

Pure Heart Jewel Knight, Ashley
 [A] [LB:(4)]: When a ::Royal Paladin:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and +1 Crit until end of turn.
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.
 [C] [(V)/(R)]: Lord
 BT10/001 Royal Paladin/Elf No Trigger

G3

Leading Jewel Knight, Salome
 [A] [(V)] [LB:(4)]: When this attacks, if you have 4 or more RGs with "Jewel Knight" in the name, this gains +2000 Pow and +1 Crit for the battle.
 [S] [(V)]: [CB: (2) - Cards with "Jewel Knight" in name] Search your LB for up to 1 card with "Jewel Knight" in name and Call it to (R). Shuffle your LB.
 BT10/002 Royal Paladin/Elf No Trigger

G3

Liberator of the Round Table, Alfred
 [C] [(V)] [LB:(4)]: During your turn, for each RG you have with "Liberator" in name, this gains +2000 Pow.
 [S] [(V)]: [CB: (2) - Cards with "Jewel Knight" in name]: Look at the top card of your LB and search for up to 1 ::Gold Paladin:: and Call it to a vacant (R). Put the rest on bottom of the LB.
 [C] [(V)/(R)]: Lord
 BT10/003 Gold Paladin/Human No Trigger

G3

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Queen of Prophecy, Himiko
 [A] [LB:(4)]: When a ::Genesis:: Rides on this, choose up to 2 of your ::Genesis:: RGs. They gain +5000 Pow for the turn. Choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)] [SB:(3)]" When this attacks a VG, may pay. If so, draw 1 card" until end of turn.
 [A] [(V)]: When this attacks a VG, SC:(1), and this gains +1000 Pow until end of turn.
 [C] [(V)/(R)]: Lord
 BT10/004 Genesis/Noble No Trigger

G3

Goddess of Eternity, Iwanagahime
 [S] [(V)] [LB:(4)]: [SB:(6)] Retire all your Opp.'s Front Row RGs.
 [S] [(V)] [SB:(3)] This gains +5000 Pow until the end of turn.
 [C] [(V)/(R)]: Lord
 BT10/005 Genesis/Noble No Trigger

G3

Eraser, Dragonic Descendant
 [A] [(V)] [LB:(4)]: [CB: (1), discard 3 cards with "Eraser" in their name from hand] At the end of the battle in which this attacked, if this didn't hit, may pay. If so, Stand this, and this gains +1 Crit for the turn. You cannot use this ability again this turn.
 [S] [(V)]: [CB: (2) - cards with Eraser in name] This gains +5000 Pow until end of turn.
 [C] [(V)/(R)]: Lord
 BT10/006 Narukami/Thunder Dragon No Trigger

G3

Set 10: Triumphant Return of the King of Knights Booster Pack

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
 BT10/007 Narukami/Thunder Dragon No Trigger

G3

Beast Deity, Ethics Buster
 [A] [LB:(4)]: When a ::Nova Grappler:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: When this unit attacks a VG, stand all ::Nova Grappler:: RGs in your Front Row" until end of turn.
 [A] [(V)]: When this is Boosted by a ::Nova Grappler::, it gains +2000 Pow until end of battle.
 [C] [(V)/(R)]: Lord
 BT10/008 Nova Grappler/Battroid No Trigger

G3

Dogmatize Jewel Knight, Sybil
 [A] [CB: (2)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 1 or lower unit with "Jewel Knight" in name and Call it to (R). Shuffle your LB.
 BT10/009 Royal Paladin/Giant No Trigger

G2

Flashing Jewel Knight, Iseult
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard 1 ::Royal Paladin:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Royal Paladin:: being attacked. That unit cannot be hit for the battle.
 BT10/010 Royal Paladin/Human No Trigger

G1

Halo Liberator, Mark
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard 1 ::Gold Paladin:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Gold Paladin:: being attacked. That unit cannot be hit for the battle.
 BT10/011 Gold Paladin/Human No Trigger

G1

Flute Liberator, Eskrad
 [A] [(V)/(R)]: [CB: (1) - card with "Liberator" in name]: When this hits a VG with an attack, if you have a Gold Paladin VG, may pay. If so, look at 1 card from top of your LB and search for up to 1 ::Gold Paladin:: and Call it to vacant (R). Put the rest on bottom of your LB.
 BT10/012 Gold Paladin/Human No Trigger

G2

Moonlight War Diety, Artemis
 [A] [(V)] [LB:(4)]: [SB: (3)] When this attacks a VG, may pay. If so, draw 2 cards, choose 1 card in your hand and move to soul, and this gains +5000 Pow for the battle.
 [C]: If "Twilight Hunter, Artemis" in in your Soul, this gains +1000 Pow.
 BT10/013 Genesis/Noble No Trigger

G3

Broom Witch, Callaway
 [A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Genesis:: VG, may pay. If so, draw 1 card.
 BT10/014 Genesis/Human No Trigger

G2

Volunteering Goddess, Kushinada
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard 1 ::Genesis:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Genesis:: being attacked. That unit cannot be hit for the battle.
 BT10/015 Genesis/Noble No Trigger

G1

Eraser of Royalty, Zuitan
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have a VG with "Eraser" in name, choose a card in your Damage Zone and turn it face-up, and SC: (1).
 BT10/016 Narukami/Human No Trigger

G2

Eraser Wyvern Guard, Guld
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard 1 ::Narukami:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Narukami:: being attacked. That unit cannot be hit for the battle.
 BT10/017 Narukami/Wing Dragon No Trigger

G1

Grateful Catapult
 [A] [LB:(4)]: [CB: (2), Discard 1 "Grateful Catapult" from your hand] When this attacks a VG, may pay. If so, search your LB for up to 2 ::Spike Brothers:: and Call them to vacant (R)s. Shuffle your LB.
 [C]: Lord
 BT10/018 Spike Brothers/Ogre No Trigger

G3

Bad End Dragger

[A] [LB:(4)] When a ::Spike Brothers:: Rides on this, choose 1 of your VGs. It gains +10K and "[A] [(V)]: When your ::Spike Brothers:: RG attacks, that unit gains +10000 Pow until end of Battle, and at the end of the battle, put that unit on bottom of the LB." until end of turn.
 [A] [(V)]: When this is Boosted by a ::Spike Brothers::, this gains +2000 Pow for the battle.
 [C]: Lord

BT10/019 Spike Brothers/Demon No Trigger

G3

Cheer Girl, Marilyn

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard 1 ::Spike Brothers:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Spike Brothers:: being attacked. That unit cannot be hit for the battle.

BT10/020 Spike Brothers/Succubus No Trigger

G1

Dignified Silver Dragon

[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 ::Royal Paladin:: VG, this gains +2000 Pow for the battle.

BT10/021 Royal Paladin/Cosmo Dragon No

G3

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Fellowship Jewel Knight, Tracy

[A] [(R)]: When this attacks, if you have 3 or more other RGs with "Jewel Knight" in name, this gains +3000 Pow for the battle.

BT10/022 Royal Paladin/Elf No Trigger

G2

Jewel Knight, Prizmi

[A] [Discard 1 card from your hand] When this is placed to (R), if you have 3 or more other RGs with "Jewel Knight" in name, may pay. If so, draw 1 card.

BT10/023 Royal Paladin/Hi-Beast No Trigger

G1

Dreaming Jewel Knight, Tiffany

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [S] [(R)]: [Move this to Soul] Choose up to 2 of your RGs with "Jewel Knight" in name. They gain +3000 Pow for the turn.

BT10/024 Royal Paladin/Elf No Trigger

G0

Set 10: Triumphant Return of the King of Knights Booster Pack

Speedy Liberator, Yosef

[A]: [SB: (1) - card with "Liberator" in name] When this is placed from LB to (R), if you have a VG with "Liberator" in name, may pay. If so, draw a card.

BT10/025 Gold Paladin/Human No Trigger

G1

Wingal Liberator

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)]: [Move this to Soul] When this Boosts a unit with "Liberator" in name and the attack hits a VG, may pay. If so, choose 1 "Blaster Blade Liberator" from your Soul and Call it to a vacant (R).

BT10/026 Gold Paladin/Hi-Beast No Trigger

G0

Wolf Witch, Saffron

[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 ::Genesis:: VG, this gains +2000 Pow for the battle.

BT10/027 Genesis/Human No Trigger

G3

Battle Maiden, Izunahime

--No Text--

BT10/028 Genesis/Noble No Trigger

G2

Battle Maiden, Sahohime

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have a ::Genesis:: VG, may pay. If so, SC: (3).

BT10/029 Genesis/Noble No Trigger

G2

Twilight Hunter, Artemis

[C] [(V)]: If you have "Bowstring of the Universe, Artemis" in your Soul, this gains +1000 Pow.
 [A] [(V)]: When this hits a VG with an attack, SC: (2), and if "Bowstring of the Universe, Artemis" is in your soul, SC: (2).

BT10/030 Genesis/Noble No Trigger

G2

Battle Maiden, Tatsutahime

[A] [(R)]: [CB: (2)] When this boosts a ::Genesis:: and the attack hits a VG with an attack, may pay. If so, SC: (3).

BT10/031 Genesis/Noble No Trigger

G1

Battle Maiden, Tamayorihime

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)]: [CB: (2)] When this boosts a ::Genesis:: and the attack hits a VG with an attack, may pay. If so, SC: (3).

BT10/032 Genesis/Noble No Trigger

G0

Star Shooting Bow, Artemis

[A]: When "Bowstring of the Universe, Artemis" Rides on this, look at up to 7 cards from top of your LB and choose up to 1 of either "Twilight Hunter, Artemis" or "Moonlight War Diety, Artemis", reveal it, and put it in your hand. Shuffle your Library.
 [A]: When a ::Genesis:: unit that isn't "Bowstring of the Universe, Artemis" Rides on this, you may Call this to (R).

BT10/033 Genesis/Noble No Trigger

G0

Battle Diety General, Dime

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.
 [S] [(V)/(R)]: [SB: (8), CB: (5)] For each ::Narukami:: RG you have, choose 1 of your Opp.'s RGs and Retire it.

BT10/034 Narukami/Human No Trigger

G3

Dual Gun Eraser, Hakushou

[A] [(R)]: When an Opp.'s RG is placed in the DZ via effects of your cards, if you have a VG with "Eraser" in name, this gains +3000 Pow for the turn.

BT10/035 Narukami/Human No Trigger

G2

Eraser Saucercannon Wyvern

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Narukami:: VG, may pay. If so, choose an Opp.'s Front Row RG and Retire it, and your Opp. draws a card.

BT10/036 Narukami/Wing Dragon No Trigger

G2

Spirit Fire Eraser, Castor

[A] [Discard 1 card from your hand] When this is placed to (R), if you have a ::Narukami:: VG and your Opp. has 2 or fewer RGs, may pay. If so, draw 1 card.

BT10/037 Narukami/Sylph No Trigger

G1

Crouching Dragon Eradicator, Rinchuu

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [CB: (1), Move this to Soul] When this Boosts a unit with "Eraser" in name and the attack hits a VG, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

BT10/038 Narukami/Human No Trigger

G0

Armored Heavy Gunner

[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 ::Nova Grappler:: VG, this gains +2000 Pow for the battle.

BT10/039 Nova Grappler/Battroid No Trigger

G3

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Beast Deity, Hatred Chaos

[A] [(R)]: When this attacks, if you have a VG with "Beast Deity" in name, this gains +3000 Pow for the battle.

BT10/040 Nova Grappler/Battroid No Trigger

G2

Rabbit Haus

[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 ::Spike Brothers:: VG, this gains +2000 Pow for the battle.

BT10/041 Spike Brothers/Golem No Trigger

G3

Dudley Mason

[A] [(V)/(R)]: [CB: (1), Put a ::Spike Brothers:: from your hand to Soul] When this hits a VG with an attack, if you have a ::Spike Brothers:: VG, may pay. If so, search your LB for up to 1 ::Spike Brothers:: and Call it to a vacant (R). Shuffle your LB.

BT10/042 Spike Brothers/Giant No Trigger

G2

Set 10: Triumphant Return of the King of Knights Booster Pack

Knight of Exploding Axe, Gornman

[A] [(R)]: When your Grade 3 ::Royal Paladin:: is placed to (V), this gains +10000 Pow for the turn.

BT10/043 Royal Paladin/Elf No Trigger

G3

Knight of Hard Bones, Idel

[A] [(V)/(R)]: [CB: (1) - ::Royal Paladin:] When this attacks, if you have a ::Royal Paladin:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT10/044 Royal Paladin/Human No Trigger

G2

Knight of Delicacy, Claudine

[A] [(V)/(R)]: When this attacks, if you have a ::Royal Paladin:: VG or RG with [LB:(4)], this gains +3000 Pow for the battle.

BT10/045 Royal Paladin/Human No Trigger

G2

Stinging Jewel Knight, Sherry

[A] [(R)]: When this attacks, if you have 3 or more other RGs with "Jewel Knight" in name, this gains +3000 Pow for the battle.

BT10/046 Royal Paladin/Elf No Trigger

G1

Rushgal

[A] [(R)]: [CB: (1)] When this Boosts a ::Royal Paladin:: with [LB:(4)], may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT10/047 Royal Paladin/Hi-Beast No Trigger

G1

Jewel Knight, Glitmi

--No Text--

BT10/048 Royal Paladin/Hi-Beast T: Stand

G0

Blazing Jewel Knight, Rochelle

--No Text--

BT10/049 Royal Paladin/Elf T: Critical

G0

Primugal

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosts a ::Royal Paladin:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw a card.

BT10/050 Royal Paladin/Hi-Beast No Trigger

G0

Devoting Jewel Knight, Tabitha

--No Text--

BT10/051 Royal Paladin/Human T: Draw

G0

Ardent Jewel Knight, Polly

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

BT10/052 Royal Paladin/Human T: Heal

G0

Moongal

[A] [(R)]: When your Grade 3 ::Gold Paladin:: is placed to (V), this gains +10000 Pow for the turn.

BT10/053 Gold Paladin/Hi-Beast No Trigger

G3

Knight of Far Arrows, Sapphiel

[A]: When this is placed from LB to (R), if you have a ::Gold Paladin:: VG, choose a card in your Damage Zone and turn it face-up, and SC: (1).

BT10/054 Gold Paladin/Human No Trigger

G2

Knight of Shattered Rocks, Seigfreids
 [A] [(V)/(R)]: [CB: (1) - ::Gold Paladin:] When this attacks, if you have a ::Gold Paladin:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT10/055 Gold Paladin/Giant No Trigger

G2

Guiding Falconi
 [A] [(R)]: [CB: (1)] When this Boosts a ::Gold Paladin:: with [LB:(4)], may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT10/056 Gold Paladin/Elf No Trigger

G1

Liberator, Flaremane Stallion
 [A] [(R)] [SB: (1)] When this Boosts "Liberator of the Round Table, Alfred", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT10/057 Gold Paladin/Hi-Beast No Trigger

G1

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Holy Squire, Eneid
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)]: [Move this to Soul] When this Boosts a ::Gold Paladin:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw 1 card.

BT10/058 Gold Paladin/Human No Trigger

G0

Liberator of Hope, Epona
 --No Text--

BT10/059 Gold Paladin/Sylph T: Critical

G0

Flogal Liberator
 --No Text--

BT10/060 Gold Paladin/Hi-Beast T: Stand

G0

Set 10: Triumphant Return of the King of Knights Booster Pack

Scheduler Angel
 [A] [(V)/(R)]: When this is Boosted by ::Genesis::, this gains +2000 Pow for the battle.

BT10/061 Genesis/Angel No Trigger

G3

Maesguard, Antares
 [A] [(R)]: When your Grade 3 ::Genesis:: is placed to (V), this gains +10000 Pow for the turn.

BT10/062 Genesis/Battlroid No Trigger

G3

Clever Jake
 [A] [(V)/(R)]: [CB: (1) - ::Genesis:] When this attacks, if you have a ::Genesis:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT10/063 Genesis/Ghost No Trigger

G2

Owl Witch, Paprika
 [A] [(V)/(R)]: When this is Boosted by a ::Genesis:: VG or RG with [LB:(4)], this gains +3000 Pow for the battle.

BT10/064 Genesis/Human No Trigger

G2

Maesguard, Orion
 [C] [(V)/(R)]: During your turn, if "Maesguard, Sirius" is in your Soul, this gains +3000 Pow.

BT10/065 Genesis/Battlroid No Trigger

G2

Battle Maiden, Mihikarihime
 --No Text--

BT10/066 Genesis/Noble No Trigger

G1

Bowstring of the Universe, Artemis
 [C] [(V)]: If "Star Shooting Bow, Artemis" is in your Soul, this gains +1000 Pow.
 [A]: When a Grade 2 ::Genesis:: that isn't "Twilight Hunter, Artemis" Rides on this, if you have "Star Shooting Bow, Artemis" in your Soul, look at up to 7 cards from top of your LB and search up to 1 "Twilight Hunter, Artemis" and Ride it. Shuffle your LB.

BT10/067 Genesis/Noble No Trigger

G1

Cat Witch, Cumin
 [A]: When this is played to (V) or (R), if you have a ::Genesis:: VG, you may SC: (1).

BT10/068 Genesis/Human No Trigger

G1

Snipe Snake
 [A] [(R)]: [CB: (1)] When this Boosts a ::Royal Genesis:: with [LB:(4)], may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT10/069 Genesis/Hi-Beast No Trigger

G1

Maesguard, Sirius
 [C] [(V)/(R)]: During your turn, if "Maesguard, Orion" is in your Soul, this gains +3000 Pow.

BT10/070 Genesis/Battlroid No Trigger

G1

Cluster Hamster
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)]: [Move this to Soul] When this Boosts a ::Genesis:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw 1 card.

BT10/071 Genesis/Hi-Beast No Trigger

G0

Cyber Tiger
 --No Text--

BT10/072 Genesis/Hi-Beast T: Critical

G0

Battle Maiden, Kukurihime
 [S] [(R)]: [Put this in Soul] Choose up to 1 of your
 ::Genesis:: That unit gains +3000 Pow for the
 turn.

BT10/073 Genesis/Noble T: Critical

G0

Bandit Danny
 --No Text--

BT10/074 Genesis/Ghost T: Draw

G0

Fancy Monkey
 --No Text--

BT10/075 Genesis/Hi-Beast T: Draw

G0

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Spark Cockerel
 --No Text--

BT10/076 Genesis/Hi-Beast T: Stand

G0

Patrol Guardian
 --No Text--

BT10/077 Genesis/Battroid T: Stand

G0

Big Pot Witch, Laurie
 (you may have no more than 4 ::Heal Trigger:: in
 your Deck)

BT10/078 Genesis/Human T: Heal

G0

Set 10: Triumphant Return of the King of Knights Booster Pack

Demonic Dragon Berserker, Shandira
 [A] [(R)]: When your Grade 3 ::Narukami:: is
 placed to (V), this gains +10000 Pow for the turn.

BT10/079 Narukami/Dragonman No Trigger

G3

Bloodaxe Dragoon
 [A] [(V)/(R)]: [CB: (1) - ::Narukami::] When this
 attacks, if you have a ::Narukami:: VG, may pay. If
 so, this gains +4000 Pow for the battle.

BT10/080 Narukami/Human No Trigger

G2

Demonic Dragon Mage, Majira
 [A]: When this is placed to (R), choose 1 of your
 other ::Narukami:: That unit gains +2000 Pow for
 the turn.

BT10/081 Narukami/Dragonman No Trigger

G2

Eraser of Sword Dance, Hisen
 [A] [(R)]: [SB: (1)] When this Boosts "Eraser,
 Dragonic Descendent", may pay. If so, the
 Boosted unit gains +5000 Pow for the battle.

BT10/082 Narukami/Dragonman No Trigger

G1

Dragon Dancer, Agnes
 [A] [(R)]: [CB: (1)] When this Boosts a ::Narukami::
 with [LB:(4)], may pay. If so, the Boosted unit
 gains +3000 Pow for the battle.

BT10/083 Narukami/Human No Trigger

G1

Eraser of Thunder Fists, Doughi
 [A] [(R)]: [SB: (1)] When this Boosts "Eraser,
 Gauntlet Buster Dragon", may pay. If so, the
 Boosted unit gains +5000 Pow for the battle.

BT10/084 Narukami/Dragonman No Trigger

G1

Eraser, Strikedagger Dragon
 [A]: Forerunner (When Ridden on by a unit of the same
 clan, may Call to (R))
 [S] [(R)]: [Move this to Soul, choose 1 "Eraser of Sword
 Dance, Hisen" from your (R) and put it in Soul] If "Eraser
 of Royalty, Zuitan" is in your (V), search your LB for up to
 1 "Eraser, Dragonic Descendant" and Ride it. Shuffle your
 LB.
 BT10/085 Narukami/Thunder Dragon No Trigger

G0

Thundering Djinn
 [A]: Forerunner (When Ridden on by a unit of the
 same clan, may Call to (R))
 [A] [(R)]: [Put this in Soul] When this Boosts a
 ::Narukami:: with [LB:(4)] and the attack hits a VG,
 may pay. If so, draw a card.

BT10/086 Narukami/Demon No Trigger

G0

Eraser of Heavenly Lance, Brooks
 --No Text--

BT10/087 Narukami/Human T: Critical

G0

Eraser, Spyeeye Wyvern
 --No Text--

BT10/088 Narukami/Wing Dragon T: Stand

G0

Bloody Rain
 [A] [(V)/(R)]: When this attacks, if you have a
 ::Nova Grappler:: VG or RG with [LB:(4)], this
 gains +3000 Pow for the battle.

BT10/089 Nova Grappler/Vampire No Trigger

G2

Beast Deity, Healty Destroyer
 [A] [(V)/(R)]: [Discard a card from your hand]
 When this hits a VG with an attack, if you have a
 VG with "Beast Deity" in name, may pay. If so,
 draw a card.

BT10/090 Nova Grappler/Battroid No Trigger

G1

Machinery Angel

[A] [(R)]: [CB: (1)] When this Boosts a ::Nova Grappler:: with [LB:(4)], may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT10/091 Nova Grappler/Angel No Trigger

G1

Beast Deity, Riot Horn

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: When another unit with "Beast Deity" in name in the same column as this Stands, Stand this.

BT10/092 Nova Grappler/Battroid No Trigger

G0

Battlearm Leprechaun

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosts a ::Nova Grappler:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw a card.

BT10/093 Nova Grappler/Elf No Trigger

G0

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Anti-Battroid Gunner

[A] [(R)]: When your Grade 3 ::Spike Brothers:: is placed to (V), this gains +10000 Pow for the turn.

BT10/094 Spike Brothers/Ogre No Trigger

G3

Blow Kiss Olivia

[A] [(R)]: [SB: (2)] When this hits a VG with an attack, if you have a ::Spike Brothers:: VG, may pay. If so, choose an Opp.'s Front Row RG and Retire it, and put this on bottom of the LB.

BT10/095 Spike Brothers/Succubus No Trigger

G2

Go For Break

[A] [(V)/(R)]: [CB: (1) - ::Spike Brothers:] When this attacks, if you have a ::Spike Brothers:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT10/096 Spike Brothers/Warbeast No Trigger

G2

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Charging Bill Collector

[A] [(V)/(R)]: When this attacks, if you have a ::Spike Brothers:: VG or RG with [LB:(4)], this gains +3000 Pow for the battle.

BT10/097 Spike Brothers/Ogre No Trigger

G2

Unlucky Flying Object

[A]: [Discard a card from your hand] During your Battle Phase, when this is placed to (R), if you have a ::Spike Brothers:: VG, may pay. If so, draw a card.

BT10/098 Spike Brothers/Goblin No Trigger

G1

Tyrant Receiver

[A] [(R)]: [CB: (1)] When this Boosts a ::Spike Brothers:: with [LB:(4)], may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT10/099 Spike Brothers/Ogre No Trigger

G1

Dudley Phantom

[A] [(R)]: When this Boosts a ::Spike Brothers::, the Boosted unit gains +4000 Pow for the battle, and at the end of the battle, put this on bottom of the LB.

BT10/100 Spike Brothers/Ghost No Trigger

G1

Reign of Terror, Thermidor

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: When this Boosts a ::Spike Brothers:: normal unit RG, you may give the Boosted unit +3000 Pow for the battle. If it gains +3000 Pow for the battle, put it on bottom of the LB at end of the battle.

BT10/101 Spike Brothers/Demon No Trigger

G0

Babyface Isaac

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosts a ::Spike Brothers:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw a card.

BT10/102 Spike Brothers/Human No Trigger

G0

Pure Heart Jewel Knight, Ashley

[A] [LB:(4)]: When a ::Royal Paladin:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and +1 Crit until end of turn.

[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

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

BT10/S01 Royal Paladin/Elf No Trigger

G3

Leading Jewel Knight, Salome

[A] [(V)] [LB:(4)]: When this attacks, if you have 4 or more RGs with "Jewel Knight" in the name, this gains +2000 Pow and +1 Crit for the battle.

[S] [(V)]: [CB: (2) - Cards with "Jewel Knight" in name] Search your LB for up to 1 card with "Jewel Knight" in name and Call it to (R). Shuffle your LB.

BT10/S02 Royal Paladin/Elf No Trigger

G3

Liberator of the Round Table, Alfred

[C] [(V)] [LB:(4)]: During your turn, for each RG you have with "Liberator" in name, this gains +2000 Pow.

[S] [(V)]: [CB: (2) - Cards with "Jewel Knight" in name]: Look at the top card of your LB and search for up to 1 ::Gold Paladin:: and Call it to a vacant (R). Put the rest on bottom of the LB.

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

BT10/S03 Gold Paladin/Human No Trigger

G3

Queen of Prophecy, Himiko

[A] [LB:(4)]: When a ::Genesis:: Rides on this, choose up to 2 of your ::Genesis:: RGs. They gain +5000 Pow for the turn. Choose 1 of your VGs. It gains +10000 Pow and [A] [(V)] [SB:(3)] When this attacks a VG, may pay. If so, draw 1 card until end of turn.

[A] [(V)]: When this attacks a VG, SC:(1), and this gains +1000 Pow until end of turn.

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

BT10/S04 Genesis/Noble No Trigger

G3

Goddess of Eternity, Iwanagahime

[S] [(V)] [LB:(4)]: [SB:(6)] Retire all your Opp.'s Front Row RGs.

[S] [(V)] [SB:(3)] This gains +5000 Pow until the end of turn.

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

BT10/S05 Genesis/Noble No Trigger

G3

Eraser, Dragonic Descendant

[A] [(V)] [LB:(4)]: [CB: (1), discard 3 cards with "Eraser" in their name from hand] At the end of the battle in which this attacked, if this didn't hit, may pay. If so, Stand this, and this gains +1 Crit for the turn. You cannot use this ability again this turn.

[S] [(V)]: [CB: (2) - cards with Eraser in name] This gains +5000 Pow until end of turn.

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

BT10/S06 Narukami/Thunder 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
BT10/S07 Narukami/Thunder Dragon No Trigger

G3

Beast Deity, Ethics Buster
 [A] [LB:(4)]: When a ::Nova Grappler:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: When this unit attacks a VG, stand all ::Nova Grappler:: RGs in your Front Row" until end of turn.
 [A] [(V)]: When this is Boosted by a ::Nova Grappler::, it gains +2000 Pow until end of battle.
 [C] [(V)/(R)]: Lord
BT10/S08 Nova Grappler/Battroid No Trigger

G3

Dogmatize Jewel Knight, Sybil
 [A] [CB: (2)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 1 or lower unit with "Jewel Knight" in name and Call it to (R). Shuffle your LB.
BT10/S09 Royal Paladin/Giant No Trigger

G2

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Moonlight War Diety, Artemis
 [A] [(V)] [LB:(4)]: [SB: (3)] When this attacks a VG, may pay. If so, draw 2 cards, choose 1 card in your hand and move to soul, and this gains +5000 Pow for the battle.
 [C]: If "Twilight Hunter, Artemis" in in your Soul, this gains +1000 Pow.
BT10/S10 Genesis/Noble No Trigger

G3

Wingal Liberator
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)]: [Move this to Soul] When this Boosts a unit with "Liberator" in name and the attack hits a VG, may pay. If so, choose 1 "Blaster Blade Liberator" from your Soul and Call it to a vacant (R).
BT10/S11 Gold Paladin/Hi-Beast No Trigger

G0

Blaster Blade Liberator
 [A]: [CB: (2)] When this is placed to (V) or (R), if you have a VG with "Liberator" in name, may pay. If so, choose an Opp.'s Front Row RG and Retire it.
BT10/S12 Gold Paladin/Human No Trigger

G2

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