

[A] [LB:(4)]: When a ::Narukami:: Rides on this, choose 1 of your Opp.'s Front Row RGs and retire it, choose 1 of your VGs, and it gains +10000 Pow for the turn.

[A] [(V)]: When this attacks, if there are 3 or more cards in your Opp.'s Damage Zone, this gains +3000 Pow for the battle.

## G3

## G3

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.

[A] [(R)]: When this attacks a VG, if you have a ::Narukami:: VG, this gains +2000 Pow for the battle.

**G3**

--No Text--

## G2

[A] [(R)]: When this attacks, if you have a VG whose name includes "Eraser" (Narukami units only), this gains +3000 Pow for the battle.

## G2

[A] [(V)/(R)]: [CB: (2)] When this hits a VG with an attack, if you have a VG whose name includes "Eraser" (Narukami units only), may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it.

## G2

[A]: When this Intercepts, if you have a  
::Narukami:: VG, this gains +5000 Shield for the  
battle.

## G2

[A] [(V)/(R)]: When this attacks, if your Opp. has 2 or fewer RGs, this gains +3000 Pow for the battle.

## G2

--No Text--

**G1**

[A] [(R)]: When this attacks, if you have a VG whose name includes "Eraser" (Narukami units only), this gains +3000 Pow for the battle.

**G1**

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

**G1**

[A] [(R)]: When this Boosts a ::Narukami:: VG, if there are 3 or more cards in your Opp.'s Damage Zone, the Boosted unit gains +4000 Pow for the battle.

**G1**

--No Text--

**GO**

--No Text--

**GO**

--No Text--

**GO**

--No Text--

**GO**

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

**GO**