### Prayer of Hope *Nina*
[LD] [(3)] If your Opp. has 4 or more destroyed gates, for the turn, this Mem gains +1 aura and "[C] During this Mem's battle, when your Opp.'s Tactics or Paradox would be placed to the Battle Zone, Drop that card instead of putting it to the Battle Zone".

*BT04/001 | Contemplate - Pure Flower | W: Monolium*

**L4**
**C0**

### Prayer of Hope *Nina*
[LD] [(3)] If your Opp. has 4 or more destroyed gates, for the turn, this Mem gains +1 aura and "[C] During this Mem's battle, when your Opp.'s Tactics or Paradox would be placed to the Battle Zone, Drop that card instead of putting it to the Battle Zone".

*BT04/001âˇžTR | Contemplate - Pure Flower | W:*

**L4**
**C0**

### Acrobat Step *Nina*
[A] [1/turn] [(1)] When your other yellow TU defends, may pay. If so, put this Mem and all of this Mem's soul face-up to the Intercept Zone.
[LD] [(3)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

*BT04/002 | Contemplate - Cat Beast | W: Monolium*

**L2**
**C0**

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

*BT04/003 | Sincerity - Toothed Beast | W: Monolium*

**L4**
**C0**

### Wish Turned Power *Nina*
[A] When your card named "Gaia's Sprout" is placed to the Battle Zone while this Mem is defending, for the battle this Mem gains +2 aura.
[LD] [(3)] Choose a ::Monolium:: Mem and a Level X or lower TU in your DZ and return them to your hand. X is the number of your Opp.'s destroyed gates.

*BT04/004 | Contemplate - Pure Flower | W: Monolium*

**L4**
**C0**

### Spotting the Weakness *Nina*
[C] During your Opp.'s turn, if your Opp. has 3 or more destroyed gates, this Mem gains +2000 Pow.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

*BT04/005 | Contemplate - Pure Flower | W: Monolium*

**L3**
**C0**

### BT04: Aid & Arms Booster Pack

### Earth-Shattering Steel Fists *Sena*
[A] When this Mem destroys a gate in your Opp.'s back row, reveal the top card of your Deck. Then, if that revealed card is either "Sena" or "Laya", additionally put that revealed card in your hand.
[LD] [(3)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

*BT04/006 | Sincerity - Toothed Beast | W: Monolium*

**L2**
**C0**

### Prepared for Anything *Nina*
[A] Covenant - "Covenanter: Nina": [(1)] If the deployed TU is "Nina", may pay. If so, choose a Mem with Aura Logic in your DZ and return it to your hand.

*BT04/007 | Contemplate - None | W: Monolium*

**L1**
**C0**

### *Liliana* of Kisumi
[A] Covenant - "Nina": If the deployed TU is "Nina" and your Opp. has 3 or more destroyed gates, that deployed Mem gains +1 limit during your Opp.'s next turn.

*BT04/008 | Pure Flower - None | W: Monolium*

**L1**
**C0**

### Neko-Neko Psychokinetic Wave *Nina*
[LD] [(3)] This Mem gains +3000 Pow for the turn. Then, if you have more destroyed gates than your Opp., additionally choose a ::Monolium:: Mem in your DZ and return it to your hand.

*BT04/009 | Contemplate - Cat Beast | W: Monolium*

**L4**
**C0**

### Flower of Healing *Nina*
[C] During your turn, if this Mem is Rested, all your Mems gain +1000 Pow.
[LD] [(3)] Draw a card. Choose all your Mems, and they gain +1000 Pow for the turn.

*BT04/010 | Contemplate - Pure Flower | W: Monolium*

**L3**
**C0**

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

*BT04/011 | Sincerity - Toothed Beast | W: Monolium*

**L3**
**C0**

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

*BT04/012 | Sincerity - None | W: Monolium*

**L1**
**C0**

### Expanding Her Horizons *Nina*
[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, choose 1 of your Opp.'s territory 1 Mems that doesn't have a Mem in the circle behind it, and you may move that Mem to the circle behind it.

*BT04/013 | Contemplate - None | W: Monolium*

**L1**
**C0**

### Verdant Morning *Liliana*
[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, choose 1 of your Opp.'s territory 1 Mems that doesn't have a Mem in the circle behind it, and you may move that Mem to the circle behind it.

*BT04/014 | Pure Flower - None | W: Monolium*

**L1**
**C0**

### Roar of Destruction *Sena*
[LD] [(3)] Choose all your Mems, and they gain +2000 Pow for the turn. Then, if your Opp. has 4 or more destroyed gates, additionally look at the top 3 cards of your Deck and choose up to 1 yellow Mem, reveal it, put it in your hand, and Drop the rest.

*BT04/015 | Sincerity - Toothed Beast | W: Monolium*

**L4**
**C0**

### Bewildering Outfit *Nina*
[LD] [(3)] Choose all your Mems, and they gain +2000 Pow for the turn.

*BT04/016 | Contemplate - Cat Beast | W: Monolium*

**L3**
**C0**

### Peace for the World *Nina*
[LD] [(3)] Choose all your Mems, and they gain +1000 Pow for the turn.

*BT04/017 | Contemplate - Pure Flower | W: Monolium*

**L2**
**C0**

## Scent of Roses *Nina*
[C] If your Opp. has 3 or more destroyed gates, this Mem gains +2 aura.

*BT04/018 | Contemplate - None | W: Monolium*

**L1**
**C0**

## Fang of Passion *Laya*
[A] Covenant - "Sena": If the deployed TU is "Sena", choose a "Sena" in your DZ and put it on top of your deck.

*BT04/019 | Toothed Beast - None | W: Monolium*

**L1**
**C0**

## *Aisha* of the Battle Dance
[A] Covenant - "Nina": If the deployed TU is "Nina" and you have more destroyed gates than your Opp., choose a ::Monolium:: Mem in your DZ and return it to your hand.

*BT04/020 | Cat Beast - None | W: Monolium*

**L1**
**C0**

## Magic of Smiles
[A] [(2)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your yellow Mem in battle gains +2 aura. Then, if that Mem has 5 or more aura, additionally draw a card.

*BT04/021 | None - None | W: Monolium*

**L0**
**C0**

## Master of Hunting
[A] [(3)] When this tactics is placed from hand to the Battle Zone, may pay. If so, choose a level 1 or lower Mem in your DZ and Deploy it to an unoccupied circle with a destroyed gate, and your yellow Mem in battle gains +2 aura for the battle.

*BT04/022 | None - None | W: Monolium*

**L0**
**C0**

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

*BT04/023 | None - None | W: Monolium*

**L0**
**C0**

## Passionate Moment
[C] All your yellow Mems gain +1 aura.
[A] [(1)] When this paradox is placed to the Battle Zone, may pay. If so, for the battle, this paradox gains "[C] If this paradox is in your Battle Zone, all your Mem gain +1 aura".

*BT04/024 | None - None | W: Monolium*

**L0**
**C0**

## Absolute Revenger
[C] All your yellow Mems gain +1 aura.
[A] [Discard a yellow card] When this paradox is placed to the Paradox Zone, may pay. If so, draw a card.

*BT04/025 | None - None | W: Monolium*

**L0**
**C0**

## Flower-Scattering Secret Sword *Veronica*
[C] During this Mem's battle, if there are 2 or more total face-down cards amongst your and your Opp.'s Battle Zones and Paradox Zones, the battle Opp. gets -3000 Pow.
[LD] [(3)] Draw a card. For the turn, this Mem gains "[C] When this Mem wins a battle, Drop the battle Opp. instead of putting it in the Stock Zone".

*BT04/026 | Conviction - Fox Beast | W: Monolium*

**L4**
**C0**

## Blessed Wind of Salvage *Yukari*
[A] When your card named "Solar Daughter" is placed to the Battle Zone during this Mem's battle, Stand this Mem.
[LD] [(3)] Draw a card. For the turn, this Mem gains "[A] [1/turn] When this Mem wins a battle while attacking, if your Opp. has 3 or more destroyed gates, +1 to your Attack Limit for the turn".

*BT04/027 | Charm - Colored Bird | W: Monolium*

**L4**
**C0**

## Mushroom Cannon Shell *Yukari*
[S] [Rest this Mem] If you have 1 or more other "Yukari", choose 1 of your other Mems, and for the turn, that Mem gains "[A] [(1)] When this Mem destroys a gate in your Opp.'s back row, may pay. If so, draw a card".
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

*BT04/028 | Charm - Mushroom Beast | W: Monolium*

**L2**
**C0**

## Weak! *Veronica*
[LD] [(3)] For the turn, this Mem gains "[A] When this Mem wins a battle, if you have 1 or more other ::Monolium:: Mems, choose 1 of your Opp.'s level 2 or lower Mem with 0 soul and Drop it".

*BT04/029 | Conviction - Fox Beast | W: Monolium*

**L4**
**C0**

## Faerie Ring *Yukari*
[C] If your Opp. has 4 or more destroyed gates, this Mem gains +1000 Pow.
[LD] [(3)] Choose 1 of your ::Monolium:: Mems not named "Faerie Ring Yukari", for the turn, that Mem gains +3000 Pow, and you may play that Mem's [LD] without paying its cost.

*BT04/030 | Charm - Mushroom Beast | W: Monolium*

**L4**
**C0**

## Silver-Haired Battle General *Veronica*
[A] Covenant - "Covenanter: Veronica" or "Nemesis": [Discard a red paradox] If the deployed TU is "Veronica" and there are 3 or more cards in your Level Zone, may pay. If so, draw 2 cards.

*BT04/031 | Conviction - None | W: Monolium*

**L1**
**C0**

## Preview And Review *Yukari*
[A] Covenant - "Covenanter: Yukari" or "Quetzalcoatl": If the deployed TU is "Yukari", choose 2 of your Mems other than that deployed Mem, and for the turn, those Mems gain "[A] [(1)] When this Mem destroys an Opp.'s gate, may pay. If so, draw a card".

*BT04/032 | Charm - None | W: Monolium*

**L1**
**C0**

## Special-Made Love *Yukari*
[A] When this Mem destroys an Opp.'s gate, if there are 4 or more cards in your Level Zone, choose 1 of your "Tamaki" or red Mems, and that Mem gains +5000 Pow for the turn.
[S] [Rest this Mem] Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

*BT04/033 | Charm - None | W: Monolium*

**L1**
**C0**

## Dealing With This Once And For All *Veronica*
[A] [Purge a card named "Malefic Rumble" from DZ] When your "Veronica" is placed to the Battle Zone, may pay. If so, choose a face-up card in your Battle Zone and 1 of your Opp.'s paradoxes and turn them face-down.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

*BT04/034 | Conviction - Fox Beast | W: Monolium*

**L3**
**C0**

## Clear Command *Veronica*
[A] [Discard a "Veronica"] When your "Veronica" attacks or defends, if the level of that Mem is the same as the level of the battle Opp., may pay. If so, the battle Opp. gets -3000 Pow for the battle.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

*BT04/035 | Conviction - Fox Beast | W: Monolium*

**L2**
**C0**

## Ready to Go *Yukari*
[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, choose 1 of your Opp.'s level 1 Mems in the front row, and you may Drop this Mem and that Mem.

*BT04/036 | Charm - None | W: Monolium*

**L1**
**C0**

## Azure Feathers of Bad Omens *Sandra*
[A] Covenant - "Yukari": If the deployed TU is "Yukari", choose a paradox in your DZ and put it on the bottom of your Deck.

*BT04/037 | Colored Bird - None | W: Monolium*

**L1**
**C0**

## *Theta* of the Mushroom Ring
[A] Covenant - "Yukari": If the deployed TU is "Yukari", that deployed Mem gains +1000 Pow for the turn. Then, if your Opp. has 3 or more destroyed gates, it additionally gains +2000 Pow.

*BT04/038 | Mushroom Beast - None | W: Monolium*

**L1**
**C0**

## Taken Voice *Sandra*
[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, choose 1 of your Opp.'s level 1 Mems in the front row, and you may Drop this Mem and that Mem.

*BT04/039 | Colored Bird - None | W: Monolium*

**L1**
**C0**

## This Is It! *Yukari*
[LD] [(3)] For the turn, this Mem gains +3000 Pow and "[A] When this Mem wins a battle, if there are 2 or more total face-down cards amongst your and your Opp.'s Battle Zones, choose 1 of your other ::Monolium:: Mems, and that Mem gains +5000 Pow for the turn".

*BT04/040 | Charm - Colored Bird | W: Monolium*

**L4**
**C0**

## Repeated Fan of Gusts *Yukari*
[LD] [(3)] This Mem gains +6000 Pow for the turn.

*BT04/041 | Charm - Colored Bird | W: Monolium*

**L3**
**C0**

## King Fan of Gale *Yukari*
[A] When your paradox is placed to the Battle Zone during this Mem's battle, this Mem gains +1000 Pow for the battle.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

*BT04/042 | Charm - Colored Bird | W: Monolium*

**L3**
**C0**

## Shiny Peacock *Yukari*
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

*BT04/043 | Charm - Colored Bird | W: Monolium*

**L2**
**C0**

## Powerful Mushroom *Yukari*
[A] When this Mem attacks a circle with a gate not yet destroyed, this Mem gains +3000 Pow for the turn.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

*BT04/044 | Charm - Mushroom Beast | W: Monolium*

**L2**
**C0**

## Splendid Thorns *Rodante*
[A] Covenant - "Veronica": If the deployed TU is "Veronica", for the turn, that deployed Mem gains "[A] When this Mem attacks, if it's the first attack of the turn, the battle Opp. gets -3000 Pow for the battle".

*BT04/045 | Fox Beast - None | W: Monolium*

**L1**
**C0**

## Gathering Rare Species
[A] [(1)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is red, may pay. If so, for the battle, that Mem gains +5000 Pow. Then, if there is 1 or more face-down card in your Battle Zone or Paradox Zone, it additionally gains +5000 Pow.

*BT04/046 | None - None | W: Monolium*

**L0**
**C0**

## Treat of a Glass of Wine
[A] [(3)] 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 your Opp. has 4 or more destroyed gates, additionally Stand that Mem.

*BT04/047 | None - None | W: Monolium*

**L0**
**C0**

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

*BT04/048 | None - None | W: Monolium*

**L0**
**C0**

## Mushroom Dream
[C] All your red Mems gain +1 aura.
[A] [(1)] When this paradox is placed to the Battle Zone, may pay. If so, for the battle, this paradox gains "[C] If this paradox is in your Battle Zone, your Mem in battle gains +1 aura".

*BT04/049 | None - None | W: Monolium*

**L0**
**C0**

## Malefic Rumble
[C] All your red Mems gain +1 aura.
[A] [Discard a red card] When this paradox is placed to the Paradox Zone, may pay. If so, draw a card.

*BT04/050 | None - None | W: Monolium*

**L0**
**C0**

## Tri-Concentrate *Ashley*
[LD] [(5)] Look at the top 5 cards of your Deck, choose any number of them and put them on top of your Deck in any order, put the rest on the bottom of your Deck in any order, and 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".

*BT04/051 | Dream - Guidance Unit | W: Tritomy*

**L4**
**C1**

## Tri-Concentrate *Ashley*
[LD] [(5)] Look at the top 5 cards of your Deck, choose any number of them and put them on top of your Deck in any order, put the rest on the bottom of your Deck in any order, and 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".

*BT04/051âˆžTR | Dream - Guidance Unit | W: Tritomy*

**L4**
**C1**

## Heartful Resistance *Ashley*
[A] [Rest an "Ashley" in Level Zone] When this Mem attacks, may pay. If so, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.
[LD] [(3)] For the turn, this Mem gains "[A] When your card is placed from the Deck to the Battle Zone during this Mem's battle, this Mem gains +4000 Pow for the battle".

*BT04/052 | Dream - Love Unit | W: Tritomy*

**L4**
**C0**

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

*BT04/053 | Talent - Cannon Unit | W: Tritomy*

**L4**
**C0**

## Full Break Burst *Chloe*
[A] At the start of the End of Battle Step during the battle when this Mem is attacking, choose a green card in your Battle Zone and Stock it.
[LD] [(3)] If there are 5 or more cards in your Stock, choose a ::Tritomy:: Mem in your DZ and put it on top of your Deck, and your Opp. chooses 1 of his or her Mem and Stock it.

*BT04/054 | Talent - Cannon Unit | W: Tritomy*

**L4**
**C0**

## Leap Out *Chloe*
[A] When this Mem is placed from the Deck to the Battle Zone, if there are 4 or more cards in your Stock, look at your Stock and choose a card and put in your hand, and shuffle your Stock.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

*BT04/055 | Talent - Cannon Unit | W: Tritomy*

**L2**
**C0**

## Speaking With the Wind *Ashley*
[A] Covenant - "Covenanter: Ashley" or "Jade": If the deployed TU is "Ashley" and there are 3 or more cards in your Level Zone, choose 2 Mems in your DZ and Stock them in any order.

*BT04/056 | Dream - None | W: Tritomy*

**L1**
**C0**

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

*BT04/057 | Talent - None | W: Tritomy*

**L1**
**C0**

## Guiding Blades of Light *Luka*
[A] Covenant - "Ashley": If the deployed TU is "Ashley", for the turn, that deployed Mem gains "[A] [1/turn] When your "Ashley" is placed from the Deck to the Battle Zone, look at your Stock and choose a card and put in your hand, and shuffle your Stock".

*BT04/058 | Guidance Unit - None | W: Tritomy*

**L1**
**C0**

## Solo Performance in the Night Sky *Ashley*
[A] [(4)] When your "Ashley" attacks or defends, may pay. If so, put the top card of your Deck face-up to the Battle Zone, and put the top card of your Deck face-up to the Battle Zone.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

*BT04/059 | Dream - Guidance Unit | W: Tritomy*

**L3**
**C0**

## Loading Ammunition *Chloe*
[A] [(1)] When this Mem attacks, if there are 6 or more cards in your Stock, may pay. If so, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

*BT04/060 | Talent - Cannon Unit | W: Tritomy*

**L3**
**C0**

## Mode Change *Ashley*
[A] [(1)] When this Mem is placed from the Deck to the Battle Zone, may pay. If so, your ::Tritomy:: Mem in battle gains +5000 Pow for the battle.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

*BT04/061 | Dream - Guidance Unit | W: Tritomy*

**L2**
**C0**

## *Ashley* in the Old Book City
[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, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

*BT04/062 | Dream - None | W: Tritomy*

**L1**
**C0**

## Dream Recital *Sugar*
[A] Covenant - "Ashley": If the deployed TU is "Ashley", look at the top X+1 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. X is the number of your green Mems.

*BT04/063 | Love Unit - None | W: Tritomy*

**L1**
**C0**

## Hope Bringer *Luka*
[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, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

*BT04/064 | Guidance Unit - None | W: Tritomy*

**L1**
**C0**

## Barrier Bit *Ashley*
[A] When your card named "Grand Meister" is placed to the Battle Zone during this Mem's battle, choose a ::Tritomy:: card in your DZ and Stock it.
[LD] [(3)] This Mem gains +4000 Pow until the end of your Opp.'s turn.

*BT04/065 | Dream - Guidance Unit | W: Tritomy*

**L4**
**C0**

## Harmony Voice *Ashley*
[LD] [(3)] This Mem gains +4000 Pow until the end of your Opp.'s turn.

*BT04/066 | Dream - Love Unit | W: Tritomy*

**L3**
**C0**

## End of Playing *Ashley*
[LD] [(3)] This Mem gains +2000 Pow until the end of your Opp.'s turn.

*BT04/067 | Dream - Guidance Unit | W: Tritomy*

**L2**
**C0**

## Dissonance *Ashley*
[A] When this Mem enters the Field, choose an "Ashley" in your DZ and put it on top of your Deck.
[LD] [(3)] Draw a card. This Mem gains +1000 Pow until the end of your Opp.'s turn.

*BT04/068 | Dream - Love Unit | W: Tritomy*

**L2**
**C0**

## Overenthusiastic *Ashley*
[A] When this Mem is placed from the Deck to the Battle Zone, your Mem in battle gains +2000 Pow for the battle.

*BT04/069 | Dream - None | W: Tritomy*

**L1**
**C0**

## Soldier of Fire Balls *Tib*
[A] Covenant - "Chloe": If the deployed TU is "Chloe", choose a "Chloe" in your DZ and put it on top of your Deck.

*BT04/070 | Cannon Unit - None | W: Tritomy*

**L1**
**C0**

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

*BT04/071 | None - None | W: Tritomy*

**L0**
**C0**

## Maximum Barrage
[A] [(2)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is green, may pay. If so, for the battle, that Mem gains +5000 Pow and +1 limit, and put the top card of your Deck face-up to the Battle Zone.
[A] When this tactics is placed from the Deck to the Battle Zone, choose 2 cards in your DZ and Stock them in any order.

*BT04/072 | None - None | W: Tritomy*

**L0**
**C0**

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

*BT04/073 | None - None | W: Tritomy*

**L0**
**C0**

## Triumph Tour Final
[C] All your green Mems gain +1 aura.
[A] [(1)] When this paradox is placed to the Battle Zone, may pay. If so, for the battle, this paradox gains "[C] If this paradox is in your Battle Zone, your Mem in battle gains +1 aura".

*BT04/074 | None - None | W: Tritomy*

**L0**
**C0**

## Hyper Galaxy Buster
[C] All your green Mems gain +1 aura.
[A] [Discard a green card] When this paradox is placed to the Paradox Zone, may pay. If so, draw a card.

*BT04/075 | None - None | W: Tritomy*

**L0**
**C0**

## Raiding Dash *Aoi*
[A] When this Mem enters the Field, look at the top 3 cards of your Deck and put them on top of your Deck in any order.
[LD] [Put a Mem with 0 soul on top of your Deck] For the turn, this Mem gains +1 limit and "[A] When this Mem attacks, put the top card of your Deck face-up to the Battle Zone. Then, if the card placed this way is an "Aoi", additionally draw 2 cards, and put a card from your hand on top of your Deck".

*BT04/076 | Flow - Electric Crossbow | W: Tritomy*

**L4**
**C0**

## Ability Scan *Sieghard*
[A] When your tactics is placed to the Battle Zone during this Mem's battle, this Mem gains +2000 Pow for the battle.
[LD] [Put 2 tactics cards from your DZ on the bottom of your Deck in any order] For the turn, this Mem gains "[C] The cost of [A] abilities of all tactics in your Battle Zone is reduced by (1)".

*BT04/077 | Intelligence - Electric Police | W: Tritomy*

**L4**
**C0**

## Double Hit *Aoi*
[A] [Discard a blue card] When your other Mem attacks or defends, may pay. If so, look at the top 2 cards of your Deck, put them on top of your Deck in any order, and put the top card of your Deck face-up to the Battle Zone.
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, and draw a card.

*BT04/078 | Flow - Toy Unit | W: Tritomy*

**L2**
**C0**

## Exceed Blaster *Aoi*
[A] When you draw a card by the effect of ability of your "Aoi", this Mem gains +1000 Pow for the turn.
[LD] [(3)] Draw 3 cards, and put 2 cards from your hand on top of your Deck in any order.

*BT04/079 | Flow - Electric Crossbow | W: Tritomy*

**L4**
**C0**

## Neo Namp M-X *Sieghard*
[A] [Stock this Mem] When your blue tactics is placed to the Battle Zone during your other Mem's battle, may pay. If so, draw a card.
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, and draw a card.

*BT04/080 | Intelligence - Electric Police | W: Tritomy*

**L2**
**C0**

## New Determination *Aoi*
[A] Covenant - "Covenanter: Aoi" or "Melch" or "Rotta": If the deployed TU is "Aoi" and there are 3 or more cards in your Level Zone, draw 3 cards, and put 3 cards from your hand on top of your Deck in any order.

*BT04/081 | Flow - None | W: Tritomy*

**L1**
**C0**

## Honor Student *Sieghard*
[A] Covenant - "Covenanter: Sieghard" or "Lucia": If the deployed TU is "Sieghard", search your Deck for up to 1 blue tactics, reveal it, put it in your hand, and shuffle your Deck.

*BT04/082 | Intelligence - None | W: Tritomy*

**L1**
**C0**

## Children's Hero *Pino*
[A] Covenant - "Aoi": If the deployed TU is "Aoi" and there are 4 or more cards in your Level Zone, for the turn, that deployed Mem gains +1 limit and "[A] When this Mem attacks, you may put the top card of your Deck face-up to the Battle Zone".

*BT04/083 | Toy Unit - None | W: Tritomy*

**L1**
**C0**

## Support Fire Arrow *Aoi*
[A] When you draw a card by the effect of ability of your "Aoi", you may choose a card in your DZ and put it on the bottom of your Deck.
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, draw a card, and this Mem gains +2000 Pow for the turn.

*BT04/084 | Flow - Electric Crossbow | W: Tritomy*

**L3**
**C0**

## Emergency Arrest Sierghard
[A] [Discard a card] When this Mem is placed from the Deck to the Battle Zone, may pay. If so, choose a ::Tritomy:: tactics in your DZ and return it to your hand.
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, draw a card, and this Mem gains +2000 Pow for the turn.

*BT04/085 | Intelligence - Electric Police | W: Tritomy*

**L3**
**C0**

## Extraordinary Gunman *Aoi*
[A] When this Mem is placed from the Deck to the Battle Zone, if you have 1 or more "Aoi" with at least 1 soul, draw a card.
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, and draw a card.

*BT04/086 | Flow - Toy Unit | W: Tritomy*

**L2**
**C0**

## Waiting in Vain *Aoi*
[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 1 of your Opp.'s Mems in the front row with 0 soul and return it to hand.

*BT04/087 | Flow - None | W: Tritomy*

**L1**
**C0**

## Solid Archer *Arve*
[A] Covenant - "Aoi": If the deployed TU is "Aoi", draw a card, and put a card from your hand on top of your Deck.

*BT04/088 | Electric Crossbow - None | W: Tritomy*

**L1**
**C0**

### Changing Equipment *Arve*
[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 1 of your Opp.'s Mems in the front row with 0 soul and return it to hand.

*BT04/089 | Electric Crossbow - None | W: Tritomy*

**L1**
**C0**

### Giga Stun Rod *Sieghard*
[LD] [(3)] Choose a tactics in your DZ and return it to your hand, and this Mem gains +1 limit for the turn.

*BT04/090 | Intelligence - Electric Police | W: Tritomy*

**L4**
**C0**

### Close Combat *Aoi*
[A] When your card named "Reversal Glitter" is placed to the Battle Zone during this Mem's battle, draw a card, and discard a card.
[LD] [(3)] Draw a card. Choose all your "Aoi", and they gain +1 limit for the turn.

*BT04/091 | Flow - Electric Crossbow | W: Tritomy*

**L4**
**C0**

### Next One *Aoi*
[LD] [(3)] Look at the top 2 cards of your Deck, put them on top of your Deck in any order, draw a card, choose 1 of your Mems, and that Mem gains +2000 Pow for the turn.

*BT04/092 | Flow - Toy Unit | W: Tritomy*

**L3**
**C0**

### Coating Armor *Aoi*
[LD] [(3)] Look at the top 3 cards of your Deck, put them on top of your Deck in any order, and draw a card.

*BT04/093 | Flow - Electric Crossbow | W: Tritomy*

**L2**
**C0**

### The Ultimate Choice *Aoi*
[A] When this is placed from the Deck to the Battle Zone, your Mem in battle gains +1 limit for the battle.

*BT04/094 | Flow - None | W: Tritomy*

**L1**
**C0**

## BT04: Aid & Arms Booster Pack

### Straightforward Police *Megal*
[A] Covenant - "Sieghard": If the deployed TU is "Sieghard", for the turn, that Mem gains "[A] [1/turn] When your tactics is placed to the Battle Zone during this Mem's battle, Stock the top card of your Deck".

*BT04/095 | Electric Police - None | W: Tritomy*

**L1**
**C0**

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

*BT04/096 | None - None | W: Tritomy*

**L0**
**C0**

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

*BT04/097 | None - None | W: Tritomy*

**L0**
**C0**

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

*BT04/098 | None - None | W: Tritomy*

**L0**
**C0**

### Toy Box Army
[C] All your blue Mems gain +1 aura.
[A] [(1)] When this paradox is placed to the Battle Zone, may pay. If so, for the battle, this paradox gains "[C] If this paradox is in your Battle Zone, your Mem in battle gains +1 aura".

*BT04/099 | None - None | W: Tritomy*

**L0**
**C0**

### Excite Megarobolice
[C] All your blue Mems gain +1 aura.
[A] [Discard a blue card] When this paradox is placed to the Paradox Zone, may pay. If so, draw a card.

*BT04/100 | None - None | W: Tritomy*

**L0**
**C0**

### Nina Alexandrovna
[A] When this gate is destroyed, Stock the top 2 cards of your Deck. Then, if you have 1 or more ::Monolium:: TU with at least 1 soul, additionally choose 1 of your Mems, and until the end of your turn, that Mem gains +5000 Pow and +1 aura.

*BT04/G001 | None - None | W: Monolium*

**L0**
**C0**

### Ashley Bradbury
[A] When this gate is destroyed, Stock the top 2 cards of your Deck. Then, if you have 1 or more ::Tritomy:: TU with at least 1 soul, additionally look at the top 7 cards of your Deck, put them on top of your Deck in any order, and draw a card.

*BT04/G002 | None - None | W: Tritomy*

**L0**
**C0**