

**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/Battroid 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, Skyptero**  
 [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

