

Errata Card List

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

BT1-042 LoaderLeomon



Name: LoaderLeomon

BT2-097 Lightning Paw



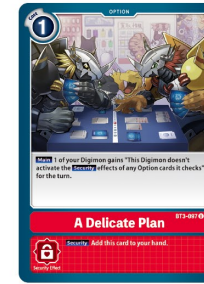
Main 3 of your opponent's level 3 Digimon get -4000 DP for the turn.

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.

BT4-031 MarineChimairamon



Name: MarineChimairamon

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 their turn ends. 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.

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.

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.

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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

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.

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.)

BT12-037 Opossummon



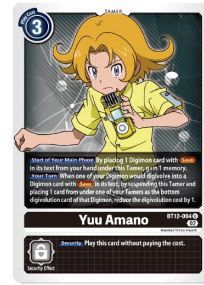
On Play **When Digivolving** Reveal the top 3 cards of your deck. You may play 1 [Airu Suzuki], [Ren Tobari], or [Ryoma Mogami] card among them without paying its cost. Place the remaining cards at the bottom of your deck in any order.

BT12-051 Yasyamon



On Play **When Digivolving** You may play 1 [Airu Suzuki], [Ren Tobari], or [Ryoma Mogami] card from your hand without paying its cost.

BT12-094 Yuu Amano



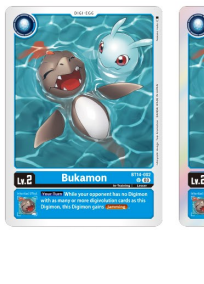
Start of Your Main Phase By placing 1 Digimon card with **Save** in its text from your hand under this Tamer, gain 1 memory.

BT13-089 Ravemon



End of Your Turn By deleting this Digimon that has a digivolution card with [Bird] or [Avian] in one of its traits, at the next end of your opponent's turn, you may play 1 [Ravemon] from your trash without paying the cost.

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.

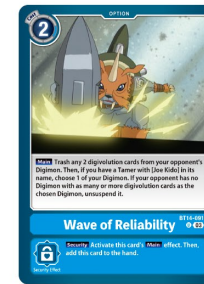
When Attacking **Once Per Turn** Until the end of your opponent's turn, 1 of your opponent's Digimon with as many or fewer digivolution cards as this digimon can't attack.

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.

BT16-077 Dinobeemon



When Digivolving If DNA digivolving, you may play 1 level 5 or lower Digimon card with the [Free] trait from your trash without paying the cost. Then, 1 of your Digimon may gain **Rush** for the turn and attack a player.

BT16-060 Tankdramon



On Play **When Digivolving** Reveal the top 3 cards of your deck. For each [D-Brigade] or [DigiPolice] trait card among them, reduce the play costs of all of your opponent's Digimon by 1 for the turn. Return the revealed cards to the top or the bottom of the deck. Then, delete 1 of your opponent's Digimon with a play cost of 4 or less.

BT16-091 Beastly Storm Dance of Affection



Main You may play 1 [Aquilamon] or [Gatomon] from your hand without paying the cost. Then, 2 of your Digimon may DNA digivolve into a Digimon card in your hand. The Digimon this effect DNA digivolved may gain **Security A. +1** for the turn and attack a player.

BT18-099 Fist of Athena



All Turns When attack targets change, **Delay**.

- 1 of your Digimon gains **Piercing** and **Security A. +1** until the end of your turn.

BT19-091 Trinity Burst!



While you have a level 5 [WarGrowlmon], [Taomon] or [Rapidmon], you may ignore this card's color requirements.

BT20-077 HeavyMetaldramon^{AGE}



On Play **When Digivolving** Trash cards in your hand until it has 4 left. Then, play 1 8000 DP or lower Digimon card from your trash without paying the cost. For each card this effect trashed, remove 2000 from this effect's DP maximum.

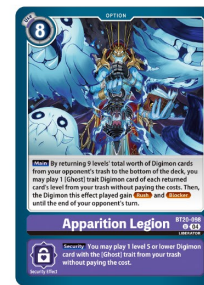
BT20-095 Fellowship of Hope's Keepers



All Turns When any of your [Chronicle] trait Digimon are deleted, **Delay**.

- By moving your level 3 or higher Digimon from the breeding area to the battle area, it may digivolve into a [Chronicle] trait Digimon card in the hand or trash without paying the cost.

BT20-098 Apparition Legion



Main By returning 9 levels' total worth of Digimon cards from your opponent's trash to the bottom of the deck, you may play 1 [Ghost] trait Digimon card of each returned card's level from your trash without paying the costs. Then, the Digimon this effect played gain **Rush** and **Blocker** until the end of your opponent's turn.

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BT21-023 Globemon



Red and Yellow



EX1-053 MetalEtemon



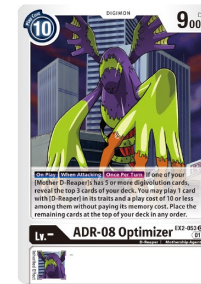
Opponent's Turn For each Digimon card with [Etemon] in its name in your trash, this Digimon gets +1000 DP.

EX1-073 Machinedramon



On Play You may place up to 5 level 5 red and/or black cards with [Cyborg] in their traits and different card numbers from your hand and/or trash in this Digimon's digivolution cards to gain 1 memory for each card placed.

EX2-053 ADR-08 Optimizer



On Play **When Attacking** **Once Per Turn** If one of your [Mother D-Reaper]s has 5 or more digivolution cards, reveal the top 3 cards of your deck. You may play 1 card with [D-Reaper] in its traits and a play cost of 10 or less among them without paying its memory cost. Place the remaining cards at the top of your deck in any order.

EX2-055 Reaper



When you would play this Digimon, you may trash 7 or more digivolution cards from the bottom of 1 of your [Mother D-Reaper]s to set this Digimon's play cost to 0.

EX3-001 Bebydramon



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** 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.

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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.

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.

EX3-069 Trial of the Four Great Dragons



Main **Delay** (By trashing this card in your battle area, activate the effect below. You can't activate this effect the turn this card enters play.)
• Play 1 Digimon card with [Four Great Dragons] in its traits from your hand without paying its memory cost. The Digimon played by this effect can't be digivolved to level 7, and at the next end of your opponent's turn, delete the Digimon.

BT3-111 Imperialdramon: Dragon Mode



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

EX4-058 Ravemon



End of Attack By deleting this Digimon that has a digivolution card with [Bird] or [Avian] in one of its traits, at the next end of your opponent's turn, play 1 [Ravemon] from your trash without paying the cost.

EX4-063 Henry Wong & Shu-Chong Wong



Start of Your Main Phase If you have 1 or fewer Digimon in play, you may play 1 [Terriermon] or [Lopmon] from your hand without paying the cost. Digimon played by this effect can't digivolve and are deleted at the next end of your opponent's turn.

EX4-063 Henry Wong & Shu-Chong Wong



Your Turn When one of your Digimon with [Terriermon] or [Lopmon] in its digivolution cards would digivolve, by suspending this Tamer, reduce the digivolution cost by 1.

EX4-071 Ame-no-Ohabari



Main By deleting 1 of your Digimon, delete 1 of your opponent's Digimon whose level is less than or equal. If one of your Digimon with [Ravemon] in its name was deleted by this effect, at the next end of your opponent's turn, play 1 [Ravemon] from your trash without paying the cost.

EX7-027 Chaperomon



Overclock«[Puppet] Trait» (At the end of your turn, by deleting 1 of your Tokens or other [Puppet] trait Digimon, this Digimon attacks a player without suspending.)

EX7-030 Cendrillmon



Overclock«[Puppet] Trait» (At the end of your turn, by deleting 1 of your Tokens or other [Puppet] trait Digimon, this Digimon attacks a player without suspending.)

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.

ST19-08 ShoeShoemon



Overclock«[Puppet] Trait» (At the end of your turn, by deleting 1 of your Tokens or other [Puppet] trait Digimon, this Digimon attacks a player without suspending.)

ST19-12 Cendrillmon



Overclock«[Puppet] Trait» (At the end of your turn, by deleting 1 of your Tokens or other [Puppet] trait Digimon, this Digimon attacks a player without suspending.)

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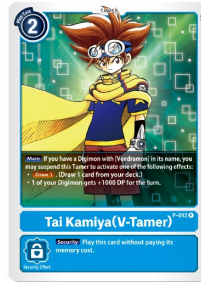
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ST21-04 Zudomon



On Play **When Digivolving** From 1 of your opponent's Digimon, trash any 1 digivolution card for every 2 colors your Tamers have. Then, return 1 of their Digimon with 1 or fewer digivolution cards to the hand.

P-012 Tai Kamiya(V-Tamer)



Main If you have a Digimon with [Veedramon] in its name, you may suspend this Tamer to activate one of the following effects:

- **Draw 1**. (Draw 1 card from your deck.)
- 1 of your Digimon gets +1000 DP for the turn.

P-029 Agunimon



Your Turn When this Digimon would digivolve into [AncientGreymon] in the hand, reduce the digivolution cost by 2.

P-030 Lobomon



Your Turn When this Digimon would digivolve into [AncientGarurumon] in the hand, reduce the digivolution cost by 2.

P-045 Kurisarimon



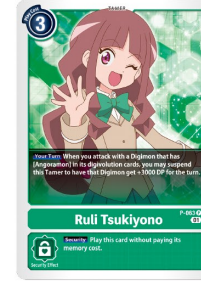
All Turns All of your other Digimon with the same name as this Digimon gain **Decoy «Black/White»**. (When one of your other black or white Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.)

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

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.

P-115 SkullKnightmon



On Deletion You may play 1 Tamer card with [Nene Amano]/[Yuu Amano] in its name from your hand or trash without paying the cost. Then, **Save**.

P-123 Ukkomon



Your Turn **Once Per Turn** When one of your Digimon moves from the breeding area to the battle area, you may hatch in your breeding area. Then, gain 1 memory.

LM-013 Diarabbitmon ACE



When Attacking You may play 1 Digimon card with [Angoramon] in its text from your hand without paying the cost. At the next end of your opponent's turn, return that Digimon to the hand.