

Sky Scale Water General, Tidal Bore Dragon

(G Unit cannot be put in the main deck)
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, if it's the 3rd battle or later of the turn, draw a card, and Call up to 1 card from your hand to (R).

G-TD04/001 Aqua Force/Tear Dragon No Trigger

G4

One Who Exceeded the Storm, Savas

[A] [(V)] [G Break: (2)]: When this attacks a VG, if it's the 4th or later battle of the turn, for the turn, this gains +1 Crit and your Opp. cannot Call Grade 0 cards from hand to (G).
[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and it gains "[A] [(V)]: When your unit attacks a VG, if it's the 4th battle of the turn, choose 3 of your Opp.'s RGs, and your Opp. chooses 1 of them and Retire it" for the turn.

G-TD04/002 Aqua Force/Aquaroid No Trigger

G3

Giant Soldier of Optical Hand-to-Hand Combat

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

G-TD04/003 Aqua Force/Golem No Trigger

G3

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Battery Boom Dragon

[A] [(V)] [G Break: (1)]: When this attacks a VG, this gains +6000 Pow for the battle.
[A] [(R)]: At the end of the battle in which this attacked a VG, if it's the 1st battle of the turn, choose 1 of your RGs in the same column as this and swap them. (Do not change their positions.)

G-TD04/004 Aqua Force/Tear Dragon No Trigger

G3

Kelpie Rider, Dennis

--No Text--

G-TD04/005 Aqua Force/Aquaroid No Trigger

G2

Battle Siren, Rohde

[A] [(R)] [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.

G-TD04/006 Aqua Force/Mermaid No Trigger

G2

G: Blue Cavalry of the Divine Marine Spirits Trial Deck

Magnum Assault

[A] [(R)] [1/turn] [G Break: (1)]: [CB: (1)] At the end of the battle in which this attacked a VG, if this was Boosted, may pay. If so, Stand this, and this gains +2000 Pow for the turn. (Even if you don't pay the cost, this ability cannot be used again this turn)

G-TD04/007 Aqua Force/Aquaroid No Trigger

G2

Hydro Hammer Sailor

[A]: When this Intercepts, this gains +5000 Shield for the battle.

G-TD04/008 Aqua Force/Aquaroid No Trigger

G2

Kelpie Rider, Polo

--No Text--

G-TD04/009 Aqua Force/Aquaroid No Trigger

G1

Railgun Assault

[A] [(R)] [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.

G-TD04/010 Aqua Force/Aquaroid No Trigger

G1

Gun Diver Dracokid

[A] [(R)] [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.

G-TD04/011 Aqua Force/Tear Dragon No Trigger

G1

Battle Siren, Phaedra

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard a card from your hand] When this is placed to (G), may pay. If so, choose 1 of your units being attacked, and that unit cannot be hit for the battle.
G-TD04/012 Aqua Force/Mermaid No Trigger

G1

Mine Star Trooper

[A] [(V)/(R)]: When this is attacked, this gains +5000 Pow for the battle.

G-TD04/013 Aqua Force/Dragonman No Trigger

G1

Officer Cadet, Andrey

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)] [G Break: (1)]: [CB: (1), Put this in Soul] Choose 1 of your other RGs, and it gains "[A] [(R)] [1/turn]: At the end of the battle in which this attacked a VG, Stand this, and this gains +2000 Pow for the turn" for the turn.

G-TD04/014 Aqua Force/Aquaroid No Trigger

G0

Bubble Bazooka Dracokid

--No Text--

G-TD04/015 Aqua Force/Tear Dragon T: Critical

G0

Rainbow Sniper

--No Text--

G-TD04/016 Aqua Force/Aquaroid T: Draw

G0

Perceptive Seahorse Soldier

--No Text--

G-TD04/017 Aqua Force/Hi-Beast T: Stand

G0

Battle Siren, Carolina

(you may have no more than 4 ::Heal Trigger:: in your Deck)

G-TD04/018 Aqua Force/Mermaid T: Heal

G0

Officer Cadet, Alekipos
 [A] [(R)] [G Break: (1)]: At the end of the battle in which this attacked, you may choose 1 of your other RGs and swap that unit with this. If you swapped the units this way, return this to the LB and shuffle your LB. (Do not change their positions.)
G-TD04/019 Aqua Force/Aquaroid T: Stand

Officer Cadet, Alekipos
 [A] [(R)] [G Break: (1)]: At the end of the battle in which this attacked, you may choose 1 of your other RGs and swap that unit with this. If you swapped the units this way, return this to the LB and shuffle your LB. (Do not change their positions.)
G-TD04/019 Aqua Force/Aquaroid T: Stand

Officer Cadet, Alekipos
 [A] [(R)] [G Break: (1)]: At the end of the battle in which this attacked, you may choose 1 of your other RGs and swap that unit with this. If you swapped the units this way, return this to the LB and shuffle your LB. (Do not change their positions.)
G-TD04/019 Aqua Force/Aquaroid T: Stand

Officer Cadet, Alekipos
 [A] [(R)] [G Break: (1)]: At the end of the battle in which this attacked, you may choose 1 of your other RGs and swap that unit with this. If you swapped the units this way, return this to the LB and shuffle your LB. (Do not change their positions.)
G-TD04/019 Aqua Force/Aquaroid T: Stand

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