

Evangel Call *Nina*

[A] [(3)] When this Mem enters the Field, may pay. If so, choose a Paradox in your Level Zone and put it face-up to the Paradox Zone. Then, if a card is put to the Paradox Zone this way, put the top card of your Deck face-up to the Level Zone.
[EX Soul 3] [C] All your "Nina" and ::Sun:: gain +2 aura. Then, if your T-rank is 5 or higher, they additionally gain +1 aura.

HEB01/001 | Sun - Contemplate | W:

L4
C0

Happy But Embarrassed *Sena*

[A] When this Mem enters the Field, if you have 3 or more "Sena" and ::Star::, choose 1 of your Mem, and that Mem gains +2000 Pow for the turn. Then, if your T-rank is 3 or higher, that Mem additionally gains +2000 Pow.
[S] [(1) Drop this Mem] If your T-rank is 5 or higher, search your Deck for up to 1 "Sena" or ::Star:: that isn't "Happy But Embarrassed Sena", Deploy it, and shuffle your Deck.

HEB01/002 | Star - Sincerity | W: Monolium/Septpia

L1
C0

Wild Song *Sena*

[EX Soul 3] [A] When this Mem enters the Field, if you have 4 or more "Sena" and ::Star::, for the turn, this Mem gains "[A] When this Mem wins a battle, choose 1 of your Opp.'s Mem with 0 Soul, and your Opp. puts that Mem on the bottom of his or her Deck."

HEB01/003 | Star - Sincerity | W: Monolium/Septpia

L4
C0

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Wild Song *Sena*

[EX Soul 3] [A] When this Mem enters the Field, if you have 4 or more "Sena" and ::Star::, for the turn, this Mem gains "[A] When this Mem wins a battle, choose 1 of your Opp.'s Mem with 0 Soul, and your Opp. puts that Mem on the bottom of his or her Deck."

HEB01/003RP | Star - Sincerity | W: Monolium/Septpia

L4
C0

Shining Azure Dragon *Sena*

[TC] - "Sena" or ::Star::
[EX Soul 1] [S] [Rest this Mem, discard a card] Search your Deck for up to 1 Level X or lower "Sena" or ::Star::, Deploy it, and shuffle your Deck. X is the number of cards in your Level Zone.

HEB01/004 | Star - Sincerity | W: Disfia/Septpia

L2
C0

Shining Azure Dragon *Sena*

[TC] - "Sena" or ::Star::
[EX Soul 1] [S] [Rest this Mem, discard a card] Search your Deck for up to 1 Level X or lower "Sena" or ::Star::, Deploy it, and shuffle your Deck. X is the number of cards in your Level Zone.

HEB01/004RP | Star - Sincerity | W: Disfia/Septpia

L2
C0

HEB01: Shiny Day Live Extra Pack

Cheers Getting Louder *Amor*

[A] Covenant - "Nina" or ::Sun:: [Rest a card in Level Zone] If the deployed TU is "Nina" or ::Sun::, may pay. If so, draw 2 cards, and discard a card.
[A] VG: When this Mem enters the Field, if you have 2 or more ::Sun::, you may choose 1 of your Opp.'s Level 1 Mem and return it to hand.

HEB01/005 | Sun - Benevolent | W: Tetra-Heaven/Septpia

L1
C0

Cheers Getting Louder *Amor*

[A] Covenant - "Nina" or ::Sun:: [Rest a card in Level Zone] If the deployed TU is "Nina" or ::Sun::, may pay. If so, draw 2 cards, and discard a card.
[A] VG: When this Mem enters the Field, if you have 2 or more ::Sun::, you may choose 1 of your Opp.'s Level 1 Mem and return it to hand.

HEB01/005RP | Sun - Benevolent | W:

L1
C0

Love for Everyone *Nina*

[A] When your "Nina" or ::Sun:: wins a battle, choose a card in your Level Zone and Stand it.
[S] [1/turn] [Rest a card in Level Zone] Choose 1 of your "Nina" or ::Sun::, and that Mem gains +2 aura for the turn.

HEB01/006 | Sun - Contemplate | W:

L2
C0

Love for Everyone *Nina*

[A] When your "Nina" or ::Sun:: wins a battle, choose a card in your Level Zone and Stand it.
[S] [1/turn] [Rest a card in Level Zone] Choose 1 of your "Nina" or ::Sun::, and that Mem gains +2 aura for the turn.

HEB01/006CP | Sun - Contemplate | W:

L2
C0

In the Limelight *Nina*

[A] When this Mem enters the Field, if you have 3 or more "Nina" and ::Sun::, choose 1 of your "Nina" or ::Sun::, and that Mem gains +1 aura for the turn. Then, if your T-rank is 3 or higher, that Mem additionally gains +1 aura.

HEB01/007 | Sun - Contemplate | W:

L1
C0

In the Limelight *Nina*

[A] When this Mem enters the Field, if you have 3 or more "Nina" and ::Sun::, choose 1 of your "Nina" or ::Sun::, and that Mem gains +1 aura for the turn. Then, if your T-rank is 3 or higher, that Mem additionally gains +1 aura.

HEB01/007CP | Sun - Contemplate | W:

L1
C0

Refined Empress Wear *Linlin*

[A] Covenant - "Sena" or ::Star:: : If the deployed TU is "Sena" or ::Star::, choose 1 of your "Sena" or ::Star:: and Blink Step it.
[A] VG: When this Mem enters the Field, if you have 2 or more ::Star::, you may choose 1 of your Opp.'s Level 1 Mem and return it to hand.

HEB01/008 | Star - Dragon Soul | W: Disfia/Septpia

L1
C0

Refined Empress Wear *Linlin*

[A] Covenant - "Sena" or ::Star:: : If the deployed TU is "Sena" or ::Star::, choose 1 of your "Sena" or ::Star:: and Blink Step it.
[A] VG: When this Mem enters the Field, if you have 2 or more ::Star::, you may choose 1 of your Opp.'s Level 1 Mem and return it to hand.

HEB01/008CP | Star - Dragon Soul | W: Disfia/Septpia

L1
C0

Harmonized Unison

[A] [Drop a Mem not in battle] When this tactics is placed to the Battle Zone, may pay. If so, your Mem in battle gains +4 aura for the battle.
[A] [This ability is only active in DZ] [(1)] When your Mem enters the Field via the effect of ability of your ::Star::, may pay. If so, return this tactics from your DZ to your hand.

HEB01/009 | None - None | W: Disfia/Septpia

L0
C0

Harmonized Unison

[A] [Drop a Mem not in battle] When this tactics is placed to the Battle Zone, may pay. If so, your Mem in battle gains +4 aura for the battle.
[A] [This ability is only active in DZ] [(1)] When your Mem enters the Field via the effect of ability of your ::Star::, may pay. If so, return this tactics from your DZ to your hand.

HEB01/009CP | None - None | W: Disfia/Septpia

L0
C0

Happiness Ending

[C] All your ::Sun:: gain +3000 Pow and +1 aura.
[A] [(1)] When this paradox is placed from outside the Battle Zone to either the Battle Zone or the Paradox Zone, may pay. If so, choose either "POWER BATTLE!!" or "AURA BATTLE!!", for the turn, the Paradox Rule of this paradox becomes the chosen Paradox Rule, choose 1 of your ::Sun::, and that Mem gains +2000 Pow and +1 aura for the turn.

HEB01/010 | None - None | W: Tetra-Heaven/Septpia

L0
C0

Happiness Ending

[C] All your ::Sun:: gain +3000 Pow and +1 aura.
[A] [(1)] When this paradox is placed from outside the Battle Zone to either the Battle Zone or the Paradox Zone, may pay. If so, choose either "POWER BATTLE!!" or "AURA BATTLE!!", for the turn, the Paradox Rule of this paradox becomes the chosen Paradox Rule, choose 1 of your ::Sun::, and that Mem gains +2000 Pow and +1 aura for the turn.

HEB01/010RP | None - None | W: Tetra-Heaven/Septpia

L0
C0

Rose-Colored Stage *Lion*

[TC] - "Lion" or ::Sun::

[EX SOul 1] [S] [Rest this Mem, Purge a card from DZ] Choose 1 of your "Lion" or ::Sun::, and that Mem gains +3000 Pow for the turn. Then, if your T-rank is 5 or higher, choose up to 1 Mem in your Purge Zone and return it to your hand.

HEB01/011 | Sun - Talent | W: Monolium/Septpia

L3
C0

Dress-up *Mejiko*

[A] [(1)] When this Mem destroys an Opp.'s gate, may pay. If so, choose 1 of your other Mems and Drop it. Then, if a Mem is Dropped via this effect, choose a Level X or lower "Mejiko" or ::Star:: in your DZ that isn't the Mem Dropped via this effect and Deploy it to a vacant circle. X is the Level of the Mem Dropped via this effect.

HEB01/012 | Star - Talent | W: Tetra-Heaven/Septpia

L1
C0

Timid Appeals *Mejiko*

[A] [(2)] When this Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, may pay. If so, choose a Level X or lower "Mejiko" or ::Star:: in your DZ and Deploy it. X is the number of cards in your Level Zone.

[S] [1/turn] [Drop 1 of your other "Mejiko" or ::Star::] Choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.

HEB01/013 | Star - Talent | W: Tetra-Heaven/Septpia

L3
C0

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Timid Appeals *Mejiko*

[A] [(2)] When this Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, may pay. If so, choose a Level X or lower "Mejiko" or ::Star:: in your DZ and Deploy it. X is the number of cards in your Level Zone.

[S] [1/turn] [Drop 1 of your other "Mejiko" or ::Star::] Choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.

HEB01/013RP | Star - Talent | W: Tetra-Heaven/Septpia

L3
C0

Peppy *Lion*

[A] Covenant - "Covenanter: Lion" or ::Sun:: [(1)] If the deployed TU is "Lion" or ::Sun::, may pay. If so, choose up to 1 card in your DZ and Purge it, choose 1 of your "Lion" or ::Sun::, and for the turn, give that Mem "[A] When this Mem wins a battle, choose up to 1 card in your Purge Zone and return it to your hand."

HEB01/014 | Sun - Talent | W: Monolium/Septpia

L1
C0

Peppy *Lion*

[A] Covenant - "Covenanter: Lion" or ::Sun:: [(1)] If the deployed TU is "Lion" or ::Sun::, may pay. If so, choose up to 1 card in your DZ and Purge it, choose 1 of your "Lion" or ::Sun::, and for the turn, give that Mem "[A] When this Mem wins a battle, choose up to 1 card in your Purge Zone and return it to your hand."

HEB01/014RP | Sun - Talent | W: Monolium/Septpia

L1
C0

HEB01: Shiny Day Live Extra Pack

Incoherent Action *Lion*

[LD] [(3)] Choose a card in your DZ and Purge it, choose all your Mems that shares either a Card Name or Trait with the card Purged via this effect, and those Mems gain +5000 Pow for the turn. Then, if your T-rank is 5 or higher, draw a card.

HEB01/015 | Sun - Talent | W: Monolium/Septpia

L4
C0

Incoherent Action *Lion*

[LD] [(3)] Choose a card in your DZ and Purge it, choose all your Mems that shares either a Card Name or Trait with the card Purged via this effect, and those Mems gain +5000 Pow for the turn. Then, if your T-rank is 5 or higher, draw a card.

HEB01/015CP | Sun - Talent | W: Monolium/Septpia

L4
C0

Sudden Solo Part *Mejiko*

[A] When this Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn. Then, if your T-rank is 3 or higher, Drop the top card of your Opp.'s Stock.

[LD] [(2)] Draw a card.

HEB01/016 | Star - Talent | W: Disfia/Septpia

L2
C0

Sudden Solo Part *Mejiko*

[A] When this Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn. Then, if your T-rank is 3 or higher, Drop the top card of your Opp.'s Stock.

[LD] [(2)] Draw a card.

HEB01/016CP | Star - Talent | W: Disfia/Septpia

L2
C0

Scented Grace *Rosa*

[A] [Purge the top card of your Deck] When this Mem enters the Field or is placed to the Purge Zone, may pay. If so, choose 1 of your "Lion" or ::Sun::, and that Mem gains +2000 Pow for the turn. Then, if your T-rank is 3 or higher, additionally give it "[A] When this Mem wins a battle, choose up to 1 Mem in your Purge Zone and put it on top of your Deck."

HEB01/017 | Sun - Pure Flower | W: Monolium/Septpia

L1
C0

Scented Grace *Rosa*

[A] [Purge the top card of your Deck] When this Mem enters the Field or is placed to the Purge Zone, may pay. If so, choose 1 of your "Lion" or ::Sun::, and that Mem gains +2000 Pow for the turn. Then, if your T-rank is 3 or higher, additionally give it "[A] When this Mem wins a battle, choose up to 1 Mem in your Purge Zone and put it on top of your Deck."

HEB01/017CP | Sun - Pure Flower | W: Monolium/Septpia

L1
C0

Singing God of Death *Thanatos*

[A] [This ability is only active in DZ] [(2)] When your other Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, may pay. If so, Deploy this Mem from your DZ to a vacant circle.

HEB01/018 | Star - Death God | W: Tetra-Heaven/Septpia

L1
C0

Singing God of Death *Thanatos*

[A] [This ability is only active in DZ] [(2)] When your other Mem enters the Field via the effect of ability of your "Mejiko" or ::Star::, may pay. If so, Deploy this Mem from your DZ to a vacant circle.

HEB01/018CP | Star - Death God | W:

L1
C0

Special Duet

[S] [This ability is only active in hand] [(1) Discard this tactics] Choose up to 2 cards in your DZ and Purge them, choose 1 of your Mems, and for the turn, give it "[A] When this Mem wins a battle, choose up to 1 Mem in your Purge Zone and return it to your hand. Then, if this Mem is ::Sun::, choose a card in your Level Zone and Stand it."

HEB01/019 | None - None | W: Monolium/Septpia

L0
C0

Special Duet

[S] [This ability is only active in hand] [(1) Discard this tactics] Choose up to 2 cards in your DZ and Purge them, choose 1 of your Mems, and for the turn, give it "[A] When this Mem wins a battle, choose up to 1 Mem in your Purge Zone and return it to your hand. Then, if this Mem is ::Sun::, choose a card in your Level Zone and Stand it."

HEB01/019RP | None - None | W: Monolium/Septpia

L0
C0

Death Shout Scream

[C] All your ::Sun:: and ::Star:: and ::Moon:: gain +1 aura.

[A] When this paradox is placed to the Battle Zone, if your Mem in battle has 3 or more Soul, that Mem gains +5000 Pow for the battle.

HEB01/020 | None - None | W: Tetra-Heaven/Septpia

L0
C0

Death Shout Scream

[C] All your ::Sun:: and ::Star:: and ::Moon:: gain +1 aura.

[A] When this paradox is placed to the Battle Zone, if your Mem in battle has 3 or more Soul, that Mem gains +5000 Pow for the battle.

HEB01/020CP | None - None | W: Tetra-Heaven/Septpia

L0
C0

[A] When this Mem wins a battle, Stock Open (X).
X is the number of your ::Sun::.

[EX Soul 3] [A] [Stock Close (5)] When this Mem
wins a battle while attacking, may pay. If so,
destroy the Gate in the circle being attacked.

L4
C0

[A] [Put a total of 3 "Ashley" or ::Star:: from your DZ on the bottom of the Deck in any order] When this Mem is Dropped from the Stock, may pay. If so, Deploy this to a vacant circle.

[A] [(3)] When this Mem attacks or defends, may pay. If so, this Mem gains +3000 Pow for the battle.

L3
C1

L3
C0

L3
C0

L1
C0

L1	
C0	

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

L1	
C0	

L1
C0

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

L3
C0

L3
C0

L4
C7

L4
C7

L2
C0

$$\frac{L2}{C0}$$
$$\frac{L1}{C0}$$

L1
C0

Hard Work Ashley

[A] Covenant - "Covenanter: Ashley" or ::Star:: : If the deployed TU is "Ashley" or ::Star::, choose up to a total of 2 "Ashley" or ::Star:: in your DZ and Stock them in any order, choose up to a total of 2 "Ashley" or ::Star:: in your DZ and put them on the bottom of the Deck in any order.

HEB01/031 | Star - Dream | W: Tetra-Heaven/Septpia

L1
C0

Hard Work Ashley

[A] Covenant - "Covenanter: Ashley" or ::Star:: : If the deployed TU is "Ashley" or ::Star::, choose up to a total of 2 "Ashley" or ::Star:: in your DZ and Stock them in any order, choose up to a total of 2 "Ashley" or ::Star:: in your DZ and put them on the bottom of the Deck in any order.

HEB01/031CP | Star - Dream | W: Tetra-Heaven/Septpia

L1
C0

Languid Sexy Qipao

[A] When this Mem enters the Field, if you have 3 or more "Yayoi" and ::Sun::, Stock Open (2). Then, if there are 3 or more face-up cards in your Stock, choose 1 of your "Yayoi" or ::Sun::, and that Mem gains +3000 Pow for the turn.

HEB01/032 | Sun - Fighting Soul | W: Disfia/Septpia

L1
C0

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Languid Sexy Qipao

[A] When this Mem enters the Field, if you have 3 or more "Yayoi" and ::Sun::, Stock Open (2). Then, if there are 3 or more face-up cards in your Stock, choose 1 of your "Yayoi" or ::Sun::, and that Mem gains +3000 Pow for the turn.

HEB01/032CP | Sun - Fighting Soul | W: Disfia/Septpia

L1
C0

Fanatic Intermission

[S] [This ability is only active in Hand] [(1) Discard this tactics] If you have a total of 3 or more ::Sun:: or ::Star:: or ::Moon::, draw a card, and for the turn, +1 to your Trance Change Limit.

HEB01/033 | None - None | W: Disfia/Septpia

L0
C0

Fanatic Intermission

[S] [This ability is only active in Hand] [(1) Discard this tactics] If you have a total of 3 or more ::Sun:: or ::Star:: or ::Moon::, draw a card, and for the turn, +1 to your Trance Change Limit.

HEB01/033RP | None - None | W: Disfia/Septpia

L0
C0

HEB01: Shiny Day Live Extra Pack

Instant Big Dome

[C] All your ::Star:: gain +1 aura.
[A] [This ability is only active in DZ] [(2) Drop the top 4 cards of your Deck] When your Mem enters the Field via the effect of the ability of your ::Star::, may pay. If so, return this paradox from your DZ to your hand.

HEB01/034 | None - None | W: Tritomy/Septpia

L0
C0

Instant Big Dome

[C] All your ::Star:: gain +1 aura.
[A] [This ability is only active in DZ] [(2) Drop the top 4 cards of your Deck] When your Mem enters the Field via the effect of the ability of your ::Star::, may pay. If so, return this paradox from your DZ to your hand.

HEB01/034RP | None - None | W: Tritomy/Septpia

L0
C0

Pink Whirlwind Giselle

[A] When your other Mem enters the Field via the effect of ability of your ::Star::, you may Drop the top 4 cards of your Deck. Then, if 3 or more ::Star:: are Dropped via this effect, the Mem that just entered the Field gains +2000 Pow for the turn.
[EX Soul 3] [S] [(1) Choose a total of 4 "Giselle" or ::Star:: in your DZ and put them on the bottom of your Deck in any order] This Mem gains +2000 Pow and +1 aura for the turn. Then, if your T-rank is 5 or higher, this Mem additionally gains +3000 Pow and +1 limit. Then, if 4 "Giselle" is put on the bottom of your Deck via the cost of this ability, draw a card.

HEB01/035 | Star - Charm | W: Disfia/Septpia

L4
C0

Flashy Performance Mahiro

[A] When this Mem enters the Field, search your Deck for up to 3 cards, your Opp. chooses 1 of them at random, you choose 1 of your Gates and Set the chosen card face-down to that Gate, give the card Set this way "[A] Detonate", and shuffle your Deck.
[A] When your card in the Set state is turned face-up, if that card is a Foreigner or ::Sun::, choose 1 of your "Mahiro" or ::Sun::, and that Mem gains +1 aura for the turn.

HEB01/036 | Sun - Dream | W: Tritomy/Septpia

L3
C0

Virtual Effect Aoi

[TC] - "Aoi" or ::Star:::
[EX Soul 1] [A] When this Mem Trances, Deploy up to 1 Level X or lower "Aoi" or ::Star:: from your hand. Then, if a Mem is deployed via this effect, draw a card. X is the number of cards in your Level Zone.

HEB01/037 | Star - Flow | W: Tritomy/Septpia

L3
C0

Virtual Effect Aoi

[TC] - "Aoi" or ::Star:::
[EX Soul 1] [A] When this Mem Trances, Deploy up to 1 Level X or lower "Aoi" or ::Star:: from your hand. Then, if a Mem is deployed via this effect, draw a card. X is the number of cards in your Level Zone.

HEB01/037RP | Star - Flow | W: Tritomy/Septpia

L3
C0

A Pro's Pride Giselle

[A] When this Mem Intercepts, you may Drop the top 3 cards of your Deck. Then, if 1 or more "Giselle" and "Star" is Dropped via this effect, your Mem in battle gains +5000 Pow for the battle.

HEB01/038 | Star - Charm | W: Disfia/Septpia

L1
C0

A Pro's Pride Giselle

[A] When this Mem Intercepts, you may Drop the top 3 cards of your Deck. Then, if 1 or more "Giselle" and "Star" is Dropped via this effect, your Mem in battle gains +5000 Pow for the battle.

HEB01/038RP | Star - Charm | W: Disfia/Septpia

L1
C0

Nonstop Mahiro

[A] When this Mem Intercepts, if your Mem in battle is "Mahiro" or ::Sun::, that Mem gains +2000 Pow for the battle. Then, if your T-rank is 3 or higher, that Mem additionally gains +2 aura.

HEB01/039 | Sun - Dream | W: Tritomy/Septpia

L1
C0

Nonstop Mahiro

[A] When this Mem Intercepts, if your Mem in battle is "Mahiro" or ::Sun::, that Mem gains +2000 Pow for the battle. Then, if your T-rank is 3 or higher, that Mem additionally gains +2 aura.

HEB01/039RP | Sun - Dream | W: Tritomy/Septpia

L1
C0

Throbbing Moon Rabbit Aoi

[A] [(1)] When this Mem enters the Field via the effect of ability of your "Aoi" or ::Star::, may pay. If so, draw a card.
[LD] [(2)] Draw a card.

HEB01/040 | Star - Flow | W: Monolium/Septpia

L2
C0

Throbbing Moon Rabbit Aoi

[A] [(1)] When this Mem enters the Field via the effect of ability of your "Aoi" or ::Star::, may pay. If so, draw a card.
[LD] [(2)] Draw a card.

HEB01/040CP | Star - Flow | W: Monolium/Septpia

L2
C0

Thundering Singing Voice *Giselle*

[A] [Choose a total of 4 "Giselle" or ::Star:: in your DZ and put them on the bottom of your Deck in any order] When this Mem attacks or defends, may pay. If so, for the battle, this Mem gains +1 limit, choose a "Giselle" or ::Star:: in your DZ and put it face-up to your Battle Zone. [LD] [(2)] Draw a card. This gains +2000 Pow for the turn.

HEB01/041 | Star - Charm | W: Disfia/Septpia

L3
C0

Thundering Singing Voice *Giselle*

[A] [Choose a total of 4 "Giselle" or ::Star:: in your DZ and put them on the bottom of your Deck in any order] When this Mem attacks or defends, may pay. If so, for the battle, this Mem gains +1 limit, choose a "Giselle" or ::Star:: in your DZ and put it face-up to your Battle Zone. [LD] [(2)] Draw a card. This gains +2000 Pow for the turn.

HEB01/041CP | Star - Charm | W: Disfia/Septpia

L3
C0

Unleashed Emotions *Mahiro*

[A] When your "Mahiro" or ::Sun:: wins a battle, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the card Set this way "[A] Detonate." [S] [Drop a card in the Set State] Choose 1 of your "Mahiro" or ::Sun::, and that Mem gains +1 aura for the turn.

HEB01/042 | Sun - Dream | W: Tritomy/Septpia

L2
C0

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Unleashed Emotions *Mahiro*

[A] When your "Mahiro" or ::Sun:: wins a battle, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the card Set this way "[A] Detonate." [S] [Drop a card in the Set State] Choose 1 of your "Mahiro" or ::Sun::, and that Mem gains +1 aura for the turn.

HEB01/042CP | Sun - Dream | W: Tritomy/Septpia

L2
C0

Apparent Panic *Aoi*

[A] Covenant - "Covenanter: Aoi" or ::Star:: : If the deployed TU is "Aoi" or ::Star::, Deploy up to 1 "Aoi" or ::Star:: from your hand, and for the turn, give that deployed Mem "[A] At the start of your End Phase, return this Mem to your hand." [A] VG: When this Mem enters the Field, if you have 2 or more ::Star::, you may choose 1 of your Opp.'s Level 1 Mems and return it to hand.

HEB01/043 | Star - Flow | W: Tritomy/Septpia

L1
C0

Apparent Panic *Aoi*

[A] Covenant - "Covenanter: Aoi" or ::Star:: : If the deployed TU is "Aoi" or ::Star::, Deploy up to 1 "Aoi" or ::Star:: from your hand, and for the turn, give that deployed Mem "[A] At the start of your End Phase, return this Mem to your hand." [A] VG: When this Mem enters the Field, if you have 2 or more ::Star::, you may choose 1 of your Opp.'s Level 1 Mems and return it to hand.

HEB01/043CP | Star - Flow | W: Tritomy/Septpia

L1
C0

HEB01: Shiny Day Live Extra Pack

Hopping Rabbit *Rotta*

[A] When this Mem enters the Field via the effect of ability of your "Aoi" or ::Star::, choose 1 of your Mems, and that Mem gains +1000*X Pow for the turn. X is the total number of your "Aoi" and ::Star::.

HEB01/044 | Star - Rabbit Beast | W: Monolium/Septpia

L1
C0

Hopping Rabbit *Rotta*

[A] When this Mem enters the Field via the effect of ability of your "Aoi" or ::Star::, choose 1 of your Mems, and that Mem gains +1000*X Pow for the turn. X is the total number of your "Aoi" and ::Star::.

HEB01/044CP | Star - Rabbit Beast | W:

L1
C0

Rhythm of the Cherry Blossom *Konohana Sakuya*

[A] Covenant - "Giselle" or ::Star:: : If the deployed TU is "Giselle" or ::Star::, you may Drop the top 3 cards of your Deck. Then, if 2 or more "Giselle" and "Star" are Dropped via this effect, choose a Mem in your DZ and return it to your hand.

HEB01/045 | Star - Elegant Soul | W: Disfia/Septpia

L1
C0

Rhythm of the Cherry Blossom *Konohana Sakuya*

[A] Covenant - "Giselle" or ::Star:: : If the deployed TU is "Giselle" or ::Star::, you may Drop the top 3 cards of your Deck. Then, if 2 or more "Giselle" and "Star" are Dropped via this effect, choose a Mem in your DZ and return it to your hand.

HEB01/045CP | Star - Elegant Soul | W: Disfia/Septpia

L1
C0

Black Charm *Seren*

[A] [This ability is only active in the DZ] [(2) Put this Mem on the bottom of the Deck] When your "Mahiro" or ::Sun:: wins a battle, may pay. If so, draw a card. [A] Detonate Skill: Choose 1 of your Mems, and that Mem gains +1 aura for the turn. Then, if that Mem is ::Sun::, draw a card.

HEB01/046 | Sun - Guard Unit | W: Tritomy/Septpia

L1
C0

Black Charm *Seren*

[A] [This ability is only active in the DZ] [(2) Put this Mem on the bottom of the Deck] When your "Mahiro" or ::Sun:: wins a battle, may pay. If so, draw a card. [A] Detonate Skill: Choose 1 of your Mems, and that Mem gains +1 aura for the turn. Then, if that Mem is ::Sun::, draw a card.

HEB01/046CP | Sun - Guard Unit | W: Tritomy/Septpia

L1
C0

Nature Performer

[S] [This ability is only active in Hand] [(1) Discard this tactics, Drop the top 4 cards of your Deck] Search your Deck for up to 1 ::Star:: TU, reveal it, put it in your hand, and shuffle your LB.

HEB01/047 | None - None | W: Monolium/Septpia

L0
C0

Nature Performer

[S] [This ability is only active in Hand] [(1) Discard this tactics, Drop the top 4 cards of your Deck] Search your Deck for up to 1 ::Star:: TU, reveal it, put it in your hand, and shuffle your LB.

HEB01/047CP | None - None | W: Monolium/Septpia

L0
C0

Germinate Buds

[C] All your ::Sun:: and ::Star:: and ::Moon:: gain +1 aura. [A] When this paradox is placed to the Paradox Zone, look at the top 3 cards of your Deck and put them on top of your Deck in any order. Then, if your Mem in battle is either ::Sun::, ::Star::, or ::Moon:: AND your T-rank is 5 or higher, put the top card of your Deck face-up to the Battle Zone.

HEB01/048 | None - None | W: Disfia/Septpia

L0
C0

Germinate Buds

[C] All your ::Sun:: and ::Star:: and ::Moon:: gain +1 aura. [A] When this paradox is placed to the Paradox Zone, look at the top 3 cards of your Deck and put them on top of your Deck in any order. Then, if your Mem in battle is either ::Sun::, ::Star::, or ::Moon:: AND your T-rank is 5 or higher, put the top card of your Deck face-up to the Battle Zone.

HEB01/048CP | None - None | W: Disfia/Septpia

L0
C0

Lion & Nina

[A] [On Gate Destruction] Stock Boost (2), choose a Foreigner in your DZ with either ::Sun::, ::Star::, or ::Moon:: and Deploy it to the circle this Gate is in, and until the end of your turn, give that Mem "[A] When this Mem Trances, for the turn, +1 to your Trance Change Limit."

HEB01/G001 | None - None | W: Septpia

L0
C0

Yayoi Tachibana

[A] [On Gate Destruction] Stock Boost (2), choose a Foreigner in your DZ with either ::Sun::, ::Star::, or ::Moon:: and Deploy it to the circle this Gate is in, and until the end of your turn, give that Mem "[A] When this Mem Trances, for the turn, +1 to your Trance Change Limit."

HEB01/G002 | None - None | W: Septpia

L0
C0