

**Navel Geyser Dragon**

[S] [(V)] [LB:(4)] [CB: (2)] This gains +3000 Pow and "[A] When this hits a VG with an attack, if it's the 3rd or later attack of the turn, Stand up to 2 of your ::Aqua Force:: RGs" for the turn.  
[A] [(V)]: When this attacks, if it's the 3rd or later attack of the turn, this gains +3000 Pow for the battle.

TD07/001 Aqua Force/Tear Dragon No Trigger

G3

**Full Tide Water General, Xenophon**

[A] [(V)]: When this attacks, if it's the 3rd or later attack of the turn, this gains +3000 Pow for the battle.  
[A] [(R)]: When this attacks, if you have an ::Aqua Force:: VG and it's the 3rd or later attack of the turn, this gains +1000 Pow for the battle.

TD07/002 Aqua Force/Aquaroid No Trigger

G3

**Necessary Anchor, David**

[A] [(V)/(R)] [CB: (1)]: When this attacks, may pay. If so, this gains +3000 Pow for the battle.

TD07/003 Aqua Force/Aquaroid No Trigger

G3

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**Tear Knight, Lazarus**

--No Text--

TD07/004 Aqua Force/Aquaroid No Trigger

G2

**Roaring Wave Water General, Algos**

[A] [(R)]: When this hits a VG with an attack, if you have an ::Aqua Force:: VG and it's the 4th or later attack of the turn, draw a card.

TD07/005 Aqua Force/Aquaroid No Trigger

G2

**Coral Knight**

[A] [(V)/(R)]: When this attacks, if you have an ::Aqua Force:: VG and it's the 3rd or later attack of the turn, this gains +3000 Pow for the battle.

TD07/006 Aqua Force/Aquaroid No Trigger

G2

**Descendants of the Sea Emperor Trial Deck****Giant Soldier of Infinity Trench**

[A] When this intercepts, if you have an ::Aqua Force:: VG, this gains +5000 Shield for the battle.

TD07/007 Aqua Force/Battroid No Trigger

G2

**Tear Knight, Teo**

--No Text--

TD07/008 Aqua Force/Aquaroid No Trigger

G1

**Tear Knight, Cyprus**

[S] [(V)/(R)] [CB: (1)] This gains +1000 Pow for the turn.

TD07/009 Aqua Force/Aquaroid No Trigger

G1

**Accelerated Command**

[A] When this is played to (R), choose 1 of your other ::Aqua Force:: units. It gains +2000 Pow for the turn.

TD07/010 Aqua Force/Hi-Beast No Trigger

G1

**Splash Assault**

[A] [(V)/(R)]: When this attacks, if you have an ::Aqua Force:: VG and it's the 3rd or later attack of the turn, this gains +3000 Pow for the battle.

TD07/011 Aqua Force/Aquaroid No Trigger

G1

**Battle Siren, Cynthia**

[A] [Discard a card] When this Boosts and the attack hits, may pay. If so, draw a card.

TD07/012 Aqua Force/Mermaid No Trigger

G1

**Battle Siren, Dorothea**

[A] [(R)] When this boosts an ::Aqua Force:: VG, if it's the 3rd attack or later of the turn, the Boosted Unit gains +4000 Pow for the battle.

TD07/013 Aqua Force/Mermaid No Trigger

G1

**Officer Cadet at First Battle**

--No Text--

TD07/014 Aqua Force/Aquaroid No Trigger

G0

**Battleship Intelligence**

--No Text--

TD07/015 Aqua Force/Walkaroid T: Critical

G0

**Sea Otter Soldier of Pyroxene Network**

--No Text--

TD07/016 Aqua Force/Hi-Beast T: Draw

G0

**Dolphin Soldier on High Speed Raid**

--No Text--

TD07/017 Aqua Force/Hi-Beast T: Stand

G0

**Medical Officer of Rainbow Elixir**

(You may have no more than 4 ::Heal Trigger:: in a deck)

TD07/018 Aqua Force/Aquaroid T: Heal

G0