

Flower Princess of Spring Start, Primavera
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: (3)]: choose 5 Normal Units in your DZ and put it on top of the LB in any order, discard a card from your hand] When this attacks a VG, may pay. If so, choose up to 2 of your RGs, and for each unit chosen, search your LB for up to 2 cards with the same name as the chosen unit and Call them to separate (R)s, and shuffle your LB.
 G-BT02/001 Neo Nectar/Bioroid No Trigger
 G4

Flashfire Paladin, Samuel
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: (2)]: When this attacks a VG, if there are 4 or fewer cards in your Opp.'s Damage Zone and you have 5 or more RGs, may pay. If so, choose 1 of your Opp.'s VGs and Deal 1 Damage to it. (Perform Damage Check)
 G-BT02/002 Royal Paladin/Human No Trigger
 G4

Sky-Conquering Dragon, Conquest Dragon
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 1 face-down "Sky-Conquering Dragon, Conquest Dragon" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your Opp.'s Front Row, choose 1 of your Opp.'s Front Row RGs and retire it, and for the turn, all your units in the Front Row gain +5000 Pow for each vacant (R) in your Opp.'s Front Row.
 G-BT02/003 Narukami/Thunder Dragon No
 G4

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Dragonic Vanquisher
 [A] [(V)]: [G Break: (2)]: When your Opp.'s RG is placed in the DZ due to effect of your cards, this gains +3000 Pow/+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 Opp.'s RGs in the Front Row, Retire it, and Bind it face-up.
 G-BT02/004 Narukami/Thunder Dragon No
 G3

Interdimensional Dragon, Fate Rider Dragon
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 1 of your RGs and put it on the bottom of the LB, search your LB for up to 1 card 1 Grade higher than that unit and Call it to (R), shuffle your LB, and for each face-up card in your G Zone, choose 1 of your units, and that unit gains +3000 Pow for the turn. (An [S] ability without a cost is considered paid for when you announce the intent to play the ability)
 G-BT02/005 Gear Chronicle/Gear Dragon No
 G4

Tenra Water General, Lambros
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)]: [Choose 1 face-down "Tenra Water General, Lambros" in your G Zone and turn it face-up] When this attacks a VG, if it's the 4th battle or battle of the turn, may pay. If so, choose up to 2 of your RGs and Stand them. Then, if there are 2 or more face-up cards in your G Zone, the units Stand by this ability gain +10000 Pow for the turn.
 G-BT02/006 Aqua Force/Aquaroid No Trigger
 G4

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

Omniscient Dragon, Managarmr
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 1 face-down "Omniscient Dragon, Managarmr" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, choose up to 2 of your RGs, and for the turn, those units gain +4000 Pow and "[A] [(R)]: When this attacks a VG, if the Pow of this is 20000 or higher, your Opp. may not Call Grade 1 or higher cards from hand to (G) for the battle".
 G-BT02/007 Great Nature/Wild Dragon No Trigger
 G4

Specialty Doctor, Big Berry
 [A] [(V)]: [G Break: (2)]: When this attacks a VG, choose 1 of your RGs, and that unit gains +4000 Pow for the turn, and at the end of the turn, draw a card, and Retire that unit.
 [A] [(V)]: [CB: (1)]: During your turn, when your G Unit **Strides**, may pay. If so, choose up to 2 of your RGs, and for the turn, those units gain +4000 Pow and "[A] [(R)]: When the unit in the same column as this his a VG with an attack, if the Pow of the attacking unit is 20000 or higher, draw a card".
 G-BT02/008 Great Nature/Warbeast No Trigger
 G3

Sacred Tree Dragon, Jingle Flower Dragon
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 1 face-down "Sacred Tree Dragon, Jingle Flower Dragon" in your G Zone and turn it face-up] If there are 2 or more face-up units in your G Zone, choose 1 of your units, and that unit gains "[C] [(V)/(R)]: During your turn, for each card you have with the same name as this, all your units gain +2000 Pow" for the turn.
 G-BT02/009 Neo Nectar/Forest Dragon No
 G4

Knight of Frace, Benizel
 [A] [G Break: (1)]: [CB: (1), SB: (1)]: When this is placed to (R), if you have a Grade 3 or higher VG with "Altomile" in name, may pay. If so, search your LB for up to 1 Grade 2 card that isn't "Knight of Frace, Benizel" and Call it to (R), shuffle your LB, and for the turn, that unit and this gain +2000 Pow.
 G-BT02/010 Royal Paladin/Human No Trigger
 G2

Bearer of Dreams, Belenus
 [A] [(R)]: [Put this in Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Altomile" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.
 G-BT02/011 Royal Paladin/Sylph T: Critical
 G0

Dragoni Kaiser Crimson
 [S] [(V)]: [Legion 22000] "Dragonic Kaiser Vermillion"
 [S] [(V)]: [1/turn] [LB: (4)]: Choose 1 of your Legion Mate's [S] abilities, and for the turn, until you next play that ability, that ability has no cost. (An [S] ability without a cost is considered paid for when you announce the intent to play the ability)
 [S] [(V)]: [SB: (1)]: If you have another unit in the Center Column, this gains +2000 Pow for the turn.
 G-BT02/012 Narukami/Thunder Dragon No
 G3

Voltage Horn Dragon
 [A] [(R)]: [G Break: (1)]: [CB: (1)]: When this attacks a VG, if this is Boosted, may pay. If so, your Opp. chooses 1 of his or her RGs, Retire it and Bind it.
 G-BT02/013 Narukami/Thunder Dragon No
 G2

Dragon Dancer, Anastasia
 [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 "Dragon Dancer, Anastasia" in your DZ, choose a card in your Damage Zone and turn it face-up.
 G-BT02/014 Narukami/Human No Trigger
 G1

Glimmer Breath Dragon
 [A] [G Break: (1)]: [CB: (1), SB: (1)]: When this is placed to (R), if you have a Grade 3 or higher VG with "Chrono Jet" in name, 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, and this gains +2000 Pow for the turn.
 G-BT02/015 Gear Chronicle/Gear Dragon No
 G2

Heart-Thumping Worker
 [A] [(R)]: [Put this in Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Chrono Jet" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.
 G-BT02/016 Gear Chronicle/Walkaroid T: Critical
 G0

Blue Storm Water General, Michael
 [S] [(V)]: [Legion 20000] "Blue Storm Water General, Miro's"
 [A] [(V)]: [Discard a card with the same name as a unit in your (V)] At the end of the battle in which this attacked a VG, if this is Legioned, and it's the 4th battle or later of the turn, may pay. If so, you may freely switch the locations of all your RGs, and choose up to 2 of your RGs and Stand them.
 [A] [(V)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow for the battle.
 G-BT02/017 Aqua Force/Aquaroid No Trigger
 G3

Protector of the Sea Region, Platon
 [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 "Protector of the Sea Region, Platon" in your DZ, choose a card in your Damage Zone and turn it face-up.
 G-BT02/018 Aqua Force/Aquaroid No Trigger
 G1

Crayon Tiger

[A] [(R)] [1/turn] [G Break: (1)] [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, choose 1 of your other RGs, Stand it and it gains +4000 Pow for the turn, and at the end of the turn, draw a card, and Retire that unit. (Even if you don't pay the cost, this ability cannot be used again this turn)

G-BT02/019 Great Nature/Hi-Beast No Trigger

G2

Lecturer of Spear and Shield, Shell Master

[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 "Lecturer of Spear and Shield, Shell Master" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT02/020 Great Nature/Warbeast No Trigger

G1

Maiden of Passion Flower

[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 "Maiden of Passion Flower" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT02/021 Neo Nectar/Bioroid No Trigger

G1

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Hidden Sage, Miron

[A]: [SB: (1)] When this is placed from the LB to (R), may pay. If so, draw a card.

G-BT02/022 Royal Paladin/Giant No Trigger

G1

Knight of Lightning Dragon, Zoras

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, your Opp. chooses 1 of his or her RGs and Retire it, and you choose up to 2 cards in your Opp.'s DZ and Bind them face-up.

G-BT02/023 Narukami/Human No Trigger

G4

Mighty Bolt Dragoon

[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 "Vanquisher" 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 of **Stride**, this card gains +2 Grade.

G-BT02/024 Narukami/Human No Trigger

G1

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

Harbringer Dracokid

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

[A] [(R)] [G Break: (1)]: When a card is placed in the Bind Zone due to an effect of your cards, this gains +3000 Pow for the turn.

G-BT02/025 Narukami/Thunder Dragon No

G0

Nixie Number Dragon

[S] [(V)]: [Legion 20000] "Steam Knight, Zang"
[A] [(V)]: When your Opp.'s RG is placed in the LB due to an effect of your cards, if this is Legioned, this gains "[A] [(V)]: When this attacks a VG, your Opp. cannot Call Grade 1 or higher cards from hand to (G)" for hie turn.

[A] [(V)]: When this attacks a VG, if you have anoter unit in the Center Column, this gains +3000 Pow for hie battle.

G-BT02/026 Gear Chronicle/Gear Dragon No

G3

Steam Knight, Zang

[A] [(R)]: [CB: (1)] When this hits a VG with an attack, if your VG is Legioned, 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-BT02/027 Gear Chronicle/Gearroid No Trigger

G2

Steam Mage, Ennata

[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 to (G) Rested.

G-BT02/028 Gear Chronicle/Gearroid No Trigger

G1

Water General of the Wave-Slashing Blade, Max

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)]: At the end of the battle in which this attacked a VG, if it's the 3rd battle or later of the turn, may pay. If so, choose 1 of your RGs, and that unit gains +2000 Pow for the turn, and choose 2 of your RGs and Swap them. (Do not change their facing)

G-BT02/029 Aqua Force/Aquaroid No Trigger

G3

Blue Storm Water General, Miros

[A] [(R)] [1/turn]: At the end of the battle in which this attacked a VG, if your VG is Legioned, Stand this, and this gets -5000 Pow for the turn.

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

G-BT02/030 Aqua Force/Aquaroid No Trigger

G2

Kelpie Rider, Nikki

[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 "Savass" 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 of **Stride**, this card gains +2 Grade.

G-BT02/031 Aqua Force/Aquaroid No Trigger

G1

Battle Siren, Orthia

[A] [(R)] [1/turn] [G Break: (1)]: [CB: (1), SB: (1)] At the end of the battle in which this Boosted a RG, may pay. If so, choose 1 unit that was Boosted in that battle and Stand it, and that unit gets -5000 Pow for the turn. (Even if you don't pay the cost, this ability cannot be used again this turn)

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

G-BT02/032 Aqua Force/Mermaid No Trigger

G1

Eternal Professor, Phoenixe

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 attacks a VG, you may choose up to 2 of your RGs and have them gain +4000 Pow for the turn. If you do, at the end of the turn, Retire those units.

G-BT02/033 Great Nature/Royal Beast No Trigger

G4

Passionate Professor, Gru Tiger

[S] [(V)]: [Legion 20000] "Talented Assistant, Gru Wolf"
[S] [(V)]: [Choose a card with the same name as a unit in your (V) and discard it] If this is Legioned, choose up to 2 of your RGs, and they gain "[A]: During your End Phase, when this is placed from (R) to the DZ, Call this to a vacant (R), draw a card, and choose 1 card in your Damage Zone and turn it face-up" for the turn.

[A] [(V)]: When this attacks a VG, you may choose 1 of your RGs and have it gain +4000 Pow for the turn. If you do, at the end of the turn, Retire that unit.

G-BT02/034 Great Nature/Warbeast No Trigger

G3

Talented Assistant, Gru Wolf

[A] [(R)]: When this hits a VG with an attack, if the Pow of this is 20000 or higher, draw a card.

G-BT02/035 Great Nature/Warbeast No Trigger

G2

Setsquare Penguin

[A] [G Break: (1)]: During your MP, whne htis is placed to (R), choose 1 of your other RGs, and that unit gains "[A]: During your End Phase, when this is placed from (R) to the DZ, draw a card, and choose 1 card in your Damage Zone and turn it face-up" for the turn.

G-BT02/036 Great Nature/Hi-Beast No Trigger

G2

Single-Minded Assistant, Mini Berry

[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 "Big Berry" 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 of **Stride**, this card gains +2 Grade.

G-BT02/037 Great Nature/Hi-Beast No Trigger

G1**Balloon Lagoon**

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to the DZ, may pay. If so, Bind this face-up.
 [A] [Bind Zone]: At the start of the Guard Step in which your unit is attacked, you may Call this to (G) Rested. If so, this gains +5000 Shield for the battle.

G-BT02/038 Great Nature/Hi-Beast No Trigger

G1**Maiden of Frilldroid**

[A] [(V)/(R)]: [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, choose 1 of your RGs not named "Maiden of Frilldroid", and search your LB for up to 1 card with the same name as that unit and Call it to (R), and shuffle your LB.

G-BT02/039 Neo Nectar/Bioroid No Trigger

G3

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Temporal Knight, Mea Dream

[A] [(R)]: [G Break: (1)]: [CB: (1), SB: (1)], Put this on top of the LB] At the end of your turn, may pay. If so, search your LB for up to 2 "Temporal Knight, Mea Hope" and Call them to separate (R)s, and shuffle your LB.

G-BT02/040 Neo Nectar/Bioroid No Trigger

G2**Cultivating Battle Maiden, Padmini**

[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 "Ranunculus" 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 of **Stride**, this card gains +2 Grade.

G-BT02/041 Neo Nectar/Bioroid No Trigger

G1**Temporal Knight, Mea Hope**

[S] [(R)]: [G Break: (1)]: [Put this on top of your LB] Search your LB for up to 1 "Temporal Knight, Mea Dream" and Call it to (R), and shuffle your LB.

G-BT02/042 Neo Nectar/Bioroid No Trigger

G1**G Set 2: Soaring Ascent of Gale & Blossom Booster Pack****Snow Element, Breeza**

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 a card in your G Zone and turn it face-up] When this attacks a VG, may pay. If so, for each face-up card in your G Zone, this gains +5000 Pow for the battle.
 [C]: This card belongs to all Countries and Clans.

G-BT02/043 Cray Elemental/Elemental No Trigger

G4**Pure Wind Jewel Knight, Kinbelinus**

[A]: [SB: (1) - card with "Jewel Knight" in name] When this Intercepts, if you have 3 or more other RGs with "Jewel Knight" in name, may pay. If so, this gains +10000 Shield for the battle.

G-BT02/044 Royal Paladin/Elf No Trigger

G2**Heat Wind Jewel Knight, Sinberin**

[A]: [Rest this] When this is placed to (R), if you have 3 or more other RGs with "Jewel Knight" in name, may pay. If so, choose up to 1 of your other units with "Jewel Knight" in name, and that unit gains +10000 Pow for the turn.

G-BT02/045 Royal Paladin/Elf No Trigger

G1**Jaggy Shot Dragoon**

[A] [(V)/(R)]: [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it.

G-BT02/046 Narukami/Human No Trigger

G3**Rampant God's Roar, Rudra**

[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, for each "Rampant God's Roar, Rudra" in your (R), your Opp. chooses 1 of his or her RGs and Retire it.

G-BT02/047 Narukami/Noble No Trigger

G3**Wyvern Strike, Burgess**

--No Text--

G-BT02/048 Narukami/Wing Dragon No Trigger

G2**Heat Blade Dragoon**

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

G-BT02/049 Narukami/Human No Trigger

G2**Twin Blade Eraser, Zhuo Huyen**

[A] [(R)]: [1/turn]: When your Opp.'s RG is placed in the DZ due to an effect of your cards, if you have a VG with "Eraser" in name, you may choose to resolve the following effect: "Each player chooses 1 of his or her RGs and Retire it." (You may only play this ability the first time it is primed)

G-BT02/050 Narukami/Human No Trigger

G2**Undying Eraser, Schub**

[C] [(R)]: This cannot be Retired by effects of your cards.

[A] [(R)]: [SB: (1) - card with "Eraser" in name] When this attacks a VG, may pay. If so, for every vacant (R) in this game, this gains +1000 Pow for the battle.

G-BT02/051 Narukami/Human No Trigger

G2**Demonic Dragon Berserker, Catura**

[C] [(R)]: This cannot attack a RG.
 [C] [(R)]: During your turn, this gains +3000 Pow and "[A] [(R)]: [CB: (1)] When this hits a VG with an attack, you may pay cost. If so, draw a card, and choose a card in your Opp.'s DZ and Bind it face-up".

G-BT02/052 Narukami/Dragonman No Trigger

G2**Thunder Shout Dragon**

--No Text--

G-BT02/053 Narukami/Thunder Dragon No

G1**Charging Eraser, Saikei**

[A] [(R)]: [SB: (1)] During your MP, when your Opp.'s Front Row RG is placed in the DZ, if you have a VG with "Eraser" in name, may pay. If so, choose a card in your Damage Zone and turn it face-up.

G-BT02/054 Narukami/Human No Trigger

G1

Wyvern Strike, Pygruma
 [A] [(R)] [G Break: (1)]: When this attacks, this gains +4000 Pow for the battle.
 [C] [(R)]: This cannot attack a RG.

G-BT02/055 Narukami/Wing Dragon No Trigger

G1

Plasma Dance Dragon
 --No Text--

G-BT02/056 Narukami/Thunder Dragon T: Critical

G0

Paranoid Jinn
 --No Text--

G-BT02/057 Narukami/Demon T: Draw

G0

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God of Love, Kamadeva
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

G-BT02/058 Narukami/Noble T: Heal

G0

Ionizing Eraser, Kapooris
 [A]: When this is placed from (R) to the DZ due to an effect of your cards, look at the top 3 cards of your LB and search for up to 1 card with "Eraser" in name, reveal it, put it in your hand, return this to the LB, and shuffle your LB.

G-BT02/059 Narukami/Sylph T: Critical

G0

Dragon Dancer, Vianney
 [A] [(R)] [G Break: (1)]: [Put this on top of the LB] When your Opp.'s RG is placed in the DZ due to an effect of your cards, may pay. If so, shuffle your LB, draw a card, and choose a card in your Damage Zone and turn it face-up.

G-BT02/060 Narukami/Human T: Stand

G0

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

Colossus Banished Through Dimensions
 [S] [(V)] [1/turn] [G Break: (1)]: [Choose 1 of your Grade 0 RGs and put it on the bottom of the LB] Search your LB for up to 1 Grade 3 card and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.
 [A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs, and your Opp. puts it on the bottom of the Library.

G-BT02/061 Gear Chronicle/Gear Colossus No

G3

Steam Maiden, Yi Xing
 [A] [(R)] [G Break: (1)]: [CB: (1)] When your Opp.'s RG is placed to the LB due to an effect of your cards, may pay. If so, this gains "[A] [(R)]: When this attacks a VG, your Opp. cannot Call Grade 0 cards from hand to (G)" for the turn.
 [C] [(V)/(R)/(G)]: Resist (Cannot be chosen as target of Opp.'s effects)

G-BT02/062 Gear Chronicle/Gearroid No Trigger

G2

Gear Horse Dashing Through Ten Thousand Li
 [A] [(V)/(R)]: When this hits a VG with an attack, choose 1 card in your Damage Zone and turn it face-up.

G-BT02/063 Gear Chronicle/Gear Beast No

G2

Steel-Fanged Gear Hound
 [A] [(R)] [G Break: (1)]: When your Opp.'s RG is placed to the LB due to an effect of your cards, this gains +5000 Pow for the turn.

G-BT02/064 Gear Chronicle/Gear Beast No

G2

Steam Maiden, Urnin
 [A]: [Discard a card from hand] When this is placed to (R), if your Opp. has 2 or fewer RGs, may pay. If so, draw a card.

G-BT02/065 Gear Chronicle/Gearroid No Trigger

G1

Mist Gazer Dragon
 [A] [(R)] [G Break: (1)]: When your Opp.'s RG is placed to the LB due to an effect of your cards, this gains +5000 Pow for the turn.

G-BT02/066 Gear Chronicle/Gear Dragon No

G1

Brass-Feathered Gear Hawk
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)] [G Break: (1)]: When your Opp.'s RG is placed to the LB due to an effect of your cards, this gains +5000 Pow for the turn.

G-BT02/067 Gear Chronicle/Gear Beast No

G0

Steam Maiden, Jucil
 --No Text--

G-BT02/068 Gear Chronicle/Gearroid T: Draw

G0

Gear Cat Dreaming of Handan
 [A] [(R)] [1/turn] [G Break: (1)]: When your Opp.'s RG is placed to the LB due to an effect of your cards, you may choose 1 of your other units and have it gain +10000 Pow for the turn. If you do, return this to the LB and shuffle your LB. (You may only play this ability the first time it is primed)

G-BT02/069 Gear Chronicle/Gear Beast T: Stand

G0

Strike Head Dreagon
 [A] [(V)] [G Break: (1)]: When your RG attacks a VG, if it's the 3rd battle or later of the turn, that unit gains +3000 Pow for the battle.
 [A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, choose up to 1 card in your hand and Call it to (R), and that unit gains "[A] [(R)]: When this attacks a VG, if it's the 1st battle of the turn, Stand this" for the turn.

G-BT02/070 Aqua Force/Tear Dragon No Trigger

G3

Blue Storm Soldier, Rascal Sweeper
 [A] [(R)]: When this attacks, if you have a VG with "Maelstrom" in name, this gains +2000 Pow for the battle.
 [A] [(R)]: At the end of the battle in which this attacked a VG, if you have a VG with "Maelstrom" in name and it's the 1st battle of the turn, choose 1 of your other RGs in the same column as this and swap them. (Do not change their facing)

G-BT02/071 Aqua Force/Aquaroid No Trigger

G2

High Tide Sniper
 [A] [(R)] [G Break: (1)]: [SB: (1)] When this attacks, if it's the 3rd battle or later of the turn, may pay. If so, this gains +10000 Pow for the battle.

G-BT02/072 Aqua Force/Aquaroid No Trigger

G2

Sabre Flow Sailor
 [A] [(R)] [G Break: (1)]: [Retire this] At the end of the battle in which this attacked a VG, if it's the 4th battle or later of the turn, may pay. If so, draw 2 cards.

G-BT02/073 Aqua Force/Aquaroid No Trigger

G2

Assassinate Sailor
 [A] [(R)]: When this Boosts and the attack hits a VG, if it's the 4th battle or later of the turn, choose 1 of your Opp.'s RGs and Retire it.

G-BT02/074 Aqua Force/Aquaroid No Trigger

G1

Tactics Sailor
 [A] [(R)]: When this Boosts and the attack hits a VG, if it's the 4th battle or later of the turn, draw a card.

G-BT02/075 Aqua Force/Aquaroid No Trigger

G1

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Whirlwind Brave Shooter
 [A] [(R)] [G Break: (1)]: [SB: (1)] When this attacks, if it's the 3rd battle or later of the turn, may pay. If so, this gains +5000 Pow and "[A] [(R)]: When this hits a VG with an attack, choose 1 card in your Damage Zone and turn it face-up" for the turn.

G-BT02/076 Aqua Force/Aquaroid No Trigger

G1

Battle Siren, Stasia
 [C] [(R)] [G Break: (1)]: During your turn, this gains "[C] [(R)]: This can attack from Back Row." and "[A] [(R)]: When this attacks, if this is in your Back Row, this gains +3000 Pow for the battle."

G-BT02/077 Aqua Force/Mermaid No Trigger

G1

Officer Cadet, Kirill
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)] [G Break: (1)]: [SB: (1)] When this attacks, if it's the 3rd battle or later of the turn, may pay. If so, this gains +10000 Pow for the battle.

G-BT02/078 Aqua Force/Aquaroid No Trigger

G0

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

Surge Breath Dracokid
 --No Text--

G-BT02/079 Aqua Force/Tear Dragon T: Draw

G0

Blue Storm Water General, Despina
 [A] [(R)]: When this Boosts a VG with "Maelstrom" in name, if it's the 4th battle or later of the turn, your Opp. cannot Call Grade 0 cards from hand to (G), and at the end of the battle, return this to your LB and shuffle your LB.

G-BT02/080 Aqua Force/Aquaroid T: Critical

G0

Lecturer of Spear and Shield, Tusk Master
 [A] [(V)/(R)] [1/turn] [G Break: (1)]: [CB: (1)] When this attacks a VG, may pay. If so, choose 1 of your other RGs and Stand it, and it gains +4000 Pow for the turn, and at the end of the turn, Retire that unit. (Even if you don't pay the cost, this ability cannot be used again this turn)

G-BT02/081 Great Nature/Warbeast No Trigger

G3

Full-Power Scientist, Nyanshiro
 --No Text--

G-BT02/082 Great Nature/Hi-Beast No Trigger

G2

Sleepy Taper
 [A] [(R)]: When this attacks a VG, you may choose 1 of your RGs and have it gain +4000 Pow for the turn. If you do, at the end of the turn, Retire that unit.
 [C] [(V)/(R)/(G)]: Resist (Cannot be chosen as target of Opp.'s effects)

G-BT02/083 Great Nature/Hi-Beast No Trigger

G2

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

G-BT02/084 Great Nature/Warbeast No Trigger

G2

Calm Scientist, Nyankuro
 --No Text--

G-BT02/085 Great Nature/Hi-Beast No Trigger

G1

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

G-BT02/086 Great Nature/Hi-Beast No Trigger

G1

Mohawk Hyena
 [A] [(R)] [G Break: (1)]: When this Boosts, if the Pow of the Boosted unit is 19000 or higher, the Boosted unit gains +4000 Pow for the battle.

G-BT02/087 Great Nature/Hi-Beast No Trigger

G1

Pencil Koala
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [A] [(R)] [G Break: (1)]: When this Boosts and the attack hits a VG, you may choose 1 of your other RGs and have it gain +4000 Pow for the turn. If you do, at the end of the turn, draw a card, and Retire that unit.

G-BT02/088 Great Nature/Hi-Beast No Trigger

G0

Cutter Falcon
 --No Text--

G-BT02/089 Great Nature/Hi-Beast T: Critical

G0

Cafeteria Otter
 --No Text--

G-BT02/090 Great Nature/Hi-Beast T: Draw

G0

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

G-BT02/091 Great Nature/Hi-Beast T: Heal

G0

Protractor Wu Tang
 [A] [G Break: (1)]: [CB: (1)] During your End Phase, when this is placed from (R) to the DZ, may pay. If so, search your LB for up to 1 "Protractor Wu Tang" reveal it, put it in your hand, return this to the LB, and shuffle your LB.

G-BT02/092 Great Nature/Hi-Beast T: Stand

G0

Vegetable Avatar Dragon
 [A] [(V)] [G Break: (1)]: [CB: (1)] At the start of your MP, may pay. If so, search your LB for up to 1 "Vegetable Avatar Dragon" and Call it to (R), and shuffle your LB.
 [A] [CB: (1), SB: (1)]: When this is placed to (V), may pay. If so, choose 1 of your Grade 2 or lower RGs, and search your LB for up to 1 card with the same name as that unit and Call it to (R), and shuffle your LB.

G-BT02/093 Neo Nectar/Forest Dragon No

G3

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Bullet Screen Warrior, Suikaku
 [C] [(R)]: During your turn, if there's another "Bullet Screen Warrior, Suikaku" in your (R), this gains +2000 Pow.

G-BT02/094 Neo Nectar/Dryad No Trigger

G2

Wheel Wind Dragon
 [A] [(R)] [G Break: (1)]: When this hits a VG with an attack, choose up to 2 cards in your Damage Zone and turn them face-up.

G-BT02/095 Neo Nectar/Forest Dragon No

G2

Maiden of Lost Memory
 [A] [(R)] [G Break: (1)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, for each unit with the same name as this card, draw a card, and choose 1 card in your Damage Zone and turn it face-up.

G-BT02/096 Neo Nectar/Bioroid No Trigger

G2

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

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

G-BT02/097 Neo Nectar/Bioroid No Trigger

G1

Maiden of Canna
 [S] [(R)] [G Break: (1)]: [CB: (1), Put this in Soul] Choose 1 of your other units. If so, choose up to 4 units with the same name as that unit, and those units gain +5000 Pow for the turn.

G-BT02/098 Neo Nectar/Bioroid No Trigger

G1

Sorrow Warrior, Onion
 [A] [(R)] [G Break: (1)]: At the start of your MP, search your LB for up to 1 "Sorrow Warrior, Onion" and Call it to (R), and shuffle your LB.

G-BT02/099 Neo Nectar/Dryad No Trigger

G1

Blooming Maiden, Ho
 [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] Choose 1 of your other units. If so, choose up to 4 units with the same name as that unit, and those units gain +5000 Pow for the turn.

G-BT02/100 Neo Nectar/Bioroid No Trigger

G0

Magnolia Knight
 --No Text--

G-BT02/101 Neo Nectar/Bioroid T: Draw

G0

Jasmin Musketeer, Alan
 [A]: When this is placed to (R) due to an effect of your cards with "Musketeer" in name, choose up to 2 cards in your Damage Zone and turn it face-up.

G-BT02/102 Neo Nectar/Bioroid T: Critical

G0

Rain Elemental, Tear
 [A]: [SB: (2)] When this is placed to (R), may pay. If so, for each ::Cray Elemental:: in your G Zone, choose 1 cards in your Damage Zone and turn it face-up.
 [C]: This card belongs to all Countries and Clans.

G-BT02/103 Cray Elemental/Elemental No Trigger

G1

Flashfire Paladin, Samuel
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: (2)] When this attacks a VG, if there are 4 or fewer cards in your Opp.'s Damage Zone and you have 5 or more RGs, may pay. If so, choose 1 of your Opp.'s VGs and Deal 1 Damage to it. (Perform Damage Check)

G-BT02/S01 Royal Paladin/Human No Trigger

G4

Sky-Conquering Dragon, Conquest Dragon
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 1 face-down "Sky-Conquering Dragon, Conquest Dragon" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, choose 1 of your Opp.'s Front Row RGs and retire it, and for the turn, all your units in the Front Row gain +5000 Pow for each vacant (R) in your Opp.'s Front Row.

G-BT02/S02 Narukami/Thunder Dragon No

G4

Dragonic Vanquisher
 [A] [(V)] [G Break: (2)]: When your Opp.'s RG is placed in the DZ due to effect of your cards, this gains +3000 Pow/+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 Opp.'s RGs in the Front Row, Retire it, and Bind it face-up.

G-BT02/S03 Narukami/Thunder Dragon No

G3

Interdimensional Dragon, Fate Rider Dragon
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 1 of your RGs and put it on the bottom of the LB, search your LB for up to 1 card 1 Grade higher than that unit and Call it to (R), shuffle your LB, and for each face-up card in your G Zone, choose 1 of your units, and that unit gains +3000 Pow for the turn. (An [S] ability without a cost is considered paid for when you announce the intent to play the ability)

G-BT02/S04 Gear Chronicle/Gear Dragon No

G4

Tetra Water General, Lambros
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)]: [Choose 1 face-down "Tetra Water General, Lambros" in your G Zone and turn it face-up] When this attacks a VG, if it's the 4th battle or battle of the turn, may pay. If so, choose up to 2 of your RGs and Stand them. Then, if there are 2 or more face-up cards in your G Zone, the units Stand by this ability gain +10000 Pow for the turn.

G-BT02/S05 Aqua Force/Aquaroid No Trigger

G4

Omniscient Dragon, Managarmr
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 1 face-down "Omniscient Dragon, Managarmr" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, choose up to 2 of your RGs, and for the turn, those units gain +4000 Pow and [A] [(R)]: When this attacks a VG, if the Pow of this is 20000 or higher, your Opp. may not Call Grade 1 or higher cards from hand to (G) for the battle".
 G-BT02/S06 Great Nature/Wild Dragon No
G4

Specialty Doctor, Big Berry
 [A] [(V)] [G Break: (2)]: When this attacks a VG, choose 1 of your RGs, and that unit gains +4000 Pow for the turn, and at the end of the turn, draw a card, and Retire that unit.
 [S] [(V)] [1/turn]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose up to 2 of your RGs, and for the turn, those units gain +4000 Pow and [A] [(R)]: When the unit in the same column as this hits a VG with an attack, if the Pow of the attacking unit is 20000 or higher, draw a card".
 G-BT02/S07 Great Nature/Warbeast No Trigger
G3

Sacred Tree Dragon, Jingle Flower Dragon
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 1 face-down "Sacred Tree Dragon, Jingle Flower Dragon" in your G Zone and turn it face-up] If there are 2 or more face-up units in your G Zone, choose 1 of your units, and that unit gains "[C] [(V)][(R)]: During your turn, for each card you have with the same name as this, all your units gain +2000 Pow" for the turn.
 G-BT02/S08 Neo Nectar/Forest Dragon No
G4

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Bearer of Dreams, Belenus
 [A] [(R)]: [Put this in Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Altomile" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.
 G-BT02/S09 Royal Paladin/Sylph T: Critical
G0

Dragoni Kaiser Crimson
 [S] [(V)]: [Legion 22000] "Dragonic Kaiser Vermillion"
 [S] [(V)] [1/turn] [LB:(4)]: Choose 1 of your Legion Mate's [S] abilities, and for the turn, until you next play that ability, that ability has no cost. (An [S] ability without a cost is considered paid for when you announce the intent to play the ability).
 [S] [(V)]: [SB: (1)] If you have another unit in the Center Column, this gains +2000 Pow for the turn.
 G-BT02/S10 Narukami/Thunder Dragon No
G3

Voltage Horn Dragon
 [A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, your Opp. chooses 1 of his or her RGs, Retire it and Bind it.
 G-BT02/S11 Narukami/Thunder Dragon No
G2

G Set 2: Soaring Ascent of Gale & Blossom Booster Pack

Heart-Thumping Worker
 [A] [(R)]: [Put this in Soul] When your VG attacks, if you have a Grade 3 or higher VG with "Chrono Jet" in name, may pay. If so, draw a card, choose 1 of your VGs, and that unit gains +5000 Pow for the battle.
 G-BT02/S12 Gear Chronicle/Walkaroid T: Critical
G0

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