

### Angel's Gospel *Nina*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.  
[A] When this Mem enters the Field, if there are 4 or more face-up cards in your Level Zone, choose up to 2 cards in your hand that are either "Nina" or Foreigners with "Covenanter: Nina" and put them face-up in the Level Zone.  
[EX Soul 3] [C] +2 to your Level Limit.

HBOT01/001 | None - Contemplate | W: Tetra-Heaven

L4  
C0

### Angel's Gospel *Nina*

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[A] When this Mem enters the Field, if there are 4 or more face-up cards in your Level Zone, choose up to 2 cards in your hand that are either "Nina" or Foreigners with "Covenanter: Nina" and put them face-up in the Level Zone.  
[EX Soul 3] [C] +2 to your Level Limit.

HBOT01/001âŽ™ZTR | None - Contemplate | W: Tetra-Heaven

L4  
C0

### Lovely Guardian *Tamaki*

[EX Soul 3] [C] During your Opp.'s turn, this Mem gains +20000 Pow, +2 aura, -2 limit, and "[C] All your 'Tamaki' cannot be chosen as target of effects of abilities of your Opp.'s cards."

HBOT01/002 | None - Intelligence | W: Monolium

L4  
C0

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### Gloomy Sky *Nina*

[A] At the start of your Opp.'s Battle Phase, if there are 2 or more "Nina" in your Level Zone, choose a card in your Level Zone and Stand it.  
[LD] [Rest a card in your Level Zone] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

HBOT01/003 | None - Contemplate | W: Tetra-Heaven

L3  
C0

### Power to Work for the God *Nina*

[TC] - "Nina"  
[EX Soul 1] [S] [Rest this] If you have 2 or more other "Nina", choose a paradox card in your DZ and put it face-up in your Level Zone. If a card is put in the Level Zone via this effect, choose a face-up card in your Level Zone other than the card put in the Level Zone via this effect and return it to your hand.

HBOT01/004 | None - Contemplate | W: Tetra-Heaven

L3  
C0

### Continuously Winning *Tamaki*

[TC] - "Tamaki"  
[EX Soul 1] [A] When this Mem Trances, choose 2 of your "Tamaki", and they gain +2000 Pow for the turn.

HBOT01/005 | None - Intelligence | W: Monolium

L2  
C0

HBOT01: Change x Collect Booster Pack

### Academy Life *Nina*

[A] Covenant - "Covenanter: Nina" [Rest a card in your Level Zone] If the deployed TU is "Nina", may pay. If so, choose a Mem with Aura Logic in your DZ and return it to your hand. Then, if the card returned to your hand via this effect has the same name as the card Rested for the cost of this ability, the deployed Mem gains +1 aura for the turn.

HBOT01/006 | None - Contemplate | W: Tetra-Heaven

L1  
C0

### Guiding Evacuation *Tamaki*

[A] Covenant - "Covenanter: Tamaki": If the deployed TU is "Tamaki", choose a Level 1 Mem in your DZ and return it to your hand, and the deployed Mem gains +2000 Pow for the turn.

HBOT01/007 | None - Intelligence | W: Monolium

L1  
C0

### Kind Angel *Amor*

[A] Covenant - "Nina": If the deployed TU is "Nina", choose a Mem in your Level Zone whose printed Level is 1 and deploy it. Then, if a card is deployed via this effect, put the top card of your Deck face-up to the Battle Zone.

HBOT01/008 | Nina - Benevolent | W: Tetra-Heaven

L1  
C0

### Sensing Trouble, *Nina*

[A] When your "Relation Manual" is placed from a Zone that isn't the Battle Zone to either the Battle Zone or the Paradox Zone during this Mem's battle, choose a card in your Level Zone and put it on the bottom of the Deck, and put the top card of your Deck face-up to your Level Zone.  
[EX Soul 3] [A] When this Mem attacks, choose up to 1 paradox in your Level Zone and put it face-up to the Paradox Zone. If a card is put in the Paradox Zone via this effect, put the top card of your Deck face-up to the Level Zone. If it isn't, draw a card.

HBOT01/009 | None - Contemplate | W: Tetra-Heaven

L4  
C0

### Whipping of Admonition *Tamaki*

[A] During your Opp.'s Battle Phase, when this Mem is placed to the Battle Zone, if your Mem in battle is "Tamaki" with 1 or more Soul, that Mem gains +5000 Pow for the battle.  
[LD] [(2)] Draw a card.

HBOT01/010 | None - Intelligence | W: Tetra-Heaven

L2  
C0

### Sacred Outfit *Nina*

[S] [1/turn] [Rest a card in your Level Zone] Choose 1 of your other "Nina", and for the turn, give it "[A] At the start of the End of Battle Step during battles that this Mem is attacking, choose up to 1 Mem in your Level Zone whose printed Level is X or lower and deploy it. Then, if a card is deployed via this effect, Drop all Soul of this Mem and put this Mem face-up to the Level Zone. X is the number of cards in your Level Zone."  
[LD] [(2)] Draw a card.

HBOT01/011 | None - Contemplate | W: Tetra-Heaven

L2  
C0

### Unsatisfied Appointment *Nina*

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, choose up to 1 Foreigner with "Covenanter: Nina", reveal it, put it in your hand, shuffle the rest and put them on the bottom of the Deck. Then, if a card is put in your hand via this effect, discard a card.

HBOT01/012 | None - Contemplate | W: Tetra-Heaven

L1  
C0

### Love Cheer Squad *Venus*

[A] Covenant - "Tamaki": [(1)] If the deployed TU is "Tamaki", may pay. If so, draw a card.  
[A] VC: When this Mem enters the Field, choose 1 of your Opp.'s territory 1 Mem that doesn't have a Mem in the circle behind it, and you may move that Mem to the circle behind it.

HBOT01/013 | Tamaki - Benevolent | W: Tetra-Heaven

L1  
C0

### Spirit of a Knight *Michael*

[A] Covenant - "Nina": If the deployed TU is "Nina", for the turn, give the deployed Mem "[C] This Mem gains +X aura. X is the number of 'Nina' in your Level Zone."

HBOT01/014 | Nina - Sacred Heart | W: Tetra-Heaven

L1  
C0

### Spreading Benevolence *Tamaki*

[A] At the start of your Opp.'s Battle Phase, choose 1 of your "Tamaki" with 1 or more Soul, and that Mem gains +2000 Pow for the turn.  
[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

HBOT01/015 | None - Intelligence | W: Tetra-Heaven

L3  
C0

### Entangling Vines *Tamaki*

[TC] - "Tamaki"  
[EX Soul 1] [S] [Rest this Mem] If you have 2 or more other "Tamaki", choose 1 of your Opp.'s Mem with fewer Soul than this Mem, and during your Opp.'s next turn, give it "[C] This Mem cannot Stand."

HBOT01/016 | None - Intelligence | W: Monolium

L3  
C0

### Breath of the Heavens *Nina*

[TC] - "Nina"  
[EX Soul 1] [S] [Rest this Mem] Choose a face-up card in your Level Zone and put it on the bottom of your Deck, and put the top card of your Deck face-up to your Level Zone.

HBOT01/017 | None - Contemplate | W: Tetra-Heaven

L2  
C0

### Tear of Lavander

[A] When this Mem Intercepts, if your Mem in battle is "Tamaki", that Mem gains +3000 Pow for the battle.

HBT01/018 | Tamaki - Pure Flower | W: Monolium

L1  
C0

### Out of Bounds Amor

[A] [(1)] When this Mem enters the Field or is placed to the Battle Zone, if you have 2 or more "Nina" in your Level Zone, may pay. If so, choose a card in your Level Zone and Stand it.

HBT01/019 | Nina - Benevolent | W: Tetra-Heaven

L1  
C0

### Late-Blooming Cherry Blossom

[S] [This ability is only active in hand] [Discard this card from hand] Choose 1 of your yellow Mems, and it gains +2 aura for the turn. Then, if that Mem has 1 or more Soul, it also gains +2000 Pow (for the turn).

HBT01/020 | None - None | W: Tetra-Heaven

L0  
C0

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### Final Barrier

[A] [Rest a card in Level Zone] When this tactics is placed to the Battle Zone, if your Mem in battle is a yellow Mem with 1 or more Soul, may pay. If so, for the battle, that Mem gains +5 aura and +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/021 | None - None | W: Tetra-Heaven

L0  
C0

### Relation Manual

[C] All your yellow Mems gain +1 aura.  
[A] [Rest 2 "Nina" in your Level Zone] When this paradox is turned face-down, if your Mem in battle is "Nina", may pay. If so, turn this paradox face-up, and your Opp. chooses up to 1 card in his or her Battle Zone and Drop it.

HBT01/022 | None - None | W: Tetra-Heaven

L0  
C0

### Crusade Beat

[C] All your yellow Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is a yellow Mem with 1 or more Soul, that Mem gains +3000 Pow for the battle.

HBT01/023 | None - None | W: Tetra-Heaven

L0  
C0

HBT01: Change x Collect Booster Pack

### Aroma Relaxation

[C] All your yellow Mems gain +1 aura.  
[A] When this paradox is placed to the battle zone, if your Mem in battle is "Tamaki" with 1 or more Soul, that Mem gains +1 limit for the battle.

HBT01/024 | None - None | W: Monolium

L0  
C0

### Lion Surrounded by Rosa nipponensis

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.  
[EX Soul 3] [A] When this Mem attacks, if there are 5 or more "Lion" in your Purge Zone, for the battle, this Mem gains "[A] When this Mem wins a battle, Purge the battle Opp. and all of that Mem's Soul," then, you may Purge a card from your hand. If a card is Purged via this effect, this Mem also gains "[C] If your Opp.'s paradox would be placed to the Battle Zone, Purge it instead of putting it to the Battle Zone" for the battle.

HBT01/025 | None - Talent | W: Monolium

L4  
C0

### Lion Surrounded by Rosa nipponensis

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.  
[EX Soul 3] [A] When this Mem attacks, if there are 5 or more "Lion" in your Purge Zone, for the battle, this Mem gains "[A] When this Mem wins a battle, Purge the battle Opp. and all of that Mem's Soul," then, you may Purge a card from your hand. If a card is Purged via this effect, this Mem also gains "[C] If your Opp.'s paradox would be placed to the Battle Zone, Purge it instead of putting it to the Battle Zone" for the battle.

HBT01/025~ZTR | None - Talent | W: Monolium

L4  
C0

### Light-Guided Clairvoyance Yukari

[TC] - "Yukari"  
[EX Soul 1] [A] When this Mem Trances, for the turn, give the Mem deployed via that Trance "[S] [1/turn] [(0)] Choose 2 of your Mems and Stand them."

HBT01/026 | None - Charm | W: Disfia

L3  
C0

### Rampaging Twin Blades Lion

[TC] - "Lion"  
[EX Soul 1] [S] [Rest this, Purge 2 "Lion" from your hand] Choose 1 of your Opp.'s Mems with 0 Soul and Drop it.

HBT01/027 | None - Talent | W: Monolium

L3  
C0

### Crossed Fate Yukari

[EX Soul 3] [A] When your Mem Stands via the effect of ability of your card, this Mem gains +2000 Pow for the turn. Then, if X is 2, +1 to your Attack Limit. If X is 3, this Mem gains "[A] [1/turn] When this Mem attacks, Stand this Mem." X is the number of times this ability has been played during this turn.

HBT01/028 | None - Charm | W: Disfia

L4  
C0

### Recording the Covenant Lion

[LD] [(2)] Draw a card.  
[EX Soul 1] [A] [Purge a card from your hand] When this Mem attacks, if you have 2 or more Mems, may pay. If so, for the battle, this Mem gains "[C] The Gate in the circle that this Mem is attacking loses all abilities."

HBT01/029 | None - Talent | W: Monolium

L2  
C0

### Like a Dream Lion

[A] Covenant - "Covenanter: Lion" [Purge the top card of your Deck] If the deployed TU is "Lion", may pay. If so, draw a card.

HBT01/030 | None - Talent | W: Monolium

L1  
C0

### Heart Uneasy Yukari

[A] Covenant - "Covenanter: Yukari": If the deployed TU is "Yukari", choose 1 of your Mems, and for the turn, give that Mem "[S] [1/turn] [(0)] Stand this Mem. Then, if this Mem Stands via this effect, draw a card."

HBT01/031 | None - Charm | W: Disfia

L1  
C0

### Childhood Promise Rosa

[A] Covenant - "Lion": If the deployed TU is "Lion", choose up to 1 Mem in your Purge Zone and return it to your hand.

HBT01/032 | Liones - Pure Flower | W: Monolium

L1  
C0

### Filled With Gratitude Lion

[A] When your "Royal Garden" is placed to the Battle Zone during this Mem's battle, this Mem gains +2000 Pow for the battle. Then, if there are 5 or more cards in your Purge Zone, this Mem gains +2000 Pow.  
[EX Soul 3] [C] During your turn, this Mem gains +3000 Pow and "[A] [1/turn] When this Mem wins a battle, if you have 2 or more other 'Lion', for the turn, +1 to your Attack Limit."

HBT01/033 | None - Talent | W: Monolium

L4  
C0

### Whirling Blender Yukari

[S] [Rest this] Choose 1 of your "Yukari" with 1 or more Soul, and for the turn, give that Mem "[A] When this Mem wins a battle, draw a card."  
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

HBT01/034 | None - Charm | W: Monolium

L3  
C0

First Uniform *Lion*

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, choose up to 1 Foreigner with "Covenanter: Lion", reveal it, put it in your hand, shuffle the rest and put them on the bottom of the Deck. Then, if a card is put in your hand via this effect, discard a card.

HBOT01/035 | None - Talent | W: Monolium

L1

C0

Developing New Species *Theta*

[A] Covenant - "Yukari": [(1)] If the deployed TU is "Yukari", may pay. If so, draw a card.

[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Drop it. Then, if a card is Dropped via this effect, your Opp. draws a card.

HBOT01/036 | Yukari - Mushroom Beast | W: Monolium

L1

C0

Innocently Running *Waffle*

[A] Covenant - "Lion": If the deployed TU is "Lion" and there are 4 or more cards in your Purge Zone, choose up to 1 "Lion" in your Purge Zone and Drop it, and the deployed Mem gains +5000 Pow for the turn.

HBOT01/037 | Liones - Feathered Beast | W: Monolium

L1

C0

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Flower Petals in the Snow *Lion*

[C] If there are 5 or more cards in your Purge Zone, all your "Lion" gain +2000 Pow.

[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

HBOT01/038 | None - Talent | W: Monolium

L3

C0

Never Enough Brilliance *Yukari*

[S] [Rest this] Choose 1 of your "Yukari" with 1 or more Soul, and for the turn, give that Mem "[A] [(1)] When your Opp.'s Mem Intercepts during this Mem's battle, may pay. If so, this Mem gains +5000 Pow for the battle."

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

HBOT01/039 | None - Charm | W: Disfia

L2

C0

Laughter-Filled *Lion*

[TC] - "Lion"

[EX Soul 1] [S] [Rest this] If you have 2 or more other "Lion" and there are 2 or more cards in your Stock, look at the top 2 cards of your Stock, put 1 of them in your hand, and Purge the Rest.

HBOT01/040 | None - Talent | W: Monolium

L2

C0

HBT01: Change x Collect Booster Pack

Barriers Shield *Yukari*

[TC] - "Yukari"

[EX Soul 1] [S] [Rest this] Choose 1 of your "Yukari", and that Mem gains +3000 Pow for the turn.

HBOT01/041 | None - Charm | W: Monolium

L2

C0

Clairvoyance *Renshansennyō*

[A] When this Mem enters the Field, choose 1 of your "Yukari" and Stand it.

HBOT01/042 | Yukari - Taoist Soul | W: Disfia

L1

C0

Upper Class *Rosa*

[A] When this Mem enters the Field, choose up to 1 card in your Purge Zone and Drop it.

HBOT01/043 | Liones - Pure Flower | W: Monolium

L1

C0

Ancient Spell

[S] [This ability is only active in hand] [Discard this card from hand] Choose 1 of your red Mems, and that Mem gains +5000 Pow for the turn. Then, if that Mem has 1 or more Soul, that Mem gains +2000 Pow.

HBOT01/044 | None - None | W: Disfia

L0

C0

Found Eavesdropping!

[A] [(2)] When this tactics is placed to the Battle Zone, if your Mem in battle is a red Mem with 1 or more Soul, may pay. If so, for the battle, that Mem gains +2 aura and +1 limit, put the top card of your Deck face-up to the Battle Zone, and choose a card in your Opp.'s Battle Zone with Aura Logic and turn it face-down.

HBOT01/045 | None - None | W: Monolium

L0

C0

Royal Garden

[C] All your red Mems gain +1 aura.

[A] [Purge a card from your hand] When this paradox is placed to the Battle Zone, if your Mem in battle is "Lion", may pay. If so, for the battle, that Mem gains +1 limit, and choose a "Lion" in your Purge Zone and put it face-up to the Battle Zone.

HBOT01/046 | None - None | W: Monolium

L0

C0

Oriental Exorcism

[C] All your red Mems gain +1 aura.

[A] [Rest a "Yukari"] When this paradox is placed to the Battle Zone, if your Mem in battle is "Yukari", may pay. If so, draw a card.

HBOT01/047 | None - None | W: Disfia

L0

C0

Sleepy Wild

[C] All your red Mems gain +1 aura.

[A] When this paradox is placed to the Battle Zone, if your Mem in battle is a red Mem with 1 or more Soul, that Mem gains +3000 Pow for the battle.

HBOT01/048 | None - None | W: Monolium

L0

C0

Mischievous Tentacles *Ashely*

[EX Soul 3] [S] [1/turn] [(4)] Choose 2 of your Opp.'s Mems, your Opp. chooses 1 of them and Stock the Mem he or she chooses and all of that Mem's Soul.

HBOT01/049 | None - Dream | W: Monolium

L4

C1

Genius who Works Hard *Yayoi*

[EX Soul 3] [A] [Stock Close (5)] When this Mem attacks or defends, may pay. If so, for the battle, this Mem gains +10000 Pow and "[A] When this Mem wins a battle while attacking, destroy the Gate in the circle being attacked."

HBOT01/050 | None - Sincerity | W: Disfia

L4

C0

The Future Dreamt of *Yayoi*

[TC] - "Yayoi"

[EX Soul 1] [S] [Rest this Mem] Stock Boost (1), Stock Open (X). X is the number of cards in your Level Zone.

HBOT01/051 | None - Sincerity | W: Disfia

L2

C0

Like the Wind *Yayoi*

[TC] - "Yayoi"

[EX Soul 1] [A] When this Mem Trances, Stock Open (2), choose 1 of your "Yayoi", and that Mem gains +3000 Pow for the turn.

HBOT01/052 | None - Sincerity | W: Disfia

L3

C0

### Searching Underwater Ashley

[TC] - "Ashley"

[EX Soul 1] [S] [Rest this Mem] Choose either an "Ashley" or a Foreigner with "Covenanter: Ashley" in your DZ and put it on the bottom of your Deck. Then, if a card is put on the bottom of your Deck via this effect, Stock Boost (1).

HBOT01/053 | None - Dream | W: Monolium

L2  
C0

### Class Representative Yayoi

[A] Covenant - "Covenanter: Yayoi": If the deployed TU is "Yayoi", Stock Boost (2), Stock Open (1).

[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Stock it. Then, if a card is Stocked via this effect, your Opp. returns the bottom card of his or her Stock to hand.

HBOT01/054 | None - Sincerity | W: Disfia

L1  
C0

### Hectic Situation Ashley

[A] Covenant - "Covenanter: Ashley": If the deployed TU is "Ashley", Stock Boost (1), choose 1 of your Mem, and for the turn, give that Mem "[A] When this Mem wins a battle, draw a card."

HBOT01/055 | None - Dream | W: Monolium

L1  
C0

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### Kung-Fu Master Qipao

[A] Covenant - "Yayoi" [Stock Close (1)] If the deployed TU is "Yayoi", may pay. If so, that deployed Mem gains +5000 Pow for the turn.

HBOT01/056 | Yayoi - Fighting Soul | W: Disfia

L1  
C0

### Far From the Top Yayoi

[A] [(1)] When your "Grateful History" is placed to the Battle Zone during this Mem's battle, may pay. If so, Stock Open (1), and this Mem gains +3000 Pow for the battle. [EX Soul 3] [A] [Stock Close (3)] When this Mem attacks or defends, may pay. If so, this Mem gains +5000 Pow and +1 limit for the battle.

HBOT01/057 | None - Sincerity | W: Disfia

L4  
C0

### Lively Yayoi

[TC] - "Yayoi"

[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

HBOT01/058 | None - Sincerity | W: Disfia

L3  
C0

HBT01: Change x Collect Booster Pack

### Stella Cluster Ashley

[A] When this Mem enters the Field, if you have 1 or more "Ashley" with 1 or more Soul, Stock Boost (2).

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

HBOT01/059 | None - Dream | W: Tetra-Heaven

L2  
C0

### Morning Training Yayoi

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, choose up to 1 Foreigner with "Covenanter: Yayoi", reveal it, put it in your hand, shuffle the rest and put them on the bottom of the Deck. Then, if a card is put in your hand via this effect, discard a card.

HBOT01/060 | None - Sincerity | W: Disfia

L1  
C0

### Art of the Ruyi Staff Qipao

[A] Covenant - "Yayoi" [(1)] If the deployed TU is "Yayoi", may pay. If so, draw a card.

[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Stock it. Then, if a card is Stocked via this effect, your Opp. returns the bottom card of his or her Stock to hand.

HBOT01/061 | Yayoi - Fighting Soul | W: Disfia

L1  
C0

### Sherry of the Bubbles

[A] Covenant - "Ashley" [(1)] If the deployed TU is "Ashley", may pay. If so, draw a card.

[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Stock it. Then, if a card is Stocked via this effect, your Opp. returns the bottom card of his or her Stock to hand.

HBOT01/062 | Ashley - Azure Beast | W: Monolium

L1  
C0

### Shiny Jelly Ashley

[TC] - "Ashley"

[EX Soul 1] [S] [(1) Rest this Mem] Choose 1 of your "Ashley", and that Mem gains +5000 Pow for the turn.

HBOT01/063 | None - Dream | W: Monolium

L3  
C0

### Movement Like a Lion Ashley

[A] When this Mem is Dropped from the Stock, choose up to 5 cards in your DZ that are either "Ashley" or Foreigners with "Covenanter: Ashley", shuffle them and put them on the bottom of your Deck.

[LD] [(2)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

HBOT01/064 | None - Dream | W: Tetra-Heaven

L3  
C0

### First Step Towards the Admired Goal Yayoi

[TC] - "Yayoi"

[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

HBOT01/065 | None - Sincerity | W: Disfia

L2  
C0

### Grace of an Heiress Yayoi

[A] When this Mem enters the Field, if you have 2 or more other "Yayoi", Stock Boost (1), Stock Open (1).

HBOT01/066 | None - Sincerity | W: Disfia

L1  
C0

### Breather in Between Qipa

[A] [Stock Close (2)] When this Mem Intercepts, if your Mem in battle is "Yayoi", may pay. If so, that Mem gains +5000 Pow for the battle.

HBOT01/067 | Yayoi - Fighting Soul | W: Disfia

L1  
C0

### Tipsy Qipao

[A] When this Mem enters the Field, Stock Open (2), choose 1 of your "Yayoi", and that Mem gains +2000 Pow for the turn.

HBOT01/068 | Yayoi - Fighting Soul | W: Disfia

L1  
C0

### Goddess of the Shining Stars Astralire

[A] When this Mem Intercepts, if your Mem in battle is "Ashley", Stock Boost (2).

HBOT01/069 | Ashley - Star Heart | W: Tetra-Heaven

L1  
C0

### A Bond More Than Just Master-And-Servant

[S] [This ability is only active in hand] [(1) Discard this card from hand] Choose 1 of your green Mem, and that Mem gains +5000 Pow for the turn. Then, if that Mem has 1 or more soul, that Mem gains +5000 Pow during your Opp.'s next turn.

HBOT01/070 | None - None | W: Disfia

L0  
C0

### Astronomical Observation

[A] [(3)] When this tactics is placed to the Battle Zone, if your Mem in battle is a green Mem with 1 or more Soul, may pay. If so, choose up to 2 green Mems in your DZ and put them on the bottom of your Deck, and for the battle, your Mem in battle gains +4 aura, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/071 | None - None | W: Monolium

L0  
C0

### Grapple Arms

[C] All you green Mems gain +1 aura.  
[A] When this paradox is placed to the battle zone, if your Mem in battle is "Yayoi" Stock Boost (1), Stock Open (2).

HBT01/072 | None - None | W: Disfia

L0  
C0

### Grateful History

[C] All your green Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is a green Mem with 1 or more Soul, that Mem gains +3000 Pow for the battle.

HBT01/073 | None - None | W: Disfia

L0  
C0

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### Sanctocleary

[C] All your green Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is "Ashley", for the battle, give that Mem "[A] When this Mem wins a battle, choose 2 cards in your DZ that are either 'Ashley' or Foreigners with 'Covenanter: Ashley' and Stock them in any order."

HBT01/074 | None - None | W: Monolium

L0  
C0

### Demolish Thunder Aoi

[EX Soul 3] [S] [1/turn] [Choose 2 of your Mems with 0 Soul and put them on the bottom of your Deck in any order] Draw 3 cards, choose up to 2 cards in your hand that are either "Aoi" or Foreigners with "Covenanter: Aoi" and deploy them to your unoccupied circles. Then, if 1 or more Logicalist or Foreigner is deployed via this effect, this Mem gains +5000 Pow for the turn. If 1 or more TU is deployed via this effect, this Mem gains +2 aura for the turn.

HBT01/075 | None - Flow | W: Tetra-Heaven

L4  
C0

### Twinkle Saber Mahiro

[A] At the start of your Battle Phase, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the Set card "[A] Detonate."  
[EX Soul 3] [A] When this Mem attacks, choose 1 of your cards in the Set State, turn it face-up, and Drop it. Then, if the card Dropped via this effect is a Foreigner with "Covenanter: Mahiro", choose 1 of your Opp.'s Level 3 or lower Mems, and return that Mem and all of that Mem's Soul to hand.

HBT01/076 | None - Dream | W: Tritomy

L4  
C0

HBT01: Change x Collect Booster Pack

### Skydiver Mahiro

[TC] - "Mahiro"  
[EX Soul 1] [A] When this Mem Trances, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the Set card "[A] Detonate." Then, if you have 3 or more cards in the Set State, the Mem deployed via that Trance gains +5000 Pow for the turn.

HBT01/077 | None - Dream | W: Tritomy

L3  
C0

### Trust And Assurance Aoi

[TC] - "Aoi"  
[EX Soul 1] [S] [Rest this Mem] Choose a Level X or lower "Aoi" in your hand and deploy it to an unoccupied circle, and for that turn, give that Mem +5000 Pow and "[A] At the start of your End Phase, you may return this Mem to hand." X is the number of cards in your Level Zone.

HBT01/078 | None - Flow | W: Tetra-Heaven

L3  
C0

### Functional Test Mahiro

[TC] - "Mahiro"  
[EX Soul 1] [S] [Rest this] Draw a card, choose 1 of your Gates, Set a card from your hand face-down to that Gate, and give the Set card "[A] Detonate."

HBT01/079 | None - Dream | W: Tritomy

L2  
C0

### Reliable Existence Aoi

[A] Covenant - "Covenanter: Aoi": If the deployed TU is "Aoi" and you have 4 or more Mems that are either "Aoi" or Foreigners with "Covenanter: Aoi", draw a card, and choose a card in your DZ and put it on the bottom of your Deck.

HBT01/080 | None - Flow | W: Tetra-Heaven

L1  
C0

### Inventor Mahiro

[A] Covenant - "Covenanter: Mahiro": If the deployed TU is "Mahiro" and you have 1 or more Gate with card(s) Set to it, draw a card.  
[A] VG: When this Mem enters the Field, you may choose a Mem in your Opp.'s front row with 0 Soul and return it to hand.

HBT01/081 | None - Dream | W: Tritomy

L1  
C0

### Gate Analyzer Seren

[A] Covenant - "Mahiro": If the deployed TU is a "Mahiro", look at the top 3 cards of your Deck, put them on top of the Deck in any order, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the Set card "[A] Detonate."  
[A] Detonate Skill: Choose 1 of your "Mahiro", and that Mem gains +5000 Pow for the turn.

HBT01/082 | Mahiro - Guard Unit | W: Tritomy

L1  
C0

### Defuse Mine Mahiro

[A] When "Giant Leap" is placed to your Battle Zone during this Mem's battle, choose 1 of your cards in the Set State and turn it face-up. Then, if the card turned face-up is a Foreigner, return it to your hand. Otherwise, Drop that card.  
[EX Soul 3] [A] At the start of your or your Opp.'s Battle Phase, choose up to 2 of your cards in the Set State, give them "[A] Detonate Skill: If this card is a Foreigner, turn this face-down, and this card loses this ability. Otherwise, Drop this card", and turn them face-up.

HBT01/083 | None - Dream | W: Tritomy

L4  
C0

### Aoi Attempts to Protect

[A] When your "Aoi" defends, choose up to 1 of your Territory 1 Mems in your hand and deploy it to 1 of your unoccupied circles that has a destroyed Gate.  
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

HBT01/084 | None - Flow | W: Tetra-Heaven

L3  
C0

### Flash in the Darkness Aoi

[A] When this Mem enters the Field via the effect of ability of your "Aoi", choose 1 of your "Aoi", and that Mem gains +5000 Pow for the turn.  
[LD] [(2)] Draw a card.

HBT01/085 | Aoi - Flow | W: Tetra-Heaven

L2  
C0

### Staying Up All Night Mahiro

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, choose up to 1 Foreigner with "Covenanter: Mahiro", reveal it, put it in your hand, shuffle the rest and put them on the bottom of the Deck. Then, if a card is put in your hand via this effect, discard a card.

HBT01/086 | None - Dream | W: Tritomy

L1  
C0

### Bouncing Lightning Thor

[A] Covenant - "Mahiro" [(1)] If the deployed TU is "Aoi", may pay. If so, draw a card.  
[A] VG: When this Mem enters the Field, you may choose a Mem in your Opp.'s front row with 0 Soul and return it to hand.

HBT01/087 | Aoi - Thunder God | W: Tetra-Heaven

L1  
C0

### Spreading Mines Seren

[A] Detonate Skill: Choose 1 of your Opp.'s Level 2 or lower Mems that is not a Foreigner, and return that Mem and all of that Mem's Soul to hand.

HBT01/088 | Mahiro - Guard Unit | W: Tritomy

L1  
C0

Observing the Space, *Seren*

[A] Covenant - "Mahiro" [(1)] If the deployed TU is "Mahiro", may pay. If so, draw a card.  
[A] VG: When this Mem enters the Field, you may choose a Mem in your Opp.'s front row with 0 Soul and return it to hand.  
[A] Detonate Skill: Choose 2 of your "Mahiro", and they gain +2000 Pow for the turn.

HBOT01/089 | Mahiro - Guard Unit | W: Tritomy

L1  
C0

Record-Breaking Defeat *Mahiro*

[TC] - "Mahiro"  
[LD] [Drop 1 of your cards in the Set State] Draw 2 cards, discard a card, choose 1 of your Mem, and that Mem gains +1000 Pow for the turn.

HBOT01/090 | None - Dream | W: Tritomy

L3  
C0

Dignified Victory *Aoi*

[TC] - "Aoi"  
[EX Soul 1] [S] [Rest this Mem] If you have 4 or more Mem that are either "Aoi" or Foreigners with "Covenanter: Aoi", draw a card.

HBOT01/091 | None - Flow | W: Tetra-Heaven

L2  
C0

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Searching for Knowledge *Mahiro*

[TC] - "Mahiro"  
[LD] [Drop 1 of your cards in the Set State] Draw 2 cards, and discard a card.

HBOT01/092 | None - Dream | W: Tritomy

L2  
C0

Mahiro Visiting Foreigners

[A] When this Mem enters the Field, choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the Set card "[A] Detonate."

HBOT01/093 | None - Dream | W: Tritomy

L1  
C0

Warrior of Pure Love *Brynhildr*

[A] When this Mem enters the Field via the effect of ability of your "Aoi", choose 2 "Aoi" in your DZ and put them on the bottom of your Deck in any order.

HBOT01/094 | Aoi - Lance God | W: Tetra-Heaven

L1  
C0

HBT01: Change x Collect Booster Pack

Battle Stance, *Seren*

[A] Detonate Skill: Choose 1 of your Mem, and that Mem gains +2 limit for the turn.

HBOT01/095 | Mahiro - Guard Unit | W: Tritomy

L1  
C0

Mahiro the Detonator

[S] [This ability is only active in hand] [Discard this card from hand] Choose 1 of your blue Mem, and that Mem gains +5000 Pow for the turn. Then, if that Mem has 1 or more Soul, draw a card and discard a card.

HBOT01/096 | None - None | W: Tritomy

L0  
C0

Bad with Machines

[A] [(2)] When this tactics is placed to the Battle Zone, if your Mem in battle is a blue Mem with 1 or more Soul, may pay. If so, for the battle, that Mem gains +5000 Pow and +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

HBOT01/097 | None - None | W: Tetra-Heaven

L0  
C0

Giant Leap

[C] All your blue Mem gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is "Mahiro", choose 1 of your Gates, Set the top card of your Deck face-down to that Gate, and give the Set card "[A] Detonate."

HBOT01/098 | None - None | W: Tritomy

L0  
C0

Tragic Melancholy

[C] All your blue Mem gain +1 aura.  
[A] [Rest an "Aoi"] When this paradox is placed to the Battle Zone, if your Mem in battle is "Aoi", may pay. If so, choose up to 2 cards in your hand and put them face-up to the Battle Zone, and your Mem in battle gains +X limit for the battle. X is the number of cards put in the Battle Zone via this effect.

HBOT01/099 | None - None | W: Tetra-Heaven

L0  
C0

Augment Developer

[C] All your blue Mem gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is a blue Mem with 1 or more Soul, that Mem gains +3000 Pow for the battle.

HBOT01/100 | None - None | W: Tritomy

L0  
C0

Nina Alexandrovna

--No Text--

HBOT01/101 | None - None | W: -

L0  
C0

Liones Yelistratova

--No Text--

HBOT01/102 | None - None | W: -

L0  
C0

Yuko Morigaya

--No Text--

HBOT01/103 | None - None | W: -

L0  
C0

Nina Alexandrovna

--No Text--

HBOT01/104 | None - None | W: -

L0  
C0

Tamaki Yurine

--No Text--

HBOT01/105 | None - None | W: -

L0  
C0

Liones Yelistratova

--No Text--

HBOT01/106 | None - None | W: -

L0  
C0

Yukari Nanahoshi

--No Text--

HBOT01/107 | None - None | W: -

L0

C0

Yayoi Tachibana

--No Text--

HBOT01/108 | None - None | W: -

L0

C0

Ashley Bradbury

--No Text--

HBOT01/109 | None - None | W: -

L0

C0

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Mahiro Kyobashi

--No Text--

HBOT01/110 | None - None | W: -

L0

C0

Aoi Iroha

--No Text--

HBOT01/111 | None - None | W: -

L0

C0

Sky Dragon Sacred Thunder Field *Tamaki*

[LD] [(3)] If there are 3 or more "Tamaki" in your DZ, choose all your "Tamaki", and they gain +3000 Pow for the turn. Then, you may discard a "Tamaki". If so, additionally choose 2 of your Mems, and they gain +5000 Pow for the turn.

HBOT01/112 | None - Intelligence | W: Disfia

L4

C1

HBT01: Change x Collect Booster Pack

Prayer of Hope *Nina*

[LD] [(3)] If your Opp. has 4 or more destroyed gates, for the turn, this Mem gains +1 aura and "[C] During this Mem's battle, when your Opp.'s Tactics or Paradox would be placed to the Battle Zone, Drop that card instead of putting it to the Battle Zone."

HBOT01/113 | None - Contemplate | W: Monolium

L4

C0

Blessing of the Garden *Nina*

[A] When this Mem attacks, if you have 0 other Rested Mems, this Mem gains +1 aura for the battle.  
[LD] [(3)] For the turn, this Mem gains "[A] [1/turn] When your yellow Mem destroys a gate in your Opp.'s back row, choose 2 Mems in your DZ with Aura Logic and return them to your hand", and this Mem gains +3000 Pow during your Opp.'s next turn.

HBOT01/114 | None - Contemplate | W: Monolium

L4

C0

Lovely Spiral *Tamaki*

[A] When this Mem is placed from hand to the Battle Zone, if your Mem in battle is "Tamaki" and there is 1 or more "Lovely Spiral Tamaki" in your Level Zone, your Mem in battle gains +2 aura for the battle.  
[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

HBOT01/115 | None - Intelligence | W: Tetra-Heaven

L3

C0

Acrobat Step *Nina*

[A] [1/turn] [(1)] When your other yellow TU defends, may pay. If so, put this Mem and all of this Mem's soul face-up to the Intercept Zone.  
[LD] [(3)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

HBOT01/116 | None - Contemplate | W: Monolium

L2

C0

Under the Blue Sky *Tamaki*

[A] [(2)] When this Mem intercepts, may pay. If so, choose X Level 4 or lower Mems in your DZ and return them to your hand. X is the total number of your "Tamaki" and ::Summer:: Mems with 1 or more Soul.

HBOT01/117 | Summer - Intelligence | W:

L1

C0

Barrier of Love *Tamaki*

[A] When you Level Boost while this Mem is defending, if the rested card is "Tamaki", this Mem gains +1 aura for the battle.  
[LD] [(3)] For every 2 "Tamaki" in your Level Zone, choose 1 of your Opp.'s Mems, and during your Opp.'s next turn, give them "[C] This Mem does not Stand."

HBOT01/118 | None - Intelligence | W: Tetra-Heaven

L4

C0

Rolling Cyclone Kick *Nina*

[A] At the start of your Opp.'s Battle Phase, choose all your "Nina", and for the turn, give them "[C] If this Mem has 5 or more aura, this Mem gains +5000 Pow."  
[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

HBOT01/119 | None - Contemplate | W: Monolium

L3

C0

Invitation to Dream *Nina*

[A] [(1)] When this Mem destroys a Gate in your Opp.'s back row, may pay. If so, choose either a "Nina" Logicalist or a Foreigner with "Covenanter: Nina" in your DZ and return it to your hand.  
[LD] [(2)] Draw a card.

HBOT01/120 | None - Contemplate | W: Monolium

L2

C0

Letter From Kyoto *Tamaki*

[A] Covenant - "Covenanter: Tamaki" or "Venus" or "Xiaolin" or "Shinkyoku Otohime": If the deployed TU is "Tamaki" and there is 1 or more "Tamaki" in your Level Zone, choose a Mem in your DZ with the same card name as that deployed Mem and return it to your hand.

HBOT01/121 | None - Intelligence | W: Tetra-Heaven

L1

C0

Prepared for Anything *Nina*

[A] Covenant - "Covenanter: Nina": [(1)] If the deployed TU is "Nina", may pay. If so, choose a Mem with Aura Logic in your DZ and return it to your hand.

HBOT01/122 | None - Contemplate | W: Monolium

L1

C0

Pride of Dragon *Xiaolin*

[A] Covenant - "Tamaki": If the deployed TU is "Tamaki" and there are 3 or more cards in your Level Zone, Drop the top 2 cards of your Deck. Then, if 1 or more "Tamaki" is Dropped by this effect, that deployed Mem additionally gains +3 aura for the turn.

HBOT01/123 | Tamaki - Dragon Soul | W: Disfia

L1

C0

Total Care *Cure*

[A] At the start of your Opp.'s Battle Phase, look at the top 3 cards of your Deck and put them on top of your Deck in any order.

HBOT01/124 | Tamaki - Electric Doctor | W: Tritomy

L1

C0

### Basking in the Sun *Aisha*

[A] Covenant - "Nina": If the deployed TU is "Nina" and there are 3 or more cards in your Level Zone, for the turn, give that deployed Mem "[A] When this Mem wins a battle while attacking, choose a Mem in your DZ and return it to your hand."

HBT01/125 | Nina - Cat Beast | W: Monolium

L1  
C0

### True Value of the Thunder Dragon

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your yellow Mem in battle gains +5000 Pow for the battle. Then, if there is 1 or more card in your DZ with the same card name as that Mem, it additionally gains +5000 Pow, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/126 | None - None | W: Disfia

L0  
C0

### Talk with Fists

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +2 aura. Then, if that Mem is yellow, it additionally gains +1 limit, and choose a Mem in your DZ and put it face-up to the Battle Zone.

HBT01/127 | None - None | W: Disfia

L0  
C0

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### Felicitate Shower

[C] All your yellow Mem gain +1 aura.  
[A] [(1)] When this paradox is placed to the Battle Zone, if your Mem in battle is yellow and there is 1 or more "Felicitate Shower" in your DZ, may pay. If so, choose a card in your Level Zone and Stand it.

HBT01/128 | None - None | W: Tetra-Heaven

L0  
C0

### Honey Embrace

[C] All your yellow Mems gain +1 aura.  
[A] [Rest a "Tamaki" in your Level Zone] When this paradox is placed to the Battle Zone, if your Mem in battle is yellow, may pay. If so, draw a card.

HBT01/129 | None - None | W: Tetra-Heaven

L0  
C0

### Riot Meteor *Yukari*

[LD] [(3)] For the turn, this Mem gains +3000 Pow and "[A] [Drop 2 of this Mem's Soul] At the start of the End of Battle Step during the battle this Mem is attacking, may pay. If so, Stand this Mem, and this Mem gains +7000 Pow for the turn. Then, if there are 3 or more cards in your Opp.'s Battle Zone, this Mem additionally gains +1 aura."

HBT01/130 | None - Charm | W: Tritomy

L4  
C0

HBT01: Change x Collect Booster Pack

### Colorful Flower of the South, *Yukari*

[A] [1/turn] When this Mem wins a battle while attacking, if at least 1 "Yukari" or "Summer" is in this Mem's Soul, Stand this Mem. Then, if there are 0 cards in your Opp.'s Intercept Zone, additionally draw a card.  
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

HBT01/131 | Summer - Charm | W: Tetra-Heaven/Septpia

L4  
C0

### Mushroom Cannon Shell *Yukari*

[S] [Rest this Mem] If you have 1 or more other "Yukari", choose 1 of your other Mems, and for the turn, give that Mem "[A] [(1)] When this Mem destroys a Gate in your Opp.'s back row, may pay. If so, draw a card."  
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

HBT01/132 | None - Charm | W: Monolium

L2  
C0

### Preview And Review *Yukari*

[A] Covenant - "Covenanter: Yukari" or "Quetzalcoatli": If the deployed TU is "Yukari", choose 2 of your Mems other than that deployed Mem, and for the turn, those Mems gain "[A] [(1)] When this Mem destroys an Opp.'s Gate, may pay. If so, draw a card."

HBT01/133 | None - Charm | W: Monolium

L1  
C0

### Special-Made Love *Yukari*

[A] When this Mem destroys an Opp.'s gate, if there are 4 or more cards in your Level Zone, choose 1 of your "Tamaki" or red Mems, and that Mem gains +5000 Pow for the turn.  
[S] [Rest this Mem] Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

HBT01/134 | None - Charm | W: Monolium

L1  
C0

### *Theta* of the Mushroom Ring

[A] Covenant - "Yukari": If the deployed TU is "Yukari", that deployed Mem gains +1000 Pow for the turn. Then, if your Opp. has 3 or more destroyed gates, it additionally gains +2000 Pow.

HBT01/135 | Yukari - Mushroom Beast | W: Monolium

L1  
C0

### Calculated Slash *Salt*

[A] [Drop this Mem] When your "Yukari" attacks or defends, may pay. If so, for the battle, your Mem in battle gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/136 | Yukari - Guard Unit | W: Tritomy

L1  
C0

### Unexpected Summoning

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +5000 Pow. Then, if that Mem is red, it additionally gains +1 limit, and choose a Mem in your DZ and put it face-up to the Battle Zone.

HBT01/137 | None - None | W: Disfia

L0  
C0

### Fighting Trance

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your red Mem in battle gains +5000 Pow (if that Mem is attacking, it gains +10000 Pow instead).

HBT01/138 | None - None | W: Disfia

L0  
C0

### Marvel Explode

[C] All your red Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is red and there is 1 or more other face-down card in either your Battle Zone or Paradox Zone, Stock Boost (1).

HBT01/139 | None - None | W: Tritomy

L0  
C0

### Cosmic Drive

[C] All your red Mems gain +1 aura.  
[A] [Discard a red card] When this paradox is placed to the Battle Zone, if your Mem in battle is red, may pay. If so, for the battle, your Mem in battle gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/140 | None - None | W: Tritomy

L0  
C0

### Rainbow Melody *Ashley*

[A] [(1)] When you perform Logic Definition, may pay. If so, Drop the card placed to the Battle Zone by that Logic Definition. Then, if that card is Dropped via this effect, additionally put the top card of your Deck face-up to the Battle Zone.  
[LD] [(2)] Draw a card.

HBT01/141 | None - Dream | W: Tritomy

L2  
C0

### Growing Expectations *Ashley*

[A] [(1)] When your "Ashley" or "Summer" attacks or defends, may pay. If so, that Mem gains +2000\*X Pow for the battle. X is the number of your Mems with 1 or more Soul.

HBT01/142 | Summer - Dream | W: Disfia/Septpia

L1  
C0



### Sparkle Round Ashley

[LD] [(3)] For the turn, this Mem gains "[A] When this Mem attacks, for the battle, this Mem gains +1 limit, look at your Deck, choose a card and put it face-up to the Battle Zone, and shuffle your Deck."

HBT01/143 | None - Dream | W: Tritomy

L4  
C1

### Further Advantage Ashley

[A] When this Mem is Dropped from Stock, you may choose either 1 of your "Ashley" or an "Ashley" in your Level Zone and Rest it. If so, draw a card.  
[LD] [(2)] Draw a card.

HBT01/144 | None - Dream | W: Disfia

L2  
C0

### Elegantly Cute Sleeves Ashley

[A] When this Mem is Dropped from your Stock, if you have 2 or more "Ashley", Stock Boost (1).  
[LD] [(3)] Draw a card. You may Drop the top card of your Deck.

HBT01/145 | None - Dream | W: Disfia

L2  
C0

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### Speaking With the Wind Ashley

[A] Covenant - "Covenanter: Ashley" or "Jade": If the deployed TU is "Ashley" and there are 3 or more cards in your Level Zone, choose 2 Mems in your DZ and Stock them in any order.

HBT01/146 | None - Dream | W: Tritomy

L1  
C0

### Charming Glamor Enki

[A] Covenant - "Ashley": If the deployed TU is "Ashley", choose an "Ashley" in your DZ and Stock it.

HBT01/147 | Ashley - Graceful Soul | W: Disfia

L1  
C0

### Alluring Beauty Enki

[A] Covenant - "Ashley": If the deployed TU is "Ashley", Drop up to 2 cards from top of your Stock, and Stock Boost (1)+(X). X is the number of cards Dropped from Stock by this effect.

HBT01/148 | Ashley - Graceful Soul | W: Disfia

L1  
C0

HBT01: Change x Collect Booster Pack

### Heart-Thumping Horror House

[A] [(2)] When this tactics is placed to the Battle Zone, may pay. If so, for the battle, your green Mem in battle gains +2 aura and +1 limit, look at the top 2 cards of your Deck, choose 1 of them and put it face-up to the Battle Zone, and Drop the rest.

HBT01/149 | None - None | W: Tritomy

L0  
C0

### Sudden Fortune

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +5000 Pow. Then, if that Mem is green, it additionally gains +1 limit, choose a Mem in your DZ and put it face-up to the Battle Zone.

HBT01/150 | None - None | W: Disfia

L0  
C0

### Last Survivor

[C] All your green Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, your green Mem in battle gains +2000 Pow for the battle.

HBT01/151 | None - None | W: Monolium

L0  
C0

### Moonlit Arrow Aoi

[A] When this Mem attacks or defends, you may choose up to 1 Territory 1 Mem in your hand and Deploy it to 1 of your vacant circles with a destroyed gate.  
[LD] [(3)] Draw a card. For the turn, this Mem gains "[A] At the start of you Battle Phase, choose 1 of your "Aoi" with 0 Soul and return it to your hand. Then, if a card is returned to your hand via this effect, additionally choose 1 of your Opp.'s Level 2 or lower Mems and return it to hand."

HBT01/152 | None - Flow | W: Monolium

L4  
C0

### Sunset Glow Aoi

[A] Covenant - "Covenanter: Aoi" or "Melchi" or "Rotta": If the deployed TU is "Aoi" and there are 3 or more cards in your Level Zone, for the turn, give that deployed Mem "[A] When this Mem wins a battle while attacking, draw 2 cards, and discard a card."

HBT01/153 | None - Flow | W: Monolium

L1  
C0

### Support Fire Arrow Aoi

[A] When you draw a card via the effect of ability of your "Aoi", you may choose a card in your DZ and put it on the bottom of your Deck.  
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, draw a card, and this Mem gains +2000 Pow for the turn.

HBT01/154 | None - Flow | W: Tritomy

L3  
C0

### Powerful Shooter Aoi

[A] [(0)] At the start of your Battle Phase, may pay. If so, you and your Opp. both draw a card.  
[LD] [(2)] Draw a card.

HBT01/155 | None - Flow | W: Monolium

L2  
C0

### New Determination Aoi

[A] Covenant - "Covenanter: Aoi" or "Melch" or "Rotta": If the deployed TU is "Aoi" and there are 3 or more cards in your Level Zone, draw 3 cards, and put 3 cards from your hand on top of your Deck in any order.

HBT01/156 | None - Flow | W: Tritomy

L1  
C0

### Picking Flowers Rotta

[A] Covenant - "Aoi": If the deployed TU is "Aoi" and there are 3 or more cards in your Level Zone, for the turn, that deployed Mem gains "[A] When you draw a card via effect of ability of your "Aoi", this Mem gains +1000 Pow for the turn."

HBT01/157 | Aoi - Rabbit Beast | W: Monolium

L1  
C0

### Children's Hero Pino

[A] Covenant - "Aoi": If the deployed TU is "Aoi" and there are 4 or more cards in your Level Zone, for the turn, that deployed Mem gains +1 limit and "[A] When this Mem attacks, you may put the top card of your Deck face-up to the Battle Zone."

HBT01/158 | Aoi - Toy Unit | W: Tritomy

L1  
C0

### Contract Across the Dimensions

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +3 aura. Then, if that Mem is blue, it additionally gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

HBT01/159 | None - None | W: Monolium

L0  
C0

### Heart-Thumping Metropolis

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +2 aura. Then, if that Mem is blue, it additionally gains +1 limit, choose a Mem in your DZ and put it face-up to the Battle Zone.

HBT01/160 | None - None | W: Disfia

L0  
C0

Crescent Detonation

[C] All your blue Mems gain +1 aura.  
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is blue and there is 1 or more other face-down card in either your Battle Zone or Paradox Zone, Stock Boost (1).

HBOT01/161 | None - None | W: Monolium

L0  
C0

Tornado Disco

[C] All your blue Mems gain +1 aura.  
[A] When this paradox is placed to your Battle Zone, your blue Mem in battle gains +2000 Pow for the battle.

HBOT01/162 | None - None | W: Monolium

L0  
C0

Crystal Beach at Night

[A] [On Gate Destruction] Stock Boost (1). Then, if you have 4 or more destroyed gates, choose 2 cards in your DZ that are either Logicalists or Foreigners and deploy them.

HBOT01/163 | None - None | W: Septpia

L0  
C0

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Subspace

[A] [On Gate Destruction] Stock Boost (2), choose a card in your DZ and put it on top of your Deck.

HBOT01/164 | None - None | W: Tritomy

L0  
C0

ALCA Nai-en Branch

[A] [On Gate Destruction] Search your Deck for up to 1 Logicalist, deploy it on the circle this gate is in, and shuffle your Deck.

HBOT01/165 | None - None | W: Septpia

L0  
C0

Nina Alexandrovna

[A] [On Gate Destruction] Stock Boost (1). Then, if you have 4 or more destroyed Gates, you may discard a card. Then, if you discard a card via this effect, choose all your Opp.'s Mems and Rest them, and your Opp. Stocks the Mem that destroyed this Gate along with all its Soul in any order.

HBOT01/G001 | None - None | W: Tetra-Heaven

L0  
C0

HBT01: Change x Collect Booster Pack

Liones Yelistratova

[A] [On Gate Destruction] Stock Boost (2), choose either a Foreigner or a Mem with [TC] in your DZ and return it to hand.

HBOT01/G002 | None - None | W: Monolium

L0  
C0