

Overtrance of Sacred Light *Yoshichika*

[C] During your turn, this Mem gains +1 aura.
[C] During your Opp.'s turn, all your other Mems gain +5000 Pow.

[A] [This ability is only active in Level Zone] At the start of your MP, choose a number between 1 and 5, and for the turn, the Level of this Mem becomes that number.

BT02/001 | Devotion - Sacred Heart | W: Tetra-Heaven

L5
C0

Wild Dancing Whip of Love *Tamaki*

[LD] [(3)] This Mem gains +5000 Pow for the turn. Then, if there are 5 or more different Chara names on your ::Tetra-Heaven:: TUs between your Field and Level Zone, additionally choose 1 of your Opp.'s Mems, and during your Opp.'s next turn, give that Mem "[C] During your Stand Phase, this Mem cannot Stand". Then, you may discard a "Wild Dancing Whip of Love Tamaki". If so, additionally give that Mem "[C] This Mem cannot move from circle to circle".

BT02/002 | Intelligence - Benevolent | W: Tetra-Heaven

L4
C0

Rallying Hero *Yoshichika*

[LD] [(3)] Drop all of this Mem's Soul] During your Opp.'s next turn, this Mem gains +6000 Pow.

BT02/003 | Devotion - Sacred Heart | W: Tetra-Heaven

L4
C0

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Pain, Pain Fly Away~ *Tamaki*

[A] [1/turn] [Drop all of the defending Mem's Soul] When your other Mem loses a battle while defending, if there are 4 or more yellow cards in your Level Zone, may pay. If so, return that Mem to hand.

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/004 | Intelligence - Benevolent | W: Tetra-Heaven

L2
C0

Sacred Oath *Athena*

[A] Covenant - "Yoshichika": If the deployed TU is "Yoshichika", search your Deck for up to 1 ::Tetra-Heaven:: "Yoshichika", reveal it, put it in your hand, and shuffle your Deck.

BT02/005 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Unbroken Shield *Yoshichika*

[A] [1/turn] When this Mem defends, if there are 2 or more "Yoshichika" in your Level Zone, this Mem gains +4000 Pow for the battle.

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT02/006 | Devotion - Sacred Heart | W: Tetra-Heaven

L3
C0

BT02: Believe & Betray Booster Pack**Built Trust *Tamaki***

[A] Covenant - "Venus": If the deployed TU is "Tamaki" and there are 4 or more cards in your Level Zone, choose all your Mems, and they gain +1000 Pow for the turn.

BT02/007 | Intelligence - None | W: Tetra-Heaven

L1
C0

Lost Logic *Yoshichika*

[A] Covenant - "Athena": If the deployed TU is "Yoshichika" and there are 4 or more cards in your Level Zone, choose 1 of your Mems, and that Mem gains +2000 Pow for the turn.

BT02/008 | Devotion - None | W: Tetra-Heaven

L1
C0

Talking About Love *Venus*

[A] Covenant - "Tamaki": If the deployed TU is "Tamaki", during your Opp.'s next turn, that Mem gains +2000 Pow.

BT02/009 | Benevolent - None | W: Tetra-Heaven

L1
C0

Repelling Evil *Tamaki*

[A] When your card named "Honey Embrace" is placed to the Battle Zone while this Mem is defending, this Mem gains +3000 Pow for the battle.

[LD] [(3)] Choose all your Mems, and they gain +2000 Pow for the turn. Then, if there are 3 or more "Tamaki" in your Level Zone, additionally draw a card.

BT02/010 | Intelligence - Benevolent | W: Tetra-Heaven

L4
C0

Shield Smash *Yoshichika*

[A] When your card named "Patriot Smash" is placed to the Battle Zone while this Mem is defending, this Mem gains +3000 Pow for the battle.

[LD] [(3)] This Mem gains +2 aura for the turn. Then, if there are 3 or more "Yoshichika" in your Level Zone, additionally draw a card.

BT02/011 | Devotion - Sacred Heart | W: Tetra-Heaven

L4
C0

Red Whip of Undoing *Tamaki*

[A] When this Mem enters the Field, if there are 2 or more yellow cards in your Level Zone, choose 1 of your Opp.'s Mems, and during your Opp.'s next turn, give that Mem "[C] This Mem cannot move from circle to circle".

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT02/012 | Intelligence - Benevolent | W: Tetra-Heaven

L3
C0

Lovely Dress *Tamaki*

[S] [Rest this Mem] Choose all your ::Tetra-Heaven:: Mems, and they gain +1000 Pow for the turn.

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/013 | Intelligence - Benevolent | W: Tetra-Heaven

L2
C0

Skilled Commanding *Yoshichika*

[S] [Rest this Mem] You may choose a Standing, face-up card in your Level Zone and Drop it. If so, put the top card of your Deck in the Level Zone.

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/014 | Devotion - Sacred Heart | W: Tetra-Heaven

L2
C0

Force Intervention *Yoshichika*

[A] When your other "Yoshichika" Intercepts, your Mem in battle gains +1000 Pow for the battle.

[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/015 | Devotion - Sacred Heart | W: Tetra-Heaven

L2
C0

Prayer of Salvation *Tamaki*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

BT02/016 | Intelligence - None | W: Tetra-Heaven

L1
C0

Qualification as a Logicalist *Yoshichika*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

BT02/017 | Devotion - None | W: Tetra-Heaven

L1
C0

Knowledge- And Tactics-Governing Goddess *Athena*

[A] When this Mem enters the Field, choose 1 of your "Yoshichika", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

BT02/018 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Goddess of Love And Beauty Venus

[A] When this Mem enters the Field, choose 1 of your "Tamaki", and that Mem gains +1000 Pow for the turn.
[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

BT02/019 | Benevolent - None | W: Tetra-Heaven

L1
C0

Victory for Everyone Tamaki

[LD] [(3)] Choose all your Mems, and they gain +2000 Pow for the turn. If there are 2 or more Level 4 or higher cards in your Level Zone, they gain +3000 Pow instead.

BT02/020 | Intelligence - Benevolent | W: Tetra-Heaven

L4
C0

Stubborn Fortress Yoshichika

[LD] [(3)] Choose all your Mems, and during your Opp.'s next turn, they gain +2000 Pow. If there are 2 or more Level 4 or higher cards in your Level Zone, they gain +3000 Pow instead.

BT02/021 | Devotion - Sacred Heart | W: Tetra-Heaven

L4
C0

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Who's the Next Enemy? Tamaki

[C] During your Opp.'s turn, if there are 4 or more cards in the Level ZOne, this Mem gains +2000 Pow.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT02/022 | Intelligence - Benevolent | W: Tetra-Heaven

L3
C0

Combination Play Yoshichika

[A] When this Mem enters the Field, if there are 5 or more different Chara names on your ::Tetra-Heaven:: TUs between your Field and Level Zone, draw a card.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT02/023 | Devotion - Sacred Heart | W: Tetra-Heaven

L3
C0

Duty of Logicalist Tamaki

[A] [Put a ::Tetra-Heaven:: card from your hand to the Level Zone] When this Mem enters the Field, may pay. If so, choose a Standing, face-up card in your Level Zone and return it to your hand.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/024 | Intelligence - Benevolent | W: Tetra-Heaven

L2
C0

BT02: Believe & Betray Booster Pack

Gathered Feelings Yoshichika

[C] During your Opp.'s turn, for each "Yoshichika" in your Level Zone, this Mem gains +1000 Pow.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT02/025 | Devotion - Sacred Heart | W: Tetra-Heaven

L2
C0

Peaceful Day Off Tamaki

[C] During your Opp.'s turn, if there is 1 or more yellow card in your Level Zone, this Mem gains +4000 Pow.

BT02/026 | Intelligence - None | W: Tetra-Heaven

L1
C0

Talent of Trance Yoshichika

[C] If in your Level Zone there is 1 or more Level 1 "Yoshichika", 1 or more Level 2 "Yoshichika", 1 or more Level 3 "Yoshichika", and 1 or more Level 4 "Yoshichika", this Mem gains "[C] When this Mem Trances with "Athena", you may deploy a Level 5 ::Tetra-Heaven:: Traceunion "Yoshichika".

BT02/027 | Devotion - None | W: Tetra-Heaven

L1
C0

Philanthropist Venus

[A] When this Mem enters the Field, choose 1 of your Mems, and that Mem gains +1000 Pow for the turn.

BT02/028 | Benevolent - None | W: Tetra-Heaven

L1
C0

Tears of Joy Athena

[A] When this Mem loses a battle while defending, you may choose a "Yoshichika" in your DZ and put it in your Level Zone. If so, choose a face-up card in your Level Zone and Drop it.

BT02/029 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Keeper & Center-back

[A] [(4)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is yellow, may pay. If so, for the battle, that Mem gains +5000 Pow and "[A] When this Mem wins a battle, choose 1 of your Opp.'s Mems and Rest it".

BT02/030 | None - None | W: Tetra-Heaven

L0
C0

Reflection

[A] [(1)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is yellow, may pay. If so, for the battle, that Mem gains +2 aura and "[A] When this Mem wins a battle, choose a card in your Opp.'s Level Zone and Rest it".

BT02/031 | 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.

BT02/032 | None - None | W: Tetra-Heaven

L0
C0

Patriot Smash

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

BT02/033 | None - None | W: Tetra-Heaven

L0
C0

Quiet Square

[C] All your Mems gain +1 aura.

BT02/034 | None - None | W: Tetra-Heaven

L0
C0

Gigantomakhia

[C] All your Mems gain +1 aura.

BT02/035 | None - None | W: Tetra-Heaven

L0
C0

Controller of Blast Waves Veronica

[S] [1/turn] [Discard a card] This Mem gains +3000 Pow for the turn.
[LD] [(3)] You may choose a "Veronica" in your Level Zone and turn it face-down. If so, choose 1 of your Opp.'s Mems with 0 Soul whose Level is equal to the Level of the card turned face-down this way and Drop it.

BT02/036 | Conviction - Mischievous | W: Tetra-Heaven

L4
C0

Binding Snake Poison Yukari

[LD] [(3)] This Mem gains "[C] This Mem can attack a back-row Circle even if the gate in front of that circle isn't destroyed" for the turn. Then, if there are 3 or more "Yukari" in your Level Zone, additionally +1 to your Attack Limit for the turn.

BT02/037 | Charm - Serpent God | W: Tetra-Heaven

L4
C0

Snake Staring at Frog Yukari

[S] [1/turn] [Discard a card from your hand] Choose 1 of your Opp.'s Mem, and give that Mem "[C] This Mem cannot Intercept" for the turn. [LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT02/038 | Charm - Serpent God | W: Tetra-Heaven

L3
C0

Thorough Extermination Veronica

[A] [1/turn] When this Mem attacks, if there is at least 1 or more "Veronica" in your Level Zone and the Pow of this Mem is at least 5000 higher than the Pow of the battle Opp., Stand this. [LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT02/039 | Conviction - Mischievous | W: Tetra-Heaven

L3
C0

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Heat Source Seeking Yukari

[A] When this Mem enters the Field, if there are 4 or more red cards in your Level Zone, choose 1 of your other Mem, and that Mem gains +2000 Pow for the turn. [LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn.

BT02/040 | Charm - Serpent God | W: Tetra-Heaven

L2
C0

Aroused Revenge Veronica

[A] Covenant - "Nemesis": If the deployed TU is "Veronica" and there are 4 or more cards in your Level Zone, choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn.

BT02/041 | Conviction - None | W: Tetra-Heaven

L1
C0

Diligent Manager Yukari

[A] Covenant - "Quetzalcoatl": If the deployed TU is "Yukari" and there are 4 or more cards in your Level Zone, choose 1 of your Mem other than that TU, and that Mem gains +3000 Pow for the turn.

BT02/042 | Charm - None | W: Tetra-Heaven

L1
C0

BT02: Believe & Betray Booster Pack

Covenant Order Quetzalcoatl

[A] Covenant - "Yukari": If the deployed TU is "Yukari", look at the top card of your Opp.'s Deck.

BT02/043 | Serpent God - None | W: Tetra-Heaven

L1
C0

Observing Septpia Nemesis

[A] Covenant - "Veronica" If the deployed TU is "Veronica", that Mem gains +2000 Pow for the turn.

BT02/044 | Mischievous - None | W: Tetra-Heaven

L1
C0

Invitation to the Minefield Veronica

[A] When your card named "End of Guilty" is placed to the Battle Zone during this Mem's battle, the battle Opp. gets -2000 Pow for the battle. [LD] [(3)] Draw a card. Choose 1 of your gates, Set a card from your hand face-down to that gate, and give the card you Set this way "[A] When the gate this card is Set to is destroyed, turn this card face-up. Then, if the level of the card is the same as the attacking Mem, additionally drop that attacking Mem. Drop this card".

BT02/045 | Conviction - Mischievous | W: Tetra-Heaven

L4
C0

Aerial Transportation Yukari

[A] When your card named "First Impact" is placed to the Battle Zone while this Mem is attacking, this Mem gains +3000 Pow for the battle. [LD] [(3)] This Mem gains +4000 Pow for the turn. Afterwards, choose all your red Mem, and they gain "[A] When this Mem destroys an Opp.'s gate, drop the top card of your Opp.'s Stock Zone" for the turn.

BT02/046 | Charm - Serpent God | W: Tetra-Heaven

L4
C0

Priestess of God Yukari

[C] If there are 5 or more different Chara names on your ::Tetra-Heaven:: TUs between your Field and Level Zone, this Mem gains +3000 Pow. [LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn.

BT02/047 | Charm - Serpent God | W: Tetra-Heaven

L2
C0

Countless Bombs Veronica

[A] When this Mem enters the Field, if there are 2 or more Level 3 or higher red cards in your Level Zone, choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn. [LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn.

BT02/048 | Conviction - Mischievous | W: Tetra-Heaven

L2
C0

Frontline Commander Veronica

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mem in the front row, and you may Drop this Mem and that Mem.

BT02/049 | Conviction - None | W: Tetra-Heaven

L1
C0

Working Hard Yukari

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mem in the front row, and you may Drop this Mem and that Mem.

BT02/050 | Charm - None | W: Tetra-Heaven

L1
C0

Snake God Quetzalcoatl

[A] When this Mem enters the Field, choose 1 of your "Yukari", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mem in the front row, and you may Drop this Mem and that Mem.

BT02/051 | Serpent God - None | W: Tetra-Heaven

L1
C0

Goddess of Anger And Punishment Nemesis

[A] When this Mem enters the Field, choose 1 of your "Veronica", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mem in the front row, and you may Drop this Mem and that Mem.

BT02/052 | Mischievous - None | W: Tetra-Heaven

L1
C0

Wounded Pantheress Veronica

[LD] [(3)] This Mem gains +4000 Pow for the turn. Then, if there are 2 or more Level 4 or higher cards in your Level Zone, additionally Drop the top card of your Opp.'s Stock Zone.

BT02/053 | Conviction - Mischievous | W: Tetra-Heaven

L4
C0

Pinch Equals Chance Yukari

[LD] [(3)] This Mem gains +3000 Pow for the turn. If there are 2 or more Level 4 or higher cards in your Level Zone, this Mem gains +6000 Pow instead.

BT02/054 | Charm - Serpent God | W: Tetra-Heaven

L4
C0

Exploding Belief *Veronica*

[A] [(1)] When this Mem wins a battle while attacking, if there are 2 or more red cards in your Level Zone, may pay. If so, drop the top card of your Opp.'s Stock Zone.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT02/055 | Conviction - Mischievous | W: Tetra-Heaven

L3
C0

Won't Let You Get Away! *Yukari*

[C] During your turn, this Mem gains +3000 Pow.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT02/056 | Charm - Serpent God | W: Tetra-Heaven

L3
C0

Battle Veteran Clown *Veronica*

[C] If there is 1 or more face-down card in your Level Zone, this Mem gains +2000 Pow.
[LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.

BT02/057 | Conviction - Mischievous | W: Tetra-Heaven

L2
C0

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Spot-On Support *Yukari*

[S] [Rest this Mem] Choose 1 of your other Mems, and that Mem gains +2000 Pow for the turn.
[LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.

BT02/058 | Charm - Serpent God | W: Tetra-Heaven

L2
C0

Lady's Day Off *Veronica*

[A] When this Mem attacks, if there is 1 or more ::Tetra-Heaven:: card in your Level Zone, this Mem gains +2000 Pow for the battle.

BT02/059 | Conviction - None | W: Tetra-Heaven

L1
C0

Appreciation for Hard Work *Yukari*

[A] When this Mem attacks, if there are 4 or more red cards in your Level Zone, this Mem gains +1 limit for the battle.

BT02/060 | Charm - None | W: Tetra-Heaven

L1
C0

BT02: Believe & Betray Booster Pack

On Top of Cutting Board *Quetzalcoatl*

[A] When this Mem attacks or defends, if this Mem is next to the battle Opp., this Mem gains +2000 Pow for the battle.

BT02/061 | Serpent God - None | W: Tetra-Heaven

L1
C0

Lecturing *Nemesis*

[A] When this Mem wins a battle while attacking, if there is 1 or more ::Tetra-Heaven:: card in your Level Zone, choose 1 of your Mems, and that Mem gains +1000 pwoer for the turn.

BT02/062 | Mischievous - None | W: Tetra-Heaven

L1
C0

Electrocute Order

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

BT02/063 | None - None | W: Tetra-Heaven

L0
C0

Full-Course Meal

[A] [(3)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is red, may pay. If so, for the battle, that Mem gains +10000 Pow and "[A] When this Mem wins a battle, Stand this".

BT02/064 | None - None | W: Tetra-Heaven

L0
C0

End of Guilty

[C] All your red Mems gain +1 aura.
[A] [Rest a "Veronica" in your Level Zone] When this paradox is placed to the Battle Zone, if your Mem in battle is red, may pay. If so, Drop the top card of your Opp.'s Stock Zone.

BT02/065 | None - None | W: Tetra-Heaven

L0
C0

First Impact

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

BT02/066 | None - None | W: Tetra-Heaven

L0
C0

Trick And Torment

[C] All your Mems gain +1 aura.

BT02/067 | None - None | W: Tetra-Heaven

L0
C0

Venomous Amphitheater

[C] All your Mems gain +1 aura.

BT02/068 | None - None | W: Tetra-Heaven

L0
C0

Height of Arrogance *Olga*

[(3)] For the turn, this Mem gains "[A] When this Mem attacks, if the Level of this Mem is greater than the Level of the battle Opp., for the battle, this Mem gains +100000 Pow and +10 aura".

BT02/069 | Aloof - Fallen | W: Tetra-Heaven

L4
C0

One Against Many *Chloe*

[LD] [(3)] If there are 5 or more different Chara names on your ::Tetra-Heaven:: TUs between your Field and Level Zone, choose 2 of your Opp.'s Level 2 or lower Mems and Drop them. Then, you may Discard a "One Against Many Chloe" from your hand. If so, for each Opp. Mem Dropped due to this effect, this Mem additionally gains +2000 Pow for the turn.

BT02/070 | Talent - Heart of Sword | W: Tetra-Heaven

L4
C0

Dance of Swords *Chloe*

[A] When this Mem wins a battle while attacking, if there are 6 or more cards in your Stock Zone and there are 2 or more green cards in your Level Zone, choose a card in your Level Zone and Stand it.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

BT02/071 | Talent - Heart of Sword | W: Tetra-Heaven

L3
C0

Overtrance of Despair *Olga*

[A] [Discard an "Olga" from your hand] At the start of your End Phase, may pay. If not, Drop this Mem.
[A] When this Mem wins a battle while attacking, Stock the top 2 cards of your Deck.
[A] [1/turn] [Discard an "Olga" from your hand] At the start of the End of Battle Step in which this Mem is attacking, may pay. If so, Stand this Mem.

BT02/072 | Aloof - Fallen | W: Tetra-Heaven

L5
C0

Spearhead of ALCA *Chloe*

[A] When this Mem enters the Field, you may reveal a green card from your hand. If not, Drop this Mem.
[A] When this Mem enters the Field, if you have 1 or more other "Spearhead of ALCA Chloe", Drop this Mem.
[S] [This ability is only active in hand] [(0)] Deploy this Mem.

BT02/073 | Talent - Heart of Sword | W: Tetra-Heaven

L1
C0

Fallen Temptation *Olga*

[A] Covenant - "Lucifer": If the deployed TU is "Olga" and there are 4 or more cards in your Level Zone, Stock the top 2 cards of your Deck.

BT02/074 | Aloof - None | W: Tetra-Heaven

L1
C0

Dash to the Scene! *Chloe*

[A] Covenant - "Valkyrie": If the deployed TU is "Chloe" and there are 4 or more cards in your Level Zone, Stock the top card of your Deck, and that Mem gains +2000 Pow for the turn.

BT02/075 | Talent - None | W: Tetra-Heaven

L1
C0

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Making Her Appearance *Valkyrie*

[A] Covenant - "Chloe": If the deployed TU is "Chloe", that Mem gains +1000 Pow until the end of your Opp.'s turn.

BT02/076 | Heart of Sword - None | W: Tetra-Heaven

L1
C0

Together to the Paradise *Lucifer*

[C] In the case that this Mem Trances with an "Olga", you may deploy a TU "Olga" with Level equal to the number of cards in your Level Zone plus one.

BT02/077 | Fallen - None | W: Tetra-Heaven

L1
C0

Despair Or Destruction *Olga*

[A] [(1)] When your card named "Satan's Birthday" is placed to the Battle Zone during this Mem's battle, may pay. If so, this Mem gains +3000 Pow for the battle.
[LD] [(3)+(X)] Draw a card. This Mem gains +1000 times X Pow for the turn.

BT02/078 | Aloof - Fallen | W: Tetra-Heaven

L4
C0

BT02: Believe & Betray Booster Pack

Finishing Blow *Chloe*

[A] When your card named "Deciding Battle" is placed to the Battle Zone during this Mem's battle, this Mem gains +2000 Pow for the battle.
[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn. Then, if there are 3 or more "Chloe" in your Level Zone, additionally Stock the top card of your Stock.

BT02/079 | Talent - Heart of Sword | W: Tetra-Heaven

L4
C0

Corroding Darkness *Olga*

[A] When this Mem enters the Field, if the Level of this Mem is greater than the number of cards in your Level Zone, Stock the top 2 cards of your Deck.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

BT02/080 | Aloof - Fallen | W: Tetra-Heaven

L3
C0

Win And Obtain Everything *Olga*

[A] Win this Mem wins a battle while attacking, if the Level of this Mem is greater than the Level of the battle Opp., Stock the top card of your Deck.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

BT02/081 | Aloof - Fallen | W: Tetra-Heaven

L3
C0

Preaching Co-Existence *Olga*

[A] When this Mem destroys an Opp.'s gate, if you have 1 or more green Level 4 or higher Mem, Stock the top card of your Deck.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

BT02/082 | Aloof - Fallen | W: Tetra-Heaven

L2
C0

Acting on Belief *Chloe*

[A] When this Mem enters the Field, if there are 4 or more green cards in your Level Zone, Stock the top card of your deck.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

BT02/083 | Talent - Heart of Sword | W: Tetra-Heaven

L2
C0

Strategist Ahead of the Class *Olga*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or less, and you may Stock this Mem and that Mem.

BT02/084 | Aloof - None | W: Tetra-Heaven

L1
C0

Straightforward *Chloe*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or less, and you may Stock this Mem and that Mem.

BT02/085 | Talent - None | W: Tetra-Heaven

L1
C0

Goddess of War *Valkyrie*

[A] When this Mem enters the Field, choose 1 of your "Chloe", and that Mem gains +1000 Pow for the turn.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or less, and you may Stock this Mem and that Mem.

BT02/086 | Heart of Sword - None | W: Tetra-Heaven

L1
C0

Opening the Gate to the Alien World *Lucifer*

[A] When this Mem enters the Field, choose 1 of your "Olga", and that Mem gains +1000 Pow for the turn.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or less, and you may Stock this Mem and that Mem.

BT02/087 | Fallen - None | W: Tetra-Heaven

L1
C0

Being Serious *Olga*

[LD] [(3) Stock this Mem] Choose a TU "Olga" in your hand and deploy it.

BT02/088 | Aloof - Fallen | W: Tetra-Heaven

L4
C0

Outcome Yet to be Determined *Chloe*

[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn. If there are 2 or more Level 4 or higher cards in your Level Zone, this Mem gains +5000 Pow instead.

BT02/089 | Talent - Heart of Sword | W: Tetra-Heaven

L4
C0

Overwhelming Ability *Olga*

[A] When this Mem attacks or defends, if the Level of this Mem is greater than the Level of the battle Opp., this Mem gains +2 aura for the battle.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

BT02/090 | Aloof - Fallen | W: Tetra-Heaven

L3
C0

Easy as Pie *Chloe*

[C] If there are 4 or more green cards in your Level Zone, this Mem gains +3000 Pow.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

BT02/091 | Talent - Heart of Sword | W: Tetra-Heaven

L3
C0

Waiting for Her Turn *Chloe*

[A] [Rest a non-"Chloe" ::Tetra-Heaven:: TU] When this Mem wins a battle while attacking, may pay. If so, Stock the top card of your Deck.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

BT02/092 | Talent - Heart of Sword | W: Tetra-Heaven

L2
C0

Merry Alliance *Olga*

[S] [(1) Drop this Mem] Search your Deck for up to 1 Level 3 TU "Olga", deploy it, and shuffle your Deck.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

BT02/093 | Aloof - Fallen | W: Tetra-Heaven

L2
C0

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Seeking Covenant *Olga*

[C] This Mem cannot attack a circle in which there is an Opp.'s Foreigner.
[C] When this Mem defends, if the battle Opp. is a Foreigner, Stock this Mem.

BT02/094 | Aloof - None | W: Tetra-Heaven

L1
C0

Checking New Work *Chloe*

[C] If there is 1 or more ::Tetra-Heaven:: card in your Level Zone, this Mem gains +2000 Pow.

BT02/095 | Talent - None | W: Tetra-Heaven

L1
C0

Lord of Sept-Heaven *Lucifer*

[A] When this Mem attacks, if the battle Opp. is either a Logicalist or a Foreigner, this Mem gains +5000 Pow for the battle.

BT02/096 | Fallen - None | W: Tetra-Heaven

L1
C0

BT02: Believe & Betray Booster Pack

Encounter With the Unknown *Valkyrie*

[A] When this Mem loses a battle while defending, if there is 1 or more green card in your Level Zone, Stock the top card of your LB.

BT02/097 | Heart of Sword - None | W: Tetra-Heaven

L1
C0

Surprise Operation in Which Chloe Has Many Chances

[A] [(3)] 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 +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

BT02/098 | None - None | W: Tetra-Heaven

L0
C0

Gravity Star

[A] [(6)] When this tactics is placed from hand to the Battle Zone, if your "Olga" in battle is equal to or higher than the Level of the battle Opp. and there is exactly 1 card in your Battle Zone, may pay. If so, for the battle, the attacking battle Opp. gets -100000 Pow and -10 aura.

BT02/099 | None - None | W: Tetra-Heaven

L0
C0

Deciding Battle

[C] All your green Mems gain +1 aura.
[A] [Rest a "Chloe" in your Level Zone] When this paradox is placed to the Battle Zone, if your Mem in battle is green, may pay. If so, Stock the top 2 cards of your Deck.

BT02/100 | None - None | W: Tetra-Heaven

L0
C0

Satan's Birthday

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

BT02/101 | None - None | W: Tetra-Heaven

L0
C0

Successive Duel

[C] All your Mems gain +1 aura.

BT02/102 | None - None | W: Tetra-Heaven

L0
C0

Madness Jail

[C] All your Mems gain +1 aura.

BT02/103 | None - None | W: Tetra-Heaven

L0
C0

Released From the Curse *Mana*

[LD] [(3)] This Mem gains +3000 Pow for the turn. Then, if there are 3 or more "Mana" in your Level Zone, this Mem additionally gains "[A] When this Mem attacks, if this Mem is not next to the battle Opp., this Mem gains +1 limit for the battle. Then, you may discard a "Released From the Curse Mana" from your hand. If so, this Mem additionally gains +2 limit".

BT02/104 | Contemplate - Shishin | W: Tetra-Heaven

L4
C0

Good job!! *Mana*

[C] If this Mem is in the back row and there are 4 or more blue cards in your Level Zone, all your other Mems gain "[A] When this Mem attacks, if this Mem is next to the battle Opp., this Mem gains +2000 Pow for the battle".
[LD] [(3)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

BT02/105 | Contemplate - Shishin | W: Tetra-Heaven

L2
C0

Clear the Path to Tomorrow *Mana*

[C] During your turn, for each of your other Rested Mems, this Mem gains +1000 Pow.
[LD] [(3)] For the turn, this Mem gains +1 aura and "[A] At the start of the End of Battle Step in which this Mem is attacking, choose a card in your Level Zone and Stand it".

BT02/106 | Contemplate - Shishin | W: Tetra-Heaven

L3
C0

Breaking Out of Her Shell *Mana*

[A] Covenant - "Artemis": If the deployed TU is "Mana" and there are 4 or more cards in your Level Zone, that Mem gains +1 aura for the turn.

BT02/107 | Contemplate - None | W: Tetra-Heaven

L1
C0

Food Education *Artemis*

[A] Covenant - "Mana" [Discard a card from your hand] If the deployed TU is "Mana", may pay. If so, draw a card.

BT02/108 | Shishin - None | W: Tetra-Heaven

L1
C0

[A] When your card named "Stardust Archery" is placed to the Battle Zone during this Mem's battle, draw a card, and discard a card from your hand.

[LD] ([3]) For the turn, this Mem gains +3000 Pow and "[A] When this Mem attacks, if this Mem is next to the battle Opp., choose a card in your Opp.'s Level Zone and Rest it".

L4
C0

L2
C0

L1
C0

L1
C0

L4
C0

L3
C0

L2
C0

L1
C0

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