

Hibiki, Full Power Punch

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

Music | SG/W19-001 T: None

L0
C0

Hibiki Tachibana

[A] When this is placed from hand to the Stage or via the effect of "Gungnir" to the Stage, you may put the top card of your Clock in your WR.
[A] When this attacks, if "I Have Something to Protect!" is in the CZ, search your LB for up to 1 **Music**: Chara, reveal it, and put it in your hand. Afterwards, shuffle that LB, and this gains +1500 Pow until the next end of your Opp.'s turn.

Music | SG/W19-002 T: Soul

L3
C2

Hibiki Tachibana

[A] When this is placed from hand to the Stage or via the effect of "Gungnir" to the Stage, you may put the top card of your Clock in your WR.
[A] When this attacks, if "I Have Something to Protect!" is in the CZ, search your LB for up to 1 **Music**: Chara, reveal it, and put it in your hand. Afterwards, shuffle that LB, and this gains +1500 Pow until the next end of your Opp.'s turn.

Music | SG/W19-002SP T: Soul

L3
C2

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Hibiki, Pain in Her Chest

[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, and put it in your hand. Shuffle your LB.

Music | SG/W19-003 T: None

L0
C0

Hibiki, Energetic as Merit

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, this gains +1 Level and +3000 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Music | SG/W19-004 T: None

L1
C0

Hibiki, Energetic as Merit

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, this gains +1 Level and +3000 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Music | SG/W19-004S T: None

L1
C0

Symphogear Booster Pack

Hibiki, Source of Power

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Gungnir" in your WR and return it to your hand.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music | SG/W19-005 T: Soul

L2
C1

Hibiki, Reason to Fight

[A] This ability may activate up to once per turn. When you play an Event, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W19-006 T: Soul

L2
C2

Hibiki, Reason to Fight

[A] This ability may activate up to once per turn. When you play an Event, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W19-006S T: Soul

L2
C2

Hibiki, Determination of the Heart

[A] [(1)] When this attacks, if "Symphogear" is in the CZ, may pay. If so, look at up to 2 cards from top of your LB and choose up to 2 Charas with "Hibiki" in name, reveal them, and put them in your hand. Afterwards, put the other cards in your WR.

Music | SG/W19-007 T: Soul

L2
C2

Hibiki, Determination of the Heart

[A] [(1)] When this attacks, if "Symphogear" is in the CZ, may pay. If so, look at up to 2 cards from top of your LB and choose up to 2 Charas with "Hibiki" in name, reveal them, and put them in your hand. Afterwards, put the other cards in your WR.

Music | SG/W19-007R T: Soul

L2
C2

Hibiki, Promise to Dear Friend

[C] During your turn, your other Chara in the Front Row Center Slot gains +500 Pow.
[A] **BOND/"Miku, Strong-Willed"** [(1)]

Music | SG/W19-008 T: None

L0
C0

Hibiki, Power of Music

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a **Music**: Chara, put it in your Clock. (Otherwise put it back where it was)

Music | SG/W19-009 T: None

L0
C0

Hibiki, Kind Warrior

[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.
[A] [(1)] When this attacks, if "Do Not Give Up Living!" is in the CZ, may pay. If so, all your Charas gain +1 Soul for the turn.

Music | SG/W19-010 T: None

L1
C0

Hibiki, Beats of Awakening

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

Music | SG/W19-011 T: None

L1
C0

Hibiki, Hands Holding Everyone Together

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music | SG/W19-012 T: Soul

L1
C1

Hibiki, Normal World

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

Music | SG/W19-013 T: None

L0
C0

Hibiki, Important Person of Interest

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

Music | SG/W19-014 T: None

L0
C0

Hibiki, First Live Concert

--No Text--

Music | SG/W19-015 T: None

L0
C0

Hibiki, Transforming

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Music | SG/W19-016 T: None

L1
C1

Hibiki, Doing Her Best

--No Text--

Music | SG/W19-017 T: None

L1
C1

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Hibiki, Strengthening Training

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

Music | SG/W19-018 T: Soul

L2
C1

Hibiki, Easily Ignored

[C] If you have another Level 3 or higher Chara, this gains +1000 Pow.

Music | SG/W19-019 T: Soul

L2
C1

Durandal Awakening

[Counter] Choose 1 of your ::Music:: Charas, and for the turn, that Chara gains +4000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock."

SG/W19-020 T: None

L2
C1

Symphogear Booster Pack

Gungnir

You may choose 1 of your Level 2 or higher Chara with "Hibiki" in name and put it in your WR. If so, choose a "Hibiki Tachibana" in your WR and put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn.

SG/W19-021 T: None

L2
C2

Fusion with Relic

Choose 2 of your Standing Charas with "Hibiki" in name and Rest them. If 2 Charas are Rested this way, search your LB for up to 2 ::Music:: Charas, reveal them, put them in your hand, then discard a card from your hand to the WR. Shuffle your LB. Send this to Memory.

SG/W19-022 T: None

L1
C1

Do Not Give Up Living!

[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/W19-023 T: 2 Soul

I Have Something to Protect!

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

SG/W19-024 T: Soul Bounce

Symphogear

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

SG/W19-025 T: 2 Soul

Chris, Gathered Power

[A] [(1)] When this attacks, if "MEGA DETH QUARTET" is in the CZ, may pay. If so, choose 1 of your Charas, and that Charas gain +4500 Pow for the turn.

Music - Weapon | SG/W19-026 T: None

L0
C0

Chris Yukine

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via the effect of "Ichaival" to the Stage, all your Charas gain +2000 Pow for the turn.
[A] [(1)] When "Chris' Dream" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -4000 Pow for the turn.

Music - Weapon | SG/W19-027 T: Soul

L3
C2

Chris Yukine

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via the effect of "Ichaival" to the Stage, all your Charas gain +2000 Pow for the turn.
[A] [(1)] When "Chris' Dream" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -4000 Pow for the turn.

Music - Weapon | SG/W19-027SP T: Soul

L3
C2

Chris, Lone Wolf

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Choose a card from your hand and put it in your Clock, Rest this] Choose 1 "Ichaival" in your WR and return it to your hand.

Music - Weapon | SG/W19-028 T: None

L0
C0

Chris, Lone Wolf

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Choose a card from your hand and put it in your Clock, Rest this] Choose 1 "Ichaival" in your WR and return it to your hand.

Music - Weapon | SG/W19-028R T: None

L0
C0

Chris, Calming Place

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Music - Weapon | SG/W19-029 T: None

L0
C0

Chris, Calming Place

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Music - Weapon | SG/W19-029S T: None

L0
C0

Chris, Bearer of Symphogear

[A] When this attacks, if "Warmth Forgotten" is in the CZ and you have 4 or more other Charas with "Chris" in name, this gains +3000 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W19-030 T: None

L1
C0

Chris, Hidden Kindness

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1 Level and +500 Pow.

[A] [Clock] **SHIFT Level 1**

Music - Weapon | SG/W19-031 T: Soul

L1
C1

Chris, Burning Fighting Spirit

[A] [Rest 1 of your other Front Row Standing GREEN Charas] When this attacks, may pay. If so, put the top card of your LB in your Stock, and all your Charas gain +1 Level and +2500 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W19-032 T: Soul

L2
C1

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Chris, Burning Fighting Spirit

[A] [Rest 1 of your other Front Row Standing GREEN Charas] When this attacks, may pay. If so, put the top card of your LB in your Stock, and all your Charas gain +1 Level and +2500 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W19-032S T: Soul

L2
C1

Chris in Her Youth

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Music - Weapon | SG/W19-033 T: None

L0
C0

Chris, Warrior Wielding Ichaival

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

Music - Weapon | SG/W19-034 T: None

L0
C0

Symphogear Booster Pack**Chris, Overwhelming Battle Strength**

[C] If there are 5 or more cards in your Stock, this gains +1000 Pow.

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

Music - Weapon | SG/W19-035 T: None

L1
C0

Noise (Episode 1)

[C] [Clock] **ALARM** If this is on top of your Clock, all your "Noise (Episode 4)" gain +X Pow. X = 500 times # of cards in your Stock.

Noise | SG/W19-036 T: Soul

L2
C1

Chris, Untrue to Herself

[A] When this attacks, if you have 3 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

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

Music - Weapon | SG/W19-037 T: Soul

L2
C2

Noise (Episode 4)

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

[C] If you have 2 or more other ::Noise:: Charas, this gains +2000 Pow.

Noise | SG/W19-038 T: None

L0
C0

Chris, Mysterious Girl

--No Text--

Music - Weapon | SG/W19-039 T: None

L0
C0

Fine, Lady with Noble Feel

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Solomon's Cane" in your WR and return it to your hand.

No Traits | SG/W19-040 T: None

L1
C0

Chris, Armored Girl

--No Text--

Music - Weapon | SG/W19-041 T: None

L1
C0

Chris, Aggressive

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

Music - Weapon | SG/W19-042 T: Soul

L1
C1

Chris, Time of Confrontation

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

Music - Weapon | SG/W19-043 T: Soul

L2
C1

Fine, Priestess

--No Text--

No Traits | SG/W19-044 T: Soul

L2
C2

Nehushtan Armor

Send this to Memory.

[C] **RECOLLECTION** If this is in your Memory, all your Charas with "Chris" or "Fine" in name gain +500 Pow.

SG/W19-045 T: None

L1
C1

Ichaival

[Counter] You may choose 1 of your Level 2 or higher Chara with "Chris" in name that isn't in battle and put it in your WR. If so, choose a "Chris Yukine" in your WR and put it in an empty slot on the Stage.

SG/W19-046 T: None

L2
C3

Solomon's Cane

If you have no Chara with either "Chris" or "Fine" in name, you cannot play this from your hand.
Search your LB for up to 3 "Noise (Episode 4)" and put them in separate Slots on the Stage. Afterwards, shuffle your LB, and those Charas gain +1000 Pow for the turn.

SG/W19-047 T: None

L1
C3

Chris' Dream

[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/W19-048 T: 2 Soul

MEGA DETH QUARTET

[C] All your Charas gain +2 Soul.

SG/W19-049 T: 2 Soul

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Warmth Forgotten

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

SG/W19-050 T: Treasure

Kanade, Tsubasa's Partner

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara with "Tsubasa" in name in your WR and return it to your hand.

Music - Weapon | SG/W19-051 T: None

L0
C0

Kanade, Tsubasa's Partner

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara with "Tsubasa" in name in your WR and return it to your hand.

Music | SG/W19-051R T: None

L0
C0

Symphogear Booster Pack

Kanade, Power to Win

[A] [(1)] Put the top card of your LB in your Clock. When this attacks, if "STARDUST 'Infinity' FOTON" is in your CZ, you may pay Cost. If so, choose a Level 2 or lower Event in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Music - Weapon | SG/W19-052 T: None

L1
C0

Kanade Amou

[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] **BOND/"Tsubasa Kazanari"** [(1)]

Music - Weapon | SG/W19-053 T: None

L0
C0

Kanade Amou

[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] **BOND/"Tsubasa Kazanari"** [(1)]

Music - Weapon | SG/W19-053S T: None

L0
C0

Miku, Strong-Willed

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

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

Music | SG/W19-054 T: None

L0
C0

Kanade, ZweiWing

[A] [(1)] When this attacks, if "Wing of Backlight" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

Music - Weapon | SG/W19-055 T: None

L1
C1

Miku, Hibiki's Best Friend

[A] When this attacks, if "School Song of Lydian Private Music Academy" is in the CZ, choose a Chara in your WR and return it to your hand, discard a card from your hand to the WR, and this gains +4000 Pow for the turn.

Music | SG/W19-056 T: Soul

L2
C1

Miku, Hibiki's Best Friend

[A] When this attacks, if "School Song of Lydian Private Music Academy" is in the CZ, choose a Chara in your WR and return it to your hand, discard a card from your hand to the WR, and this gains +4000 Pow for the turn.

Music | SG/W19-056S T: Soul

L2
C1

Miku Kohinata

[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 play an Event, if you have 2 or more other ::Music:: Charas, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Music | SG/W19-057 T: Soul

L3
C2

Miku Kohinata

[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 play an Event, if you have 2 or more other ::Music:: Charas, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Music | SG/W19-057SP T: Soul

L3
C2

Miku, Substitute Guardian

[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.

Music | SG/W19-058 T: None

L0
C0

Genjuro Kazanari

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

No Traits | SG/W19-059 T: None

L0
C0

Ryoko Sakurai

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

[A] [Rest this] When you play an Event, if this is Standing, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Science - Glasses | SG/W19-060 T: None

L1
C0

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your other ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. is lower than the Level of this, you may Reverse that Chara."

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

[C] For each of your other "Tsubasa on That Day", this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

L1
C1

[A] When this becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

LO
CO

--No Text--

$$\frac{L_0}{C_0}$$

--No Text--

L1
C0

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

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

--No Text--

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

L2
C2

[A] At the start of your Climax Phase, if there are 3 or fewer cards in your hand, put this in the WR.

L2
C2

Choose a ::Music:: Chara in your WR and return it to your hand.
You may discard a card from your hand to the WR. If so, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

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

Choose up to 2 of your ::Music:: Charas, and for the turn, those Charas gain +2500 Pow and the following ability. "[A] [(1) When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."

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

Deal 6 Damage to your Opp.. (DC can occur)

L2
C3

[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.

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

[C] All your Charas gain +2 Soul.

SG/W19-075 T: 2 Soul

[C] During your Opp.'s turn, all your other ::Music:: Charas gain +500 Pow.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, search your LB for up to 1 ::Weapon:: Chara, reveal it, put it in your hand, and discard a card from your hand to the WR. Shuffle over LB.

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

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may put the top card of your LB in your Stock.

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

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may put the top card of your LB in your Stock.

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

[A] When this attacks, if "We Were Two Back Then" is in the CZ, and you have 4 or more other Charas with "Tsubasa" in the name, you may draw a card.

L1
C0

[A] When this attacks, if "We Were Two Back Then" is in the CZ, and you have 4 or more other Charas with "Tsubasa" in the name, you may draw a card.

L1
C0

[A] This ability activates up to twice per turn. During your turn, when you play an Event, this gains +1000 Pow until the next end of your Opp.'s turn.

L1	
C1	

[C] When you pay for the cost of Event cards played from hand, you may put a Marker from under this in the WR in place of a Stock.

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] [Rest this] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

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

[A] When this attacks, if "FLIGHT FEATHERS" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

L2
C1

[A] When this attacks, if "FLIGHT FEATHERS" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

L2
C1

[C] **RECOLLECTION** If "Ame-no-Habakiri" is in your Memory, this gains +1500 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.

L3
C2

[C] **RECOLLECTION** If "Ame-no-Habakiri" is in your Memory, this gains +1500 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.

L3
C2

[S] [Rest 2 of your Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +500 Pow for the turn.

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an "Ame-no-Habakiri" in your WR and return it to your hand.

[A] [Clock] **SHIFT Level 0**

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

[C] If you have 1 or fewer other Charas, this gains +1000 Pow and the following ability. "[C] This cannot be Reversed by Opp. Chara's [A] abilities."

LO
CO

[C] During your Opp.'s turn, for each of your other "Kanade, Bearer of Symphogear", this gains +2000 Pow.

L1
C0

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

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

[A] **BOND/"Kanade, Bearer of Symphogear"** [Put the top card of your LB in your Clock]

LO
CO

--No Text--

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

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

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

--No Text--

L1
C0

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

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

Tsubasa, Nonchalant Life
[C] During your Opp.'s turn, for each of your other
::Music:: Charas, this gains +500 Pow.

Music - Weapon | SG/W19-093 T: Soul

L2
C2

"ZweiWing" Kanade & Tsubasa
--No Text--

Music - Weapon | SG/W19-094 T: Soul

L2
C2

Zessho
Choose 1 of your ::Music:: Charas, and that Chara
gains +2500 Pow until the next end of your Opp.'s
turn. Put this in your Stock.

SG/W19-095 T: None

L2
C0

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Ame-no-Habakiri
You may choose 1 of your Level 2 or higher Charas
with "Tsubasa" in name and put it in your WR. If so,
choose a "Tsubasa Kazanari" in your hand and put it
in any Slot on the Stage.
Put the top card of your Clock in your WR. Send this
to Memory.

SG/W19-096 T: None

L2
C2

Enveloping Kindness
You may discard a ::Music:: Chara from your hand to
the WR. If so, draw up to 2 cards, choose 1 of your
Charas, and that Chara gains +1000 Pow for the
turn.

SG/W19-097 T: None

L1
C1

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

SG/W19-098 T: Draw

Symphogear Booster Pack

We Were Two Back Then
[A] When this is placed from hand to the CZ, put the
top card of your LB in your Stock, and all your
Charas gain +1 Soul for the turn.

SG/W19-099 T: 2 Soul

Ao no Issen
[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/W19-100 T: 2 Soul

FIRST LOVE SONG
[C] All your Charas gain +2 Soul

SG/W19-106 T: 2 Soul

BILLION MAIDEN
[A] When this is placed from hand to the CZ, put the
top card of your LB in your Stock, and all your
Charas gain +1 Soul for the turn.

SG/W19-107 T: 2 Soul

Last 'Infinity' METEOR
[A] When this is placed from hand to the CZ, put the
top card of your LB in your Stock, and all your
Charas gain +1 Soul for the turn.

SG/W19-108 T: 2 Soul

Kagenui
[C] All your Charas gain +2 Soul.

SG/W19-109 T: 2 Soul