

**"Gathered Miracle" Hibiki**  
 [C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, if "Gungnir, Again" is in the CZ, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SG/W39-001 T: None

L1  
C0

**"Gathered Miracle" Hibiki**  
 [C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, if "Gungnir, Again" is in the CZ, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SG/W39-001SP T: None

L1  
C0

**"Magical Words" Hibiki**  
 [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 attacks, if "Glorious Break" is in the CZ, for the turn, all your ::Music:: Charas gain +2000 Pow, and this gains the following ability: "[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)"  
 [A] **RECOLLECTION** At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music | SG/W39-002 T: Soul

L3  
C2

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**"Magical Words" Hibiki**  
 [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 attacks, if "Glorious Break" is in the CZ, for the turn, all your ::Music:: Charas gain +2000 Pow, and this gains the following ability: "[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)"  
 [A] **RECOLLECTION** At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music | SG/W39-002R T: Soul

L3  
C2

**Miku, Understanding Hibiki**  
 [C] All your other "Hibiki, Fight to Protect" gain +1000 Pow.  
 [A] **BOND/"Hibiki, Fight to Protect"** [(1)]

Music | SG/W39-003 T: None

L0  
C0

**Autoscorer Leir**  
 [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, search your LB for up to 1 ::Alchemy:: Chara, reveal it, put it in your hand, and shuffle your LB.

Alchemy - Doll | SG/W39-004 T: None

L0  
C0

Symphogear GX Booster Pack

**Hibiki, Fight to Protect**  
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

Music | SG/W39-005 T: None

L1  
C0

**Hibiki, Fight to Protect**  
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

Music | SG/W39-005S T: None

L1  
C0

**Miku, Scenery While Heading to School**  
 [C] For each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Music | SG/W39-006 T: None

L1  
C1

**Hibiki, Skinship**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] [(1) Rest 1 of your other ::Music:: Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.

Music | SG/W39-007 T: Soul

L2  
C1

**"Talk of Chances" Hibiki**  
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +1 Level and +500 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, return this to your LB and shuffle your LB. (Otherwise put it back where it was)

Music | SG/W39-008 T: None

L0  
C0

**Hibiki, New Power**  
 [A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W39-009 T: None

L0  
C0

**Hibiki & Miku, Preparing for a Day Nap**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR. Discard a card from your hand to the WR.

Music | SG/W39-010 T: None

L1  
C0

**Classification ID XMH\_006, Leir Darahim**  
 [C] If you have 2 or more other ::Alchemy:: Charas, this gains +1000 Pow.  
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Alchemy - Doll | SG/W39-011 T: None

L1  
C1

**Hibiki, Special Training by the Beachside**  
 [A] When you use the **BACKUP** of this, put the top 3 cards of your Opp.'s LB in the WR.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | SG/W39-012 T: Soul

L2  
C1

**Hibiki, Reunion with Father**  
 [C] During your turn, if this is in the Front Row Center Slot, this gains +2000 Pow.

Music | SG/W39-013 T: None

L0  
C0

**Isaac, Carol's Father**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Alchemy | SG/W39-014 T: None

L0  
C0

**Miku, Cooking Practice**  
 [A] When this is placed from hand to the Stage, if your Opp. has 3 or more Climax cards in the WR, Rest this.

Music | SG/W39-015 T: None

L0  
C0

**Terashima, Cooking Practice**  
 [C] During your turn, if you have other "Andou, Cooking Practice" and "Itaba, Cooking Practice", this gains +1 Level and +3500 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W39-016 T: None

L1  
C0

**Andou, Cooking Practice**  
 [C] If you have other "Terashima, Cooking Practice" and "Itaba, Cooking Practice", this gains +2000 Pow.

Music | SG/W39-017 T: None

L1  
C0

**Itaba, Cooking Practice**  
 [C] All your other "Andou, Cooking Practice" and "Terashima, Cooking Practice" gain +1000 Pow.

Music | SG/W39-018 T: Soul

L1  
C1

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**Miku, Attack During Daytime**  
 [C] For each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] When this attacks, if "Something Big Worries Me" is in the CZ, you may choose 1 of your Opp.'s Charas and return it to hand.

Music | SG/W39-019 T: Soul

L2  
C1

**Ignite Module**  
 Look at up to 4 cards from top of your LB and choose up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

SG/W39-020 T: None

L1  
C1

**Gungnir**  
 You may choose 1 of your Level 2 or higher Chara with "Hibiki" in name and return it to your hand. If so, choose up to 1 Chara in your hand with "Hibiki" in name and put it in any Slot on the Stage.

SG/W39-021 T: None

L2  
C1

**Symphogear GX Booster Pack**

**Beef Stroganoff**  
 Choose up to 3 of your Opp.'s Charas and return them to hand.

SG/W39-022 T: None

L3  
C3

**Gungnir, Again**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-023 T: Soul Shot

L3  
C3

**Gungnir, Again**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-023S T: Soul Shot

L3  
C3

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

SG/W39-024 T: Soul Bounce

L3  
C3

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

SG/W39-025 T: 2 Soul

L3  
C3

**Shirabe, the Conclusion Reached**  
 [C] If you have "Kirika, the Conclusion Reached", this gets -1 Level while in your hand.  
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W39-026 T: Soul

L3  
C2

**Shirabe, the Conclusion Reached**  
 [C] If you have "Kirika, the Conclusion Reached", this gets -1 Level while in your hand.  
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W39-026SP T: Soul

L3  
C2

**Kirika, the Conclusion Reached**  
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other "Shirabe, the Conclusion Reached", this gains +1000 Pow.  
 [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] When the Battle Opp. of this becomes Reversed, if "Unison of Two" is in your CZ, you may put that Chara in Clock.

Music - Weapon | SG/W39-027 T: Soul

L3  
C2

**Kirika, the Conclusion Reached**  
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other "Shirabe, the Conclusion Reached", this gains +1000 Pow.  
 [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] When the Battle Opp. of this becomes Reversed, if "Unison of Two" is in your CZ, you may put that Chara in Clock.

Music - Weapon | SG/W39-027SP T: Soul

L3  
C2

**"Courage to Confront" Shirabe**  
 [C] All your other "Courage to Confront" Kirika' gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
 [A] **BOND**/"Courage to Confront" Kirika' [Put the top card of your LB in your Clock]

Music - Weapon | SG/W39-028 T: None

L0  
C0

**"Courage to Confront" Shirabe**  
 [C] All your other "Courage to Confront" Kirika' gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
 [A] **BOND**/"Courage to Confront" Kirika' [Put the top card of your LB in your Clock]

Music - Weapon | SG/W39-028R T: None

L0  
C0

**"Courage to Confront" Kirika**  
 [C] If you have another Chara with "Shirabe" in name, this gains +1500 Pow.  
 [S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Weapon | SG/W39-029 T: None

L1  
C0

**"Courage to Confront" Kirika**  
 [C] If you have another Chara with "Shirabe" in name, this gains +1500 Pow.  
 [S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Weapon | SG/W39-029R T: None

L1  
C0

**"End of the World" Carol**  
 [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
 [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 | SG/W39-030 T: None

L0  
C0

**Kirika, Marvelous Combination**  
 [A] BOND/"Shirabe, Marvelous Combination" [(1)]  
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W39-031 T: None

L0  
C0

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**Carol Malus Dienheim**  
 [C] RECOLLECTION If "Autoscorer Leiur", "Autoscorer Phara", "Autoscorer Micha", and "Autoscorer Galie" are all in your Memory, this gets -1 Level and 2 Cost 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.  
 [S] [(1) Put an ::Alchemy:: Chara from your Memory in the WR] This gains +1500 Pow and the following ability until the next end of your Opp.'s turn.  
 "[C] This cannot be chosen as the target of Opp.'s effects."

Alchemy | SG/W39-032 T: Soul

L3  
C3

**Carol Malus Dienheim**  
 [C] RECOLLECTION If "Autoscorer Leiur", "Autoscorer Phara", "Autoscorer Micha", and "Autoscorer Galie" are all in your Memory, this gets -1 Level and 2 Cost 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.  
 [S] [(1) Put an ::Alchemy:: Chara from your Memory in the WR] This gains +1500 Pow and the following ability until the next end of your Opp.'s turn.  
 "[C] This cannot be chosen as the target of Opp.'s effects."

Alchemy | SG/W39-032SP T: Soul

L3  
C3

**Carol, Power Filling**  
 [C] RECOLLECTION If there are 2 or more cards in your Memory, this gains +2000 Pow.  
 [A] ENCORE [Put the top card of your LB in your Clock]

Alchemy | SG/W39-033 T: None

L1  
C0

Symphogear GX Booster Pack

**Autoscorer Phara**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Alchemy:: Charas.  
 [A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Alchemy - Doll | SG/W39-034 T: None

L1  
C0

**Kirika, New Power**  
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] [(2)] 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 - Weapon | SG/W39-035 T: Soul

L2  
C1

**Shirabe, New Life**  
 [C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.  
 [A] When this attacks, if "The Unchanged Pair" is in the CZ, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and this gains +6000 Pow for the turn. (Otherwise put it back where it was)

Music - Weapon | SG/W39-036 T: Soul

L2  
C1

**Carol, Alchemist**  
 [A] [(1)] When "Memories After Hundreds of Years" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 3 "Alca Noise" and put them in separate Slots on the Stage, and shuffle your LB.  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow until the next end of your Opp.'s turn.

Alchemy | SG/W39-037 T: Soul

L2  
C1

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

Music - Weapon | SG/W39-038 T: None

L0  
C0

**Carol, Murderer of Miracles**  
 [C] If you have no other Charas, this gains +1500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

Alchemy | SG/W39-039 T: None

L0  
C0

**Shirabe, New Power**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] [Rest this] When this is placed from hand to the Stage, if this is Standing, may pay. If so, choose 1 of your Charas with "Kirika" in name, 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 LB in your Stock."

Music - Weapon | SG/W39-040 T: None

L1  
C0

**Alca Noise**  
 [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 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.

Alchemy - Noise | SG/W39-041 T: None

L1  
C0

**"Person of Truth" Ver**  
 [C] If there is Marker under this, this gains +4000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose either a "Gungnir", "Ichaival", or "Amehabakiri" in your WR and put it face-down under this as Marker.

Science | SG/W39-042 T: None

L1  
C0

**Shirabe, Marvelous Combination**  
 [A] When you use the BACKUP of this, choose 1 of your GREEN Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] BACKUP 1500, Level 1 [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W39-043 T: Soul

L1  
C1

**Classification ID XMH\_008, Phara Suyuf**  
 [C] All your other ::Alchemy:: Charas gain +1000 Pow.  
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Alchemy:: Charas, you may put the top card of your LB in your Stock.

Alchemy - Doll | SG/W39-044 T: Soul

L2  
C1

**Chateau de Tiffauges**  
 Look at up to 3 cards from top of your LB and search for up to 1 GREEN card, reveal it, put it in your hand, and put the rest in the WR.  
 Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

SG/W39-045 T: None

L2  
C0

**LiNKER model\_K**  
 [Counter] Choose 1 of your Charas with "Kirika" in name and 1 of your Charas with "Shirabe" in name separately, and they gain +2000 Pow for the turn.

SG/W39-046 T: None

L1  
C1

**Faust Robe**  
 Choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn. Put this in your Stock.

SG/W39-047 T: None

L2  
C0

**Unison of Two**  
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SG/W39-048 T: 2 Soul

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**Unison of Two**  
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SG/W39-048S T: 2 Soul

**Memories After Hundreds of Years**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-049 T: Treasure

**The Unchanged Pair**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-050 T: Stock

Symphogear GX Booster Pack

**The Unchanged Pair**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-050S T: Stock

**"Bond With Kouhai" Chris**  
 [A] When this attacks, if "MEGA DETH FUGA" is in the CZ, you may deal 1 Damage to your Opp..  
 [A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] RECOLLECTION At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-051 T: Soul

L3  
C2

**"Bond With Kouhai" Chris**  
 [A] When this attacks, if "MEGA DETH FUGA" is in the CZ, you may deal 1 Damage to your Opp..  
 [A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] RECOLLECTION At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-051SP T: Soul

L3  
C2

**"Self Brilliance" Maria**  
 [A] When this is placed from hand to the Stage or via CHANGE to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
 [A] [Return 2 Charas from your WR to the LB, shuffle your LB] When this attacks, may pay. If so, this gains +1000 Pow until the next end of your Opp.'s turn.  
 [A] RECOLLECTION At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-052 T: Soul

L3  
C2

**"Self Brilliance" Maria**  
 [A] When this is placed from hand to the Stage or via CHANGE to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
 [A] [Return 2 Charas from your WR to the LB, shuffle your LB] When this attacks, may pay. If so, this gains +1000 Pow until the next end of your Opp.'s turn.  
 [A] RECOLLECTION At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-052SP T: Soul

L3  
C2

**Maria, Resurrected Gear**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] When your other ::Music:: Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music - Weapon | SG/W39-053 T: None

L0  
C0

**Maria, Resurrected Gear**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] When your other ::Music:: Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music - Weapon | SG/W39-053R T: None

L0  
C0

**Chris, Special Training by the Beachside**  
 [A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music - Weapon | SG/W39-054 T: None

L1  
C0

**Chris, Special Training by the Beachside**  
 [A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music - Weapon | SG/W39-054R T: None

L1  
C0

**Maria, Seeking Strength**  
 [C] For each of your other ::Music:: Charas, this gains +500 Pow.  
 [S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Weapon | SG/W39-055 T: None

L1  
C0

**Maria, Seeking Strength**  
 [C] For each of your other ::Music:: Charas, this gains +500 Pow.  
 [S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Weapon | SG/W39-055S T: None

L1  
C0

**Chris, Fear of Losing**  
 [A] [(2)] 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 Charas whose Level is higher than your Opp. and put it in the WR.  
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W39-056 T: Soul

L2  
C1

**Chris, Fear of Losing**  
 [A] [(2) 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 Charas whose Level is higher than your Opp. and put it in the WR.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W39-056S T: Soul

L2  
C1

**Maria, New Power**  
 [C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.  
 [A] [(1)] When this attacks, if "SERENADE" is in the CZ, may pay. If so, choose up to 2 Charas in your WR and return them to your hand, discard a card from your hand to the WR, and this gains +1000 Pow for the turn.

Music - Weapon | SG/W39-057 T: Soul

L2  
C1

**Autoscorer Micha**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
 [A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Alchemy - Doll | SG/W39-058 T: None

L0  
C0

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**Chris, New Power**  
 [A] [Discard a Climax card from 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/W39-059 T: None

L0  
C0

**Maria & Tsubasa on the Stage Again**  
 [C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.

Music - Weapon | SG/W39-060 T: None

L1  
C1

**Maria, Special Training by the Beachside**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] **CHANGE** [Discard 2 ::Music:: Charas from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Self Brilliance" Maria in your WR and put it in the Slot this was in.

Music - Weapon | SG/W39-061 T: Soul

L2  
C1

**Symphogear GX Booster Pack**

**Chris, Elite Battle Power Among Gear Bearers**  
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, this gains +3000 Pow for the turn.

Music - Weapon | SG/W39-062 T: Soul

L2  
C1

**Chris & Hibiki & Miku, Swimming Time**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Weapon | SG/W39-063 T: None

L0  
C0

**Maria, Collaboration of Songstresses**  
 [A] When your other ::Music:: Chara attacks, this gains +1500 Pow for the turn.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Weapon | SG/W39-064 T: None

L0  
C0

**Chris, Panicking**  
 [A] When your or your Opp.'s Climax card is placed in the CZ, put this in the WR.

Music - Weapon | SG/W39-065 T: None

L0  
C0

**Chris, Reliable Senpai**  
 [A] [(2)] When "Fine Even When I Am Around" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower ::Music:: Chara and put it in any Slot on the Stage, and shuffle your LB.  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - Weapon | SG/W39-066 T: None

L1  
C0

**Maria, Bearer of Aiget-Lamh**  
 [A] [(1) Put the top card of your LB in your Clock] When "Something True to Yourself" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Level 1 or lower Charas and put it in the WR, and this gains +1000 Pow for the turn.  
 [A] When this becomes Reversed, your Opp. may choose a Chara in your WR and put it on top of the LB.

Music - Weapon | SG/W39-067 T: None

L1  
C0

**Classification ID XMH\_004, Micha Jawkan**  
 [C] If you have 2 or more other ::Alchemy:: Charas, this gains +1000 Pow.

Alchemy - Doll | SG/W39-068 T: None

L1  
C0

**Ichaival**  
 You may choose 1 of your Level 2 or higher Chara with "Chris" in name and return it to your hand. If so, choose up to 1 Chara in your hand with "Chris" in name and put it in any Slot on the Stage.

SG/W39-069 T: None

L2  
C1

**Ignite Module**  
 Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR. Send this to Memory.

SG/W39-070 T: None

L2  
C1

**Aiget-Lamh**  
 You may choose 1 of your Level 2 or higher Chara with "Maria" in name and return it to your hand. If so, choose up to 1 Chara in your hand with "Maria" in name and put it in any Slot on the Stage.

SG/W39-071 T: None

L2  
C1

**MEGA DETH FUGA**  
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SG/W39-072 T: 2 Soul

**MEGA DETH FUGA**  
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SG/W39-072S T: 2 Soul

**Something True to Yourself**  
 [C] All your Charas gain +2 Soul.

SG/W39-073 T: 2 Soul

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

SG/W39-074 T: Salvage

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

SG/W39-074S T: Salvage

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**Fine Even When I Am Around**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-075 T: Salvage

**Tsubasa, Emergency Participation in Battle**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] [(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 - Weapon | SG/W39-076 T: None

L0  
C0

**Tsubasa, Emergency Participation in Battle**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] [(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 - Weapon | SG/W39-076R T: None

L0  
C0

Symphogear GX Booster Pack

**"No Need for Sword" Tsubasa**  
 [C] If there are 2 or more "No Need for Sword" Tsubasa' in your WR, this gets -1 Level while in your hand.  
 [A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
 [A] **RECOLLECTION** At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-077 T: Soul

L3  
C2

**"No Need for Sword" Tsubasa**  
 [C] If there are 2 or more "No Need for Sword" Tsubasa' in your WR, this gets -1 Level while in your hand.  
 [A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
 [A] **RECOLLECTION** At the start of your Encore Step, if there are no "Ignite Module" in your Memory, put this in the WR.

Music - Weapon | SG/W39-077SP T: Soul

L3  
C2

**Hibiki & Elfnein, Special Training by the Beachside**  
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Ignite Module" in your WR and return it to your hand.

Alchemy - Music | SG/W39-078 T: None

L0  
C0

**Tsubasa, Special Training by the Beachside**  
 [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 Climax card among them, Rest this.

Music - Weapon | SG/W39-079 T: None

L0  
C0

**Tsubasa, Special Training by the Beachside**  
 [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 Climax card among them, Rest this.

Music - Weapon | SG/W39-079S T: None

L0  
C0

**Tsubasa, Chateau Rescue Mission**  
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +1 Level and +500 Pow.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Music - Weapon | SG/W39-080 T: None

L1  
C0

**Elfnein, Created Being**  
 [C] During your Opp.'s turn, if there are 5 or more cards in your hand, this gains +4000 Pow.  
 [A] [(1)] When this attacks, if "PROJECT IGNITE" is in the CZ, may pay. If so, draw a card.

Alchemy | SG/W39-081 T: None

L1  
C0

**Tsubasa, New Power**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
 [A] When this attacks, if "Raxa Zero no Kata" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Music - Weapon | SG/W39-082 T: None

L1  
C0

**Tsubasa, Confronting Monsters**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] **BOND/"Maria, Seeking Strength"** [(1)]

Music - Weapon | SG/W39-083 T: None

L0  
C0

**Autoscorer Galie**  
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +1 Level and +1000 Pow for the turn.  
 [A] When this becomes Reversed, reveal the top card of your LB. If it's an ::Alchemy:: Chara, you may send this to Memory. (Put the revealed card back where it was)

Alchemy - Doll | SG/W39-084 T: None

L0  
C0

**Tsubasa, Collaboration of Songstresses**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W39-085 T: Soul

L1  
C1

**"To Acknowledge the World" Elfnein**  
 [A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more cards in your Memory, 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]

Alchemy | SG/W39-086 T: Soul

L2  
C1

**Yatsuiro Kazanari**  
 [C] All your other Charas with "Tsubasa" in name gain +1500 Pow.

Glasses | SG/W39-087 T: Soul

L2  
C1

**Elfnein, Mysterious Girl**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [S] [(1)] Draw a card, and discard a card from your hand to the WR]

Alchemy | SG/W39-088 T: None

L0  
C0

**Tomosato of S.O.N.G.**  
 --No Text--

Operator | SG/W39-089 T: None

L0  
C0

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**Agent Ogawa**  
 [C] Chara Opposite this cannot move to another Slot.

Ninja | SG/W39-090 T: None

L1  
C0

**Classification ID XMH\_020, Galie Tuman**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.  
 [S] [(2)] Rest this] Put the top card of your Clock in the WR.

Alchemy - Doll | SG/W39-091 T: Soul

L1  
C1

**Fujitaka of S.O.N.G.**  
 [C] During your Opp.'s turn, this gains +2000 Pow.

Operator | SG/W39-092 T: None

L1  
C1

**Symphogear GX Booster Pack**

**Tsubasa, Thoughts Towards Father**  
 [C] During your Opp.'s turn, for each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] [(1)] When this attacks, if "Furinkazan Gekkou" is in the CZ, may pay. If so, put the top card of your Clock in the WR.

Music - Weapon | SG/W39-093 T: Soul

L2  
C1

**Genjuurou of S.O.N.G.**  
 [A] [Discard a Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

No Traits | SG/W39-094 T: Soul

L2  
C2

**Ignite Module**  
 [Counter] If you have no ::Music:: Charas, you cannot play this from your hand. Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn. Send this to Memory.

SG/W39-095 T: None

L1  
C1

**Ame-no-Habakiri**  
 You may choose 1 of your Level 2 or higher Chara with "Tsubasa" in name and return it to your hand. If so, choose up to 1 Chara in your hand with "Tsubasa" in name and put it in any Slot on the Stage.

SG/W39-096 T: None

L2  
C1

**Inherited Life**  
 Choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn. Send this to Memory.

SG/W39-097 T: None

L2  
C1

**Raxa Zero no Kata**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-098 T: Draw

**Raxa Zero no Kata**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SG/W39-098S T: Draw

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

SG/W39-099 T: Soul Gate

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

SG/W39-100 T: 2 Soul

**Hibiki, With a New Song**  
 [A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W39-P13 T: None

L0  
C0

**Maria, With a New Song**  
 [C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.

Music - Weapon | SG/W39-P14 T: None

L1  
C1

**Chris, With a New Song**  
 [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/W39-P16 T: None

L0  
C0