

**Ultimate Dimensional Robot, Great Daiyuusha**

[C] [(V)] [LB(4)]: During your turn, if there are 3 or more units in your Soul whose name includes "Dimensional Robot", this gains +2000 Pow and +1 Crit.  
[C] [(V)/(R)]: If you have a non-::Dimension Police:: VG or RG, this gets -2000 Pow.  
[C] [(V)]: If "Super Dimensional Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.

BT08/001 Dimension Police/Battroid No Trigger

G3

**Galactic Super Beast, Zeal**

[C] [(V)] [LB(4)]: [CB: (2)] Choose 1 of your Opp.'s VG. It gets -1000 Pow for each of your ::Dimension Police:: RGs. This ability cannot be used again this turn.  
[C] [(V)]: If "Star Eater, Zeal" is in your Soul, this gains +1000 Pow.

BT08/002 Dimension Police/Alien No Trigger

G3

**Arboros Dragon "Sephrot"**

[C] [(V)] [LB(4)]: All your ::Neo Nectar:: Units gain "[C] [(V)/(R)]: During your turn, if you have another Unit with the same name as this in a (V) or (R), this gains +3000 Pow".  
[C] [(V)]: If "Arboros Dragon, Timber" is in your Soul, this gains +1000 Pow.

BT08/003 Neo Nectar/Forest Dragon No Trigger

G3

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**Musketeer of White Lily, Cecilia**

[S] [(V)] [LB(4)]: [CB: (1), choose 5 Normal Units in your DZ whose name includes "Musketeer" and put them on bottom of your LB in any order] Search your LB for up to 2 "Musketeer of White Lily, Cecilia" and call them to separate (R). Shuffle your LB. This ability cannot be used again this turn.  
[S] [(V)]: [Retire 1 of your RGs whose name includes "Musketeer"] Look at up to 5 cards from top of your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R). Shuffle your LB. This ability cannot be used again this turn.

BT08/004 Neo Nectar/Bioroid No Trigger

G3

**Blue Storm Dragon, Maelstrom**

[A] [(V)] [LB(4)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow and "[A] [(V)]: [CB: (1)] When this hits with an attack, may pay. If so, draw a card, and retire 1 of your Opp.'s RGs" for the battle.  
[C] [(V)/(R)]: If you have a non-::Aqua Force:: VG or RG, this gets -2000 Pow.

BT08/005 Aqua Force/Tear Dragon No Trigger

G3

**Hydro Hurricane Dragon**

[S] [(V)] [LB(4)]: [CB: (2)] This gains +3000 Pow and "[A] [(V)]: If this hits a VG with an attack, and it's the 4th battle or later of the turn, retire all your Opp.'s RGs" for the turn.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT08/006 Aqua Force/Tear Dragon No Trigger

G3

**Set 8: Blue Storm Armada Booster Pack****Storm Rider, Basil**

[A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)

BT08/007 Aqua Force/Aquaroid No Trigger

G2

**Seal Magic Dragon, Dangarii**

[S] [(V)] [LB(4)]: [CB: (1), choose a card Bound by this and put it on bottom of the LB] Choose an Opp.'s Front Row RG and retire it. This ability cannot be used again this turn.  
[C] [(V)/(R)]: If you have no cards in your Bind Zone that was Bound by this, this gets -2000 Pow.  
[A]: When this is placed to (V), Bind the top 2 cards of your LB.

BT08/008 Narukami/Thunder Dragon No Trigger

G3

**Operator Girl, Mika**

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

BT08/009 Dimension Police/Human No Trigger

G2

**Dimensional Robot, Daidragon**

[A] [(R)]: When this attacks, if you have a VG whose name includes "Dimensional Robot", this gains +3000 Pow for the battle.

BT08/010 Dimension Police/Battroid No Trigger

G2

**Musketeer of Cherry Blossom, August**

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

BT08/011 Neo Nectar/Bioroid No Trigger

G2

**Musketeer of Convallarium, Kaivant**

[A]: [CB: (1), retire 1 of your other RGs whose name includes "Musketeer"] When this is placed to (V) or (R), if you have a ::Neo Nectar:: VG, may pay. If so, look at up to 4 cards from your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R), and shuffle your LB.

BT08/012 Neo Nectar/Bioroid No Trigger

G2

**Maiden of Rainbowwood**

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

BT08/013 Neo Nectar/Dryad No Trigger

G2

**Musketeer of Nymphaea, Roose**

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

BT08/014 Neo Nectar/Bioroid No Trigger

G1

**Musketeer of Convallarium, Rebecca**

[A]: [CB: (1), retire 1 of your other RGs whose name includes "Musketeer"] When this is placed to (V) or (R), if you have a ::Neo Nectar:: VG, may pay. If so, look at up to 4 cards from your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R), and shuffle your LB.

BT08/015 Neo Nectar/Bioroid No Trigger

G1

**Military Dragon, Raptor Colonel**

[A] [(V)] [LB(4)]: [CB: (1), Retire 2 of your ::Tachikaze:: RGs] When this attacks a VG, may pay. If so, this gains Pow equal to the original printed Pow of the Units Retired by the cost for the battle.  
[C] [(V)]: If "Military Dragon, Raptor Captain" is in your Soul, this gains +1000 Pow.

BT08/016 Tachikaze/Dino Dragon No Trigger

G3

**Destruction Dragon, Darkrex**

[A] [Bind Zone] [LB(4)]: [Retire 3 of your ::Tachikaze:: RGs] At the start of the Closed Step of the battle that your Grade 3 or higher ::Tachikaze:: VG attacks, if the attack did not hit, may pay. If so, Ride this.  
[S] [Hand]: [Bind this] Choose up to 2 of your ::Tachikaze:: units. That unit gains +3000 Pow for the turn.

BT08/017 Tachikaze/Dino Dragon No Trigger

G3

**Tear Knight, Valeria**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have an ::Aqua Force:: VG, and it's the 4th or later battle of the turn, Retire 1 of your Opp.'s RGs.

BT08/018 Aqua Force/Aquaroid No Trigger

G2

**Emerald Shield, Paschal**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard 1 ::Aqua Force:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Aqua Force:: being attacked. That unit cannot be hit for the battle.

BT08/019 Aqua Force/Aquaroid No Trigger

**G1****Armed Instructor, Bison**

[A] [(V)] [LB(4)]: During your End Phase, when your ::Great Nature:: RG is placed in your DZ, choose up to 2 cards in your Damage Zone and turn them face-up.

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

BT08/020 Great Nature/Warbeast No Trigger

**G3****Enigman Cyclone**

[A] [(V)]: At the start of your Attack Step, if the Pow of this unit is 14000 or higher, this gains "[A] [(V)]: When this hits a VG with an attack, Retire 1 of your Opp.'s RG" for the battle.

BT08/021 Dimension Police/Alien No Trigger

**G3**

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**Lady Justice**

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

BT08/022 Dimension Police/Alien No Trigger

**G3****Underground Super Beast, Magmalord**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[S] [(V)]: [CB: (5), SB: (8)] Choose 1 of your Opp.'s VG. That unit gets -5000 Pow for the turn, and Retire all your Opp.'s RGs whose Pow is 5000 or lower.

BT08/023 Dimension Police/Alien No Trigger

**G3****Star Eater, Zeal**

[C] [(V)]: If "Eye of Destruction, Zeal" is in your Soul, this gains +1000 Pow.

[A]: When "Galactic Super Beast, Zeal" Rides on this, if "Eye of Destruction, Zeal" is in your Soul, choose 1 of your Opp.'s VGs. That unit gets -3000 Pow for the turn.

BT08/024 Dimension Police/Alien No Trigger

**G2****Set 8: Blue Storm Armada Booster Pack****Dimensional Robot, Dailander**

[A]: [CB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units whose name includes "Dimensional Robot". That unit gains +4000 Pow for the turn.

BT08/025 Dimension Police/Battroid No Trigger

**G1****Dimensional Robot, Goyuusha**

[A]: When another ::Dimensional Police:: Rides on this, you may Call this to (R).

[S] [(R)]: [Choose 4 of your Rearguards whose name includes "Dimensional Robot" and put them in Soul] If you have a Grade 2 or higher VG whose name includes "Dimensional Robot", search your LB for up to 1 Grade 3 unit whose name includes "Dimensional Robot", Ride it, and shuffle your LB.

BT08/026 Dimension Police/Battroid No Trigger

**G0****Young Beast, Zeal**

[A]: When "Eye of Destruction, Zeal" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Galactic Super Beast, Zeal" or 1 "Star Eater, Zeal", reveal it, and put it in your hand. Shuffle your LB.

[A]: When a ::Dimension Police:: that is not "Eye of Destruction, Zeal" Rides on this, you may Call this to (R).

BT08/027 Dimension Police/Alien No Trigger

**G0****Arboros Dragon "Timber"**

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

[A]: When "Arboros Dragon 'Sephrot'" Rides on this, if "Arboros Dragon 'Branch'" is in your Soul, choose 1 of your RGs. Search your LB for up to 1 card with the same name as the chosen RG and Call it to (R), and shuffle your LB.

BT08/028 Neo Nectar/Forest Dragon No Trigger

**G2****Arboros Dragon "Ratooun"**

[A]: When "Arboros Dragon 'Branch'" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Arboros Dragon 'Sephrot'" or 1 "Arboros Dragon 'Timber'", reveal it, and put it in your hand. Shuffle your LB.

[A]: When a ::Neo Nectar:: that is not "Arboros Dragon 'Branch'" Rides on this, you may Call this to (R).

BT08/029 Neo Nectar/Forest Dragon No Trigger

**G0****Military Dragon, Raptor Captain**

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

[A]: When "Military Dragon, Raptor Colonel" Rides on this, if "Military Dragon, Raptor Sergeant" is in your Soul, search your LB for up to 1 "Military Dragon, Raptor Captain" and call it to (R). Shuffle your LB.

BT08/030 Tachikaze/Dino Dragon No Trigger

**G2****Winged Dragon, Slashptera**

[A]: During your Battle Phase, when this is placed from (R) to DZ, choose 1 of your ::Tachikaze::.. That unit gains +3000 Pow for the turn.

BT08/031 Tachikaze/Dino Dragon No Trigger

**G2****Charging Dragon, Bargepharus**

[A] [(V)/(R)]: When this attacks, if your ::Tachikaze:: was placed from (R) to DZ during this turn, this gains +3000 Pow for the battle.

BT08/032 Tachikaze/Dino Dragon No Trigger

**G2****Winged Dragon, Beamptera**

[A]: During your Battle Phase, when this is placed from (R) to DZ, choose 1 of your ::Tachikaze::.. That unit gains +3000 Pow for the turn.

BT08/033 Tachikaze/Dino Dragon No Trigger

**G1****Military Dragon, Raptor Soldier**

[A]: When "Military Dragon, Raptor Sergeant" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Military Dragon, Raptor Colonel" or 1 "Military Dragon, Raptor Captain", reveal it, and put it in your hand. Shuffle your LB.

[A]: When a ::Tachikaze:: that is not "Military Dragon, Raptor Sergeant" Rides on this, you may Call this to (R).

BT08/034 Tachikaze/Dino Dragon No Trigger

**G0****Storm Rider, Diamantes**

[A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)

BT08/035 Aqua Force/Aquaroid No Trigger

**G3****Tear Knight, Lazarus**

--No Text--

BT08/036 Aqua Force/Aquaroid No Trigger

**G2**

### Storm Rider, Eugen

[A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)

BT08/037 Aqua Force/Aquaroid No Trigger

G1

### Torpedo Rush Dragon

[A] [(R)]: When this Boosts an ::Aqua Force::, if you have an ::Aqua Force:: VG, and it's the 4th battle or later of the turn, the Boosted Unit gains +3000 Pow for the battle.

BT08/038 Aqua Force/Tear Dragon No Trigger

G1

### Aqua Breath Dracokid

[A]: When another ::Aqua Force:: Rides on this, you may Call this to (R).  
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Aqua Force::. That unit gains +1000 Pow and "[A] When this hits a VG with an attack, if you have an ::Aqua Force:: VG, and it's the 4th battle or later of the turn, draw a card" for the turn.

BT08/039 Aqua Force/Tear Dragon No Trigger

G0

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### Sealed Knight of Lightning Tooth and Demonic Lance

[C] [(V)/(R)]: **Restraint**

[S] [(V)/(R)]: [CB: (1)] If you have a ::Narukami:: VG, this loses **Restraint** for the turn.

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

BT08/040 Narukami/Human No Trigger

G2

### Compass Lion

[A] [(V)/(R)]: At the start of the End Phase during your turn, choose 1 of your RGs and Retire it.

BT08/041 Great Nature/Hi-Beast No Trigger

G2

### Twirling Duckbill

[A]: During your MP, when this is placed to (R), choose 1 of your other ::Great Nature:: RGs. That unit gains "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.

BT08/042 Great Nature/Hi-Beast No Trigger

G1

## Set 8: Blue Storm Armada Booster Pack

### Time-Space Ninja, Tsukikage

[A] [(V)/(R)]: When this is Boosted by a ::Dimension Police::, this gains +2000 Pow.

BT08/043 Dimension Police/Alien No Trigger

G3

### Cosmic Mothership

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

BT08/044 Dimension Police/Battroid No Trigger

G2

### Cosmic Rider

[A]: When this is placed to (R), choose 1 of your ::Dimension Police::. That unit gains +2000 Pow for the turn.

BT08/045 Dimension Police/Battroid No Trigger

G2

### Charging Monster, Gunrock

[A] [(V)/(R)]: When this attacks, if the Pow of the Battle Opp. is 8000 or lower, this gains +3000 Pow for the battle.

BT08/046 Dimension Police/Alien No Trigger

G2

### Eye of Destruction, Zeal

[C] [(V)]: If "Young Monster, Zeal" is in your Soul, this gains +1000 Pow.

[A]: When "Star Eater, Zeal" Rides on this, if "Young Monster, Zeal" is in your Soul, choose 1 of your Opp.'s VGs. That unit gets -3000 Pow for the turn.

BT08/047 Dimension Police/Alien No Trigger

G1

### Dimensional Robot, Daimariner

[S] [Soul]: [Put this in DZ] Choose 1 of your ::Dimensional Police:: VGs. That unit gains +3000 Pow for the turn.

BT08/048 Dimension Police/Battroid No Trigger

G1

### Strange Admiral, Gogotto

[A] [(R)]: When this Boosts a ::Dimension Police:: and the attack hits a VG, you may return this to your hand.

BT08/049 Dimension Police/Alien No Trigger

G1

### Psychic Grey

[A] [(R)]: When this Boosts a ::Dimension Police:: VG and the Pow of the Battle Opp. of the Boosted Unit is 8000 or lower, the Boosted Unit gains +4000 Pow for the turn.

BT08/050 Dimension Police/Alien No Trigger

G1

### Speedster

[A]: When this is placed to (R), choose 1 of your ::Dimension Police::. That unit gains +2000 Pow for the turn.

BT08/051 Dimension Police/Battroid No Trigger

G1

### Fighting Saucer

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

BT08/052 Dimension Police/Battroid No Trigger

G1

### Warrior of Destiny, Dai

[A]: When another ::Dimension Police:: Rides on this, you may Call this to (R).

[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher ::Dimension Police::, reveal it, and put it in your hand. Shuffle your LB.

BT08/053 Dimension Police/Human No Trigger

G0

### Gem Monster, Jewelmine

--No Text--

BT08/054 Dimension Police/Alien T: Draw

G0

Piercing Sound Monster, Dissiberon

--No Text--

BT08/055 Dimension Police/Alien T: Stand

G0

Dissection Monster, Kaizone

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

BT08/056 Dimension Police/Alien T: Heal

G0

Dimensional Robot, Daibattles

[S] [Soul]: [Put this in DZ] Choose 1 of your :Dimensional Police:: VGs. That unit gains +3000 Pow for the turn.

BT08/057 Dimension Police/Battroid T: Critical

G0

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Musketeer of Black Lily, Helman

[A] [(V)/(R)]: When this is Boosted by a :Neo Nectar::, this gains +2000 Pow.

BT08/058 Neo Nectar/Bioroid No Trigger

G3

World Snake, Uroboros

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

BT08/059 Neo Nectar/Hi-Beast No Trigger

G3

Baku-San-Tomato

[A] [(V)/(R)]: When this hits a VG with an attack, choose 1 of your :Neo Nectar:: units. That unit gains +3000 Pow for the turn.

BT08/060 Neo Nectar/Dryad No Trigger

G3

Set 8: Blue Storm Armada Booster Pack

World Supporting Turtle, Akubarra

[A] [(R)]: When this hits a VG with an attack, choose 1 of your :Neo Nectar:: units. That unit gains +3000 Pow for the turn.

BT08/061 Neo Nectar/Hi-Beast No Trigger

G2

Musketeer of Tulip, Almira

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

BT08/062 Neo Nectar/Bioroid No Trigger

G2

Gushing Mushroom

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other :Neo Nectar:: RGs, draw a card.

BT08/063 Neo Nectar/Dryad No Trigger

G2

Arboros Dragon "Branch"

[C] [(V)]: If "Arboros Dragon 'Ratooun'" is in your Soul, this gains +1000 Pow.  
[A]: When "Arboros Dragon 'Timber'" Rides on this, if "Arboros Dragon 'Ratooun'" is in your Soul, choose 1 of your RGs. Search your LB for up to 1 card with the same name as the chosen RG and Call it to (R), and shuffle your LB.

BT08/064 Neo Nectar/Forest Dragon No Trigger

G1

Musketeer of Tulip, Mina

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

BT08/065 Neo Nectar/Bioroid No Trigger

G1

Boon Bananna

[A] [(R)]: When this Boosts a :Neo Nectar:: and the attack hits a VG, you may return this to your hand.

BT08/066 Neo Nectar/Dryad No Trigger

G1

Fruits Basket Elf

[A] [(R)]: [CB: (1)] When this Boosts a :Neo Nectar:: attacking a VG, if you have a :Neo Nectar:: VG, may pay. If so, during this battle, your Opp. cannot Normal Call a unit to (G), and the Boosted unit cannot deal damage even if the attack hits.

BT08/067 Neo Nectar/Elf No Trigger

G1

Musketeer of Rapeseed, Kira

[A]: When another :Neo Nectar:: Rides on this, you may Call this to (R).  
[S] [(R)]: [CB: (1). Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher :Neo Nectar::, reveal it, and put it in your hand. Shuffle your LB.

BT08/068 Neo Nectar/Bioroid No Trigger

G0

Musketeer of Night Queen, Daniel

--No Text--

BT08/069 Neo Nectar/Bioroid T: Critical

G0

Four-Leaved Fairy

--No Text--

BT08/070 Neo Nectar/Sylph T: Draw

G0

Maiden of Morning Glory

--No Text--

BT08/071 Neo Nectar/Dryad T: Stand

G0

Musketeer of Hibiscus, Hanna

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

BT08/072 Neo Nectar/Bioroid T: Heal

G0

**Savage Warchief**

[A] [(V)/(R)]: When this is Boosted by a ::Tachikaze::, this gains +2000 Pow.

BT08/073 Tachikaze/Human No Trigger

G3

**Fortress Dragon, Brachiocastle**

[A]: [CB: (1)] When this is placed from (R) to DZ, if you have a ::Tachikaze:: VG, may pay. If so, search your LB for up to 1 "Transporting Dragon, Brachiopoter" and Call it to (R). Shuffle your LB.

BT08/074 Tachikaze/Dino Dragon No Trigger

G3

**Savage Warlock**

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

BT08/075 Tachikaze/Human No Trigger

G2

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**Aircraft Carrier Dragon, Brachicarrier**

[A]: [CB: (1)] When this is placed from (R) to DZ, if you have a ::Tachikaze:: VG, may pay. If so, search your LB for up to 1 "Fortress Dragon, Brachiocastle" and Call it to (R). Shuffle your LB.

BT08/076 Tachikaze/Dino Dragon No Trigger

G2

**Military Dragon, Raptor Sergeant**

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

[A]: When "Military Dragon, Raptor Captain" Rides on this, if "Military Dragon, Raptor Soldier" is in your Soul, search your LB for up to 1 "Military Dragon, Raptor Sergeant" and Call it to (R). Shuffle your LB.

BT08/077 Tachikaze/Dino Dragon No Trigger

G1

**Savage Magus**

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

BT08/078 Tachikaze/Human No Trigger

G1

**Set 8: Blue Storm Armada Booster Pack****Fortress Ammonite**

[A] [(R)]: [Discard a card from your hand] When this Boosts and the attack hits, may pay. If so, draw a card.

BT08/079 Tachikaze/Hi-Beast No Trigger

G1

**Transporing Dragon, Brachiopoter**

[A]: [CB: (1)] When this is placed from (R) to DZ, if you have a ::Tachikaze:: VG, may pay. If so, search your LB for up to 1 "Aircraft Carrier Dragon, Brachicarrier" and Call it to (R). Shuffle your LB.

BT08/080 Tachikaze/Dino Dragon No Trigger

G1

**Baby Ptera**

[A]: When another ::Tachikaze:: Rides on this, you may call this to (R).

[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher ::Tachikaze::, reveal it, and put it in your hand. Shuffle your LB.

BT08/081 Tachikaze/Dino Dragon No Trigger

G0

**Dragon Bird, Firepterex**

--No Text--

BT08/082 Tachikaze/Dino Dragon T: Critical

G0

**Carry Trilobite**

--No Text--

BT08/083 Tachikaze/Insect T: Draw

G0

**Heavy Cannon Beast of the Female Chieftain**

--No Text--

BT08/084 Tachikaze/Hi-Beast T: Stand

G0

**Steel Wall Dragon, Steelsaurus**

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

BT08/085 Tachikaze/Dino Dragon T: Heal

G0

**Giant Soldier of the Pyroxene Mines**

[A] [(V)/(R)]: When this is Boosted by an ::Aqua Force::, this gains +2000 Pow for the battle.

BT08/086 Aqua Force/Battroid No Trigger

G3

**Adviser of the Distant Sea, Vasilis**

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

BT08/087 Aqua Force/Aquaroid No Trigger

G3

**Battle Veteran Strategic Commander**

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

BT08/088 Aqua Force/Aquaroid No Trigger

G2

**Transporting Whale Ship, Kairinmaru**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Aqua Force:: RGs, draw a card.

BT08/089 Aqua Force/Hi-Beast No Trigger

G2

**Tear Knight, Teo**

--No Text--

BT08/090 Aqua Force/Aquaroid No Trigger

G1

**Stream Trooper**

[A] [(R)]: When this Boosts an ::Aqua Force:: and the attack hits a VG, you may return this to your hand.

BT08/091 Aqua Force/Aquaroid No Trigger

G1

**Steady Strategic Commander**

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

BT08/092 Aqua Force/Aquaroid No Trigger

G1

**Officer Cadet, Eric**

[A]: When another ::Aqua Force:: Rides on this, you may Call this to (R).  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher ::Aqua Force::, reveal it, and put it in your hand. Shuffle your LB.

BT08/093 Aqua Force/Aquaroid No Trigger

G0

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**Mothership Intelligence**

--No Text--

BT08/094 Aqua Force/Walkaroid T: Critical

G0

**Spotter Sea Gull Soldiers**

--No Text--

BT08/095 Aqua Force/Hi-Beast T: Stand

G0

**Demonic Black Maiden, Carrie**

[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.

BT08/096 Narukami/Noble No Trigger

G3

## Set 8: Blue Storm Armada Booster Pack

**Dragon Monk, Kinkaku**

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

BT08/097 Narukami/Demon No Trigger

G2

**Sealed Knight of the Purple Lightning Magic Sword**

[C] [(R)]: This gets -4000 Pow.

[A] [(V)/(R)]: When this attacks, if you have a ::Narukami:: VG, this gains +2000 Pow.

BT08/098 Narukami/Human No Trigger

G1

**Dragon Monk, Ginkaku**

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

BT08/099 Narukami/Demon No Trigger

G1

**Seal Priest, Koukou**

[A]: When another ::Narukami:: Rides on this, you may Call this to (R).  
[S] [(R)]: [SB: (1)] Choose 1 of your ::Narukami:: VG or RG's [C] effect. That unit loses that effect for the turn.

BT08/100 Narukami/Human No Trigger

G0

**Mischievous Girl, Kyonshi**

--No Text--

BT08/101 Narukami/Zombie T: Draw

G0

**Blackboard Ohm**

[A]: When another ::Great Nature:: Rides on this, you may Call this to (R).  
[S] [(R)]: [Put this in Soul] Choose 1 of your ::Great Nature:: RGs. That unit gains "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.

BT08/102 Great Nature/Hi-Beast No Trigger

G0

**Ultimate Dimensional Robot, Great Daiyuusha**

[C] [(V)] [LB(4)]: During your turn, if there are 3 or more units in your Soul whose name includes "Dimensional Robot", this gains +2000 Pow and +1 Crit.  
[C] [(V)/(R)]: If you have a non-::Dimension Police:: VG or RG, this gets -2000 Pow.  
[C] [(V)]: If "Super Dimensional Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.

BT08/S01 Dimension Police/Battroid No Trigger

G3

**Galactic Super Beast, Zeal**

[C] [(V)] [LB(4)]: [CB: (2)] Choose 1 of your Opp.'s VG. It gets -1000 Pow for each of your ::Dimension Police:: RGs. This ability cannot be used again this turn.

[C] [(V)]: If "Star Eater, Zeal" is in your Soul, this gains +1000 Pow.

BT08/S02 Dimension Police/Alien No Trigger

G3

**Arboros Dragon "Sephrot"**

[C] [(V)] [LB(4)]: All your ::Neo Nectar:: Units gain "[C] [(V)/(R)]: During your turn, if you have another Unit with the same name as this in a (V) or (R), this gains +3000 Pow".

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

BT08/S03 Neo Nectar/Forest Dragon No Trigger

G3

**Musketeer of White Lily, Cecilia**

[S] [(V)] [LB(4)]: [CB: (1), choose 5 Normal Units in your DZ whose name includes "Musketeer" and put them on bottom of your LB in any order] Search your LB for up to 2 "Musketeer of White Lily, Cecilia" and call them to separate (R). Shuffle your LB. This ability cannot be used again this turn.  
[S] [(V)]: [Retire 1 of your RGs whose name includes "Musketeer"] Look at up to 5 cards from top of your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R). Shuffle your LB. This ability cannot be used again this turn.

BT08/S04 Neo Nectar/Bioroid No Trigger

G3

**Blue Storm Dragon, Maelstrom**

[A] [(V)] [LB(4)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow and "[A] [(V)]: [CB: (1)] When this hits with an attack, may pay. If so, draw a card, and retire 1 of your Opp.'s RGs" for the battle.

[C] [(V)/(R)]: If you have a non-::Aqua Force:: VG or RG, this gets -2000 Pow.

BT08/S05 Aqua Force/Tear Dragon No Trigger

G3

**Hydro Hurricane Dragon**

[S] [(V)] [LB(4)]: [CB: (2)] This gains +3000 Pow and "[A] [(V)] If this hits a VG with an attack, and it's the 4th battle or later of the turn, retire all your Opp.'s RGs" for the turn.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT08/S06 Aqua Force/Tear Dragon No Trigger

G3

[A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)

## G2

[S] [(V)] [LB(4)]: [CB: (1), choose a card Bound by this and put it on bottom of the LB] Choose an Opp.'s Front Row RG and retire it. This ability cannot be used again this turn.

[C] [(V)/(R)] If you have no cards in your Bind Zone that was Bound by this, this gets -2000 Pow.

[A: When this is placed to (V), Bind the top 2 cards of your LB.

**G3**

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

## G2

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

## G2

[A] [(V)] [LB(4)]: [CB: (1), Retire 2 of your ::Tachikaze:: RGs] When this attacks a VG, may pay. If so, this gains Pow equal to the original printed Pow of the Units Retired by the cost for the battle.

**G3**

[A] [Bind Zone] [LB(4)]: [Retire 3 of your ::Tachikaze:: RGs] At the start of the Closed Step of the battle that your Grade 3 or higher ::Tachikaze:: VG attacks, if the attack did not hit, may pay. If so, Ride this.

**G3**