

**Blaster Blade Burst**

[C] [(V)]: Your units cannot Boost this.  
[A] [(V)]: [CB: (2) - ::Royal Paladin::] When this attacks a VG, may pay. If so, this gains Pow for the battle. The Pow gain is equal to the sum of the printed Pow of ::Royal Paladin:: RGs in your Front Row.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.  
VZ/001 Royal Paladin/Human No Trigger

**G3****Swordman of Twin Light, Mahaus**

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

VZ/002 Royal Paladin/Human No Trigger

**G3****Knight of Conviction, Bors**

[A] [(V)/(R)]: [CB 1] When this unit attacks, may pay. If you do so, this unit gains +3000 Pow for that battle.

VZ/003 Royal Paladin/Human No Trigger

**G3**

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**Solitary Knight, Gancelot**

[S] [(V)]: [CB: (2)] If "Blaster Blade" is in your Soul, this unit gets +5000 Pow and +1 Crit for the turn.  
[S] [Hand] You may reveal this card to your Opp.. If you do, put this card on top of your deck, search your deck for "Blaster Blade", add it to your hand, shuffle your deck.

VZ/004 Royal Paladin/Elf No Trigger

**G3****Knight of Silence, Gallatin**

--No Text--

VZ/005 Royal Paladin/Human No Trigger

**G2****Blaster Blade**

[A]: [CB: (2)] When this is played as (V), may pay. If so, choose Opp.'s RG and retire it.  
[A]: [CB: (2)] When this is played as (R), if you have a ::Royal Paladin:: VG, may pay. If so, choose an Opp.'s Grade 2 or higher RG and retire it.

VZ/006 Royal Paladin/Human No Trigger

**G2**

Cardfight!! Vanguard Zero Royal Paladin Starter Set

**Knight of Truth, Gordon**

[A] [(V)]: When this unit's Drive Check reveals a Grade 3 ::Royal Paladin::, then this unit gains +5000 Pow for that battle.

VZ/007 Royal Paladin/Human No Trigger

**G2****Covenant Knight, Randolph**

[A] [(V)/(R)]: When this unit attacks, if you have more cards in your hand than your Opp., then this unit gains +3000 Pow for that battle.

VZ/008 Royal Paladin/Human No Trigger

**G2****Little Sage, Marron**

--No Text--

VZ/009 Royal Paladin/Giant No Trigger

**G1****Knight Squire Allen**

[S] [(V)/(R)]: [CB: (1)] During this turn, this unit gains +1000 Pow.

VZ/010 Royal Paladin/Human No Trigger

**G1****Soul Guiding Elf**

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

VZ/011 Royal Paladin/Elf No Trigger

**G1****Wingal**

[A] [(R)]: When this unit Boosts "Blaster Blade", the Boosted unit gains +4000 Pow for that battle.

VZ/012 Royal Paladin/Hi-Beast No Trigger

**G1****Starlight Unicorn**

[A]: When this unit is played as (R), choose another of your ::Royal Paladin:: units. That unit gains +2000 Pow for the turn.

VZ/013 Royal Paladin/Hi-Beast No Trigger

**G1****Mirubiru**

[A] [(R)]: [Discard a card from your hand] When this Boosts and the attack hits, may pay. If so, draw 1 card.

VZ/014 Royal Paladin/Hi-Beast No Trigger

**G1****Cloudia**

[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 ::Royal Paladin:: That unit gains +3000 Pow for the turn.

VZ/015 Royal Paladin/Hi-Beast No Trigger

**G0****Transporter of Good Luck, Epona**

--No Text--

VZ/016 Royal Paladin/Hi-Beast T: Critical

**G0****Weapons Dealer, Govannon**

--No Text--

VZ/017 Royal Paladin/Gnome T: Draw

**G0****Flogal**

--No Text--

VZ/018 Royal Paladin/Hi-Beast T: Stand

**G0**

