

White-Clothed Angel *Tamaki*

[A] [Discard 2 cards] When this Mem defends, may pay. If so, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.
[LD] [(3)] For the turn, this Mem gains +3000 Pow, reveal the top card of your Deck and put that card in your hand. Then, if the revealed card is yellow, additionally draw a card and put a card from your hand on top of your Deck.

BT03/001 | Intelligence - Electric Doctor | W: Tritomy

L4
C0

Dynamic Ensemble *Nina*

[A] At the start of your Opp.'s Battle Phase, if there is at least 1 gate not yet destroyed among circles occupied by this Mem, choose a gate among circles occupied by this Mem, for the turn, give it "[C] When your Opp. chooses the circle to attack for the first time each turn, your Opp. must choose the circle this gate is in if possible".
[LD] [(3)] Choose all your yellow Mems, and they gain +2000 Pow for the turn.

BT03/002 | Contemplate - Electric Music | W: Tritomy

L4
C0

Surgical Approach *Tamaki*

[A] At the start of your End Phase, look at the top card of your Deck and put it either on top or bottom of your Deck.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT03/003 | Intelligence - Electric Doctor | W: Tritomy

L3
C0

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Tapping Wave *Nina*

[C] During your Opp.'s turn, all your yellow Mems gain +1000 Pow.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

BT03/004 | Contemplate - Electric Music | W: Tritomy

L3
C0

Trance Complete! *Tamaki*

[A] [(2) Drop this Mem] When your other ::Tritomy:: Mem 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.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT03/005 | Intelligence - Cannon Unit | W: Tritomy

L2
C0

Exquisite Engineering *Tamaki*

[A] Covenant - "Cure" or "Sigma": If the deployed TU is "Tamaki" and there are 4 or more cards in your Level Zone, look at the top 2 cards of your Deck, choose up to 2 of them and put them on top of your Deck in any order, and put the rest on the bottom of your Deck in any order.

BT03/006 | Intelligence - None | W: Tritomy

L1
C0

BT03: Spirit & Signal Booster Pack

Rolling Rhythm *Nina*

[LD] [(3)] Reveal the top card of your Deck and put that card in your hand. Then, if the revealed card is yellow, additionally choose all your Mems, and they gain +2000 Pow during your Opp.'s next turn.

BT03/007 | Contemplate - Electric Music | W: Tritomy

L4
C0

Contribution at Risk of Life *Tamaki*

[A] When your card named "Revolute Operation" is placed to the Battle Zone while this Mem is defending, draw a card and put a card from your hand on top of your Deck.
[LD] [(3)] Reveal the top card of your Deck. Then, if the revealed card is a level 4 or lower ::Tritomy:: Mem, additionally deploy that revealed Mem, and you may play that Mem's [LD] without paying its cost.

BT03/008 | Intelligence - Electric Doctor | W: Tritomy

L4
C0

Prideful Noble *Nina*

[C] If this Mem is in front of your other Mem, this Mem gains +2000 Pow.

BT03/009 | Contemplate - None | W: Tritomy

L1
C0

Sunlight-Dappled *Tamaki*

[A] When this Mem is placed from the Deck to the Battle Zone, for the battle, your Mem in battle gains +1000 Pow.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s territory 1 Mems that doesn't have a Mem in the circle behind it, and your may move that Mem to the circle behind it.

BT03/010 | Intelligence - None | W: Tritomy

L1
C0

Computer Songstress *Emeralda*

[A] At the start of your Opp.'s Attack Declaration step, your Opp. may drop the top card of his or her Stock. If not, for the battle, this Mem gains "[C] Your Opp.'s Mem cannot attack the circle this Mem is occupying".

BT03/011 | Electric Music - None | W: Tritomy

L1
C0

Machine Nurse *Cure*

[A] Covenant - "Tamaki": If the deployed TU is "Tamaki", choose a Mem in your DZ and put it on top of your Deck.

BT03/012 | Electric Doctor - None | W: Tritomy

L1
C0

Clumsy Girl *Cure*

[A] When this Mem is placed from the Deck to the Battle Zone, for the battle, your Mem in battle gains +1000 Pow.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s territory 1 Mems that doesn't have a Mem in the circle behind it, and your may move that Mem to the circle behind it.

BT03/013 | Electric Doctor - None | W: Tritomy

L1
C0

All-Range Shooting *Tamaki*

[LD] [(3)] During your Opp.'s next turn, this Mem gains +1 limit and "[A] When this Mem defends, put the top card of your Deck face-up to the Battle Zone".

BT03/014 | Intelligence - Cannon Unit | W: Tritomy

L4
C0

Suppression Shelling

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

BT03/015 | Intelligence - Cannon Unit | W: Tritomy

L3
C0

See-Through Trouble *Tamaki*

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

BT03/016 | Intelligence - Electric Doctor | W: Tritomy

L2
C0

Medical Treatment *Tamaki*

[A] When this Mem enters the Field, choose a "Tamaki" in your DZ and put it on top of your Deck.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT03/017 | Intelligence - Electric Doctor | W: Tritomy

L2
C0

Electronic Concerto *Nina*

[A] When this Mem enters the Field, reveal the top card of your Deck. Then, if the revealed card is a level 1 yellow Mem, additionally deploy that revealed Mem.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

BT03/018 | Contemplate - Electric Music | W: Tritomy

L2
C0

Refresh Time *Tamaki*

[A] [(1)] When this Mem is placed from the Deck to the Battle Zone, may pay. If so, draw a card.

BT03/019 | Intelligence - None | W: Tritomy

L1
C0

Excess Gunner *Sigma*

[A] [(2)] When this Mem intercepts, 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.

BT03/020 | Cannon Unit - None | W: Tritomy

L1
C0

Garden Therapy

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

BT03/021 | None - None | W: Tritomy

L0
C0

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Seeing a Dream in the Starry Sky

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, during the battle, your yellow Mem in battle gains +5000 Pow, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

[A] When this tactics is placed from the Deck to the Battle Zone, your Mem in battle gains +5000 Pow.

BT03/022 | None - None | W: Tritomy

L0
C0

Revolute Operation

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

[A] [Discard a yellow card] When this paradox is placed to the Battle Zone, if your Mem in battle is yellow, 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.

BT03/023 | None - None | W: Tritomy

L0
C0

Electrical Orchestra

[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.

BT03/024 | None - None | W: Tritomy

L0
C0

BT03: Spirit & Signal Booster Pack

Universe Wars

[C] All your Mems gain +1 aura.

BT03/025 | None - None | W: Tritomy

L0
C0

Winger Strike *Yukari*

[A] When your card is placed from the Deck to the Battle Zone while this Mem is attacking, Stand this unit.

[LD] [(3)] Reveal the top card of your Deck and put that card in your hand. Then, if the revealed card is ::Tritomy::, additionally +1 to your Attack Limit for the turn.

BT03/026 | Charm - Flying Unit | W: Tritomy

L4
C0

Ravaging Bullet Spread *Mejiko*

[A] When your Opp.'s card is Dropped from Stock by the effect of ability of your "Mejiko", this Mem gains +1000 Pow for the turn.

[LD] [(3)] Draw a card. Drop the top 2 cards of your Opp.'s Stock, and this Mem gains +2000 Pow for the turn.

BT03/027 | Talent - Servant Unit | W: Tritomy

L4
C0

Pretty Raptor *Yukari*

[A] When this Mem wins a battle while attacking, reveal the top card of your Deck. Then, if the revealed card is "Yukari", put the revealed card in your hand.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

BT03/028 | Charm - Flying Unit | W: Tritomy

L2
C0

Buster Stinger *Yukari*

[A] When your card named "Cosmic Drive" is placed to the Battle Zone while this Mem is attacking, draw a card and put a card from your hand on top of your Deck.

[LD] [(3)] For the turn, this Mem gains +2000 Pow, reveal the top card of your Deck and put it in your hand. Then, if the revealed card is red, additionally choose all your Opp.'s Mems, and for the turn, give them "[C] This Mem cannot Intercept".

BT03/029 | Charm - Flying Unit | W: Tritomy

L4
C0

Stylish Sweeper *Yukari*

[A] At the start of the End of Battle step while this Mem is attacking, if there are 3 or more cards in your Battle Zone, draw a card.

[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT03/030 | Charm - Guard Unit | W: Tritomy

L3
C0

Enthusiastically Researching? *Mejiko*

[A] Covenant - "Fang-Fang" or "Ralfe": If the deployed TU is "Mejiko" and there are 4 or more cards in your Level Zone, Drop the top card of your Opp.'s Stock.

BT03/031 | Talent - None | W: Tritomy

L1
C0

Killing Time in the Park *Yukari*

[A] Covenant - "Ariol" or "Salt": If the deployed TU is "Yukari" and there are 4 or more cards in your Level Zone, put the top card of your Deck face-up to your Level Zone, choose a face-up card in your Level Zone and put it on top of your Deck.

BT03/032 | Charm - None | W: Tritomy

L1
C0

Hard-Fought Victory *Mejiko*

[A] When this Mem attacks, if there is 1 or fewer card in your Opp.'s Stock, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT03/033 | Talent - Servant Unit | W: Tritomy

L3
C0

Tear-Colored Strafing Fire *Yukari*

[A] When this Mem enters the Field, look at the top card of your Deck and put it either on top or bottom of your Deck.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

BT03/034 | Charm - Flying Unit | W: Tritomy

L2
C0

Napping *Yukari*

[C] If there are 2 or fewer cards in your Level Zone, this Mem gains +3000 Pow.

BT03/035 | Charm - None | W: Tritomy

L1
C0

Purple-Winged Buzzard *Ariol*

[A] [Drop this Mem] When your other ::Tritomy:: Mem attacks, 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.

BT03/036 | Flying Unit - None | W: Tritomy

L1
C0

Armored Hunter *Ariol*

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

BT03/037 | Flying Unit - None | W: Tritomy

L1
C0

Growing Robot Vigilante *Ralfe*

[A] Covenant - "Mejiko": [(1)] If the deployed TU is "Mejiko", may pay. If so, Drop the top card of your Opp.'s Stock.

BT03/038 | Servant Unit - None | W: Tritomy

L1
C0

Super Cruise *Yukari*

[LD] [(3)] For the turn, this Mem gains +2 limit and "[A] When this Mem attacks, put the top 2 cards of your Deck face-up to the Battle Zone".

BT03/039 | Charm - Flying Unit | W: Tritomy

L4
C0

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Fear of High Places *Mejiko*

[LD] [(3)] Reveal the top card of your Deck and put that card in your hand. Then, if the revealed card is red, additionally this Mem gains +5000 Pow for the turn.

BT03/040 | Talent - Servant Unit | W: Tritomy

L4
C0

Angered Electric Current *Yukari*

[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

BT03/041 | Charm - Guard Unit | W: Tritomy

L3
C0

Not This Way *Mejiko*

[A] [(1)] When this Mem destroys a gate in your Opp.'s back row, may pay. If so, Drop the top card of your Opp.'s Stock.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

BT03/042 | Talent - Servant Unit | W: Tritomy

L2
C0

BT03: Spirit & Signal Booster Pack**Condition Green *Yukari***

[A] [Discard 2 cards] When your other ::Tritomy:: Mem attacks, you may pay cost. 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.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

BT03/043 | Charm - Guard Unit | W: Tritomy

L2
C0

In Charge of Laundry *Yukari*

[A] [(1)] When this Mem is placed from the Deck to the Battle Zone, may pay. If so, for the battle, your ::Tritomy:: Mem in battle gains +2 aura.

BT03/044 | Charm - None | W: Tritomy

L1
C0

Flash Draw *Salt*

[C] During this Mem's battle, if the battle Opp. is territory 1, this Mem gains +1 limit.

BT03/045 | Guard Unit - None | W: Tritomy

L1
C0

Oral Resupply

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

BT03/046 | None - None | W: Tritomy

L0
C0

Crazy Climber

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, during the battle, your red Mem in battle gains +5000 Pow, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

[A] When this tactics is placed from the Deck to the Battle Zone, your Mem in battle gains +5000 Pow.

BT03/047 | 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.

BT03/048 | None - None | W: Tritomy

L0
C0

Cybernetic Widow

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

[A] When this paradox is placed to the Battle Zone, your red Mem in battle gains +2000 Pow for the battle.

BT03/049 | None - None | W: Tritomy

L0
C0

Plasma Laser Dynamic Crash

[C] All your Mems gain +1 aura.

BT03/050 | None - None | W: Tritomy

L0
C0

Destructive Slash Heavy Breaker *Olga*

[A] [Discard an "Olga"] When this Mem is Dropped from your Deck, may pay. If so, draw 2 cards.

[LD] [(3)] This Mem gains +2000 Pow for the turn. Then, if there are 7 or more "Olga" TUs in your DZ, this Mem additionally gains "[A] When this Mem wins the battle while attacking, destroy the gate in the circle being attacked".

BT03/051 | Aloof - Heart of Sword | W: Disfia

L4
C0

Seduction with Grace *Ashley*

[LD] [(3)] This Mem gains +5000 Pow for the turn. Then, if there are 7 or more "Ashley" TUs in your DZ, this Mem additionally gains +3 aura.

BT03/052 | Dream - Graceful Soul | W: Disfia

L4
C1

Tachi of Whirlwind *Olga*

[A] When your card named "Fluttering Resolve" is placed to your Battle Zone during this Mem's battle, this Mem gains +2000 Pow for the battle.

[LD] [(3)] Choose a level 4 or lower ::Disfia:: Mem in your DZ and deploy it, and that Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/053 | Aloof - Heart of Sword | W: Disfia

L4
C0

Jaunting *Olga*

[A] When this Mem enters the Field, if the level of this Mem is larger than the number of cards in your Level Zone, choose a Level 3 or lower ::Disfia:: Mem in your DZ not named "Jaunting Olga" and deploy it.

[LD] [(3)] You may drop the top card of your Deck. This Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/054 | Aloof - Heart of Sword | W: Disfia

L3
C0

Surprised And Confused Ashley

[A] Covenant - "Enki" or "Jade": [(1)] If the deployed TU is "Ashley" and there are 4 or more cards in your Level Zone, may pay. If so, that Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/055 | Dream - None | W: Disfia

L1
C0

Growing Ace Olga

[A] Covenant - "Gin'ei" or "Koufu": If the deployed TU is "Olga" and there are 4 or more cards in your Level Zone, search your Deck for up to 2 ::Disfia:: cards and Drop them, and shuffle your Deck.

BT03/056 | Aloof - None | W: Disfia

L1
C0

Steel Fist of Oni Ashley

[A] [(1)] When this Mem attacks or defends, may pay. If so, Drop the top card of your Deck, and this Mem gains +2000 Pow for the turn.
[LD] [(3)] You may drop the top card of your Deck. This Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/057 | Dream - Graceful Soul | W: Disfia

L3
C1

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In Bright Daylight Olga

[A] When this Mem enters the Field from anywhere except hand, Stock the top card of your Deck.
[LD] [(3)] You may drop the top card of your Deck. This Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/058 | Aloof - Heart of Sword | W: Disfia

L3
C0

Undeclared Ride Olga

[S] [(2) Drop this Mem] Drop the top card of your Deck, search your Deck for up to 1 Level 3 "Olga" TU and deploy it, and shuffle your Deck.
[LD] [(3)] Draw a card. You may Drop the top card of your Deck.

BT03/059 | Aloof - General Soul | W: Disfia

L2
C0

Easily Heated Olga

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

BT03/060 | Aloof - None | W: Disfia

L1
C0

BT03: Spirit & Signal Booster Pack

Alluring Beauty Enki

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

BT03/061 | Graceful Soul - None | W: Disfia

L1
C0

Crossdressing Swordsman Gin'ei

[A] Covenant - "Olga": If the deployed TU is "Olga", choose a ::Disfia:: card in your DZ and Stock it.

BT03/062 | Heart of Sword - None | W: Disfia

L1
C0

Moonlight-Nestled Gin'ei

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mem's whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

BT03/063 | Heart of Sword - None | W: Disfia

L1
C0

Summoning of Pandemonium

[LD] [(4)] This Mem gains +5000 Pow until the end of your Opp.'s turn.

BT03/064 | Dream - Graceful Soul | W: Disfia

L4
C0

Yell of Soul Olga

[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn. Then, if you have 1 or more other level 4 or higher "Olga", additionally draw a card.

BT03/065 | Aloof - General Soul | W: Disfia

L4
C0

Spirit-Sealing Slash Olga

[LD] [(3)] You may drop the top card of your Deck. This Mem gains +3000 Pow until the end of your Opp.'s turn.

BT03/066 | Aloof - Heart of Sword | W: Disfia

L3
C0

Not Yet! Olga

[LD] [(3)] Draw a card. You may Drop the top card of your Deck.

BT03/067 | Aloof - General Soul | 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 the top card of your Deck.
[LD] [(3)] Draw a card. You may Drop the top card of your Deck.

BT03/068 | Dream - Graceful Soul | W: Disfia

L2
C0

Hard at Exercising Olga

[A] When this Mem is Dropped from your Deck by the cost or effect of ability of your ::Disfia:: Mem, you may Stock this Mem from DZ.

BT03/069 | Aloof - None | W: Disfia

L1
C0

Samurai General Koufu

[S] [(1)] This Mem gains +2000 Pow for the turn.

BT03/070 | General Soul - None | W: Disfia

L1
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.

BT03/071 | None - None | W: Disfia

L0
C0

Playing with Dolls

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

BT03/072 | None - None | W: Disfia

L0
C0

Fluttering Resolve

[C] All your green Mems gain +1 aura.
[A] [Discard a green card] When this paradox is placed to the Battle Zone, if the limit of your green Mem in battle is larger than the number of cards in your Battle Zone, may pay. If so, choose a ::Disfia:: Mem in your DZ and put it face-up to the Battle Zone.

BT03/073 | None - None | W: Disfia

L0
C0

Fatal Ogre Stadium

[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.

BT03/074 | None - None | W: Disfia

L0
C0

Invincible March

[C] All your Mems gain +1 aura.

BT03/075 | None - None | W: Disfia

L0
C0

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Shinto Music of Arrival *Mana*

[LD] [(3)] For the turn, this Mem gains "[A] When this Mem attacks, discard your hand" and "[C] During this Mem's battles, you may perform Logic Definition with blue cards in your DZ instead of your hand".

BT03/076 | Contemplate - Wish Soul | W: Disfia

L4
C0

Sacred Over Trance *Mana*

[A] At the start of your Battle Phase, you may Discard a card. Then, if the card you Discarded is "Sei", additionally draw 2 cards. If the card you Discarded is "Mei", additionally your Opp. Discards a card.
[A] [Discard a "Sacred Over Trance Mana"] At the start of your Battle Phase, may pay. If so, choose an Opp.'s Mem next to this Mem with 0 soul and return it to hand.

BT03/077 | Contemplate - Wish Soul | W: Disfia

L5
C0

Heavenly Thunder Strikes *Giselle*

[LD] [(3)] For the turn, this Mem gains "[A] When this Mem attacks, look at the top 8 cards of your Deck, search for up to 2 ::Disfia:: cards and put them face-up to the Battle Zone, and drop the rest".

BT03/078 | Charm - Thunder Soul | W: Disfia

L4
C0

BT03: Spirit & Signal Booster Pack

Don't Give Up! *Mana*

[A] When your card named "Tranquil Festival" is placed to the Battle Zone during this Mem's battle, this Mem gains +1 aura for the battle.
[LD] [(3)] Draw a card. Then, if there are 7 or more "Mana" TUs in your DZ, additionally draw a card, and this Mem gains +1 limit for the turn.

BT03/079 | Contemplate - Wish Soul | W: Disfia

L4
C0

Fate Beyond Control *Giselle*

[A] [Put 4 ::Disfia:: Mems from your DZ on the bottom of your Deck in any order] When this Mem enters the Field, may pay. If so, this Mem gains +2 aura for the turn.
[LD] [(3)] Draw a card. You may drop the top 2 cards of your Deck.

BT03/080 | Charm - Thunder Soul | W: Disfia

L3
C0

Charged with Shadow *Mana*

[A] [Discard a card] When this Mem enters the Field, may pay. If so, draw a card, and Drop the top card of your Deck.
[LD] [(3)] Choose a ::Disfia:: Logicalist or Foreigner in your DZ and return it to your hand.

BT03/081 | Contemplate - Shadow Soul | W: Disfia

L2
C0

Bond Broker *Mana*

[A] Covenant - "Sei" or "Mei": [(2)] If the deployed TU is "Mana" and there are 4 or more cards in your Level Zone, may pay. If so, choose a card in your DZ and return it to your hand.

BT03/082 | Contemplate - None | W: Disfia

L1
C0

Psychic Space *Mana*

[C] During this Mem's battle, if this Mem is next to the battle Opp., this Mem gains +1 aura.
[LD] [(3)] Draw a card. You may drop the top 2 cards of your Deck.

BT03/083 | Contemplate - Wish Soul | W: Disfia

L3
C0

Electricity-Controlling Charm *Giselle*

[A] [Put 2 ::Disfia:: Mems from your DZ on the bottom of your Deck in any order] When this Mem enters the Field, may pay. If so, draw a card, and Discard a card.
[LD] [(3)] Choose a ::Disfia:: Logicalist or Foreigner in your DZ and return it to your hand.

BT03/084 | Charm - Thunder Soul | W: Disfia

L2
C0

Unsatisfied Idol *Giselle*

[A] [Discard a card] When this Mem loses a battle while defending, may pay. If so, draw a card, and Drop the top card of your Deck.

BT03/085 | Charm - None | W: Disfia

L1
C0

Early Morning Training *Mana*

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Mems in the front row with 0 soul and return it to hand.

BT03/086 | Contemplate - None | W: Disfia

L1
C0

Wish From the Earth *Sei*

[A] Covenant - "Mana": [Discard a card] If the deployed TU is "Mana", may pay. If so, draw a card, and Drop the top card of your Deck.

BT03/087 | Wish Soul - None | W: Disfia

L1
C0

Sacred Shrine Maiden *Sei*

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Mems in the front row with 0 soul and return it to hand.

BT03/088 | Wish Soul - None | W: Disfia

L1
C0

Shadowstitching Hidden Weapon *Mana*

[LD] [(3)] If there are 7 or more ::Disfia:: TUs in your DZ, for the turn, this Mem gains "[A] When this Mem attacks, if this Mem is next to the battle Opp., for the battle, the battle Opp. gets -2 limit".

BT03/089 | Contemplate - Shadow Soul | W: Disfia

L4
C0

Steeled Black Blade *Mana*

[LD] [(3)] Draw a card. You may Drop the top 2 cards of your Deck.

BT03/090 | Contemplate - Shadow Soul | W: Disfia

L3
C0

Calling Sound of Bell *Mana*

[LD] [(3)] Choose a ::Disfia:: Logicalist or Foreigner in your DZ and return it to your hand.

BT03/091 | Contemplate - Wish Soul | W: Disfia

L2

C0

Surrounded by Stars *Mana*

[A] [Discard a card] When this Mem enters the Field, may pay. If so, choose a "Sei" or "Mei" in your DZ and return it to your hand.

[LD] [(3)] Choose a ::Disfia:: Logicalist or Foreigner in your DZ and return it to your hand.

BT03/092 | Contemplate - Wish Soul | W: Disfia

L2

C0

Looking up at the Sky *Mana*

[S] [Drop a "Mei"] If there are 4 or more cards in your Level Zone, for the turn, this Mem gains "[C] When this Mem Trances, you may deploy "Sacred Over Trance Mana".

BT03/093 | Contemplate - None | W: Disfia

L1

C0

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Sacred Charm of the Thunder King *Yakusa*

[C] If you have another ::Disfia:: Logicalist, this Mem gains +1 aura.

BT03/094 | Thunder Soul - None | W: Disfia

L1

C0

Shinobi at Night *Mei*

[C] During this Mem's battle, if this Mem is next to the battle Opp., this Mem gains +1 limit.

BT03/095 | Shadow Soul - None | W: Disfia

L1

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.

BT03/096 | None - None | W: Disfia

L0

C0

BT03: Spirit & Signal Booster Pack

Tell Me Anything

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your blue Mem in battle gains +5000 Pow, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

[A] When this tactics is Dropped from the Deck, draw a card, and discard a card.

BT03/097 | None - None | W: Disfia

L0

C0

Tranquil Festival

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

[A] [Discard a blue card] When this paradox is placed to the Battle Zone, if the limit of your blue Mem in battle is larger than the number of cards in your Battle Zone, may pay. If so, choose a ::Disfia:: Mem in your DZ and put it face-up to the Battle Zone.

BT03/098 | None - None | W: Disfia

L0

C0

Indral Schlein

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

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

BT03/099 | None - None | W: Disfia

L0

C0

Deep Grief Sorrow

[C] All your Mems gain +1 aura.

BT03/100 | None - None | W: Disfia

L0

C0

Yukari Nanahoshi

[A] When this gate is destroyed, Stock the top 2 cards of your Deck, choose a card in your DZ and put it on top of your Deck.

BT03/G001 | None - None | W: Tritomy

L0

C0

Mana Asuha

[A] When this gate is destroyed, Stock the top card of your Deck, look at the top X cards of your Deck, choose 1 and put it in your hand, and Drop the rest. X is the number of your destroyed gates.

BT03/G002 | None - None | W: Disfia

L0

C0