

### Revenger, Raging Form Dragon

[A] [(V)] [LB:(4)]: [Retire 3 of your RGs with "Revenger" in name] At the end of the battle in which this attacked, may pay. If so, choose up to 1 "Revenger, Raging Form Dragon" in your hand and Ride it Standing, and choose 1 of your VGs. That VG gains +10000 Pow for the turn.  
[A] [(V)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.  
[C] [(V)/(R)]: Lord

BT12/001 Shadow Paladin/Abyss Dragon No Trigger

G3

### Wolf Fang Liberator, Galmore

[S] [(V)] [LB:(4)]: [CB: (3) - Cards with "Liberator" in name] Look at 1 card from top of your LB and search for up to 1 "Gold Paladin": and Call it to a vacant (R), and put the rest on the bottom of the LB. If you did Call a unit this way and you still have a vacant (R), repeat this effect without paying the cost.  
[A] [(V)]: [Choose 1 of your RGs with "Liberator" in name and put it on bottom of the LB] When this attacks a VG, you may pay Cost. If so, this gains +4000 Pow for the battle.  
[C] [(V)/(R)]: Lord

BT12/002 Gold Paladin/Human No Trigger

G3

### Eraser, Bowing Saber Dragon "Reverse"

[S] [(V)] [LB:(4)]: [CB: (2), Lock 2 of your RGs with "Eradicator" in name] Your Opp. chooses 2 of his or her RGs and Retire them, and this gains +10000 Pow for the turn.  
[C] [(V)]: If "Eraser, Bowing Sword Dragon" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT12/003 Narukami/Thunder Dragon No Trigger

G3

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### Heaven Conquering Demonic Dragon, Dungarii

[A] [(V)] [LB:(4)]: [CB: (2), Bind the top 1 card of your LB face-up] When this attacks a VG, may pay. If so, choose up to 1 of your Opp.'s Front Row RGs and Retire it, and this gains +2000 Pow for the turn for each "Narukami": in your Bind Zone.  
[C] [(V)]: If "Seal Magic Dragon, Dangarii" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT12/004 Narukami/Thunder Dragon No Trigger

G3

### Star-Vader, Nebula Lord Dragon

[C] [(V)] [LB:(4)]: During your turn, for each Locked card your Opp. has, all your Front Row "Link Joker": gains +3000 Pow.  
[S] [(V)]: [CB: (2)] Lock 1 of your Opp.'s Back Row RGs.  
[C] [(V)/(R)]: Lord

BT12/005 Link Joker/Cyber Dragon No Trigger

G3

### Schwarzschild Dragon

[S] [(V)] [LB:(4)]: [CB: (3), Discard a "Schwarzschild Dragon" from your hand] Lock up to 3 of your Opp.'s RGs, and this gains +10000 Pow and +1 Crit for the turn.  
[A]: [Countblast: (1)] When this is placed to (V), may pay. If so, look at up to 5 cards from top of your LB and choose up to 1 "Schwarzschild Dragon", reveal it, and put it in your hand. Shuffle your LB.  
[C] [(V)]: If "Gravity Collapse Dragon" is in your Soul, this gains +1000 Pow.

BT12/006 Link Joker/Cyber Dragon No Trigger

G3

## Set 12: Binding Force of the Black Rings Booster Pack

### Demonic God Marquis, Amon "Reverse"

[S] [(V)] [LB:(4)]: [Lock 1 of your "Dark Irregulars": RGs] During this turn, for each "Dark Irregulars": in your Soul, this gains +1000 Pow. If there are 6 or more "Dark Irregulars": in your Soul, this gains +1 Crit. This ability cannot be used again this turn.  
[C] [(V)]: If "Demonic Marquis, Amon" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT12/007 Dark Irregulars/Demon No Trigger

G3

### Silver Thorn Dragon Queen, Luquier "Reverse"

[S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your "Pale Moon": RGs] Choose 1 "Pale Moon": in your Soul and Call it to (R). That unit gains +5000 Pow for the turn.  
[C] [(V)]: If "Silver Thorn Dragon Tamer, Luquier" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT12/008 Pale Moon/Elf No Trigger

G3

### Witch of Cursed Cards, Etain

[A] [(V)] [LB:(4)]: [CB: (2), Retire 2 of your "Shadow Paladin": RGs] At the start of the Guard Step in which this is attacked, may pay. If so, choose 1 of your Opp.'s RGs that isn't Attacking or Boosting and Retire it.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT12/009 Shadow Paladin/Elf No Trigger

G3

### Black Coat Revenger, Tartu

[A]: [CB: (2)] When this is placed to (V) or (R0), if you have a "Shadow Paladin": VG, may pay. If so, search your LB for up to 1 Grade 1 or lower card with "Revenger" in name and Call it to the (R) in the same column as this. Shuffle your LB.

BT12/010 Shadow Paladin/Human No Trigger

G2

### Dark Revenger, Mac Lir

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

BT12/011 Shadow Paladin/Human No Trigger

G1

### Barcgal liberator

[A] [(R)]: When this Boost a "Blaster Blade Liberator" and the attack hits a VG, look at up to 3 cards from top of your LB and choose up to 1 card with "Liberator" in name and Call it Rested to (R). Put the rest on the bottom of the LB in any order.

BT12/012 Gold Paladin/Hi-Beast No Trigger

G1

### Iron Fan Eraser, Rasetsunyo

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a "Narukami": VG, may pay. If so, draw a card.

BT12/013 Narukami/Demon No Trigger

G2

### Barrier Star-Vader, Promethium

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

BT12/014 Link Joker/Cyberoid No Trigger

G1

### Masked King, Dantalian

[A] [LB:(4)]: When another "Dark Irregulars": Ride on this, choose 1 of your VGs. It gains +10000 Pow for the turn, and choose up to 3 of your "Dark Irregulars": RGs. They gain "[C] [(R)]: For each "Dark Irregulars": in your Soul, this gains +1000 Pow" for the turn.  
[A] [(V)]: When this attacks a VG, SC: (1), and this gains +1000 Pow for the battle.  
[C] [(V)/(R)]: Lord

BT12/015 Dark Irregulars/Human No Trigger

G3

### Master of Fifth Element

[C] [(V)] [LB:(5)]: During your turn, if there are 10 or more "Dark Irregulars": in your Soul, all your "Dark Irregulars": gain +3000 Pow.  
[A] [(V)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, SC: (3).

BT12/016 Dark Irregulars/Vampire No Trigger

G3

### Amon's Tribe, Urad Specula

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

BT12/017 Dark Irregulars/Vampire No Trigger

G1

### Miracle Pop Eva

[A] [LB:(4)]: When "Pale Moon": Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [Choose 2 of your "Pale Moon": RGs and put them in Soul] When this attacks, may pay. If so, choose up to 2 "Pale Moon": in your Soul and Call them to separate (R)s" for the turn.  
[A] [(V)]: When this attacks a VG, SC: (1), and this gains +1000 Pow for the battle.  
[C] [(V)/(R)]: Lord

BT12/018 Pale Moon/Elf No Trigger

G3

**Nightmare Doll, Chelsea**

[A] [(V)] [LB:(4)]: [CB: (2), discard a "Nightmare Doll, Chelsea" from your hand] At the end of the battle in which this attacked a VG, may pay. If so, choose up to 2 ::Pale Moon:: in your Soul and Call them to separate (R)s.  
[A] [(V)]: When this is Boosted by ::Pale Moon::, this gains +3000 Pow for the battle.

BT12/019 Pale Moon/Walkaroid No Trigger

G3

**Silver Thorn Hyptonist, Lydia**

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

BT12/020 Pale Moon/Human No Trigger

G1

**Overseer Revenger, Dorin**

[A] [(R)]: When your "Blaster Dark Revenger" is placed to the (V) or (R) in the same column as this, if you have a VG with "Revenger" in name, choose a card in your Damage Zone and flip it face-up.

BT12/021 Shadow Paladin/Human No Trigger

G1

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**Revenger, Dark Bond Trumpeter**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 0 or lower card with "Revenger" in name and Call it Rested to a (R). Shuffle your LB.

BT12/022 Shadow Paladin/Angel No Trigger

G1

**Herald Liberator, Claudas**

[A]: Forerunner (When Ridden by an unit with the same clan, may Call to (R))  
[S] [(R)]: [CB: (1), Put this in Soul] If you have a Grade 3 or higher ::Shadow Paladin:: VG, search your LB for up to 1 "Blaster Dark Revenger" and Call it to a (R). Shuffle your LB.

BT12/023 Shadow Paladin/Human No Trigger

G0

**Liberator, Bagpipe Angel**

[A]: When this is palced from LB to (R), if you have a VG with "Liberator" in name, choose up to 2 of your other ::Gold Paladin::. They gain +2000 Pow for the turn.

BT12/024 Gold Paladin/Angel No Trigger

G2

**Set 12: Binding Force of the Black Rings Booster Pack****Sealed Knight of Whirlwind Demonic Axe**

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

BT12/025 Narukami/Human No Trigger

G2

**Eraser of Follow-Up Attacks, Rochishin**

[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 +5000 Pow for the turn.

BT12/026 Narukami/Dragonman No Trigger

G2

**Rising Phoenix**

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

BT12/027 Narukami/Hi-Beast No Trigger

G1

**Sealed Knight of Thundering Demonic Hammer**

[A] [(R)]: [SB: (1)] When this Boosts a unit with "Dungarii" in name, may pay. If so, the Boosted unit gains +6000 Pow for the battle.

BT12/028 Narukami/Human No Trigger

G1

**Sealed Priest, Dandan**

[A]: Forerunner (When Ridden by an unit with the same clan, may Call to (R))  
[C] [(R)]: If you have a ::Narukami:: VG, all your other units with "Dungarii" in name gain "[A]: When this is placed to (V) or (R), Bind the top card of your LB face-up".

BT12/029 Narukami/Zombie No Trigger

G0

**Schrödinger's Lion**

[A] [(V)/(R)]: When this attacks a VG, if you have a ::Link Joker:: VG, this gains +2000 Pow for the battle.

BT12/030 Link Joker/Cyber Beast No Trigger

G3

**Gravity Collapse Dragon**

[C] [(V)]: If "Gravity Ball Dragon" is in your Soul, this gains +1000 Pow.

[A]: When this Rides on "Gravity Ball Dragon", if "Micro Hole Dracokid" is in your Soul, Lock up to 1 of your Opp.'s RGs.

BT12/031 Link Joker/Cyber Dragon No Trigger

G2

**One Who Opened the Black Gate**

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

BT12/032 Link Joker/Cyber Fairy No Trigger

G1

**Star-Vader, Dust Tail Unicorn**

[A]: Forerunner (When Ridden by an unit with the same clan, may Call to (R))

[S] [(R)]: [CB: (1), Put this in Soul] If you have a ::Link Joker:: VG and your Opp. has a Locked card, choose 1 of your Opp.'s RGs and Lock it.

BT12/033 Link Joker/Cyber Beast No Trigger

G0

**Micro Hole Dracokid**

[A]: When "Gravity Ball Dragon" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 "Schwarzschild Dragon" or 1 "Gravity Collapse Dragon", reveal it, and put it in your hand. Shuffle your LB.

[A]: When a ::Link Joker:: that isn't "Gravity Ball Dragon" Rides on this, you may Call this to (R).

BT12/034 Link Joker/Cyber Dragon No Trigger

G0

**Werebear Soldner**

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

BT12/035 Dark Irregulars/Warbeast No Trigger

G3

**Amon's Tribe, Psycho Glaive**

[A]: [CB: (1)] When this is placed to (V) or (R), if there are 6 or more ::Dark Irregulars:: in your Soul, may pay. If so, SC: (1), and this gains +5000 Pow for the turn.

BT12/036 Dark Irregulars/Elf No Trigger

G2

**Amon's Tribe, Long Jingling**

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

BT12/037 Dark Irregulars/Human No Trigger

G2

**Amon's Tribe, Fool's Palm**

[A]: [Discard a card from your hand] When this is placed to (R), if there are 6 or more ::Dark Irregulars:: in your Soul, may pay. If so, draw a card.

BT12/038 Dark Irregulars/Elf No Trigger

G1

**Fire Ring Griffon**

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

BT12/039 Pale Moon/Chimera No Trigger

G3

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**Silver Thorn Marionette, Lillian**

--No Text--

BT12/040 Pale Moon/Walkaroid No Trigger

G2

**Silver Thorn Beast Tamer, Marica**

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have a ::Pale Moon:: VG, may pay. If so, choose up to 1 card with "Silver Thorn" in name in your Soul and Call it to (R), and put that unit in Soul at the end of the turn.

BT12/041 Pale Moon/Elf No Trigger

G2

**Silver Thorn Rising Dragon**

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

BT12/042 Pale Moon/Abyss Dragon No Trigger

G2

**Set 12: Binding Force of the Black Rings Booster Pack****Demon World Castle, Zerschlangen**

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

BT12/043 Shadow Paladin/Golem No Trigger

G3

**Jackbau Revenger**

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

BT12/044 Shadow Paladin/Hi-Beast No Trigger

G2

**Demon World Castle, Zweispeer**

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

BT12/045 Shadow Paladin/Golem No Trigger

G2

**Revenger of Malice, Dylan**

[A] [(R)]: [SB: (1)] When this Boosts "Revenger, Raging Form Dragon", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT12/046 Shadow Paladin/Elf No Trigger

G1

**Thornbau**

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

BT12/047 Shadow Paladin/Hi-Beast No Trigger

G1

**Spinbau Revenger**

[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 ::Shadow Paladin:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT12/048 Shadow Paladin/Hi-Beast No Trigger

G0

**Revenger, Air Raid Dragon**

--No Text--

BT12/049 Shadow Paladin/Abyss Dragon T:

G0

**Revenger, Waking Angel**

--No Text--

BT12/050 Shadow Paladin/Angel T: Stand

G0

**Gigantic Pillar Fighter**

[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.

[A] [(R)]: When this attacks, if you have more RGs than your Opp., this gains +1000 Pow for the battle.

BT12/051 Gold Paladin/Giant No Trigger

G3

**Liberator of Cloudy Sky, Gereint**

[A] [(R)]: When your other ::Gold Paladin:: is placed from LB to (R), if you have a VG with "Liberator" in name, this gains +3000 Pow for the turn.

BT12/052 Gold Paladin/Human No Trigger

G2

**Peakgal**

[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

BT12/053 Gold Paladin/Hi-Beast No Trigger

G2

**Liberator of Early Summer Rain, Bruno**

[A] [(R)]: When your other ::Gold Paladin:: is placed from LB to (R), if you have a VG with "Liberator" in name, this gains +3000 Pow for the turn.

BT12/054 Gold Paladin/Human No Trigger

G1

**Sunrise Unicorn**

[S] [(R)]: [Rest this] Choose 1 of your other ::Gold Paladin:: It gains +2000 Pow for the turn.

BT12/055 Gold Paladin/Hi-Beast No Trigger

G1

**Liberator, Cheer Up Trumpeter**

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

[A] [(R)]: [Put this in Soul] Choose 1 of your VGs with "Liberator" in name. It gains "[A] [(V)]: When your ::Gold Paladin:: is placed from LB to (R), this gains +3000 Pow for the turn" for the turn.

BT12/056 Gold Paladin/Angel No Trigger

G0

**Nightbreak Liberator, Murrion**

--No Text--

BT12/057 Gold Paladin/Giant T: Stand

G0

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**Conquering Eraser, Dokkasei**

[A]: [Rest this] When this is placed to (R), if you have a ::Narukami:: VG, may pay. If so, choose up to 2 of your Opp.'s RGs. They cannot Intercept this turn.

BT12/058 Narukami/Human No Trigger

G1

**Eraser, Bladehang Dracokid**

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

[A] [(R)]: [Put this in Soul] When an Opp.'s RG is placed in the DZ via effects of your cards with "Eraser" in name, may pay. If so, choose 1 of your VGs with "Bowing" in name. It gains +3000 Pow and +1 Crit for the turn.

BT12/059 Narukami/Thunder Dragon No Trigger

G0

**Eraser, Blue Gem Carbuncle**

--No Text--

BT12/060 Narukami/Hi-Beast T: Draw

G0

## Set 12: Binding Force of the Black Rings Booster Pack

**Catastrophe Stinger**

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

BT12/061 Link Joker/Cyber Golem No Trigger

G3

**Insentinent Blade, Heartless**

[A] [(V)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, Lock 1 of your Opp.'s RGs. [A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT12/062 Link Joker/Cyberoid No Trigger

G3

**Star-Vader of Violent Fangs, Niobium**

[A] [(R)]: When an Opp.'s RG is Locked by effects of your cards, if you have a ::Link Joker:: VG, this gains +2000 Pow for the turn.

BT12/063 Link Joker/Cyberoid No Trigger

G2

**Gamma Burst Fenrir**

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

BT12/064 Link Joker/Cyber Beast No Trigger

G2

**Singularity Shooter**

[A] [(R)]: When this hits a VG with an attack, if you have a ::Link Joker:: VG and your Opp. has Locked card(s), Lock 1 of your Opp.'s RGs.

BT12/065 Link Joker/Cyber Fairy No Trigger

G2

**La Mohr**

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

BT12/066 Link Joker/Cyber Golem No Trigger

G2

**Gravity Ball Dragon**

[C] [(V)]: If "Micro Hole Dracokid" is in your Soul, this gains +1000 Pow.

[A]: When a Grade 2 ::Link Joker:: that isn't "Gravity Collapse Dragon" Rides on this, if "Micro Hole Dracokid" is in your Soul, look at up to 7 cards from top of your LB and search for up to 1 "Gravity Collapse Dragon" and Ride it. Shuffle your LB.

BT12/067 Link Joker/Cyber Dragon No Trigger

G1

**Star-Vader of Demonic Claws, Lanthanum**

[A] [(R)]: When an Opp.'s RG is Locked by effects of your cards, if you have a ::Link Joker:: VG, this gains +2000 Pow for the turn.

BT12/068 Link Joker/Cyberoid No Trigger

G1

**Strafing Star-Vader, Ruthenium**

[A] [(R)]: [SB: (1)] When this Boosts "Star-Vader, Nebula Lord Dragon", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT12/069 Link Joker/Cyberoid No Trigger

G1

**Paradox Nail Fenrir**

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

BT12/070 Link Joker/Cyber Beast No Trigger

G1

**White Night Fenrir**

[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 ::Link Joker:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT12/071 Link Joker/Cyber Beast No Trigger

G0

**Star-Vader, WeiÄY Soldat**

--No Text--

BT12/072 Link Joker/Cyber Golem T: Critical

G0

Star-Vader, Scouting Ferris

--No Text--

BT12/073 Link Joker/Cyber Beast T: Draw

G0

Star-Vader, Moon Commander

--No Text--

BT12/074 Link Joker/Cyber Fairy T: Stand

G0

Number of Terror

[A] [(V)/(R)]: When another Grade 3 ::Dark Irregulars:: of yours is placed to (R), this gains +3000 Pow for the turn.

BT12/075 Dark Irregulars/Human No Trigger

G3

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Amon's Tribe, Hell's Draw

[A]: When this is placed to (R), if you have a VG with "Amon" in name, you may SC: (2).

BT12/076 Dark Irregulars/Succubus No Trigger

G2

Wereleopard Soldat

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

BT12/077 Dark Irregulars/Warbeast No Trigger

G2

Frog Knight

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

BT12/078 Dark Irregulars/Human No Trigger

G2

Set 12: Binding Force of the Black Rings Booster Pack

Amon's Tribe, Hell's Deal

[A]: When this is placed to (R), if you have a VG with "Amon" in name, you may SC: (2).

BT12/079 Dark Irregulars/Succubus No Trigger

G1

Amon's Tribe, Fuu Jingling

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

BT12/080 Dark Irregulars/Human No Trigger

G1

Dimension Creeper

[S] [Soul]: [Put this in DZ] If you have a ::Dark Irregulars:: VG, SC: (2).

BT12/081 Dark Irregulars/Demon No Trigger

G1

Werehare Bandit

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

BT12/082 Dark Irregulars/Warbeast No Trigger

G1

Amon's Tribe, Fate Collector

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[C] [(R)]: If there are 6 or more ::Dark Irregulars:: in your Soul, this gains "[A] [(R)]: [Put this in Soul] At the end of the battle in which this Boosted a ::Dark Irregulars::, may pay. If so, draw a card".

BT12/083 Dark Irregulars/Elf No Trigger

G0

Werefox Hexer

[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 ::Dark Irregulars:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT12/084 Dark Irregulars/Warbeast No Trigger

G0

Amon's Tribe, Cruel Hand

--No Text--

BT12/085 Dark Irregulars/Elf T: Critical

G0

Amon's Tribe, Psychic Waitress

--No Text--

BT12/086 Dark Irregulars/Elf T: Draw

G0

Amon's Tribe, Meteor Cracker

--No Text--

BT12/087 Dark Irregulars/Demon T: Stand

G0

Amon's Tribe, Hell's Trick

(You may have no more than 4 ::Heal Trigger:: in a deck)

BT12/088 Dark Irregulars/Succubus T: Heal

G0

Master of Giant Throwing Knives

[A] [(V)/(R)]: When another Grade 3 ::Pale Moon:: of yours is placed to (R), this gains +3000 Pow for the turn.

BT12/089 Pale Moon/Giant No Trigger

G3

Tight Rope Holder

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

BT12/090 Pale Moon/Giant No Trigger

G2

### Flying Hippogryph

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

BT12/091 Pale Moon/Chimera No Trigger

G2

### Silver Thorn Assistant, Irina

[A]: When this is placed to (V) or (R), if you have a VG with "Silver Thorn" in name, look at up to 2 cards from top of your LB and search for up to 1 card with "Silver Thorn" in name and put it in Soul. Put the rest on the bottom of LB in any order.

BT12/092 Pale Moon/Warbeast No Trigger

G1

### Silver Thorn Beast Tamer, Ana

[A] [(R)]: [CB: (1)] When this Boosts a ::Pale Moon:: and the attack hits a VG, may pay. If so, choose up to 1 card with "Silver Thorn" in name in your Soul and Call it to (R). At the end of the turn, put that unit in Soul.

BT12/093 Pale Moon/Elf No Trigger

G1

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### Silver Thorn, Breezing Dragon

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

BT12/094 Pale Moon/Wing Dragon No Trigger

G1

### Tight Rope Tumbler

[A]: When this is placed from Soul to (R), if you have a ::Pale Moon:: VG, SC: (2).

BT12/095 Pale Moon/Goblin No Trigger

G1

### Elegant Elephant

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

BT12/096 Pale Moon/Hi-Beast No Trigger

G1

## Set 12: Binding Force of the Black Rings Booster Pack

### Silver Thorn Assistant, Ionela

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[A] [(R)]: When this Boosts a VG with "Silver Thorn" in name and the attack hits a VG, look at up to 2 cards from top of your LB and search for up to 1 card with "Silver Thorn" in name and put it in Soul. Put the rest on the bottom of LB in any order.

BT12/097 Pale Moon/Warbeast No Trigger

G0

### Tune of Embarking, Willy

[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 ::Pale Moon:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT12/098 Pale Moon/Hi-Beast No Trigger

G0

### Silver Thorn, Barking Dragon

--No Text--

BT12/099 Pale Moon/Dino Dragon T: Critical

G0

### Silver Thorn Marionette, Natasha

--No Text--

BT12/100 Pale Moon/Walkaroid T: Draw

G0

### Silver Thorn Beast Tamer, Serge

--No Text--

BT12/101 Pale Moon/Human T: Stand

G0

### Silver Thorn Juggler, Nadia

(You may have no more than 4 ::Heal Trigger:: in a deck)

BT12/102 Pale Moon/Elf T: Heal

G0

### Revenger, Raging Form Dragon

English Card Text

[A] [(V)] [LB:(4)]: [Retire 3 of your RGs with "Revenger" in name] At the end of the battle in which this attacked, may pay. If so, choose up to 1 "Revenger, Raging Form Dragon" in your hand and Ride it Standing, and choose 1 of your VGs. That VG gains +10000 Pow for the turn.

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

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

BT12/S01 Shadow Paladin/Abyss Dragon No

G3

### Wolf Fang Liberator, Galmore

[S] [(V)] [LB:(4)]: [CB: (3) - Cards with "Liberator" in name] Look at 1 card from top of your LB and search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), and put the rest on the bottom of the LB. If you did Call a unit this way and you still have a vacant (R), repeat this effect without paying the cost.

[A] [(V)]: [Choose 1 of your RGs with "Liberator" in name and put it on bottom of the LB] When this attacks a VG, you may pay Cost. If so, this gains +4000 Pow for the battle.

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

BT12/S02 Gold Paladin/Human No Trigger

G3

### Eraser, Bowing Saber Dragon "Reverse"

[S] [(V)] [LB:(4)]: [CB: (2), Lock 2 of your RGs with "Eradicator" in name] Your Opp. chooses 2 of his or her RGs and Retire them, and this gains +10000 Pow for the turn.

[C] [(V)]: If "Eraser, Bowing Sword Dragon" is in your Soul, this gains +2000 Pow.

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

BT12/S03 Narukami/Thunder Dragon No Trigger

G3

### Heaven Conquering Demonic Dragon, Dungarii

[A] [(V)] [LB:(4)]: [CB: (2), Bind the top 1 card of your LB face-up] When this attacks a VG, may pay. If so, choose up to 1 of your Opp.'s Front Row RGs and Retire it, and this gains +2000 Pow for the turn for each ::Narukami:: in your Bind Zone.

[C] [(V)]: If "Seal Magic Dragon, Dangarii" is in your Soul, this gains +2000 Pow.

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

BT12/S04 Narukami/Thunder Dragon No Trigger

G3

### Star-Vader, Nebula Lord Dragon

[C] [(V)] [LB:(4)]: During your turn, for each Locked card your Opp. has, all your Front Row ::Link Joker:: gains +3000 Pow.

[S] [(V)]: [CB: (2)] Lock 1 of your Opp.'s Back Row RGs.

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

BT12/S05 Link Joker/Cyber Dragon No Trigger

G3

### Schwarzschild Dragon

[S] [(V)] [LB:(4)]: [CB: (3), Discard a "Schwarzschild Dragon" from your hand] Lock up to 3 of your Opp.'s RGs, and this gains +10000 Pow and +1 Crit for the turn.

[A]: [Counteblast: (1)] When this is placed to (V), may pay. If so, look at up to 5 cards from top of your LB and choose up to 1 "Schwarzschild Dragon", reveal it, and put it in your hand. Shuffle your LB.

[C] [(V)]: If "Gravity Collapse Dragon" is in your Soul, this gains +1000 Pow.

BT12/S06 Link Joker/Cyber Dragon No Trigger

G3

**Demonic God Marquis, Amon "Reverse"**

[S] [(V)] [LB:(4)]: [Lock 1 of your ::Dark Irregulars::: RGs] During this turn, for each ::Dark Irregulars::: in your Soul, this gains +1000 Pow. If there are 6 or more ::Dark Irregulars::: in your Soul, this gains +1 Crit. This ability cannot be used again this turn.

[C] [(V)]: If "Demonic Marquis, Amon" is in your Soul, this gains +2000 Pow.

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

*BT12/S07 Dark Irregulars/Demon No Trigger*

**G3**

**Silver Thorn Dragon Queen, Luquier**  
 [S] [(V)] [LB:(4)]: [Counterblast: (1), Lock 1 of your ::Pale Moon:: RGs] Choose 1 ::Pale Moon:: in your Soul and Call it to (R). That unit gains +5000 Pow for the turn.  
 [C] [(V)]: If "Silver Thorn Dragon Tamer, Luquier" is in your Soul, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord

*BT12/S08 Pale Moon/Elf No Trigger*

G3

## Masked King, Dantalian

[A] (LB:(4)): When another ::Dark Irregulars:: Ride on this, choose 1 of your VGs. It gains +10000 Pow for the turn, and choose up to 3 of your ::Dark Irregulars:: RGs. They gain "[C] [(R)]: For each ::Dark Irregulars:: in your Soul, this gains +1000 Pow" for the turn.

[A] (V): When this attacks a VG, SC: (1), and this gains +1000 Pow for the battle.

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

*BT12/S09 Dark Irregulars/Human No Trigger*

G3

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# Miracle Pop, Eva

[A] [LB:(4)]: When ::Pale Moon:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [Choose 2 of your ::Pale Moon:: RGs and put them in Soul] When this attacks, may pay. If so, choose up to 2 ::Pale Moon:: in your Soul and Call them to separate (R)j" for the turn.

[A] [(V)]: When this attacks a VG, SC: (1), and this gains +1000 Pow for the battle.

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

*BT12/S10 Pale Moon/Elf No Trigger*

**G3**

**Demonic Marquis, Amon**  
 [C] [(V)]: During your turn, for each ::Dark Irregulars:: in your Soul, this gains +1000 Pow.  
 [S] [(V)]: [CB: (1), put 1 of your ::Dark Irregulars:: RGs in Soul] Your Opp. chooses 1 of his or her RGs and Retire it.

*BT12/S11 Dark Irregulars/Demon No Trigger*

**G3**

**Blaster Dark Revenger**  
 [A]: [CB: (2)] When this is placed to (V) or (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Front Row RGs and retire it.

*BT12/S12 Shadow Paladin/Human No Trigger*

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