

[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, choose all your Mems other than "Extreme Fireball Sena" and Blink Step them, and this Mem gains +2000'X Pow for the turn. X is number of Mems put in the Purge Zone via Blink Step portion of this effect.

L4
C0

[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, choose all your Mems other than "Extreme Fireball Sena" and Blink Step them, and this Mem gains +2000*X Pow for the turn. X is number of Mems put in the Purge Zone via Blink Step portion of this effect.

L4
C0

L2
C0

[EX Soul 3] [A] When this Mem wins a battle while attacking, if there are no face-down cards in your Opp.'s Level Zone, choose a card in your Opp.'s Level Zone and turn it face-down.

L4
C0

[TC] - "Nina"
[EX Soul 1] [A] [Rest a card in Level Zone] When this Mem Trances, may pay. If so, choose 1 of your "Nina", and that Mem gains +3 aura for the turn.

L2
C0

[EX Soul 1] [A] When this Mem enters the Field or Trances, choose 1 of your "Tamaki", and that Mem gains +2000 Pow during your Opp.'s next turn.

L3
C0

[A] When this Mem defends, choose 1 of this Mem's Soul and Drop it. Then, if a card is Dropped by this effect, for this battle, this Mem gains +100000 Pow, +30 aura, and gets -10 limit.

[S] [This ability is only active in Hand] [(00)] Reveal this Mem. Then, if there are 4 or more cards in your Level Zone, choose up to 2 of your "Sena" with 0 Soul, make them the Soul of this Mem, and Deploy this Mem. If not, discard this Mem from your hand.

L5
C0

[C] If there's 1 or more "Athena", "Hibana", or "Raxa" in your Intercept Zone, this Mem gains +5000 Pow.
[EX Soul 3] [A] When your "Yoshichika" wins a battle while defending, choose 1 of your Opp.'s Mem's in battle, and Drop that Mem and all of that Mem's Soul.

L4
C0

[A] [This ability is only active in Level Zone] When this Mem Rests via the cost or effect of ability of your "Nina" or Foreigner with "Covenanter: Nina", choose a card in your Level Zone that isn't "Watching Over With a Smile Nina" and Stand it.

L1
C0

[A] Covenant - "Tamaki": If the deployed TU is "Tamaki", choose a Level X or lower "Tamaki" in your DZ and return it to your hand. X is number of cards in your Level Zone.

L1
C0

(A) Covenant - "Sena": If the deployed TU is "Sena", look at the top 7 cards of your Deck, choose up to 1 Level X or lower "Sena" or Foreigner with "Covenant: Sena" among them and Deploy it, shuffle the rest and put them on the bottom of the Deck, and for the turn, give the Mem deployed this way "[A] At the start of your End Phase, you may return this Mem to hand." X is number of cards in your Level Zone.

L1
C0

[A] [(1)] When your Mem Intercepts, if your Mem in battle is a "Tamaki" with at least 1 Soul, may pay. If so, choose a Mem in your DZ with Aura Logic and put it face-up to the Intercept Zone.

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

L2
C0

[A] [(2)] When your "Yoshichika" with at least 1 Soul defends, may pay. If so, choose an "Athena", "Hibana", or "Raxa" in your DZ and put it face-up to the Intercept Zone.

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

L2
C0

[A] Covenant - "Athena" or "Hibana" or "Raxa": If the deployed TU is "Yoshichika", look at the top 10 cards of your Deck, choose up to 1 "Yoshichika", "Athena", "Hibana", or "Raxa", reveal it, put it in your hand, shuffle the rest and put them on the bottom of your Deck.

L1
C0

[A] Covenant - "Nina": [Rest a card in Level Zone]
If the deployed TU is "Nina", may pay. If so, draw 2 cards, and put a card from your hand on top of your Deck.

L1
C0

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

L1
C0

[S] [This ability is only active in Level Zone] [Rest this Mem] Look at the top 3 cards of your Deck, choose up to 1 yellow paradox, reveal it, put it in your hand, shuffle the rest and put them on the bottom of your Deck.

[L-D] [(2)] Draw a card.

L3
C0

[EX Soul 1] [A] When this Mem Trances, choose 2 of your Mem's, and they gain +3000 Pow during your Opp.'s next turn.

L3
C0

In-fight *Sena*

[TC] - "Sena"

[EX Soul 1] [A] When this Mem enters the Field or Trances, choose 1 of your "Sena" with at least 1 Soul, and that Mem gains +3000 Pow for the turn.

SP-B02/018 | None - Sincerity | W: Disfia

L3
C0

Proof of Growth *Nina*

[EX Soul 3] [A] At the start of your Battle Phase, choose all yellow cards in your Level Zone and Stand them. Then, if 2 or more cards Stand via this effect, choose up to 1 paradox in your hand and put it face-up to the Paradox Zone.

SP-B02/019 | None - Contemplate | W: Tetra-Heaven

L4
C0

Spring Color Coordination *Tamaki*

[A] [This ability is only active in Intercept Zone] When your "Tamaki" with at least 1 Soul wins a battle, you may Deploy this Mem from Intercept Zone to a vacant circle.

SP-B02/020 | None - Intelligence | W: Monolium

L1
C0

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Walking in the City *Sena*

[A] When this Mem enters the Field, choose 1 of your "Sena" with at least 1 Soul, and that Mem gains +2000 Pow for the turn.

SP-B02/021 | None - Sincerity | W: Disfia

L1
C0

Irreplacable "Memory"

[A] [(4)] When this tactics is placed to the Battle Zone, if your Mem in battle is yellow and all cards in your Level Zone are Rested, -(3) to the cost of this ability, may pay. If so, choose a card in your Level Zone and Stand it, and your Mem in battle gains +4 aura for the battle.

SP-B02/022 | None - None | W: Tetra-Heaven

L0
C0

Best Sisters

[S] [This ability is only active in Hand] [Discard this tactics from hand] Choose up to 2 yellow Mems in your DZ, shuffle them and put them on the bottom of your Deck. Then, if you have 2 or more yellow Mems, choose a yellow Mem in your DZ and return it to your hand.

SP-B02/023 | None - None | W: Disfia

L0
C0

SPB02: Trance Re:union 2 Special Booster

Preserve Promise

[C] All your yellow Mems with at least 1 Soul gain +1 aura.
[A] When this paradox is turned face-down, if your defending Mem in battle is yellow and that Mem has at least 1 Soul, choose a Mem in your DZ with Pow Logic and put it face-up to the Intercept Zone.

SP-B02/024 | None - None | W: Disfia

L0
C0

Enduring Parthenon

[C] All your yellow Mems gain +1 aura.
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is "Yoshichika" and there is at least 1 "Athena" in either your Battle Zone or Intercept Zone, your Mem in battle gains +2000 Pow and +1 aura for the battle.

SP-B02/025 | None - None | W: Tetra-Heaven

L0
C0

Eternal Sleep *Mejiko*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[A] When your "Mejiko" enters the Field from DZ, Drop the top card of your Opp.'s Stock.
[EX Soul 3] [S] [1/turn] [Drop X "Mejiko"] This Mem gains +5000*X Pow for the turn. Then, if X is 3 or higher, choose 2 Level 4 or lower "Mejiko" in your DZ and Deploy them.

SP-B02/026 | None - Talent | W: Tetra-Heaven

L4
C0

Eternal Sleep *Mejiko*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[A] When your "Mejiko" enters the Field from DZ, Drop the top card of your Opp.'s Stock.
[EX Soul 3] [S] [1/turn] [Drop X "Mejiko"] This Mem gains +5000*X Pow for the turn. Then, if X is 3 or higher, choose 2 Level 4 or lower "Mejiko" in your DZ and Deploy them.

SP-B02/026 áŽTR | None - Talent | W: Tetra-Heaven

L4
C0

Speedy Advance of Wind And Lightning *Kurara*

[EX Soul 3] [C] For each "Tamakaze" or TU with "Covenanter: Tamakaze" in your Battle Zone, this Mem gains +2000 Pow.
[EX Soul 3] [C] For each "Narukami" or TU with "Covenanter: Narukami" in your Battle Zone, this Mem gains +1 aura.

SP-B02/027 | Talent - Wind Soul | W: Disfia

L4
C0

Absolute Premonition *Yukari*

[TC] - "Yukari"
[EX Soul 1] [A] When this Mem Trances, for the turn, give the deployed Mem "[S] [1/turn] [(0)] Choose 1 of your Mems and Stand it." and "[S] [1/turn] [Rest 1 of your Mems] Choose a Mem in your DZ and put it on top of the Deck."

SP-B02/028 | None - Charm | W: Disfia

L2
C0

Brimming with Talent *Lion*

[A] [1/turn] When your paradox is placed to the Purge Zone, choose a card in your Opp.'s Level Zone and Rest it.
[EX Soul 3] [A] [Purge a paradox in your DZ] When this Mem attacks, may pay. If so, your Opp. chooses 2 paradoxes in his or her DZ and Purge them, and this Mem gains +10000 Pow for the turn.

SP-B02/029 | None - Talent | W: Tetra-Heaven

L4
C0

Hurricane & Cyclone *Kurara*

[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.
[EX Soul 1] [S] [Rest this Mem, discard a "Kurara" from hand] Choose a Mem in your DZ and return it to your hand.
[EX Soul 1] [S] Make Up Lv3 [(0)]

SP-B02/030 | None - Talent | W: Disfia

L3
C0

Gunman of Extreme Winds *Kurara*

[TC] - "Kurara"
[EX Soul 1] [S] [Rest this] Choose a "Kurara" TU in your DZ and return it to your hand.
[EX Soul 1] [S] Make Up Lv2 [(0)]

SP-B02/031 | None - Talent | W: Disfia

L2
C0

Straight to Abyss *Mejiko*

[TC] - "Mejiko"

[EX Soul 1] [A] When this Mem Trances, choose a Level X or lower "Mejiko" or Foreigner with "Covenanter: Mejiko" in your DZ and Deploy it, and for the turn, that Mem gains +3000 Pow and "[A] At the start of your End Phase, Drop this Mem." X is number of cards in your Level Zone.

SP-B02/032 | None - Talent | W: Disfia

L2
C0

Extreme Confinement Method *Veronica*

[TC] - "Veronica"

[EX Soul 1] [S] [Rest this Mem] Choose 1 of your Opp.'s circles. Then, your Opp. may pay (2). If the Stock is not paid, until the end of Opp.'s turn, your Opp. cannot Deploy a Mem to that circle, cannot move a Mem to that circle, and a Mem on that circle cannot move from circle to circle.

SP-B02/033 | None - Conviction | W: Tetra-Heaven

L3
C0

High Tension Logicalist *Kurara*

[A] Covenant - "Covenanter: Kurara": If the deployed TU is "Kurara" and you have 2 or more "Kurara", choose a "Kurara" TU in your DZ and return it to your hand.
[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.

SP-B02/034 | None - Talent | W: Disfia

L1
C0

Full of Fun! *Lion*

[A] When this Mem is placed to the Purge Zone, choose any number of other cards in your Purge Zone, shuffle them and put them on the bottom of your Deck, choose 1 of your "Lion", and that Mem gains +2000 Pow for the turn.

SP-B02/035 | None - Talent | W: Tetra-Heaven

L1
C0

Extreme Wind Strike *Tamakaze*

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

SP-B02/036 | Kurara - Wind Soul | W: Disfia

L1
C0

Thundering Wild Slashes *Kurara*

[EX Soul 1] [S] Make Up Lv4 [(0)]
[EX Soul 3] [A] When this Mem enters the Field, for the turn, your Attack Limit +1. Then, if this Mem entered the Field via Make Up, this Mem gains "[A] [1/turn] When this Mem attacks, Stand this Mem" for the turn.

SP-B02/037 | None - Talent | W: Disfia

L4
C0

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Dual Wielding Lightning *Kurara*

[TC] - "Kurara"
[EX Soul 1] [S] [Rest this Mem] Choose 1 of your Opp.'s Mems, and for the turn, give that Mem "[A] When your Mem Intercepts during this Mem's battle, this Mem gets -10000 Pow for the battle."
[EX Soul 1] [S] Make Up Lv2 [(0)]

SP-B02/038 | None - Talent | W: Disfia

L2
C0

System Error *Yukari*

[A] When this Mem enters the Field, Rest this Mem.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B02/039 | None - Charm | W: Tritomy

L3
C0

5 Seconds to Death by Explosion *Veronica*

[EX Soul 3] [A] [1/turn] When this Mem attacks, if the Pow of this Mem is at least 5000 higher than the Pow of the battle Opp., for the turn, this Mem gains "[A] [Discard a card from hand] When your Opp.'s paradox is placed to the Battle Zone during this Mem's battle, may pay. If so, turn that paradox face-down."

SP-B02/040 | None - Conviction | W: Tetra-Heaven

L4
C0

SPB02: Trance Re:union 2 Special Booster

Soul Hunting *Mejiko*

[A] When this Mem enters the Field, choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.
[A] When this Mem is Dropped from the Field, choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.

SP-B02/041 | None - Talent | W: Tetra-Heaven

L3
C0

Pitiful Sign *Mejiko*

[C] If this Mem would Trance with a Foreigner with "Covenanter: Mejiko", you may search your DZ for the Mem to be deployed via that Trance.

SP-B02/042 | None - Talent | W: Disfia

L1
C0

Brisk Worker *Yukari*

[S] [Rest this Mem] Choose 1 of your Opp.'s gates, and for the turn, give that gate "[A] [On Gate Destruction] If the Mem who destroyed this gate is 'Yukari', Drop the top card of your Stock."

SP-B02/043 | None - Charm | W: Disfia

L1
C0

Fashionable Look *Kurara*

[A] [(1)] When this Mem is placed to the Battle Zone, if your Mem in battle is "Tamakaze" or a TU with "Covenanter: Tamakaze", may pay. If so, that Mem gains +5000 Pow for the battle.
[A] [(1)] When this Mem is placed to the Battle Zone, if your Mem in battle is "Narukami" or a TU with "Covenanter: Narukami", may pay. If so, that Mem gains +2 aura for the battle.

SP-B02/044 | None - Talent | W: Disfia

L1
C0

Interaction in the Forest *Rosa*

[A] Covenant - "Lion": [Purge the top 2 cards of your Deck] If the deployed TU is "Lion", may pay. If so, draw a card. Then, if there are 5 or more "Lion" in your Purge Zone, draw a card, and put a card from your hand on the bottom of your Deck.

SP-B02/045 | Liones - Pure Flower | W: Monolium

L1
C0

Controlling the Thunderclouds *Narukami*

[A] Covenant - "Kurara" If the deployed TU is "Kurara", Drop the top 2 cards of your Deck, and for the turn, that deployed Mem gains +3000 Pow and "[A] When this Mem uses Make Up, the Mem deployed by that Make Up gains +3000 Pow for the turn."

SP-B02/046 | Kurara - Thunder Soul | W: Disfia

L1
C0

Bombard Mushroom *Yukari*

[A] When this Mem enters the Field, Rest this Mem.
[EX Soul 3] [A] When this Mem Stands, for the turn, this Mem gains +10000 Pow and "[A] When your Opp.'s Mem Intercepts during this Mem's battle, Stand this Mem."

SP-B02/047 | None - Charm | W: Monolium

L4
C0

During Hide-And-Seek *Lion*

[A] When this Mem is placed to the Purge Zone, if there are 5 or more other "Lion" in your Purge Zone, you may shuffle this Mem and all of this Mem's Soul and put them on the bottom of the Deck. Then, if this Mem is placed on the bottom of the Deck via this effect, draw a card.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

SP-B02/048 | None - Talent | W: Monolium

L3
C0

Snowy Day *Lion*

[TC] - "Lion"
[EX Soul 1] [S] [Rest this Mem] Look at the top 3 cards of your Deck, Drop 1 of them, Purge 1 of them, and put the rest on top of the Deck.

SP-B02/049 | None - Talent | W: Monolium

L2
C0

Unsatisfied *Veronica*

[A] [(1)] When your "Veronica" wins a battle while attacking, if that Mem has at least 1 Soul and the Pow of that Mem is at least 5000 higher than the Pow of the battle Opp., may pay. If so, draw a card.
[LD] [(2)] Draw a card.

SP-B02/050 | None - Conviction | W: Monolium

L2
C0

Accurate Shooting *Kurara*

[EX Soul 1] [S] Make Up Lv4 [(0)]
[EX Soul 3] [A] When this Mem enters the Field, draw a card, choose 1 of your Opp.'s Mems, and that Mem gets -5000 Pow for the turn. Then, if this Mem entered the Field via Make Up, choose a "Kurara" in your DZ and return it to your hand.

SP-B02/051 | None - Talent | W: Disfia

L4
C0

Sekiran Stance *Kurara*

[TC] - "Kurara"
[EX Soul 1] [S] [Rest this Mem] Choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.
[EX Soul 1] [S] Make Up Lv3 [(0)]

SP-B02/052 | None - Talent | W: Disfia

L3
C0

Cute is Justice *Kurara*

[A] [Rest this Mem] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, choose up to 1 Foreigner with "Covenanter: Kurara", reveal it, put it in your hand, shuffle the rest and put them on the bottom of the Deck. Then, if a card is put in your hand this way, discard a card from your hand.

SP-B02/053 | None - Talent | W: Disfia

L1
C0

Adult Who Can *Veronica*

[A] Covenant - "Covenanter: Veronica": If the deployed TU is "Veronica", choose 1 of your Opp.'s Mems, and for the turn, give that Mem "[A] When this Mem defends, if the battle Opp. is 'Veronica' and the Pow of the battle Opp. is at least 5000 higher than the Pow of this Mem, your Opp. draws a card."

SP-B02/054 | None - Conviction | W: Tetra-Heaven

L1
C0

Howling Thunder *Narukami*

[A] When your "Kurara" enters the Field via Make Up, choose 1 of your Opp.'s Mems, and that Mem gets -3000 Pow for the turn.

SP-B02/055 | Kurara - Thunder Soul | W: Disfia

L1
C0

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Blowing the Wind of Gods *Tamakaze*

[A] When your "Kurara" enters the Field via Make Up, your Opp. may pay (2). Then, if the Stock is not paid, you Stock Boost: (2).

SP-B02/056 | Kurara - Wind Soul | W: Disfia

L1
C0

Finding And Taking Luck *Renshansennyō*

[A] Covenant - "Yukari": If the deployed TU is "Yukari", for the turn, give that deployed Mem "[S] [Rest a 'Yukari'] This Mem gains +2000 Pow for the turn. Then, if this is the second time this ability has been played this turn, draw a card."

SP-B02/057 | Yukari - Taoist Soul | W: Disfia

L1
C0

Reading And Understanding the Apocalypse *Nemesi's*

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

SP-B02/058 | Veronica - Mischievous | W: Tetra-Heaven

L1
C0

SPB02: Trance Re:union 2 Special Booster

Slumbering Goddess *Hypnos*

[A] Covenant - "Mejiko": If the deployed TU is "Mejiko", Drop the top 2 cards of your Deck, choose a Level 3 or lower "Mejiko" in your DZ and Deploy it.

SP-B02/059 | Mejiko - Sleeping God | W: Tetra-Heaven

L1
C0

Secret Talk

[A] [(4)] When this tactics is placed to the Battle Zone, if your Mem in battle is red and all cards in your Level Zone are Rested, -(3) to the cost of this ability. may pay. If so, choose a card in your Level Zone and Stand it, and your Mem in battle gains +10000 Pow for the battle.

SP-B02/060 | None - None | W: Tetra-Heaven

L0
C0

Cheerful Make Up

[S] [This ability is only active in Hand] [Discard this tactics from hand] Choose up to 2 red Mems in your DZ, shuffle them and put them on the bottom of your Deck. Then, if you have 2 or more red Mems, choose 1 of your Opp.'s Level 2 or lower Mems in a circle with a destroyed gate, and Drop that Mem and all of that Mem's Soul.

SP-B02/061 | None - None | W: Disfia

L0
C0

Lucky Grinning

[C] All your red Mems with at least 1 Soul gain +1 aura.
[A] When this paradox is turned face-down, if your defending Mem in battle is red and that Mem has at least 1 Soul, choose up to 1 card in your Opp.'s Battle Zone with Aura Logic and turn it face-down.

SP-B02/062 | None - None | W: Tetra-Heaven

L0
C0

Crunching Giga Storm

[C] All your red Mems in +1 aura.
[A] [This ability is only active in DZ] [(2) Discard a "Kurara" from hand] When your "Kurara" enters the Field via Make Up, may pay. If so, return this paradox from your DZ to your hand.

SP-B02/063 | None - None | W: Disfia

L0
C0

Creating Legendary Items *Yuko*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [S] [1/turn] [(4)] Synthesis: (4), Synthesis: (4), Synthesis: (4). Then, if X is 10 or higher, choose 1 of your Opp.'s Mems occupying at least 1 circle with a destroyed gate, and your Opp. Stocks that Mem and all of that Mem's Soul. X is the sum of Levels of Tool Skill activated via this effect.

SP-B02/064 | None - Intelligence | W: Tetra-Heaven

L4
C0

Creating Legendary Items *Yuko*

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [S] [1/turn] [(4)] Synthesis: (4), Synthesis: (4), Synthesis: (4). Then, if X is 10 or higher, choose 1 of your Opp.'s Mems occupying at least 1 circle with a destroyed gate, and your Opp. Stocks that Mem and all of that Mem's Soul. X is the sum of Levels of Tool Skill activated via this effect.

SP-B02/064 âžšTR | None - Intelligence | W: Tetra-Heaven

L4
C0

Girls Be Ambitious *Yayoi*

[TC] - "Yayoi"
[EX Soul 1] [S] [Rest this Mem] Choose 1 of the following. "Stock Open: (3)." "If there are 2 or more face-up card in your Stock, Stock Close: (2), choose 1 of your Mems, and that Mem gains +2000 Pow and +1 aura for the turn." "Choose a 'Yayoi' or a Foreigner with 'Covenanter: Yayoi' in your DZ and Stock it."

SP-B02/065 | None - Sincerity | W: Disfia

L3
C0

Golden-Haired Future *Chloe*

[TC] - "Chloe"
[EX Soul 1] [A] When this Mem Trances, if you have 3 or more "Chloe", Stock Boost: (1). Then, if there are 6 or more cards in your Stock, look at your Stock, choose up to 1 card and put it in your hand, and shuffle your Stock.

SP-B02/066 | None - Talent | W: Disfia

L3
C0

Excellent Symphony *Ashley*

[EX Soul 3] [C] This gains +1000X Pow. X is number of green cards in your Purge Zone.
[EX Soul 3] [A] When your green card is Dropped from Stock, you may Purge that card. If a card is Purged this way, at the start of your next Stand Phase, Drop that card from the Purge Zone.
[EX Soul 3] [A] At the start of your Stand Phase, choose all green cards in your Purge Zone and Drop them. Then, if 5 or more cards are Dropped via this effect, draw a card.

SP-B02/067 | None - Dream | W: Tritomy

L4
C0

Ears Pricked *Chloe*

[A] When this Mem enters the Field, if you have 1 or more "Chloe" with at least 1 Soul, choose all "Chloe" in your DZ, shuffle them and put them on the bottom of your Deck, and Stock Boost: (1).
[LD] [(2)] Draw a card.

SP-B02/068 | None - Talent | W: Monolium

L2
C0

For Justice *Olga*

[A] When this Mem enters the Field, if you have 2 or more Level 4 or higher "Olga", you may Stock Boost: (2).
[EX Soul 3] [A] [(1)] When your Level 4 or higher "Olga" attacks or defends, may pay. If so, that Mem gains +5000 Pow for the battle.

SP-B02/069 | None - Aloof | W: Tetra-Heaven

L4
C0

Cheerful Water Art *Yuko*

[TC] - "Yuko"

[EX Soul 1] [S] [Rest this Mem] Choose 1 of your "Yuko", and Synthesize a card with the same card name as the chosen card.

Tool Skill: Look at your Stock, choose a card and put it in your hand, and shuffle your Stock.

SP-B02/070 | None - Intelligence | W: Tetra-Heaven

L2
C0

Glitter of Splitting *Olga*

[TC] - "Olga"

[EX Soul 1] [A] When this Mem Trances, if the Mem deployed via that Trance is Level 4 or higher, draw a card.

SP-B02/071 | None - Aloof | W: Disfia

L2
C0

Towards Her Dream *Yayoi*

[A] [This ability is only active in Stock] When this Mem is turned face-up via the cost or effect of ability of your "Yayoi", choose 1 of your "Yayoi", and that Mem gains +2000 Pow for the turn.

SP-B02/072 | None - Sincerity | W: Disfia

L1
C0

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Blind Synthesis *Vesta*

[A] Covenant - "Yuko": [Rest a "Yuko"] If the deployed TU is "Yuko", may pay. If so, Synthesis: (3).
Tool Skill: Choose 1 of your Mems, and for the turn or until the end of the battle in which that Mem is participating, that Mem gains +2 aura. (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.)

SP-B02/073 | Yuko - Alchemical Heart | W: Tetra-Heaven

L1
C0

Astralire of the Sea of Stars

[A] Covenant - "Ashley": If the deployed TU is "Ashley", search your deck for up to 1 card, Stock it, and shuffle your Deck.

SP-B02/074 | Ashley - Star Heart | W: Tetra-Heaven

L1
C0

Riding the Morning Wind *Yayoi*

[EX Soul 3] [A] When this Mem enters the Field or at the start of your End Phase, if there are 3 or more face-up cards in your Stock, Stock Open: (2).

[EX Soul 3] [A] [Stock Close: (4)] When this Mem attacks or defends, may pay. If so, this Mem gains +1 limit for the battle, and choose a green card in your DZ and put it face-up to the Battle Zone.

SP-B02/075 | None - Sincerity | W: Disfia

L4
C0

SPB02: Trance Re:union 2 Special Booster

Twiling Hellfire *Chloe*

[EX Soul 3] [A] When this Mem attacks, if there are 6 or more cards in your Stock, this Mem gains +3000 Pow until the end of Opp.'s turn, and for the battle this Mem gains "[A] When this Mem wins a battle while attacking, destroy the gate in the circle being attacked."

SP-B02/076 | None - Talent | W: Disfia

L4
C0

Growing the Wealth *Yuko*

[A] When you play a Level 3 or higher Tool Skill, choose up to 2 Mems in your DZ, shuffle them and Stock them.

[LD] [(3)] Synthesis: (3).

Tool Skill: Choose 1 of your Mems, and that Mem gains +5000 Pow until the end of Opp.'s turn.

SP-B02/077 | None - Intelligence | W: Tetra-Heaven

L3
C0

One-Day Handler *Ashley*

[A] When this Mem is Dropped from Stock, Stock Boost: (X). X is number of your Mems with at least 1 Soul.

SP-B02/078 | None - Dream | W: Monolium

L1
C0

Doing Her Daily Plan *Chloe*

[A] Covenant - "Covenanter: Chloe": If the deployed TU is "Chloe", choose 1 of the following. "If there are 6 or more cards in your Stock, draw a card." "If there are 5 or fewer cards in your Stock, Stock Boost: (2)."

SP-B02/079 | None - Talent | W: Disfia

L1
C0

Headliner Appears *Olga*

[C] During your MP, all your "Olga" gain +1 level.

SP-B02/080 | None - Aloof | W: Tetra-Heaven

L1
C0

Nighttime Flight *Nagi*

[A] Covenant - "Yayoi": [(1)] If the deployed TU is "Yayoi", may pay. If so, draw a card. Then, if the card Dropped by the cost of this was face-up, Stock Boost: (1).

SP-B02/081 | Yayoi - Taoist Soul | W: Disfia

L1
C0

Full Power Discharge *Ashley*

[S] [1/turn] [(1)] Choose 1 of your "Ashley", and that Mem gains +1000*X Pow for the turn. X is number of cards in the Soul of the Mem chosen by this effect.

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

SP-B02/082 | None - Dream | W: Monolium

L2
C0

Heightened Morale *Olga*

[A] When this Mem enters the Field, drop the top 3 cards of your Deck. Then, if the Level of this Mem is larger than the # of cards in your Level Zone, Stock Boost: (1). Then, if you have 1 or more other "Olga" with at least 1 Soul, Stock Boost: (2).

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

SP-B02/083 | None - Aloof | W: Disfia

L3
C0

Close Call *Yayoi*

[A] [This ability is only active in Stock] When this Mem is turned face-up via the cost or effect of ability of your "Yayoi", may pay. If so, draw a card. Then, if the card Dropped by the cost of this was face-up, and that Mem gains +1 aura for the turn.

[LD] [(1) Stock Close: (2)] Draw a card. This Mem gains +1000 Pow until the end of Opp.'s turn.

SP-B02/084 | None - Sincerity | W: Disfia

L2
C0

Steady Support *Ashley*

[TC] - "Ashley"

[EX Soul 1] [S] [(1) Rest this Mem] Choose an "Ashley" in your DZ and put it on the bottom of your Deck. Then, if a card is put on the bottom of the Deck via this effect, choose 1 of your Mems, and that Mem gains +2000 Pow and +1 aura for the turn.

SP-B02/085 | None - Dream | W: Tetra-Heaven

L3
C0

White Breath *Yuko*

[A] When this Mem Intercepts, if your Mem in battle is "Yuko", Synthesis: (1).

Tool Skill: Choose 1 of your Mems, 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.)

SP-B02/086 | None - Intelligence | W: Tetra-Heaven

L1
C0

Mischievous Messenger of God, *Fuuko*

[A] Covenant - "Chloe": If the deployed TU is "Chloe", reveal the top card of your Deck, and Stock Boost: (1). Then, if the revealed card was a "Chloe", you may Stock Boost: (2).

SP-B02/087 | Chloe - Taoist Soul | W: Disfia

L1
C0

Unleashed Fallen Angel *Lucifer*

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

SP-B02/088 | Olga - Fallen | W: Tetra-Heaven

L1
C0

Tachibana Secret Service

[A] [(5)] When this tactics is placed to the Battle Zone, if your Mem in battle is green and all cards in your Level Zone are Rested, -(3) to the cost of this ability. may pay. If so, choose a card in your Level Zone and Stand it, and your Mem in battle gains +10000 Pow and +1 limit for the battle.

SP-B02/089 | None - None | W: Disfia

L0
C0

How Veterans Fight

[S] [This ability is only active in Hand] [Discard this tactics from hand] Choose up to 2 green Mems in your DZ, shuffle them and put them on the bottom of your Deck. Then, if you have 2 or more green Mems, Stock Boost: (3).

SP-B02/090 | None - None | W: Tetra-Heaven

L0
C0

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Alchemic Pandora

[C] All your green Mems with at least 1 Soul gain +1 aura.
[A] When this paradox is turned face-down, if your defending Mem in battle is green and that Mem has at least 1 Soul, choose up to 1 face-up card in either your or your Opp.'s Battle Zone and Stock it.

SP-B02/091 | None - None | W: Tetra-Heaven

L0
C0

Defiance Blade

[C] All your green Mems gain +1 aura.
[A] When this tactics is placed to the Battle Zone, if your Mem in battle is an "Olga" with at least 1 Soul, that Mem gains +2000 Pow for the battle. Then, if that Mem's Level is higher than the Level of the battle Opp., that Mem gains +3000 Pow for the battle.

SP-B02/092 | None - None | W: Disfia

L0
C0

Laguna Smasher Aoi

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [A] [Choose any number of "Aoi" with 0 Soul and return them to your hand] When this Mem enters the Field, may pay. If so, choose up to 3 cards in your hand that are either "Aoi" or Foreigner with "Covenanter: Aoi" and Deploy them to separate circles, and this Mem gains +5000*X Pow for the turn. X is number of Mems deployed via this effect.

SP-B02/093 | None - Flow | W: Tetra-Heaven

L4
C0

SPB02: Trance Re:union 2 Special Booster

Laguna Smasher Aoi

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[EX Soul 3] [A] [Choose any number of "Aoi" with 0 Soul and return them to your hand] When this Mem enters the Field, may pay. If so, choose up to 3 cards in your hand that are either "Aoi" or Foreigner with "Covenanter: Aoi" and Deploy them to separate circles, and this Mem gains +5000*X Pow for the turn. X is number of Mems deployed via this effect.

SP-B02/093 âTR | None - Flow | W: Tetra-Heaven

L4
C0

Signless Assault *Mana*

[TC] - "Mana"
[EX Soul 1] [A] When this Mem Trances, for the turn, give the Mem deployed via that Trance "[A] When you Level Boost during this Mem's battle, if this Mem is next to the battle Opp., choose up to 1 blue card in your DZ and put it face-up to the Battle Zone."

SP-B02/094 | None - Contemplate | W: Monolium

L2
C0

Giselle of Multitudes of Colors

[TC] - "Giselle"
[A] When this Mem is Dropped from your Deck via the cost or effect of ability of your "Giselle", you may put this Mem from DZ on the bottom of your Deck. Then, if this Mem is put on the bottom of Deck via this effect, Drop the top 2 cards of your Deck.
[EX Soul 1] [S] [Rest this Mem, Drop the top 4 cards of your Deck] Choose a Foreigner with "Covenanter: Giselle" in your DZ and return it to your hand.

SP-B02/095 | None - Charm | W: Disfia

L3
C0

Maximum Output! *Mahiro*

[EX Soul 3] [A] When this Mem attacks, choose up to 2 of your cards in Set State, turn them face-up and Drop them, choose 1 of your gates, choose up to X cards in your DZ and Set them face-down to the gate chosen via this effect, and give all cards Set this way "[A] Detonate." X is number of cards with Detonate Skill turned face-up via this effect.

SP-B02/096 | None - Dream | W: Tritomy

L4
C0

Peace to the Skies *Sieghard*

[EX Soul 3] [A] When this Mem wins a battle while attacking, if there are 2 or more tactics in your Battle Zone, destroy the gate in the circle being attacked, and draw a card.

SP-B02/097 | None - Intelligence | W: Monolium

L4
C0

Giselle Waiting

[EX Soul 3] [A] [Put 4 "Giselle" from your DZ on the bottom of your Deck in any order] When this Mem attacks or defends, may pay. If so, Drop the top 5 cards of your Deck, choose up to 1 blue Mem among cards Dropped by this effect and put it face-up to the Battle Zone, and this Mem gains +1 limit for the battle.

SP-B02/098 | None - Charm | W: Disfia

L4
C0

Pressing with Combination Aoi

[TC] - "Aoi"
[EX Soul 1] [S] [Rest this Mem] Choose up to 1 "Aoi" in your hand and Deploy it, for the turn, that deployed Mem gains +3000 Pow and "[A] At the start of your End Phase, return this Mem to your hand." Then, if you have 2 or more Mems with the same card name as the Mem deployed this way, draw a card.

SP-B02/099 | None - Flow | W: Tetra-Heaven

L2
C0

Feels Like Fall *Sieghard*

[A] Covenant - "Covenanter: Sieghard": If the deployed TU is "Sieghard", choose a blue tactics in your DZ and return it to your hand. Then, if a card is returned to your hand via this effect, Stock Boost: (1).

SP-B02/100 | None - Intelligence | W: Monolium

L1
C0

Understanding the Mission *Mahiro*

[A] Covenant - "Covenanter: Mahiro": If the deployed TU is "Mahiro", draw a card, choose a gate in your Front Row, Set a card from your hand face-down to that gate, and give the card Set this way "[A] Detonate."

SP-B02/101 | None - Dream | W: Tritomy

L1
C0

Roe of Moon Shadows

[A] Covenant - "Mana": If the deployed TU is "Mana", for the turn, give the deployed Mem "[A] When this Mem attacks, if this Mem is next to the battle Opp., draw a card."

SP-B02/102 | Mana - Winged Beast | W: Monolium

L1
C0

Giant Hammer of the War God, *Thor*

[A] Covenant - "Aoi": If the deployed TU is "Aoi", and the deployed Mem entered the Field from hand, draw 3 cards, and put a card from your hand on top of the Deck.

SP-B02/103 | Aoi - Thunder God | W: Tetra-Heaven

L1
C0

Infighter *Mana*

[EX Soul 3] [C] If this Mem is next to the battle Opp., the battle Opp. gets -5000 Pow, and this Mem gains [A] When this Mem wins a battle, draw a card."

SP-B02/104 | None - Contemplate | W: Monolium

L4
C0

Chasing Down Sieghard

[TC] - "Sieghard"

[EX Soul 1] [A] When this Mem Trances, for the turn, give the Mem deployed via that Trance "[A] When you play an auto ability or a startup ability of a tactics, this Mem gains +5000 Pow for the turn."

SP-B02/105 | None - Intelligence | W: Tritomy

L3
C0

Aim Set Mahiro

[TC] - "Mahiro"

[EX Soul 1] [S] [Rest this Mem, put a card in the Set State on the bottom of the Deck] Draw a card.

SP-B02/106 | None - Dream | W: Tritomy

L2
C0

When the Season Changes Aoi

[A] When this Mem enters the Field from hand via the effect of ability of your "Aoi", choose 1 of the following. "For the turn, +1 to your Trance Limit." "For the turn, +1 to your Trance Change Limit."

SP-B02/107 | None - Flow | W: Monolium

L1
C0

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Ice Skater Mana

[C] [This ability is only active in Soul] Give the "Mana" that has this Mem as Soul "[C] This Mem is considered to be next to te battle Opp.."

SP-B02/108 | None - Contemplate | W: Disfia

L1
C0

Ruminating Lucia

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

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Mem in the Front Row with 0 Soul and return it to hand.

SP-B02/109 | Sieghard - Colored Bird | W: Monolium

L1
C0

Dance of Prayers Konohana Sakuya

[A] Covenant - "Giselle": [Put 2 "Giselle" from your DZ on the bottom of the Deck in any order] If the deployed TU is "Giselle", may pay. If so, draw a card.

SP-B02/110 | Giselle - Elegant Soul | W: Disfia

L1
C0

SPB02: Trance Re:union 2 Special Booster

The Brave Who Flies Sieghard

[A] When this Mem destroys an Opp.'s gate, if you have played an auto ability or a startup ability of a tactics during this turn, draw a card.
[LD] [(2)] Draw a card.

SP-B02/111 | None - Intelligence | W: Monolium

L2
C0

Talisman of Spirit of Gods Giselle

[A] When this Mem is Dropped from Deck via the cost or effect of ability of your "Giselle", choose 1 of your "Giselle" with at least 1 Soul, and that Mem gains +2 aura for the turn.
[LD] [(2)] Draw a card.

SP-B02/112 | None - Charm | W: Disfia

L2
C0

Direct Finish Mahiro

[A] When this Mem enters the Field or when your card in the Set State is turned face-up, choose up to 1 "Mahiro" TU in your DZ and put it on the bottom of your Deck.
[LD] [Drop a card in the Set State] Draw 2 cards, discard a card from hand, choose 1 of your other Mem, and that Mem gains +1000 Pow for the turn.

SP-B02/113 | None - Dream | W: Tritomy

L3
C0

Long Range Scout Aoi

[A] When this Mem enters the Field from hand via the effect of ability of your "Aoi", draw 2 cards, and put 2 cards from your hand on top of your Deck in any order.
[LD] [(2)] Draw a card.

SP-B02/114 | None - Flow | W: Tritomy

L3
C0

Mana in the Combat Zone

[C] Give all your "Mana" with at least 1 Soul gain +1 aura.
[A] When this Mem attacks or defends, if this Mem is next to the battle Opp., may pay. If so, this Mem gains +5000 Pow for the battle.
[LD] [(2)] Draw a card. Choose 1 of your other Mem, and that Mem gains +1000 Pow for the turn.

SP-B02/115 | None - Contemplate | W: Tetra-Heaven

L3
C0

Her Burning Purpose Giselle

[A] When this Mem is Dropped from your Deck via the cost or effect of ability of your "Giselle", choose 1 of your "Giselle" with at least 1 Soul, and that Mem gains +5000 Pow for the turn.

SP-B02/116 | None - Charm | W: Disfia

L1
C0

Brave Advance Dread

[A] Covenant - "Mahiro": Choose up to 2 of your cards in the Set State, shuffle them and put them on the bottom of your Deck, choose X of your gates, Set the top X cards of your Deck separately to the gates chosen via this effect (for each gate chosen this way, Set one and exactly one of those cards), and give the cards Set this way "[A] Detonate." X is number of cards put on the bottom of your Deck via this effect.
[A] Detonate Skill: Choose 1 of your "Mahiro", and that Mem gains +5000 Pow for the turn.

SP-B02/117 | Mahiro - Heavy Ship | W: Tritomy

L1
C0

Confident Promise

[C] All your blue Mem with at least 1 Soul gain +1 aura.
[A] When this paradox is turned face-down, if your defending Mem in battle is blue and that Mem has at least 1 Soul, that Mem gains +1 limit for the turn, and put the top card of your Deck face-up to the Battle Zone.

SP-B02/118 | None - None | W: Disfia

L0
C0

Clear Sounds of Laughter

[A] [(4)] When this tactics is placed to the Battle Zone, if your Mem in battle is blue and all cards in your Level Zone are Rested, -(3) to the cost of this ability, may pay. If so, choose 2 cards in your Level Zone and Stand them, and your Mem in battle gains +5000 Pow and +1 limit for the battle.

SP-B02/119 | None - None | W: Tetra-Heaven

L0
C0

Fortune Battle

[S] [This ability is only active in Hand] [Discard this tactics from hand] Choose up to 2 blue Mem in your DZ, shuffle them and put them on the bottom of your Deck. Then, if you have 2 or more blue Mem, draw a card, look at the top card of your Deck and put it either on top or bottom of your Deck.

SP-B02/120 | None - None | W: Disfia

L0
C0

Unlimited Blue

[C] All your blue Mem gain +1 aura.
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is "Sieghard", choose up to 1 blue tactics in your DZ and put it face-up to the Battle Zone.

SP-B02/121 | None - None | W: Monolium

L0
C0

Mejiko Touma

[A] [On Gate Destruction] Search your Deck for up to 1 Foreigner, Deploy to the circle this gate is in, and shuffle your Deck.

SP-B02/G001 | None - None | W: Tetra-Heaven

L0
C0

Aoi Iroha

[A] [On Gate Destruction] Stock Boost: (1). Then, if the number of your destroyed gates is odd, Stock Boost: (2) and draw a card.

SP-B02/G002 | None - None | W: Tetra-Heaven

L0

C0

Angel's Gospel Nina

[C] [This ability is active in all zones] This Mem cannot be deployed except via Trance.
[A] When this Mem enters the Field, if there are 4 or more face-up cards in your Level Zone, choose up to 2 cards in your hand that are either "Nina" or Foreigners with "Covenanter: Nina" and put them face-up in the Level Zone.
[EX Soul 3] [C] +2 to your Level Limit.

SP-B02/S001 | None - Contemplate | W: Tetra-Heaven

L4

C0

Lion Surrounded by Rosa nipponensis

[C] [This ability is active in all zones] This Mem Cannot be deployed except via Trance.
[EX Soul 3] [A] When this Mem attacks, if there are 5 or more "Lion" in your Purge Zone, for the battle, this Mem gains "[A] When this Mem wins a battle, Purge the battle Opp. and all of that Mem's Soul," then, you may Purge a card from your hand. If a card is Purged via this effect, this Mem also gains "[C] If your Opp.'s paradox would be placed to the Battle Zone, Purge it instead of putting it to the Battle Zone" for the battle.

SP-B02/S002 | None - Talent | W: Monolium

L4

C0

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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.

SP-B02/S003 | None - Sincerity | W: Disfia

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 via this effect, choose 1 of your Opp.'s Mems and Drop it.

SP-B02/S004 | None - Dream | W: Tritomy

L4

C0

L4

C0

SPB02: Trance Re:union 2 Special Booster

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