

**Baron Kiddani**  
 [A] [(V)]: When this attacks, if any player is named "Baron Kiddani", this gains +3000 Pow for the turn.  
 [A] [(R)]: When this attacks, if any player is named "Baron Kiddani", this gains +1000 Pow for the turn.  
 PR/0101 Etranger/Human No Trigger

**G3**

**Shield Knight of the Sea of Clouds**  
 [A]: When this is placed from LB to (R), choose 1 of your other ::Gold Paladin::. That unit gains +2000 Pow for the turn.  
 PR/0102 Gold Paladin/Human No Trigger

**G1**

**Blaster Keroror Dark**  
 [A] [(V)/(R)]: When this attacks, if you have fewer RGs than your Opp., this gains +3000 Pow for the battle.  
 PR/0103 Etranger/Alien No Trigger

**G2**

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**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/0104 Royal Paladin/Cosmo Dragon No

**G3**

**Blaster Dark**  
 [C] [(V)]: If "Blaster Javelin" is in your Soul, this gains +1000 Pow.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and Retire it.  
 PR/0105 Shadow Paladin/Human No Trigger

**G2**

**Dragonic Overlord**  
 [C] [(V)/(R)]: If you do not have another ::Kagero:: VG or RG, this gets -2000 Pow.  
 [S] [(V)/(R)]: [CB: (3)] For the turn, this gains +5000 Pow, gains "[A] [(V)/(R)]: When this unit hits an Opp.'s RG, Stand this.", and loses Twin Drive.  
 PR/0106 Kagero/Flame Dragon No Trigger

**G3**

Promos (0101-0150)

**Stormbringer Dragon**  
 [A] [(V)/(R)] [CB: (1)]: When this hits a VG with an attack, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Narukami::, reveal it, and put it in your hand. Shuffle your LB.  
 PR/0107 Narukami/Thunder Dragon No Trigger

**G2**

**Electron Eria**  
 [A] [(V)/(R)]: When another Grade 3 ::Angel Feather:: is placed to (R), this gains +3000 Pow for the turn.  
 PR/0108 Angel Feather/Angel No Trigger

**G3**

**Red Pulse Dracokid**  
 [A]: Forerunner (When Ridden by a unit with the same clan, may Call 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 or higher ::Kagero::, reveal it, and put it in your hand. Shuffle your LB.  
 PR/0109 Kagero/Flame Dragon No Trigger

**G0**

**Golden Knight, Garo**  
 --No Text--  
 PR/0110 Etranger/Human No Trigger

**G2**

**Demonic Beast, Zalba**  
 [A] [(V)/(R)]: When this attacks, if you have an ::Etranger:: VG or RG with LB:(4), this gains +3000 Pow for the battle.  
 PR/0111 Etranger/Demon No Trigger

**G2**

**Blue Dragon Knight, Garo**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, if you have an ::Etranger:: VG, this gains +2000 Pow for the battle.  
 PR/0112 Etranger/Human No Trigger

**G3**

**Wingal Liberator**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R)).  
 [A] [(R)]: [Move this to Soul] When this Boosts a unit with "Liberator" in name and the attack hits a VG, may pay. If so, choose 1 "Blaster Blade Liberator" from your Soul and Call it to a vacant (R).  
 PR/0113 Gold Paladin/Hi-Beast No Trigger

**G0**

**Wingal Liberator**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R)).  
 [A] [(R)]: [Move this to Soul] When this Boosts a unit with "Liberator" in name and the attack hits a VG, may pay. If so, choose 1 "Blaster Blade Liberator" from your Soul and Call it to a vacant (R).  
 PR/0114 Gold Paladin/Hi-Beast No Trigger

**G0**

**Crouching Dragon Eraser, Rinchuu**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R)).  
 [A] [(R)]: [CB: (1), Move this to Soul] When this Boosts a unit with "Eraser" in name and the attack hits a VG, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.  
 PR/0115 Narukami/Human No Trigger

**G0**

**Liberator of Large Hawk, Gadot**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A] [(V)]: [CB: (1) - Card with "Liberator" in name] When this hits a VG with an attack, 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 the LB.  
 PR/0116 Gold Paladin/Human No Trigger

**G3**

**Crimson Witch, Radish**  
 [A] [(V)/(R)]: [CB: (2)] When this attacks, if you have a ::Genesis:: VG, may pay. If so, this gains +5000 Pow for the battle.  
 PR/0117 Genesis/Elf No Trigger

**G3**

**Eraser, Spark Horn Dragon**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A] [(V)]: [CB: (1) - Card with "Eraser" in name] When this hits a VG with an attack, may pay. If so, your Opp. retires 1 of their RGs.  
 PR/0118 Narukami/Thunder Dragon No Trigger

**G3**

**Dimensional Robot, Daibrave**

[S] [Soul]: [Put this in DZ] Choose up to 1 of your ::Dimension Police:: VG. It gains "[A] [(V)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, draw a card" for the turn.

PR/0119 Dimension Police/Battroid No Trigger

G1

**Undead Dragon, Malefic Dragon**

[A] [(V)]: When this attacks a VG, if the Pow of the Battle Opp. is 12000 or higher, this gains +10000 Pow for the battle.

[A] [(R)]: When this attacks a VG, if you have a ::Granblue:: VG, this gains +2000 Pow for the battle.

PR/0120 Granblue/Skeleton No Trigger

G3

**Machining Armor Beetle**

[A]: [Choose 1 of your other ::Megacolony:: RGs and put it in Soul] When this is placed to (V) or (R), if you have a ::Megacolony:: VG, may pay. If so, choose 1 of your Opp.'s RGs. That unit doesn't Stand during your Opp.'s next Stand Phase.

PR/0121 Megacolony/Insect No Trigger

G2

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**Storming Sky Knight**

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

PR/0122 Gold Paladin/Human No Trigger

G2

**Formidable Valkyrie, Lowell**

[A] [(V)/(R)]: When this attacks a VG, if you have a ::Neo Nectar:: VG, this gains +2000 Pow for the battle.

PR/0123 Neo Nectar/Bioroid No Trigger

G3

**Excess Tense Angel**

[A] [(R)]: When this Boosts a ::Genesis:: and the attack hits a VG, you may SC: (1).

PR/0124 Genesis/Angel No Trigger

G1

Promos (0101-0150)

**Kingdom of Ferald, Queen Rinne**

[S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

PR/0125 Etranger/Human No Trigger

G1

**Dark Prince, Muma**

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

PR/0126 Etranger/Demon No Trigger

G2

**Fire Leon**

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

[A] [(R)]: When this attacks a VG, if you have an ::Etranger:: VG, this gains +2000 Pow for the battle.

PR/0127 Etranger/Human No Trigger

G3

**Legendary Star, DAIGO**

--No Text--

PR/0128 Etranger/Human No Trigger

G2

**Black DAIGO**

--No Text--

PR/0129 Etranger/Human No Trigger

G2

**Seal Magic Dragon, Dangarii**

[S] [(V)] [LB:(4)]: [CB: (1), choose a card Bound by this and put it on bottom of the LB] Choose an Opp.'s Front Row RG and Retire it. This ability cannot be used again this turn.

[C] [(V)/(R)] If you have no cards in your Bind Zone that was Bound by this, this gets +2000 Pow.

[A]: When this is placed to (V), Bind the top 2 cards of your LB.

PR/0130 Narukami/Thunder Dragon No Trigger

G3

**Seductive Succubus**

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

PR/0131 Dark Irregulars/Succubus No Trigger

G1

**Battle Sister, Candy**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have an ::Oracle Thinktank:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the beginning of the End Phase of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

PR/0132 Oracle Thinktank/Elf No Trigger

G1

**Revenger of Cursed Lance, Dahmad**

[A] [(V)] [LB:(4)]: [Retire 1 of your RGs with "Revenger" in name] When this attacks a VG, may pay. If so, this gains +5000 Pow/+1 Crit for the battle.

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

PR/0133 Shadow Paladin/Human No Trigger

G3

**Graphite Cannon Dragon**

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

PR/0134 Kagero/Flame Dragon No Trigger

G3

**Star-Vader, Dark Band Dragon**

[S] [(V)] [LB:(4)]: [CB: (1) - Card with "Star-Vader" in name] Choose 1 of your Opp.'s Back Row RGs and Lock it.

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

PR/0135 Link Joker/Cyber Dragon No Trigger

G3

**Wearied Succubus**

[C] [(V)/(R)]: If there are 10 or more ::Dark Irregulars:: in your Soul, this gains +4000 Pow.

PR/0136 Dark Irregulars/Succubus No Trigger

G2

**General of Teardrops, Carlos**  
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have an ::Aqua Force:: VG, choose 1 card in your Damage Zone and turn it face-up.

PR/0137 Aqua Force/Aquaroid No Trigger

G2

**Star-Vader, Dust Tail Unicorn**  
 [A]: Forerunner (When Ridden by an unit with the same clan, may Call to (R))  
 [S] [(R)]: [CB: (1), Put this in Soul] If you have a ::Link Joker:: VG and your Opp. has a Locked card, choose 1 of your Opp.'s RGs and Lock it.

PR/0138 Link Joker/Cyber Beast No Trigger

G0

**Sword of Hope. Richard**  
 [A]: [SB: (1)] When this is placed from LB to (R), if you have a ::Royal Paladin:: VG, may pay. If so, draw a card.

PR/0139 Royal Paladin/Human No Trigger

G1

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**Knight of Entropy**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, Lock 1 of your Opp.'s RGs.

PR/0140 Link Joker/Cyber Golem No Trigger

G3

**Stealth Dragon, Voidmaster**  
 [A] [(V)]: When this attacks, if there are more cards in your hand than your Opp.'s hand, this gains +3000 Pow for the battle.  
 [A] [(V)/(R)]: [CB: (1)] If there are fewer cards in your hand than your Opp.'s hand, may pay. If so, your Opp. chooses and discards 1 card from his or her hand.

PR/0141 Nubatama/Shadow Dragon No Trigger

G3

**CEO Amaterasu**  
 [C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +4000 Pow.  
 [A] [(V)]: At the start of your MP, SC: (1), look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] [(V)/(R)]: [SB: (8), CB (5)] When this hits with an attack, may pay. If so, draw up to 5 cards.

PR/0142 Oracle Thinktank/Noble No Trigger

G3

Promos (0101-0150)

**Pentagonal Magus**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, declare an ::Oracle Thinktank:: card name, and reveal the top card of your LB. If the card is the announced card, this gains +5000 Pow and +1 Crit for the battle.  
 [S] [(V)]: [CB: (2) - cards with "Magus" in name] This gains +5000 Pow for the turn.  
 [C] [(V)/(R)]: Lord

PR/0143 Oracle Thinktank/Human No Trigger

G3

**Star-Vader of Flying General, Krypton**  
 --No Text--

PR/0144 Link Joker/Cyberoid No Trigger

G2

**Unrivaled Star-Vader, Radon**  
 [A] [(R)]: When this attacks, if your have a VG with "Star-Vader" in name, this gains +3000 Pow for the battle.

PR/0145 Link Joker/Cyberoid No Trigger

G2

**Hollow Twin Blades, Binary Star**  
 --No Text--

PR/0146 Link Joker/Cyberoid No Trigger

G1

**Star-Vader of Magical Bullets, Neon**  
 [A] [(R)]: When this attacks, if your have a VG with "Star-Vader" in name, this gains +3000 Pow for the battle.

PR/0147 Link Joker/Cyberoid No Trigger

G1

**One Who Opened the Black Gate**  
 [A]: [Discard a card from your hand] When this is placed to (R), if you have a ::Link Joker:: VG and your Opp. has 2 or fewer RGs, may pay. If so, draw a card.

PR/0148 Link Joker/Cyber Fairy No Trigger

G1

**Star-Vader of Violent Fangs, Niobium**  
 [A] [(R)]: When an Opp.'s RG is Locked by effects of your cards, if you have a ::Link Joker:: VG, this gains +2000 Pow for the turn.

PR/0149 Link Joker/Cyberoid No Trigger

G2

**Dazzling Knight, Toulouse**  
 [S] [(V)] [LB:(4)]: [CB: (1), SB: (1)] If you have exactly 4 RGs, search your LB for up to 1 ::Royal Paladin:: and Call it to a vacant (R), and shuffle your LB.  
 [S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.

PR/0150 Royal Paladin/Human No Trigger

G3