

Fatima, Witch of Fate

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

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Mana - Magic | CC/S48-001 T: Soul

L3C2

Fatima, Witch of Fate

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Mana - Magic | CC/S48-001SP T: Soul

L3C2

Werner, Magic Corps Commander

[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] **CX COMBO** When this attacks, if "Burn!!" is in the CZ and this is the 3rd attack of the turn, this gains +2000 Pow and the following ability for the turn. "[A] [(3)] This ability activates up to once per turn. When Damage dealt by this is cancelled, if you have 4 or more other YELLOW Charas, may pay. If so, deal 1 Damage to your Opp., and deal 4 Damage to your Opp.." (DC can occur)

Mana - Magic | CC/S48-002 T: Soul

L3C2

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Werner, Magic Corps Commander

[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] **CX COMBO** When this attacks, if "Burn!!" is in the CZ and this is the 3rd attack of the turn, this gains +2000 Pow and the following ability for the turn. "[A] [(3)] This ability activates up to once per turn. When Damage dealt by this is cancelled, if you have 4 or more other YELLOW Charas, may pay. If so, deal 1 Damage to your Opp., and deal 4 Damage to your Opp.." (DC can occur)

Mana - Magic | CC/S48-002S T: Soul

L3C2

Fatima, Three Sages

[A] [Rest 2 of your Standing Charas] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

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

Mana - Magic | CC/S48-003 T: None

L0C0

Dilma, Sage of Life

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 YELLOW Chara, reveal it, put it in your hand, and put the rest in the WR.

Mana - Magic | CC/S48-004 T: None

L0C0

Chain Chronicle Booster Pack

Dilma, Sage of Life

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 YELLOW Chara, reveal it, put it in your hand, and put the rest in the WR.

Mana - Magic | CC/S48-004S T: None

L0C0

Fatima, Golden Witch

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To Produce New Light" is in your CZ, search your LB for up to 1 ::Mana:: Chara, reveal it, put it in your hand, and shuffle your LB.

Mana - Magic | CC/S48-005 T: None

L1C0

Fatima, Golden Witch

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To Produce New Light" is in your CZ, search your LB for up to 1 ::Mana:: Chara, reveal it, put it in your hand, and shuffle your LB.

Mana - Magic | CC/S48-005S T: None

L1C0

Haruaki, Fated Swordsman

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

Mana - Weapon | CC/S48-006 T: None

L1C0

Haruaki, Fated Swordsman

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

Mana - Weapon | CC/S48-006S T: None

L1C0

Melchior, Three Sages

[C] **ASSIST** All your YELLOW 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, 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 YELLOW Climax, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Mana - Magic | CC/S48-007 T: Soul

L1C1

Dilma, Three Sages

[C] If you have "Fatima, Three Sages" and "Melchior, Three Sages", this gets -1 Level while in your hand.

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

[A] [Discard a YELLOW Chara from your hand to the WR] This ability activates up to once per turn. When Damage dealt by this is Cancelled, if you have another YELLOW Chara, may pay. If so, put the top card of your Clock in the WR.

Mana - Magic | CC/S48-008 T: Soul

L3C2

Shuza, Lord of the Nine Territories

[C] For each Marker under this, this gains +1500 Pow and the following ability. "[C] During Battles involving this, your Opp. cannot play **BACKUP** from hand."

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

[A] At the start of your MP, if this is in the Front Row, you may choose a card in your hand and put it face-down under this as Marker.

Mana - Weapon | CC/S48-009 T: Soul

L3C2

Shuza, Lord of the Nine Territories

[C] For each Marker under this, this gains +1500 Pow and the following ability. "[C] During Battles involving this, your Opp. cannot play **BACKUP** from hand."

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

[A] At the start of your MP, if this is in the Front Row, you may choose a card in your hand and put it face-down under this as Marker.

Mana - Weapon | CC/S48-009S T: Soul

L3C2

Tsuru, Ninth Lord

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

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

Mana - Weapon | CC/S48-010 T: None

L0C0

Tsuru, Ninth Lord

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

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

Mana - Weapon | CC/S48-010S T: None

L0C0

Melchior, Sage of Might

[A] When this is placed from hand to the Stage, choose 1 of your Level 1 or higher Charas, and that Chara gains +1 Soul for the turn.

[A] **CX COMBO** [Return this to your hand] When "To Produce New Light" is placed in your CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Mana - Magic | CC/S48-011 T: None

L0C0

### Melchior, Sage of Might

[A] When this is placed from hand to the Stage, choose 1 of your Level 1 or higher Charas, and that Chara gains +1 Soul for the turn.

[A] **CX COMBO** [Return this to your hand] When "To Produce New Light" is placed in your CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Mana - Magic | CC/S48-011S T: None

L0  
C0

### Touka, Fated Swordsman

[A] [(1) Discard a "Haruaki, Fated Swordsman" from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, put the top card of your Clock in the WR.

[A] **BOND/"Haruaki, Fated Swordsman"** [Discard a card from your hand to the WR]

Mana - Weapon | CC/S48-012 T: None

L0  
C0

### Touka, Fated Swordsman

[A] [(1) Discard a "Haruaki, Fated Swordsman" from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, put the top card of your Clock in the WR.

[A] **BOND/"Haruaki, Fated Swordsman"** [Discard a card from your hand to the WR]

Mana - Weapon | CC/S48-012S T: None

L0  
C0

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### Yoshitsugu, Second Lord

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Mana - Weapon | CC/S48-013 T: None

L0  
C0

### Yoshitsugu, Second Lord

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Mana - Weapon | CC/S48-013S T: None

L0  
C0

### Katya, Magic Corps Commander

[C] If you have 2 or more other Charas in the Front Row, this gains +1000 Pow.

[C] If you have 2 or more other Charas in the Back Row, this gains +1000 Pow.

Mana - Magic | CC/S48-014 T: None

L1  
C1

## Chain Chronicle Booster Pack

### Katya, Magic Corps Commander

[C] If you have 2 or more other Charas in the Front Row, this gains +1000 Pow.

[C] If you have 2 or more other Charas in the Back Row, this gains +1000 Pow.

Mana - Magic | CC/S48-014S T: None

L1  
C1

### Shuza, Ogre Lord Commanding the Nine Territories

[C] For each Marker under this, this gains +1000 Pow.  
[A] At the start of your MP, if this is in the Front Row, you may choose a ::Mana:: Chara in your WR and put it face-down under this as Marker.

[A] **CX COMBO** When "Strength Reigns Supreme" is placed in your CZ, if this is in your Front Row and you have 2 or more other ::Mana:: Charas, choose up to 2 ::Mana:: Charas in your WR and put them face-down under this as Marker in any order.

Mana - Weapon | CC/S48-015 T: None

L1  
C1

### Juni, Magic Corps Captain

[A] [(1) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.

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

Mana - Magic | CC/S48-016 T: Soul

L2  
C1

### Juni, Magic Corps Captain

[A] [(1) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.

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

Mana - Magic | CC/S48-016S T: Soul

L2  
C1

### Ashrina, Queen of the Lake of Sand

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [(2)] At the start of your Draw Phase, may pay. If so, choose a "Shuza, Lord of the Nine Territories" in your hand and put it in any Slot on the Stage.

Mana - Weapon | CC/S48-017 T: Soul

L2  
C1

### Clauss, Magic Corps Captain

[C] During your turn, all your other "Katya, Magic Corps Commander" and "Juni, Blue Ice Sealer" gain +1000 Pow.

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

Mana - Magic | CC/S48-018 T: None

L0  
C0

### Katya, Young Commander

[A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.

[A] When this is placed from hand to the Stage, choose 1 of your other ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.

Mana - Magic | CC/S48-019 T: None

L0  
C0

### Lolo, Fire Sprite

[C] If there are 3 or more cards in your Clock, this gains +1000 Pow.

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

Mana - Weapon | CC/S48-020 T: None

L0  
C0

### Farrah, Queen's Associate

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Musica, Magical Voice" and put it Rested in any Slot on the Stage, and shuffle your LB.

Mana - Weapon | CC/S48-021 T: None

L0  
C0

### Haruaki, Ogre Swordsman

[C] You cannot play Event or **BACKUP** from hand.

Mana - Weapon | CC/S48-022 T: None

L0  
C0

### Khalifa, Queen's Dagger

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 1000 times # of your Reversed Charas.

[S] [Counter] **BACKUP 500, Level 1** [Discard this card from your hand to the WR]

Mana - Weapon | CC/S48-023 T: None

L1  
C0

### Shido, Shura Swordsman

[C] This cannot be chosen as target of Opp.'s effects.  
[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.  
[A] [(1) Put this face-down under the battling Chara as Marker] When your other Chara with "Shuza" in name that has a Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.

Mana - Weapon | CC/S48-024 T: None

L1  
C0

Werner, Combustion Sealer

[A] When the Battle Opp. of your other YELLOW Charas becomes Reversed, this gains +1500 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mana - Magic | CC/S48-025 T: None

L1

C0

Juni, Blue Ice Sealer

[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Mana - Magic | CC/S48-026 T: None

L1

C0

Yoshitsugu, Blood of Shura

[C] During your turn, if there are 3 or more cards in your Clock, this gains +2000 Pow.  
[A] When this attacks, if the Chara Opposite this is Level 3 or higher, this gains +4000 Pow and +1 Soul for the turn.

Mana - Weapon | CC/S48-027 T: Soul

L2

C1

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Ark, Blade That Cuts Through the Darkness

Choose 1 of your Standing ::Mana:: Charas and Rest it. If so, return the Chara in your Opp.'s Front Row Center Slot and all Charas in your Opp.'s Back Row to hand.

CC/S48-028 T: None

L2

C2

Burn!!

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

CC/S48-029 T: Soul

Burn!!

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

CC/S48-029R T: Soul

Chain Chronicle Booster Pack

To Produce New Light

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your YELLOW Charas, and that Chara gains +3000 Pow and +1 Soul for the turn.

CC/S48-030 T: 2 Soul

Strength Reigns Supreme

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

CC/S48-031 T: Soul Bounce

Black King, Fearless Smile

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.  
[A] **CX COMBO** When "Dyeing Everything in Black" is placed in your CZ, if this is in the Front Row, put the top 3 cards of your LB in the WR. For each "Black Soldier" put in the WR this way, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.  
[A] During your turn, when the Battle Opp. of your other Charas becomes Reversed, this gains +2000 Pow until the next end of your Opp.'s turn.

Black Army | CC/S48-032 T: Soul

L3

C2

Eirneus, Black Army

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this becomes Reversed in battle, you may put the top card of your LB in the WR. If it's a "Black Soldier", you may return this to your hand.

Black Army | CC/S48-033 T: Soul

L3

C2

Eirneus, Demon of Destruction

[S] [(1)] Discard a Climax card from your hand to the WR. Choose a card in your Clock and return it to your hand, put the top card of your LB in your Clock, choose 1 of your Charas, and that Chara gains +1 Level for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 2 "Black Soldier" in your WR and return them to your hand.

Black Army | CC/S48-034 T: None

L0

C0

Blac Knight, Darkness of the Abyss

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Black Army:: Charas.  
[A] **CX COMBO** [(1) Discard a "Black Soldier" from your hand to the WR] When this attacks, if "Pow of Blackening" is in the CZ and you have another ::Black Army:: Chara, may pay. If so, search your LB for up to 2 ::Black Army:: Charas, reveal them, put them in your hand, and shuffle your LB.

Black Army | CC/S48-035 T: None

L1

C0

Black King, King Dyeing Things in Black

[C] **ASSIST** If there's a Marker under this, all your ::Black Army:: Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may choose 1 of your other "Black Soldier" and put it face-down under this as Marker.

Black Army | CC/S48-036 T: Soul

L1

C1

Black Knight in the Twilight

[C] If there's a Marker under this, for each of your other ::Black Army:: Charas, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may choose 1 of your other "Black Soldier" and put it face-down under this as Marker.  
[A] [(1)] During battles involving this, when Damage taken by you is Cancelled, put the top card of your LB in the WR. If it's a "Black Soldier", may pay. If so, deal the same amount of Damage to your Opp.. (DC can occur)

Black Army | CC/S48-037 T: Soul

L2

C1

Burckhardt, Demon

[C] Your other ::Black Army:: Chara in the Front Row Center Slot gains +1000 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 ::Black Army:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Black Army | CC/S48-038 T: None

L0

C0

Black Soldier

[C] You may have as many copies of cards with the same name as this in your deck.  
[A] When this becomes Reversed, if the Level 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.

Black Army | CC/S48-039 T: None

L0

C0

Olzada, Ancient Golem

[C] If you have 2 or more other ::Black Army:: Charas, this gains +2000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, put the top card of your LB in the WR. If it's a "Black Soldier", you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Black Army | CC/S48-040 T: None

L1

C0

Burckhardt, Black Army

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

Black Army | CC/S48-041 T: None

L1

C0

**Black Soldier of the Black Army**  
[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.  
[C] All your Charas gain the following ability. "[C] This cannot Side Attack."  
[A] When this is placed from hand to the Stage, you may choose 1 of your other "Black Soldier" and put it face-down under this as Marker.

Black Army | CC/S48-042 T: None

L1

C1

**Olzada, Rampaging Blade**  
[A] When you use the **BACKUP** of this, put the top card of your LB in the WR. If it's a "Black Soldier", you may deal 1 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Black Army | CC/S48-043 T: Soul

L2

C1

**Demon Assault**  
Choose 1 of your Standing ::Black Army:: Charas and Rest it. If so, search your LB for up to 2 "Black Soldier" and put them in separate Slots on the Stage, and shuffle your LB.

CC/S48-044 T: None

L1

C0

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**Power of Blackening**  
[C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-045 T: Treasure

**Dyeing Everything in Black**  
[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.

CC/S48-046 T: 2 Soul

**Dyeing Everything in Black**  
[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.

CC/S48-046R T: 2 Soul

Chain Chronicle Booster Pack

**Pirika, Light of Hope**  
[C] All your other ::Mana:: Charas gain +500 Pow.  
[A] [Rest this] At the start of your Climax Phase, if this is Standing, may pay. If so, put the top card of your LB in the WR. If it's a Chara with the same card name as a Chara on your Stage, put that card in your Stock.

Mana - Fairy | CC/S48-047 T: None

L0

C0

**Pirika, Light of Hope**  
[C] All your other ::Mana:: Charas gain +500 Pow.  
[A] [Rest this] At the start of your Climax Phase, if this is Standing, may pay. If so, put the top card of your LB in the WR. If it's a Chara with the same card name as a Chara on your Stage, put that card in your Stock.

Mana - Fairy | CC/S48-047SP T: None

L0

C0

**Phoena, Live Together And Fight Together**  
[C] If you have 2 or more other ::Mana:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** [(1)] When "Pow of the Chain Chronicle" is placed in your CZ, if this is in the Front Row and there are 5 or fewer cards in your hand, may pay. If so, choose up to 2 Cost 0 or lower Charas in your WR and put them in separate Slots on the Stage.

Mana - Chronicle | CC/S48-048 T: None

L1

C0

**Phoena, Live Together And Fight Together**  
[C] If you have 2 or more other ::Mana:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** [(1)] When "Pow of the Chain Chronicle" is placed in your CZ, if this is in the Front Row and there are 5 or fewer cards in your hand, may pay. If so, choose up to 2 Cost 0 or lower Charas in your WR and put them in separate Slots on the Stage.

Mana - Chronicle | CC/S48-048SP T: None

L1

C0

**Yuri, Grasping the Light!**  
[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 "Light That Overwhelms the Darkness" is in the CZ, choose up to 1 Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.  
[A] [Discard 3 cards from your hand to the WR] When this attacks, if this is the 3rd attack of the turn, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Mana - Weapon | CC/S48-049 T: Soul

L3

C2

**Yuri, Grasping the Light!**  
[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 "Light That Overwhelms the Darkness" is in the CZ, choose up to 1 Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.  
[A] [Discard 3 cards from your hand to the WR] When this attacks, if this is the 3rd attack of the turn, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Mana - Weapon | CC/S48-049SP T: Soul

L3

C2

**Aram, New Possibilities**  
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Light That Pierces the Darkness" is in the CZ, choose up to 1 ::Mana:: Chara in your WR and put it in your Stock, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and this gains +1000 Pow for the turn.  
[A] [(4) Discard 2 cards from your hand to the WR] When this attacks, if this is the 3rd attack of the turn and you have 4 or more other ::Mana:: Charas, may pay. If so, Stand this.

Mana - Weapon | CC/S48-050 T: Soul

L3

C2

**Aram, New Possibilities**  
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Light That Pierces the Darkness" is in the CZ, choose up to 1 ::Mana:: Chara in your WR and put it in your Stock, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and this gains +1000 Pow for the turn.  
[A] [(4) Discard 2 cards from your hand to the WR] When this attacks, if this is the 3rd attack of the turn and you have 4 or more other ::Mana:: Charas, may pay. If so, Stand this.

Mana - Weapon | CC/S48-050SP T: Soul

L3

C2

**Yuri, Breaking the Chains**  
[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Mana - Weapon | CC/S48-051 T: None

L0

C0

**Dusty, Hot-Blooded Arms Dealer**  
[C] For each of your other ::Mana:: Charas, this gains +500 Pow.

Mana - Weapon | CC/S48-052 T: None

L1

C0

**Kain, Virtuous Mercenary**  
[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Mana - Weapon | CC/S48-053 T: None

L1

C0

**Kain, Virtuous Mercenary**  
[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Mana - Weapon | CC/S48-053S T: None

L1

C0

### Marina, Fervent Healer

[C] **ASSIST** All your Level 3 or higher Chara in front of this gain +2000 Pow.  
[S] [(1) Rest this] Choose 1 of your "Yuri, Grasping the Light!", and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

Mana - Weapon | CC/S48-054 T: Soul

L2  
C1

### Marina, Fervent Healer

[C] **ASSIST** All your Level 3 or higher Chara in front of this gain +2000 Pow.  
[S] [(1) Rest this] Choose 1 of your "Yuri, Grasping the Light!", and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

Mana - Weapon | CC/S48-054S T: Soul

L2  
C1

### Yuri, From Darkness to Light

[C] If "Yuri, Breaking the Chains" is in your Clock, this gets -1 Level while in your hand.  
[C] If the Level of the Chara Opposite this is 3 or higher, 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. Put the rest in the WR. X = # of your ::Mana:: Charas.

Mana - Weapon | CC/S48-055 T: Soul

L3  
C2

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### Yuri, From Darkness to Light

[C] If "Yuri, Breaking the Chains" is in your Clock, this gets -1 Level while in your hand.  
[C] If the Level of the Chara Opposite this is 3 or higher, 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. Put the rest in the WR. X = # of your ::Mana:: Charas.

Mana - Weapon | CC/S48-055S T: Soul

L3  
C2

### Aram, Bond of Allies

[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, you may put the top card of your Clock in the WR.  
[A] When your Opp.'s card is placed in Stock, if you have 2 or more other ::Mana:: Charas, this gains +1000 Pow for the turn.

Mana - Weapon | CC/S48-056 T: Soul

L3  
C2

### Pirika, Power of Bond

[A] **BOND/"Yuri, Breaking the Chains"** [Discard a card from your hand to the WR]  
[A] **BOND/"Phoena, Live Together And Fight Together"** [Discard a card from your hand to the WR]

Mana - Fairy | CC/S48-057 T: None

L0  
C0

## Chain Chronicle Booster Pack

### Phoena, Turning Prayers into Power

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

Mana - Chronicle | CC/S48-058 T: None

L0  
C0

### Aludra, Universal Mage

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

Mana - Weapon | CC/S48-059 T: None

L1  
C0

### Aludra, Universal Mage

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

Mana - Weapon | CC/S48-059S T: None

L1  
C0

### Aram, White Mana

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Mana - Weapon | CC/S48-060 T: None

L1  
C0

### Michidia, Reliable Archer

[A] [(1)] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, may pay. If so, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara."  
[A] When your other ::Mana:: Chara attacks, this gains +1500 Pow for the turn.

Mana - Weapon | CC/S48-061 T: Soul

L2  
C1

### Michidia, Reliable Archer

[A] [(1)] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, may pay. If so, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara."  
[A] When your other ::Mana:: Chara attacks, this gains +1500 Pow for the turn.

Mana - Weapon | CC/S48-061S T: Soul

L2  
C1

### Gilbert, Guild Alliance Chairman

[C] All your other "Selene, Guild Alliance Vice-Chairman" gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] **BOND/"Selene, Guild Alliance Vice-Chairman"** [Put the top card of your LB in your Clock]

Mana - Weapon | CC/S48-062 T: None

L0  
C0

### Michidia, Archer

[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)] 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 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Mana - Weapon | CC/S48-063 T: None

L0  
C0

### Selene, Excellent Assistant

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Mana - Weapon | CC/S48-064 T: None

L0  
C0

### Dusty, Arms Dealer of the Vice Capital

[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 ::Mana:: Chara in your WR and return it to your hand.

Mana - Weapon | CC/S48-065 T: None

L0  
C0

### Marina, Healing Magic

[A] When this is placed from hand to the Stage, you may choose a Chara in your Opp.'s Front Row whose Pow is 1000 or lower and put it in the WR.

Mana - Weapon | CC/S48-066 T: None

L0  
C0

### Silva, Leader of the Warrior Guild

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.

Mana - Weapon | CC/S48-067 T: None

L0  
C0

Selene, Guild Alliance Vice-Chairman  
[C] If you have 2 or more other ::Mana:: Charas, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if there are 3 or fewer cards in your Stock, you may put that Chara on top of the LB.

Mana - Weapon | CC/S48-068 T: None

L1  
C1

Kain, For the Ones Who Believed  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Mana - Weapon | CC/S48-069 T: Soul

L2  
C1

Aludra, Leader of the Magic Guild  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Mana:: Charas, you may put the top card of your LB in your Stock.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Mana:: Charas.

Mana - Weapon | CC/S48-070 T: Soul

L2  
C1

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"Dragon Slayer" Vorg  
[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.

Mana - Weapon | CC/S48-071 T: Soul

L2  
C1

Pirika's Voice  
[Counter] Choose 1 of your ::Mana:: Charas, and that Chara gains +3500 Pow for the turn.

CC/S48-072 T: None

L1  
C1

Roar of the Guardian Dragon  
[Counter] You may discard 2 cards from your hand to the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.

CC/S48-073 T: None

L3  
C4

Chain Chronicle Booster Pack

Light That Overwhelms the Darkness  
[C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-074 T: Salvage

Light That Overwhelms the Darkness  
[C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-074R T: Salvage

Light That Pierces the Darkness  
[C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-075 T: Salvage

Light That Pierces the Darkness  
[C] All your Charas gain +1000 Pow and +1 Soul.

CC/S48-075R T: Salvage

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

CC/S48-076 T: 2 Soul

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

CC/S48-076R T: 2 Soul

Juliana, Queen of the Holy Kingdom  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other BLUE Charas.  
[A] **CX COMBO** [(3) When this attacks, if "Light of Hope in That Heart!" is in the CZ and this is the 3rd attack of the turn, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."] ]

Mana - Weapon | CC/S48-077 T: Soul

L3  
C2

Juliana, Queen of the Holy Kingdom  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other BLUE Charas.  
[A] **CX COMBO** [(3) When this attacks, if "Light of Hope in That Heart!" is in the CZ and this is the 3rd attack of the turn, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."] ]

Mana - Weapon | CC/S48-077SP T: Soul

L3  
C2

Teresa, Swordmaster of Slaughter  
[A] [(2) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, put the top 9 cards of your LB in the WR, and deal X damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)  
[A] When Damage dealt by this is not Cancelled, this gains +2000 Pow for the turn.

Mana - Weapon | CC/S48-078 T: Soul

L3  
C2

Teresa, Swordmaster of Slaughter  
[A] [(2) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, put the top 9 cards of your LB in the WR, and deal X damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Mana - Weapon | CC/S48-078S T: Soul

L3  
C2

Musica, Magical Voice  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 BLUE Chara, reveal it, put it in your hand, and shuffle your LB.

Mana - Weapon | CC/S48-079 T: None

L0  
C0

Juliana, to Recapture the Capital  
[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.

Mana - Weapon | CC/S48-080 T: None

L0  
C0

**Einslot, Blade That Protects the Queen of the Holy**  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other BLUE Charas, Rest it, and move it to an empty Slot in the Back Row.

Mana - Weapon | CC/S48-081 T: None

L0  
C0

### Lilith, Holy Savior

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your BLUE Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Mana - Weapon | CC/S48-082 T: None

L1  
C0

### Lilith, Holy Savior

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your BLUE Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Mana - Weapon | CC/S48-082S T: None

L1  
C0

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### Teresa, Natural Sword Skills

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "You're Next!" is in your CZ and all your Charas are BLUE, 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.

Mana - Weapon | CC/S48-083 T: None

L1  
C0

### Vienta, Thousand Rivers Overseer

[C] All your other ::Mana:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Mana - Magic | CC/S48-084 T: None

L0  
C0

### Vienta, Thousand Rivers Overseer

[C] All your other ::Mana:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Mana - Magic | CC/S48-084S T: None

L0  
C0

## Chain Chronicle Booster Pack

### Einslot, Captain of the "Holy Blade" Knights

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn.  
X = 500 times # of your BLUE Charas.  
[S] [Rest 1 of your Charas] This gains +1000 Pow for the turn.

Mana - Weapon | CC/S48-085 T: None

L1  
C0

### Einslot, Captain of the "Holy Blade" Knights

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn.  
X = 500 times # of your BLUE Charas.  
[S] [Rest 1 of your Charas] This gains +1000 Pow for the turn.

Mana - Weapon | CC/S48-085S T: None

L1  
C0

### Musica, Legendary Songstress

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] **CX COMBO** When "Song of Purification" is placed in your CZ, choose 1 of your Charas, and that Chara gains +X Pow until the next end of your Opp.'s turn.  
X = 500 times # of your ::Mana:: Charas.  
[S] [Rest this] All your Charas gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this cannot Side Attack."

Mana - Weapon | CC/S48-086 T: Soul

L2  
C1

### Musica, Legendary Songstress

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] **CX COMBO** When "Song of Purification" is placed in your CZ, choose 1 of your Charas, and that Chara gains +X Pow until the next end of your Opp.'s turn.  
X = 500 times # of your ::Mana:: Charas.  
[S] [Rest this] All your Charas gain the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this cannot Side Attack."

Mana - Weapon | CC/S48-086S T: Soul

L2  
C1

### Louise, Maid of Holy Princess

[A] [(1) Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Juliana, Female Knight" in your hand and put it in the Slot this was in as Defending Chara.  
[A] **RESONANCE** [Reveal a "Juliana, Female Knight" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Mana - Weapon | CC/S48-087 T: Soul

L2  
C1

### Louise, Maid of Holy Princess

[A] [(1) Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Juliana, Female Knight" in your hand and put it in the Slot this was in as Defending Chara.  
[A] **RESONANCE** [Reveal a "Juliana, Female Knight" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Mana - Weapon | CC/S48-087S T: Soul

L2  
C1

### Yggdra, Power of the Chronicle

[C] Your other ::Mana:: Chara in the Front Row Center Slot gains +1000 Pow.  
[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.

Mana | CC/S48-088 T: None

L0  
C0

### Lilith, Prayer of the Young Savior

[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 1 of your ::Mana:: Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Mana - Weapon | CC/S48-089 T: None

L0  
C0

### Wayne, "Holy Guard" Knights

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

Mana - Weapon | CC/S48-090 T: None

L0  
C0

### Louise, Body Double

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose a "Louise, Body Double" in your WR and return it to your hand.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Mana - Weapon | CC/S48-091 T: None

L1  
C0

### Vienta, Bond of Father And Daughter

[C] For each of your other "Rafaga, Thousand Rivers Chieftain" in the Front Row, this gains +2000 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Rafaga, Thousand Rivers Chieftain" and put it in any Slot on the Stage, and shuffle your LB.

Mana - Magic | CC/S48-092 T: None

L1  
C0

### Rafaga, Thousand Rivers Chieftain

[C] If you have 2 or more other ::Weapon:: Charas and 2 or more other ::Magic:: Charas, this gains +1500 Pow.

Mana - Weapon | CC/S48-093 T: None

L1  
C0

[C] If you have 2 or more other ::Mana:: Charas, this gains +1000 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, if there are 4 or fewer cards in your Stock, you may put that Chara on the bottom of the LB.

L1  
C1

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

L2  
C1

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[S] [Rest 1 of your ::Mana:: Charas] This gains +1000 Pow for the turn.

**L2**  
**C1**

Choose 2 of your Charas and Rest them. If you Rest 2 Charas this way, draw a card, and all your ::Mana:: Charas gain +2000 Pow for the turn.

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

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

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

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

[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.

[C] This cannot Side Attack.

<div> <div>LO</div> <div>C0</div> </div>
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[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

$$\frac{L1}{C0}$$

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

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

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

LO	
CO	

[C] If you have 2 or more other ::Mana:: Charas, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

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