

Perfectraizer
 [C] [(V)/(R)]: If you have no other unit with "raizer" in name, this gets -2000 Pow.
 [C] [(V)]: During your turn, for each card with "raizer" in the name in your Soul, this gains +3000 Pow. If there are 4 or more, this gains +1 Crit.
 [A]: When this is placed to (V), put all your Rear-guards with "raizer" in the name in your Soul.
 EB04/001 Nova Grappler/Battroid No Trigger
 G3

Unbounded Erosion Form, Death Army Cosmolord
 [S] [(V)]: [LB:(4)]: [CB:(2)] Stand all your ::Nova Grappler:: RGs. If you Stand more than 4 units this way, this gains +1 Crit this turn. This ability cannot be used again this turn.
 [S] [(V)]: [Rest 2 of your units with "Death Army" in name] This gains +5000 Pow for the turn.
 EB04/002 Nova Grappler/Alien No Trigger
 G3

Beast Deity, Azure Dragon
 [C] [(V)/(R)]: If you have a non-::Nova Grappler:: VG or RG, this gets -2000 Pow.
 [A] [(V)]: [Discard a "Beast Deity, Azure Dragon" from hand to the DZ] When this hits a VG with an Attack, may pay. If so, choose up to 2 of your RGs and Stand them.
 EB04/003 Nova Grappler/Battroid No Trigger
 G3

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Magician Girl, Kirara
 [A] [(V)/(R)]: [CB:(2)] When this hits, if you have a ::Nova Grappler:: VG, may pay. If you do, draw a card.
 EB04/004 Nova Grappler/Walkaroid No Trigger
 G2

Hi-Power Raizer Custom
 [C] [(V)/(R)]: During your turn, if a "Battleraizer" is in the back row and in the same column as this, this gains +8000 Pow.
 EB04/005 Nova Grappler/Battroid No Trigger
 G2

Death Army Bishop
 [S] [(R)]: [CB:(1)] If you have a ::Nova Grappler:: VG, choose up to 2 of your other RGs with "Death Army" in name and Stand them. This ability cannot be used again this turn.
 EB04/006 Nova Grappler/Battroid No Trigger
 G1

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Twin Blader
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard a ::Nova Grappler:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Nova Grappler:: being attacked. That unit cannot be hit for the battle.
 EB04/007 Nova Grappler/Battroid No Trigger
 G1

Gold Rutile
 [A] [(V)]: When your RG hits a VG, turn 1 of your cards in the Damage Zone face-up.
 [A] [(V)]: [CB:(2)] When this hits a VG, may pay. If so, Stand 1 of your ::Nova Grappler:: RGs.
 EB04/008 Nova Grappler/Battroid No Trigger
 G3

Genocide Joker
 [S] [(V)/(R)]: [CB:(2)] This gains +4000 Pow for the turn.
 EB04/009 Nova Grappler/Battroid No Trigger
 G3

Death Metal Droid
 [A] [(V)/(R)]: [CB:(1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.
 EB04/010 Nova Grappler/Battroid No Trigger
 G3

Genocide Jack
 [C] [(V)/(R)]: ::Restraint:: (this unit cannot attack)
 [S] [(V)/(R)]: [CB:(1)] This unit loses ::Restraint::.
 [A] [(V)]: When this unit is boosted by a ::Nova Grappler::, this unit gets +5000 Pow this battle.
 EB04/011 Nova Grappler/Battroid No Trigger
 G2

Death Army Knight
 [A]: During your MP, when this is placed to (R), if you have a ::Nova Grappler:: VG, choose up to 2 of your other RGs with "Death Army" in name and Stand them.
 EB04/012 Nova Grappler/Battroid No Trigger
 G2

Death Army Lady
 [A] [(R)]: When your VG's Drive Check reveals a Grade 3 ::Nova Grappler::, Stand this.
 EB04/013 Nova Grappler/Battroid No Trigger
 G2

Street Bouncer
 [A]: [Rest this, Choose 1 of your RG in the same column as this and Rest it] When this is played to (R), if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.
 EB04/014 Nova Grappler/Alien No Trigger
 G2

Death Army Guy
 [A] [(R)]: When your VG's Drive Check reveals a Grade 3 ::Nova Grappler::, Stand this.
 EB04/015 Nova Grappler/Battroid No Trigger
 G1

Mr. Invincible
 [A] [(V)]: At the start of your MP, SC: (1), and turn 1 of your cards in the Damage Zone face-up.
 [A] [(V)/(R)]: [SB:(8) CB:(5)] When this unit attacks and hits, may pay. If so, Stand all of your units.
 EB04/016 Nova Grappler/Alien No Trigger
 G3

Armored Fairy, Speiler
 [A] [(V)/(R)]: [SB:(3)] When this hits with an attack, if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.
 [A] [(V)]: When this is boosted by a ::Nova Grappler::, this gains +3000 Pow for the turn.
 EB04/017 Nova Grappler/Battroid No Trigger
 G3

Death Army Rook
 --No Text--
 EB04/018 Nova Grappler/Battroid No Trigger
 G2

Boomerang Thrower
 [A]: When this Rides on a ::Nova Grappler::, this gains "[C] [(V)]: This may choose units in your Opp.'s Back Row as its battle Opp." for the turn.
 EB04/019 Nova Grappler/Human No Trigger
 G2

NGM Prototype
 [A] When this Intercepts, if you have a ::Nova Grappler:: VG, this gains +5000 Shield for that battle.
 EB04/020 Nova Grappler/Battroid No Trigger
 G2

Marvelous Hani
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Nova Grappler:: RGs, draw a card.
 EB04/021 Nova Grappler/Alien No Trigger
 G2

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Tough Boy
 --No Text--
 EB04/022 Nova Grappler/Battroid No Trigger
 G1

Oasis Girl
 [S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.
 EB04/023 Nova Grappler/Walkaroid No Trigger
 G1

Screamin' and Dancin' Announcer, Shout
 [S] [(V)/(R)] [Rest this Unit, discard 1 card]: Draw 1 card.
 EB04/024 Nova Grappler/Alien No Trigger
 G1

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Dancing Wolf
 [A] [(R)]: During your Battle Phase, when this Stands, this gains +3000 for the turn.
 EB04/025 Nova Grappler/Warbeast No Trigger
 G1

Raizer Custom
 [C] [(V)/(R)]: During your turn, if a "Battleraiser" is in the back row and in the same column as this, this gains +6000 Pow.
 EB04/026 Nova Grappler/Battroid No Trigger
 G1

Beast Deity, White Tiger
 [A]: When another ::Nova Grappler:: Rides on this, you may call this to (R).
 [S] [(R)]: [CB: (1). Put this in Soul] When this Boosts a ::Nova Grappler:: and the attack hits a VG, may pay. If so, choose 1 of your ::Nova Grappler:: RGs with "Beast Deity" in the name and Stand it.
 EB04/027 Nova Grappler/Battroid No Trigger
 G0

Death Army Pawn
 [A]: When another ::Nova Grappler: Rides on this, you may Call this to (R).
 [S] [(R)]: [Rest 1 of your other RGs with "Death Army" in name] If you have a ::Nova Grappler:: VG, this gains +2000 Pow for the turn.
 EB04/028 Nova Grappler/Battroid No Trigger
 G0

Minimum Raizer
 --No Text--
 EB04/029 Nova Grappler/Battroid T: Critical
 G0

Three Minutes
 --No Text--
 EB04/030 Nova Grappler/Human T: Draw
 G0

The Gong
 --No Text--
 EB04/031 Nova Grappler/Walkaroid T: Draw
 G0

Wall Boy
 (you may have no more than 4 ::Heal Trigger:: in your Deck)
 EB04/032 Nova Grappler/Battroid T: Heal
 G0

Red Lightning
 [S] [(R)]: [Put this in Soul] If you have a ::Nova Grappler:: VG, choose up to 1 card in your Damage Zone and turn it face-up.
 EB04/033 Nova Grappler/Alien T: Critical
 G0

Turboraizer
 [A]: When another ::Nova Grappler:: Rides on this, you may call this to an (R).
 [A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.
 EB04/034 Nova Grappler/Battroid T: Stand
 G0

Battleraiser
 [A]: When another ::Nova Grappler:: Rides on this, you may call this to an (R).
 [A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.
 EB04/035 Nova Grappler/Battroid T: Stand
 G0

Perfectraizer
 [C] [(V)/(R)]: If you have no other unit with "raizer" in name, this gets +2000 Pow.
 [C] [(V)]: During your turn, for each card with "raizer" in the name in your Soul, this gains +3000 Pow. If there are 4 or more, this gains +1 Crit.
 [A]: When this is placed to (V), put all your Rear-guards with "raizer" in the name in your Soul.
 EB04/S01 Nova Grappler/Battroid No Trigger
 G3

Unbounded Erosion Form, Death Army Cosmolord
[S] [(V)] [LB:(4)]: [CB: (2)] Stand all your ::Nova Grappler::
RGs. If you Stand more than 4 units this way, this gains +1
Crit this turn. This ability cannot be used again this turn.
[S] [(V)]: [Rest 2 of your units with "Death Army" in name]
This gains +5000 Pow for the turn.

EB04/S02 Nova Grappler/Alien No Trigger

G3



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