

**Mikazuki Munechika**  
**Stride** - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.  
[S] [(V)] [1/turn]: [CB: (1), Choose a face-down G Unit in your G Zone and turn it face-up] For each face-up card in your G Zone, this gains +3000 Pow for the turn. For every 2 face-up cards in your G Zone, choose 1 of your Opp.'s Front Row RGs and Retire it. If there are 2 or more face-up cards in your G Zone, this gains +1 Crit for the turn.  
G-TB01/001 Touken Ranbu/Blade Guys - Tachi  
**G4**

**Hotarumaruru**  
**Stride** - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.  
[A] [(V)] MVP: [Choose a face-down "Hotarumaruru" in your G Zone and turn it face-up, rest 5 of your RGs] When this hits a VG with an attack, may pay. If so, Stand this, and this gets -2 Drive for the turn.  
G-TB01/002 Touken Ranbu/Blade Guys -  
**G4**

**Ichigo Hitohuri**  
[A] [(V)/(R)] Shinken Hissatsu: [CB: (1), SB: (1)] When this attacks a VG, may pay. If so, for each of your RGs with "Toushirou" in name, this gains +4000 Pow for the battle.  
G-TB01/003 Touken Ranbu/Blade Guys - Tachi  
**G3**

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**Uguisumaruru**  
[C] [(V)]: Shinken Hissatsu: During your turn, all your RGs with Shinken Hissatsu ability gain +2000 Pow.  
[A] [(V)]: When the Drive Check of this unit reveals a Grade 1 or higher card with Shinken Hissatsu ability, this gains +5000 Pow for the battle.  
G-TB01/004 Touken Ranbu/Blade Guys - Tachi  
**G3**

**Kogitsunemaru**  
[A] [(V)] MVP: [SB: (1)] When this hits a VG with an attack, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and draw a card.  
[A] [(V)]: [CB: (1)] When your RG with MVP ability attacks a VG, may pay. If so, that unit gains +3000 Pow for the battle.  
G-TB01/005 Touken Ranbu/Blade Guys - Tachi  
**G3**

**Tsurumaruru Kuninaga**  
[A] [(V)] MVP: [SB: (1)] When this hits a VG with an attack, may pay. If so, Countercharge: (1), and choose a Grade 3 card in your DZ and return it to your hand.  
[A] [(V)]: During your turn, when your G Unit **Strides**, SC: (1), and choose 2 of your units and they gain +3000 Pow for the turn.  
G-TB01/006 Touken Ranbu/Blade Guys - Tachi  
**G3**

Touken Ranbu Online Extra Pack

**Iwato-oshi**  
**Stride** - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.  
[S] [(V)] [1/turn]: [CB: (1), choose a face-down "Iwato-oshi" in your G Zone and turn it face-up] This gains "[C] [(V)]: This battles all units in your Opp.'s Front Row with an attack" for the turn.  
G-TB01/007 Touken Ranbu/Blade Guys -  
**G4**

**Taroutachi**  
**Stride** - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.  
[C] [(V)]: During your turn, all your Front Row RGs with Shinken Hissatsu ability gain +3000 Pow, and if you have a Hearts card with "Jiroutachi" in name, this gains +5000 Pow.  
G-TB01/008 Touken Ranbu/Blade Guys -  
**G4**

**Ishikirimaru**  
[A] [(V)] Shinken Hissatsu: [CB: (1)] When this attacks a VG, may pay. If so, this gains +15000 Pow for the battle.  
[C] [(V)]: If there's a Standing RG in your Front Row, this cannot attack.  
G-TB01/009 Touken Ranbu/Blade Guys -  
**G3**

**Tonbo-kiri**  
[A] [(V)] Shinken Hissatsu: [CB: (1), SB: (1)] When this is attacked, may pay. If so, this gains +2000 Pow for the turn.  
[A] [(V)]: When this attacks a VG, your Opp. cannot Call Grade 0 cards from hand to (G).  
G-TB01/010 Touken Ranbu/Blade Guys - Spear  
**G3**

**Izumi no Kamikanesada**  
[A] [(R)] Shinken Hissatsu: [SB: (1)] When this is Boosted, may pay. If so, this gains +3000 Pow and "[A] [(R)]: At the end of the battle in which this attacked, you may choose a card with Shinken Hissatsu ability in your Back Row and return it to your hand" for the battle.  
G-TB01/011 Touken Ranbu/Blade Guys - Tachi  
**G2**

**Shishiou**  
[A] [(R)] Shinken Hissatsu: [CB: (1), SB: (1)], Discard a card from your hand] When this attacks a VG, may pay. If so, draw 2 cards.  
[C] [(R)]: This cannot be chosen as the target of effects of your Opp.'s cards.  
G-TB01/012 Touken Ranbu/Blade Guys - Tachi  
**G2**

**Kousetsu Samonji**  
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard a card from your hand] When this is placed from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Kousetsu Samonji" in your DZ, Countercharge: (1).  
G-TB01/013 Touken Ranbu/Blade Guys - Tachi  
**G1**

**Shokudaikiri Mitsutada**  
[A] [(R)]: [Put this in your Soul] When your VG attacks, if this is Standing, may pay. If so, draw a card, choose 2 of your Front Row Units, and they gain +3000 Pow for the turn.  
G-TB01/014 Touken Ranbu/Blade Guys - Tachi T:  
**G0**

**Jiroutachi**  
[C] [(R)] Shinken Hissatsu: During your turn, if you have a Grade 4 or higher VG, this gains +2000 Pow.  
[C] [(V)]: When you pay for the cost of **Stride**, if you're **Striding** a G Unit with "Taroutachi" in name, cards in your hand gain +2 Grade.  
G-TB01/015 Touken Ranbu/Blade Guys -  
**G3**

**Doutanuki Masakuni**  
[A] [(V)/(R)] Shinken Hissatsu: When this attacks a VG, this gains +3000 Pow for the battle.  
G-TB01/016 Touken Ranbu/Blade Guys - Tachi  
**G2**

**Nakigitsune**  
[A] [(R)] MVP: [CB: (1), SB: (1)] When this hits a VG with an attack, may pay. If so, draw a card, and choose a card in your hand and Call it to (R).  
G-TB01/017 Touken Ranbu/Blade Guys -  
**G2**

**Otegin**  
[A] [(R)] MVP: [CB: (1)] When this hits a VG with an attack, may pay. If so, your Opp. cannot Call Grade 0 cards from hand to (G) for the turn.  
G-TB01/018 Touken Ranbu/Blade Guys - Spear  
**G2**

**Ima no Tsurugi**  
 [S] [(R)]: [Put this in your Soul] Choose 1 of your Grade 4 or higher units, and that unit gains +5000 Pow and "[A] [(V)] MVP: When this hits a VG with an attack, may pay. If so, Countercharge: (2)" for the turn.  
 [C] [Hand]: When you pay for the cost of **Stride**, this card gains +2 Grade.

G-TB01/019 Touken Ranbu/Blade Guys - Tanto

**G1**

**Atsu Toushirou**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this is placed from hand to (G), may pay. If so, Call the top 5 cards of your LB Rested to (G).

G-TB01/020 Touken Ranbu/Blade Guys - Tanto

**G1**

**Kashuu Kiyomitsu**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: [SB: (1)] When this Boosts, if there are no face-up cards in your Damage Zone, may pay. If so, Countercharge: (1), and this gains +3000 Pow and "[A] [(R)]: When your unit hits a VG with an attack, draw a card, and put this in your Soul" for the turn.

G-TB01/021 Touken Ranbu/Blade Guys -

**G0**

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**Kasen Kanesada**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [Put this in your Soul] Choose 2 of your units with Shinken Hissatsu ability, and they gain +3000 Pow for the turn.

G-TB01/022 Touken Ranbu/Blade Guys -

**G0**

**Hachisuka Kotetsu**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [Put this in your Soul, discard a card from your hand] Draw a card.

G-TB01/023 Touken Ranbu/Blade Guys -

**G0**

**Mutsu no Kamiyoshiyuki**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [C] [(R)] Shinken Hissatsu: During your turn, if you don't have another unit in the same column as this, this gains +6000 Pow.

G-TB01/024 Touken Ranbu/Blade Guys -

**G0**

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**Yamanbagiri Kunihiro**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: [CB: (1)] When this Boosts a unit with MVP ability, may pay. If so, this gains +3000 Pow and "[A] [(R)]: [Put this in your Soul] At the end of the battle in which this Boosted, may pay. If so, choose 1 of your other units, and that unit gains +5000 Pow for the turn" for the battle.

G-TB01/025 Touken Ranbu/Blade Guys -

**G0**

**Yamabusi Kunihiro**  
 [A] [(R)] MVP: [Put this on the bottom of the LB] When this hits a VG with an attack, may pay. If so, draw a card, and Countercharge: (2).  
 [C] [(R)]: During your turn, if you have another unit in the same column as this, this gains +1000 Pow. Then, if you have Grade 0 unit in the same column as this, this gains +2000 Pow.

G-TB01/026 Touken Ranbu/Blade Guys - Tachi

**G3**

**Ookurikara**  
 --No Text--

G-TB01/027 Touken Ranbu/Blade Guys - Tachi

**G2**

**Heshikiri Hasebe**  
 [A] [(R)] MVP: [CB: (1)] When this hits a VG with an attack, may pay. If so, Stand this, and this gains +2000 Pow and "[C] [(R)]: This cannot attack a VG, but can choose a unit in your Opp.'s Back Row as attack target" for the turn.

G-TB01/028 Touken Ranbu/Blade Guys -

**G2**

**Yamato no Kamiyasusada**  
 [S] [(R)] Shinken Hissatsu: [CB: (1)] This gains +2000 Pow and "[A] [(R)] MVP: [Discard a card from your hand] When this hits a VG with an attack, may pay. If so, draw 2 cards" for the turn.

G-TB01/029 Touken Ranbu/Blade Guys -

**G2**

**Souza Samonji**  
 [A]: When this **Intercepts**, this gains +5000 Shield for the battle.

G-TB01/030 Touken Ranbu/Blade Guys -

**G2**

**Nikkariaoe**  
 [A] [(R)] Shinken Hissatsu: [Put this in your Soul] When your Grade 3 or loer VG attacks, if you have 3 or more other Rested RGs, may pay. If so, choose 1 of your VGs, and it gains +10000 Pow for the battle.

G-TB01/031 Touken Ranbu/Blade Guys -

**G1**

**Horikawa Kunihiro**  
 [A] Shinken Hissatsu: [CB: (1)] When this is placed to (R), may pay. If so, SC: (1), and this gains +4000 Pow for the turn.

G-TB01/032 Touken Ranbu/Blade Guys -

**G1**

**Namazuo Toushirou**  
 [A] [(R)]: When this Boosts a unit with "Ichigo Hitohuri" in name, the Boosted unit gains +3000 Pow for the battle.  
 [C] [(R)]: During your turn, if you have a RG with "Honebami Toushirou" in name, this gains +2000 Pow.

G-TB01/033 Touken Ranbu/Blade Guys -

**G1**

**Honebami Toushirou**  
 [A] [(R)]: [SB: (1)] When this Boosts a VG, you may pay cost. If so, draw a card, and discard a card from your hand.  
 [C] [(R)]: During your turn, if you have a RG with "Namazuo Toushirou" in name, this gains +2000 Pow.

G-TB01/034 Touken Ranbu/Blade Guys -

**G1**

**Sayo Samonji**  
 --No Text--

G-TB01/035 Touken Ranbu/Blade Guys - Tanto

**G0**

**Yagen Toushirou**  
 --No Text--

G-TB01/036 Touken Ranbu/Blade Guys - Tanto

**G0**

**Akita Toushirou**  
--No Text--

G-TB01/037 Touken Ranbu/Blade Guys - Tanto

G0

**Midare Toushirou**  
--No Text--

G-TB01/038 Touken Ranbu/Blade Guys - Tanto

G0

**Gokotai**  
--No Text--

G-TB01/039 Touken Ranbu/Blade Guys - Tanto

G0

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**Hirano Toushirou**  
[C] [(R)] Shinken Hissatsu: During your turn, if you have a RG with "Maeda Toushirou" in name, this gains +3000 Pow.

G-TB01/040 Touken Ranbu/Blade Guys - Tanto

G0

**Aizen Kunitoshi**  
[A] [(R)] [1/turn]: When your VG attacks, if this is in the Back Row, Stand this. Then, if you have a Grade 4 or higher VG with MVP ability, choose your RG in the same column as this and Stand it.

G-TB01/041 Touken Ranbu/Blade Guys - Tanto

G0

**Maeda Toushirou**  
[C] [(R)] Shinken Hissatsu: During your turn, if you have a RG with "Hirano Toushirou" in name, this gains +3000 Pow.

G-TB01/042 Touken Ranbu/Blade Guys - Tanto

G0

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**Mikazuki Munechika**  
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] Stride in (V) with this face-down card.  
[S] [(V)] [1/turn]: [CB: (1), Choose a face-down G Unit in your G Zone and turn it face-up] For each face-up card in your G Zone, this gains +3000 Pow for the turn. For every 2 face-up cards in your G Zone, choose 1 of your Opp.'s Front Row RGs and Retire it. If there are 2 or more face-up cards in your G Zone, this gains +1 Crit for the turn.

G-TB01/S01 Touken Ranbu/Blade Guys - Tachi

G4

**Hotarumaru**  
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] Stride in (V) with this face-down card.  
[A] [(V)] MVP: [Choose a face-down "Hotarumaru" in your G Zone and turn it face-up, rest 5 of your RGs] When this hits a VG with an attack, may pay. If so, Stand this, and this gets -2 Drive for the turn.

G-TB01/S02 Touken Ranbu/Blade Guys -

G4

**Kogitsunemaru**  
[A] [(V)] MVP: [SB: (1)] When this hits a VG with an attack, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and draw a card.  
[A] [(V)]: [CB: (1)] When your RG with MVP ability attacks a VG, may pay. If so, that unit gains +3000 Pow for the battle.

G-TB01/S03 Touken Ranbu/Blade Guys - Tachi

G3

**Shishiou**  
[A] [(R)] Shinken Hissatsu: [CB: (1), SB: (1), Discard a card from your hand] When this attacks a VG, you may pay cost. If so, draw 2 cards.  
[C] [(R)]: This cannot be chosen as the target of effects of your Opp.'s cards.

G-TB01/S04 Touken Ranbu/Blade Guys - Tachi

G2

**Kousetsu Samonji**  
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard a card from your hand] When this is placed from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for the battle. Then, if there is at least 1 "Kousetsu Samonji" in your DZ, Countercharge: (1).

G-TB01/S05 Touken Ranbu/Blade Guys - Tachi

G1