

School Etoile, Olivia

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: (1): choose 1 face-down "School Etoile, Olivia" in your G Zone and turn it face-up] When this attacks a VG, if there is at least 1 face-up card in your G Zone, may pay. If so, choose up to 5 of your RGs. If all of them have different names, return all of them to your hand. If at least 3 cards are returned this way, choose up to 2 cards in your hand and Call them to separate (R)s in the front row and back row, and this gains +1 Crit for the battle.

G-CB01/001 Bermuda Triangle/Mermaid No

G4

PRISM-Promise, Princess Labrador

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]: [Choose a face-down "PRISM-Promise, Princess Labrador" in your G Zone and turn it face-up] If you have a Hearts card with "PRISM" in name, choose 2 of your RGs, and for the turn, they gain +5000 Pow and [A] [(R)]: At the end of the battle in which this attacked or Boosted, you may return this to your hand".

G-CB01/002 Bermuda Triangle/Mermaid No

G4

Duo Eternal Sister, Meer

[A] [(V)]: [LB:(4)]: [CB: (1): discard 3 cards from your hand] At the end of the battle in which this attacked a VG, may pay. If so, choose 1 "Duo True Sister, Meer" in your Soul and Ride it Standing, choose a "Duo Eternal Sister, Meer" in your Soul and put it in your hand, and discard a card from your hand.
[S] [(V)]: [1/turn]: [CB: (1): SB: (1)]: Choose 1 of your RGs and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, shuffle your LB, and choose a card in your hand and put it in Soul.

G-CB01/003B Bermuda Triangle/Mermaid No

G3

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Duo Eternal Sister, Meer

[A] [(V)]: [LB:(4)]: [CB: (1): discard 3 cards from your hand] At the end of the battle in which this attacked a VG, may pay. If so, choose 1 "Duo True Sister, Meer" in your Soul and Ride it Standing, choose a "Duo Eternal Sister, Meer" in your Soul and put it in your hand, and discard a card from your hand.
[S] [(V)]: [1/turn]: [CB: (1): SB: (1)]: Choose 1 of your RGs and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, shuffle your LB, and choose a card in your hand and put it in Soul.

G-CB01/003W Bermuda Triangle/Mermaid No

G3

Miracle Voice, Roris

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)
[A] [(V)]: [1/turn] [G Break: (2)]: When this gains Harmony, choose 2 of your units, and they gain +5000 Pow for the turn, and this gains +1 Crit for the turn.
[A] [(V)]: [CB: (1)]: During your turn, when your G Unit **Strides**, may pay. If so, choose 1 of your RGs and return it to your hand. If a card is returned this way, draw a card.

G-CB01/004 Bermuda Triangle/Mermaid No

G3

Weather for Walking, Emilia

[A] [G Break: (1)]: [CB: (1)]: When this is returned from (R) to your hand, may pay. If so, draw a card.

[C] [(V)/(R)/(G)]: Resist (Cannot be chosen as the target of Opp.'s effects)

G-CB01/005 Bermuda Triangle/Mermaid No

G2

G Clan Booster 1: Academy of Divas Extra Pack

Single-Minded Girl, Liddy

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)
[C] [(V)]: [G Break: (1)]: During your turn, for each unit with Harmony status, this gains +5000 Pow.
[A] [CB: (1): SB: (1)]: When this is placed to (V), may pay. If so, look at the top 5 cards of your LB and search for up to 1 card with Harmony ability, reveal it, put it in your hand, and shuffle your LB.

G-CB01/006 Bermuda Triangle/Mermaid No

G3

Admired Brilliance, Spica

[A] [(R)]: [G Break: (1)]: [CB: (1)]: When this attacks a VG, if this is Boosted, may pay. If so, choose 1 of your other RGs and return it to hand, choose up to 1 card in your hand and Call it to (R), and that unit gains +3000 Pow for the turn.

G-CB01/007 Bermuda Triangle/Mermaid No

G2

Duo Fantasia, Ramli

[A] [(R)]: When this attacks, if you have a Vangaard with "Reit" in name, this gains +2000 Pow for the battle.
[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/008B Bermuda Triangle/Mermaid No

G2

Duo Fantasia, Ramli

[A] [(R)]: When this attacks, if you have a Vangaard with "Reit" in name, this gains +2000 Pow for the battle.
[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/008W Bermuda Triangle/Mermaid No

G2

Unprecedented Girl, Potpourri

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)
[A] [(R)]: [G Break: (1)]: When this hits a VG with an attack, choose 1 of your other RGs and return it to your hand, and if this has Harmony status, choose up to 1 card in your hand and Call it to (R).

G-CB01/009 Bermuda Triangle/Mermaid No

G2

Special New Student, Shizuku

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)
[A] [(R)]: [1/turn] [G Break: (1)]: When this gains Harmony, look at the top 5 cards of your LB and search for up to 1 Grade 3 or higher card, reveal it, put it in your hand, and shuffle your LB.

G-CB01/010 Bermuda Triangle/Mermaid No

G1

Image Master, Kukri

[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 "Image Master, Kukri" in your DZ, Countercharge: (1).

G-CB01/011 Bermuda Triangle/Mermaid No

G1

Important Phrase, Reina

[A] [(R)]: [Put this in your Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Roris" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.

G-CB01/012 Bermuda Triangle/Mermaid T:

G0

Flouncy Ribbon, Somni

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)]: When this hits a VG with an attack, choose 1 of your RGs and return it to your hand, choose up to 1 card in your hand and Call it to (R), and that unit gains +3000 Pow for the turn.

G-CB01/013 Bermuda Triangle/Mermaid No

G4

Duo Lovely Angel, Nemuel

[S] [(V)]: [Legion 20000] "Duo Lovely Devil, Vepar"
[A] [(V)]: [1/turn]: [CB: (2)]: When your unit is returned from (R) to your hand, if this is Legioned, may pay. If so, search your LB for up to 2 cards with the same name as that unit, reveal them, put them in your hand, and shuffle your LB. Then, you may choose up to 3 cards in your hand with the same name as a unit in your (V) and reveal them. If 3 cards are revealed this way, Countercharge: (2).
[S] [(V)]: [1/turn]: [SB: (1) - card with "Duo" in name] Choose 1 of your RGs and return it to your hand.

G-CB01/014 Bermuda Triangle/Mermaid No

G3

Duo Lovely Devil, Vepar

[A] [CB: (1)]: When this is returned from (R) to your hand, if your VG is Legioned, may pay. If so, choose 1 of your other units, and search your LB for up to 1 card with the same name as that unit, reveal it, put them in your hand, and shuffle your LB. Then, you may choose up to 3 cards in your hand with the same name as a unit in your (V) and reveal them. If 3 cards are revealed this way, Countercharge: (1).

G-CB01/015 Bermuda Triangle/Mermaid No

G2

Duo Dragon Palace Lady, Minamo

[A] [(R)]: [CB: (1)]: When your other unit is returned from (R) to your hand, if you have a VG with "Duo" in name, may pay. If so, this gains +5000 Pow for the turn. Then, you may choose up to 3 cards in your hand with the same name as the unit returned this way. If 3 cards are revealed this way, Countercharge: (1).

G-CB01/016B Bermuda Triangle/Mermaid No

G2

Duo Dragon Palace Lady, Minamo

[A] [(R)]: [CB: (1)] When your other unit is returned from (R) to your hand, if you have a VG with "Duo" in name, may pay. If so, this gains +5000 Pow for the turn. Then, you may choose up to 3 cards in your hand with the same name as that unit, reveal it, put it in your hand, and shuffle this way, Countercharge: (1).

G-CB01/016W Bermuda Triangle/Mermaid No

G2**PRISM-Promise, Princess Celt**

[A] [(V)/(R)]: [CB: (1) - card with "PRISM" in name] When this hits a VG with an attack, may pay. If so, choose 1 of your other RGs and return it to your hand. If a card is returned this way, draw a card.

G-CB01/017 Bermuda Triangle/Mermaid No

G2**Talent for Working Hard, Shandy**

[A]: [Reveal a Grade 3 card from your hand] When this is placed from hand to (R), may pay. If so, search your LB for up to 1 Grade 3 card with "Roris" in name, reveal it, put it in your hand, shuffle your LB, and discard a card from your hand.
[C] [Hand]: When you pay for the cost for **Stride**, this card gains +2 Grade.

G-CB01/018 Bermuda Triangle/Mermaid No

G1

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Duo Gorgeous Lady, Cazha

[A] [(R)]: [CB: (1) - card with "Duo" in name] When this Boosts and the attack hits a VG, may pay. If so, choose 1 of your other RGs with "Duo" in name and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, and shuffle your LB.

G-CB01/019B Bermuda Triangle/Mermaid No

G1**Duo Gorgeous Lady, Cazha**

[A] [(R)]: [CB: (1) - card with "Duo" in name] During the battle this Boosts, when the attack hits a VG, may pay. If so, choose 1 of your other RGs with "Duo" in name and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, and shuffle your LB.

G-CB01/019W Bermuda Triangle/Mermaid No

G1**PRISM-Promise, Princess Leyte**

[A]: When this is returned from (R) to your hand, if you have a VG with "PRISM" in name, Countercharge: (1) and SC: (1), choose 1 of your other units, and that unit gains +4000 Pow for the turn, and you cannot Normal Call "PRISM-Promise, Princess Leyte" for the turn. (You can Call with card effect)

G-CB01/020 Bermuda Triangle/Mermaid No

G1**G Clan Booster 1: Academy of Divas Extra Pack****Secret Smile, Puumo**

[A] [G Break: (1)]: When this is placed to (G), you may choose up to 1 card in your hand and Call it to an empty (R). If so, this gains +5000 Shield for the battle.

G-CB01/021 Bermuda Triangle/Mermaid No

G1**First Lesson, Akari**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[C] [(R)] [G Break: (1)] If this has Harmony status, this gains "[S] [(R)]: [Put this in your Soul] Choose 1 of your other RGs and return it to your hand, and draw a card".

G-CB01/022 Bermuda Triangle/Mermaid No

G0**Duo Love Joker, Chulym**

[A] [(R)]: [CB: (1), put this on top of the LB] When your other unit is returned from (R) to your hand, if you have a VG with "Duo" in name, may pay. If so, search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, and shuffle your LB.

G-CB01/023B Bermuda Triangle/Mermaid T:

G0**Duo Love Joker, Chulym**

[A] [(R)]: [CB: (1), put this on top of the LB] When your other unit is returned from (R) to your hand, if you have a VG with "Duo" in name, may pay. If so, search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, and shuffle your LB.

G-CB01/023W Bermuda Triangle/Mermaid T:

G0**Dreamer Dreamer, Kruk**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[C] [(R)] [G Break: (1)]: If this has Harmony status, this gains "[A] [(R)]: [Put this on top of your LB] At the end of the battle in which this Boosted, may pay. If so, choose 1 of your other RGs and return it to your hand, and choose up to 1 card in your hand and Call it to (R). Shuffle your LB".

G-CB01/024 Bermuda Triangle/Mermaid T: Stand

G0**Little Princess, Himari**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(V)/(R)] [1/turn] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, if this has Harmony status, may pay. If so, choose 1 of your other RGs and return it to your hand, and choose up to 1 card in your hand and Call it to (R), and that unit gains +5000 Pow for the turn.

G-CB01/025 Bermuda Triangle/Mermaid No

G3**Afternoon Tea Party, Couvert**

--No Text--

G-CB01/026 Bermuda Triangle/Mermaid No

G2**Top Gear Idol, Sanya**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(R)] [G Break: (1)]: When this attacks, if this has Harmony status, this gains +3000 Pow for the battle.

G-CB01/027 Bermuda Triangle/Mermaid No

G2**Puzzle-Solving Time, Isil**

[A] [(R)]: When your Grade 3 unit is placed to (V), this gains +10000 Pow for the battle.

G-CB01/028 Bermuda Triangle/Mermaid No

G2**Victory Appeal. Filier**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(R)] [1/turn] [G Break: (1)]: [CB: (1)] When this gains Harmony status, may pay. If so, draw a card.

G-CB01/029 Bermuda Triangle/Mermaid No

G2**Silent Songstress, Isuca**

--No Text--

G-CB01/030 Bermuda Triangle/Mermaid No

G1**PRISM-Duo, Loretta**

[C] [(R)]: Your VG's [LB:(4)] is active even if there are 3 or fewer cards in your Damage Zone.

G-CB01/031B Bermuda Triangle/Mermaid No

G1

PRISM-Duo, Loretta

[C] [(R)]: Your VG's [LB:(4)] is active even if there are 3 or fewer cards in your Damage Zone.

G-CB01/031W Bermuda Triangle/Mermaid No

G1**Full Throttle Idol, Ruri**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(R)] [G Break: (1)]: When this attacks, if this has Harmony status, this gains +3000 Pow for the battle.

G-CB01/032 Bermuda Triangle/Mermaid No

G1**Sweet Paradise, Manyu**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

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

G-CB01/033 Bermuda Triangle/Mermaid No

G1

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Watch Out for Children, Armin

[A] [(R)] [G Break: (1)]: [SB: (1)] At the end of your turn, if this is Rested, may pay. If so, return this to your hand.

G-CB01/034 Bermuda Triangle/Mermaid No

G1**Fight Strike, Hinata**

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

G-CB01/035 Bermuda Triangle/Mermaid No

G1**Finger Magic, Mako**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(R)] [G Break: (1)]: [SB: (1)] At the end of the battle in which this Boosted, you may return this to your hand.

G-CB01/036 Bermuda Triangle/Mermaid No

G0**G Clan Booster 1: Academy of Divas Extra Pack****Morning Impact, Lips**

--No Text--

G-CB01/037 Bermuda Triangle/Mermaid T:

G0**Southern Harmony, Melvie**

--No Text--

G-CB01/038 Bermuda Triangle/Mermaid T: Draw

G0**Cold Eye, Sara**

--No Text--

G-CB01/039 Bermuda Triangle/Mermaid T: Stand

G0**Heart Lover, Pennerotta**

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

G-CB01/040 Bermuda Triangle/Mermaid T: Heal

G0**Duo Fantasia, Ramli**

[A] [(R)]: When this attacks, if you have a Vangaurd with "Reit" in name, this gains +2000 Pow for the battle.

[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/S008B Bermuda Triangle/Mermaid No

G2**Duo Fantasia, Ramli**

[A] [(R)]: When this attacks, if you have a Vangaurd with "Reit" in name, this gains +2000 Pow for the battle.

[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/S008W Bermuda Triangle/Mermaid No

G2**School Etoile, Olivia**

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: (1)], choose 1 face-down "School Etoile, Olivia" in your G Zone and turn it face-up] When this attacks a VG, if there is at least 1 face-up card in your G Zone, may pay. If so, choose up to 5 of your RGs. If all of them have different names, return all of them to your hand. If at least 3 cards are returned this way, choose up to 2 cards in your hand and Call them to separate (R)s in the front row and back row, and this gains +1 Crit for the battle.

G-CB01/S01 Bermuda Triangle/Mermaid No

G4**PRISM-Promise, Princess Labrador**

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/tum]: [Choose a face-down "PRISM-Promise, Princess Labrador" in your G Zone and turn it face-up] If you have a Hearts card with "PRISM" in name, choose 2 of your RGs, and for the turn, they gain +5000 Pow and [A] [(R)]: At the end of the battle in which this attacked or Boosted, you may return this to your hand".

G-CB01/S02 Bermuda Triangle/Mermaid No

G4**Duo Eternal Sister, Meer**

[A] [(V)] [LB:(4)]: [CB: (1), discard 3 cards from your hand] At the end of the battle in which this attacked a VG, may pay. If so, choose 1 "Duo True Sister, Meer" in your Soul and Ride it Standing, choose a "Duo Eternal Sister, Meer" in your Soul and put it in your hand, and discard a card from your hand.

[S] [(V)] [1/tum]: [CB: (1), SB: (1)] Choose 1 of your RGs and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, shuffle your LB, and choose a card in your hand and put it in Soul.

G-CB01/S03B Bermuda Triangle/Mermaid No

G3**Duo Eternal Sister, Meer**

[A] [(V)] [LB:(4)]: [CB: (1), discard 3 cards from your hand] At the end of the battle in which this attacked a VG, may pay. If so, choose 1 "Duo True Sister, Meer" in your Soul and Ride it Standing, choose a "Duo Eternal Sister, Meer" in your Soul and put it in your hand, and discard a card from your hand.

[S] [(V)] [1/tum]: [CB: (1), SB: (1)] Choose 1 of your RGs and return it to your hand, and search your LB for up to 1 card with the same name as that unit, reveal it, put it in your hand, shuffle your LB, and choose a card in your hand and put it in Soul.

G-CB01/S03W Bermuda Triangle/Mermaid No

G3**Miracle Voice, Roris**

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(V)] [1/tum] [G Break: (2)]: When this gains Harmony, choose 2 of your units, and they gain +5000 Pow for the turn, and this gains +1 Crit for the turn. [A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose 1 of your RGs and return it to your hand. If a card is returned this way, draw a card.

G-CB01/S04 Bermuda Triangle/Mermaid No

G3**Weather for Walking, Emilia**

[A] [G Break: (1)]: [CB: (1)] When this is returned from (R) to your hand, may pay. If so, draw a card.

[C] [(V)/(R)/(G)]: Resist (Cannot be chosen as the target of Opp.'s effects)

G-CB01/S05 Bermuda Triangle/Mermaid No

G2

Single-Minded Girl, Liddy

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[C] [(V)]: [G Break: (1)]: During your turn, for each unit with Harmony status, this gains +5000 Pow.

[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, look at the top 5 cards of your LB and search for up to 1 card with Harmony ability, reveal it, put it in your hand, and shuffle your LB.

G-CB01/S06

Bermuda

Triangle/Mermaid

No

G3

Admired Brilliance, Spica

[A] [(R)]: [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, choose 1 of your other RGs and return it to hand, choose up to 1 card in your hand and Call it to (R), and that unit gains +3000 Pow for the turn.

G-CB01/S07

Bermuda

Triangle/Mermaid

No

G2

Duo Fantasia, Ramli

[A] [(R)]: When this attacks, if you have a Vangaurd with "Reit" in name, this gains +2000 Pow for the battle.

[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/S08B

Bermuda

Triangle/Mermaid

No

G2

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Duo Fantasia, Ramli

[A] [(R)]: When this attacks, if you have a Vangaurd with "Reit" in name, this gains +2000 Pow for the battle.

[A]: When this is returned from (R) to your hand, if you have a VG with "Reit" in name, search your LB for up to 1 "Duo Fantasia, Ramli", reveal it, put it in your hand, and shuffle your LB.

G-CB01/S08W

Bermuda

Triangle/Mermaid

No

G2

Unprecedented Girl, Potpourri

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(R)]: [G Break: (1)]: When this hits a VG with an attack, choose 1 of your other RGs and return it to your hand, and if this has Harmony status, choose up to 1 card in your hand and Call it to (R).

G-CB01/S09

Bermuda

Triangle/Mermaid

No

G2

Special New Student, Shizuku

[A] [(V)/(R)]: Harmony (When your other unit is placed to the same column, both units gain Harmony for the turn)

[A] [(R)]: [1/turn] [G Break: (1)]: When this gains Harmony, look at the top 5 cards of your LB and search for up to 1 Grade 3 or higher card, reveal it, put it in your hand, and shuffle your LB.

G-CB01/S10

Bermuda

Triangle/Mermaid

No

G1

G Clan Booster 1: Academy of Divas Extra Pack

Image Master, Kukri

[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 "Image Master, Kukri" in your DZ, Countercharge: (1).

G-CB01/S11

Bermuda

Triangle/Mermaid

No

G1

Important Phrase, Reina

[A] [(R)]: [Put this in your Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Roris" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.

G-CB01/S12

Bermuda

Triangle/Mermaid

T:

G0