

Sky-Soaring Wings *Nina*

[TC] - "Nina"

[A] [This ability is only active in Level Zone] When your other card is placed to your Level Zone due to your card's effect, you may deploy this Mem from Level Zone to one of your unoccupied circles. Then, if this card is deployed via this effect, put the top card of your Deck face-up to your Level Zone.

HBOT2/001 | None - Contemplate | W: Tetra-Heaven

L2
C0

Shining Dragon Flame Dance Field *Sena*

[TC] - "Sena"

[EX Soul 1] [A] When this Mem Trances, choose 1 of your "Sena" and Blink Step it.

HBOT2/002 | None - Sincerity | W: Disfia

L3
C0

Calm And Composed *Sena*

[EX Soul 3] [A] When this Mem enters the Field, search your Deck for up to 2 cards that are either "Sena" or Foreigners with "Covenanter: Sena", deploy them, shuffle your Deck, and the Mem's deployed via this effect gain +2000 Pow for the turn.

HBOT2/003 | None - Sincerity | W: Disfia

L4
C0

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Not Worried About Wounds *Nina*

[A] When your card is placed to your Level Zone due to your card's effect, this Mem gains +1 aura for the turn.

[EX Soul 3] [A] When this Mem attacks or defends, choose 1 face-up card in your Level Zone and return it to your hand, and put the top card of your Deck face-up to the Level Zone.

HBOT2/004 | None - Contemplate | W: Tetra-Heaven

L4
C0

General of the Heaven's Army *Michael*

[A] Covenant - "Nina": If the deployed TU is "Nina", choose up to 2 cards in your DZ that are either "Nina" or Foreigners with "Covenanter: Nina", put them face-up to your Level Zone, choose X face-up cards in your Level Zone, shuffle them, and put them on the bottom of your Deck. X is the number of cards put to the Level Zone via this effect.

HBOT2/005 | Nina - Sacred Heart | W: Tetra-Heaven

L1
C0

Standing Alongside *Sena*

[TC] - "Sena"

[EX Soul 1] [A] When this Mem Trances, give the Mem deployed by that Trance "[A] When your other Mem enters the Field, this Mem gains +2000 Pow for the turn" for the turn.

HBOT2/006 | None - Sincerity | W: Disfia

L2
C0

HBOT2: Happy x Heart Booster Pack

Hurried Chase in the Middle of the Night *Nina*

[LD] [Rest 3 cards in your Level Zone] During your Opp.'s next turn, this Mem gains +3 aura and "[A] At the start of your Opp.'s Battle Phase, choose up to 1 Paradox in your Level Zone and put it face-up to the Paradox Zone. Then, if a card is placed in the Paradox Zone this way, put the top card of your Deck face-up to the Level Zone."

HBOT2/007 | None - Contemplate | W: Tetra-Heaven

L4
C0

Stalking Investigation *Sena*

[A] Covenant - "Covenanter: Sena": If the deployed TU is "Sena", search your Deck for 1 Level X or lower "Sena" or a Foreigner with "Covenanter: Sena", deploy it, and shuffle your Deck. X is the number of cards in your Level Zone.

HBOT2/008 | None - Sincerity | W: Disfia

L1
C0

Along with Precious Friends *Nina*

[A] Covenant - "Covenanter: Nina": [Choose a face-up card in your Level Zone and return it to your hand] If the deployed TU is "Nina", may pay. If so, search your Deck for up to 1 Paradox card, put it face-up to your Level Zone Rested, and shuffle your Deck.

HBOT2/009 | None - Contemplate | W: Tetra-Heaven

L1
C0

Bloodline of the Dragon *Linlin*

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

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

HBOT2/010 | Sena - Dragon Soul | W: Disfia

L1
C0

Flaming Balls *Sena*

[A] [(1)] When this Mem enters the Field, if you have 3 or more other Mem's that are either "Sena" or Foreigners with "Covenanter: Sena", may pay. If so, choose 1 of your other Level 3 or lower Mem's and Blink Step it. [LD] [Rest 1 of your "Sena"] Draw a card. During your Opp.'s next turn, this Mem gains +2000 Pow.

HBOT2/011 | None - Sincerity | W: Disfia

L3
C0

Preparing for the Decisive Battle *Nina*

[A] [(1)] When this Mem enters the Field, may pay. If so, choose up to 1 of your other "Nina" that isn't "Preparing for the Decisive Battle Nina", drop all Souls of that Mem, and put that Mem face-up to the Level Zone. Then, if a card is put to your Level Zone this way, choose a face-up card in your Level Zone and return it to your hand. [LD] [Rest a card in your Level Zone] Draw a card. This Mem gains +2 aura for the turn.

HBOT2/012 | None - Contemplate | W: Tetra-Heaven

L3
C0

Enchanted Flames *Linlin*

[A] When this Mem enters the Field, choose 1 of your "Sena", and that Mem gains +1000 Pow for the turn. Then, if you have 3 or more other Mem's, that Mem additionally gains +1000 Pow.

HBOT2/013 | Sena - Dragon Soul | W: Disfia

L1
C0

Heightened Beating *Michael*

[A] [(1)] When this Mem is placed to the Battle Zone, if your Mem in battle is "Nina", may pay. If so, choose a card of your Level Zone with either Aura Logic or Paradox Logic and put it face-up to the Battle Zone. Then, if a card is placed in your Battle Zone via this effect, put this Mem face-up to your Level Zone.

HBOT2/014 | Nina - Sacred Heart | W: Tetra-Heaven

L1
C0

Wish of Determination

[A] [(4)] When this tactics is placed to the Battle Zone, if your Mem in battle is yellow, may pay. If so, choose a Paradox card in your DZ and put it face-up to your Paradox Zone, choose a yellow card in your Level Zone and Stand it.

HBOT2/015 | None - None | W: Tetra-Heaven

L0
C0

Unrivaled Sisters

[S] [This ability is only active in Hand] [(2) Discard this tactics from hand] Draw a card, choose 1 of your yellow Mem's, and that Mem gains +2 aura for the turn.

HBOT2/016 | None - None | W: Disfia

L0
C0

Succeed Praying

[C] All your yellow Mem's gain +1 aura.

[A] When this Paradox is placed to the Paradox Zone, if you have 1 or more "Nina" with 1 or more Soul, choose a card in your DZ and put it face-up to the Level Zone. Then, if a card is placed in your Level Zone this way, choose a face-up card in your Level Zone and Drop it.

HBOT2/017 | None - None | W: Tetra-Heaven

L0
C0

Indignant Flame

[C] All your yellow Mem's gain +1 aura.

[A] When this Paradox is placed to the Battle Zone, if your Mem in battle is "Sena" and you have 4 or more Mem's that are either "Sena" or Foreigners with "Covenanter: Sena", draw a card.

HBOT2/018 | None - None | W: Disfia

L0
C0

Heaven's Blessing Upon the Land *Lion*

[TC] - "Lion"

[EX Soul 1] [A] [Purge a "Lion" from your hand] When this Mem Trances, if there are 5 or more cards in your Purge Zone, may pay. If so, the Mem deployed via that Trance gains "[C]" During this Mem's battle, your Opp. cannot Level Boost" for the turn.

HBT02/019 | None - Talent | W: Tetra-Heaven

L2
C0**Shivering Reaper *Mejiko***

[TC] - "Mejiko"

[EX Soul 1] [S] [Rest this Mem] Choose a card in your DZ that is either a Level 2 or lower "Mejiko" or a Foreigner with "Covenanter: Mejiko", deploy it, and the deployed Mem gains "[A]" When this Mem is Dropped by the cost or effect of ability of your "Mejiko", choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn" for the turn.

HBT02/020 | None - Talent | W: Tetra-Heaven

L3
C0**Ghostly Flaming Hellfire Blade *Mejiko***

[EX Soul 3] [S] [1/turn] [Drop 1 of your "Mejiko"]

Choose 1 of your Opp.'s Mems, and that Mem gets -3000 Pow for the turn. Then, if that Mem has 0 Soul and its Pow is 0 or lower, Drop that Mem.

HBT02/021 | None - Talent | W: Disfia

L4
C0

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Grasped Hope *Lion*

[A] [(1)] When this Mem is placed to the Purge Zone, may pay. If so, choose 1 of your "Lion", and that Mem gains +5000 Pow for the turn. [LD] [(3)] This Mem gains +2000 Pow for the turn. Then, if X is 3 or more, this Mem additionally gains +3000 Pow. Then, if X is 5 or more, draw a card. Then, if X is 7 or more, this Mem additionally gains +2 aura. X is the number of cards in your Purge Zone.

HBT02/022 | None - Talent | W: Tetra-Heaven

L4
C0**Resting by the Side *Bel***

[A] Covenant - "Lion": If the deployed TU is "Lion", choose up to 2 "Lion" in your DZ and Purge them, and the deployed Mem gains +3000*X Pow for the turn. X is the number of cards Purged via this effect.

HBT02/023 | Liones - Beast God | W: Tetra-Heaven

L1
C0**Evil Way of the Sword *Mejiko***

[TC] - "Mejiko"

[EX Soul 1] [S] [Rest this Mem, Drop 1 of your "Mejiko"] Choose 1 of your Opp.'s Mems, and that Mem gets -5000 Pow for the turn.

HBT02/024 | None - Talent | W: Disfia

L2
C0

HBT02: Happy x Heart Booster Pack

Desire in a Heap *Lion*

[EX Soul 3] [A] When this Mem enters the Field, if there are 25 or more "Lion" in your Purge Zone, choose 2 of your Opp.'s Mems and Purge them.

HBT02/025 | None - Talent | W: Tetra-Heaven

L4
C0**Being Together From Now on *Lion***

[A] Covenant - "Covenanter: Lion": If the deployed TU is "Lion" and there are 2 or more cards in your Purge Zone, draw a card.

HBT02/026 | None - Talent | W: Tetra-Heaven

L1
C0**Eating Alone *Mejiko***

[A] Covenant - "Covenanter: Mejiko": If the deployed TU is "Mejiko", choose a card in your DZ that is either a Level X or lower "Mejiko" or a Foreigner with "Covenanter: Mejiko" and deploy it. X is the number of cards in your Level Zone.

HBT02/027 | None - Talent | W: Tetra-Heaven

L1
C0**Deathbringer Goddess *Thanatos***

[A] Covenant - "Mejiko": [(1)] If the deployed TU is "Mejiko", 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.

HBT02/028 | Mejiko - Death God | W: Tetra-Heaven

L1
C0**Benevolent Heart *Lion***

[S] [Rest this] Choose a card in your DZ and Purge it.

[LD] [(2) Purge the top card of your Deck] Draw a card. This Mem gains +4000 Pow for the turn.

HBT02/029 | None - Talent | W: Tetra-Heaven

L3
C0**Declaration of Beheading *Mejiko***

[A] When this Mem enters the Field from the DZ, choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn. [LD] [(2)] Draw a card.

HBT02/030 | None - Talent | W: Tetra-Heaven

L2
C0**Blade of the Prison Warden *Kidoumaru***

[A] When this Mem enters the Field from the DZ, Drop the top card of your Opp.'s Stock.

HBT02/031 | Mejiko - Warrior Soul | W: Disfia

L1
C0**Holy Beast of Sacred Blessing *Bel***

[A] [(1)] When this Mem is placed to the Purge Zone, may pay. If so, deploy this Mem from the Purge Zone to one of your unoccupied circles.

HBT02/032 | Liones - Beast God | W: Tetra-Heaven

L1
C0**Light That Thinks of Friends**

[A] [(3)] When this tactics is placed to the Battle Zone, if your Mem in battle is red and there are 3 or more cards between your Opp.'s Battle Zone and Intercept Zone, may pay. If so, Drop every card with Pow Logic in your Opp.'s Battle Zone and Intercept Zone.

HBT02/033 | None - None | W: Tetra-Heaven

L0
C0**Forbidden Magic Circle**

[S] [This ability is only active in Hand] [(2) Discard this tactics from hand] Draw a card, choose 1 of your red Mems, and that Mem gains +5000 Pow for the turn.

HBT02/034 | None - None | W: Tetra-Heaven

L0
C0**Sacred Fantasia**

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

[A] [(2)] When this Paradox is placed to the Purge Zone, may pay. If so, return this Paradox from the Purge Zone to your hand.

HBT02/035 | None - None | W: Tetra-Heaven

L0
C0**Dead Abyss Guidance**

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

[A] [Drop 1 of your Mems not in battle] When this Paradox is placed to the Battle Zone, if your Mem in battle is "Mejiko", may pay. If so, that Mem gains +2 aura for the battle.

HBT02/036 | None - None | W: Tetra-Heaven

L0
C0

God's Whirlwind Return *Yayoi*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [S] [1/turn] [Stock Close (7)] Stock Open (X), this Mem gains "[A] When you perform Logic Definition during this Mem's battle, this Mem gains +1 limit for the battle, choose 1 green card in your Stock and put it face-up to the Battle Zone" for the turn. X is number of cards in your Stock.

HBT02/037 | None - Sincerity | W: Disfia

L4
C0

God's Whirlwind Return *Yayoi*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [S] [1/turn] [Stock Close (7)] Stock Open (X), this Mem gains "[A] When you perform Logic Definition during this Mem's battle, this Mem gains +1 limit for the battle, choose 1 green card in your Stock and put it face-up to the Battle Zone" for the battle. X is number of cards in your Stock.

HBT02/037â~ZTR | None - Sincerity | W: Disfia

L4
C0

A Shield Who Wishes for Peace *Yuko*

[EX Soul 3] [S] [1/turn] [(4)] Synthesis: (1), Synthesis: (2), Synthesis: (3), Synthesis: (4).
Tool Skill: Choose 1 of your Opp.'s Mem's, and give it "[C] This Mem cannot Stand and cannot move from circle to circle" until the end of your Opp.'s next turn.

HBT02/038 | None - Intelligence | W: Tetra-Heaven

L4
C0

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Get 'em All *Chloe*

[EX Soul 3] [A] When this Mem attacks, if the Level of the battle Opp. is 4 or higher, choose 1 of your Opp.'s Mem's that isn't in battle, and for the battle, give that Mem "[A] When your Mem loses a battle, Stock this Mem gains +1 limit for the battle, choose 1 green card in your Stock and all of this Mem's Soul in any order", this Mem gains +10000 Pow, and the battle Opp. gains +X Pow. X is the Pow of the Mem chosen by this ability.

HBT02/039 | None - Talent | W: Disfia

L4
C0

Punishment! *Yayoi*

[TC] - "Yayoi"
[EX Soul 1] [A] When this Mem Trances, choose a card in your DZ and put it face-down on the bottom of your Stock, and Stock Open (1). Then, if there are 5 or more face-up cards in your Stock, Stock Boost (2).

HBT02/040 | None - Sincerity | W: Disfia

L3
C0

Wave Riding *Chloe*

[TC] - "Chloe"
[EX Soul 1] [A] When this Mem Trances, the Mem deployed via that Trance gains "[C] If there are 6 or more cards in your Stock, this Mem gains +3000 Pow" until the end of your Opp.'s turn.

HBT02/041 | None - Talent | W: Monolium

L3
C0

HBT02: Happy x Heart Booster Pack

Weird Air *Yayoi*

[C] If all your Mem's are either "Yayoi" or Foreigners with "Covenanter: Yayoi", whenever you would pay the Stock cost of your tactics card's [A] or [S] ability, you may instead choose to Stock Close (X). X is the number of Stock the cost of that ability requires.
[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

HBT02/042 | None - Sincerity | W: Disfia

L3
C0

Straightforward Confrontation *Chloe*

[TC] - "Chloe"
[EX Soul 1] [S] [Rest this Mem] If you have 1 or more other "Chloe", Stock Boost (1). Then, if there are 6 or more cards in your Stock, Stock Boost (1).

HBT02/043 | None - Talent | W: Disfia

L2
C0

Rainbow-Colored Synthesis *Yuko*

[A] [(2)] When "Idea Creation" is placed to your Battle Zone during this Mem's battle, may pay. If so, Synthesis: (4).
[EX Soul 3] [A] When this Mem wins a battle while attacking, if you have performed Synthesis two or more times this turn, choose 1 of your Opp.'s Mem's with 0 Soul and Stock it.
Tool Skill: Choose 1 of your Opp.'s Mem's, and give it "[C] This Mem cannot Stand and cannot move from circle to circle" until the end of your Opp.'s next turn.

HBT02/044 | None - Intelligence | W: Tetra-Heaven

L4
C0

Drop Granted by the Gods *Yuko*

[TC] - "Yuko"
[EX Soul 1] [S] [Rest this Mem] If you have 2 or more other "Yuko", Synthesis: (2).
Tool Skill: Choose a Paradox card in your DZ and return it to your hand, and discard a card.

HBT02/045 | None - Intelligence | W: Tetra-Heaven

L3
C0

Sharp Response *Yayoi*

[A] Covenant - "Covenanter: Yayoi": [Discard a "Yayoi" from hand] If the deployed TU is "Yayoi" and you have 3 or more "Yayoi", may pay. If so, Stock Boost (3), Stock Open (4).

HBT02/046 | None - Sincerity | W: Disfia

L1
C0

Defeating Evil *Nagi*

[A] Covenant - "Yayoi": If the deployed TU is "Yayoi", choose up to 2 cards in your DZ that are either "Yayoi" or Foreigners with "Covenanter: Yayoi" and Stock them in any order.

HBT02/047 | Yayoi - Taoist Soul | W: Disfia

L1
C0

Goddess of the Stove *Vesta*

[A] Covenant - "Yuko": [(1)] If the deployed TU is "Yuko", 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.
Tool Skill: Choose 1 of your Mem's, and for the turn or until the end of the battle in which that Mem is participating, that Mem gains +5000 Pow. (TL Note: This effect expires either at "the end of the turn" or "the end of the battle in which the chosen Mem is participating", whichever occurs first.)

HBT02/048 | Yuko - Alchemical Heart | W: Tetra-Heaven

L1
C0

Black-Feather Onmyoujutsu *Yayoi*

[S] [1/turn] [Stock Close (2)] Choose 1 of your Mem's, and that Mem gains +3000 Pow for the turn.
[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

HBT02/049 | None - Sincerity | W: Disfia

L2
C0

Trial Choice *Yuko*

[TC] - "Yuko"
[EX Soul 1] [S] [Rest this Mem] If you have 2 or more other "Yuko", Synthesis: (1).
Tool Skill: Draw a card.

HBT02/050 | None - Intelligence | W: Tetra-Heaven

L2
C0

Dumplings Over Flowers *Chloe*

[A] Covenant - "Covenanter: Chloe": If the deployed TU is "Chloe" and you have 3 or more "Chloe", Stock Boost (3).

HBT02/051 | None - Talent | W: Disfia

L1
C0

Greeting *Yuko*

[A] Covenant - "Covenanter: Yuko": [(1)] If the deployed TU is "Yuko", may pay. If so, Synthesis: (2).
[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.
Tool Skill: Choose 1 of your Mem's, and for the turn or until the end of the battle in which that Mem is participating, that Mem gains +5000 Pow. (TL Note: This effect expires either at "the end of the turn" or "the end of the battle in which the chosen Mem is participating", whichever occurs first.)

HBT02/052 | None - Intelligence | W: Tetra-Heaven

L1
C0

Relaxing in Mixed Bath *Yuko*

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, search for up to 1 Foreigner with "Covenanter: Yuko", reveal it, put it in your hand, shuffle the rest and put them on the bottom of your Deck. Then, if a card is put in your hand via this effect, discard a card.
Tool Skill: Choose 1 of your Mem's, and for the turn or until the end of the battle in which that Mem is participating, that Mem gains +5000 Pow. (TL Note: This effect expires either at "the end of the turn" or "the end of the battle in which the chosen Mem is participating", whichever occurs first.)

HBT02/053 | None - Intelligence | W: Tetra-Heaven

L1
C0

[A] Covenant "Chloe": [(1)] If the deployed TU is "Chloe", 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.

L1
C0

L1
C0

L3
C0

L4
C0

L2

C0

L4
C0

L3
C0

L2
C0

L1
C0

L1
C0

L1
C0

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

L1
C0

LO
CO

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

LO
CO

$$\frac{L_0}{C_0}$$

All Cannons Firing! *Mahiro*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [A] When this Mem enters the Field, turn all your cards in the Set State face-up and Drop them. Then, if 7 or more cards are turned face-up, choose 1 of your Opp.'s Mems and Drop it.

HBTO2/072 | None - Dream | W: Tritomy

L4
C0

All Cannons Firing! *Mahiro*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [A] When this Mem enters the Field, turn all your cards in the Set State face-up and Drop them. Then, if 7 or more cards are turned face-up, choose 1 of your Opp.'s Mems and Drop it.

HBTO2/072âŽŽTR | None - Dream | W: Tritomy

L4
C0

Fist of Victory *Mana*

[EX Soul 3] [A] When this Mem attacks, if this Mem is next to its battle Opp., that Mem gets -1 limit for the battle, and this Mem gains "[A] When this Mem wins a battle, choose 1 of your Opp.'s Level 4 or lower Mems with 0 Soul and return it to hand" for the battle.

HBTO2/073 | None - Contemplate | W: Monolium

L4
C0

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Flower Storm With An End *Giselle*

[TC] - "Giselle"
[EX Soul 1] [S] [Rest this] Drop the top 4 cards of your Deck. Then, if 2 or more cards that are either "Giselle" or Foreigners with "Covenanter: Giselle" are Dropped this way, draw a card.

HBTO2/074 | None - Charm | W: Disfia

L2
C0

Heavy And Thick Armaments *Mahiro*

[TC] - "Mahiro"
[EX Soul 1] [S] [Rest this Mem] Look at the top 3 cards of your Deck, put them on top of your Deck in any order, choose 1 of your Gates, Set the top card of your Deck face-down to it, give the Set card "[A] Detonate", choose up to 1 of your Set cards, turn it face-up, and Drop it.

HBTO2/075 | None - Dream | W: Tritomy

L2
C0

Spring Wind Dance *Giselle*

[EX Soul 3] [A] When this Mem enters the Field, Drop the top 4 cards of your Deck, choose up to 1 "Giselle" Dropped by this effect and return it to your hand, choose 1 of your Opp.'s Level X or lower Mems with 0 Soul and return it to hand. X is the number of cards that are either "Giselle" or Foreigners with "Covenanter: Giselle" Dropped via this effect.

HBTO2/076 | None - Charm | W: Disfia

L4
C0

HBT02: Happy x Heart Booster Pack

Destroyer *Mahiro*

[A] When your card in the Set State is turned face-up, this Mem gains +2000 Pow for the turn.
[LD] [Drop a card in the Set State] Draw 2 cards, discard a card, choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

HBTO2/077 | None - Dream | W: Tritomy

L3
C0

Pinpoint Shooter *Mana*

[TC] - "Mana"
[EX Soul 1] [A]: When this Mem Trances, the Mem deployed via that Trance gain "[C] If this Mem is next to the battle Opp., this Mem gains +5000 Pow" for the turn.

HBTO2/078 | None - Contemplate | W: Tetra-Heaven

L3
C0

Secret Work *Mahiro*

[A] Covenant - "Covenanter: Mahiro": If the deployed TU is "Mahiro", choose a Foreigner in your DZ and 1 of your Gates, Set that Foreigner to that Gate, and give the Set card "[A] Detonate".

HBTO2/079 | None - Dream | W: Tritomy

L1
C0

Dreadnaught-class Battleship *Dread*

[A] Covenant - "Mahiro": If the deployed TU is "Mahiro", the deployed Mem gains +1000*X Pow for the turn. X is the number of your cards in the Set State.
[A] Detonate Skill: Draw a card.

HBTO2/080 | Mahiro - Heavy Ship | W: Tritomy

L1
C0

Protector of the Nature *Giselle*

[TC] - "Giselle"
[EX Soul 1] [A] [Put 4 "Giselle" from your DZ on the bottom of your Deck in any order] When this Mem Trances, may pay. If so, Drop the top 2 cards of your Deck, and the Mem deployed via that Trance gains +5000 Pow and +1 limit.

HBTO2/081 | None - Charm | W: Disfia

L3
C0

Strategic Location Captured *Mahiro*

[S] [Rest this Mem, discard a card] Choose 1 of your Gates, Set the top 2 cards of your Deck face-down to that Gate, and give the Set cards "[A] Detonate."
[LD] [Drop a card in the Set State] Draw 2 cards, discard a card, choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

HBTO2/082 | None - Dream | W: Tritomy

L3
C0

Mental Concentration *Mana*

[A] Covenant - "Covenanter: Mana": If the deployed TU is "Mana" and you have 3 or more "Mana", draw a card.

HBTO2/083 | None - Contemplate | W: Monolium

L1
C0

Faceful of Prouddness *Giselle*

[A] Covenant - "Covenanter: Giselle": If the deployed TU is "Giselle", Drop the top 3 cards of your Deck, choose a card in your DZ that is either a "Giselle" Logicalist or a Foreigner with "Covenanter: Giselle" and return it to your hand.

HBTO2/084 | None - Charm | W: Disfia

L1
C0

Vigo of the Quick Sea

[A] Covenant - "Mana": [(1)] If the deployed TU is "Mana", 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.

HBTO2/085 | Mana - Azure Beast | W: Monolium

L1
C0

Preacher of the Hundred Flowers *Konohana Sakuya*

[A] Covenant - "Giselle": [(1)] If the deployed TU is "Giselle", 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.

HBTO2/086 | Giselle - Elegant Soul | W: Disfia

L1
C0

Firing Main Cannon *Dred*

[A] When this Mem enters the Field, if you have 1 or more "Mahiro", look at the top card of your Deck and put it either on the top or bottom of the Deck.
[A] Detonate Skill: Choose 1 of your Mems, and that Mem gains +2 aura for the turn.

HBTO2/087 | Mahiro - Heavy Ship | W: Tritomy

L1
C0

A Walk on the Seafloor *Mana*

[C] All your "Mana" with 1 or more Soul gain +2000 Pow and "[C] This Mem is considered to be next to the battle Opp.."
[LD] [(2)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

HBTO2/088 | None - Contemplate | W: Monolium

L3
C0

On Guard *Giselle*

[A] When this Mem enters the Field or is Dropped from the Deck via the cost or effect of ability of your "Giselle", choose up to 4 cards in your DZ not named "On Guard Giselle" that are either "Giselle" or Foreigners with "Covenanter: Giselle" and put them on the bottom of your Deck. Then, if 4 cards are put on the bottom of your Deck via this effect, choose 1 of your "Giselle", and that Mem gains +2000 Pow for the turn.
[LD] [Put 4 "Giselle" from your DZ on the bottom of your Deck] Draw a card.

HB

T02/089 | None - Charm | W: Disfia

L2

C0

Adjusting Error *Mahiro*

[LD] [(3)] Draw a card. This Mem gains "[A] When your card is Set or when your card in the Set State is turned face-up, this Mem gains +2000 Pow and +1 limit" for the turn.

HB

T02/090 | None - Dream | W: Tritomy

L4

C0

Air Combat Mode *Mahiro*

[S] [Rest this Mem] Choose a Foreigner with "Covenanter: Mahiro" in your DZ and put it on top of your Deck.
[LD] [Drop a card in the Set State] Draw 2 cards, and discard a card.

HB

T02/091 | None - Dream | W: Tritomy

L2

C0

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Caught Off-Guard *Mana*

[TC] - "Mana"
[EX Soul 1] [S] [Rest this Mem] Choose 1 of your Opp.'s Mems, and give that Mem "[C] If this Mem is next to the battle Opp., this Mem gets -2 aura" for the turn.

HB

T02/092 | None - Contemplate | W: Tetra-Heaven

L2

C0

The Coming Spring *Konohana Sakuya*

[A] When this Mem is Dropped from the Deck via the cost or effect of ability of your "Giselle", deploy this Mem from the DZ to an unoccupied circle.

HB

T02/093 | Giselle - Elegant Soul | W: Disfia

L1

C0

Anti-Ship Combat *Dread*

[A] When this Mem enters the Field, choose up to 1 Foreigner with "Covenanter: Mahiro" in your DZ and put it on top of your Deck.
[A] Detonate Skill: Choose 2 cards in your DZ and put them on top of your Deck in any order.

HB

T02/094 | Mahiro - Heavy Ship | W: Tritomy

L1

C0

HBT02: Happy x Heart Booster Pack

Arrow of Enlightenment *Artemis*

[A] When this Mem Intercepts, if your Mem in battle is "Mana" and that Mem is next to its battle Opp., that Mem gains +5000 Pow for the battle.

HB

T02/095 | Mana - Shishin | W: Tetra-Heaven

L1

C0

Snow Mountain Panic

[A] [(4)] When this tactics is placed to the Battle Zone, if there are 3 or more cards in both your Battle Zone and your Opp.'s Battle Zone, may pay. If so, both your and your Opp. shuffle cards in the respective Battle Zones and put them on the bottom of their respective Decks, and put the top 2 cards of their respective Decks face-up to the respective Battle Zones.

HB

T02/096 | None - None | W: Tritomy

L0

C0

Big Present

[S] [This ability is only active in Hand] [(1) Discard this tactics from hand] If you have 4 or more blue Mems, draw 2 cards, and you cannot use the [S] of "Big Present" again for the turn.

HB

T02/097 | None - None | W: Monolium

L0

C0

Armada Flag

[C] All your blue Mems gain +1 aura.
[A] When this Paradox is placed to the Battle Zone, if your Mem in battle is "Mahiro", that Mem gains +1000*X Pow for the battle. X is the number of your cards in the Set State.

HB

T02/098 | None - None | W: Tritomy

L0

C0

Extreme Tide

[C] All your blue Mems gain +1 aura.
[A] When this Paradox is placed to the Battle Zone, if your Mem in battle is a "Mana" with 1 or more Soul, that Mem gains +2000 Pow for the battle. Then, if that Mem is next to its battle Opp., it gains +2000 Pow.

HB

T02/099 | None - None | W: Monolium

L0

C0

Splendid Scatter

[C] All your blue Mems gain +1 aura.
[A] [Discard a "Giselle"] When this Paradox is Dropped from your Deck via the cost or effect of ability of your "Giselle", may pay. If so, return this Paradox from your DZ to hand.

HB

T02/100 | None - None | W: Disfia

L0

C0

Mahiro Kyobashi

--No Text--

HB

T02/101 | None - None | W: -

L0

C0

Yayoi Tachibana

--No Text--

HB

T02/102 | None - None | W: -

L0

C0

Liones Yelistratova

--No Text--

HB

T02/103 | None - None | W: -

L0

C0

Nina Alexandrovna

--No Text--

HB

T02/104 | None - None | W: -

L0

C0

Sena Yurine

--No Text--

HB

T02/105 | None - None | W: -

L0

C0

Liones Yelistratova

--No Text--

HB

T02/106 | None - None | W: -

L0

C0

Mejiko Touma

--No Text--

HB

T02/107 | None - None | W: -

L0

C0

Yayoi Tachibana

--No Text--

HB

T02/108 | None - None | W: -

L0

C0

Yuko Morigaya

--No Text--

HB

T02/109 | None - None | W: -

L0

C0

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Chloe Maxwell

--No Text--

HB

T02/110 | None - None | W: -

L0

C0

Mahiro Kyobashi

--No Text--

HB

T02/111 | None - None | W: -

L0

C0

Mana Asuha

--No Text--

HB

T02/112 | None - None | W: -

L0

C0

HBT02: Happy x Heart Booster Pack

Giselle Sanders

--No Text--

HB

T02/113 | None - None | W: -

L0

C0

Wind-Cutting Sharp Claws Sena

[A] When this Mem enters the Field, this Mem gains "[C] All your "Sena" gain +3000 Pow." for the turn.
[LD] [(3)] Draw a card. Then, if you have 3 or more "Sena", this Mem gains +2 aura for the turn.

HB

T02/114 | None - Sincerity | W: Monolium

L4

C0

Six Steel Fists Sena

[A] When your "Bloodbath Coliseum" is placed to the Battle Zone during this Mem's battle, this Mem gains +1000*X Pow for the battle. X is the number of your Mems.
[LD] [(3)] Choose 3 Level 4 or lower yellow Mems in your DZ with different Levels and deploy them.

HB

T02/115 | None - Sincerity | W: Disfia

L4

C0

Shura Heavenly Kick Sena

[A] When this Mem enters the Field, choose a level 2 or lower TU in your DZ and deploy it.
[LD] [(3)] Draw a card. During your Opp.'s next turn, this Mem gains +3000 Pow.

HB

T02/116 | None - Sincerity | W: Disfia

L3

C0

Concentrated Six Fists Sena

[LD] [(3)] For the turn, this Mem gains +1000*X Pow. Then, if you have 1 or more "Giselle", additionally choose 1 of your Opp.'s Level 2 or lower Mems with 0 Soul and put it on the bottom of your Opp.'s Deck. Then, if a card is put on the bottom of your Opp.'s Deck via this effect, your Opp. draws a card. X is the sum of numbers of your "Sena" and "Giselle".

HB

T02/117 | None - Sincerity | W: Disfia

L4

C0

Importance of Joint Front Sena

[A] Covenant - "Covenanter: Sena" or "Ashura": If the deployed TU is "Sena", you may choose 1 of your Mems with 0 Soul and return it to your hand.

HB

T02/118 | None - Sincerity | W: Monolium

L1

C0

Fang of Passion Laya

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

HB

T02/119 | None - Toothed Beast | W: Monolium

L1

C0

Fire Kick Ashura

[A] Covenant - "Sena": If the deployed TU is "Sena" and there are 3 or more cards in your Level Zone, choose a Level X or lower Mem in your DZ and deploy it. X is the number of cards in your Level Zone.

HB

T02/120 | None - Fighting Soul | W: Disfia

L1

C0

Defense Tactics Lecture

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

HB

T02/121 | None - None | W: Disfia

L0

C0

Bloodbath Coliseum

[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.

HB

T02/122 | None - None | W: Disfia

L0

C0

Gaia's Sprout

[C] All your ::Monolium:: Mems gain +1 aura.
[A] [(1)] When your ::Monolium:: Mem wins a battle, if your Opp. has 4 or more destroyed gates, may pay. If so, draw a card.

HB

T02/123 | None - None | W: Monolium

L0

C0

Moonlight Invitation Sena

[A] When this Mem enters the Field, during your Opp.'s next turn, this Mem gains "[A] When this Mem defends, this Mem gains +1000*X Pow for the battle. X is the number of your yellow Mems."
[LD] [(3)] Draw a card. Choose all your Mems, and they gain +1000 Pow for the turn.

HB

T02/124 | None - Sincerity | W: Monolium

L3

C0

Burning Hatred *Mejiko*

[S] [Drop 1 of your Mem] This Mem gains +2000 Pow for the turn.
[LD] [(3)] Draw a card. Then, if there are 3 or more "Mejiko" in your DZ, for the turn, this Mem gains "[A] When your Opp.'s paradox is placed to the Battle Zone, your Opp. may pay (2). Then, if the Stock is not paid, turn that paradox face-down."

HBT02/125 | None - Talent | W: Disfia

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.

HBT02/126 | None - Talent | W: Tritomy

L4
C0

Evil Spirit With Many Tricks *Mejiko*

[A] When this Mem is Dropped from the Field via the cost or effect of ability of your other "Mejiko", Drop the top card of your Opp.'s Stock. Then, if there is 1 or fewer card in your Opp.'s Stock, draw a card.
[LD] [(2)] Draw a card.

HBT02/127 | None - Talent | W: Disfia

L2
C0

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As the Tide Flows *Mejiko*

[A] At the start of your Battle Phase, Drop the top card of your Opp.'s Stock. Then, if this Mem has 0 Soul, Drop the top card of your Stock.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

HBT02/128 | Summer - Talent | W: Disfia/Septpia

L3
C0

Hidden Face Without Makeup *Mejiko*

[A] Covenant - "Covenanter: Mejiko" or "Fang-Fang": [(2)] If the deployed TU is "Mejiko" and there are 3 or more cards in your Level Zone, may pay. If so, choose a "Mejiko" in your DZ and return it to your hand, and Drop the top card of your Opp.'s Stock.

HBT02/129 | None - Talent | W: Disfia

L1
C0

Hiding in the Shades *Mejiko*

[A] When this Mem Intercepts, if your Mem in battle is either red or ::Summer::, Drop the top card of your Opp.'s Stock.

HBT02/130 | Summer - Talent | W: Disfia/Septpia

L1
C0

HBT02: Happy x Heart Booster Pack

Talented Taoist Spell *Fang-Fang*

[A] Covenant - "Mejiko": If the deployed TU is "Mejiko" and there are 3 or more cards in your Level Zone, for the turn, that deployed Mem gains "[A] At the start of your Battle Phase, if 2 or more of your "Mejiko" have been Dropped from the Field via the cost or effect of ability of your "Mejiko" during this turn, draw 2 cards."

HBT02/131 | None - Taoist Soul | W: Disfia

L1
C0

Cursed Message

[A] [(2)] 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, +1 limit, and put the top card of your Deck face-up to the Battle Zone. Then, if the card placed to the Battle Zone this way is red, Drop the top card of your Opp.'s Stock.

HBT02/132 | None - None | W: Tritomy

L0
C0

Ominous Rampage

[C] All your red Mem 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 "Ominous Rampage" in your DZ, look at the top 3 cards of your Deck, choose 2 of them and Drop them, and put the rest on top of your Deck.

HBT02/133 | None - None | W: Disfia

L0
C0

Solar Daughter

[C] All your ::Monolium:: Mem gain +1 aura.
[A] [(1)] When your ::Monolium:: Mem wins a battle, if your Opp. has 4 or more destroyed gates, may pay. If so, draw a card.

HBT02/134 | None - None | W: Monolium

L0
C0

Super Tiger Claw! *Chloe*

[LD] [(3)] For the turn, this Mem gains +3000 Pow and "[A] When this Mem wins the battle while attacking, if there are 5 or more cards in your Stock, destroy the gate in the circle being attacked."

HBT02/135 | None - Talent | W: Monolium

L4
C0

Crasher Missile *Chloe*

[A] [(1)] When this Mem attacks, if there are 5 or more cards in your Stock, may pay. If so, put the top card of your Deck face-up to the Battle Zone. Then, if the card placed this way is "Chloe", for the battle, this Mem gains +5000 Pow and +1 limit.
[LD] [(3)] Look at the top 3 cards of your Deck, and from those cards, Stock 1, put 1 in your hand, and put the rest on top of your Deck.

HBT02/136 | None - Talent | W: Tritomy

L4
C0

Golden Miracle *Chloe*

[C] If 1 or more "Golden Miracle Chloe" is in your Level Zone, this Mem gains +5000 Pow.
[A] [(1)] When your ::Monolium:: Mem wins a battle, if your Opp. has 4 or more destroyed gates, may pay. If so, draw a card.

HBT02/137 | None - Talent | W: Tetra-Heaven

L3
C0

Brave And Decisive *Chloe*

[A] Covenant - "Covenanter: Chloe" or "Valkyrie" or "Daiga" or "Firill": If the deployed TU is "Chloe" and there are 4 or more cards in your Level Zone, look at your Stock, choose a card and put it in your hand, and shuffle your Stock.

HBT02/138 | None - Talent | W: Monolium

L1
C0

Sniping! *Chloe*

[A] Covenant - "Covenanter: Chloe" or "Valkyrie" or "Daiga" or "Firill": [Discard a card] If the deployed TU is "Chloe", may pay. If so, Stock the top 3 cards of your Deck.

HBT02/139 | None - Talent | W: Tritomy

L1
C0

Flowing Fighting Aura *Daiga*

[A] Covenant - "Chloe": If the deployed TU is "Chloe" and there are 3 or more cards in your Level Zone, that deployed Mem gains +2000 Pow for the turn. If there are 6 or more cards in your Stock, that Mem instead gains +2000 Pow until the end of your Opp.'s turn.

HBT02/140 | None - Toothed Beast | W: Monolium

L1
C0

Spiritual Guidance *Valkyrie*

[A] Covenant - "Chloe": If the deployed TU is "Chloe", look at your Stock, choose up to 3 of them and put them on the bottom of the Deck in any order, shuffle your Stock, and Stock Boost (X)+(1). X is the number of cards put from Stock to the Deck via this effect.

HBT02/141 | None - Heart of Sword | W: Tetra-Heaven

L1
C0

Red-Faced Encounter

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your green Mem in battle gains +10000 Pow for the battle. Then, if there is 1 or more card in your DZ with the same card name as that Mem, you may pay (1). Then, if the Stock cost of this effect is paid, that Mem gains +2 aura for the battle.

HBT02/142 | None - None | W: Disfia

L0
C0

Mighty Fierce

[C] All your green Mems gain +1 aura.
[A] [(2)] When this paradox is placed to the Battle Zone, if your Mem in battle is green and there is 1 or more "Mighty Fierce" in your DZ, may pay. If so, that Mem gains +2000 Pow and +1 aura for the battle.

HBT02/143 | None - None | W: Monolium

L0
C0

Decider Battle

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

HBT02/144 | None - None | W: Tetra-Heaven

L0
C0

High-End Shooting Mana

[LD] [(3)] Choose all your "Mana", and for the turn, they gain "[A] When you Level Boost while this Mem is attacking, if the Rested card is "Mana", this Mem gains +1 limit for the battle."

HBT02/145 | None - Contemplate | W: Tetra-Heaven

L4
C0

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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, put them face-up to the Battle Zone, and drop the rest."

HBT02/146 | None - Charm | W: Disfia

L4
C0

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 cards in your hand."

HBT02/147 | None - Contemplate | W: Disfia

L4
C0

Sky And Sea And Mana

[C] All your blue Mems are considered to be next to the battle Opp..
[A] When this Mems wins a battle while attacking, if there is 1 or more "Mana" in this Mem's Soul and this Mem is next to the battle Opp., draw a card.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

HBT02/148 | Summer - Contemplate | W:

L3
C0

HBT02: Happy x Heart Booster Pack

Ground-Shaking Mana

[LD] [(3)] Draw a card. For the turn, this Mem gains "[A] When this Mem attacks, if this Mem is adjacent to the battle Opp., choose a Mem or Paradox in your DZ and a Mem or Paradox in your Opp.'s DZ and put them face-up to the Battle Zone."

HBT02/149 | None - Contemplate | 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.

HBT02/150 | None - Charm | 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.

HBT02/151 | None - Charm | W: Disfia

L2
C0

Focus Live Ramp Giselle

[A] [Choose 4 "Giselle" in DZ and put them on the bottom of the Deck in any order] When this Mem attacks or defends, may pay. If so, this Mem gains +1 limit for the battle.
[LD] [(3)] Draw a card. Drop the top 4 cards of your Deck, and this gains +2000*X Pow for the turn. X is the number of "Giselle" Dropped from the Deck via this effect.

HBT02/152 | None - Charm | W: Disfia

L4
C0

Live Fire Exercise Mana

[A] Covenant - "Covenanter: Mana" or "Artemis": If the deployed TU is "Mana", there are 3 or more cards in your Level Zone and 1 or more of which is "Mana", draw a card.

HBT02/153 | None - Contemplate | W: Tetra-Heaven

L1
C0

Imitating Mana

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] At the start of your Battle Phase, choose a Mem in either your DZ or your Opp.'s DZ and put it on the bottom of the Deck.

HBT02/154 | None - Contemplate | W: Disfia

L1
C0

Voice Training Giselle

[A] Covenant - "Covenanter: Giselle" or "Yakusa": If the deployed TU is "Giselle" and there are 3 or more cards in your Level Zone, Drop the top 3 cards of your Deck. Then, if 1 or more "Giselle" is Dropped via this effect, draw a card.

HBT02/155 | None - Charm | W: Disfia

L1
C0

Polished Gem Giselle

[A] [Discard a card] When this Mem enters the Field, if you have 1 or more Mems with 1 or more Soul that is either blue or ::Summer::, may pay. If so, draw a card.

HBT02/156 | None - Charm | W: Disfia/Septpia

L1
C0

Mysterious Moonlight Artemis

[A] Covenant - "Mana": If the deployed TU is "Mana" and there are 3 or more cards in your Level Zone, look at the top 3 cards of your Deck, choose 1 of them and put it face-up to your Level Zone, put the rest on top of your Deck in any order, and choose a face-up card in your Level Zone and Drop it.

HBT02/157 | None - Shishin | W: Tetra-Heaven

L1
C0

Busy Day Off Yakusa

[A] Covenant - "Giselle": If the deployed TU is "Giselle" and there are 3 or more cards in your Level Zone, choose a Level 4 or lower "Giselle" in your DZ and return it to your hand.

HBT02/158 | None - Thunder Soul | W: Disfia

L1
C0

Jutsu of Multiple Shadow Clones

[A] [(3)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your blue Mem in battle gains +5000 Pow for the battle. Then, if there is 1 or more card in your DZ with the same name as that Mem, that Mem gains +2 limit, put the top card of your Deck face-up to the Battle Zone, and choose a Mem in your DZ and put it face-up to the Battle Zone.

HBT02/159 | None - None | W: Disfia

L0
C0

Stardust Archery

[C] All your blue Mems gain +1 aura.
[A] [Rest a "Mana" in Level Zone] When this Paradox is placed to the Battle Zone, if your Mem in battle is blue, may pay. If so, look at the top 2 cards of your Deck, put 1 of them in your hand, and Drop the rest.

HBT02/160 | None - None | W: Tetra-Heaven

L0
C0

Reversal Glitter

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

HBTO2/161 | None - None | W: Tritomy

L0

C0

Tamaki Yukine

[A] [On Gate Destruction] Stock Boost (1), Drop the top card of your Deck, and draw a card.

HBTO2/162 | None - None | W: Disfia

L0

C0

Mana Asuha

[A] [On Gate Destruction] Stock Boost (1), 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.

HBTO2/163 | None - None | W: Disfia

L0

C0

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Yayoi Tachibana

[A] [On Gate Destruction] Stock Boost (2). Then, if your My Logicalist is Rested, draw a card.

HBTO2/G001SCR | Disfia - None | W: Disfia

L0

C0

Mahiro Kyobashi

[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 a Level 4 or lower Mem in your DZ, deploy it, and your Opp. Stocks the Mem that destroyed this Gate along with all its Soul in any order.

HBTO2/G002SCR | Tritomy - None | W: Tritomy

L0

C0

Trancespace "Yayoi x Qipao"

[A] [On Gate Destruction] Stock Boost (2). Then, if your My Logicalist is Rested, draw a card.

PR/0177 | Disfia - None | W: Disfia

L0

C0

HBT02: Happy x Heart Booster Pack

Trancespace "Mahiro x Seren"

[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 a Level 4 or lower Mem in your DZ, deploy it, and your Opp. Stocks the Mem that destroyed this Gate along with all its Soul in any order.

PR/0178 | Tritomy - None | W: Tritomy

L0

C0