

Symphogear XV Booster Pack

Miku, Prepared for Death

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "In the Ferris Wheel" is in your CZ, put up to 3 cards from the top of your LB into your WR, choose up to 1 Level X or lower Music Chara in your WR, return it to hand, choose 1 of your Charas and for the turn that Chara gains +1000 Pow. X equals the number of ::Music:: Charas placed in the WR by this effect.

Music | SG/W89-018 T: None

L0
C0

Miku, How to Spend the Holiday

[C] During your Opp.'s turn, all your other ::Music:: Charas gain +1000 Pow.
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::TRAIT:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Music | SG/W89-019 T: None

L1
C0

Hibiki, How to Spend the Holiday

[C] During your turn, if you drew a card during your Clock Phase, this gains +3000 Pow.

Music | SG/W89-020 T: None

L1
C0

Miku, Plan to Relax

[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]

Music | SG/W89-021 T: Soul

L1
C1

Hibiki, Heartfelt Feelings

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.
[A] [(1)] This ability activates up to once per turn. When you play a "Gungnir", may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

Music | SG/W89-022 T: Soul

L2
C1

Gungnir

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.
You may choose 1 of your Standing "Hibiki, Holy Chant" and Send it to Memory. If so, choose a Chara with "Hibiki" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Hibiki, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-023 T: None

L2
C1

Gungnir

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.
You may choose 1 of your Standing "Hibiki, Holy Chant" and Send it to Memory. If so, choose a Chara with "Hibiki" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Hibiki, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-023S T: None

L2
C1

METANOIA

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

SG/W89-024 T: Choice

METANOIA

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

SG/W89-024R T: Choice

Courage to Bloom

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

SG/W89-025 T: Choice

Courage to Bloom

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

SG/W89-025R T: Choice

In the Ferris Wheel

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

SG/W89-026 T: Choice

Kirika, Amalgam

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, choose and perform 1 of the following 2 effects. "You may put the top card of your Clock in your WR." "You may put the top card of your Stock into the WR. If you do, draw a card, choose up to 1 'Kirika, Amalgam' or 'Shirabe, Amalgam' from hand and place it to any Slot on your Stage."
[A] CX COMBO When this attacks, if "Polyfilm Scissor Love Dreams" is in your CZ, look at up to 2 cards from the top of your Opp.'s LB, put up to 2 from among them on top of their LB in any order, put the remaining cards in their WR, and for the turn this gains +1000 Pow.

Music - Weapon | SG/W89-027 T: Soul

L3
C2

Kirika, Amalgam

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, choose and perform 1 of the following 2 effects. "You may put the top card of your Clock in your WR." "You may put the top card of your Stock into the WR. If you do, draw a card, choose up to 1 'Kirika, Amalgam' or 'Shirabe, Amalgam' from hand and place it to any Slot on your Stage."
[A] CX COMBO When this attacks, if "Polyfilm Scissor Love Dreams" is in your CZ, look at up to 2 cards from the top of your Opp.'s LB, put up to 2 from among them on top of their LB in any order, put the remaining cards in their WR, and for the turn this gains +1000 Pow.

Music - Weapon | SG/W89-027SP T: Soul

L3
C2

Shirabe, Amalgam

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, choose and perform 1 of the following 2 effects. "You may put the top card of your Clock in your WR." "You may put the top card of your Stock into the WR. If you do, draw a card, choose up to 1 'Kirika, Amalgam' or 'Shirabe, Amalgam' from hand and place it to any Slot on your Stage."
[A] CX COMBO **EXPERIENCE** [Discard a ::Music:: Chara from hand to the WR] When this attacks, if "Polyfilm Scissor Love Dreams" is in your CZ and you have a "Igalima" or "Shul Shagana" in your Level Zone, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Music - Weapon | SG/W89-028 T: Soul

L3
C2

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Shirabe, Amalgam

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, choose and perform 1 of the following 2 effects. "You may put the top card of your Clock in your WR." "You may put the top card of your Stock into the WR. If you do, draw a card, choose up to 1 'Kirika, Amalgam' or 'Shirabe, Amalgam' from hand and place it to any Slot on your Stage."
[A] CX COMBO **EXPERIENCE** [Discard a ::Music:: Chara from hand to the WR] When this attacks, if "Polyfilm Scissor Love Dreams" is in your CZ and you have a "Igalima" or "Shul Shagana" in your Level Zone, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Music - Weapon | SG/W89-028SP T: Soul

L3
C2

Shirabe, Ultimate Song of the Valkyrie

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] At the beginning of your Opp.'s Draw Phase, if you have another ::Music:: Chara, reveal the top card of your LB. If that card is Level 1 or higher, you may return that card to your LB. If so, shuffle your LB and draw a card. (Climax Cards are considered Level 0. Otherwise put it back)

Music - Weapon | SG/W89-029 T: None

L0
C0

Shirabe, Ultimate Song of the Valkyrie

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] At the beginning of your Opp.'s Draw Phase, if you have another ::Music:: Chara, reveal the top card of your LB. If that card is Level 1 or higher, you may return that card to your LB. If so, shuffle your LB and draw a card. (Climax Cards are considered Level 0. Otherwise put it back)

Music - Weapon | SG/W89-029S T: None

L0
C0

Symphogear XV Booster Pack

Kirika, Burning X-Drive

[C] All your other ::Music:: Charas gain +500 Pow.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.

Music - Weapon | SG/W89-030 T: None

L0
C0

Kirika, Burning X-Drive

[C] All your other ::Music:: Charas gain +500 Pow.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.

Music - Weapon | SG/W89-030S T: None

L0
C0

Shirabe, Burning X-Drive

[A] When your Chara's Trigger Check reveals a Climax with a Treasure Trigger Icon, choose a Chara, and until the next end of your Opp.'s turn that Chara gains +1000 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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W89-031 T: None

L0
C0

Shirabe, Burning X-Drive

[A] When your Chara's Trigger Check reveals a Climax with a Treasure Trigger Icon, choose a Chara, and until the next end of your Opp.'s turn that Chara gains +1000 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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W89-031S T: None

L0
C0

Kirika, Close Call

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO At the beginning of your Encore Step, if "Fatal Chains: Star Money" is in your CZ, this is in your Front Row, you have 5 or less cards in hand, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand.

Music - Weapon | SG/W89-032 T: None

L1
C0

Kirika, Ultimate Song of the Valkyrie

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax with a Treasure Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them, put it in your hand, and put the remaining cards in the WR.
[S] **EXPERIENCE** [Rest this] If you "Igalima" or "Shul Shagana" in your Level Zone, choose 1 of your Charas and for the turn that Chara gains +1500 Pow.

Music - Weapon | SG/W89-033 T: Soul

L2
C1

Kirika, Ultimate Song of the Valkyrie

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax with a Treasure Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them, put it in your hand, and put the remaining cards in the WR.
[S] **EXPERIENCE** [Rest this] If you "Igalima" or "Shul Shagana" in your Level Zone, choose 1 of your Charas and for the turn that Chara gains +1500 Pow.

Music - Weapon | SG/W89-033S T: Soul

L2
C1

Kirika, Holy Chant

[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 "Igalima", reveal it, put it in your hand, and shuffle your LB.
[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 - Weapon | SG/W89-034 T: None

L0
C0

Kirika, Holy Chant

[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 "Igalima", reveal it, put it in your hand, and shuffle your LB.
[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 - Weapon | SG/W89-034S T: None

L0
C0

Shirabe, Holy Chant

[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 "Shul Shagana", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, 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)

Music - Weapon | SG/W89-035 T: None

L0
C0

Shirabe, Holy Chant

[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 "Shul Shagana", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, 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)

Music - Weapon | SG/W89-035S T: None

L0
C0

Farah, Autoscorer

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Leia, Autoscorer" in your WR, place it to any Slot on your Stage, and until the next end of your Opp.'s turn, this gains +1 Level.
[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Alchemy - Doll | SG/W89-036 T: None

L0
C0

Shirabe, Connected Hope

[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] When this is placed from the Stage to the WR, reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 **::Music::** Charas among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Weapon | SG/W89-037 T: None

L1
C0

Kirika, Carefree?

[C] This cannot Side Attack.
[C] For each of your other **::Music::** Charas, this gains +500 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.

Music - Weapon | SG/W89-038 T: None

L1
C0

Shirabe & Kirika, Always Together

[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)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music - Weapon | SG/W89-039 T: Soul

L2
C1

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Carol, Overwhelming Power

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other **::Alchemy::** Charas.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Awakening Heartbeat" is in your CZ, reveal the top 4 cards of your LB, choose up to 2 **::Alchemy::** Charas, move them to hand, the remaining cards are moved to WR, and choose 1 Chara, and it gains +1000 Pow for the turn.

Alchemy - Music | SG/W89-040 T: Soul

L2
C1

Shirabe, Rocket Guarding Mission

[C] During your turn, for each other **::Music::** Chara you have, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other **::Music::** Charas, you may choose a **::Music::** Chara in your WR and put it in your Stock.

Music - Weapon | SG/W89-041 T: Soul

L2
C2

Kirika, Rocket Guarding Mission

[A] When this is placed from hand to the Stage, until the next end of your Opp.'s turn, this gains the following ability. "[A] During your Opp.'s turn this gains +3000 Pow."
[S] [Rest another of your **::Music::** Charas] If this is Standing put this in Stock.

Music - Weapon | SG/W89-042 T: None

L0
C0

Symphogear XV Booster Pack

Kirika, Stunning Landing

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Music - Weapon | SG/W89-043 T: None

L0
C0

Shirabe, Staring

[A] When this card's Damage is not Cancelled, this gains +3000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR.

Music - Weapon | SG/W89-044 T: None

L0
C0

Kirika, Pleasant Melody

[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/W89-045 T: None

L1
C0

Shirabe, Pleasant Melody

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.
[A] [(1)] When this becomes Reversed in battle, may pay. If so, choose a "Kirika, Pleasant Melody" in your WR and return it to hand.

Music - Weapon | SG/W89-046 T: None

L1
C0

Shirabe, Hell's Ensaring Thread Dance Beta

[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 cards or more in Memory, choose 4 cards in Memory, then put all cards in Memory that were not chosen into your WR."
[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them, place them on top of your LB in any order, and put the remaining cards in the WR.

Music - Weapon | SG/W89-047 T: None

L1
C0

Carol, Confronting a God

[A] When this attacks, choose 1 of your other **::Alchemy::** Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other **::Alchemy::** Charas.

Alchemy - Music | SG/W89-048 T: None

L1
C0

Alca-Noise, Attacking from the Sky

[C] You may have as many copies of cards with the same name as this in your deck.
[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 When this attacks, if "A Crisis Never Seen Before" is in your CZ, put all of your Opp.'s Stock in the WR, and put the same number of cards from the top of their LB into their Stock.

Alchemy - Noise | SG/W89-049 T: Soul

L3
C2

Igalima

You cannot play this from hand if you have 3 or fewer **::Music::** Charas.
You may choose 1 of your Standing "Kirika, Holy Chant" and Send it to Memory. If so, choose a Chara with "Kirika" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Kirika, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-050 T: None

L2
C1

Igalima

You cannot play this from hand if you have 3 or fewer **::Music::** Charas.
You may choose 1 of your Standing "Kirika, Holy Chant" and Send it to Memory. If so, choose a Chara with "Kirika" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Kirika, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-050S T: None

L2
C1

Shul Shagana

You cannot play this from hand if you have 3 or fewer **::Music::** Charas.
You may choose 1 of your Standing "Shirabe, Holy Chant" and Send it to Memory. If so, choose a Chara with "Shirabe" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Shirabe, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-051 T: None

L2
C1

Shul Shagana

You cannot play this from hand if you have 3 or fewer **::Music::** Charas.
You may choose 1 of your Standing "Shirabe, Holy Chant" and Send it to Memory. If so, choose a Chara with "Shirabe" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Shirabe, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-051S T: None

L2
C1

Polyfilm Scissor Love Dreams

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

SG/W89-052 T: Treasure

L2
C1

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

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

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

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

	L0
	C0

Symphogear XV Booster Pack

[C] **EXPERIENCE** If **Airgleam** or "Ame-no-Habakiri" is in your Level Zone, this gains +3000 Pow. [A] CX COMBO (1) Discard a ::Music:: Chara from hand to the WR! This ability activates up to once per turn. At the end of this card's attack, if ::Music:: is in your Cross Zone, you have another ::Music:: Chara, you may pay, if so, choose either 1 of your other "Tsubasa Resurrected Phoenix" or this card, Stand that card, and for the turn, that card gains the following 2 abilities. "During this card's Battle, your Opp. may not use **BACKUP** from hand." [C] This cannot be chosen by your Opp.'s abilities."

L3
C2

[C] **EXPERIENCE** "Argelman" is in "Arme-no-Habakiri" is in your Level Zone, this gains +3000 Pot.
 [A] **CC COMBO** (1) Discard a c:Musici.: Chara from hand to the WR) This ability activates up to once per turn. At the end of this card's attack, if you have a c:Musici.: "Cross" is in your CC and you have another :Musici.: Chara, may pay. If so, Choose either 1 of your other "Tsubasa, Resurrected Phoenix" or this card, Stand that card, and for the turn, that card gains the following 2 abilities. "During this card's Battle, your Opp. may not use **BACKUP** from hand." [C] This cannot be chosen by your Opp.'s abilities."

L3
C2

[A] **EXPERIENCE** ([1] Discard a card from hand to the WR) When this attacks, if you have "Ichival" in your Level Zone, may pay. If so, deal 1 Damage to your Oppⁿ. (DC can occur)

	L3
	C2

[A] **EXPERIENCE** ([1] Discard a card from hand to the WR) When this attacks, if you have "Ichival" in your Level Zone, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3
C2

[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] ([1]) When a Climax is placed in your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR. (Climax cards are considered to be Level 0 for this effect)

L0
C0

[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] ([1]) When a Climax is placed in your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR. (Climax cards are considered to be Level 0 for this effect)

	L0
	C0

[A] When this is placed from hand to the Stage, if you have 2 or more other :Music:: 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 :Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1
C0

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

L1
C0

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.

[A] When your Chara reveals a Climax with a Standby Trigger Icon during Trigger Check, you may draw a card. If so, choose a card from your hand and discard it to the WR

	L2
	C2

[C] For each of your other ::Music:: Charas, this gains +1000 Pow

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

	L2
	C2

[C] For each of your other ::Music:: Charas, this gains +1000 Pow

[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

	L2
	C2

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.

[A] CX COMBO **RECOLLECTION** When this attacks, if "Four Element Alchemy" is in your CZ, and "Farah, Autoscorer" and "Leia, Autoscorer" and "Mika, Autoscorer" and "Garie, Autoscorer" are in your Memory, you may Deal 2 Damage to your Opp.. (DC can occur)

	L3
	C2

[A] (11) When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.

[A] CX COMBO RECOLLECTION When this attacks, if "Four Element Alchemy" is in your CZ, and "Farah, Autoscorer" and "Leia, Autoscorer" and "Mika, Autoscorer" and "Garie, Autoscorer" are in your Memory, you may Deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level, place it to any Slot on the Stage, and for the turn, that Chara gains +2000 Pow.

L3
C2

[A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level, place it to any Slot on the Stage, and for the turn, that Chara gains +2000 Pow.

L3
C2

Chris, Holy Chant

[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 "Ichival", reveal it, put it in your hand, and shuffle your LB.

[A] When this attacks, 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)

Music - Weapon | SG/W89-064 T: None

L0
C0

Chris, Holy Chant

[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 "Ichival", reveal it, put it in your hand, and shuffle your LB.

[A] When this attacks, 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)

Music - Weapon | SG/W89-064S T: None

L0
C0

Maria, Holy Chant

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top 2 cards of your LB, your Opp. choose a Chara or Event from among them, add that card to your hand, and discard the remaining to the WR.

[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 "Airgetlam", reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W89-065 T: None

L0
C0

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Maria, Holy Chant

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top 2 cards of your LB, your Opp. choose a Chara or Event from among them, add that card to your hand, and discard the remaining to the WR.

[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 "Airgetlam", reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W89-065S T: None

L0
C0

Mika, Autoscorer

[C] You may play this from your hand without meeting the color requirement.

[A] When this is placed from hand to the Stage, if you have 2 or less cards in your Memory, you may choose a Chara with "Autoscorer" in the name in your WR and Send it to Memory.

[S] [(2) Send this Standing to Memory] Look at up to 3 cards from the top of your LB, choose up to 1 from among them, put it in your hand, and put the remaining cards in the WR.

Alchemy - Doll | SG/W89-066 T: None

L1
C0

Chris, Looking Straight Ahead

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

[A] When this attacks, 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 - Weapon | SG/W89-067 T: None

L1
C0

Symphogear XV Booster Pack

Chris, Burning X-Drive

[C] If there are 3 or fewer Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.

[A] CX COMBO [(1) Put a "De Re Metallica" from CZ to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 4 ::Music:: Charas or "Ichival" from among them, show them to your Opp., put them in your hand, put the remaining cards in the WR, and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is Front Attacked, you may return it to your hand."

Music - Weapon | SG/W89-068 T: Soul

L2
C1

Maria, Emergency Convocation

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

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

Music - Weapon | SG/W89-069 T: None

L0
C0

Chris, Battling

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

[A] CX COMBO [Rest this] When "HORNET PISTOLS" is placed to your CZ, may pay. If so, choose a ::Music:: Chara in your WR and put it to your Stock.

Music - Weapon | SG/W89-070 T: None

L0
C0

Maria, Gentle Care

[A] When this is placed from hand to the Stage, for the turn this gains +2500 Pow and the following ability. "[A] At the end of this turn, put this in WR."

Music - Weapon | SG/W89-071 T: None

L0
C0

Chris, Precision Shooting

[C] This cannot Side Attack.

[A] When this becomes Reversed in battle, your Opp. may draw a card. If so, your Opp. discards a card from hand to the WR.

Music - Weapon | SG/W89-072 T: None

L0
C0

Maria, On Stage Once Again

[C] If you have another "Tsubasa, On Stage Once Again", this gains +4000 Pow.

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Weapon | SG/W89-073 T: None

L1
C0

Maria, Connected Hopes

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

Music - Weapon | SG/W89-074 T: Soul

L1
C1

Chris, One-Act Poolside

[C] If you have another ::Music:: Chara, this gains +1500 Pow and the following 2 abilities. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1, put it on top of your LB, and put the remaining cards into your WR." "[A] **ENCORE** [Discard a Chara from hand to the WR]"

[A] When this card's Trigger Check reveals a Soul Trigger Icon, until the next end of your Opp.'s turn this gains +1000 Pow.

Music - Weapon | SG/W89-075 T: None

L1
C1

Ichival

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.

You may choose 1 of your Standing "Chris, Holy Chant" and Send it to Memory. If so, choose a Chara with "Chris" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Chris, Holy Chant" in Memory and return it to hand.

You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-076 T: None

L2
C1

Ichival

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.

You may choose 1 of your Standing "Chris, Holy Chant" and Send it to Memory. If so, choose a Chara with "Chris" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Chris, Holy Chant" in Memory and return it to hand.

You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-076S T: None

L2
C1

Airgetlam

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.

You may choose 1 of your Standing "Maria, Holy Chant" and Send it to Memory. If so, choose a Chara with "Maria" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Maria, Holy Chant" in Memory and return it to hand.

You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-077 T: None

L2
C1

Airgetlam

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.

You may choose 1 of your Standing "Maria, Holy Chant" and Send it to Memory. If so, choose a Chara with "Maria" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Maria, Holy Chant" in Memory and return it to hand.

You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-077S T: None

L2
C1

Highest Good: Rose Cross

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SG/W89-078 T: Soul Standby

Highest Good: Rose Cross

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SG/W89-078R T: Soul Standby

Four Element Alchemy

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

SG/W89-079 T: Salvage

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De Re Metallica

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SG/W89-080 T: Soul Standby

De Re Metallica

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SG/W89-080R T: Soul Standby

HORNET PISTOLS

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

SG/W89-081 T: Salvage

Symphogear XV Booster Pack

Tsubasa, Amalgam

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] CX COMBO [Discard a ::Music:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, if "The Value of Those Who Should Be Protected" is in your CZ and you have another ::Music:: Chara, may pay. If so, search your LB for up to 2 ::Music:: Charas, show them to your Opp., put them in your hand, and Shuffle your LB.

Music - Weapon | SG/W89-082 T: None

L1
C0

Tsubasa, Ultimate Song of the Valkyrie

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Weapon | SG/W89-083 T: Soul

L3
C2

Tsubasa, Ultimate Song of the Valkyrie

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Weapon | SG/W89-083S T: Soul

L3
C2

Tsubasa, Holy Chant

[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 "Ame-no-Habakiri", reveal it, put it in your hand, and shuffle your LB.
[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 - Weapon | SG/W89-084 T: None

L0
C0

Tsubasa, Holy Chant

[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 "Ame-no-Habakiri", reveal it, put it in your hand, and shuffle your LB.
[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 - Weapon | SG/W89-084S T: None

L0
C0

Tsubasa, Solid Preparatory Exercise

[A] CX COMBO At the beginning of your Encore Step, if "Chaos Flame Wrath Slash" is in your CZ, this is in your Front Row, you have another Music Chara, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, search your LB for up to 2 ::Music:: Charas, show them to your Opp., place them to your Stock in any order, 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 put that Chara on the bottom of the LB.

Music - Weapon | SG/W89-085 T: Soul

L2
C1

Tsubasa, Resurrected Phoenix

[C] EXPERIENCE If you have "Airgetlam" or "Ame-no-Habakiri" in your Level Zone, this gains +4500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, may pay. If so, reveal the top card of your LB, if it is a ::Music:: Chara or "Airgetlam" or "Ame-no-Habakiri", Deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back)

Music - Weapon | SG/W89-086 T: Soul

L3
C2

Tsubasa, Resurrected Phoenix

[C] EXPERIENCE If you have "Airgetlam" or "Ame-no-Habakiri" in your Level Zone, this gains +4500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, may pay. If so, reveal the top card of your LB, if it is a ::Music:: Chara or "Airgetlam" or "Ame-no-Habakiri", Deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back)

Music - Weapon | SG/W89-086S T: Soul

L3
C2

Tsubasa, Deco Pin

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

Music - Weapon | SG/W89-087 T: None

L0
C0

Garie, Autoscorer

[A] [(1)] Discard a card from your hand to the WR. Send this to Memory)
When this becomes Reversed in battle, may pay. If so, draw a card.
[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 ::Alchemy:: Chara, reveal it, put it in your hand, and shuffle your LB.

Alchemy - Doll | SG/W89-088 T: None

L0
C0

Tsubasa, Prepared Facial Expression

[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/W89-089 T: None

L0
C0

Elfnein, What Can Be Done for Everyone

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
[A] CX COMBO [Put this in the WR] When "Awakening Heartbeat" is placed in your CZ, may pay. If so, choose up to 1 "Carol, Overwhelming Pow" in your hand and put it in the Slot this was in.

Alchemy | SG/W89-090 T: None

L1
C0

Elsa, Noble Red

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Alchemy | SG/W89-091 T: None

L0
C0

Tsubasa, On Stage Once Again

[C] If you have another "Maria, On Stage Once Again", this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Weapon | SG/W89-092 T: None

L1
C0

Millaarc, Noble Red

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

Alchemy | SG/W89-093 T: None

L1
C0

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Tsubasa, Devilish Appearance

[A] At the beginning of your Climax Phase, if you have another ::Music:: Chara, until the next end of your Opp.'s turn, this gains 1 of the following 2 abilities of your choice. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in your Back Row." "[A] At the beginning of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row."

Music - Weapon | SG/W89-094 T: None

L1
C0

Tsubasa, Burning X-Drive

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB into the WR. X equals the number of your ::Music:: Charas.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W89-095 T: Soul

L2
C1

Vanessa, Noble Red

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] [Discard a "Millaarc, Noble Red" and "Elsa, Noble Red" to the WR, put this in the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.

Alchemy | SG/W89-096 T: Soul

L2
C1

Symphogear XV Booster Pack

Ame-no-Habakiri

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.
You may choose 1 of your Standing "Tsubasa, Holy Chant" and Send it to Memory. If so, choose a Chara with "Tsubasa" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Tsubasa, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-097 T: None

L2
C1

Ame-no-Habakiri

You cannot play this from hand if you have 3 or fewer ::Music:: Charas.
You may choose 1 of your Standing "Tsubasa, Holy Chant" and Send it to Memory. If so, choose a Chara with "Tsubasa" in your hand, place it to any Slot on your Stage, and at the beginning of your Climax Phase, choose a "Tsubasa, Holy Chant" in Memory and return it to hand.
You may choose a card in your Level Zone and place it in the WR. If so, place this card in your Level Zone.

SG/W89-097S T: None

L2
C1

The Value of Those Who Should Be Protected

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

SG/W89-098 T: Soul Gate

The Value of Those Who Should Be Protected

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

SG/W89-098R T: Soul Gate

Chaos Flame Wrath Slash

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

SG/W89-099 T: Draw

Awakening Heartbeat

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

SG/W89-100 T: Soul Gate

Hibiki, To the World of Tomorrow

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[S] [(1)] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow and your Opp. cannot use "**ENCORE**" for the turn. (This includes "**ENCORE**" provided by rules)

Music | SG/W89-108 T: None

L1
C0

Shirabe, To the World of Tomorrow

[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.
[S] (Rest 2 of your Charas) Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Weapon | SG/W89-109 T: None

L1
C0

Kirika, To the World of Tomorrow

[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 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W89-110 T: Soul

L2
C1

Maria, To the World of Tomorrow

[A] When your other ::Music:: Chara attacks, this gains +2000 Pow for the turn.

Music - Weapon | SG/W89-111 T: None

L1
C0

Chris, To the World of Tomorrow

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Muic:: Charas.

Music - Weapon | SG/W89-112 T: Soul

L2
C1

Tsubasa, To the World of Tomorrow

[C] During your Opp.'s turn, if there are 5 or more cards in your hand, this gains +2000 Pow.

Music - Weapon | SG/W89-113 T: None

L0
C0

