Errata Card List

*Card images and text below are the fixed, post-errata versions.

BT1-042 LoaderLeomon

Name: LoaderLeomon

BT2-097 Lightning Paw
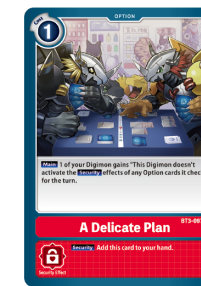
Main 3 of your opponent's level 3 Digimon get -4000 DP for the turn.

BT3-092 MaloMyotismon

All Turns When another Digimon is deleted, gain 1 memory for each Digimon deleted.

BT3-097 A Delicate Plan

Main 1 of your Digimon gains "This Digimon doesn't activate the **Security** effects of any Option cards it checks" for the turn.

BT4-037 Kudamon

On Play You may trash the top card of your security stack to have 1 of your opponent's Digimon get -2000 DP for the turn.

BT4-041 Meicoomon

Attribute: Unknown

Type: Unknown

BT6-059 Machmon

Decoy《Black》 (When one of your other black Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.)

BT6-064 Mamemon

Decoy《Black》 (When one of your other black Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.)

BT8-069 Ouryumon

Your Turn **Once Per Turn** When one of your effects places a digivolution card under one of your Digimon, this Digimon gets +2000 DP and can't be deleted by your opponent's effects until the end of your opponent's next turn.

BT8-070 BlackWarGreymon

All Turns **Once Per Turn** When an opponent's Digimon is deleted, you may unsuspend this Digimon.

BT8-097 Crimson Blaze

Main Your opponent can't play Digimon by effects until the end of their next turn. Delete all of your opponent's Digimon with 6000 DP or less.

BT8-109 Flame Hellscythe

Main 1 of your opponent's Digimon gets -6000 DP for the turn. Then, you may play 1 purple or yellow Digimon card with 6000 DP or less from your trash without paying its memory cost.

BT8-110 Armor Texture!

Security You may play 1 level 3 Digimon card with [Free] in its traits from your hand or trash without paying its memory cost.

BT9-067 Raidenmon

On Play **When Digivolving** Place 1 [Raijinmon], 1 [Fujinmon], and 1 [Suijinmon] from your trash under this Digimon in any order as its bottom digivolution cards. Gain 1 memory for each card placed.

BT10-004 Bosamon

Your Turn **Once Per Turn** When an effect suspends a Digimon, this Digimon gets +1000 DP for the turn.

BT10-086 Omnimon (X Antibody)

When a Digimon with [X Antibody] in its digivolution cards would digivolve into this card, reduce the digivolution cost by 2.

BT10-093 Yuu Amano

Your Turn **Once Per Turn** When you would play 1 level 4 or higher Digimon card with [Bagra Army] in its traits, by placing up to 3 purple Digimon cards from under your Tamers in the played Digimon card's digivolution cards, reduce the play cost of that Digimon by 2 for each card placed.

BT10-096 Burning Star Crusher

Security Reveal the top 3 cards of your deck. You may add 1 Digimon card with [Xros Heart] in its traits among them to your hand, and play 1 [Taiki Kudo] among them without paying its memory cost. Place the rest at the bottom of your deck in any order.

BT10-097 Blazing Memory Boost!

Main Reveal the top 6 cards of your deck. You may add 2 cards with [Blue Flare] in their traits among them to your hand, and play 1 [Kiriha Aonuma] among them without paying its memory cost. Place the rest at the bottom of your deck in any order. Then, place this card in your Battle Area.

BT10-101 Lónkhē Adistakto

Name: Lónkhē Adistakto

Errata Card List
*Card images and text below are the fixed, post-errata versions.

DIGIMON CARD GAME

BT10-107 Buzzing Fist

Security You may play 1 [Yuu Amano] from your hand or trash without paying its play cost. Then, add this card to its owner's hand.

EX3-001 Bebydomon

All Turns Once Per Turn When this Digimon with [Dramon] or [Examon] in its name becomes unsuspended, this Digimon gets +1000 DP for the turn.

EX3-003 Sunarizamon

When Attacking Reveal the top 3 cards of your deck. Add 1 Digimon card with [Dragon], [saur] or [Ceratopsian] in one of its traits among them to your hand. Place the rest at the bottom of your deck in any order.

EX3-008 Flamedramon

When Digivolving Activate 1 of the effects below.
- You may digivolve 1 of your other Digimon into a level 4 purple Digimon card with [Free] in its traits from your trash for the cost.
- You may DNA digivolve this Digimon and one of your other Digimon in play into a Digimon card in your hand for the cost.

EX3-013 Chaosdramon

On Play When Digivolving By placing up to 3 red or black level 5 cards with [Cyborg] in their traits and different card numbers from your hand or trash under this Digimon as its bottom digivolution cards, De-Digivolve 1 1 of your opponent's Digimon for each card placed with this effect.

All Turns When this Digimon would be deleted or returned to your hand or deck, by trashing 2 level 5 cards in this Digimon's digivolution cards, prevent it from leaving play.

EX3-014 Dorbickmon

On Play Delete 1 of your opponent's Digimon with 3000 DP or less. For each card with [Dragon], [saur] or [Ceratopsian] in one of its traits in this Digimon's digivolution cards, add 2000 to the maximum DP you can choose with this effect.

DigiXros -2 5 Digimon cards w/different names + [Dragon], [saur] or [Ceratopsian] in one of their traits
On play, place from hand/battle area under this card. Reduce play cost per card.

EX3-022 MegaSeadramon

When Attacking You may play 1 blue level 3 Digimon card from 1 of your blue Digimon's digivolution cards without paying its memory cost.

When Attacking Once Per Turn You may play 1 blue level 3 Digimon card from 1 of your blue Digimon's digivolution cards without paying its memory cost.

EX3-023 Plesiomon

When Digivolving You may play 1 blue level 3 Digimon card or 1 level 4 or lower Digimon card with [Aqua] or [Sea Animal] in one of its traits from one of your blue Digimon's digivolution cards without paying its memory cost. Then, you may place 1 blue Digimon card from your hand under this Digimon as its bottom digivolution card.

All Turns Once Per Turn When you play a Digimon from digivolution cards, you may return 1 of your opponent's Digimon of the same level to the bottom of its owner's deck.

EX3-024 Slayerdramon

All Turns Once Per Turn When this Digimon becomes suspended, unsuspend it.

Start of Opponent's Main Phase By suspending 1 of your Digimon with [Dramon] or [Examon] in its name, your opponent attacks with 1 of their Digimon.

Start of Opponent's Main Phase By suspending 1 of your Digimon with [Dramon] or [Examon] in its name, your opponent attacks with 1 of their Digimon.

EX3-025 Azulongmon

On Deletion If you don't have a [Trial of the Four Great Dragons] in play, you may place 1 [Trial of the Four Great Dragons] from your hand in your battle area.

EX3-026 Aegisdramon

When Digivolving You may play 1 blue level 3 Digimon card or 1 Digimon card with [Seadramon] in its name or [Aqua] or [Sea Animal] in one of its traits from one of your blue Digimon's digivolution cards without paying its memory cost.

EX3-028 Patamon

On Play Reveal the top 4 cards of your deck. Add 1 yellow card with [Angel], [Cherub], [Throne], [Authority], [Seraph] or [Virtue], other than [Three Great Angels], in one of its traits and 1 card with the [Four Great Dragons] trait among them to your hand. Place the rest at the bottom of your deck in any order.

EX3-030 Gatomon

On Play Reveal the top 4 cards of your deck. Add 1 yellow card with [Angel], [Cherub], [Throne], [Authority], [Seraph] or [Virtue], other than [Three Great Angels], in one of its traits and 1 card with the [Four Great Dragons] trait among them to your hand. Place the rest at the bottom of your deck in any order.

Your Turn Once Per Turn When you play a Digimon with the [Four Great Dragons] trait, 1 of those Digimon gains Rush for the turn. (This Digimon may attack the turn it was played.)

EX3-031 Veedramon

Your Turn Once Per Turn When you play a Digimon with the [Four Great Dragons] trait, 1 of those Digimon gains Rush for the turn. (This Digimon may attack the turn it was played.)

EX3-033 AeroVeedramon

When Digivolving If you don't have a [Trial of the Four Great Dragons] in play, you may place 1 [Trial of the Four Great Dragons] from your hand in your battle area.

EX3-034 Angewomon
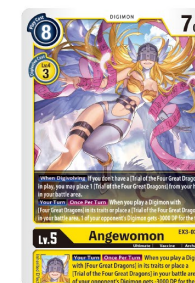
When Digivolving If you don't have a [Trial of the Four Great Dragons] in play, you may place 1 [Trial of the Four Great Dragons] from your hand in your battle area.

EX3-035 Goldramon

When Digivolving You may return 1 card with the [Four Great Dragons] trait from your trash to your hand.

When Attacking 1 of your opponent's Digimon gets -6000 for the turn. Then, by returning 1 [Magnadramon], 1 [Azulongmon], and 1 [Megidramon] from your trash to the bottom of your deck in any order, trash the top 2 cards of your opponent's security stack.

EX3-036 Magnadramon

On Deletion If you don't have a [Trial of the Four Great Dragons] in play, you may place 1 [Trial of the Four Great Dragons] from your hand in your battle area.

EX3-045 Hydramon

When Digivolving You may suspend 1 Digimon.

All Turns Once Per Turn When an opponent's Digimon becomes suspended, for each other suspended Digimon with [Vegetation], [Plant], or [Fairy] in one of their traits you have in play, gain 1 memory.

End of Your Turn Once Per Turn If you have 2 or more suspended Digimon with [Vegetation], [Plant], or [Fairy] in one of their traits, return 1 of your opponent's suspended Digimon to the bottom of its owner's deck.

EX3-055 Wormmon

On Play Reveal the top 3 cards of your deck. Add 1 purple or red card with [Free] in its traits or 1 card with [Imperialdramon] in its name among them to your hand, and trash 1 such card among them. Place the rest at the bottom of your deck in any order.

Errata Card List

*Card images and text below are the fixed, post-errata versions.

DIGIMON CARD GAME

EX3-057　Growlmon

[When Digivolving] Delete 1 of your opponent's Digimon with 3000 DP or less. If no Digimon was deleted by this effect, both players trash the top 2 cards of their decks.

EX3-058　Shadramon

[When Digivolving] Activate 1 of the effects below.
• You may digivolve 1 of your other Digimon into a red level 4 Digimon card with [Free] in its traits from your trash for the cost.
• You may DNA digivolve this Digimon and one of your other Digimon into a Digimon card in your hand for the cost.

EX3-063　Imperialdramon: Dragon Mode

[When Digivolving] If DNA digivolving, your opponent chooses 1 of their Digimon and deletes the rest. Then, [Blitz].

EX3-064　Megidramon

[On Deletion] If you don't have a [Trial of the Four Great Dragons] in play, you may place 1 [Trial of the Four Great Dragons] from your hand in your battle area.

EX3-068　God Flame

[Main] 1 of your opponent's Digimon gets -6000 DP for the turn. Then, you may return 1 card with the [Four Great Dragons] trait from your trash to your hand.

BT3-111　Imperialdramon: Dragon Mode

Digivolves from: Green level 5 by paying 5 memory/Digivolves from: Blue level 5 by paying 5 memory

BT11-009　Shoutmon + Star Sword

[Material Save 1] (When this Digimon would be deleted, you may place 1 card in this Digimon's DigiXros requirements from this Digimon's digivolution cards under 1 of your Tamers.)

P-029　Agunimon

[Your Turn] When digivolving this Digimon into an [AncientGreymon] in your hand, reduce its digivolution cost by 2.

P-030　Lobomon

[Your Turn] When digivolving this Digimon into an [AncientGarurumon] in your hand, reduce its digivolution cost by 2.
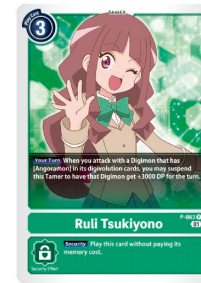
P-045　Kurisarimon

[All Turns] All of your other Digimon with the same name as this Digimon gain [Decoy 《Black/White》]. (When one of your other black or white Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.)

P-060　Angoramon

[When Attacking] [Once Per Turn] If you have a [Ruli Tsukiyono] in play, gain 1 memory.

P-063　Ruli Tsukiyono

Name: Ruli Tsukiyono

BT12-094　Yuu Amano

[Start of Your Main Phase] By placing 1 Digimon card with [Save] in its text from your hand under this Tamer, gain 1 memory.

P-071　Impmon

[Security] At the end of the battle, you may play 1 purple level 3 Digimon card from your trash without paying its memory cost. Then, add this card to its owner's hand.

ST16-11　WereGarurumon

[When Attacking] [Once Per Turn] By trashing 1 card in your hand, delete 1 of your opponent's level 4 or lower Digimon.

BT14-002　Bukamon

[Your Turn] While your opponent has no Digimon with as many or more digivolution cards as this Digimon, this Digimon gains [Jamming].

BT14-023　Ikkakumon

[When Attacking] [Once Per Turn] Until the end of your opponent's turn, 1 of your opponent's Digimon with as many or fewer digivolution cards as this digimon can't attack.
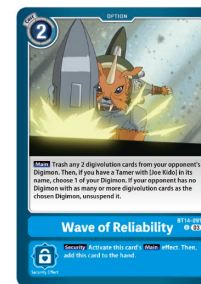
[When Attacking] [Once Per Turn] Until the end of your opponent's turn, 1 of your opponent's Digimon with as many or fewer digivolution cards as this digimon can't attack.

BT14-029　Plesiomon

[When Attacking] [Once Per Turn] If your opponent has no Digimon with as many or more digivolution cards as this Digimon, unsuspend this Digimon.

BT14-091　Wave of Reliability

[Main] Trash any 2 digivolution cards from your opponent's Digimon. Then if you have a Tamer with [Joe Kido] in its name, choose 1 of your Digimon. If your opponent has no Digimon with as many or more digivolution cards as the chosen Digimon, unsuspend it.

BT9-071　Dracmon

[On Play] Reveal the top 3 cards of your deck. Among them, add 1 card with [Undead] or [Dark Animal] in one of its traits to the hand and trash 1 such card. Return the rest to the bottom of the deck.