

Sky Dragon Sacred Thunder Field *Tamaki*

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

SP-B01/001 | Intelligence - Dragon Soul | W: Disfia

L4
C1

Sky Dragon Sacred Thunder Field *Tamaki*

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

SP-B01/001&2TR | Intelligence - Dragon Soul | W: Disfia

L4
C1

Lovely Spiral *Tamaki*

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

SP-B01/002 | Intelligence - Benevolent | W: Tetra-Heaven

L3
C0

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Blessing of the Garden *Nina*

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

SP-B01/003 | Contemplate - Pure Flower | W: Monolium

L4
C0

Meeting Expectations *Nina*

[A] Covenant - "Covenanter: Nina": If the deployed TU is "Nina" and there are 3 or more cards in your Level Zone, look at the top 4 cards of your Deck and choose up to 1 paradox among them and place it face-up in the Paradox Zone, and put the rest on top of your Deck in any order.

SP-B01/004 | Contemplate - None | W: Tritomy

L1
C0

Barrier of Love *Tamaki*

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

SP-B01/005 | Intelligence - Benevolent | W: Tetra-Heaven

L4
C0

SPB01: Trance Re:union Special Booster

Rolling Cyclone Kick *Nina*

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

SP-B01/006 | Contemplate - Cat Beast | W: Monolium

L3
C0

Furioso Shout *Nina*

[A] [(1)] When your card is placed from the Deck to the Battle Zone via the effect of an ability of a card that isn't "Furioso Shout Nina" during your Mem's battle, may pay. If so, Drop the card that was placed from that Deck to the Battle Zone. Then, if that card was Dropped by this effect, additionally put the top card of your Deck face-up to the Battle Zone.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

SP-B01/007 | Contemplate - Electric Music | W: Tritomy

L3
C0

Repulser Beat *Nina*

[A] [(0)] When your yellow Mem attacks a circle occupied by an Opp.'s Mem, if there are no cards in your Battle Zone, may pay. If so, both you and your Opp. put the top card of the respective Decks face-up to the Battle Zone. Then, if the card placed to your Battle Zone is a paradox, your Mem in battle additionally gains +1 limit for the battle.
[LD] [(2)] Draw a card.

SP-B01/008 | Contemplate - Electric Music | W: Tritomy

L2
C0

Dreadful Scene *Tamaki*

[A] Covenant - "Covenanter: Tamaki" or "Venus" or "Xiaolin" or "Shinkyoku Otohime": If the deployed TU is "Tamaki" and there are 3 or more cards in your Level Zone, look at the top 4 cards of your Deck, choose 1 of them and put it on top of your Deck, and Drop the rest.

SP-B01/009 | Intelligence - None | W: Disfia

L1
C0

Basking in the Sun *Aisha*

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

SP-B01/010 | Cat Beast - None | W: Monolium

L1
C0

Pride of Dragon *Xiaolin*

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

SP-B01/011 | Dragon Soul - None | W: Disfia

L1
C0

Passionate Encore *Nina*

[A] When this Mem loses a battle while defending, choose 1 of your other Mems, and that Mem gains "[A] When this Mem defends, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone" for the turn.
[LD] [(3)] Choose all your yellow Mems, and they gain +1 aura for the turn.

SP-B01/012 | Contemplate - Electric Music | W: Tritomy

L4
C0

Good Omen School of Fish, *Tamaki*

[A] When this Mem enters the Field, Drop the top card of your Deck and draw a card. Then, if the card Dropped this way isn't a yellow tactics, additionally discard a card.
[LD] [(2)] Draw a card.

SP-B01/013 | Intelligence - Elegant Soul | W: Disfia

L2
C0

Coming of Winter *Nina*

[A] Covenant - "Covenanter: Nina": If the deployed TU is "Nina", choose 2 of your gates, and Swap them without changing their state.

SP-B01/014 | Contemplate - None | W: Monolium

L1
C0

Letter From Kyoto *Tamaki*

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

SP-B01/015 | Intelligence - None | W: Tetra-Heaven

L1
C0

Grasping the Clear Sound *Emeralda*

[A] Covenant - "Nina": [Put a card from your hand on top of the Deck] If the deployed TU is "Nina", may pay. If so, choose all your Mems, and they gain +2000 Pow for the turn.

SP-B01/016 | Electric Music - None | W: Tritomy

L1
C0

Excited *Venus*

[A] Covenant - "Tamaki": If the deployed TU is "Tamaki", choose a non-"Tamaki" face-up card in your Level Zone and put it on the bottom of your Deck. Then, if that card was put on the bottom of your Deck this way, additionally put the top card of your Deck face-up to your Level Zone.

SP-B01/017 | Benevolent - None | W: Tetra-Heaven

L1
C0

Staff of Thunderstrike *Tamaki*

[A] When this Mem loses a battle while defending, if there is 1 or more "Tamaki" in this Mem's Soul, draw a card.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

SP-B01/018 | Intelligence - Dragon Soul | W: Disfia

L3
C0

Invitation to Dream *Nina*

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

SP-B01/019 | Contemplate - Pure Flower | W: Monolium

L2
C0

Contract Grenade *Tamaki*

[A] [Stand this Mem, Discard a card] When your yellow Mem defends, 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.
[LD] [(2)] Draw a card.

SP-B01/020 | Intelligence - Electric Doctor | W: Tritomy

L2
C0

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Noble Inquiry *Nina*

[A] [Discard a yellow card] When this Mem enters the Field, if you have more destroyed gates than your Opp., may pay. If so, draw a card.

SP-B01/021 | Contemplate - None | W: Monolium

L1
C0

Maiden's Hobby *Tamaki*

[A] When this Mem loses a battle while defending, choose a "Tamaki" Logicalist in your DZ and put it on top of your Deck.

SP-B01/022 | Intelligence - None | W: Tritomy

L1
C0

Secret Determination *Liliana*

[C] If you have 2 or more other Mem's with Aura Logic, this Mem gains +1 aura.

SP-B01/023 | Pure Flower - None | W: Monolium

L1
C0

SPB01: Trance Re:union Special Booster

Secret Treasure Passed Down *Shinkyoku Otohime*

[A] When your Mem defends, Drop the top card of your Deck. Then, if the card Dropped this way is yellow, your Mem in battle additionally gains +1000 Pow for the battle.

SP-B01/024 | Elegant Soul - None | W: Disfia

L1
C0

Diamond Soloist *Emeralda*

[C] Your Opp.'s Mem's with 1 or more Soul cannot attack the circle this Mem is occupying.

SP-B01/025 | Electric Music - None | W: Tritomy

L1
C0

Total Care *Cure*

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

SP-B01/026 | Electric Doctor - None | W: Tritomy

L1
C0

True Value of the Thunder Dragon

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

SP-B01/027 | None - None | W: Disfia

L0
C0

Nervous Moment

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your yellow Mem in battle gains +2 aura for the battle. Then, if that Mem has 1 or more Soul, it additionally gains +2 aura and "[A] When this Mem wins a battle, draw a card".

SP-B01/028 | None - None | W: Monolium

L0
C0

Felicitate Shower

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

SP-B01/029 | None - None | W: Tetra-Heaven

L0
C0

Unafraid Melody

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

SP-B01/030 | None - None | W: Tritomy

L0
C0

Riot Meteor *Yukari*

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

SP-B01/031 | Charm - Flying Unit | W: Tritomy

L4
C0

Riot Meteor *Yukari*

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

SP-B01/031âˆžTR | Charm - Flying Unit | W: Tritomy

L4
C0

Burning Hatred *Mejiko*

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

SP-B01/032 | Talent - Taoist Soul | W: Disfia

L4
C0

Graffiti Field *Yukari*

[A] [This ability is only active in Level Zone] [Discard a "Graffiti Field Yukari"] When your "Yukari" attacks or defends, may pay. If so, that Mem gains +5000 Pow for the turn, choose 1 of your Opp.'s Mem's, and give that Mem "[C] This Mem cannot Intercept" for the turn.
[LD] [(2)] Draw a card.

SP-B01/033 | Charm - Serpent God | W: Tetra-Heaven

L2
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.

SP-B01/034 | Talent - None | W: Disfia

L1
C0

Dual Collider *Yukari*

[A] When this Mem is placed from the Deck to the Battle Zone, reveal the top 2 cards of your Deck and put them on the bottom of your Deck in any order. Then, if 2 or more red cards are revealed via this effect, additionally give your Mem in battle "[A] At the start of the End of Battle Step during the battle this Mem is attacking, if an Opp.'s gate was not destroyed during this battle, Stand this Mem" for the battle.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B01/035 | Charm - Guard Unit | W: Tritomy

L3
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, additionally draw a card.
[LD] [(2)] Draw a card.

SP-B01/036 | Talent - Taoist Soul | W: Disfia

L2
C0

Grudge Launcher *Mejiko*

[A] [Drop 1 of your Mem] When your other red Mem attacks or defends, 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.
[LD] [(2)] Draw a card.

SP-B01/037 | Talent - Servant Unit | W: Tritomy

L2
C0

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Cleaning Minister *Yukari*

[A] Covenant - "Covenanter: Yukari" or "Quetzalcoatl": If the deployed TU is "Yukari" and there are 3 or more cards in your Level Zone, that deployed Mem gains "[A] When your Opp. Level Boosts while this Mem is attacking, this Mem gains +2000 Pow for the battle" for the turn.

SP-B01/038 | Charm - None | W: Tetra-Heaven

L1
C0

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."

SP-B01/039 | Taoist Soul - None | W: Disfia

L1
C0

Cutting Through the Enemy Formations *Ariol*

[A] Covenant - "Yukari": If the deployed TU is "Yukari" and there are 3 or more cards in your Level Zone, look at the top 3 cards of your Deck, choose any number 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.

SP-B01/040 | Flying Unit - None | W: Tritomy

L1
C0

SPB01: Trance Re:union Special Booster

Viper Fall *Yukari*

[LD] [(3)] You and your Opp. discard all cards in hand, and draw a card for each card discarded this way. You draw a card, and this Mem gains +5000 Pow for the turn.

SP-B01/041 | Charm - Serpent God | W: Tetra-Heaven

L4
C0

Gust of Reversal *Yukari*

[A] [Discard a "Yukari"] When your Opp.'s paradox is placed to the Battle Zone during this Mem's battle, if there are no face-down cards in both you and your Opp.'s Battle Zones, may pay. If so, turn that paradox face-down.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B01/042 | Charm - Colored Bird | W: Monolium

L3
C0

Enemy Unit Spotted *Yukari*

[A] When this Mem is placed from the Deck to the Battle Zone due to the effect of ability of your red card, you may return this Mem to your hand.
[LD] [(2)] Draw a card.

SP-B01/043 | Charm - Flying Unit | W: Tritomy

L2
C0

Witch's Elixir *Mejiko*

[A] Covenant - "Covenanter: Mejiko" or "Fang-Fang": If the deployed TU is "Mejiko", your Opp. may pay (1). If it is paid, you look at the top card of your Deck and put it either on top or bottom of the Deck. If it isn't paid, you look at the top 4 cards of your Deck, choose 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.

SP-B01/044 | Talent - None | W: Tritomy

L1
C0

Desire Satisfied *Yukari*

[A] Covenant - "Covenanter: Yukari" or "Quetzalcoatl": If the deployed TU is "Yukari" and there is 1 or more "Yukari" in your Level Zone, reveal the top card of your Deck. Then, if the revealed card is "Yukari", additionally put that revealed Mem in your hand.

SP-B01/045 | Charm - None | W: Tritomy

L1
C0

For Master *Ralfe*

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

SP-B01/046 | Servant Unit - None | W: Tritomy

L1
C0

Calculated Slash *Salt*

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

SP-B01/047 | Guard Unit - None | W: Tritomy

L1
C0

Gluttonous *Quetzalcoatl*

[A] Covenant - "Yukari": If the deployed TU is "Yukari", choose a card in your Opp.'s Level Zone and Rest it.

SP-B01/048 | Serpent God - None | W: Tetra-Heaven

L1
C0

Hatred Ray *Mejiko*

[LD] [(3)] If there is 1 or fewer card in your Opp.'s Stock, for the turn, this Mem gains +3 limit and "[A] When this Mem attacks, put the top 3 cards of your Deck face-up to the Battle Zone".

SP-B01/049 | Talent - Servant Unit | W: Tritomy

L4
C0

Cursed Pearl Binding Strike *Mejiko*

[C] If there is 1 or fewer card in your Opp.'s Stock, this Mem gains +2000 Pow.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B01/050 | Talent - Taoist Soul | W: Disfia

L3
C0

Stubborn Follow-Up Attacks *Mejiko*

[A] When this Mem is placed to the Battle Zone during battles involving your "Mejiko", Drop the top card of your Opp.'s Stock.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B01/051 | Talent - Servant Unit | W: Tritomy

L3
C0

Happy Reunion *Yukari*

[A] When this Mem enters the Field, choose 1 of your Territory 1 Mem, and that Mem gains +1000 Pow for the turn.
[A] VG: When this Mem enters the Field, you may Drop a Territory 1 Mem in your Opp.'s front row. Then, if a card was Dropped via this effect, your Opp. additionally draws a card.

SP-B01/052 | Charm - None | W: Monolium

L1
C0

Full Speed Chase *Mejiko*

[A] When this Mem enters the Field, Drop the top card of your Deck.

[A] VG: When this Mem enters the Field, you may Drop a Territory 1 Mem in your Opp.'s front row. Then, if a card was Dropped via this effect, your Opp. additionally draws a card.

SP-B01/053 | Talent - None | W: Disfia

L1
C0

How Are You Feeling? *Sandra*

[A] At the start of your Battle Phase, reveal the top card of your Deck, put it either on top or bottom of your Deck, and this Mem gains +1000 times X Pow for the turn. X is the level of the card revealed this way.

SP-B01/054 | Colored Bird - None | W: Monolium

L1
C0

Chewing Happiness *Fang-Fang*

[A] When this Mem loses a battle while defending, Drop the top card of your Opp.'s Stock. Then, if there is 1 or fewer card in your Opp.'s Stock, additionally choose a "Mejiko" in your DZ and put it on top of your Deck.

SP-B01/055 | Taoist Soul - None | W: Disfia

L1
C0

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Snappy Food Server *Ralfe*

[A] When this Mem is placed from the Deck to the Battle Zone, Drop the top card of your Opp.'s Stock. Then, if there is 1 or fewer card in your Opp.'s Stock, additionally draw a card.

SP-B01/056 | Servant Unit - None | W: Tritomy

L1
C0

Bilking Suspect Captured

[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your red Mem in battle gains +5000 Pow for the battle. Then, if there is 1 or more card in your Level Zone with the same card name as that Mem, additionally choose 1 of your Opp.'s paradoxes and Drop it.

SP-B01/057 | None - None | W: Tetra-Heaven

L0
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, additionally Drop the top card of your Opp.'s Stock.

SP-B01/058 | None - None | W: Tritomy

L0
C0

SPB01: Trance Re:union Special Booster

Ominous Rampage

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

[A] When this paradox is placed to the Battle Zone, if your Mem in battle is red and there is 1 or more "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.

SP-B01/059 | None - None | W: Disfia

L0
C0

Marvel Explode

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

[A] When this paradox is placed to the Battle Zone, if your Mem in battle is red and there is 1 or more other face-down card in either your Battle Zone or Paradox Zone, Stock the top card of your Deck.

SP-B01/060 | None - None | W: Tritomy

L0
C0

Special Tiger Crash *Chloe*

[LD] [(X)] This Mem gains +1000 times X Pow for the turn. Then, if X is 4 or more, this Mem additionally gains +1 aura. Then, if X is 7 or more, additionally draw 2 cards. Then, if X is 10 or more, this Mem additionally gains +2 limit.

SP-B01/061 | Talent - Toothed Beast | W: Monolium

L4
C0

Special Tiger Crash *Chloe*

[LD] [(X)] This Mem gains +1000 times X Pow for the turn. Then, if X is 4 or more, this Mem additionally gains +1 aura. Then, if X is 7 or more, additionally draw 2 cards. Then, if X is 10 or more, this Mem additionally gains +2 limit.

SP-B01/061âˆž2TR | Talent - Toothed Beast | W: Monolium

L4
C0

Golden Miracle *Chloe*

[C] If 1 or more "Golden Miracle Chloe" is in your Level Zone, this Mem gains +5000 Pow.

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

SP-B01/062 | Talent - Heart of Sword | W: Tetra-Heaven

L3
C0

Rainbow Melody *Ashley*

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

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

SP-B01/063 | Dream - Love Unit | W: Tritomy

L2
C0

Mountain of Books *Ashley*

[A] Covenant - "Covenanter: Ashley" or "Jade": If the deployed TU is "Ashley" and there are 3 or more cards in your Level Zone, look at your Stock and Drop any number of them, Stock the top X+1 cards of your Deck, and shuffle your Stock. X is the number of cards Dropped from your Stock via this effect.

SP-B01/064 | Dream - None | W: Disfia

L1
C0

Iron Hammer of Punishment *Ashley*

[A] [(2)] When your other "Ashley" destroys a gate in your Opp.'s back row, if you have 4 or more "Ashley", may pay. If so, draw a card.

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

SP-B01/065 | Dream - Crawling Beast | W: Monolium

L3
C0

Whirlpool of Scourge, *Chloe*

[A] [(0)] When this Mem attacks or defends, if there are 5 or more cards in your Stock, may pay. If so, this Mem gains +3000 Pow for the battle, and your Opp. Stocks the top card of his or her Deck.

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

SP-B01/066 | Talent - Azure Beast | W: Monolium

L3
C0

Further Advantage *Ashley*

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

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

SP-B01/067 | Dream - Graceful Soul | W: Disfia

L2
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 and choose a card and put it in your hand, and shuffle your Stock.

SP-B01/068 | Talent - None | W: Monolium

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.

SP-B01/069 | Toothed Beast - None | W: Monolium

L1
C0

Blades of Order *Luka*

[A] Covenant - "Ashley": [Put the top card of your Stock on top of your Deck] If the deployed TU is "Ashley" and there are 3 or more cards in your Level Zone, may pay. If so, look at the top 4 cards of your Deck, choose 2 of them and Stock them, and put the rest on top of your Deck in any order.

SP-B01/070 | Guidance Unit - None | W: Tritomy

L1
C0

Spiritual Guidance *Valkyrie*

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

SP-B01/071 | Heart of Sword - None | W: Tetra-Heaven

L1
C0

Phantom March *Ashley*

[LD] [(X)] This Mem gains +1000 times X Pow for the turn. Then, if 2 or more "Ashley" is Dropped from Stock via the cost of this ability, additionally your Opp. chooses 1 of his or her Mems and Stock it.

SP-B01/072 | Dream - Graceful Soul | W: Disfia

L4
C0

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Sparkle Round *Ashley*

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

SP-B01/073 | Dream - Guidance Unit | W: Tritomy

L4
C1

Withstand Impact *Chloe*

[A] When you Level Boost during this Mem's battle, if the card Rested is "Chloe" and it is the first Level Boost of this battle, this Mem gains +2000 Pow for the battle.
[LD] [(3)] This Mem gains +3000 Pow until the end of your Opp.'s turn. Then, you may pay (3). If so, this Mem additionally gains +2000 Pow, and draw a card.

SP-B01/074 | Talent - Heart of Sword | W: Tetra-Heaven

L4
C0

Rocket Elbow *Chloe*

[A] [(1)] When your "Chloe" attacks or defends, if there are 6 or more cards in your Stock, may pay. If so, that Mem gains +2000 Pow for the battle.
[LD] [(2)] Draw a card.

SP-B01/075 | Talent - Toothed Beast | W: Monolium

L2
C0

SPB01: Trance Re:union Special Booster

Powered Cannon *Chloe*

[A] [(1) Drop this Mem] When your other "Chloe" attack 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] [(2)] Draw a card.

SP-B01/076 | Talent - Cannon Unit | W: Tritomy

L2
C0

Immersed in Scenery *Ashley*

[A] Covenant - "Covenanter: Ashley" or "Jade": If the deployed TU is "Ashley", look at the top 2 cards of your Deck, choose up to 1 "Ashley" among them, reveal it, Stock it, and put the rest on top of the Deck in any order.

SP-B01/077 | Dream - None | W: Tritomy

L1
C0

Searching for Trace *Chloe*

[A] Covenant - "Covenanter: Chloe" or "Valkyrie" or "Daiga" or "Firill": If the deployed TU is "Chloe", for each "Chloe" in your Level Zone, that deployed Mem gains +1000 Pow for the turn.

SP-B01/078 | Talent - None | W: Tetra-Heaven

L1
C0

Charming Glamor *Enki*

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

SP-B01/079 | Graceful Soul - None | W: Disfia

L1
C0

Bit Storm *Ashley*

[S] [(1)] Look at the top 2 cards of your Deck, choose 1 of them and put it on top of the Deck, and put the rest on the bottom of the Deck.
[LD] [(2)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

SP-B01/080 | Dream - Guidance Unit | W: Tritomy

L3
C0

Half-Opened Eyes *Ashley*

[A] When this Mem enters the Field, choose 1 of your Territory 1 Mems, 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 Stock it. Then, if a card is Stocked via this effect, your Opp. additionally returns the bottom card of his or her Stock to hand.

SP-B01/081 | Dream - None | W: Monolium

L1
C0

Fully Enjoying Vacation *Chloe*

[A] When this Mem is placed from the Deck to the Battle Zone, your Mem in battle gains +1000 Pow for the battle.
[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. additionally returns the bottom card of his or her Stock to hand.

SP-B01/082 | Talent - None | W: Tritomy

L1
C0

Poised *Jade*

[C] Your Rested "Ashley" behind this Mem gains +1000 Pow.

SP-B01/083 | Crawling Beast - None | W: Monolium

L1
C0

Moving Around in the Ocean *Firill*

[A] When this Mem destroys a gate in your Opp.'s back row, if you have 1 or more "Chloe" and there are 6 or more cards in your Stock, draw a card.

SP-B01/084 | Azure Beast - None | W: Monolium

L1
C0

Call & Response *Sugar*

[S] [Rest this] Look at the top card of your Deck and put it either on top or bottom of the Deck.

SP-B01/085 | Love Unit - None | W: Tritomy

L1
C0

Shelling of Counterattack *Tib*

[A] When this Mem attack or defends, if the Level of the battle Opp. is 1, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

SP-B01/086 | Cannon Unit - None | W: Tritomy

L1
C0

Cyclone Punch!

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your green Mem in battle gains +5000 Pow for the battle. Then, if that Mem has 1 or more Soul, additionally choose 2 cards in your DZ and Stock them in any order.

SP-B01/087 | None - None | W: Monolium

L0
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). If so, that Mem additionally gains +2 aura.

SP-B01/088 | 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.

SP-B01/089 | None - None | W: Monolium

L0
C0

Calm Tempest

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

SP-B01/090 | None - None | W: Tritomy

L0
C0

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High-End Shooting Mana

[LD] [(3)] Choose all your "Mana", and 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" for the turn.

SP-B01/091 | Contemplate - Shishin | W: Tetra-Heaven

L4
C0

High-End Shooting Mana

[LD] [(3)] Choose all your "Mana", and 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" for the turn.

SP-B01/091âˆ™2TR | Contemplate - Shishin | W:

L4
C0

Brilliance of Spirit Mana

[C] If this Mem is adjacent to the battle Opp. and there is 1 or more "Brilliance of Spirit Mana" in your DZ, that battle Opp. gets -1 limit.
[A] When this Mem enters the Field, if there is 1 or more "Brilliance of Spirit Mana" in your DZ, choose 1 of your Opp.'s Mems, and during your Opp.'s next turn, give it "[C] This Mem cannot move from circle to circle".
[LD] [(2)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

SP-B01/092 | Contemplate - Wish Soul | W: Disfia

L3
C0

SPB01: Trance Re:union Special Booster

Moonlit Arrow Aoi

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

SP-B01/093 | Flow - Rabbit Beast | W: Monolium

L4
C0

Sunset Glow Aoi

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

SP-B01/094 | Flow - None | W: Monolium

L1
C0

Ground-Shaking Mana

[LD] [(3)] Draw a card. 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" for the turn.

SP-B01/095 | Contemplate - Wish Soul | W: Disfia

L4
C0

Raging Bull Aoi

[A] When this Mem attacks, if you have drawn 2 or more cards this turn via effects of abilities of your "Aoi", for the battle, this Mem gains +2000 Pow and "[A] When your paradox is placed to the Battle Zone, this Mem gains +1 limit for the battle".
[LD] [(2)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

SP-B01/096 | Flow - Horned Beast | W: Monolium

L3
C0

Forbidden Possession Mana

[A] When this Mem enters the Field, Drop the top card of your Deck. If the card Dropped this way is either "Sei" or "Mei", additionally return that Mem from your DZ to your hand.
[A] [(1)] Drop all Soul of this Mem] At the start of your Opp.'s End Phase, may pay. If so, return this Mem to your hand.
[LD] [(2)] Draw a card.

SP-B01/097 | Contemplate - Shadow Soul | W: Disfia

L2
C0

Mach Boost Aoi

[A] [Drop all Soul of this Mem] At the start of the End of Battle Step during the battle this Mem is attacking, may pay. If so, draw 2 cards, put a card from your hand on top of your Deck, and put this Mem on top of your Deck.
[LD] [(2)] Draw a card.

SP-B01/098 | Flow - Electric Crossbow | W: Tritomy

L2
C0

Certain Battle Results Mana

[A] [Rest a "Mana" in your Level Zone] When this Mem destroys a gate in your Opp.'s back row, may pay. If so, draw a card.
[LD] [(2)] Draw a card.

SP-B01/099 | Contemplate - Shishin | W: Tetra-Heaven

L2
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.

SP-B01/100 | Contemplate - None | W: Tetra-Heaven

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 in 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.

SP-B01/101 | Shishin - None | W: Tetra-Heaven

L1
C0

Charging Cover Fire Mana

[A] At the start of your Opp.'s Battle Phase, if there are 3 or more "Mana" in your Level Zone, choose 1 of your Mems, and that Mem gains +1 limit for the turn.
[LD] [(2)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

SP-B01/102 | Contemplate - Shishin | W: Tetra-Heaven

L3
C0

Tiny Heart Mana

[A] Covenant - "Covenanter: Mana" or "Artemis": If the deployed TU is "Mana", search your Deck for up to 1 "Mana" and Drop it, and shuffle your Deck.

SP-B01/103 | Contemplate - None | W: Disfia

L1
C0

Deployment Preparation Aoi

[A] Covenant - "Covenanter: Aoi" or "Melchi" or "Rotta": If the deployed TU is "Aoi", reveal the top card of your Deck. Then, if the revealed card is "Aoi", that deployed Mem additionally gains +1 limit for the turn.

SP-B01/104 | Flow - None | W: Tritomy

L1
C0

