

Star-Vader "Omega" Glendios

[A] [(V)] [LB:(5)]: At the start of your MP, if your Opp. has 5 or more Locked cards, you win the game.
[S] [(V)] [LB:(4)]: [CB: (1), discard a card with "Reverse" or "D" in name] Your Opp.'s Locked cards do not Unlock during your Opp.'s next End Phase.
[A] [(V)]: When your unit with "Reverse" or "D" in name is placed to (R), choose 1 of your Opp.'s RGs and Lock it. This ability cannot be used again this turn.
[C] [(V)]: All your RGs with "Reverse" or "D" in name gain +4000 Pow on your turn as well as also belong to ::Link Joker:..
BT15/000 Link Joker/Cyber Golem No Trigger

G3

Revenger, Desperate Dragon

[A] [(V)] [LB:(4)]: [CB: (1) - card with "Revenger" in name] When this attacks a VG, if you have more RGs than your Opp., may pay. If so, this gains +5000 Pow and +1 Crit for the battle.
[A] [(V)]: [Retire 1 of your ::Shadow Paladin: RGs] At the start of your MP, may pay. If so, your Opp. chooses and Retires 1 of his or her own RGs.
[C] [(V)/(R)]: Lord

BT15/001 Shadow Paladin/Abyss Dragon No

G3

Revenger, Draguler Phantom

[S] [(V)] [LB:(4)]: [CB: (1), Retire 2 of your RGs with "Revenger" in name] This gains +10000 Pow for the turn, and if there are 4 or fewer cards in your Opp.'s Damage Zone, choose 1 of your Opp.'s VGs and deal 1 Damage to it. (Perform Damage Check)
[C] [(V)]: If "Revenger of Phantom, Mordread Phantom" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

BT15/002 Shadow Paladin/Abyss Dragon No

G3

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Liberator, Monarch Sanctuary Alfred

[A] [(V)] [LB:(5)]: When your "Blaster Blade Liberator" is placed from LB to (R), this gains +10000 Pow and +1 Crit for the turn.
[S] [(V)] [LB:(4)]: [CB: (3), SB: (2)] Put all your RGs and Locked Cards on top of the LB in any order, and look at 5 cards from top of your LB and search for up to 5 cards with "Liberator" in name and c:call them to separate (R)s, put the rest on bottom of the LB, and this ability cannot be used again this turn.
[C] [(V)]: During your turn, for each RG you have, this gains +1000 Pow.
[C] [(V)/(R)]: Lord

BT15/003 Gold Paladin/Human No Trigger

G3

Dragonic Overlord

[A] [LB:(4)]: When another ::Kagero:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [CB: (1), Discard 1 ::Kagero:: from your hand to the DZ] At the end of the battle in which this attacked a RG, may pay. If so, Stand this. This ability cannot be used again this turn. (This ability cannot be used again even when the cost isn't paid.)" for the turn.
[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.
[C] [(V)/(R)]: Lord

BT15/004 Kagero/Flame Dragon No Trigger

G3

Dragonic Overlord "The D'e-birth"

[S] [(V)] [LB:(4)]: [CB: (1), Lock at least 1 of your ::Kagero:: RGs] If you have 5 or more Locked cards, this gains +10000 Pow and "[A] [(V)]: [Discard 2 ::Kagero:: from your hand] At the end of the battle in which this attacked a VG, may pay. If so, Stand this. This ability cannot be used again this turn. (This ability cannot be used again even when the cost isn't paid.)" for the turn.
[C] [(V)]: If "Dragonic Overlord" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

BT15/005 Kagero/Flame Dragon No Trigger

G3

Set 15: Infinite Rebirth Booster Pack

Star-vader "Reverse" Cradle

[A] [(V)] [LB:(4)]: When your unit with "Reverse" or "D" in name is placed to (R), choose 1 of your Opp.'s RGs and Lock it, and this gains +5000 Pow for the turn. This ability cannot be used again this turn.
[C] [(V)]: All your RGs with "Reverse" or "D" in name also belong to ::Link Joker:..
[C] [(V)/(R)]: Lord
BT15/006 Link Joker/Cyber Golem No Trigger

G3

Silver Thorn Dragon Empress, Venus Luquier

[S] [(V)] [LB:(4)]: [CB: (2) - cards with "Silver Thorn" in name] SC: (2), and choose up to 5 ::Pale Moon:: in your Soul whose sum of Grades is 6 or lower and Call them to separate (R)s. This ability cannot be used again this turn.
[C] [(V)]: If "Silver Thorn Dragon Tamer, Luquier" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

BT15/007 Pale Moon/Elf No Trigger

G3

Blue Storm Sinful Dragon, Maelstrom "Reverse"

[A] [(V)] [LB:(4)]: [CB: (1), Rest 1 of your RGs and Lock it] When this attacks a VG, if it's the 4th or later battle of the turn, may pay. If so, this gains +5000 Pow, +1 Crit and "[A] [(V)]: At the end of the battle in which this attacked, if the attack didn't hit, draw a card, choose 1 of your Opp.'s RGs and Retire it" for the battle.
[C] [(V)]: If "Blue Storm Dragon, Maelstrom" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

BT15/008 Aqua Force/Tear Dragon No Trigger

G3

Revenger, Blood Master

[A]: [CB: (1)] When this is placed to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, put the top card of your LB face-down in your Damage Zone, and draw 2 cards.

BT15/009 Shadow Paladin/Demon No Trigger

G2

Revenger of Cursed Prison, Kresar

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Shadow Paladin:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Shadow Paladin:: revealed this way Rested to (G), and put the rest in the DZ.
BT15/010 Shadow Paladin/Elf No Trigger

G1

Black-winged Sword Breaker

[A]: [SB: (1)] When this is placed from LB to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, draw a card.

BT15/011 Shadow Paladin/Angel No Trigger

G1

Liberator, Holy Shine Dragon

[A] [(V)] [LB:(4)]: At the end of your turn, you may choose a Grade 3 ::Gold Paladin: in your Soul and Ride it. If you do, choose a "Liberator, Holy Shine Dragon" in your Soul and put it in your hand.
[A]: [CB: (1) - Card with "Liberator" in name] When this is placed to (V), may pay. If so, 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 the bottom of the LB.
[C] [(V)/(R)]: Lord

BT15/012 Gold Paladin/Cosmo Dragon No

G3

Liberator, Star Rain Trumpeter

[A]: [Choose a "Blaster Blade Liberator" in your DZ or Soul and put it on top of your LB] When this is placed to (R), if you have a ::Gold Paladin: VG, may pay. If so, shuffle your LB, and 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 the bottom of the LB.

BT15/013 Gold Paladin/Angel No Trigger

G2

Dragonic Burnout

[A]: [SB: (1)] When this is placed to (R), if you have a ::Kagero:: VG, you may choose a card with "Overlord" in name in your DZ and put it on the bottom of the LB. If you do, may pay. If so, choose 1 of your Opp.'s RGs and Retire it.

BT15/014 Kagero/Flame Dragon No Trigger

G2

Dragon Knight, Geemel

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Kagero:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Kagero:: revealed this way Rested to (G), and put the rest in the DZ.

BT15/015 Kagero/Human No Trigger

G1

Star-Vader, Freeze Ray Dragon

[A] [(V)] [LB:(4)]: When an Opp.'s RG is Locked due to effects of your cards, this gains +3000 Pow for the turn.
[A] [(V)]: When a card is placed in your Damage Zone, choose up to 1 of your Opp.'s RGs and Lock it.
BT15/016 Link Joker/Cyber Dragon No Trigger

G3

Blue Storm Protection Dragon, Icefall Dragon

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have an ::Aqua Force:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Aqua Force:: revealed this way Rested to (G), and put the rest in the DZ.

BT15/017 Aqua Force/Tear Dragon No Trigger

G1

Machining Spark Hercules

[A] [(V)] [LB:(4)]: [CB: (2) - Cards with "Machining" in name] When this attacks a VG, if your Opp.'s VG and RGs are all Rested, may pay. If so, this gains +10000 Pow and +1 Crit for the battle, and choose 1 of your Opp.'s RGs. It doesn't Stand during your Opp.'s Stand Phase.
[S] [(V)]: [SB: (1) - Card with "Machining" in name] Rest all your Opp.'s RGs, and this gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord

BT15/018 Megacolony/Insect No Trigger

G3

Unrivald Sword Fiend, Cyclo Matuse

[A] [LB: (4)]: When another ::Megacolony:: Rides on this, choose 1 of your VGs. It gains +10000 Pow for the turn. Rest all your Opp.'s units, and your Opp.'s units do not Stand during your Opp.'s next Stand Phase.
[C] [(V)]: During your turn, if your Opp.'s VG and RGs are all Rested, this gains +2000 Pow.
[C] [(V)/(R)]: Lord

BT15/019 Megacolony/Insect No Trigger

G3

Machining Ladybug

[[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), if you have a ::Megacolony:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Megacolony:: revealed this way Rested to (G), and put the rest in the DZ.

BT15/020 Megacolony/Insect No Trigger

G1

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Witch of Sharp Fangs, Fodora

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Shadow Paladin::,

BT15/021 Shadow Paladin/Elf No Trigger

G3

Cursed Lancer

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

BT15/022 Shadow Paladin/Human No Trigger

G2

Revenger of Wicked Strategies, Mana

[A]: When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, search your LB for up to 1 Grade 1 unit with "Revenger" in name and call it to the (R) in the same column as this card, shuffle that LB, and at the end of the turn, put that unit on the bottom of the LB.

BT15/023 Shadow Paladin/Elf No Trigger

G2

Set 15: Infinite Rebirth Booster Pack

Judgebau Revenger

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [CB: (1), Put this in Soul] When this Boosts your unit with "Phantom" in name and the attack hits, may pay. If so, search your LB for up to 2 Grade 1 or lower ::Shadow Paladin:: and Call them Rested to separate (R)s. Shuffle that LB.

BT15/024 Shadow Paladin/Hi-Beast No Trigger

G0

Liberator of Crimson Rainbow, Balin

[A] [(R)]: When your "Blaster Blade Liberator" is placed to (R), if you have a VG with "Liberator" in name, this gains +5000 Pow for the turn.

BT15/025 Gold Paladin/Elf No Trigger

G2

Liberator of White Rainbow, Balan

[A] [(R)]: When your "Blaster Blade Liberator" is placed to (R), if you have a VG with "Liberator" in name, choose a card in your Damage Zone and turn it face-up.

BT15/026 Gold Paladin/Elf No Trigger

G1

Liberator of Starry Sky, Guinevere

[A]: [CB: (1)] When this is placed to (G), if you have a VG with "Liberator" in name may pay. If so, this gains +5000 Shield for the battle for each ::Gold Paladin:: RG you have.

BT15/027 Gold Paladin/Human No Trigger

G1

Admiring Liberator, Arum

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] If you have a Grade 3 or higher ::Gold Paladin:: VG, search your LB for up to 1 "Blaster Blade Liberator", reveal it, shuffle that LB, and put that card on top of the LB.

BT15/028 Gold Paladin/Human No Trigger

G0

Lizard Soldier, Fargo

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose 1 of your VGs with "Overlord" in name. It gains "[A] [(V)]: When this hits with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

BT15/029 Kagero/Dragonman No Trigger

G0

Star-Vader, Magnet Hollow

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have a VG with "Star-Vader" in name, may pay. If so, search your LB for up to 1 card with either "Reverse" or "Ð" in name, reveal it, and put it in your hand. Shuffle your LB.

BT15/030 Link Joker/Cyber Golem No Trigger

G2

Star-Vader, Cold Death Dragon

[A]: [CB: (1)] When this is placed to (R), if you have a ::Link Joker:: VG and your Opp. has Locked card(s), may pay. If so, your Opp. choose 1 of his or her (R) and put the top card of the LB in that (R) face-down as Locked card.
(This effect will no trigger any effect that are triggered when a card is placed to (R). Recall that any (R) with a Locked card is not considered a (R))

BT15/031 Link Joker/Cyber Dragon No Trigger

G2

Star-Vader of Taboo, Rubydium

[A]: [Retire this] When this is placed to (G), if "Star-Vader "Omega" Glendios" is in your (V), may pay. If so, choose 1 of your RGs with "Reverse" or "Ð" in name. Change the "unit being attacked" to that unit, and all your Guardians are now Guarding that unit.
(This effect may target a back row RG, it removes all other units from "being attacked")

BT15/032 Link Joker/Cyberoid No Trigger

G1

Star-Vader, Ruin Magician

[A]: [CB: (1)] When this is placed to (R), if you have a ::Link Joker:: VG, may pay. If so, for each different card name on your RGs that includes "Reverse" or "Ð", choose 1 card with "Reverse" or "Ð" in your DZ and put it in your hand.

BT15/033 Link Joker/Cyber Fairy No Trigger

G1

Star-Vader, World Line Dragon

[A]: [(V)/Soul]: [Discard a card with "Reverse" or "Ð" in name from your hand] At the start of your Ride Phase, if you have a ::Link Joker:: VG and it isn't Grade 3 or higher, may pay. If so, look at the top 5 cards of your LB and search for up to 1 ::Link Joker::, reveal it, and put it in your hand. Shuffle your LB.

BT15/034 Link Joker/Cyber Dragon No Trigger

G0

Nightmare Doll, Carol

[S] [(V)] [LB:(4)]: [CB: (1), choose 2 of your ::Pale Moon:: RGs and put them in Soul] Choose 2 ::Pale Moon:: in your Soul and Call them to separate (R)s. This ability cannot be used again this turn.

[A] [(V)]: When this is Boosted by ::Pale Moon::, this gains +3000 Pow for the battle.

BT15/035 Pale Moon/Walkaroid No Trigger

G3

Silver Thorn Assistant, Zelma

[A]: [Choose 1 of your other RGs with "Silver Thorn" in name] When this is placed to (R), if you have a ::Pale Moon:: VG, may pay. If so, choose up to 1 card in your Soul with "Silver Thorn" in name that isn't "Silver Thorn Assistant, Zelma" and Call it to (R).

BT15/036 Pale Moon/Warbeast No Trigger

G1

Marine Fall Dragon

[A] [(V)] [LB:(4)]: When this attacks a VG, if it's the 5th battle or later of the turn, draw 2 cards.

[A] [(V)]: When your ::Aqua Force:: attacks, if it's the 3rd battle or later of the turn, this gains +2000 Pow for the turn.

BT15/037 Aqua Force/Tear Dragon No Trigger

G3

Blue Storm Water General, Gregorios

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

BT15/038 Aqua Force/Aquaroid No Trigger

G2

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Blue Storm Battle Princess, Crista Elizabeth

[A] [(R)]: [CB: (1) - card with "Blue Storm" in name] When this Boosts and the attack hits a VG, if you have an ::Aqua Force:: VG, may pay. If so, choose up to 1 ::Aqua Force:: in your hand and Call it to (R).

BT15/039 Aqua Force/Mermaid No Trigger

G1

Blue Storm Candidate, Marios

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

[A] [(R)]: When this Boosts and the attack hits a VG, if you have an ::Aqua Force:: VG, and it's the 3rd battle or later of the turn, look at top 5 cards of your LB and search for up to 1 card with "Maelstrom" in name, reveal it, and put it in your hand. Shuffle your LB.

BT15/040 Aqua Force/Aquaroid No Trigger

G0

Machining Red Soldier

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

BT15/041 Megacolony/Insect No Trigger

G2

Set 15: Infinite Rebirth Booster Pack**Machining Locust**

[A]: [Discard a card from your hand] When this is placed to (R), if you have a ::Megacolony:: VG and your Opp.'s VG and RGs are all Rested, may pay. If so, draw a card.

BT15/042 Megacolony/Insect No Trigger

G1

Gigantic Keeper

[A] [(R)]: When this hits a VG with an attack, choose 1 of your ::Shadow Paladin::. It gains +3000 Pow for the turn.

BT15/043 Shadow Paladin/Giant No Trigger

G3

Surmounting Revenger, Lucer

[A] [(R)]: When your Grade 1 or lower ::Shadow Paladin:: is placed to (R), if you have VG with "Revenger" in name, this gains +3000 Pow for the turn.

BT15/044 Shadow Paladin/Human No Trigger

G2

Demonic World Fortress, Sturm Angriff

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT15/045 Shadow Paladin/Golem No Trigger

G2

Revenger of Sharp Edge, Shadow Lancer

[A]: [Discard 1 Grade 3 ::Shadow Paladin:: from your hand] When this is placed to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, search your LB for up to 1 "Revenger of Phantom, Mordread Phantom", reveal it, and put it in your hand. Shuffle your LB.

BT15/046 Shadow Paladin/Human No Trigger

G1

Revenger of Self-Restraint, Lasko

[A] [(R)]: When your Grade 0 or lower ::Shadow Paladin:: is placed to (R), if you have a VG with "Revenger" in name, this gains +3000 Pow for the turn.

BT15/047 Shadow Paladin/Human No Trigger

G1

Revenger of Eloquence, Guron

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

BT15/048 Shadow Paladin/Giant No Trigger

G1

Wing Edge Panther

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

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Shadow Paladin::. It gains +3000 Pow for the turn.

BT15/049 Shadow Paladin/Hi-Beast No Trigger

G0

Goodgal

[A] [(V)/(R)]: [Put another ::Gold Paladin:: RG of yours on the bottom of the LB] When this attacks, if you have a ::Gold Paladin:: VG, may pay. If so, this gains +5000 Pow for the battle.

BT15/050 Gold Paladin/Hi-Beast No Trigger

G3

Liberator of History, Merron

[A]: When this is placed from LB to (R), if you have a ::Gold Paladin:: VG, look at top 5 cards of your LB and search for up to 1 Grade 3 or higher ::Gold Paladin::, reveal it, and put it in your hand. Shuffle your LB.

BT15/051 Gold Paladin/Giant No Trigger

G2

Mastigal

[A] [(V)/(R)]: [Reveal a Grade 3 ::Gold Paladin:: from your hand] When this attacks, if you have a ::Gold Paladin:: VG, may pay. If so, this gains +3000 Pow for the battle.

BT15/052 Gold Paladin/Hi-Beast No Trigger

G2

Liberator of Sharp Edge, Gold Lancer

[A]: [Discard a Grade 3 ::Gold Paladin:: from your hand] When this is placed to (R), if you have a ::Gold Paladin:: VG, may pay. If so, search your LB for up to 1 "Solidary Liberator, Gancelot", reveal it, and put it in your hand. Shuffle your LB.

BT15/053 Gold Paladin/Human No Trigger

G1

Liberator of Wisdom, Zorron

[A]: [Put this in Soul] When this is placed from LB to (R), if you have a ::Gold Paladin:: VG, may pay. If so, look at the top 3 cards of your LB and choose up to 1 card with "Liberator" in name and Call it to (R). Put the rest on the bottom of the LB in any order.

BT15/054 Gold Paladin/Giant No Trigger

G1

Lucky Sign Rabbit

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

BT15/055 Gold Paladin/Hi-Beast No Trigger

G1

Flower Gardener

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul, discard a card from your hand] If you have a ::Gold Paladin:: VG, draw a card.

BT15/056 Gold Paladin/Sylph No Trigger

G0

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Demonic Dragon Berserker, Houkenyasha

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

BT15/057 Kagero/Dragonman No Trigger

G3

Dragon Knight, Darett

[A] [(R)]: When your ::Kagero:: VG hits an Opp.'s unit with an attack, this gains +3000 Pow for the turn.

BT15/058 Kagero/Human No Trigger

G2

Wyvern Strike, Geade

[A] [(V)/(R)]: [Reveal a Grade 3 ::Kagero:: from your hand] When this attacks, if you have a ::Kagero:: VG, may pay. If so, this gains +3000 Pow for the battle.

BT15/059 Kagero/Wing Dragon No Trigger

G2

Set 15: Infinite Rebirth Booster Pack**Eternal Bringer Griffon**

[A]: [Discard a Grade 3 ::Kagero:: from your hand] When this is placed to (R), if you have a ::Kagero:: VG, may pay. If so, search your LB for up to 1 "Dragonic Overlord", reveal it, and put it in your hand. Shuffle your LB.

BT15/060 Kagero/Chimera No Trigger

G1

Violence Horn Dragon

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

BT15/061 Kagero/Flame Dragon No Trigger

G1

Dragon Knight, Leather

[A] [(R)]: When your ::Kagero:: VG hits an Opp.'s unit with an attack, this gains +3000 Pow for the turn.

BT15/062 Kagero/Human No Trigger

G1

Lizard Soldier, Chrome

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

BT15/063 Kagero/Dragonman No Trigger

G1

Demonic Dragon Mage, Aplalla

--No Text--

BT15/064 Kagero/Dragonman T: Critical

G0

Treasure Hunt Dracokid

--No Text--

BT15/065 Kagero/Flame Dragon T: Draw

G0

Flame of Determination, Pyralis

--No Text--

BT15/066 Kagero/Salamander T: Stand

G0

Dragon Dancer, Terez

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

BT15/067 Kagero/Human T: Heal

G0

Silent Shooter, Conductance

[A] [(V)]: When the Drive Check of this reveals a ::Link Joker:: card, this gains +2000 Pow for the battle.

BT15/068 Link Joker/Cyberoid No Trigger

G3

Negligible Hydra

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Link Joker:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT15/069 Link Joker/Cyber Beast No Trigger

G2

Star-Vader of Planet Destruction, Erbium

[C] [(R)]: During your turn, if you have a ::Link Joker:: VG, for each different name that includes either "Reverse" or "D" amongst your RGs, this gains +1000 Pow.

BT15/070 Link Joker/Cyberoid No Trigger

G1

Imaginary Orthrus

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Link Joker:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT15/071 Link Joker/Cyber Beast No Trigger

G1

Seal-Carving Star-Vader, Praseodymium

[A]: When this is placed to (R), if you have a ::Link Joker:: VG, for each different name that includes either "Reverse" or "D~" amongst your RGs, choose a card in your Damage Zone and turn it face-up.

BT15/072 Link Joker/Cyberoid No Trigger

G1

Origin Fist, Big Bang

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Link Joker:: It gains +3000 Pow for the turn.

BT15/073 Link Joker/Cyberoid No Trigger

G0

Star-Vader, Spark Doll

--No Text--

BT15/074 Link Joker/Cyber Fairy T: Critical

G0

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Star-Vader, Jailer Tail

--No Text--

BT15/075 Link Joker/Cyber Beast T: Draw

G0

Star-Vader, Brushcloud

--No Text--

BT15/076 Link Joker/Cyber Golem T: Stand

G0

Star-Vader of Recurring, Teruru

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

BT15/077 Link Joker/Cyberoid T: Heal

G0

Set 15: Infinite Rebirth Booster Pack**Silver Thorn, Upright Lion**

[A] [(R)]: When your other unit with "Silver Thorn" in name is placed from Soul to (R), if you have a ::Pale Moon:: VG, this gains +3000 Pow for the turn.

BT15/078 Pale Moon/Chimera No Trigger

G2

Miss Direction

[A] [Soul]: When your other ::Pale Moon:: is placed from Soul to (R), if you have a ::Pale Moon:: VG, you may Call this to (R). If so, at the end of the turn, put this in Soul.

BT15/079 Pale Moon/Succubus No Trigger

G2

Blushy Bunny

[A] [Soul]: When your other ::Pale Moon:: is placed from Soul to (R), if you have a ::Pale Moon:: VG, you may Call this to (R). If so, at the end of the turn, put this in Soul.

BT15/080 Pale Moon/Hi-Beast No Trigger

G1

Silver Thorn Beast Tamer, Emille

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Look at top 5 cards of your LB and search for up to 1 Grade 3, 1 Grade 2, and 1 Grade 1 cards with "Silver Thorn" in name and put them in Soul. Shuffle your LB.

BT15/081 Pale Moon/Elf No Trigger

G0

Strong-Armed Capturer Giant Soldier

[A] [(V)]: When the Drive Check of this reveals an ::Aqua Force::, this gains +2000 Pow for the battle.

BT15/082 Aqua Force/Golem No Trigger

G3

Blue Storm Water General, Lysandros

[A] [(R)]: [CB: (1) - card with "Blue Storm" in name] At the end of the battle in which this attacked a VG, if you have a Grade 3 or higher ::Aqua Force:: VG and it's either the 1st or 2nd battle of the turn, may pay. If so, Stand this. This ability cannot be used again this turn.

BT15/083 Aqua Force/Aquaroid No Trigger

G3

Blue Storm Soldier, Tempest Assault

--No Text--

BT15/084 Aqua Force/Aquaroid No Trigger

G2

Blue Storm Water General, Spyros

[A] [(R)]: [CB: (1) - card with "Blue Storm" in name] At the end of the battle in which this attacked a VG, if you have a Grade 3 or higher ::Aqua Force:: VG and it's either the 1st or 2nd battle of the turn, may pay. If so, Stand this. This ability cannot be used again this turn.

BT15/085 Aqua Force/Aquaroid No Trigger

G2

Mobile Battleship, Cetus

[A] [(V)/(R)]: [Reveal a Grade 3 ::Aqua Force:: from your hand] When this attacks, if you have an ::Aqua Force:: VG, may pay. If so, this gains +3000 Pow for the battle.

BT15/086 Aqua Force/Battroid No Trigger

G2

Blue Storm Water General, Hermes

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

BT15/087 Aqua Force/Aquaroid No Trigger

G1

Blue Storm Soldier, Tempest Blader

[A]: When this is placed to (R), choose 1 of your other units with "Blue Storm" in name. It gains +3000 Pow for the turn.

BT15/088 Aqua Force/Aquaroid No Trigger

G1

Patrol-Swimming Jellyfish Soldier

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

BT15/089 Aqua Force/Gillman No Trigger

G1

Battle Siren, Ketty

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Aqua Force:: It gains +3000 Pow for the turn.

BT15/090 Aqua Force/Mermaid No Trigger

G0

Blue Storm Soldier, Missile Trooper

--No Text--

BT15/091 Aqua Force/Dragonman T: Critical

G0

Blue Storm Battle Princess, Doria

--No Text--

BT15/092 Aqua Force/Aquaroid T: Draw

G0

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Goosefish Soldier of Blue Storm Armada

--No Text--

BT15/093 Aqua Force/Hi-Beast T: Stand

G0

Blue Storm Soldier, Kitchen Sailor

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

BT15/094 Aqua Force/Aquaroid T: Heal

G0

Machining Tarantula

[A] [(V)/(R)]: [CB: (1) - card with "Machining" in name] When this hits a VG with an attack, if you have a ::Megacolony:: VG, may pay. If so, choose 1 of your Opp.'s RGs. It doesn't Stand during your Opp.'s next Stand Phase.

BT15/095 Megacolony/Insect No Trigger

G2

Set 15: Infinite Rebirth Booster Pack**Machining Papillio**

[A]: When this is placed to (R), if you have a ::Megacolony:: VG, choose 1 of your Opp.'s RGs. It doesn't Stand during your Opp.'s next Stand Phase.

BT15/096 Megacolony/Insect No Trigger

G2

Machining Black Soldier

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

BT15/097 Megacolony/Insect No Trigger

G1

Machining Caucasus

[A] [(R)]: When this Boosts a unit with "Machining" in name and the attack hits a VG, choose 1 of your Opp.'s RGs. It doesn't Stand during your Opp.'s next Stand Phase.

BT15/098 Megacolony/Insect No Trigger

G1

Machining Little Bee

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] You may choose 1 of your other RGs with "Machining" in name and Stand it. If it Stands, that unit gains +3000 Pow for the turn.

BT15/099 Megacolony/Insect No Trigger

G0

Machining Scorpio

--No Text--

BT15/100 Megacolony/Insect T: Critical

G0

Machining Bombyx

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

BT15/101 Megacolony/Insect T: Heal

G0

Machining Cicada

[C]: You may have up to 16 copies of "Machining Cicada" in your deck.

[A]: When this is placed to (V) or (R), if you have a card with "Machining" in name in Soul, this gains +3000 Pow for the turn.

BT15/102 Megacolony/Insect T: Stand

G0

Revenger, Desperate Dragon

[A] [(V)] [LB:(4)]: [CB: (1) - card with "Revenger" in name] When this attacks a VG, if you have more RGs than your Opp., may pay. If so, this gains +5000 Pow and +1 Crit for the battle.

[A] [(V)]: [Retire 1 of your ::Shadow Paladin:: RGs] At the start of your MP, may pay. If so, your Opp. chooses and Retires 1 of his or her own RGs.

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

BT15/S01 Shadow Paladin/Abyss Dragon No

G3

Revenger, Draguler Phantom

[S] [(V)] [LB:(4)]: [CB: (1), Retire 2 of your RGs with "Revenger" in name] This gains +10000 Pow for the turn, and if there are 4 or fewer cards in your Opp.'s Damage Zone, choose 1 of your Opp.'s VGs and deal 1 Damage to it. (Perform Damage Check)

[C] [(V)]: If "Revenger of Phantom, Mordread Phantom" is in your Soul, this gains +2000 Pow.

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

BT15/S02 Shadow Paladin/Abyss Dragon No

G3

Liberator, Monarch Sanctuary Alfred

[A] [(V)] [LB:(5)]: When your "Blaster Blade Liberator" is placed from LB to (R), this gains +10000 Pow and +1 Crit for the turn.

[S] [(V)] [LB:(4)]: [CB: (3), SB: (2)] Put all your RGs and Locked Cards on top of the LB in any order, and look at 5 cards from top of your LB and search for up to 5 cards with "Liberator" in name and cCall them to separate (R)s, put the rest on bottom of the LB, and this ability cannot be used again this turn.

[C] [(V)]: During your turn, for each RG you have, this gains +1000 Pow.

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

BT15/S03 Gold Paladin/Human No Trigger

G3

Dragonic Overlord

[A] [LB:(4)]: When another ::Kagero:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and [A] [(V)]: [CB: (1), Discard 1 ::Kagero:: from your hand to the DZ] At the end of the battle in which this attacked a RG, may pay. If so, Stand this. This ability cannot be used again this turn. (This ability cannot be used again even when the cost isn't paid.) for the turn.

[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

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

BT15/S04 Kagero/Flame Dragon No Trigger

G3

Dragonic Overlord "The D'e-birth"

[S] [(V)] [LB:(4)]: [CB: (1), Lock at least 1 of your ::Kagero:: RGs] If you have 5 or more Locked cards, this gains +10000 Pow, and [A] [(V)]: [Discard 2 ::Kagero:: from your hand] At the end of the battle in which this attacked a VG, may pay. If so, Stand this. This ability cannot be used again this turn. (This ability cannot be used again even when the cost isn't paid.) for the turn.

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

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

BT15/S05 Kagero/Flame Dragon No Trigger

G3

Star-vader "Reverse" Cradle

[A] [(V)] [LB:(4)]: When your unit with "Reverse" or "D™" in name is placed to (R), choose 1 of your Opp.'s RGs and Lock it, and this gains +5000 Pow for the turn. This ability cannot be used again this turn.
[C] [(V)]: All your RGs with "Reverse" or "D™" in name also belong to ::Link Joker::.
[C] [(V)/(R)]: Lord
BT15/S06 Link Joker/Cyber Golem No Trigger

G3

Silver Thorn Dragon Empress, Venus Luquier

[S] [(V)] [LB:(4)]: [CB: (2) - cards with "Silver Thorn" in name] SC: (2), and choose up to 5 ::Pale Moon:: in your Soul whose sum of Grades is 6 or lower and Call them to separate (R)s. This ability cannot be used again this turn.
[C] [(V)]: If "Silver Thorn Dragon Tamer, Luquier" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord
BT15/S07 Pale Moon/Elf No Trigger

G3

Blue Storm Sinful Dragon, Maelstrom "Reverse"

[A] [(V)] [LB:(4)]: [CB: (1), Rest 1 of your RGs and Lock it] When this attacks a VG, if it's the 4th or later battle of the turn, may pay. If so, this gains +5000 Pow, +1 Crit and "[A] [(V)]: At the end of the battle in which this attacked, if the attack didn't hit, draw a card, choose 1 of your Opp.'s RGs and Retire it" for the battle.
[C] [(V)]: If "Blue Storm Dragon, Maelstrom" is in your Soul, this gains +2000 Pow.
[C] [(V)/(R)]: Lord
BT15/S08 Aqua Force/Tear Dragon No Trigger

G3

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Liberator, Star Rain Trumpeter

[A]: [Choose a "Blaster Blade Liberator" in your DZ or Soul and put it on top of your LB] When this is placed to (R), if you have a ::Gold Paladin:: VG, may pay. If so, shuffle your LB, and 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 the bottom of the LB.
BT15/S09 Gold Paladin/Angel No Trigger

G2

Dragonic Burnout

[A]: [SB: (1)] When this is placed to (R), if you have a ::Kagero:: VG, you may choose a card with "Overlord" in name in your DZ and put it on the bottom of the LB. If you do, may pay. If so, choose 1 of your Opp.'s RGs and Retire it.
BT15/S10 Kagero/Flame Dragon No Trigger

G2

Machining Spark Hercules

[A] [(V)] [LB:(4)]: [CB: (2) - Cards with "Machining" in name] When this attacks a VG, if your Opp.'s VG and RGs are all Rested, may pay. If so, this gains +10000 Pow and +1 Crit for the battle, and choose 1 of your Opp.'s RGs. It doesn't Stand during your Opp.'s Stand Phase.
[S] [(V)]: [SB: (1) - Card with "Machining" in name] Rest all your Opp.'s RGs, and this gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord
BT15/S11 Megacolony/Insect No Trigger

G3

Set 15: Infinite Rebirth Booster Pack

Unrivaled Sword Fiend, Cyclo Matuse

[A] [LB: (4)]: When another ::Megacolony:: Rides on this, choose 1 of your VGs. It gains +10000 Pow for the turn. Rest all your Opp.'s units, and your Opp.'s units do not Stand during your Opp.'s next Stand Phase.
[C] [(V)]: During your turn, if your Opp.'s VG and RGs are all Rested, this gains +2000 Pow.
[C] [(V)/(R)]: Lord
BT15/S12 Megacolony/Insect No Trigger

G3