

**Liberator of Steel Lance, Bleoberis**

[A] [LB:(4)]: [CB: (1)] When another ::Gold Paladin:: Rides on this, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Gold Paladin:: and Call them to separate vacant (R), put the rest on the bottom of the LB in any order, and choose 1 of your VGs. It gains +10000 Pow for the turn.  
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.  
[C] [(V)/(R)]: Lord

FC01/001 Gold Paladin/Human No Trigger

G3

**Protector of Wisdom, Metis**

[A] [LB:(4)]: [CB: (1)] When another ::Genesis:: Rides on this, may pay. If so, draw a card, SC: (3), then choose 1 of your VGs, and it gains +10000 Pow for the turn.  
[A] [(V)]: When this attacks a VG, SC: (1), and this gains +1000 Pow for the battle.  
[C] [(V)/(R)]: Lord

FC01/002 Genesis/Noble No Trigger

G3

**Eraser, Electric Shaver Dragon**

[A] [LB:(4)]: When another ::Narukami:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: When an Opp's RG is moved to the DZ by an effect of your cards, choose 1 of your Opp's RGs in the same column and the Back Row as the (R) in which the Retired unit was in and Retire it" for the turn.  
[A] [(V)]: When this attacks, if there are 3 or more cards in your Opp's Damage Zone, this gains +2000 Pow for the battle.  
[C] [(V)/(R)]: Lord

FC01/003 Narukami/Thunder Dragon No Trigger

G3

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**Story Teller**

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

FC01/004 Dark Irregulars/Human No Trigger

G2

**Pretty Celebrity, Charlotte**

[A] [(R)]: [CB: (1)] When this hits a VG with an attack, if you have a ::Bermuda Triangle:: VG, may pay. If so, return this to your hand, and choose a ::Bermuda Triangle:: that isn't named "Pretty Celebrity, Charlotte" and Call it to a vacant (R).  
FC01/005 Bermuda Triangle/Mermaid No Trigger

G2

**Musketeer of Dandelion, Milkka**

[A] [(R)]: When this Boosts a ::Neo Nectar::, if you have a ::Neo Nectar:: VG and during this turn you have shuffled your LB due to an effect of your card, the Boosted unit gains +3000 Pow for the battle.

FC01/006 Neo Nectar/Bioroid No Trigger

G1

**Fighters Collection 2013 Extra Pack****Unrivaed Brush, Ponga**

[A] [(V)]: When this attacks a VG, if the Pow of its Battle Opp. is 12000 or higher, this gains +10000 Pow for the battle.

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

FC01/007 Great Nature/Hi-Beast No Trigger

G3

**Knight of Silence, Gallatin**

--No Text--

FC01/008 Royal Paladin/Human No Trigger

G2

**Fellowship Jewel Knight, Tracy**

[A] [(R)]: When this attacks, if you have 3 or more other RGs with "Jewel Knight" in name, this gains +3000 Pow for the battle.

FC01/009 Royal Paladin/Elf No Trigger

G2

**Little Sage, Marron**

--No Text--

FC01/010 Royal Paladin/Giant No Trigger

G1

**Stinging Jewel Knight, Sherry**

[A] [(R)]: When this attacks, if you have 3 or more other RGs with "Jewel Knight" in name, this gains +3000 Pow for the battle.

FC01/011 Royal Paladin/Elf No Trigger

G1

**Dark Sage, Karron**

--No Text--

FC01/012 Shadow Paladin/Giant No Trigger

G1

**Liberator of Silence, Gallatin**

--No Text--

FC01/013 Gold Paladin/Human No Trigger

G2

**Knight of Elegant Skills, Gareth**

--No Text--

FC01/014 Gold Paladin/Human No Trigger

G1

**Little Liberator, Marron**

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

FC01/015 Gold Paladin/Giant No Trigger

G1

**Battle Maiden, Izunahime**

--No Text--

FC01/016 Genesis/Noble No Trigger

G2

**Battle Maiden, Sahohime**

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have a ::Genesis:: VG, may pay. If so, SC: (3).

FC01/017 Genesis/Noble No Trigger

G2

**Battle Maiden, Mihikarihime**

--No Text--

FC01/018 Genesis/Noble No Trigger

G1

**Berserk Dragon**

[A]: [CB 2] When this unit is played as either (V) or (R), if you have a ::Kagero:: VG, may pay. If you do so, choose an Opp.'s Grade 2 or lower RG. Retreat that unit.

FC01/019 Kagero/Flame Dragon No Trigger

G2

**Bellicosity Dragon**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Kagero:: VG, turn 1 card in your Damage Zone face-up.

FC01/020 Kagero/Flame Dragon No Trigger

G2

**Eraser, Sonic Boom Dragon**

--No Text--

FC01/021 Narukami/Thunder Dragon No Trigger

G2

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**Red River Dragoon**

--No Text--

FC01/022 Narukami/Human No Trigger

G1

**Eraser, Demolition Dragon**

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

FC01/023 Narukami/Thunder Dragon No Trigger

G1

**Velvet Voice, Reindeer**

[A] [(V)]: [Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand] When the Drive Check of this reveals a Grade 3 ::Bermuda Triangle::, may pay. If so, choose up to 1 ::Bermuda Triangle:: in your hand and Call it to a vacant (R).

FC01/024 Bermuda Triangle/Mermaid No Trigger

G3

**Fighters Collection 2013 Extra Pack****Water General of Wavy Spiral, Benedict**

[A] [(R)]: At the end of the battle in which this attacked a VG, if you have an ::Aqua Force:: VG, Stand this, and this gets -5000 Pow for the turn. This ability no longer functions for the rest of the turn.

FC01/025 Aqua Force/Aquaroid No Trigger

G3

**Tear Knight, Teo**

--No Text--

FC01/026 Aqua Force/Aquaroid No Trigger

G1

**King of Knights, Alfred**

[C] [(V)]: This cannot be Boosted.  
[C] [(V)]: During your turn, for each ::Royal Paladin:: RG you have, this gains +2000 Pow.  
[S] [(V)/(R)]: [CB (3)] Search your LB for a Grade 2 or less ::Royal Paladin::, Call it to (R), and shuffle your LB.

FC01/S01 Royal Paladin/Human No Trigger

G3

**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.

FC01/S02 Royal Paladin/Human No Trigger

G2

**CEO Amaterasu**

[C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +4000 Pow.  
[A] [(V)]: At the start of your MP, SC: (1), look at the top card of your LB and put it either on top or bottom of the LB.  
[A] [(V)/(R)]: [SB: (8), CB (5)] When this hits with an attack, may pay. If so, draw up to 5 cards.

FC01/S03 Oracle Thinktank/Noble No Trigger

G3

**Phantom Blaster Dragon**

[C] [(V)]: If "Blaster Dark" is in your Soul, this gains +1000 Pow.  
[S] [(V)]: [CB: (2), Retire 3 of your ::Shadow Paladin:: RGs] This gains +10000 Pow and +1 Crit for the turn.

FC01/S04 Shadow Paladin/Abyss Dragon No

G3

**Blaster Dark**

[C] [(V)]: If "Blaster Javelin" is in your Soul, this gains +1000 Pow.  
[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and Retire it.

FC01/S05 Shadow Paladin/Human No Trigger

G2

**Incandescent Lion, Blond Ezel**

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (2)] If you have 4 or fewer RGs, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB. If a unit was called this way, this gains Pow equal to the called unit's printed Pow for the turn.  
[C] [(V)]: During your turn, this gains +1000 Pow for each ::Gold Paladin:: RG you have.

FC01/S06 Gold Paladin/Human No Trigger

G3

**Dragonic Overlord**

[C] [(V)/(R)]: If you do not have another ::Kagero:: VG or RG, this gets -2000 Pow.  
[S] [(V)/(R)]: [CB: (3)] For the turn, this gains +5000 Pow, gains "[A] [(V)/(R)]: When this unit hits an Opp.'s RG, Stand this.", and loses Twin Drive.

FC01/S07 Kagero/Flame Dragon No Trigger

G3

**Dragonic Kaiser, Vermillion**

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (3)] This gains +2000 Pow and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.  
[C] [(V)/(R)]: If you have a non-::Narukami:: VG or RG, this gets -2000 Pow.

FC01/S08 Narukami/Thunder Dragon No Trigger

G3

**Asura Kaiser**

[C] [(V)/(R)]: If you do not have another ::Nova Grappler:: VG or RG, this gets -2000 Pow.  
[A] [(V)]: When the Drive Check of this reveals a Grade 3 ::Nova Grappler::, you may Stand 1 of your RGs.

FC01/S09 Nova Grappler/Battroid No Trigger

G3