

Interdimension Dragon, Mystery Flare Dragon

(G Unit cannot be put in the main deck)
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)]: [CB: (4)] When this hits a VG with an attack, you may reveal the top 4 cards of your LB. If there are at least 4 different Grades amongst the cards revealed this way, may pay. If so, take an additional turn. If you reveal cards this way, shuffle your LB.

G-TD01/001 Gear Chronicle/Gear Dragon No

G4

Chrono Jet Dragon

[A] [(V)]: [G Break: (2)]: When this attacks a VG, for the battle, this gains +5000 Pow, and your Opp. cannot Call any Grade 1 or higher card from hand to (G).
[A] [(V)]: [CB: (1)]: During your turn, when your G Unit **Strides**, may pay. If so, choose 1 of your Opp.'s RGs, and your Opp. puts it on the bottom of the LB.

G-TD01/002 Gear Chronicle/Gear Dragon No

G3

Interdimension Colossus of Crushing Giant Fists

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

G-TD01/003 Gear Chronicle/Gear Colossus No

G3

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Steam Knight, Wubar Toto

[A] [(V)]: [G Break: (1)]: When this attacks a VG, this gains +6000 Pow for the battle.
[A]: [CB: (2)]: When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs, and your Opp. puts it on the bottom of the LB.

G-TD01/004 Gear Chronicle/Gearroid No Trigger

G3

Smoke Gear Dragon

--No Text--

G-TD01/005 Gear Chronicle/Gear Dragon No

G2

Steam Fighter, Amber

[A] [(R)]: [G Break: (1)]: [CB: (1)]: When this attacks VG, if this is Boosted, may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs, and your Opp. puts it on the bottom of the LB.

G-TD01/006 Gear Chronicle/Gearroid No Trigger

G2

G: Awakening of the Interdimensional Dragon Trial Deck

Twin Maser Dragon

[A] [(R)]: [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.

G-TD01/007 Gear Chronicle/Gear Dragon No

G2

Gear Turtle Full of Scales

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

G-TD01/008 Gear Chronicle/Gear Beast No

G2

Maser Gear Dragon

--No Text--

G-TD01/009 Gear Chronicle/Gear Dragon No

G1

Brass Wing Dragon

[A] [(R)]: [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.

G-TD01/010 Gear Chronicle/Gear Dragon No

G1

Steam Soldier, Tauge

[A] [(V)/(R)]: When this is attacked, this gains +5000 Pow for the battle.

G-TD01/011 Gear Chronicle/Gearroid No Trigger

G1

Steam Rider, Barnum

[A] [(R)]: [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.

G-TD01/012 Gear Chronicle/Gearroid No Trigger

G1

Shy Gear Raven

[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 to (G), may pay. If so, choose 1 of your units being attacked, and that unit cannot be hit for the battle.

G-TD01/013 Gear Chronicle/Gear Beast No

G1

Gunner Gear Dracokid

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [G Break: (1)]: [CB: (1)]: Put this in Soul] Search your LB for up to 1 Grade 3 card, reveal it, put it in your hand, and shuffle your LB.

G-TD01/014 Gear Chronicle/Gear Dragon No

G0

Steam Battler, Dadashig

--No Text--

G-TD01/015 Gear Chronicle/Gearroid T: Critical

G0

Steam Knight, Shu Shin

--No Text--

G-TD01/016 Gear Chronicle/Gearroid T: Draw

G0

Gear Rabbit With Belly Clock

--No Text--

G-TD01/017 Gear Chronicle/Gear Beast T: Stand

G0

Steam Maiden, Ururu

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

G-TD01/018 Gear Chronicle/Gearroid T: Heal

G0

Lucky Pot Dracokid
 [S] [(R)]: [Put this in Soul] Choose up to 1 of your
 ::Gear Chronicle::, and it gains +3000 Pow for the
 turn.

G-TD01/019 Gear Chronicle/Gear Dragon T:

G0

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G: Awakening of the Interdimensional Dragon Trial Deck

