

Wyvern Strike, Gyuntoll
 [A] [(V)/(R)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.

PR/0051 Kagero/Wing Dragon No Trigger

G2

Demonic Dragoc Mage, Makoraga
 [A] [(R)]: During your MP, when your Opp.'s RG is placed in the DZ, this gains +5000 Pow for the turn.

PR/0052 Kagero/Dragonman No Trigger

G1

Mythril Summoner
 [A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a Grade 1 or 2 ::Royal Paladin::, call it to an (R), otherwise shuffle that LB.

PR/0053 Royal Paladin/Elf No Trigger

G2

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No Life King, Death Anchor
 [C] [(V)]: If you have 8 or more ::Dark Irregulars:: in your Soul, this gains +1000 Pow.
 [A] [(V)]: At the beginning of your MP, SC: (1), and this gains +2000 Pow for the turn.
 [A] [(V)]: [Choose 5 face-up cards in your Damage Zone and put them in your Soul] When this attacks, may pay. If so, this gains +10000 Pow and +1 Crf for the turn, and at the beginning of the End Phase for the turn, put the top 5 cards of your LB in your Damage Zone.

PR/0054 Dark Irregulars/Ghost No Trigger

G3

Kungul
 [A]: When this is placed from (G) to DZ, put this in Soul.

PR/0055 Gold Paladin/Hi-Beast No Trigger

G0

Bright Lance Dragoon
 [C] [(V)/(R)]: If you have no other ::Narukami:: in the same column as this, this gets -2000 Pow.
 [S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

PR/0057 Narukami/Human No Trigger

G2

Promos (0051-0100)

Rising Phoenix
 [A]: [SB: (2)] When this is placed to (R), if you have a ::Narukami:: VG, may pay. If so, draw a card.

PR/0058 Narukami/Hi-Beast No Trigger

G1

Knight of Standard, Laudine
 [A]: When this is placed to (R), choose 1 of your other ::Gold Paladin::. That unit gains +2000 Pow for the turn.

PR/0059 Gold Paladin/Human No Trigger

G2

Turboaiser
 [A]: When you Ride a ::Nova Grappler:: on this unit, you may call this unit as a (R).
 [A] [(R)]: When this unit Boosts, the Boosted unit gets +3000 Pow, and at the end of the turn, put this unit on top of your LB, and shuffle your LB.

PR/0060 Nova Grappler/Battroid No Trigger

G0

Red Magum
 [A] [(V)/(R)]: When this attacks, if you have 6 or more ::Dark Irregular:: in your Soul, draw a card, and put a card from your hand to the bottom of the LB.

PR/0061 Dark Irregulars/Human No Trigger

G2

Greed Shade
 [A] [(V)/(R)]: When this attacks, if you have more cards in your hand than your Opp., this gains +3000 Pow for the battle.

PR/0062 Granblue/Ghost No Trigger

G2

Satellite Fall Dragon
 [A] [(V)/(R)]: When your other Grade 3 ::Gold Paladin:: is placed to (R), this gains +3000 Pow for the turn.

PR/0063 Gold Paladin/Cosmo Dragon No Trigger

G3

Blaster Mameshiba
 [A]: When this is placed from (G) to the DZ, put this in Soul.

PR/0064 Etranger/Hi-Beast No Trigger

G0

Burning Lion, Kerorozeizel
 [A] [(V)/(R)]: When this is Boosted by an ::Etranger::, this gains +2000 Pow for the battle.

PR/0065 Etranger/Alien No Trigger

G3

Cursed Lancer
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Shadow Paladin:: VG, choose a card in your Damage Zone and turn it face-up.

PR/0066 Shadow Paladin/Human No Trigger

G2

The Dark Dictator
 [C] [(V)]: This cannot be Boosted by your units.
 [C] [(V)]: During your turn, for each ::Shadow Paladin:: RG you have, this gains +2000 Pow.
 [A]: [SB: (3)] When this is played to (V), may pay. If so, choose up to 2 of your Front Row ::Shadow Paladin:: RGs. They get +5000 Pow for the turn.

PR/0067 Shadow Paladin/Human No Trigger

G3

Dark Lord of Pale Moon
 [A] [(V)/(R)]: When this is Boosted by another ::Pale Moon::, this gains +2000 Pow for the battle.

PR/0068 Pale Moon/Demon No Trigger

G3

Battle Sister, Omelet
 [A] [(R)]: When this attacks, if you have an ::Oracle Thinktank:: VG, and there are no cards in your Soul, this gains +3000 Pow for the battle.

PR/0069 Oracle Thinktank/Human No Trigger

G1

Blackmane Witch

[A]: [Choose 1 of your other ::Gold Paladin:: RGs and retire it] When this is played to (V) or (R), if you have a ::Gold Paladin:: VG, may pay. If so, look at the top card of your LB and search for up to 1 ::Gold Paladin:: and Call it to a vacant (R). Put the rest on bottom of your LB.

PR/0070 Gold Paladin/Elf No Trigger

G1

Rumble Gun Dragon

[A] [(V)]: When this Drive Triggers a Grade 3 ::Narukami::, Retire 1 of your Opp.'s Grade 1 or lower RGs.

PR/0071 Narukami/Thunder Dragon No Trigger

G3

Flirting Succubus

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

PR/0072 Dark Irregulars/Succubus No Trigger

G2

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Cycling Actor

[A]: When this is played to (R), choose 1 of your other ::Pale Moon:: units. That unit gains +2000 Pow for the turn.

PR/0073 Pale Moon/Elf No Trigger

G2

Beaker Holstein

[A]: When this is played to (R), choose 1 of your other ::Great Nature:: units. That unit gains +2000 Pow for the turn.

PR/0074 Great Nature/Hi-Beast No Trigger

G2

Midnight Bunny

[A] [(R)]: [CB: (1), put this in Soul] When this Boosts and the attack hits, if you have a ::Pale Moon:: VG, may pay. If so, choose a non-"Midnight Bunny" ::Pale Moon:: unit in your Soul and call it to an (R).

PR/0075 Pale Moon/Warbeast No Trigger

G1

Promos (0051-0100)

Executor of Knowledge, Silvestre

[C]: This card can be used in a deck until September 21, 2012.

[A] [(V)]: When this attacks, if you have 3 or more ::Great Nature:: RGs, this gains +10000 Pow for the battle.

PR/0076 Great Nature/Hi-Beast No Trigger

G4

Stamp Otter

[C] [(R)]: If you have a ::Great Nature:: VG, this cannot be Retired by card effects.

PR/0077 Great Nature/Hi-Beast No Trigger

G1

Soul Saver Dragon

[A] [(V)]: When this attacks a VG, this gains +3000 Pow for that battle.

[A]: [SB: (5)] When this is played to (V), may pay. If you do, choose up to 3 of your ::Royal Paladin:: RGs. Those units gain +5000 Pow for the turn.

PR/0078 Royal Paladin/Cosmo Dragon No

G3

Water General of Wavy Spiral, Benedict

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

PR/0079 Aqua Force/Aquaroid No Trigger

G3

Spider-Man

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the turn.

[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs and Retire it.

PR/0080 Etranger/Human No Trigger

G3

Medical Gunner, Elmiel

[A] [(R)]: [CB: (1), Put this in Damage Zone] When this hits a VG with an attack, if you have an ::Angel Feather:: VG, may pay. If so, choose a face-up ::Angel Feather:: in your Damage Zone that isn't "Medical Gunner, Elmiel" and Call it to (R).

PR/0081 Angel Feather/Angel No Trigger

G3

Charging Dragon, Circular Spino

[A] [(V)(R)]: [Retire 1 of your other ::Tachikaze:: RGs] When this attacks, may pay. If so, this gains +4000 Pow for the turn.

PR/0082 Tachikaze/Dino Dragon No Trigger

G2

Demonic Dragon Berserker, Vasky

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

PR/0083 Narukami/Dragonman No Trigger

G3

Electric Planet Combination, Cosmo Great

[A]: [CB: (2)] When this is placed to (R), may pay. If so, choose 1 of your other ::Dimension Police:: That unit gains +4000 Pow for the turn.

PR/0084 Dimension Police/Battroid No Trigger

G3

Battle Siren, Neferi

[A]: When this is placed to (R), choose 1 of your other Grade 3 ::Aqua Force:: That unit gains +3000 Pow for the turn.

PR/0085 Aqua Force/Mermaid No Trigger

G1

Ladybug Cavalry

[A]: [CB: (1)] When this is placed to (G), if you have a ::Gold Paladin:: VG, may pay. If so, this gains +5000 Shield for the battle.

PR/0086 Gold Paladin/Sylph No Trigger

G1

Voltage Claw Dragon

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Narukami:: VG, may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it.

PR/0087 Narukami/Thunder Dragon No Trigger

G3

Creeping Dark Goat
 [A]: When another ::Shadow Paladin:: Rides on this, you may Call this to (R).
 [S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 ::Shadow Paladin::, reveal it, put it in your hand, and shuffle your LB.
 PR/0088 Shadow Paladin/Hi-Beast No Trigger
 G0

Blaster Blade
 [A]: [CB: (2)] When this is played to (V), may pay. If so, choose 1 of your Opp.'s RG and Retire it.
 [A]: [CB: (2)] When this is played to (R), if you have a ::Royal Paladin:: VG, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and Retire it.
 PR/0089 Royal Paladin/Human No Trigger
 G2

Knight of Afterglow, Gerard
 [A] [(V)] [LB:(4)]: When this hits a VG with an attack, look at up to 3 cards from top of your LB and search for up to 1 Grade 3 ::Gold Paladin:: and Call it to a vacant (R), and put the rest on bottom of the LB in any order.
 [C] [(V)]: During your turn, if you have a Grade 3 ::Gold Paladin::: RG, this gains +3000 Pow.
 PR/0090 Gold Paladin/Human No Trigger
 G3

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Turbulence Dragon
 [A] [(V)] [LB:(4)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, retire all of your Opp.'s Grade 3 RGs.
 [C] [(V)]: During your turn, if you have a Grade 3 ::Narukami::: RG, this gains +3000 Pow.
 PR/0091 Narukami/Thunder Dragon No Trigger
 G3

Excuplicate the Blaster
 [C] [Hand]: If you don't have a Grade 3 ::Royal Paladin::: VG, you cannot Normal Ride this.
 [C] [(V)]: If "Blaster Blade" isn't in your Soul, this cannot attack.
 [A]: When this is placed to (R), Retire this unit.
 [S] [(V)]: [CB: (3)] During this turn, this unit battles all of your Opp.'s units with one attack.
 [A] [(V)]: When this attacks, put every card from your soul that isn't named "Blaster Blade" in the DZ. For each card put in the DZ this way, this gains +2000 Pow for the battle.
 PR/0092 Royal Paladin/Human No Trigger
 G3

Crimson Lightning Dragon
 [A] [(V)]: [Discard a ::Narukami::: from your hand] When this attacks, may pay. If so, this gains +6000 Pow for the battle.
 [A] [(R)]: [Discard a ::Narukami::: from your hand] When this attacks, may pay. If so, this gains +3000 Pow for the battle.
 PR/0093 Narukami/Thunder Dragon No Trigger
 G3

Promos (0051-0100)

Kumamon
 [A]: When this is placed from (G) to the DZ, put this in Soul.
 PR/0094 Etranger/Hi-Beast No Trigger
 G0

Thetis, Coral Princess
 [S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.
 [C]: This unit also belongs to ::Aqua Force::.
 PR/0095 Etranger/Mermaid No Trigger
 G1

Holy Edge Knight
 [A] [(V)/(R)]: When this attacks a VG, if you have a ::Gold Paladin:: VG, this gains +2000 Pow for the battle.
 PR/0096 Gold Paladin/Human No Trigger
 G3

Dragon Dancer, Stormy
 [A] [(V)/(R)]: During your MP, when an Opp.'s RG is placed in the DZ, this gains +3000 Pow for the turn.
 PR/0097 Narukami/Human No Trigger
 G1

Ninja Beast, Gashadokuro
 [S] [(V)]: [Rest 1 of your ::Murakumo::: RGs] Choose 1 of your ::Murakumo::: RGs and put it on bottom of the LB, and choose 1 unit with the same name as the unit put to bottom of the LB. The chosen unit gains +5000 Pow for the turn.
 PR/0098 Murakumo/Ghost No Trigger
 G3

Earth Gunner
 [A] [(V)/(R)]: When this is Boosted by ::Dark Irregulars::, this gains +2000 Pow for the battle.
 PR/0099 Dark Irregulars/Human No Trigger
 G3

Soft Tank Sloth
 [A]: [SB: (1)] During your End Phase, when this is placed from (R) to DZ, if you have a ::Great Nature:: VG, may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.
 PR/0100 Great Nature/Hi-Beast No Trigger
 G1