

### Tyrant Black Dragon, Aura Geyser Damned

**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.  
[S] [(V)] [1/turn] [CB: (1), choose 1 face-down "Tyrant Black Dragon, Aura Geyser Dragon" in your G Zone and turn it face-up, Retire 3 of your RGs] Reveal the top 2 cards of your LB. For each Grade 1 or lower card revealed this way, choose 1 of your Opp.'s RGs and Retire it. Put the cards revealed this way in your hand. If there are 3 or more face-up "Tyrant Black Dragon, Aura Geyser Dragon" in your G Zone, this gains +1 Crit for the turn.

G-BT04/001 Shadow Paladin/Abyss Dragon No

G4

### Chrono Dragon Nextage

**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)] [G Break: (2)]: [CB: (1), choose 1 face-down "Chrono Dragon Nextage" in your G Zone and turn it face-up, Discard 3 cards from your hand] At the end of the battle in which this attacked a VG, if you have a Hearts card with "Chrono Jet Dragon" in name, may pay. If so, put this attack in your G Zone, and choose 1 of your VGs and Stand it.

G-BT04/002 Gear Chronicle/Gear Dragon No

G4

### Sky-Soaring Sacred Knight, Altomile

**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]: [Choose 1 face-down "Sky-Soaring Sacred Knight, Altomile" in your G Zone and turn it face-up] When this is placed to (V), may pay. If so, this gains "[C] [(V)]: All units in your Front Row gain +3000 Pow" for the turn. Then, if there are 2 or more face-up cards in your G Zone, search your LB for up to 1 Grade 2 card and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.

G-BT04/003 Royal Paladin/Human No Trigger

G4

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### Holy Seraph, Raphael

**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.  
[S] [(V)] [1/turn] [G Break: (2)]: [Choose 1 face-down "Holy Seraph, Raphael" in your G Zone and turn it face-up] Choose 1 card in your Damage Zone and heal it.

G-BT04/004 Angel Feather/Angel No Trigger

G4

### Black Shiver, Gabriel

[A] [(V)] [G Break: (2)]: When your card is placed in the Damage Zone, this gains "[C] [(V)]: All units in your Front Row gain +2000 Pow" for the turn.  
[A] [(V)] [CB: (1)]: During your turn, when your G Unit **Strides**, may pay. If so, look at the top 3 cards of your LB and search for a 1 card and put it face-up in your Damage Zone, put the rest on the bottom of your LB in any order, choose a face-up card in your Damage Zone and Call it to (R), and that unit gains +2000 Pow for the turn.

G-BT04/005 Angel Feather/Angel No Trigger

G3

### Destruction Divine Beast, Vanargand

**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)] [G Break: (2)]: [SB: (6), choose 1 face-down "Destruction Divine Beast, Vanargand" in your G Zone and turn it face-up] When this attacks a VG, may pay. If so, this gains "[A] [(V)]: At the start of your Drive Step, look at the top 4 cards of your LB and search for up to 4 cards and put them on top of your LB in any order, and put the rest on the bottom of the LB in any order" for the turn.

G-BT04/006 Genesis/Noble No Trigger

G4

## G Set 4: Soul Strike Against the Supreme Booster Pack

### Divine World Beast, Fenrir

[A] [(V)] [G Break: (2)]: [SB: (3)] When this attacks a VG, may pay. If so, for the battle, this gains +1 Crit, and your Opp. cannot Call Grade 1 or higher cards from hand to (G).  
[A] [(V)]: During your turn, when your G Unit **Strides**, SC: (3), choose 1 of your VGs, and that unit gains "[A] [(V)] [1/turn]: [CB: (1)] When your card is placed from Soul to the DZ, may pay. If so, Call that card to (R)" for the turn.

G-BT04/007 Genesis/Noble No Trigger

G3

### Violent Lance Mutant God, Stun Beetle

**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)] [G Break: (2)]: [CB: (2), choose 1 face-down "Violent Lance Mutant God, Stun Beetle" in your G Zone and turn it face-up] When this hits a VG with an attack, may pay. If so, all your Opp.'s VGs cannot Stand during your Opp.'s next Stand Phase, and your Opp. cannot Normal Ride during your Opp.'s next Ride Phase. (Riding via card effects is allowed)

G-BT04/008 Megacolony/Insect No Trigger

G4

### Pressure Mutant, Dark Face

[A] [(V)] [G Break: (2)]: [SB: (2)] When your Opp.'s unit is placed to (R), may pay. If so, Rest that unit.  
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose 2 of your Opp.'s RGs and Rest them, and they gain "[A] [(R)]: At the end of your turn, if this is Rested, your Opp. may draw a card" until the next end of your Opp.'s turn, and those units cannot Stand during your Opp.'s next Stand Phase.

G-BT04/009 Megacolony/Insect No Trigger

G3

### Dream-Weaving Ranunculus, Ayesha

**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.  
[S] [(V)] [1/turn]: [Choose 1 face-down "Dream-Weaving Ranunculus, Ayesha" in your G Zone and turn it face-up] This gains "[S] [(V)] [1/turn]: Choose 1 of your RGs, and if you have 2 or more RGs with the same name as that unit, all units in your Front Row gain +5000 Pow for the turn" for the turn. Then, if there are 2 or more face-up cards in your G Zone, choose 1 of your RGs, search your LB for up to 1 card with the same name as that unit and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.

G-BT04/010 Nebula/Bioroid No Trigger

G4

### Knight of Change, Peel

[A] [(R)] [G Break: (1)]: When your other Grade 2 unit is placed to (R), if you have a Grade 3 or higher VG with "Altomile" in name, choose up to 2 units in the same column as this, and they gain +2000 Pow for the turn.

G-BT04/011 Royal Paladin/Human No Trigger

G1

### Crimson Roar, Metatron

[S] [(V)] [1/turn] [LB: (4)]: [Choose 1 of your RGs and put it face-up in your Damage Zone] Choose 1 card in your Damage Zone and Call it to (R), and if "Crimson Impact, Metatron" is in your Soul, that unit gains +3000 Pow and "[A] [(R)]: [CB: (1), put this face-up in your Damage Zone] When this hits a VG with an attack, may pay. If so, choose a face-up card in your Damage Zone and put it in your hand" for the turn.  
[S] [(V)] [1/turn]: [Choose 1 of your RGs and put it in your Soul] Choose a card in your Soul and put it face-up in your Damage Zone, and choose a face-up card in your Damage Zone and Call it to (R).

G-BT04/012 Angel Feather/Angel No Trigger

G3

### Black Slice, Halroot

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, look at the top 2 cards of your LB and search for a card and put it face-up in your Damage Zone, put the rest on the bottom of your LB, and choose a face-up card in your Damage Zone and Call it to (R).

G-BT04/013 Angel Feather/Angel No Trigger

G2

### Black Record, Israfil

[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 from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Black Record, Israfil" in your DZ, Countercharge: (1).

G-BT04/014 Angel Feather/Angel No Trigger

G1

### Forbidden Mage, Kafur

[A] [(R)]: [Put this in your Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Claret Sword" in name, may pay. If so, draw a card, choose 1 of your VGs, and it gains +5000 Pow for the battle.

G-BT04/015 Shadow Paladin/Elf T: Critical

G0

### Greedy Existence, Gleipnir

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, SC: (3). Then, if at least 1 card has been placed from your Soul to the DZ this turn, draw a card.

G-BT04/016 Genesis/Noble No Trigger

G2

### Goddess of Decay, Hel

[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 from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Goddess of Decay, Hel" in your DZ, Countercharge: (1).

G-BT04/017 Genesis/Noble No Trigger

G1

### Upstream Dragon

[A] [(R)] [G Break: (1)]: When this attacks a VG, you may have this unit gain +4000 Pow for the battle. If this unit gains +4000 Pow this way, at the end of the battle, return this to the LB, and search your LB for up to 1 Grade 1 card and Call it Rested to (R), and shuffle your LB.

G-BT04/018 Gear Chronicle/Gear Dragon No

G2

### Rebelling Mutant, Star Shield

[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 from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Rebelling Mutant, Star Shield" in your DZ, Countercharge: (1).

G-BT04/019 Megacolony/Insect No Trigger

G1

### Maiden of Rumbling Rose

[S] [(V)]: [Legion 22000] "Maiden of Trailing Rose"  
[A] [(V)]: [Discard a card from your hand] When this **Legions**, may pay. If so, search your LB for up to 2 cards with the same name as a card in your (V), reveal it, and choose 1 card among them and put it in your hand, Call the rest to (R), and shuffle your LB.  
[A]: [SB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Grade 1 or lower RGs, and search your LB for up to 1 unit with the same as that unit and Call it to (R), and shuffle your LB.

G-BT04/020 Neo Nectar/Dryad No Trigger

G3

### Maiden of Conservatory, Saliana

[A] [G Break: (1)]: [CB: (1), SB: (1)] When this is placed to (R), if you have a Grade 3 or higher VG with "Ranunculus" in name, may pay. If so, choose 1 of your other RGs, and search your LB for up to 1 unit with the same as that unit and Call it to (R), shuffle your LB, and for the turn, this unit gains +2000 Pow for the turn.

G-BT04/021 Neo Nectar/Bioroid No Trigger

G2

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### Maiden of Garden, Mikis

[A] [(R)]: [Put this in your Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Ranunculus" in name, may pay. If so, draw a card, choose 1 of your VGs, and it gains +5000 Pow for the battle.

G-BT04/022 Neo Nectar/Bioroid T: Critical

G0

### Takegal

[A] [(R)]: [G Break: (1)]: [SB: (1), Rest this] When your other unit in the same column as this attacks, may pay. If so, increase the Pow of that unit for the battle. The Pow increase is equal to the Pow of this.

G-BT04/023 Royal Paladin/Hi-Beast No Trigger

G2

### Holy Seraph, Raziel

**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]: [SB: (2)] When this is placed to (V), may pay. If so, return all cards in your Damage Zone to the LB, and shuffle your LB. For each card returned via this effect, put the top card of your LB face-up in your Damage Zone.

G-BT04/024 Angel Feather/Angel No Trigger

G4

## G Set 4: Soul Strike Against the Supreme Booster Pack

### Accident Celestial, Betryal

[S] [(V)]: [Legion 20000] "Overdose Celestial, Asmodel" or "Control Celestial, He'el"  
[A] [(V)]: When this **Legions**, put the top card of your LB face-up in your Damage Zone, choose a face-up card in your Damage Zone and Call it to (R), and if there's a face-up card in your Damage Zone with the same name as a unit in your (V), the unit Called this way gains +5000 Pow for the turn.  
[A]: When this is placed to (V), look at the top 3 cards of your LB and search for a card and put it face-up in your Damage Zone, put the rest in (V).  
~~G-BT04/025 Angel Feather/Angel No Trigger~~

G3

### Control Celestial, He'el

[A] [(R)]: When this attacks a VG, if you have a VG with "Celestial" in name, this gains +2000 Pow for the battle. Then, if you have a face-up card in your Damage Zone with the same name as a unit in your (V), this gains "[A] [(R)]: When this hits with an attack, Countercharge: (1) / SC: (1)\*" for the battle.

G-BT04/026 Angel Feather/Angel No Trigger

G2

### Black Call, Nakeel

[A]: [Reveal a Grade 3 card from your hand] When this is placed from hand to (R), may pay. If so, search your LB for up to 1 Grade 3 card with "Gabriel" in name, reveal it, put it in your hand, shuffle your LB, and discard a card from your hand.  
[C] [Hand]: When you pay for the cost for **Stride**, this card gains +2 Grade.

G-BT04/027 Angel Feather/Angel No Trigger

G1

### Solid Celestial, Adnalel

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [CB: (1)] When this is placed from hand to (G), may pay. If so, Call the top 5 cards of your LB to (G) Rested.

G-BT04/028 Angel Feather/Angel No Trigger

G1

### Overbearing Knight, Gilvaes

[S] [(V)] [1/turn] [G Break: (1)]: [Retire 2 of your RGs] This gains +5000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose up to 2 of your Opp.'s RGs and Retire them" for the turn.  
[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and that unit gains +5000 Pow for the turn.

G-BT04/029 Shadow Paladin/Human No Trigger

G3

### Dark Pride Dragon

[A] [G Break: (1)]: When the cost of your unit's ability puts this from (R) to the DZ, if you have a Grade 3 or higher VG with "Claret Sword Dragon" in name, search your LB for up to 1 "Dark Quartz Dragon" and Call it to (R), and shuffle your LB. If a unit is Called this way, Countercharge: (1).

G-BT04/030 Shadow Paladin/Abyss Dragon No

G2

### Dark Quartz Dragon

[A] [G Break: (1)]: When this is placed to (R), if you have a Grade 3 or higher VG with "Claret Sword Dragon" in name, choose 1 of your VGs, and for the turn, that unit and this gain +3000 Pow.

G-BT04/031 Shadow Paladin/Abyss Dragon No

G1

### Goddess of the Sky, Dione

**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)]: [SB: (3)] When this hits a VG with an attack, may pay. If so, look at the top 3 cards of your LB and search for up to 1 and put it in your hand, and put the rest in Soul.

G-BT04/032 Genesis/Noble No Trigger

G4

### SNAKE of the Heavens, Jormungand

[A] [(R)] [G Break: (1)]: When your card is placed from Soul to the DZ, this gains +1000 Pow for the turn.

G-BT04/033 Genesis/Noble No Trigger

G2

### Beast of the Heavens, Skoll

[A]: [Reveal a Grade 3 card from your hand] When this is placed from hand to (R), may pay. If so, search your LB for up to 1 Grade 3 card with "Fenrir" in name, reveal it, put it in your hand, shuffle your LB, and discard a card from your hand.  
[C] [Hand]: When you pay for the cost for **Stride**, this card gains +2 Grade.

G-BT04/034 Genesis/Hi-Beast No Trigger

G1

### Steam Fighter, Balif

[A] [(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, choose 1 of your Opp.'s Front Row RGs, and your Opp. puts it on the bottom of his or her LB.  
[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and it gains "[S] [(V)] [1/turn]: [CB: (1)] Search your LB for up to 1 Chrono Jet Dragon" and put it in (V) in the Hearts state, and shuffle your LB. If a card is put in (V) this way, choose a "Steam Fighter, Balif" in the Hearts state in your (V) and put it on the bottom of your LB" for the turn.

G-BT04/035 Gear Chronicle/Gearroid No Trigger

G3

### Steam Fighter, Ulnikin

[A] [(R)] [1/turn] [G Break: (1)]: When the effect of your card puts an Opp.'s RG in the LB, if you have a Grade 3 or higher VG with "Chrono Jet" in name, Countercharge: (1).

G-BT04/036 Gear Chronicle/Gearroid No Trigger

G1

**Poisoned Lance Mutant God, Paraspear**

**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]: When this is placed to (V), Rest all your Opp.'s Units, and if your Opp. has 3 or more Rested units, draw a card, and this gains +5000 Pow for the turn.

G-BT04/037 Megacolony/Insect No Trigger

G4

**Machining Scorpio Mk. II**

[S] [(V)]: [Legion 20000] "Machining Hornet Mk. II" or "Machining Mosquito Mk. II"

[S] [(V)] [1/turn]: [CB: (1), discard a card with the same name as a unit in your (V) from your hand] If this is **Legioned**, choose up to 3 cards with "Machining" in name in your Soul and Call them Rested to separate (R)s, and increase the Pow of this for the turn. The Pow increased is equal to the sum of the printed Pow of the cards Called this way.

[S] [(V)] [1/turn]: [Choose 1 of your RGs with "Machining" in name and put it in your Soul] [Choose 1 of your RGs and Stand it, choose 1 of your

G-BT04/038 Megacolony/Insect No Trigger

G3

**Machining Mosquito Mk. II**

[C] [(R)]: During your turn, if you have a VG with "Machining" in name, and all your Opp.'s VGs and RGs are Rested, this gains +2000 Pow and [A] [(R)] [1/turn]: When this hits a VG with an attack, choose 1 of your other RGs and Stand it, choose 1 of your Opp.'s RGs, and that unit does not Stand during your Opp.'s next Stand Phase' for the turn.

G-BT04/039 Megacolony/Insect No Trigger

G2

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**Charming Mutant, Sweet Cocktail**

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, choose 1 of your Opp.'s RGs and Rest it, and it gains "[A] [(R)]: At the end of your turn, if this is Rested, your Opp. may draw a card" until the next end of your Opp.'s turn, that unit cannot **Intercept** this turn, and that unit does not Stand during your Opp.'s next Stand Phase.

G-BT04/040 Megacolony/Insect No Trigger

G2

**New Star Mutant, Little Dorcas**

[A]: [Reveal a Grade 3 card from your hand] When this is placed from hand to (R), may pay. If so, search your LB for up to 1 Grade 3 card with "Dark Face" in name, reveal it, put it in your hand, shuffle your LB, and discard a card from your hand.

[C] [Hand]: When you pay for the cost for **Stride**, this card gains +2 Grade.

G-BT04/041 Megacolony/Insect No Trigger

G1

**Maiden of Flower Screen**

[S] [(R)] [1/turn] [G Break: (1)]: [Choose a Normal Unit in your DZ and put it on top of your LB] Choose 1 of your other units, and for the turn, treat this as also having the name of the chosen unit. Shuffle your LB.

G-BT04/042 Neo Nectar/Bioroid No Trigger

G2

**G Set 4: Soul Strike Against the Supreme Booster Pack****Early-Blooming Maiden, Pia**

[S] [(R)] [1/turn] [G Break: (1)]: [Choose 2 Normal Units in your DZ and put them on top of your LB] If you have a Grade 3 or higher VG with "Ranunculus" in name, choose 1 of your units. If so, choose up to 4 of your units with the same name as that unit, and they gain +3000 Pow for the turn. Shuffle your LB.

G-BT04/043 Neo Nectar/Bioroid No Trigger

G1

**Heat Elemental, Buwa**

[A] [(R)]: [Retire this] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 card with any [LB] ability, reveal it, put it in your hand, and shuffle your LB.

[C]: This card belongs to all Countries and Clans.

G-BT04/044 Cray Elemental/Elemental No Trigger

G2

**Shooter of the Sanctuary**

[] [(R)]: When this attacks, if you have a VG with "Sanctuary Guard" in name, this gains +2000 Pow for the battle.

[A]: [CB: (2)] When this is placed to (R), if you have a VG with "Sanctuary Guard" in name, may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it to (R), and shuffle your LB.

G-BT04/045 Royal Paladin/Elf No Trigger

G2

**Experienced Knight, Jed**

[A] [(R)] [G Break: (1)]: When this hits a VG with an attack, choose 1 of your other RGs, and that unit gains +5000 Pow for the turn.

G-BT04/046 Royal Paladin/Human No Trigger

G2

**Battle Song Angel**

[C] [(R)] [G Break: (1)]: If you have 2 or more other Grade 1 or lower RGs, this gains +2000 Pow and [C] [(V)/(R)/(G)]: Resist (Cannot be chosen as target of Opp.'s effects)".

G-BT04/047 Royal Paladin/Angel No Trigger

G1

**Jumpgal**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[C] [(R)] [G Break: (1)]: If you have 2 or more other Grade 1 or lower RGs and this is in your Front Row, this gains +5000 Pow and **Intercept**.

G-BT04/048 Royal Paladin/Hi-Beast No Trigger

G0

**Straight Jewel Knight, Bertram**

[A] [(R)]: At the end of your turn, if you have a VG with "Jewel Knight" in name and you have 3 or more other RGs with "Jewel Knight" in name, draw a card, put this on top of your LB, and shuffle your LB.

G-BT04/049 Royal Paladin/Elf T: Critical

G0

**Mobile Hospital, Healing Palace**

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, look at the top 3 cards of your LB and search for a card and put it face-up in your Damage Zone, put the rest on the bottom of your LB in any order, and choose a face-up card in your Damage Zone and Call it to (R).

G-BT04/050 Angel Feather/Golem No Trigger

G3

**Nurse of Broken Heart**

[A] [(R)] [G Break: (1)]: When your card is placed in the Damage Zone, choose 1 of your VGs, and for the turn, that unit and this gain +2000 Pow.

G-BT04/051 Angel Feather/Angel No Trigger

G2

**Dream Light Unicorn**

[A]: [CB: (1)] When this is placed to (R), may pay. If so, choose a face-up card in your Damage Zone and heal it.

[A]: When this leaves (R), look at the top 2 cards of your LB and search for a card and put it face-up in the Damage Zone, and put the rest on the bottom of the LB.

[C] [(V)/(R)/(G)]: Resist (Cannot be chosen as target of Opp.'s effects)

G-BT04/052 Angel Feather/Hi-Beast No Trigger

G2

**Black Pain, Marut**

--No Text--

G-BT04/053 Angel Feather/Angel No Trigger

G1

**Confidence Celestial, Lum'yal**

[C] [(R)]: Your VG's "[LB:(4)]" is active even if there are 3 or fewer cards in your Damage Zone.

G-BT04/054 Angel Feather/Angel No Trigger

G1

**Doctroid Primas**

[A] [Damage Zone] [G Break: (1)]: [CB: (1)] When your other unit is placed from the Damage Zone to (R), may pay. If so, put the top card of your LB face-up in your Damage Zone, and if this card is face-up, Call this to (R).

G-BT04/055 Angel Feather/Walkaroid No Trigger

**G1****Nurse Cap Dalmatian**

[A] [(R)] [G Break: (1)]: When this Boosts, for each face-up card in your Damage Zone, the Boosted unit gains +1000 Pow for the battle.

G-BT04/056 Angel Feather/Hi-Beast No Trigger

**G1****Black Candle, Azrail**

[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 your Soul] Put the top card of your LB face-up in your Damage Zone, and choose a face-up card in your Damage Zone and put it in your hand.

G-BT04/057 Angel Feather/Angel No Trigger

**G0**

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**Nurse of Danger Heart**

--No Text--

G-BT04/058 Angel Feather/Angel T: Critical

**G0****MRI Angel**

--No Text--

G-BT04/059 Angel Feather/Angel T: Draw

**G0****Nurse of Sweetheart**

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

G-BT04/060 Angel Feather/Angel T: Heal

**G0****G Set 4: Soul Strike Against the Supreme Booster Pack****Invert Celestial, Asbeel**

[C] [Damage Zone] If you have a VG with "Celestial" in name, this gains "[C] [Damage Zone]: [Put 1 face-up this on top of your LB] Shuffle your LB and reveal the top 3 cards of your LB. Choose a card among them not named "Invert Celestial, Asbeel" and put it face-up in your Damage Zone, and put the rest in the DZ".

G-BT04/061 Angel Feather/Angel T: Critical

**G0****Doctroid Repros**

[S] [(R)] [G Break: (1)]: [CB: (1), put this on top of your LB] Choose up to 2 cards in your Damage Zone and put them on top of your LB, and shuffle your LB. For each card put on top of the LB via this effect, put the top card of your LB face-up in your Damage Zone. Draw a card.

G-BT04/062 Angel Feather/Walkaroid T: Stand

**G0****Sturdy Knight, Gronu**

[A] [(R)] [G Break: (1)]: When your other unit with a lower Grade than this is placed to (R), this gains +3000 Pow for the turn.

G-BT04/063 Shadow Paladin/Human No Trigger

**G2****Witch of Hidden Books, Adora**

[C] [(R)]: During your turn, if you have a VG with "Witch" in name and your Opp. has 2 or more Grade 0 RGs, this gains +2000 Pow and "[A] [(R)]: When this hits a VG with an attack, Countercharge: (1)/SC: (1)".

G-BT04/064 Shadow Paladin/Elf No Trigger

**G2****Intelligent Knight, Conval**

[A] [(R)] [G Break: (1)]: When your other unit with a lower Grade than this is placed to (R), this gains +3000 Pow for the turn.

G-BT04/065 Shadow Paladin/Human No Trigger

**G1****Witch's Familiar, Kuro-Ma**

[A]: [Discard a card with "Witch" in name from your hand] When this is placed to (R), if you have a VG with "Witch" in name and your Opp. has 2 or more Grade 0 RGs, may pay. If so, draw 2 cards.

G-BT04/066 Shadow Paladin/Walkaroid No

**G1****Knight of Still Thoughts, Mac Nesa**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[A] [G Break: (1)]: [CB: (1)] When the cost of your unit's ability puts this from (R) to the DZ, may pay. If so, choose 1 of your VGs, and for the turn, that unit gains +50000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

G-BT04/067 Shadow Paladin/Human No Trigger

**G0****Goddess of Stove, Hestia**

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, SC: (3). Then, if "Goddess of Stove, Hestia" is in your Soul, draw a card.

G-BT04/068 Genesis/Noble No Trigger

**G3****God of Dreams, Oneiros**

[S] [(V)] [1/turn] [G Break: (1)]: [SB: (6)] This gains +5000 Pow/+1 Crit for the turn.

[A]: [CB: (1)] When this is placed to (V), may pay. If so, SC: (3).

G-BT04/069 Genesis/Noble No Trigger

**G3****Witch of White Rabbits, Cardamon**

[A]: [CB: (1)] When this is placed from Soul to the DZ, if you have a VG with "Witch" in name, may pay. If so, Call this to (R), and this gains +2000 Pow for the turn.

G-BT04/070 Genesis/Human No Trigger

**G2****Flying Kerry**

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, SC: (3). Then, if "Flying Kerry" is in your Soul, draw a card.

G-BT04/071 Genesis/Ghost No Trigger

**G2****Lessons of the Tendon, Dromi**

--No Text--

G-BT04/072 Genesis/Noble No Trigger

**G1**

**Sacred Regalia of Revealing, Mirror Angel**  
[C] [(R)]: Your VG's "[LB:(4)]" is active even if there are 3 or fewer cards in your Damage Zone.

G-BT04/073 Genesis/Angel No Trigger

G1

**Divine World Beast, Hatty**

[A] [(R)] [G Break: (1)]: When your card is placed from Soul to the DZ, this gains +1000 Pow for the turn.

G-BT04/074 Genesis/Hi-Beast No Trigger

G1

**Witch of Melons, Time**

[A]: When this is placed to (R), if you have a VG with "Witch" in name, look at the top 3 cards of your LB and search for a card and put it in Soul, and put the rest in the DZ.

G-BT04/075 Genesis/Human No Trigger

G1

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**Claimer Harry**

[A] [(R)] [1/turn] [G Break: (1)]: When your card is placed from Soul to the DZ, put that card on the bottom of the LB, and Countercharge: (1).

G-BT04/076 Genesis/Ghost No Trigger

G1

**Lessons of the Leather, Leyding**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)] [G Break: (1)]: [Put this in your Soul] Choose 1 of your VGs, and it gains "[A] [(V)] [1/turn]: When your card not named "Lessons of the Leather, Leyding" is placed from Soul to the DZ, Call that to (R)" for the turn.

G-BT04/077 Genesis/Noble No Trigger

G0

**Bumping Buffalo**

--No Text--

G-BT04/078 Genesis/Hi-Beast T: Critical

G0

**G Set 4: Soul Strike Against the Supreme Booster Pack**

**Witch of Cherries, Poppy**

--No Text--

G-BT04/079 Genesis/Human T: Draw

G0

**Goddess of Youth, Hebe**

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

G-BT04/080 Genesis/Noble T: Heal

G0

**Witch's Familiar, Shiro-Ma**

[S] [(R)]: [Put this in top of your LB] Shuffle your LB. If you have a VG with "Witch" in name, look at the top 3 card of your LB and search for a card and put it in Soul, and put the rest in the DZ.

G-BT04/081 Genesis/Hi-Beast T: Critical

G0

**Dreaming Dragon**

[A] [(R)] [G Break: (1)]: [Put this on top of your LB] At the end of your turn, may pay. If so, return all cards in your DZ to the LB, and shuffle your LB. Then, if 10 or more cards are returned this way, draw a card.

G-BT04/082 Genesis/Cosmo Dragon T: Stand

G0

**Steam Knight, Kalibum**

[A]: When this is placed to (R), choose 1 of your Opp.'s RGs, your Opp. returns that unit to his or her LB and searches his or her LB for up to 1 Grade 1 unit and Call it to (R), and shuffle his or her LB. (Your Opp. can choose to fail to find a card if there isn't a card he or she wants to Call this way.)

G-BT04/083 Gear Chronicle/Gearroid No Trigger

G2

**Far-Seeing Gear Fox**

[A] [(V)/(R)]: When this attacks, your Opp. cannot Call Grade 0 cards from hand to (G).

G-BT04/084 Gear Chronicle/Gear Beast No

G1

**Steam Worker, Ledah**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)] [G Break: (1)]: [Put this in your Soul] Choose 1 of your VGs, and it gains +5000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs, and your Opp. puts it on the bottom of his or her LB" for the turn.

G-BT04/085 Gear Chronicle/Gearroid No Trigger

G0

**Steam Fighter, Lugalbanda**

--No Text--

G-BT04/086 Gear Chronicle/Gearroid T: Critical

G0

**Longhorn Hunter**

[A] [G Break: (1)]: [CB: (1)] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RGs and Rest it, that unit cannot **Intercept** this turn, and that unit does not Stand during your Opp.'s next Stand Phase.

G-BT04/087 Megacolony/Insect No Trigger

G3

**Buster Mantis**

[A] [(R)] [G Break: (1)]: When this attacks, if all your Opp.'s VGs and RGs are Rested, this gains +3000 Pow for the battle.

G-BT04/088 Megacolony/Insect No Trigger

G2

**Abyss Diver**

[A]: [CB: (1), SB: (1)] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RGs and Rest it, that unit cannot **Intercept** this turn, and that unit does not Stand during your Opp.'s next Stand Phase.

G-BT04/089 Megacolony/Insect No Trigger

G2

**Megacolony Battler D**

--No Text--

G-BT04/090 Megacolony/Insect No Trigger

G1

### Scissor Finger

[A] [(R)] [G Break: (1)]: When this Boosts, if all your Opp.'s VGs and RGs are Rested, the Boosted unit gains +2000 Pow for the battle.

G-BT04/091 Megacolony/Insect No Trigger

G1

### Machining Yellow Jacket

[C] [(R)]: Your VG's "[LB:(4)]" is active even if there are 3 or fewer cards in your Damage Zone.

G-BT04/092 Megacolony/Insect No Trigger

G1

### Machining Slater

[A] [(R)]: When this Boosts a VG with "Machining" in name, if all your Opp.'s VGs and RGs are Rested, SC: (2).

G-BT04/093 Megacolony/Insect No Trigger

G1

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### Youth Officer, Clime Bug

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)] [G Break: (1)]: [Put this in your Soul] Choose 1 of your Opp.'s RGs and Rest it, that unit cannot **Intercept** this turn, and that unit does not Stand during your Opp.'s next Stand Phase.

G-BT04/094 Megacolony/Insect No Trigger

G0

### Bat Trip

--No Text--

G-BT04/095 Megacolony/Insect T: Critical

G0

### Machining Scarab

--No Text--

G-BT04/096 Megacolony/Insect T: Draw

G0

## G Set 4: Soul Strike Against the Supreme Booster Pack

### Cocoon Healer

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

G-BT04/097 Megacolony/Insect T: Heal

G0

### Machining Firefly

[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Machining" in name, may pay. If so, choose 1 of your other RGs and Stand it, choose 1 of your Opp.'s RGs, and that unit does not Stand during your Opp.'s next Stand Phase.

G-BT04/098 Megacolony/Insect T: Critical

G0

### Earth Dreamer

[A] [(R)] [G Break: (1)]: [Put this on top of your LB] At the start of your Opp.'s Ride Phase, if your Opp. has 3 or more Rested RGs, may pay. If so, shuffle your LB, and draw 2 cards.

G-BT04/099 Megacolony/Insect T: Stand

G0

### Crystal Wing Dragon

[S] [(V)] [1/turn] [G Break: (1)]: [CB: (1)] Choose 1 of your units. If so, choose up to 4 of your units with the same name as that unit, and they gain +3000 Pow for the turn.  
[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, choose 1 of your Grade 2 or lower RGs, and search your LB for up to 1 card with the same name as that unit and Call it to (R), and shuffle your LB.

G-BT04/100 Neo Nectar/Forest Dragon No

G3

### Wisteria Knight

[A] [(R)] [G Break: (1)]: When this attacks a VG, if you have another "Wisteria Knight" in your (R), this gains +2000 Pow and "[A] [(R)]: [CB: (1)] When this hits with an attack, may pay. If so, draw a card" for the turn.

G-BT04/101 Neo Nectar/Bioroid No Trigger

G2

### Hollyhock Knight

[C] [(R)]: During your turn, if your VG is **Legioned**, for each of your RGs with the same name as a unit it in your (V), this gains +2000 Pow.

G-BT04/102 Neo Nectar/Bioroid No Trigger

G1

### Three Apple Sisters

[A] [(R)] [G Break: (1)]: When this Boosts, for each of your other "Three Apple Sisters" in your (R), the Boosted unit gains +2000 Pow for the battle.

G-BT04/103 Neo Nectar/Dryad No Trigger

G1

### Dark Elemental, Dokzuk

[S] [(R)] [1/turn]: Choose 1 of your VG's [LB:(5)], and as long as this is on the field, it becomes [LB:(4)]. (An [S] ability without a cost is considered paid for when you announce the intent to play the ability)  
[C]: This card belongs to all Countries and Clans.

G-BT04/104 Cray Elemental/Elemental No Trigger

G1

### Sky-Soaring Sacred Knight, Altomile

**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]: [Choose 1 face-down "Sky-Soaring Sacred Knight, Altomile" in your G Zone and turn it face-up] When this is placed to (V), may pay. If so, this gains "[C] [(V)]: All units in your Front Row gain +3000 Pow" for the turn. Then, if there are 2 or more face-up cards in your G Zone, search your LB for up to 1 Grade 2 card and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.

G-BT04/S01 Royal Paladin/Human No Trigger

G4

### Holy Seraph, Raphael

**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.

[S] [(V)] [1/turn] [G Break: (2)]: [Choose 1 face-down "Holy Seraph, Raphael" in your G Zone and turn it face-up] Choose 1 card in your Damage Zone and heal it.

G-BT04/S02 Angel Feather/Angel No Trigger

G4

### Black Shiver, Gabriel

[A] [(V)] [G Break: (2)]: When your card is placed in the Damage Zone, this gains "[C] [(V)]: All units in your Front Row gain +2000 Pow" for the turn.  
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, look at the top 3 cards of your LB and search for a 1 card and put it face-up in your Damage Zone, put the rest on the bottom of your LB in any order, choose a face-up card in your Damage Zone and Call it to (R), and that unit gains +2000 Pow for the turn.

G-BT04/S03 Angel Feather/Angel No Trigger

G3

### Destruction Divine Beast, Vanargand

**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)] [G Break: (2)]: [SB: (6), choose 1 face-down "Destruction Divine Beast, Vanargand" in your G Zone and turn it face-up] When this attacks a VG, may pay. If so, this gains "[A] [(V)]: At the start of your Drive Step, look at the top 4 cards of your LB and search for up to 4 cards and put them on top of your LB in any order, and put the rest on the bottom of the LB in any order" for the turn.

G-BT04/S04 Genesis/Noble No Trigger

G4

[A] ([V]) [G Break: (2)]; [SB: (3)] When this attacks a VG, may pay. If so, for the battle, this gains +1 Crit, and your Opp. cannot Call Grade 1 or higher cards from hand to (G).

[A] ([V]): During your turn, when your G Unit **Strides**, SC: (3), choose 1 of your VGs, and that unit gains "[A] ([V]) [1turn]"; [CB: (1)] When your card is placed from Soul to the DZ, may pay. If so, Call that card to (R)\* for the turn.

## G3

**Stride - Stride Stride** - [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)] [G Break: (2)]: [CB: (2)], choose 1 face-down "Violent Lance Mutant" [G], **Stun Beetle** in your G Zone and turn it face-up! When this hits a VG with an attack, may pay. If so, all your Opp.'s VGs cannot Stand during your Opp.'s next Stand Phase, and your Opp. cannot Normal Ride during your Opp.'s next Ride Phase. (Riding via card effects is allowed)

**G4**

[A] ([V]) [G Break: (2)]: [SB: (2)] When your Opp.'s unit is placed to (R), may pay, if so, Rest that unit.

[A] ([V]): [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose 2 of your Opp.'s RGs and Rest them, and they gain "[A] ([R]): At the end of your turn, if this is Rested, your Opp. may draw a card" until the next end of your Opp.'s turn, and those units cannot Stand during your Opp.'s next Stand Phase.

**G3**

**Stride** = Stride Step. [Discard cards from your hand with the sum of their Grades **3** or greater] **Stride** in (V) with this face-down card.  
 [S] (V) 1/turn: [Choose 1 face-down "Dream-Weaving Rannulcus, Ayesha in your G-Zone and turn it face-up] This gains [S] (V) 1/turn: [Choose 1 of your RGs, and if you have 2 or more RGs with the same name as that unit, all units in your Front Row gain +5000 Pow for the turn] for the turn. Then, and there are 2 or more face-up cards in your G-Zone, you may [Choose 1 of your RGs, discard your LB for 1 turn, and the same name as that unit and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn].

**BT04/S08 Neo Nectar/Bioroid No Trigger**

# G4

[A]: [Discard a card from your hand] When this is placed from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Black Record, Israfil" in your DZ, Countercharge: (1).

**G1**

[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 from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Goddess of Decay, Hel" in your DZ, Countercharge: (1).

**G1**

[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 from hand to  
(G), may pay. If so, choose 1 of your VGs being attacked, and that  
unit cannot be hit for the battle. Then, if there is at least 1 "Rebelling  
Mutant, Star Shield" in your DZ, Countercharge: (1).

**G1**

[S] (V): [Lesson 2000] "Maiden of Trailing Rose"  
 [A] (V): [Discard a card from your hand] When this **Legions**, may pay. If so, search your LB for up to 2 cards with the same name as a card in your (V), reveal it, and choose 1 card among them and put it in your hand, Call it to (R), and shuffle your LB.  
 [A]: [SB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Grade 1 or lower RGs, and search your LB for up to 1 unit with the same as that unit and Call it to (R), and shuffle your LB.

**G3**

**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.

**G4**

**Stride** - Stride Steal: [Discard cards from your hand with the sum of their Grades 3 or greater] **Stride** in (V) with this face-down card.  
 [A] (V): [CB: (3), choose 5 Normal Units in your DZ and put it on top of the LB in any order, discard a card from your hand] When this attacks a VG, may pay. If so, choose up to 2 of your RGs, and for each unit chosen, search your LB for up to 2 cards with the same name as the chosen unit and Call them to separate (R)s, and shuffle your LB.

**G4**

[A] [LB:(4)]: [Soublast: (3)] When your ::Shadow Paladin:: Rides on this, may pay. If so, choose 1 of your VGs, and it gains +10000 Power and "[A] [IV]": [Retire 3 of your RGs] When this attacks a VG, may pay. If so, draw 2 cards, choose 3 cards in your Damage Zone and turn them face-up, and your Opp. cannot Call a Grade 1 or higher card from hand to (G) for the battle\* for the turn.

**G3**

**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]): [CB: (1)] When this attacks a VG, may pay. If so, Unlock as many Locked cards as you like, and for each card Unlocked this way, this gains +3000 Pow for the battle. If 3 or more cards are Unlocked this way, this gains +1 Crit for the battle.

**G4**

**Stride** - Stride **Stride** [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.  
 [S] (V) [1/turn]: [CB: (1), choose 1 face-down Tyrant Black Dragon, Aura Geyser Dragon in your G Zone and turn it face-up, Retire 3 of your RGs] Reveal the top 2 cards of your LP, for each Grade 1 or lower card revealed this way, choose 1 of your Opp.'s RGs and Retire it. Put the revealed cards facedown in your hand. If there are 3 or more fgs in Tyrant Black Dragon, Aura Geyser Dragon\* in your G Zone, this gains +1 Crit for the turn.

**G4**

**Strade** - 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)] [G Break: (2)]: [CB: (1), choose 1 face-down "Chrono Dragon Nextage" in your G Zone and turn it face-up, Discard 3 cards from your hand] At the end of the battle in which this attacked a VG, if you have a Hearts card with "Chrono Jet Dragon" in name, may play. If so, put this face-up in your G Zone, and choose 1 of your VGs and Stand it.

# G4

