

We Are Luck & Logic Club! *Unne*

[A] [1/turn] [(0)] When you Luck Drive, if you have 2 or more other ::Luck & Logic Club:: Mem's, may pay. If so, both you and your Opp. reveal the top card of your Decks, compare one plus Level of your card to the Level of your Opp.'s card, and whoever does not have the smaller number chooses 1 of his or her Mem's and gives it "[A] [1/turn] When this Mem Attacks or Defends, this Mem gains +5000 Pow for the battle" for the turn. Both you and your Opp. put the top card of your Decks on the bottom of the respective Decks. (If there's a tie, both players get to give the +5000 Pow, turn player first)

LBT01/001 | Luck - None | W: -

L2
C0

Sudden Visitor *Unne / Ronri*

[A] When your "Unne" defends, if you have 0 non-::Luck & Logic Club:: Mem's, declare 1 card type, and Drop the top card of your Deck. Then, if that card is the type you declared, additionally that Mem gains +5000 Pow for the battle.

LBT01/002 | Season 1 - Episode 12 | W: -

L3
C0

Luck & Logic Inside the Car *Unne / Ado / Live*

[LD] [(3)] For the turn, this Mem gains "[C] During battles involving your 'Unne', all your Opp.'s Mem's cannot Intercept", "[C] During battles involving your 'Unne', both you and your Opp. can perform neither Logic Definition nor Level Boost", and "[A] When your 'Unne' attacks an Opp.'s Mem, you put the top 3 cards of your Deck face-up to the Battle Zone, and your Opp. puts the top 3 cards of his or her Deck face-up to the Battle Zone."

LBT01/003 | Season 2 - Episode 11 | W: -

L4
C0

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Victory for Three *Unne / Ado / Ronri*

[LD] [(3)] Drop the top card of your Deck. Then, if the dropped card is an "Unne", additionally chooses 1 of your Opp.'s Level 2 or lower Mem's, and your Opp. shuffles that Mem and all that Mem's Soul and then put them on the bottom of his or her Deck. (That is, the chosen Mem and all Soul of that Mem are placed on the bottom of the Deck in a random order)

LBT01/004 | Season 1 - Episode 11 | W: -

L4
C0

Rule Explanation *Unne*

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Unne" and there are 4 or more cards in your Level Zone, randomly choose a card in your DZ and put it in your hand. (Both players first confirm the chosen card and then the card is moved)

LBT01/005 | Season 1 - Episode 2 | W: -

L1
C0

Luck & Logic Is the Universe *Unne*

[A] [(1)] When this Mem is placed from hand or the Deck to the Battle Zone, if your Mem in battle is "Unne", may pay. If so, that Mem gains +3000 Pow for the battle.

LBT01/006 | Season 1 - Episode 3 | W: -

L1
C0

LBT01: We Are Luck & Logic Club! Booster Pack

Witch Girl *Unne*

[A] When this Mem attack or defends, for the battle, this Mem and the battle Opp. gains +1 limit and "[A] At the start of your or your Opp.'s Intercept Step, put the top card of your Deck face-up to the Battle Zone. Then, if that card is a Tactics or a Paradox, additionally this Mem gains +1 limit for the battle, and put the top card of your Deck face-up to the Battle Zone".

LBT01/007 | Season 2 - Episode 6 | W: -

L4
C0

No Way Out *Unne / Ronri*

[LD] [(3)] You and your Opp. play rock-paper-scissors once. If you won, draw 3 cards. If you tied, draw 2 cards. If you lost, your Opp. draws a card.

LBT01/008 | Season 2 - Episode 12 | W: -

L3
C0

Trance!? *Unne / Ronri*

[A] [(0)] When your other "Unne" attacks or defends, may pay. If so, drop all Soul of this Mem, return this Mem to your hand, and your Mem in battles gains "[C] If there is 1 or more card in your hand, you may perform Logic Definition with the top card of your Deck instead of your hand" and "[A] When you perform Logic Definition with the top card of your Deck, put a card from your hand on the bottom of your Deck."

LBT01/009 | Season 2 - Episode 3 | W: -

L2
C0

Incredulous Dance *Unne*

[A] When this Mem enters the Field, randomly choose a card in your DZ and put it on the bottom of your Deck. (Both players first confirm the chosen card and then the card is moved)

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s territory 1 Mem's that doesn't have a Mem in the circle behind it, and you may move that Mem to the circle behind it.

LBT01/010 | Season 2 - Episode 12 | W: -

L1
C0

Eye Beams *Unne*

[LD] [(3)] Reveal the top card of your Deck. Then, if there's 1 or more card in your Level Zone with the same card name as that revealed card, additionally choose all your ::Luck & Logic Club:: Mem's, and they gain +6000 Pow during your Opp.'s next turn. If not, additionally choose all your ::Luck & Logic Club:: Mem's, and they gain +3000 Pow during your Opp.'s next turn.

LBT01/011 | Season 2 - Episode 10 | W: -

L4
C0

Red Shell *Unne*

[A] [(1)] When this card is placed in the Battle Zone, if your Mem in battle is "Unne", may pay. If so, that Mem gains +1 aura for the battle.

LBT01/012 | Season 2 - Episode 1 | W: -

L2
C0

Searching for Cards *Unne*

[A] [(1)] When this Mem Intercepts, if your Mem in battle is a ::Luck & Logic Club:: Mem, 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.

LBT01/013 | Season 1 - Episode 9 | W: -

L1
C0

Fateful Winner // *Unne*

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Unne", choose 1 of your ::Luck & Logic Club:: Mem's, and that Mem gains +2000 Pow for the turn.

LBT01/014 | Season 1 - Episode 4 | W: -

L1
C0

Trio Fight!

[A] [(1)] When this Tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, that Mem gains +2 aura for the battle.

[A] [(2)] When this Tactics is placed from the Deck to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, that Mem gains +10000 Pow and +4 aura for the battle.

LBT01/015 | None - None | W: -

L0
C0

Deluxe Bento Box

[A] [(1)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, for the battle, that Mem gains +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

LBT01/016 | Season 1 - Episode 2 | W: -

L0
C0

Maximum Number of Best Fortune / Luck of Luck

[C] If there are more cards in your Battle Zone than your Opp., all your ::Luck & Logic Club:: Mem's gain +4 aura.

LBT01/017 | None - None | W: -

L0
C0

YES! Tokonatsu / Shake It Up Baby!

[A] When this paradox is placed in your Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, for the battle, that Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

LBT01/018 | None - None | W: -

L0
C0

We Are Luck & Logic Club! Ado

[A] When this Mem enters the Field, choose any number of Souls of your ::Luck & Logic Club:: Mems and put them in the Soul of this Mem.
[LD] [(3)] This Mem gains +1000 times X Pow for the turn. Then, if X is 3 or more, additionally gains +1 aura. Then, if X is 5 or more, additionally gains "[A] [1/turn] When this Mem attacks, Stand this Mem." Then, if X is 15 or more, additionally you win the game. X is the number of "Ado" in this Mem's Soul.

LBT01/019 | Like - None | W: -

L4
C0

We Are Luck & Logic Club! Ado

[A] When this Mem enters the Field, choose any number of Souls of your ::Luck & Logic Club:: Mems and put them in the Soul of this Mem.
[LD] [(5)] This Mem gains +1000 times X Pow for the turn. Then, if X is 3 or more, additionally gains +1 aura. Then, if X is 5 or more, additionally gains "[A] [1/turn] When this Mem attacks, Stand this Mem." Then, if X is 15 or more, additionally you win the game. X is the number of "Ado" in this Mem's Soul.

LBT01/019âŽŽTR | Like - None | W: -

L4
C0

Secret Determination Ado / Unne / Ronri / Live

[LD] [(3)] This Mem gains +2000 Pow and "[A] When this Mem wins a battle, if you have 2 or more other ::Luck & Logic Club:: Mems, destroy the gate in the circle being attacked" for the turn.

LBT01/020 | Season 2 - Episode 12 | W: -

L4
C0

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Pleased to Meet You Ado / Live

[LD] [(3)] If you have 2 or more other ::Luck & Logic Club:: Mems, for the turn, +1 to your Attack Limit. Then, if you have 2 or more other ::Luck & Logic Club:: Mems with at least 1 "Ado" in Soul, additionally this Mem gains "[A] [1/turn] When this Mem attacks, Stand this Mem."

LBT01/021 | Season 2 - Episode 3 | W: -

L4
C0

I'm Moved! Ado / Unne / Ronri

[C] During this Mem's battles, if there is 1 or more "Ado" in this Mem's Soul, all your Opp.'s Mems cannot Intercept.
[LD] [(3)] Draw a card. This Mem gains +5000 Pow for the turn.

LBT01/022 | Season 1 - Episode 4 | W: -

L4
C0

Pumpkin~ Ado

[S] [Rest this Mem] If you have 4 or more destroyed gates, choose 1 of your other "Ado" TUs, and put this Mem and all of this Mem's Soul in the Soul of the TU chosen this way.

LBT01/023 | Season 2 - Episode 6 | W: -

L3
C0

LBT01: We Are Luck & Logic Club! Booster Pack

Boom!! Ado

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Ado" and there are 4 or more cards in your Level Zone, choose 1 of your ::Luck & Logic Club:: TUs and an "Ado" in your DZ, and put the card from the DZ chosen this way in the Soul of the Transunion chosen this way.

LBT01/024 | Season 1 - Episode 11 | W: -

L1
C0

Self-Introduction Ado

[A] [(1)] When this Mem is placed in the Battle Zone, if your ::Luck & Logic Club:: Mem in battle has 1 or more "Ado" in Soul, may pay. If so, choose a card in your Opp.'s Battle Zone with either Pow Logic or Aura Logic and Drop it.

LBT01/025 | Season 1 - Episode 1 | W: -

L1
C0

Even More Precious Thing Ado / Ronri

[A] When this Mem wins a battle while attacking, if there's 1 or more "Ado" in the Soul of your ::Luck & Logic Club:: Mem, draw a card.

LBT01/026 | Season 2 - Episode 12 | W: -

L3
C0

Happy Pose Ado / Unne / Ronri

[A] At the start of your battle phase, choose 1 of your ::Luck & Logic Club:: Mems with at least 1 or more ::Luck & Logic Club:: Mem in Soul, and that Mem gains +1000 Pow for the turn. Then, if that Mem has 3 or more "Ado" in Soul, it additionally gains +2000 Pow.

LBT01/027 | Season 1 - Episode 7 | W: -

L2
C0

My Favorite Card! Ado

[A] When this Mem enters the Field, choose 1 of your Mems with 1 or more Soul, and that Mem gains +1000 Pow for the turn.
[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 this way, additionally your Opp. draws a card.

LBT01/028 | Season 1 - Episode 7 | W: -

L1
C0

Spectating Ado

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Ado", that deployed Mem gains +3000 Pow for the turn.

LBT01/029 | Season 2 - Episode 3 | W: -

L1
C0

Pure Red Nose Ado

[A] When this Mem enters the Field, if you have 4 or more destroyed gates, choose up to 1 "Ado" Super Logicalist in your hand and put it in this Mem's Soul.
[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn.

LBT01/030 | Season 2 - Episode 9 | W: -

L4
C0

I'll Go Buy the Cards! Ado / Unne

[A] When this Mem enters the Field, reveal the top card of your Deck. If the revealed card is an "Ado" Super Logicalist, additionally choose 1 of your ::Luck & Logic Club:: TUs, and put the revealed card in the Soul of the chosen TU.
[LD] [(3)] Reveal the top card of your Deck. Then, if the revealed card is a ::Luck & Logic Club:: Mem, additionally put that card in your hand and draw a card.

LBT01/031 | Season 1 - Episode 6 | W: -

L3
C0

Takoyaki From Food Stalls Ado

[A] When this Mem destroys an Opp.'s gate, if there's 1 or more "Ado" in the Soul of your ::Luck & Logic Club:: Mem, Stock the top card of your Deck. If not, choose up to 1 of your ::Luck & Logic Club:: TU Mem, and put this Mem and all of this Mem's Soul in the Soul of the TU chosen this way.

LBT01/032 | Season 2 - Episode 2 | W: -

L2
C0

Searching for Cards Ado

[A] [This ability is only active in Soul] When the ::Luck & Logic Club:: Mem that this Mem is a Soul of attacks, that Mem gains +1000 Pow for the battle.

LBT01/033 | Season 1 - Episode 9 | W: -

L1
C0

Tattered

[A] [(1)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, that Mem gains +5000 Pow for the battle. Then, if that Mem has 1 or more Soul, it additionally gains +5000 Pow.

LBT01/034 | Season 2 - Episode 7 | W: -

L0
C0

Is There a Bad Child?

[A] [(2)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem with 1 or more Soul, may pay. If so, that Mem gains +10000 Pow for the battle. Then, if that Mem has 3 or more Soul, it additionally gains +4 aura.

LBT01/035 | Season 2 - Episode 10 | W: -

L0
C0

Seriously / We're Luck & Logic Club

[C] All your Mems gain +1 heart.

[C] All Mems' auras are instead considered hearts.

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

LBT01/036 | None - None | W: -

L0
C0

Ado's Courage / Final Boom

[C] All your ::Luck & Logic Club:: Mems gain +1 aura.

[C] All your ::Luck & Logic Club:: Mems with 1 or more Soul gain +2 aura.

LBT01/037 | None - None | W: -

L0
C0

We Are Luck & Logic Club! Live

[A] When you play the [LD] of your ::Luck & Logic Club:: Mem, choose 1 of your ::Luck & Logic Club:: Mems, and that Mem gains +5000 Pow for the turn.

LBT01/038 | Kouhai - None | W: -

L3
C0

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We Are Luck & Logic Club! Endo-san

[A] [(0)] At the start of your end phase, if you have no other "Endo-san", may pay. If so, search your Deck for up to 1 ::Luck & Logic Club:: Mem that isn't an "Endo-san", reveal it, put it in your hand, shuffle your Deck, and discard a card.

LBT01/039 | Love - None | W: -

L2
C0

Overtrance! Ado / Unne / Ronri / Live / Endo-san

[S] [This ability is only active in hand] [Discard an "Ado", an "Unne", a "Ronri", a "Live", and an "Endo-san" from your hand] Reveal this Mem. Then, if there are 4 or more cards in your Level Zone, additionally Deploy this Mem.

[A] When this Mem enters the Field, if your Opp. has 2 or more gates not yet destroyed, choose 1 of your Opp.'s gate and destroy it.

LBT01/040 | Special - None | W: -

L5
C0

In a Pinch! Live / Unne

[C] If you have 1 or more other "Ado", this Mem gains +5000 Pow.

[C] If you have 1 or more other "Unne", this Mem gains +2 aura.

[C] If you have 1 or more other "Ronri", this Mem gains +2 limit.

[A] At the start of your end phase, if you have 1 or more other "Endo-san", Stock the top card of your Deck.

LBT01/041 | Season 2 - Episode 10 | W: -

L4
C0

LBT01: We Are Luck & Logic Club! Booster Pack**Presents From Santa Live / Ado**

[C] All your ::Luck & Logic Club:: Mems with 1 or more "Ado" in Soul gain +2000 Pow.

LBT01/042 | Season 2 - Episode 9 | W: -

L2
C0

New Club Member Live

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Live" and there are 4 or more cards in your Level Zone, for the turn, the cost of [LD] of that deployed Mem is 0.

LBT01/043 | Season 2 - Episode 3 | W: -

L1
C0

Summer Luck & Logic Festival Live / Ado

[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn. Then, if there is 1 or more "Live" in this Mem's Soul, this Mem additionally gains +2000 Pow. If there is 1 or more "Ado" in this Mem's Soul, draw a card.

LBT01/044 | Season 2 - Episode 2 | W: -

L3
C0

Reward for Victory Endo-san

[A] At the start of your end phase, if there are 3 or more different Chara names among your ::Luck & Logic Club:: Mems, choose 1 of the following effects. "Stock the top card of your Deck." "Choose 1 of your ::Luck & Logic Club:: Mems, and that Mem gains +2000 Pow during your Opp.'s next turn." "Draw a card, and discard a card."

LBT01/045 | Season 1 - Episode 11 | W: -

L2
C0

A Battle She Can't Afford to Lose Live

[A] When you play the [LD] of your ::Luck & Logic Club:: Mem, look at up to 3 cards from top of your Deck, choose up to 3 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.

LBT01/046 | Season 2 - Episode 12 | W: -

L1
C0

Serious Battle Live

[A] When this Mem enters the Field, choose 1 of your ::Luck & Logic Club:: Mems, and for the turn, if you have played that Mem's [[LD], that Mem gains +2000 Pow for the turn.

[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 this way, your Opp. additionally returns the bottom card of his or her Stock to hand.

LBT01/047 | Season 2 - Episode 3 | W: -

L1
C0

Black Cat Familiar Live

[LD] [(3)] For the turn, this Mem gains +3000 Pow, choose 1 of your other ::Luck & Logic Club:: Mems that isn't "Black Cat Familiar Live", and you may play that Mem's [LD] without paying cost.

LBT01/048 | Season 2 - Episode 6 | W: -

L4
C0

Running Across the Beach Live

[A] When you play the [LD] of your ::Luck & Logic Club:: Mems, Stock the top card of your Deck.

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

LBT01/049 | Season 2 - Episode 1 | W: -

L2
C0

Manager of Luck & Logic Endo-san

[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is a ::Luck & Logic Club:: Mem, Stock the top card of your Deck.

LBT01/050 | Season 1 - Episode 8 | W: -

L1
C0

Little Devil Endo-san

[A] [(0)] When this Mem destroys a gate in your Opp.'s back row, if you have 2 or more other ::Luck & Logic Club:: Mems, may pay. If so, choose all your Mems and rest them, and choose a ::Luck & Logic Club:: card in your Level Zone and Stand it.

LBT01/051 | Season 2 - Episode 6 | W: -

L1
C0

Serious Strike

[A] [(2)] When this tactics is placed from hand to the Battle Zone, if you have played the [LD] of your Mem in battle, -(2) to the cost of this ability. If your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, that Mem gains +4 aura for the battle.

LBT01/052 | Season 2 - Episode 3 | W: -

L0
C0

Mysterious Special Training

[A] [(3)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, that Mem gains +10000 Pow for the battle. Then, if there are 3 or more different Chara names among your ::Luck & Logic Club:: Mems, additionally draw a card.

LBT01/053 | Season 2 - Episode 8 | W: -

L0
C0

Happy Halloween / A Day of Cosplay
[C] All your ::Luck & Logic Club:: Mem's gain +1 aura.
[A] When this paradox is placed in the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem and you have played an [LD] this turn, draw a card.

LBT01/054 | None - None | W: -

L0
C0

Special Paradox Juice / Tastes Extremely Horrible
[C] All your ::Luck & Logic Club:: Mem's gain +1 aura.
[A] When this paradox is placed in the Battle Zone, if you have 3 or more ::Luck & Logic Club:: Mem's, Stock the top card of your Deck.

LBT01/055 | None - None | W: -

L0
C0

We Are Luck & Logic Club! Ronri
[C] During this Mem's battle, if there are 3 or more cards in your Battle Zone, this Mem gains +3000 Pow.
[A] When you perform Logic Definition during battles involving your ::Luck & Logic Club:: Mem, if it's the 3rd Logic Definition of this battle, that Mem gains +1 limit for the battle.

LBT01/056 | Logic - None | W: -

L4
C0

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What Is There Ronri / Unne
[LD] [(3)] For the turn, this Mem gains "[A] When this Mem wins a battle while attacking, if there are 3 or more ::Luck & Logic Club:: cards in your Battle Zone, choose 3 'Ronri' in your Level Zone and Stand them, and destroy the gate in the circle being attacked instead of putting the battle Opp. in Stock."

LBT01/057 | Season 1 - Episode 5 | W: -

L4
C0

Smug Face Ronri / Unne
[LD] [(3)] If you have 2 or more other "Ronri", for the turn, this Mem gains "[A] When you perform Logic Definition during this Mem's battle, if there is 1 or more Super Logician, TU, tactics, and paradox that are all ::Luck & Logic Club:: in your Battle Zone, choose your Opp.'s Mem in battle and all Souls of that Mem and return them to hand."

LBT01/058 | Season 1 - Episode 1 | W: -

L4
C0

Summer Luck & Logic Ronri / Live
[A] At the start of the end of battle step in which your "Ronri" is attacking or defending, declare a Logic Icon. Then, if there are 2 or more cards in your Battle Zone with the declared Logic Icon, additionally draw a card.
(Reminder: The Logic Icons are Pow Logic, Aura Logic, Limit Logic, Tactics Logic, and Paradox Logic.)

LBT01/059 | Season 2 - Episode 1 | W: -

L2
C0

LBT01: We Are Luck & Logic Club! Booster Pack

Tactics Without Weakness Ronri
[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Ronri" and there are 4 or more cards in your Level Zone, draw a card.

LBT01/060 | Season 1 - Episode 5 | W: -

L1
C0

Our Logic Ronri
[A] When this Mem is placed in the Battle Zone, if your Mem in battle is "Ronri", choose up to 1 tactics or face-down card in your Battle Zone and Drop it.

LBT01/061 | Season 1 - Episode 11 | W: -

L1
C0

Blue Sky Ronri
[A] [(1)] When you perform Logic Definition during this Mem's battle, if the card put in the Battle Zone during that Logic Definition is a ::Luck & Logic Club:: paradox and you have no other paradoxes or face-down cards in your Battle Zone, may pay. If so, choose a ::Luck & Logic Club:: Mem in your DZ and return it to your hand.

LBT01/062 | Season 2 - Episode 1 | W: -

L4
C0

Merry Christmas Ronri / Unne
[A] When you perform Logic Definition, if your Mem in battle is "Ronri" and there is 1 or more card in your Level Zone with the same name as the card put in the Battle Zone during that Logic Definition, that Mem gains +3000 Pow for the battle.

LBT01/063 | Season 2 - Episode 9 | W: -

L3
C0

Hey! Boom! Ronri / Ado
[A] When this Mem destroys a gate in your Opp.'s front row, choose a ::Luck & Logic Club:: Mem in your DZ and put it on top of the Deck.
[A] When your ::Luck & Logic Club:: Mem destroys a gate in your Opp.'s back row, if you have 1 or more ::Luck & Logic Club:: Mem with 2 or more ::Luck & Logic Club:: Mem's in Soul, choose a ::Luck & Logic Club:: card in your DZ and put it on top of the Deck.

LBT01/064 | Season 1 - Episode 4 | W: -

L2
C0

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

LBT01/065 | Season 2 - Episode 3 | W: -

L1
C0

Wolf Girl Ronri
[A] When this Mem is placed in the Battle Zone, if your Mem in battle is "Ronri", draw a card, and discard a card.

LBT01/066 | Season 2 - Episode 5 | W: -

L3
C0

Big Cleaning Ronri
[A] When your "Ronri" defends, if the Level of that Mem is lower than the Level of the battle Opp., your Mem in battle gains +1 limit for the battle.

LBT01/067 | Season 2 - Episode 10 | W: -

L2
C0

Not Relying on Luck Ronri
[A] Covenant - ::Luck & Logic Club:: Mem: If the deployed TU is "Ronri", choose a ::Luck & Logic Club:: Mem in your DZ and put it on top of the Deck.

LBT01/068 | Season 1 - Episode 1 | W: -

L1
C0

New Determination Ronri
[A] When this Mem destroys an Opp.'s gate, if you have 2 or more other ::Luck & Logic Club:: Mem's, draw a card, and discard a card.

LBT01/069 | Season 2 - Episode 8 | W: -

L1
C0

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

LBT01/070 | Season 1 - Episode 8 | W: -

L0
C0

All Mixed And Messed Up
[A] [(2)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, may pay. If so, look at the top 2 cards of your Deck; choose up to 2 of them and Drop them, put the rest on top of your Deck in any order, and for the battle, your Mem in battle gains +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

LBT01/071 | Season 1 - Episode 2 | W: -

L0
C0

Senpais' Welcome / Sexy Pair

[C] All your ::Luck & Logic Club:: Mem's gain +1 aura.
[A] [(1)] When this paradox is placed in the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem and there is 1 or more other paradox or face-down card in your Battle Zone, may pay. If so, draw a card.

LBT01/072 | None - None | W: -

L0
C0

Thesis of Logic / Lonely Road

[C] All your ::Luck & Logic Club:: Mem's gain +1 aura.
[A] When this paradox is placed in the Battle Zone, if your Mem in battle is a ::Luck & Logic Club:: Mem, look at the top card of your Deck and put it either on top or bottom of the Deck.

LBT01/073 | None - None | W: -

L0
C0

Good Friends!

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

LBT01/074 | None - None | W: -

L0
C0

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Ado Sukinanoka & Live Rojikudo

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

LBT01/075 | None - None | W: -

L0
C0

Unne Sonosaki

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

LBT01/076 | None - None | W: -

L0
C0

Endo-san

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mem's and rest them.

LBT01/077 | None - None | W: -

L0
C0

LBT01: We Are Luck & Logic Club! Booster Pack

Ronri Fukai

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose a level 4 or lower Mem in your DZ and deploy it without paying cost.

LBT01/078 | None - None | W: -

L0
C0

Surprised Ado-chan

[A] When this gate is destroyed, Stock the top card of your Deck. Afterwards, Drop the top card of your Deck, and draw a card.

LBT01/079 | None - None | W: -

L0
C0

Wandering Desert

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if your Opp. has 3 or more destroyed gates, additionally draw 2 cards, and Discard a card.

LBT01/080 | None - None | W: -

L0
C0

Usable Bone

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

LBT01/081 | None - None | W: -

L0
C0

Artisan

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a card in your Opp.'s Level Zone and Rest it.

LBT01/082 | None - None | W: -

L0
C0

Vast Universe

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

LBT01/083 | None - None | W: -

L0
C0

Chaos

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

LBT01/084 | None - None | W: -

L0
C0

Japan's No. 1 Card Gamer

[A] When this gate is destroyed, search your Deck for up to 1 Logicalist and deploy it on the circle this gate is in, and shuffle your Deck.

LBT01/085 | None - None | W: -

L0
C0

Luck & Logic Club

[A] When this gate is destroyed, search your Deck for up to 1 ::Luck & Logic Club:: Mem, reveal it, put it in your hand, and shuffle your Deck.

LBT01/G001 | None - None | W: -

L0
C0

Ado Sukinanoka

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 2 or more ::Luck & Logic Club:: Mem and you have 2 destroyed gates with Gate Number 4, additionally choose 1 of your Opp.'s Mem's and Drop it.

LBT01/G002 | None - None | W: -

L0
C0

Relaxed Luck & Logic Club

[A] When this gate is destroyed, search your Deck for up to 1 ::Luck & Logic Club:: Mem, reveal it, put it in your hand, and shuffle your Deck.

PR/0132 | None - None | W: -

L0
C0

Trying Their Best Luck & Logic Club

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 2 or more ::Luck & Logic Club:: Mem and you have 2 destroyed gates with Gate Number 4, additionally choose 1 of your Opp.'s Mem's and Drop it.

PR/0133 | None - None | W: -

L0
C0