

Hibiki, Gathered Power

[C] Your other Chara in the Front Row Center Slot gains +500 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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SG/W27-001 T: None

L0
C0

Hibiki, Gathered Power

[C] Your other Chara in the Front Row Center Slot gains +500 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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SG/W27-001R T: None

L0
C0

"Offensive Spear: Gungnir" Hibiki

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[C] This cannot be chosen as target of Opp.'s effects.
[A] This ability activates up to once per turn. During the turn this is placed from hand or via the effect of "Gungnir" to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music | SG/W27-002 T: Soul

L3
C2

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"Offensive Spear: Gungnir" Hibiki

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[C] This cannot be chosen as target of Opp.'s effects.
[A] This ability activates up to once per turn. During the turn this is placed from hand or via the effect of "Gungnir" to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music | SG/W27-002SP T: Soul

L3
C2

Hibiki in Swimsuits

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Rest 1 of your other ::Music:: Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Music - Swimsuit | SG/W27-003 T: None

L0
C0

Hibiki in Swimsuits

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Rest 1 of your other ::Music:: Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Music - Swimsuit | SG/W27-003S T: None

L0
C0

Symphogear G Booster Pack

Miku, Imprisoned

[A] When this attacks, all your other Charas with "Hibiki" in name gain +500 Pow for the turn.
[A] **BOND/"Always Helping Others' Hibiki"** [(1)]

Music | SG/W27-004 T: None

L0
C0

Hibiki, Entrusted Song

[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.

Music | SG/W27-005 T: None

L0
C0

Miku, Student at Lydian

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(1) Rest 2 of your ::Music:: Charas] Choose 1 of your Opp.'s Level 0 or lower Charas and put it in stock.

Music | SG/W27-006 T: None

L1
C0

Miku, Student at Lydian

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(1) Rest 2 of your ::Music:: Charas] Choose 1 of your Opp.'s Level 0 or lower Charas and put it in stock.

Music | SG/W27-006S T: None

L1
C0

"Superb Song" Hibiki

[A] When this attacks, if "Superb Song Combination Arts" is in the CZ and you have 4 or more other Charas with "Hibiki" in name, for the turn, this gains +3000 Pow and your Opp. cannot use "[A] **ENCORE**". (This includes "[A] **ENCORE** [(3)]" provided by the rules)

Music | SG/W27-007 T: None

L1
C1

Shiori Terashima

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

Music | SG/W27-008 T: None

L1
C0

Miku, Will to Live

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

Music | SG/W27-009 T: None

L1
C0

"Berserk" Hibiki

[A] When this attacks, put the top card of your LB in your Clock, and this gains +3500 Pow for the turn.

Music | SG/W27-010 T: None

L1
C0

Miku, Bearer of Consumables

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

Music | SG/W27-011 T: None

L1
C1

"X-Drive Mode" Hibiki

[A] When this attacks, if "Vitalization" is in the CZ, this gains +X Pow for the turn. X = 2000 times # of your ::Music:: Charas.
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, 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/W27-012 T: Soul

L2
C1

Miku, Worrying

[A] When this attacks, if "Miku's Wish" is in the CZ, choose up to 1 of your other Charas and return it to your hand, and this gains +3000 Pow for the turn.
[A] When your Chara's Trigger Check reveals a Climax card, this gains +2000 Pow for the turn.

Music | SG/W27-013 T: Soul

L2
C1

Hibiki, Looking Straight

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] When this is palced from hand to the Stage, if you have 3 or more other Charas with "Hibiki" in name, you may put the top card of your LB in your Stock.

Music | SG/W27-014 T: Soul

L2
C2

Miku, For the Warm World

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put in your hand. Put the rest in the WR.
[A] When "Liuxing" is placed in your CZ, if this is in the Front Row, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in Stock. If so, your Opp. choose up to 1 Level 1 or lower Chara in their WR and put it in any Slot on the Stage.

Music | SG/W27-015 T: Soul

L3

C2

Miku, For the Warm World

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put in your hand. Put the rest in the WR.
[A] When "Liuxing" is placed in your CZ, if this is in the Front Row, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in Stock. If so, your Opp. choose up to 1 Level 1 or lower Chara in their WR and put it in any Slot on the Stage.

Music | SG/W27-015SP T: Soul

L3

C2

Hibiki at the Fall Cherry Blossom Festival

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Music | SG/W27-016 T: None

L0

C0

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Miku, Date After A Long While

[A] When your other ::Music:: Chara attacks, this gains +1000 Pow for the turn.

Music | SG/W27-017 T: None

L0

C0

Kuriyo Andou

[S] [(2)] This gains +3000 Pow and +1 Soul for the turn.

Music | SG/W27-018 T: None

L0

C0

Miku Released

--No Text--

Music | SG/W27-019 T: None

L0

C0

Symphogear G Booster Pack

"Always Helping Others" Hibiki

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

Music | SG/W27-020 T: None

L1

C0

"Fusion Case No. 1" Hibiki

--No Text--

Music | SG/W27-021 T: None

L1

C0

Yumi Itaba

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

Music | SG/W27-022 T: Soul

L2

C1

Miku, Power of "Purging Misfortune"

--No Text--

Music | SG/W27-023 T: Soul

L2

C2

Gungnir

You may choose 1 of your Level 2 or higher Charas with "Hibiki" in name and put it in Clock. If so, choose 1 "Offensive Spear: Gungnir" Hibiki in your WR and put it in any Slot on the stage, and your Opp. cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE [(3)]" provided by the rules)
Send this to Memory.

SG/W27-024 T: None

L2

C1

Shooting Star for the Two

Choose 2 of your Standing Charas and Rest them. If so, search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

SG/W27-025 T: None

L2

C0

Shen Shou Jing

Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in Stock.

SG/W27-026 T: None

L2

C1

Superb Song Combination Arts

[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/W27-027 T: 2 Soul

Liuxing

[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/W27-028 T: 2 Soul

Vitalization

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

SG/W27-029 T: Soul Shot

Miku's Wish

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

SG/W27-030 T: Soul Bounce

Kirika Akatsuki

[C] If you have another Chara with "Shirabe" in name, this gains +1500 Pow.

Music - Weapon | SG/W27-031 T: None

L1

C0

Kirika Akatsuki

[C] If you have another Chara with "Shirabe" in name, this gains +1500 Pow.

Music - Weapon | SG/W27-031S T: None

L1C0

Shirabe Tsukuyomi

[C] If you have another Chara with "Kirika" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Weapon | SG/W27-032 T: None

L1C1

Shirabe Tsukuyomi

[C] If you have another Chara with "Kirika" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Weapon | SG/W27-032S T: None

L1C1

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"X-Drive Mode" Kirika

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1)] When this attacks, if "Final Oppression: Neverland" is in the CZ, may pay. If so, this gains +1000 Pow and the following ability for the turn.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put that Chara in Clock.

Music - Weapon | SG/W27-033 T: Soul

L2C1

"Receptor Children" Kirika

[C] **EXPERIENCE** If "Shirabe Tsukuyomi" and "Kirika Akatsuki" are in your Level Zone, this gets -1 Level while in your hand.
[C] For each of your other "Receptor Children" Shirabe, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Music - Weapon | SG/W27-034 T: Soul

L3C2

"Receptor Children" Kirika

[C] **EXPERIENCE** If "Shirabe Tsukuyomi" and "Kirika Akatsuki" are in your Level Zone, this gets -1 Level while in your hand.
[C] For each of your other "Receptor Children" Shirabe, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Music - Weapon | SG/W27-034SP T: Soul

L3C2

Symphogear G Booster Pack

"Receptor Children" Shirabe

[C] If you have "Receptor Children" Kirika, this gets -1 Level while in your hand.
[C] For each of your other "Receptor Children" Kirika, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W27-035 T: Soul

L3C2

"Receptor Children" Shirabe

[C] If you have "Receptor Children" Kirika, this gets -1 Level while in your hand.
[C] For each of your other "Receptor Children" Kirika, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weapon | SG/W27-035SP T: Soul

L3C2

Kirika, Jumping in

[A] **BOND/Shirabe Tsukuyomi** [Put the top card of your LB in your Clock]

Music - Weapon | SG/W27-036 T: None

L0C0

Dr. Ver

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 of either "Nephilim Nova", "Noise", or "Solomon's Cane", reveal it, and put it in your hand. Shuffle your LB.

Science - Glasses | SG/W27-037 T: None

L0C0

Kirika, Bright And Energetic

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

Music - Weapon | SG/W27-038 T: None

L0C0

Kirika & Shiraba, Friendly Two

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times number of your Charas with **ASSIST**.
[A] [Clock] **SHIFT Level 1**

Music - Weapon | SG/W27-039 T: Soul

L1C1

Shirabe, Jumping in

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Rest this] Return this to your hand.

Music - Weapon | SG/W27-040 T: None

L0C0

Shirabe, Disguise With Glasses

--No Text--

Music - Weapon | SG/W27-041 T: None

L0C0

Professor Nastassja

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Science - Eye Patch | SG/W27-042 T: None

L0C0

Noise

[C] You may have as many copies of cards with the same name as this in your Deck.
[C] For each of your other ::Noise:: Charas, this gains +1000 Pow.

Noise | SG/W27-043 T: None

L1C0

"X-Drive Mode" Shirabe

[A] When this attacks, if "Final Omega Form: Dystopia" is in the CZ, choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Weapon | SG/W27-044 T: None

L1C0

Shirabe, Quiet Girl

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

Music - Weapon | SG/W27-045 T: Soul

L2C1

[C] For each Marker under this, this gains +1 Level and +1500 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB under this as Marker.

$$\frac{L2}{C2}$$

L1
C0

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

L1
C0

L1
C0

L2
C1

L3
C2

L3
C2

L3
C2

L3
C2

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

LO
CO

L0
C0

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

L1
C0

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

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

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

[A] When this attacks, if "RED HOT BLAZE" is in the CZ and you have 4 or more other Charas with "Chris" in name, choose a Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.

$$\frac{L2}{C2}$$

[A] When this attacks, if "RED HOT BLAZE" is in the CZ and you have 4 or more other Charas with "Chris" in name, choose a Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.

$$\frac{L2}{C2}$$

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

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

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

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

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

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

[A] [(2)] 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.

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

LO
CO

[C] If you have 3 or more other Charas with "Chris" in name, this gains +2000 Pow.

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

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fine Reincarnate" Maria' in your WR and put it in the Slot this was in.

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

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

LO
CO

[A] [Put this in the WR] When your other Chara with "Maria" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

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

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

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

--No Text--

LO
CO

[A] [(1)] When this attacks, if "Key of Babylonia" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR, and this gains +2000 Pow for the turn.

L1
C0

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

$$\left| \frac{L1}{C1} \right|$$

--No Text--

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

--No Text--

$$\frac{L2}{C2}$$

You may choose 1 of your Level 2 or higher Charas with "Chris" in name and put it in your WR. If so, choose up to 1 "Long Range Wide Area Attack" Chris' in your hand and put it in any Slot on the Stage.
Draw up to 2 cards, and discard a card from your hand to the WR. Send this to Memory.

$$\frac{L2}{C2}$$

Choose up to 2 Charas in your WR and return them to your hand.

L2
C2

Black Gungnir

All your ::Weapon:: Charas gain +1500 Pow for the turn.

SG/W27-076 T: None

L1

C0

HORIZONâ€SPEAR

[C] All your Charas gain +2 Soul.

SG/W27-077 T: 2 Soul

Declaration of War

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

SG/W27-078 T: Salvage

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Key of Babylonia

[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.

SG/W27-079 T: 2 Soul

RED HOT BLAZE

[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/W27-080 T: 2 Soul

Tsubasa, Strength Training

[C] **ASSIST** During your Opp.'s turn, all your Charas in front of this gain +1 Level and +500 Pow.
[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 1**

Music - Weapon | SG/W27-081 T: None

L1

C0

Symphogear G Booster Pack

Tsubasa, Drawn Blade

[A] When this is placed from hand to the Stage or via the effect of "Ame-no-Habakiri" to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, if "Thousand Falling Tears" is in the CZ, may pay. If so, draw a card, and this gains +3000 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W27-082 T: Soul

L3

C2

Tsubasa, Drawn Blade

[A] When this is placed from hand to the Stage or via the effect of "Ame-no-Habakiri" to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, if "Thousand Falling Tears" is in the CZ, may pay. If so, draw a card, and this gains +3000 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W27-082SP T: Soul

L3

C2

Tsubasa, Battle-Hardened

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +1 Level and +1500 Pow.

Music - Weapon | SG/W27-083 T: None

L0

C0

Tsubasa, Battle-Hardened

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +1 Level and +1500 Pow.

Music - Weapon | SG/W27-083S T: None

L0

C0

"QUEENS of MUSIC" Tsubasa

[C] This cannot Side Attack.

Music - Weapon | SG/W27-084 T: None

L1

C0

"QUEENS of MUSIC" Tsubasa

[C] This cannot Side Attack.

Music - Weapon | SG/W27-084R T: None

L1

C0

Genjurou, Hibiki's Master

[C] Your other Chara with "Hibiki" in name in the Front Row Center Slot gains +500 Pow.
[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

No Traits | SG/W27-085 T: None

L0

C0

Tsubasa, Confronting Chris

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with "Tsubasa" in name, draw a card, and discard a card from your hand to the WR.

Music - Weapon | SG/W27-086 T: None

L0

C0

Tsubasa, Blade to Continue

[S] [Rest 2 of your ::Music:: Charas] This gains +1 Level and +2000 Pow for the turn.

Music - Weapon | SG/W27-087 T: None

L1

C0

Tsubasa, Feelings Not Wasted

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

Music - Weapon | SG/W27-088 T: Soul

L2

C1

Tsubasa, Singing on the Battlefield

[A] [(1)] When this attacks, if "Flash of the Cavalry Blade" is in the CZ and you have 4 or more other Charas with "Tsubasa" in name, may pay. If so, choose 1 of your Opp.'s Level 1 or lower Charas and put it on the bottom of the LB.

Music - Weapon | SG/W27-089 T: Soul

L2

C1

Tsubasa, Singing on the Battlefield

[A] [(1)] When this attacks, if "Flash of the Cavalry Blade" is in the CZ and you have 4 or more other Charas with "Tsubasa" in name, may pay. If so, choose 1 of your Opp.'s Level 1 or lower Charas and put it on the bottom of the LB.

Music - Weapon | SG/W27-089S T: Soul

L2

C1

Tsubasa, Preparation for the School Festival
 --No Text--

Music - Weapon | SG/W27-092 T: None

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

Music - Weapon | SG/W27-095 T: Soul

L2
C1

Words Kanade Left Behind
 Draw up to 1 card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

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