

**King of Knights, Ezel**

[S] [(V)]: [CB: (2)] Search your LB for up to 1 card with "Alfred" in name and Ride it Standing, and shuffle your LB. If a card is Ridden this way, choose 1 of your VGs, and that unit gains +5000 Pow for the turn.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0201 Royal Paladin/Human No Trigger

G3

**Brawler, Plasma Claw Dragon**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have a VG with "Brawler" in name, SC: (1), and choose a card in your Damage Zone and turn it face-up.

PR/0202 Narukami/Thunder Dragon No Trigger

G2

**Star-Vader of Setting Sun, Darmstadtium**

[A] [LB:(4)]: [Discard a Grade 3 or higher card from your hand] When your ::Link Joker:: unit Rides on this, may pay. If so, choose up to 3 of your Opp.'s RGs and Lock them, and choose 1 of your VGs, and that unit gains +10000 Pow for the turn.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0203 Link Joker/Cyberoid No Trigger

G3

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**Seeker of Courage, Als**

[A] [(V)/(R)]: When this hits a VG with an attack, choose a card in your Damage Zone and turn it face-up.

PR/0204 Royal Paladin/Human No Trigger

G2

**Tiny Pugilist, Kuron**

[A]: When your other ::Gold Paladin:: unit Rides on this, you may Call this to (R).  
 [S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Gold Paladin::, reveal it, put it in your hand, and shuffle your LB.

PR/0205 Gold Paladin/Giant No Trigger

G0

**Connected Black Rings, Pleiades**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Link Joker::, reveal it, put it in your hand, and shuffle your LB.

PR/0206 Link Joker/Cyberoid No Trigger

G0

Promos (0201-0250)

**Majestic Liberator, Dawner**

[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Bluish Flame Liberator, Percival", reveal it, put it in your hand, and shuffle your LB.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0207 Gold Paladin/Human No Trigger

G3

**Star-Vader, Morion Star Dragon**

[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Star-Vader, Garnet Star Dragon", reveal it, put it in your hand, and shuffle your LB.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0208 Link Joker/Cyber Dragon No Trigger

G3

**Inviting Witch, Aldora**

[A] [(V)/(R)]: [CB: (1) - card with "Witch" in name] When this hits a VG with an attack, may pay. If so, choose 1 of your Opp.'s (R)s with a RG, your Opp. reveals the top 5 cards of his or her LB and chooses 1 Grade 0 card among them and Call it to that (R), and shuffle that LB.

PR/0209 Shadow Paladin/Elf No Trigger

G2

**Sacred Regalia of Dusk, Hesperis**

[A]: When this is placed from Soul to the DZ, choose 1 of your VGs, and it gains "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

PR/0210 Genesis/Noble No Trigger

G2

**Perdition Dragon, Vicious Dragon**

[A]: [CB: (1)] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RGs in the same column as this and Retire it.

PR/0211 Kagero/Flame Dragon No Trigger

G3

**Ancient Dragon, Geoconda**

[A]: [SB: (2)] When this is placed to (R), may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.

PR/0212 Tachikaze/Dino Dragon No Trigger

G1

**Predition Dragon Knight, Elhaam**

[A] [(R)]: When your VG **Legions**, choose 1 of your Opp.'s RGs in the same column as this and Retire it.

PR/0213 Kagero/Human No Trigger

G2

**Liberator of Dignity, Eridulus**

[A]: When this is placed from the LB to (R), if your VG is **Legioned**, this gains +5000 Pow for the turn.

PR/0214 Gold Paladin/Human No Trigger

G2

**Light Blocking Star-Vader, Sulfur**

[A] [(R)]: [CB: (1), Put this in your Soul] During your Opp.'s End Phase, when your Opp.'s Locked card is Unlocked, may pay. If so, Lock that unit.

PR/0215 Link Joker/Cyberoid No Trigger

G2

**Dragonic Overlord**

[C] [(V)/(R)]: If you do not have another ::Kagero:: VG or RG, this gets -2000 Pow.  
 [S] [(V)/(R)]: [CB: (3)] For the turn, this gains +5000 Pow, gains "[A] [(V)/(R)]: When this unit hits an Opp.'s RG, Stand this.", and loses Twin Drive.

PR/0216 Kagero/Flame Dragon No Trigger

G3

**Eraser, Gauntlet Buster Dragon**

[A] [(V)] [LB:(4)]: When an Opp.'s RG is placed in the DZ via effects of your cards, this gains +3000 Pow/+1 Crit for the turn.  
 [S] [(V)]: [CB: (2) - cards with "Eraser" in name] Your Opp. chooses 1 of his or her RGs and Retires it.  
 [C] [(V)/(R)]: Lord

PR/0217 Narukami/Thunder Dragon No Trigger

G3

**Ultimate Raizer, Mega Flare**

[S] [(V)]: [Legion 20000] "Ultimate Raizer, Dual Flare"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, and you have 4 or more Rested units, this gains +1 Crit for the battle.  
 [A] [(V)]: When this attacks a VG, if you have another unit with "Raizer" in name in your Center Column, choose 1 of your RGs and Stand it.

PR/0218 Nova Grappler/Battroid No Trigger

G3

### CEO Amaterasu

[C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +4000 Pow.  
[A] [(V)]: At the start of your MP, SC: (1), look at the top card of your LB and put it either on top or bottom of the LB.  
[A] [(V)/(R)]: [SB: (8), CB (5)] When this hits with an attack, may pay. If so, draw up to 5 cards.  
*PR/0219 Oracle Thinktank/Noble No Trigger*

G3

### Blaster Dark Revenger "Abyss"

[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

*PR/0220 Shadow Paladin/Human No Trigger*

G2

### Pure Heart Jewel Knight, Ashley

[A] [LB:(4)]: When a ::Royal Paladin:: Rides on this, choose 1 of your VGs, and tt gains +10000 Pow/+1 Crit for the turn.  
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.  
[C] [(V)/(R)]: Lord  
*PR/0221 Royal Paladin/Elf No Trigger*

G3

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### Blaster Blade

[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and retire it.  
[A]: [CB: (2)] When this is placed to (R), if you have a ::Royal Paladin:: VG, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and retire it.

*PR/0222 Royal Paladin/Human No Trigger*

G2

### Seeker, Light Sabre Dragon

[S] [(V)]: [Legion 20000] "Seeker, Light Breath Dragon"  
[S] [(V)]: [CB: (2) - cards with "Seeker" in name] If this is **Legioned**, choose up to 3 of your units, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.  
[A] [(V)]: [Discard a card from your hand] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 card with "Seeker" in name and Call it to (R), and shuffle your LB.

*PR/0223 Royal Paladin/Cosmo Dragon No*

G3

### Seeker, Light Breath Dragon

[A] [(R)]: When this hits a VG with an attack, if you have a VG with "Seeker" in name, choose 1 of your other units, and it gains +5000 Pow for the turn.

*PR/0224 Royal Paladin/Cosmo Dragon No*

G2

Promos (0201-0250)

### Holy Edge Celestial, Malkidael

[S] [(V)]: [Legion 20000] "Overdose Celestial, Asmodel"  
[C] [(V)]: During your turn, if this is **Legioned**, all your units in the Front Row gain +2000 Pow. Then, if there's a face-up card in your Damage Zone with the same name as a card in your (V), all your units in the Front Row gain +2000 Pow.  
[A] [(V)]: When this attacks a VG, if you have another unit in the Center Column, this gains +3000 Pow for the battle.

*PR/0225 Angel Feather/Angel No Trigger*

G3

### Overdose Celestial, Asmodel

[A] [(R)]: [CB: (1), Put this in the Damage Zone] When this hits a VG with an attack, may pay. If so, choose a face-up card in your Damage Zone not named "Overdose Celestial, Asmodel" and Call it to (R).

*PR/0226 Angel Feather/Angel No Trigger*

G2

### Onmyo Ninja Fiend, Seimei

[S] [(V)]: [Legion 20000] "Phantasm Ninja Fiend, Kuznoha"  
[S] [(V)]: [CB: (1)] If this is **Legioned**, choose a card in your (V), search your LB for up to 2 cards with the same name as that card and Call them to separate (R)s, shuffle your LB, and at the end of the turn, put the units Called this way on the bottom of the LB in any order.  
[C] [(V)]: During your turn, if you have a RG with the same name as a unit in your (V), this gains +3000 Pow.

*PR/0227 Murakumo/Demon No Trigger*

G3

### Phantasm Ninja Fiend, Kuznoha

[A]: [SB: (1)] When this is placed to (R), if your VG is **Legioned**, may pay. If so, choose 1 of your RGs not named "Phantasm Ninja Fiend, Kuznoha", search your LB for up to 1 card with the same name as that card and Call it to (R), shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB.

*PR/0228 Murakumo/Demon No Trigger*

G2

### Cracking Beast Tamer

[S] [(V)]: [Legion 20000] "Barking Sky Tiger"  
[A] [(V)]: [CB: (2)] When this **Legions**, may pay. If so, SC: (2), and choose up to 3 cards in your Soul and Call them to separate (R)s.  
[A] [(V)]: When your unit is placed from Soul to (R), this gains +3000 Pow for the turn.

*PR/0229 Pale Moon/Human No Trigger*

G3

### Barking Sky Tiger

[A] [(R)]: When your other unit is placed from Soul to (R), if your VG is **Legioned**, this gains +3000 Pow for the turn.

*PR/0230 Pale Moon/Chimera No Trigger*

G2

### Machining Taranchula Mk. II

[S] [(V)]: [Legion 20000] "Machining Hornet Mk. II"  
[A] [(V)]: [CB: (1)] When this Drive Checks a unit with the same name as a card in your (V), if this is **Legioned**, may pay. If so, choose all of your Opp.'s VGs, and those units do not Stand during your Opp.'s next Stand Phase.  
[S] [(V)]: [SB: (2) - cards with "Machining" in name] Choose 1 of your Opp.'s RGs, and that unit does not Stand during your Opp.'s next Stand Phase.

*PR/0231 Megacolony/Insect No Trigger*

G3

### Machining Hornet Mk. II

[A]: When this is placed to (R), if your VG is **Legioned**, choose 1 of your Opp.'s RGs, and that unit does not Stand during your Opp.'s next Stand Phase.

*PR/0232 Megacolony/Insect No Trigger*

G2

### Magic Scientist, Tester Fox

[S] [(V)]: [Legion 20000] "Fantasy Scientist, Researcher Fox"  
[A] [(V)]: During your End Phase, when your RG is placed in the DZ, if this is **Legioned**, choose a card in your Damage Zone and turn it face-up. Then, if the unit placed in the DZ has the same name as a unit in your (V), draw a card, and choose up to 2 cards in your DZ and put them on the bottom of your LB in any order.  
[A] [(V)]: When this attacks a VG, you may choose 1 of your RGs and have that unit gain +4000 Pow for the turn. If a unit gains +4000 Pow this way, Retire that unit at the end of the turn.  
*PR/0233 Great Nature/Warbeast No Trigger*

G3

### Fantasy Scientist, Researcher Fox

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to the DZ, if your VG is **Legioned**, may pay. If so, choose a card in your (V), search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, and shuffle your LB.

*PR/0234 Great Nature/Warbeast No Trigger*

G2

### Detonics Drill Dragon

[A] [LB:(4)]: [CB: (2)] When this is placed to (V), may pay. If so, Retire all players' RGs.  
[C] [(V)]: During your turn, if your Opp. has no RGs, this gains +10000 Pow.

*PR/0235 Narukami/Thunder Dragon No Trigger*

G3

### Musketeer of Dandelion, Milkka

[A] [(R)]: When this Boosts a ::Neo Nectar::, if you have a ::Neo Nectar:: VG and during this turn you have shuffled your LB due to an effect of your card, the Boosted unit gains +3000 Pow for the battle.

*PR/0236 Neo Nectar/Bioroid No Trigger*

G1

[S] ([V]): [Legion 20000] "Dream Team, Dios"  
 [A] ([V]): When your unit is returned from (R) to hand, if this is **Legioned**, this gains +5000 Pow for the turn.  
 [S] ([V]): [CB: (1), SB: (1)] Choose 1 of your RGs and return it to your hand. This ability cannot be used again for the turn.

**G3**

[A] [(V)] [LB:(4)]: The end of the battle in which this attacked a VG, you may choose 1 Grade 3 ~ Bermuda Triangle: in your hand and Ride it Rested. If so, choose 1 "Kigurumi Idol, Alc" in your Soul and put it in your hand, and draw a card.

[A]: [SB: (1)] When this is placed to (V), may pay. If so, choose up to 1 of you ~ Bermuda Triangle: RGs and return it to your hand, and this gains +5000 Pow for the turn.

[C] [(V)/(R)): Lord

**G3**

[S] ([V]) [LB:(4)]: [CB: (1), SB: (1)] Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand, and this gains +3000 Pow for the turn. You may choose up to 1 card with "Coral" in your hand and put it in Soul. If so, draw 2 cards. This ability cannot be used again this turn.

[C] ([V]): If "Aurora Star, Coral" in your Soul, this gains +2000 Pow.

[C] ([v]/(R)): Lord

**G3**

[C] [(V)]: If "Super Idol. Riviere" is in your Soul, this gains +1000 Pow.

[A] [(V)]: [CB: (2), Discard a "Top Idol, Riviere" from your hand] When this hits a VG with an attack, may pay. If so, choose up to 3 of your ::Bermuda Triangle:: RGs. Those units gain +5000 Pow for the turn.

**G3**

[A] [LB:4G]: When another :Bermuda Triangle: Rides on this, choose 1 of your VGs, and it gains +10000 Power and [A] [V]: When your :Bermuda Triangle: is returned from (R) to hand, search your LB for up to 1 :Bermuda Triangle: and Call it to (R), and shuffle your LB. This ability cannot be used again for the turn." for the turn.

[S] [Soul]: [CB: 1], choose 1 "Top Idol, Pacifica" in your (R) and put it in Soul] Put this in your hand, and choose up to 1 of your :Bermuda Triangle: RGs and return it to your hand.

**G3**

[A] [(V): [Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand] When the Drive Check of this reveals a Grade 3 ::Bermuda Triangle::, may pay. If so, choose up to 1 ::Bermuda Triangle:: in your hand and Call it to a vacant (R).

**G3**

[A]: When this is returned from (R) to hand, if your VG is **Legioned**, SC: (1), and choose a card in your Damage Zone and turn it face-up.

## G2

[A] [(R)]: When this hits a VG with an attack, if your VG is **Legioned**, draw a card.

## G2

[A] [(R)]: When this Boosts a VG, if your VG is **Legioned**, the Boosted unit gains +4000 Pow for the battle.

**G1** |

[A] [(V)/(R)]: When this hits a VG with an attack, choose a card in your Damage Zone and turn it face-up.

## G2

[A] [(R)]: When your VG **Legions**, choose 1 of your Opp.'s RGs in the same column as this and Retire it.

## G2

[A]: [SB: (2)] When this is placed to (R), may pay.  
If so, draw a card.

**G1**

[A] [(V)] [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, may pay. If so, search your LB for up to X cards with "Jewel Knight" in name, where X is this unit's Crit value, and Call them to separate (R)s, and shuffle your LB.

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

**G3**


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