

Phantom Blaster Dragon

[A] [LB:(4)]: [Soublast: (3)] When your ::Shadow Paladin:: Rides on this, may pay. If so, choose 1 of your VGs, and it gains +10000 Pow and "A" [(V)]: [Retire 3 of your RGs] When this attacks a VG, may pay. If so, draw 2 cards, choose 3 cards in your Damage Zone and turn them face-up, and your Opp. cannot Call a Grade 1 or higher card from hand to (G) for the battle* for the turn.

G-BT03/001 Shadow Paladin/Abyss Dragon No

G3

Genesis Dragon, Amnesty Messiah

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)] When this attacks a VG, may pay. If so, Unlock as many Locked cards as you like, and for each card Unlocked this way, this gains +3000 Pow for the battle. If 3 or more cards are Unlocked this way, this gains +1 Crit for the battle.

G-BT03/002 Link Joker/Messiah No Trigger

G4

Tyrant Black Dragon, Aura Geyser 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.
[A] [(V)]: [CB: (1), SB: (1)] choose 1 face-down "Tyrant Black Dragon, Aura Geyser Dragon" in your G Zone and turn it face-up, Retire 2 of your RGs] When this attacks a VG, may pay. If so, reveal the top 2 cards of your LB. For each Grade 1 or lower card revealed this way, this gains +5000 Pow for the turn. Put all cards revealed this way in your hand.

G-BT03/003 Shadow Paladin/Abyss Dragon No

G4

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Tyrant Dragon, Claret Sword Dragon

[S] [(V)] [1/turn] [G Break: (2)] [Retire 2 of your RGs] This gains +10000 Pow and +1 Crit for the turn.
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it to (R), shuffle your LB, and that unit gains +2000 Pow for the turn.

G-BT03/004 Shadow Paladin/Abyss Dragon No

G3

Gold Dragon, Spear Cross 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.
[A]: [CB: (2), choose 1 face-down "Gold Dragon, Spear Cross Dragon" in your G Zone and turn it face-up] When this is placed to (V), if there is 1 or more face-up card in your G Zone, may pay. If so, look at the top 5 cards of your LB, search for up to 1 card for each face-up card in your G Zone, and Call them to separate vacant (R)s. Shuffle your LB.

G-BT03/005 Gold Paladin/Cosmo Dragon No

G4

Knight of Sunlight, Grugwint

[A] [(V)] [G Break: (2)]: [CB: (1), SB: (1)] At the start of Guard Step in which this is attacked, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (G) Rested, and shuffle your LB.
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (R), shuffle your LB, and that unit gains +2000 Pow for the turn.

G-BT03/006 Gold Paladin/Human No Trigger

G3

G Set 3: Sovereign Star Dragon Booster Pack

Divine Dragon Knight, Mustafa

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 card in your G Zone and turn it face-up] Choose 1 of your Opp.'s RGs and Retire it, and for each face-up "Divine Dragon Knight, Mustafa" in your G Zone, choose 1 of your units, and they gain "A" [(V)/(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-BT03/007 Kagero/Human No Trigger

G4

Demonic Abode Ninja Dragon, Homura Raider

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)]: [CB: (2), choose 1 face-down "Demonic Abode Ninja Dragon, Homura Raider" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, for the turn, this gets +1 Drive and gains "A" [(V)]: At the end of the battle in which this attacked a VG, choose 1 of your RGs. If you do, you may choose 3 cards with the same name as that unit and return them to the LB. If you return 3 cards this way, Stand this. Shuffle your LB.*

G-BT03/008 Murakumo/Abyss Dragon No Trigger

G4

Nebula Dragon, Big Crunch 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]: [CB: (1), choose 1 face-down "Nebula Dragon, Big Crunch 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 RGs, and Lock all of your Opp.'s RGs in the same column as that unit, and those cards do not Unlock during your Opp.'s next End Phase.

G-BT03/009 Link Joker/Cyber Dragon No Trigger

G4

Abomination, Gilles de Rais

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 "Abomination, Gilles de Rais" in your G Zone and turn it face-up] If there are 10 or more cards in your Soul, this gains +10000 Pow for the turn. Then, if there are 15 or more cards in your Soul, this gains "A" [(V)]: When this attacks a VG, your Opp. cannot Call a Grade 1 or higher card from hand to (G) for the battle.* If there are 2 or more face-up cards in your G Zone, this gains +1 Crit for the turn.

G-BT03/010 Dark Irregulars/Vampire No Trigger

G4

Karma Collector

[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 "Karma Collector" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/011 Shadow Paladin/Demon No Trigger

G1

Holy Mage, Puis

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, look at the top 3 cards of your LB and search for up to 1 card and Call it to (R), and shuffle your LB.

G-BT03/012 Gold Paladin/Elf No Trigger

G2

Holy Mage, Predaly

[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 "Holy Mage, Predaly" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/013 Gold Paladin/Elf No Trigger

G1

Dragon Knight, Janat

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

G-BT03/014 Kagero/Human T: Critical

G0

Stealth Demonic Dragon, Magatsu Typhoon

[S] [(V)]: [Legion 21000] "Stealth Demonic Dragon, Magatsu Storm"
[A] [(V)]: When this **Legions**, choose up to 5 of your RGs with "Magatsu" in name, and those units gain +5000 Pow and **Boost** for the turn.
[S] [(V)] [1/turn]: [Discard a card from your hand] Search your LB for up to 1 card with the same name as a unit in your (V) and Call it to (R), shuffle your LB, and at the end of the turn, return the unit Called this way to your hand.

G-BT03/015 Murakumo/Abyss Dragon No Trigger

G3

Ninja Fiend of Revelation, Yasuie

[A] [(V)] [1/turn] [G Break: (2)]: When an effect of your cards puts your RG in the LB, search your LB for up to 1 card with the same name as that card and Call it to (R), and shuffle your LB.
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose 1 of your RGs, and search your LB for up to 2 cards with the same name as that card and Call them to separate (R)s, shuffle your LB, and at the end of the turn, put the units Called this way on the bottom of the LB in any order.

G-BT03/016 Murakumo/Demon No Trigger

G3

Ninja Beast, White Heron

[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 "Ninja Beast, White Heron" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/017 Murakumo/Warbeast No Trigger

G1

Mixed Deletor, Keuwos

[A]: [CB: (2) - cards with "Deletor" in name, discard 2 cards from your hand] When this is placed to (V), may pay. If so, Delete all your Opp.'s VGs, and choose up to 2 of your Opp.'s RGs and Lock them.

[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

G-BT03/018 Link Joker/Alien No Trigger

G3

Flower Blooming in Vacuum, Cosmolis

[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 "Flower Blooming in Vacuum, Cosmolis" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/019 Link Joker/Cyberoid No Trigger

G1

Scharlachrot Vampir

[C] [(V)] [G Break: (2)]: During your turn, if there are 6 or more cards in your Soul, this gains +10000 Pow. Then, if there are 10 or more cards in your Soul, this gains +1 Crit.
[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, choose 1 of your VGs, and that unit gains "[A] [(V)]: When this attacks a VG, if there are 6 or more cards in your Soul, your Opp. chooses 1 of his or her RGs and Retire it" for the turn.

G-BT03/020 Dark Irregulars/Vampire No Trigger

G3

Squall Maker Vampir

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, SC: (2), and this gains +5000 Pow for the battle.

G-BT03/021 Dark Irregulars/Vampire No Trigger

G2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Flag Breaker

[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 "Flag Breaker" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/022 Dark Irregulars/Human No Trigger

G1

Lightfooted Revenger, Teyrnon

[A] [(R)]: [CB: (1)] When your VG **Legions**, you may pay cost. If so, choose 1 of your VGs, and for the turn, it gains "[A] [(V)]: When this attacks a Vnaguard, your Opp. may choose 1 of his or her RGs and Retire it. If a card is not Retired this way, your Opp. cannot Call a card from hand to (G) for the battle."

G-BT03/023 Shadow Paladin/Human No Trigger

G2

Knight of Silent Kills, Giva

[A] [G Break: (1)]: [CB: (1), discard a card from your hand] When this is placed to (R), may pay. If so, draw 2 cards.

G-BT03/024 Shadow Paladin/Human No Trigger

G2

G Set 3: Sovereign Star Dragon Booster Pack

Knight of Yearning, Branwen

[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 "Claret Sword Dragon" 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-BT03/025 Shadow Paladin/Human No Trigger

G1

Dashing Golden Knight, Campbell

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, look at the top 5 cards of your LB and search for up to 1 card and Call it to (R), shuffle your LB, and that unit gains +2000 Pow for the turn.

G-BT03/026 Gold Paladin/Human No Trigger

G4

Quiet Liberator, Brennius

[A] [(R)]: When your other unit is placed from the LB to (R), if you have a VG with "Liberator" in name, this gains +2000 Pow and "[A] [(R)]: When this hits a VG with an attack, choose a card in your Damage Zone and turn it face-up" for the turn.

G-BT03/027 Gold Paladin/Human No Trigger

G2

Knight of Light of Dawn, Golbodok

[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 "Grugwint" 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-BT03/028 Gold Paladin/Human No Trigger

G1

Predominating Liberator, Barbttruc

[A]: [Put this on the bottom of the LB] When this is placed from LB to (R), may pay. If so, look at the top 4 cards of your LB and search for up to 1 card with "Bluish Flames", reveal it, put it in your hand, and shuffle your LB.

G-BT03/029 Gold Paladin/Human T: Critical

G0

Heroic Saga Dragon

[A] [(V)] [G Break: (1)]: When this attacks a VG, your Opp. may choose 1 of his or her RGs and Retire it. If a card is not Retired this way, this gains +1 Crit and "[A] [(V)]: At the start of the Damage Step in which this attacked, if your Opp. has exactly 1 Guardian, choose 1 of your Opp.'s Guardians and Retire it, and negate all effects of that unit that includes 'cannot be hit' 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 Retire it.

G-BT03/030 Kagero/Flame Dragon No Trigger

G3

Dragon Knight, Imaad

[A] [(R)] [G Break: (1)]: [CB: (1)] When your Opp.'s RG in the same column as this is placed in the DZ due to an effect of your card, may pay. If so, this gains +2000 Pow and "[A] [(R)]: At the start of the Damage Step in which this attacked, if your Opp. has exactly 1 Guardian, choose 1 of your Opp.'s Guardians and Retire it, and negate all effects of that unit that includes 'cannot be hit' for the turn.

G-BT03/031 Kagero/Human No Trigger

G2

Demonic Abode Ninja Fiend, Ushimitsu Train

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 search your LB for up to 2 cards with the same name as that card and Call them to separate (R)s, shuffle your LB, and at the end of the turn, put the units Called this way on the bottom of the LB in any order.

G-BT03/032 Murakumo/Ghost No Trigger

G4

Ninja Dragon, Rune Star

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, search your LB for up to 1 "Ninja Dragon, Rune Star" and Call it to (R), shuffle your LB, and at the end of the turn, return the unit Called this way to your hand.

G-BT03/033 Murakumo/Abyss Dragon No Trigger

G2

Ninja Fiend of Flowery Hat, Fujino

[A] [(R)]: When your other "Ninja Fiend of Flowery Hat, Fujino" is placed to (R), this gains +2000 Pow and "[A] [(R)]: When this hits a VG with an attack, choose a card in your Damage Zone and turn it face-up" for the turn.

G-BT03/034 Murakumo/Demon No Trigger

G2

Ninja Fiend of the Gate, Ataka

[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 "Yasurie" 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-BT03/035 Murakumo/Demon No Trigger

G1

Star's Cradle, Stella Maker

[A] [(V)] [G Break: (1)]: When this attacks a VG, you may choose up to 2 Locked cards and Unlock them. If 2 cards are Unlocked this way, this gains +3000 Pow/+1 Crit for the battle.
[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Back Row RGs and Lock it.

G-BT03/036 Link Joker/Cyberoid No Trigger

G3

Lady Battler of the Gravity Well
 [S] [(R)] [1/turn] [G Break: (1)]: [Lock 1 of your other RGs] This gains +4000 Pow for the turn.

G-BT03/037 Link Joker/Cyberoid No Trigger

G2

Destiny Dealer

[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 "Messiah" 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-BT03/038 Link Joker/Cyber Beast No Trigger

G1

Storm of Love, Kiskil-Lilla

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, SC: (2), and if there are 6 or more cards in your Soul, draw a card.

G-BT03/039 Dark Irregulars/Succubus No Trigger

G4

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Psychicker of Storm, Rigil

[S] [(V)]: [Legion 20000] "Psychicker of Dust, Izaya"
 [A] [(V)]: [CB: (2)] When this attacks a VG, if this is in **Legion** and there are 10 or more cards in your Soul, may pay. If so, choose 2 of your Opp.'s RGs and Retire them. Then, if there are 15 or more cards in your Soul, choose 1 of your Opp.'s RGs and Retire it.
 [S] [(V)] [1/turn]: [SB: (1) - card with the same name as a card in your (V)] SC: (5).

G-BT03/040 Dark Irregulars/Human No Trigger

G3

Sweet Predator

[A] [(V)/(R)] [G Break: (1)]: During your MP, when your card is placed in Soul, this gains +3000 Pow for the turn.

G-BT03/041 Dark Irregulars/Elf No Trigger

G3

Flirting Succubus

[A]: When this is placed to (V) or (R), if you have a ::Dark Irregulars:: VG, you may SC: (1).

G-BT03/042 Dark Irregulars/Succubus No Trigger

G2

G Set 3: Sovereign Star Dragon Booster Pack

Pure Love Succubus

[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 "Scharlachrot" 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-BT03/043 Dark Irregulars/Succubus No Trigger

G1

Earth Elemental, Boccle

[A]: [SB: (1)] When this is placed to (R), if there's a face-up ::Cray Elemental:: in your G Zone, may pay. If so, choose 1 of your Locked cards and Unlock it.
 [C]: This card belongs to all Countries and Clans.

G-BT03/044 Cray Elemental/Elemental No Trigger

G2

Demon World Castle, Totwaechter

[A] [(V)] [G Break: (1)]: [Retire 1 of your Grade 1 RGs] When this attacks a VG, may pay. If so, this gains +5000 Pow/+1 Crit for the battle.
 [A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, search your LB for up to 1 Grade 1 card and Call it to (R), and shuffle your LB.

G-BT03/045 Shadow Paladin/Golem No Trigger

G3

Pale Knight, Gwawl

--No Text--

G-BT03/046 Shadow Paladin/Human No Trigger

G2

Diligent Knight, Mazulf

--No Text--

G-BT03/047 Shadow Paladin/Human No Trigger

G1

Inviting Revenger, Finnegas

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

G-BT03/048 Shadow Paladin/Elf No Trigger

G1

Night Sky Eagle

[A] [G Break: (1)]: When this is placed to (R), this gains +4000 Pow for the turn.

G-BT03/049 Shadow Paladin/Hi-Beast No Trigger

G1

Assaulting Knight, Bolfrey

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

G-BT03/050 Shadow Paladin/Human No Trigger

G1

Demon World Castle, Streiten Turm

[A]: [CB: (1)] When this is placed to (V) or (R), may pay. If so, put the top card of your LB in your Damage Zone, and at the end of the turn, choose a card in your Damage Zone and return it to the LB, and shuffle your LB.

G-BT03/051 Shadow Paladin/Golem No Trigger

G1

Fresh Knight, David

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [C] [(R)] [G Break: (1)]: When the cost of your unit's ability would Retire your RG(s), you may choose to have this unit count as 2 retired units.

G-BT03/052 Shadow Paladin/Human No Trigger

G0

Witch of Black Crows, Goewin

[C] [(R)]: During your turn, if your VG with "Witch" in name is **Legioned**, this gains "[S] [(R)]: [Put this on top of your LB] If your Opp. has 2 or more Grade 0 RGs, choose 1 of your Opp.'s VGs, and that unit gets -5000 Pow for the turn. Shuffle your LB".

G-BT03/053 Shadow Paladin/Elf T: Critical

G0

Cursed Eye Raven

[S] [(R)] [G Break: (1)]: [Rest this, Put this on top of your LB] Shuffle your LB, look at the top 3 cards of your LB and search for up to 2 cards and Call them to separate vacant (R)s, put the rest on the bottom of the LB, and at the end of the turn, Retire the units Called this way.

G-BT03/054 Shadow Paladin/Hi-Beast T: Stand

G0

Experienced Knight, Dunvarro

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (R), and shuffle your LB.

G-BT03/055 Gold Paladin/Human No Trigger

G3

Lofty Head Lion

[A] [(V)] [G Break: (1)]: When your unit is placed from the LB to (R), this and that unit gain +3000 Pow for the turn.
[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (R), and shuffle your LB.

G-BT03/056 Gold Paladin/Hi-Beast No Trigger

G3

Knight of Dawn's Light, Eago

--No Text--

G-BT03/057 Gold Paladin/Human No Trigger

G2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Knight of Order, Clotin

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

G-BT03/058 Gold Paladin/Human No Trigger

G2

Bragal

[A]: [CB: (1)] When this **Intercepts**, may pay. If so, Call the top 2 cards of your LB to (G) Rested.

G-BT03/059 Gold Paladin/Hi-Beast No Trigger

G2

Knight of Morning Shadow, Kimarcus

--No Text--

G-BT03/060 Gold Paladin/Human No Trigger

G1

G Set 3: Sovereign Star Dragon Booster Pack**Liberator of Butterflies, Cordelia**

[S] [(R)]: [CB: (1), Retire this] If you have a VG with "Liberator" in name, look at the top 3 cards of your LB and search for up to 1 card with "Liberator" in name and Call it to a vacant (R), and put the rest in the DZ.

G-BT03/061 Gold Paladin/Human No Trigger

G1

Liberator of Afterglow, Belinus

[A] [G Break: (1)]: When this is placed from the LB to (R), choose up to 2 of your other units, and they gain +2000 Pow for the turn.

G-BT03/062 Gold Paladin/Human No Trigger

G1

Slayme

[A] [(R)] [G Break: (1)]: [Retire this] At the start of Guard Step in which your VG is attacked, if you have 3 or more other RGs, may pay. If so, look at the top 3 cards of your LB and search for up to 1 card and Call it to (G) Rested, and shuffle your LB.

G-BT03/063 Gold Paladin/Hi-Beast No Trigger

G1

Rising Lionette

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)] [G Break: (1)]: [Put this in your Soul] When your other unit is placed from the LB to (R), may pay. If so, that unit gains +5000 Pow and [A] [(R)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, look at the top 3 cards of your LB and search for up to 1 card and Call it to (R), and shuffle your LB for the turn.

G-BT03/064 Gold Paladin/Hi-Beast No Trigger

G0

Air Raid Lion

--No Text--

G-BT03/065 Gold Paladin/Hi-Beast T: Critical

G0

Peeping Rabbit

(this card is not affected by cards that look for the work "witch" in kanji)

G-BT03/066 Gold Paladin/Hi-Beast T: Draw

G0

Pharmacy Witch

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

G-BT03/067 Gold Paladin/Elf T: Heal

G0

Gigantic Ringer

[A] [(R)] [G Break: (1)]: [Put this on top of your Library] When your other unit is placed from the LB to (R), may pay. If so, shuffle your LB, draw a card, and that unit gains +5000 Pow for the turn.

G-BT03/068 Gold Paladin/Giant T: Stand

G0

Dragon Knight, Sohey!

[A] [(V)/(R)] [G Break: (1)]: When your Opp.'s RG in the same column as this is placed in the DZ due to an effect of your card, this gains +5000 Pow for the turn.

G-BT03/069 Kagero/Human No Trigger

G3

Demonic Dragon Berserker, Futanna

[A] [(R)] [G Break: (2)]: [CB: (1), Retire this] When this hits a VG with an attack, may pay. If so, choose up to 2 of your Opp.'s RGs and Retire them.

G-BT03/070 Kagero/Dragonman No Trigger

G2

Dragon Knight, Mumit

[A] [(R)] [G Break: (1)]: When your Opp.'s RG in the same column as this is placed in the DZ due to an effect of your card, this gains +2000 Pow and [A] [(R)]: When this Boosts and the attack hits a VG, SC: (2)" for the turn.

G-BT03/071 Kagero/Human No Trigger

G1

Seal Dragon, Garisurge

[A] [(R)]: [CB: (1)] When this Boosts, if you have a VG with "Seal Dragon" in name, may pay. If so, for the battle, none of your Opp.'s may **Intercept**, and for each of your Opp.'s Grade 2 units, the Boosted unit gains +2000 Pow.

G-BT03/072 Kagero/Flame Dragon No Trigger

G1

Dragon Knight, Muffy

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

G-BT03/073 Kagero/Human No Trigger

G1

Volcano Gale Dragon

[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-BT03/074 Kagero/Flame Dragon No Trigger

G1

Seal Dragon, Tarpaulin Dracokid

[A]: When this is placed to (R), if you have a VG with "Seal Dragon" in name, for each of your Opp.'s Grade 2 units, choose a card in your Damage Zone and turn it face-up.

G-BT03/075 Kagero/Flame Dragon T: Critical

G0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Tianzhu Ninja Fiend, Tokube

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

G-BT03/076 Murakumo/Demon No Trigger

G2

Ninja Fiend, Emissary Crow

[A] [G Break: (1)]: When this **Intercepts**, seech your LB for up to 3 "Ninja Fiend, Emissary Crow" and Call them to (G) Rested, shuffle your LB, and those units gain "[A]: When this is placed from (G) to the DZ, put this on the bottom of the LB" for the battle.

G-BT03/077 Murakumo/Warbeast No Trigger

G2

Ninja Fiend, Yunayuki

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

G-BT03/078 Murakumo/Ghost No Trigger

G1

G Set 3: Sovereign Star Dragon Booster Pack

Ninja Fiend, Charcoal Fox

[A] [G Break: (1)]: When this is placed to (R), choose up to 4 of your "Ninja Fiend, Charcoal Fox", and they gain +2000 Pwoer for the turn.

G-BT03/079 Murakumo/Hi-Beast No Trigger

G1

Sickle Ninja Fiend, Onifundou

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

[A] [(R)] [G Break: (1)]: [SB: (1), Return this to your hand] At the start of your MP, may pay. If so, look at the top 3 cards of your LB and search for up to 1 cards and Call it (R), shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB.

G-BT03/080 Murakumo/Demon No Trigger

G0

Ninja Dragon, Hidden Scroll

[A] [G Break: (1)]: [Put this on top of the Lbrary] When this is placed to (R), may pay. If so, choose 1 of your RGs not named "Ninja Dragon, Hidden Scroll", and search your LB for up to 2 cards with the same name as that card and Call them to separate (R)s, shuffle your LB, and at the end of the turn, put the units Called this way on the bottom of the LB in any order.

G-BT03/081 Murakumo/Abyss Dragon T: Stand

G0

Lady Gunner of the Neutron Star

[A] [G Break: (1)]: [Lock 1 of your other RGs] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RGs and Lock it.

G-BT03/082 Link Joker/Cyberoid No Trigger

G3

Heavy Material Dragon

[A] [G Break: (1)]: [CB: (1), Discard a card from your hand, Lock 1 of your other RGs] When this is placed to (R), may pay. If so, draw 2 cards.

G-BT03/083 Link Joker/Cyber Dragon No Trigger

G2

Star-Vader of Continuous Battle, Technetium

[A] [(R)]: [Discard a card with "Star-Vader" in name from your hand] When this attacks, if you have a VG with "Star-Vader" in name, may pay. If so, this gains +5000 Pow and "[A] [(R)]: When this hits a VG with an attack, SC: (1), and choose a card in your Damage Zone and turn it face-u]" for the turn.

G-BT03/084 Link Joker/Cyberoid No Trigger

G2

Deriding Deletor, Auda

[A] [(R)]: [SB: (1)] When this Boosts and the attack hits a VG, if your Opp.'s VG is Deleted, may pay. If so, draw a card.

G-BT03/085 Link Joker/Alien No Trigger

G1

Unsheathing Star-Vader, Bohrium

[A] [(R)]: When this Boosts and the attack hits a VG, if you have a VG with "Star-Vader" in name, look at the top 5 cards of your LB and search for up to 1 card with "Reverse" or "D" in name, reveal it, put it in your hand, and put the rest on the bottom of the LB in any order.

G-BT03/086 Link Joker/Cyberoid No Trigger

G1

Basterd Child of Spiral Nebula

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

[S] [(R)] [G Break: (1)]: [Put this in your Soul, Lock 1 of your other RGs] Choose 1 of your Opp.'s RGs and Lock it.

G-BT03/087 Link Joker/Cyber Fairy No Trigger

G0

Asteroid Wolf

--No Text--

G-BT03/088 Link Joker/Cyber Beast T: Critical

G0

Cramping Deletor, Eddy

[A]: When this is placed to (R), if you have a VG with "Deletor" in name and your Opp.'s VG is Deleted, draw a card.

G-BT03/089 Link Joker/Alien T: Stand

G0

Wearwolf Jaeger

--No Text--

G-BT03/090 Dark Irregulars/Warbeast No Trigger

G2

Amon's Tribe, Hell's Nail

[A] [(R)]: [CB: (1) - card with "Amon" in name]
When this attacks a VG, may pay. If so, SC: (3).

G-BT03/091 Dark Irregulars/Succubus No Trigger

G2

Knight Conductor

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

G-BT03/092 Dark Irregulars/Human No Trigger

G2

Crisis Vampir

--No Text--

G-BT03/093 Dark Irregulars/Vampire No Trigger

G1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Amon's Tribe, Mad Eye

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

G-BT03/094 Dark Irregulars/Human No Trigger

G1

Killing Dollmaster

[A] [(R)]: [Put this in your Soul] At the start of your MP, may pay. If so, SC: (2).

G-BT03/095 Dark Irregulars/Elf No Trigger

G1

Lunatic Masquerade

[C] [(R)]: [G Break: (1)]: During your turn, if there are 6 or more cards in your Soul, this gains +2000 Pow. Then, if there are 10 or more cards in your Soul, this gains +2000 Pow.

G-BT03/096 Dark Irregulars/Human No Trigger

G1

G Set 3: Sovereign Star Dragon Booster Pack**Amon's Tribe, Barmaid Grace**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [CB: (1), Rest this] If you have a VG with "Amon" in name, SC: (2), choose 1 of your units with "Amon" in name, and it gains "[C] [(V)/(R)]: For each card in your Soul, this gains +1000 Pow" for the turn.

G-BT03/097 Dark Irregulars/Human No Trigger

G0

Werefleder Ordonnanz

[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 your Soul] SC: (2), and if there are 6 or more cards in your Soul, draw a card.

G-BT03/098 Dark Irregulars/Warbeast No Trigger

G0

Amon's Tribe, Gausam

[A]: [CB: (1) - card with "Amon" in name] When this is placed in your Soul due to an effect of your card, if you have a VG with "Amon" in name and there are 6 or more crds in your Soul, may pay. If so, your Opp. choose 1 of his or her RGs and Retire it.

G-BT03/099 Dark Irregulars/Vampire T: Critical

G0

Weretiger Fanatica

--No Text--

G-BT03/100 Dark Irregulars/Warbeast T: Critical

G0

Endless Boozer

--No Text--

G-BT03/101 Dark Irregulars/Demon T: Draw

G0

Alice of Nightmareland

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

G-BT03/102 Dark Irregulars/Human T: Heal

G0

Monochrome of Nightmareland

[S] [(R)]: [G Break: (1)]: [Put this on top of your LB] Shuffle your LB, SC: (1), if there are 6 or more cards in your Soul, choose a card in your Damage Zone and turn it face-up. Then, if there are 10 or more cards in your Soul, draw a card.

G-BT03/103 Dark Irregulars/Hi-Beast T: Stand

G0

Air Elemental, Fuwaloon

[C] [(R)]: During your turn, for each face-up ::Cray Elemental:: in your G Zone, this gains +1000 Pow.

[C]: This card belongs to all Countries and Clans.

G-BT03/104 Cray Elemental/Elemental No Trigger

G1

Tyrant Black Dragon, Aura Geyser 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.

[A] [(V)]: [CB: (1), SB: (1), choose 1 face-down "Tyrant Black Dragon, Aura Geyser Dragon" in your G Zone and turn it face-up, Retire 2 of your RGs] When this attacks a VG, may pay. If so, reveal the top 2 cards of your LB. For each Grade 1 or lower card revealed this way, this gains +5000 Pow for the turn. Put all cards revealed this way in your hand.

G-BT03/S01 Shadow Paladin/Abyss Dragon No

G4

Tyrant Dragon, Claret Sword Dragon

[S] [(V)] [1/turn] [G Break: (2)] [Retire 2 of your RGs] This gains +10000 Pow and +1 Crit for the turn.

[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it to (R), shuffle your LB, and that unit gains +2000 Pow for the turn.

G-BT03/S02 Shadow Paladin/Abyss Dragon No

G3

Gold Dragon, Spear Cross 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.

[A]: [CB: (2), choose 1 face-down "Gold Dragon, Spear Cross Dragon" in your G Zone and turn it face-up] When this is placed to (V), if there is 1 or more face-up card in your G zone, may pay. If so, look at the top 5 cards of your LB, search for up to 1 card for each face-up card in your G Zone, and Call them to separate vacant (R)s. Shuffle your LB.

G-BT03/S03 Gold Paladin/Cosmo Dragon No

G4

Knight of Sunlight, Grugwint

[A] [(V)] [G Break: (2)]: [CB: (1), SB: (1)] At the start of Guard Step in which this is attacked, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (G) Rested, and shuffle your LB.

[A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card and Call it to (R), shuffle your LB, and that unit gains +2000 Pow for the turn.

G-BT03/S04 Gold Paladin/Human No Trigger

G3

Divine Dragon Knight, Mustafa

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 card in your G Zone and turn it face-up] Choose 1 of your Opp.'s RGs and Retire it, and for each face-up "Divine Dragon Knight, Mustafa" in your G Zone, choose 1 of your units, and they gain "[A] [(V)/(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-BT03/S05 Kagero/Human No Trigger

G4

Demonic Abode Ninja Dragon, Homura Raider

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: (2), choose 1 face-down "Demonic Abode Ninja Dragon, Homura Raider" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, for the turn, this gets -1 Drive and gains "[A] [(V)]: At the end of the battle in which this attacked a VG, choose 1 of your RGs. If you do, you may choose 3 cards with the same name as that unit and return them to the LB. If you return 3 cards this way, Stand this. Shuffle your LB."

G-BT03/S06 Murakumo/Abyss Dragon No Trigger

G4

Nebula Dragon, Big Crunch 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]: [CB: (1), choose 1 face-down "Nebula Dragon, Big Crunch 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 RGs, and Lock all of your Opp.'s RGs in the same column as that unit, and those cards do not Unlock during your Opp.'s next End Phase.

G-BT03/S07 Link Joker/Cyber Dragon No Trigger

G4

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Abomination, Gilles de Rais

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 "Abomination, Gilles de Rais" in your G Zone and turn it face-up] If there are 10 or more cards in your Soul, this gains +10000 Pow for the turn. Then, if there are 15 or more cards in your Soul, this gains "[A] [(V)]: When this attacks a VG, your Opp. cannot Call a Grade 1 or higher card from hand to (G) for the battle." If there are 2 or more face-up cards in your G Zone, this gains +1 Crit for the turn.

G-BT03/S08 Dark Irregulars/Vampire No Trigger

G4

Karma Collector

[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 "Karma Collector" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/S09 Shadow Paladin/Demon No Trigger

G1

Stealth Demonic Dragon, Magatsu Typhoon

[S] [(V)]: [Legion 21000] "Stealth Demonic Dragon, Magatsu Storm"

[A] [(V)]: When this **Legions**, choose up to 5 of your RGs with "Magatsu" in name, and those units gain +5000 Pow and **Boost** for the turn.

[S] [(V)] [1/turn]: [Discard a card from your hand] Search your LB for up to 1 card with the same name as a unit in your (V) and Call it to (R), shuffle your LB, and at the end of the turn, return the unit Called this way to your hand.

G-BT03/S10 Murakumo/Abyss Dragon No Trigger

G3

G Set 3: Sovereign Star Dragon Booster Pack

Ninja Beast, White Heron

[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 "Ninja Beast, White Heron" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/S11 Murakumo/Warbeast No Trigger

G1

Flower Blooming in Vacuum, Cosmolis

[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 "Flower Blooming in Vacuum, Cosmolis" in your DZ, choose a card in your Damage Zone and turn it face-up.

G-BT03/S12 Link Joker/Cyberoid No Trigger

G1