

Sky Diver

[C] [(V)/(R)]: If you do not have a ::Spike Brothers:: VG, this gets -2000 Pow.
[A] [(R)]: [Put this in Soul] When this hits with an attack, may pay. If so, choose up to 1 ::Spike Brothers:: in your hand and Call it to (R).

BT02/001 Spike Brothers/Walkaroid No Trigger

G3

Spirit Exceed

[S] [DZ]: [Put a "Samurai Spirit" and a "Knight Spirit" from (R) to Soul] If you have a Grade 2 or higher VG, Ride this.

BT02/002 Granblue/Ghost No Trigger

G3

Ruin Shade

[A] [(V)/(R)]: [Put the top 2 cards of your LB to the DZ] When this attacks, if you have a ::Granblue:: VG, may pay. If so, this gains +2000 Pow for that battle.

BT02/003 Granblue/Ghost No Trigger

G2

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Soul Saver Dragon

[A] [(V)]: When this attacks a VG, this gains +3000 Pow for that battle.
[A]: [SB: (5)] When this is placed to (V), may pay. If so, choose up to 3 of your ::Royal Paladin:: RGs. Those units gain +5000 Pow for the turn.

BT02/004 Royal Paladin/Cosmo Dragon No

G3

Blazing Flare Dragon

[A] [(V)/(R)]: During your MP, if an Opp. RG is placed to the DZ, this gains +3000 Pow for the turn.
[S] [(V)]: [SB (5)] Retire an Opp.'s RG.

BT02/005 Kagero/Flame Dragon No Trigger

G3

Seal Dragon, Blockade

[C] [(V)]: During your turn, your Opp.'s units may not intercept.

BT02/006 Kagero/Flame Dragon No Trigger

G3

Set 2: Onslaught of Dragon Souls Booster Pack**Scarlet Witch, CoCo**

[C] [(V)]: During your turn, if you have no cards in your Soul, this gains +3000 Pow.
[A]: [CB (2)] When this unit is placed to (V), if you have 1 or fewer cards in your Soul, may pay. If so, draw up to 2 cards.

BT02/007 Oracle Thinktank/Human No Trigger

G3

Lion Heat

[A] [(V)]: [CB (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your ::Nova Grappler:: RG and Stand it.
[A] [(R)]: [CB (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your Grade 1 or lower ::Nova Grappler:: RGs and Stand it.

BT02/008 Nova Grappler/Warbeast No Trigger

G3

General Seifried

[A] [(V)]: When this unit's Drive Check reveals Grade 3 ::Spike Brothers:: unit, you may Call that unit to a vacant (R).
[A] [(V)]: When this is Boosted by a ::Spike Brothers:: unit, this gains +3000 Pow for that battle.

BT02/009 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.

BT02/010 Spike Brothers/Succubus No Trigger

G1

King of Demonic Seas, Basskirk

[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)] Choose up to 5 ::Granblue:: units from your DZ. Call them to separate (R) circles.

BT02/011 Granblue/Gillman No Trigger

G3

Witch Doctor of the Abyss, Negromarl

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Granblue:: VG, may pay. If so, choose a unit from your DZ and Call it to (R).

BT02/012 Granblue/Demon No Trigger

G3

Captain Nightmist

[C] [(V)]: During your turn, if "Captain Nightmist" is in your DZ, this gains +3000 Pow.
[S] [DZ]: [CB: (1), Retire 1 of your Grade 1 or higher RGs] If you have a ::Granblue:: VG, Call this to (R).

BT02/013 Granblue/Vampire No Trigger

G2

Gust Jinn

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

BT02/014 Granblue/Demon No Trigger

G1

Young Pegasus Knight

[A] [(R)]: During your MP, whenever 1 of your cards would be put to Soul, if you have a ::Royal Paladin:: VG, this gains +3000 Pow for the turn.

BT02/015 Royal Paladin/Human No Trigger

G1

Chain-attack Sutherland

[A] [(V)/(R)]: During your MP, if an Opp. RG is put to the DZ, this gains +3000 Pow for the turn.

BT02/016 Kagero/Human No Trigger

G2

Silent Tom

[C] [(V)/(R)]: During the battle this is attacking, if you have an ::Oracle Thinktank:: VG, your Opp. may not Normal Call a Grade 0 unit to (G).

BT02/017 Oracle Thinktank/Ghost No Trigger

G2

Magician Girl, Kirara

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

BT02/018 Nova Grappler/Walkaroid No Trigger

G2

Twin Blader

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

BT02/019 Nova Grappler/Battlroid No Trigger

G1

Top Idol, Flores

[A] [(V)/(R)]: [SB: (2)] When this hits with an attack, may pay. If so, choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand.

BT02/020 Bermuda Triangle/Mermaid No Trigger

G3

Unite Attacker

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.
 [A] [(V)/(R)]: [SB: (8) CB: (5)] When this hits with an attack, may pay. If so, look at the top 5 cards of your LB, choose as many ::Spike Brothers:: units among them as you like and Call them to separate (R). Put the other cards back on top of your LB, and shuffle your LB.

BT02/021 Spike Brothers/Ogre No Trigger

G3

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Treasured, Black Panther

--No Text--

BT02/022 Spike Brothers/Warbeast No Trigger

G2

Dudley Dan

[A] [(R)]: [CB: (2), put a ::Spike Brothers:: from hand to the Soul] When this is the Booster for a VG, may pay. If so, search your LB for a ::Spike Brothers:: and Call it to a vacant (R), then shuffle your LB.

BT02/023 Spike Brothers/Ogre No Trigger

G1

Mecha Trainer

[A]: When another ::Spike Brothers:: Rides on this, you may Call this to (R).
 [S] [(R)]: [CB: (1), Retire this] Search your LB for up to 1 Grade 1 or lower ::Spike Brothers::, reveal it, put it in your hand, and shuffle your LB.

BT02/024 Spike Brothers/Walkaroid No Trigger

G0

Set 2: Onslaught of Dragon Souls Booster Pack

Dancing Cutlass

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

BT02/025 Granblue/Ghost No Trigger

G1

Chappie the Ghostie

[A]: When this is placed to (G), search your LB for up to 1 ::Granblue:: and put it in your DZ, then shuffle your LB.

BT02/026 Granblue/Ghost No Trigger

G0

Gigantech Charger

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a ::Royal Paladin::, Call it to (R), otherwise shuffle your LB.

BT02/027 Royal Paladin/Giant No Trigger

G3

Great Sage, Barron

[A] [(R)]: During your MP, whenever a card is put to your Soul, if you have a ::Royal Paladin:: VG, this gains +3000 Pow during the turn.

BT02/028 Royal Paladin/Giant No Trigger

G2

Hi-Dog Breeder, Akane

[A]: [CB: (2)] When this is placed to (V) or (R), may pay. If so, search your LB for up to 1 ::Hi-Beast:: ::Royal Paladin:: and Call it to (R), then shuffle your LB.

BT02/029 Royal Paladin/Human No Trigger

G2

Pongal

[S] [(R)]: [CB: (1), put this in the Soul] If you have a ::Royal Paladin:: VG, search your LB for up to 1 "Soul Saver Dragon", reveal it, put it in your hand, and shuffle your LB.

BT02/030 Royal Paladin/Hi-Beast No Trigger

G1

Blazing Core Dragon

[S] [(V)]: [CB: (1), put an "Iron Tail Dragon" and a "Gatling Claw Dragon" from (R) to Soul] Search your LB for up to 1 "Blazing Flare Dragon", Ride it, and Shuffle your LB.

BT02/031 Kagero/Flame Dragon No Trigger

G2

Demonic Dragon Mage, Kimnara

[S] [(R)]: [CB: (1), put this in Soul] If you have a ::Kagero:: VG, choose up to 1 of your Opp.'s Grade 1 RGs and Retire it.

BT02/032 Kagero/Dragonman No Trigger

G1

Luck Bird

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

BT02/033 Oracle Thinktank/Hi-Beast No Trigger

G1

Winged Dragon, Skytero

[A]: [CB: (1)] When this is placed from (R) to the DZ, if you have a ::Tachikaze:: VG, may pay. If so, return this to your hand.

BT02/034 Tachikaze/Dino Dragon No Trigger

G1

Dragon Egg

[A]: When another ::Tachikaze:: Rides on this, you may Call this to (R).
 [A]: [CB: (1)] When this is placed from (R) to the DZ, if you have a ::Tachikaze:: VG, may pay. If so, return this to your hand.

BT02/035 Tachikaze/Dino Dragon No Trigger

G0

Top Idol, Aqua

--No Text--

BT02/036 Bermuda Triangle/Mermaid No Trigger

G2

Bermuda Triangle Cadet Caravel

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

BT02/037 Bermuda Triangle/Mermaid No Trigger

G0

Master Fraude

[A] [(V)/(R)]: [SB: (3)] When this hits with an attack, if you have a ::Megacolony:: VG, may pay. If so, draw a card.
[A] [(V)]: When this is Boosted by a ::Megacolony::, this gains +3000 for that battle.

BT02/038 Megacolony/Insect No Trigger

G3

Scientist Monkey Rue

[S] [(V)/(R)]: [CB: (2)] Choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn, and at the start of that turn's End Phase, Retire that unit.

BT02/039 Great Nature/Warbeast No Trigger

G3

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Geograph Giant

--No Text--

BT02/040 Great Nature/Hi-Beast No Trigger

G2

Panzer Gale

[A]: When this Intercepts, if you have a ::Spike Brothers:: VG, this gains +5000 Shield during that battle.

BT02/041 Spike Brothers/Ogre No Trigger

G2

Devil Summoner

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a Grade 1 or 2 ::Spike Brothers::, Call it to (R), otherwise shuffle your LB.

BT02/042 Spike Brothers/Demon No Trigger

G2

Set 2: Onslaught of Dragon Souls Booster Pack**Cyclone Blitz**

[A] [(V)/(R)]: [SB: (1)] When this attacks, if you have a ::Spike Brothers:: VG, may pay. If so, this gains +3000 Pow for that battle.

BT02/043 Spike Brothers/Ogre No Trigger

G1

Spike Brothers Assault Squad

[A] [(R)]: When this Boosts a ::Spike Brothers:: and that attack hits, Stand this.

BT02/044 Spike Brothers/Goblin No Trigger

G1

Sonic Breaker

--No Text--

BT02/045 Spike Brothers/Ogre T: Critical

G0

Cheerful Lynx

--No Text--

BT02/046 Spike Brothers/Warbeast T: Draw

G0

Cheer Girl, Tiara

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

BT02/047 Spike Brothers/Walkaroid T: Heal

G0

Silence Joker

[S] [(R)]: [Put this in Soul] If you have a ::Spike Brothers:: VG, choose up to 1 card in your Damage Zone and turn it face-up.

BT02/048 Spike Brothers/Ghost T: Critical

G0

Skeleton Swordsman

[A]: When this Intercepts, if you have a ::Granblue:: VG, this gains +5000 Shield for that battle.

BT02/049 Granblue/Skeleton No Trigger

G2

Samurai Spirit

[S] [DZ]: [CB: (1), Retire 1 of your ::Granblue:: RGs] If you have a ::Granblue:: VG, Call this to (R).

BT02/050 Granblue/Ghost No Trigger

G1

Evil Shade

[A] [(R)]: [Put the top 2 cards of your LB to the DZ] When this Boosts a ::Granblue:: VG, may pay. If so, the Boosted unit gains +4000 Pow for that battle.

BT02/051 Granblue/Ghost No Trigger

G1

Knight Spirit

--No Text--

BT02/052 Granblue/Ghost T: Critical

G0

Skeleton Lookout

--No Text--

BT02/053 Granblue/Skeleton T: Stand

G0

Rick the Ghostie

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

BT02/054 Granblue/Ghost T: Heal

G0

Rough Seas Banshee

[S] [(R)]: [Put this in Soul] If you have a ::Granblue:: VG, draw up to 1 card.

BT02/055 Granblue/Ghost T: Critical

G0

Knight of Truth, Gordon

[A]: When this Intercepts, if you have a ::Royal Paladin:: VG, this gains +5000 Shield for that battle.

BT02/056 Royal Paladin/Human No Trigger

G2

Soul Guiding Elf

[S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

BT02/057 Royal Paladin/Elf No Trigger

G1

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Pixie Fife and Drum

--No Text--

BT02/058 Royal Paladin/Sylph T: Stand

G0

Margal

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

BT02/059 Royal Paladin/Hi-Beast T: Draw

G0

Dragon Knight, Berger

[A]: When this Intercepts, if you have a ::Kagero:: VG, this gains +5000 Shield for that battle.

BT02/060 Kagero/Human No Trigger

G2

Set 2: Onslaught of Dragon Souls Booster Pack**Iron Tail Dragon**

[S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

BT02/061 Kagero/Flame Dragon No Trigger

G1

Follower, Reas

[A] [(R)]: When this Boosts a "Chain-attack Sutherland", the Boosted unit gains +4000 Pow for that battle.

BT02/062 Kagero/Human No Trigger

G1

Lizard Runner, Nafd

--No Text--

BT02/063 Kagero/Dragonman T: Stand

G0

Gatling Claw Dragon

[S] [(R)]: [CB: (1), put this in Soul] If you have a ::Kagero:: VG, choose up to 1 of your Opp.'s Grade 0 RGs and Retire it.

BT02/064 Kagero/Flame Dragon T: Draw

G0

Security Guardian

[A]: When this Intercepts, if you have an ::Oracle Thinktank:: VG, this gains +5000 Shield for that battle.

BT02/065 Oracle Thinktank/Battroid No Trigger

G2

One Who Gazes at Truth

[A] [(V)/(R)]: [SB: (1)] When this attacks, if you have an ::Oracle Thinktank:: VG, may pay. If so, this gains +3000 Pow for that battle.

BT02/066 Oracle Thinktank/Human No Trigger

G1

Emergency Alarmer

--No Text--

BT02/067 Oracle Thinktank/Walkaroid T: Stand

G0

Psychic Bird

[S] [(R)]: [Put this in Soul] If you have an ::Oracle Thinktank:: VG, draw up to 1 card.

BT02/068 Oracle Thinktank/Hi-Beast T: Critical

G0

Chaos Dragon, Dinochaos

[S] [Hand]: [Retire 2 of your ::Tachikaze:: RGs] If you have a Grade 2 VG, you may reveal this card. If so, Ride this card.

BT02/069 Tachikaze/Dino Dragon No Trigger

G3

Cannon Fire Dragon, Cannon Gear

[A]: When this is placed to (V) or (R), Retire 1 of your RGs.
[A] [(V)]: When this is Boosted by a ::Tachikaze::, this gains +2000 Pow for the turn.

BT02/070 Tachikaze/Dino Dragon No Trigger

G2

NGM Prototype

[A] When this Intercepts, if you have a ::Nova Grappler:: VG, this gains +5000 Shield for that battle.

BT02/071 Nova Grappler/Battroid No Trigger

G2

Cray Soldier

[A] [(R)]: When this Boosts a ::Nova Grappler:: and the attack hits, Stand this.

BT02/072 Nova Grappler/Alien No Trigger

G1

Three Minutes

--No Text--

BT02/073 Nova Grappler/Human T: Draw

G0

Red Lightning

[S] [(R)]: [Put this in Soul] If you have a ::Nova Grappler:: VG, choose up to 1 card in your Damage Zone and turn it face-up.

BT02/074 Nova Grappler/Alien T: Critical

G0

Blazer Pleasures

[A]: When this is placed to (R), choose another of your ::Bermuda Triangle:: That unit gains +2000 Pow for the turn.

BT02/075 Bermuda Triangle/Mermaid No Trigger

G1

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Lady Bomb

[A]: [CB: (2)] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RGs. That unit doesn't Stand during your Opp.'s next Stand Phase.

BT02/076 Megacolony/Insect No Trigger

G2

Phantom Black

--No Text--

BT02/077 Megacolony/Insect No Trigger

G1

Megacolony Battler A

[A]: When this is placed from (G) to the DZ, put it in the Soul.

BT02/078 Megacolony/Insect No Trigger

G0

Set 2: Onslaught of Dragon Souls Booster Pack

Silver Wolf

--No Text--

BT02/079 Great Nature/Hi-Beast No Trigger

G1

Intelli-mouse

[S] [(R)]: [Rest this] Choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn, and at the start of that turn's End Phase, Retire that unit.

BT02/080 Great Nature/Hi-Beast No Trigger

G0

Sky Diver

[C] [(V)/(R)]: If you do not have a ::Spike Brothers:: VG, this gets -2000 Pow.

[A] [(R)]: [Put this in Soul] When this hits with an attack, may pay. If so, choose up to 1 ::Spike Brothers:: in your hand and Call it to (R).

BT02/S01 Spike Brothers/Walkaroid No Trigger

G3

Spirit Exceed

[S] [DZ]: [Put a "Samurai Spirit" and a "Knight Spirit" from (R) to Soul] If you have a Grade 2 or higher VG, Ride this.

BT02/S02 Granblue/Ghost No Trigger

G3

Ruin Shade

[A] [(V)/(R)]: [Put the top 2 cards of your LB to the DZ] When this attacks, if you have a ::Granblue:: VG, may pay. If so, this gains +2000 Pow for that battle.

BT02/S03 Granblue/Ghost No Trigger

G2

Soul Saver Dragon

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

[A]: [SB: (5)] When this is placed to (V), may pay. If so, choose up to 3 of your ::Royal Paladin:: RGs. Those units gain +5000 Pow for the turn.

BT02/S04 Royal Paladin/Cosmo Dragon No

G3

Blazing Flare Dragon

[A] [(V)/(R)]: During your MP, if an Opp. RG is placed to the DZ, this gains +3000 Pow for the turn.

[S] [(V)]: [SB (5)] Retire an Opp.'s RG.

BT02/S05 Kagero/Flame Dragon No Trigger

G3

Seal Dragon Blockade

[C] [(V)]: During your turn, no enemy units may Intercept.

BT02/S06 Kagero/Flame Dragon No Trigger

G3

Scarlet Witch, CoCo

[C] [(V)]: During your turn, if you have no cards in your Soul, this gains +3000 Pow.

[A]: [CB (2)] When this unit is placed to (V), if you have 1 or fewer cards in your Soul, may pay. If so, draw up to 2 cards.

BT02/S07 Oracle Thinktank/Human No Trigger

G3

Lion Heat

[A] [(V)]: [CB (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your ::Nova Grappler:: RG and Stand it.

[A] [(R)]: [CB (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your Grade 1 or lower ::Nova Grappler:: RG and Stand it.

BT02/S08 Nova Grappler/Warbeast No Trigger

G3

General Seifried

[A] [(V)]: When this unit's Drive Check reveals Grade 3 ::Spike Brothers:: unit, you may Call that unit to a vacant (R).

[A] [(V)]: When this is Boosted by a ::Spike Brothers:: unit, this gains +3000 Pow for that battle.

BT02/S09 Spike Brothers/Demon No Trigger

G3

Witch Doctor of the Abyss, Negromarl

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Granblue:: VG, may pay. If so, choose a unit from your DZ and Call it to (R).

BT02/S10 Granblue/Demon No Trigger

G3

Top Idol, Flores
[A] [(V)/(R)]: [SB: (2)] When this hits with an attack, may pay. If so, choose 1 of your ::Bermuda Triangle:: RG and return it to your hand.

BT02/S11 Bermuda Triangle/Mermaid No Trigger

G3

Top Idol, Aqua
--No Text--

BT02/S12 Bermuda Triangle/Mermaid No Trigger

G2

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Set 2: Onslaught of Dragon Souls Booster Pack