Gust Blaster Dragon

[A] [(V)] [LB:(4)]: [CB: (1), Retire 3 of your ::Shadow Paladin:: RGs] When this attacks a VG, may pay. If so, for each card with "Blaster" in name in your Soul, this gains +5000 Pow and +1 Crit for the battle.
[A] [(V)]: When this attacks, if there is a card with "Blaster" in name in your Soul, this gains +2000 Pow for the battle.
[C] [(V)/(R)]: Lord

PR/0151 Shadow Paladin/Abyss Dragon No

G3

Fearless Jewel Knight, Julia

[A] [(V)] [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, may pay. If so, search your LB for up to X cards with "Jewel Knights" in name and Call them to separate (R)s, where X is this unit's Crit value, and shuffle your LB.
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

PR/0152 Royal Paladin/Human No Trigger

G3

Thousand Name Wyvern Knight

[S] [(R)]: [SB: (1)] Choose 1 of your ::Narukami:: ::Noble:: VGs, and for the turn, treat this unit as having the same name as that card.

PR/0153 Narukami/Human No Trigger

G2

Jet Raizer

[A] [(R)]: [CB: (1), Put this in Soul] When this Boosts a ::Nova Grappler:: and the attack hits a VG, may pay. If so, choose 1 of your RGs with "Raizer" in name and Stand it.

PR/0154 Nova Grappler/Battlroid No Trigger

G1

Dimensional Robot, Daibullet

[S] [(R)]: [CB: (1), Put this in Soul] Choose 1 of your VGs with "Dimensional Robot" in name, and it gains +4000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

PR/0155 Dimension Police/Battlroid No Trigger

G2

Musketeer of Pansy, Sylvia

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a unit with "Musketeer" in name, Call it to (R), otherwise shuffle your LB.

PR/0156 Neo Nectar/Bioroid No Trigger

G2

Promos (0151-0200)

Taping Cat

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

PR/0157 Great Nature/Hi-Beast No Trigger

G1

Puppygal

[A] [(R)]: [CB: (2)] When this Boosts a ::Gold Paladin:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw a card.

PR/0158 Gold Paladin/Hi-Beast No Trigger

G1

Dimensional Robot, Daimagnum

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose 1 of your ::Dimension Police:: VGs, and it gains +4000 Pow for the turn.

PR/0159 Dimension Police/Battlroid No Trigger

G0

Sanctuary of Light, Blightness Dragon

[S] [(V)] [LB:(4)]: [CB: (2), SB: (2)] Choose up to 3 of your ::Royal Paladin:: RGs, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked Cards and Unlock it.
[C] [(V)/(R)]: Lord

PR/0160A Royal Paladin/Cosmo Dragon No

G3

Sanctuary of Light, Blightness Dragon

[S] [(V)] [LB:(4)]: [CB: (2), SB: (2)] Choose up to 3 of your ::Royal Paladin:: RGs, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord

PR/0160B Royal Paladin/Cosmo Dragon No

G3

Knight of the Drizzle, Bernard

[A]: When this is placed to (R), if you have a ::Gold Paladin:: VG, choose 1 of your Locked cards and Unlock it.

PR/0161A Gold Paladin/Human No Trigger

G2

Knight of the Drizzle, Bernard

[A]: When this is placed to (R), if you have a ::Gold Paladin:: VG, choose 1 of your Locked cards and Unlock it.

PR/0161B Gold Paladin/Human No Trigger

G2

Goddess of Law, Justitia

[S] [(V)] [LB:(4)]: [SB: (6)] Choose up to 3 of your ::Genesis:: RGs, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0162A Genesis/Noble No Trigger

G3

Goddess of Law, Justitia

[S] [(V)] [LB:(4)]: [SB: (6)] Choose up to 3 of your ::Genesis:: RGs, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0162B Genesis/Noble No Trigger

G3

Seal Dragon, Josette

[A] [(V)] [LB:(4)]: When this attacks a VG, for each your Opp.'s Grade 2 RGs, this gains +5000 Pow for the battle. If your Opp. has 2 or more Grade 2 RGs, this gains +1 Crit for the battle.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0163A Kagero/Flame Dragon No Trigger

G3

Seal Dragon, Josette

[A] [(V)] [LB:(4)]: When this attacks a VG, for each your Opp.'s Grade 2 RGs, this gains +5000 Pow for the battle. If your Opp. has 2 or more Grade 2 RGs, this gains +1 Crit for the battle.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0163B Kagero/Flame Dragon No Trigger

G3

Gravity Bolt Dragon

[A] [(V)] [LB:(4)]: [CB: (1)] When this Drive Checks a Grade 3 ::Narukami::, may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it, and this gains +5000 Pow for the battle.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0164A Narukami/Thunder Dragon No Trigger

G3

Gravity Bolt Dragon
[A] [(V)] [LB:(4)]: [CB: (1)] When this Drive Checks a Grade 3 ::Narukami::, may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it, and this gains +5000 Pow for the battle.
[S] [(V)]: [CB: (1)] Choose 1 of your Locked cards and Unlock it.
[C] [(V)/(R)]: Lord
PR/0164B Narukami/Thunder Dragon No Trigger

G3

Ninja Beast, Metamorfox
[A]: When this is placed to (R), if you have a ::Murakumo:: VG, choose 1 of your Locked cards and Unlock it.
PR/0165A Murakumo/Warbeast No Trigger

G1

Ninja Beast, Metamorfox
[A]: When this is placed to (R), if you have a ::Murakumo:: VG, choose 1 of your Locked cards and Unlock it.
PR/0165B Murakumo/Warbeast No Trigger

G1

Liberator of Awakening, Freed
[A] [LB:(4)]: [Countblast: (1)] When this is placed to (V), may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Gold Paladin:: and Call them to separate vacant (R)s, and put the rest on the bottom of the LB in any order.
[C] [(V)/(R)]: Lord
PR/0166 Gold Paladin/Human No Trigger

G3

Liberator of the Giant Eagle, Gadot
[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.
[A] [(V)]: [CB: (1) - cards with "Liberator" in name] When this hits a VG with an attack, may pay. If so, look at up to 1 cards from top of your LB and search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), and put the rest on the bottom of the LB.
PR/0167 Gold Paladin/Human No Trigger

G3

Wingal Liberator
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call this to (R))
[A] [(R)]: [Put this in 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" in your Soul and Call it to a vacant (R).
PR/0168 Gold Paladin/Hi-Beast No Trigger

G0

Promos (0151-0200)

Revenger, Death Master Dragon
[A] [(V)] [LB:(4)]: [Choose 1 of your ::Shadow Paladin:: RGs and Retire it] When this attacks a VG, may pay. If so, this gains +10000 Pow for the battle.
[C] [(V)/(R)]: Lord
PR/0169 Shadow Paladin/Abyss Dragon No

G3

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/0170 Shadow Paladin/Human 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/0171 Shadow Paladin/Hi-Beast No Trigger

G0

Star-Vader, Multiverse Dragon
[A] [(V)] [LB:(4)]: [CB: (1)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and Lock it, and this gains +5000 Pow for the turn.
[C] [(V)/(R)]: Lord
PR/0172 Link Joker/Cyber Dragon No Trigger

G3

Star-Vader of Demonic Claws, Lanthanum
[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/0173 Link Joker/Cyberoid No Trigger

G1

Star-Vader, Dust Tail Unicorn
[A]: Forerunner (When Ridden by an unit with the same clan, may Call this 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/0174 Link Joker/Cyber Beast No Trigger

G0

Super Dimensional Robot, Goeagle
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 19000 or higher, this gains +2 Crit for the battle.
[C] [(V)/(R)]: Lord
PR/0175 Dimension Police/Battlroid No Trigger

G3

Dimensional Robot, Dailander
[A]: When this is placed to (R), may pay. If so, choose 1 of your other units with "Dimensional Robot" in name, and it gains +4000 Pow for the turn.
PR/0176 Dimension Police/Battlroid No Trigger

G1

Dimensional Robot, Daiheart
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 13000 or higher, this gains "[A] [(V)]: [Choose 2 Grade 3 cards with "Dimensional Robot" in your hand and put them in Soul] When this hits a Vangard with an attack, may pay. If so, search your LB for up to 1 Grade 3 card with "Dimensional Robot" and Ride it Rested, and shuffle your LB" for the battle.
PR/0177 Dimension Police/Battlroid No Trigger

G2

Partner Edge Dragoon
[A] [(R)]: [CB: (2)] When this Boosts a ::Narukami:: with [LB:(4)] and the attack hits a VG, may pay. If so, draw a card.
PR/0178 Narukami/Human No Trigger

G1

Shadow Breath Dragon
[A] [(V)] [LB:(4)]: [CB: (1), Retire 2 of your ::Shadow Paladin:: RGs] At the end of the battle in which this attacked a VG, may pay. If so, Retire up to 2 of your Opp.'s RGs.
[S] [(V)]: [Counterblasts: (1)] This gains +2000 Pow for the turn.
[C] [(V)/(R)] Lord
PR/0179 Shadow Paladin/Abyss Dragon No

G3

Dragon Dancer, Arabella
[A]: [CB: (1)] When this is placed to (R), may pay. If so, choose 1 of your ::Flame Dragon:: VGs, and it gains +5000 Pow for the turn.
PR/0180 Kagero/Human No Trigger

G2

Ninja Beast, Bandit Ape
[A] [(R)]: [Put this on the bottom of the LB] When this hits a VG with an attack, if you have a ::Murakumo:: VG, may pay. If so, draw a card.

PR/0181 Murakumo/Warbeast No Trigger

G3

Cheergirl, Carol
[A]: When this is placed to (R), choose 1 of your other ::Spike Brothers::, and it gains +2000 Pow for the turn.

PR/0182 Spike Brothers/Ogre No Trigger

G1

Egg Juggler
[A]: [SB: (1)] When this is placed from Soul to (R), if you have a ::Pale Moon:: VG, may pay. If so, draw a card.

PR/0183 Pale Moon/Human No Trigger

G1

Maiden of Venus Trap Muse
[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 card with the same name as a card in your (V) or (R) and Call it to (R), and shuffle your LB.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord

PR/0184 Neo Nectar/Bioroid No Trigger

G3

Kigurumi Idol, Alc
[A] [(V)] [LB:(4)]: At the end of the battle in which this attacked a VG, you may choose 1 Grade 3 ::Bermuda Triangle:: in your hand and Ride it Rested. If so, choose 1 "Kigurumi Idol, Alc" in your Soul and put it in your hand, and draw a card.
[A]: [SB: (1)] When this is placed to (V), may pay. If so, choose up to 1 of your ::Bermuda Triangle:: RGs and return it to your hand, and this gains +5000 Pow for the turn.
[C] [(V)/(R)]: Lord

PR/0185 Bermuda Triangle/Mermaid No Trigger

G3

Planet Idol, Pacifica
[A] [LB:(4)]: When another ::Bermuda Triangle:: Rides on this, choose 1 of your VGs, and it gains +10000 Pow and "[A] [(V)]: When your ::Bermuda Triangle:: is returned from (R) to hand, search your LB for up to 1 ::Bermuda Triangle:: and Call it to (R), and shuffle your LB. This ability cannot be used again for the turn." for the turn.
[S] [Soul]: [CB: (1), choose 1 "Top Idol, Pacifica" in your (R) and put it in Soul] Put this in your hand, and choose up to 1 of your ::Bermuda Triangle:: RGs and return it to your hand.
[C] [(V)/(R)]: Lord

PR/0186 Bermuda Triangle/Mermaid No Trigger

G3

Shangli-La Star, Coral
[S] [(V)] [LB:(4)]: [CB: (1), SB: (1)] Choose 1 of your ::Bermuda Triangle:: RGs and return it to your hand, and this gains +3000 Pow for the turn. You may choose up to 1 card with "Coral" in your hand and put it in Soul. If so, draw 2 cards. This ability cannot be used again this turn.
[C] [(V)]: If "Aurora Star, Coral" is in your Soul, this gains +2000 Pow.
[C] [(v)/(R)]: Lord

PR/0187 Bermuda Triangle/Mermaid No Trigger

G3

Star-Vader "Omega" Glendios
[A] [(V)] [LB:(5)]: At the start of your MP, if your Opp. has 5 or more Locked cards, you win the game.
[S] [(V)] [LB:(4)]: [CB: (1), discard a card with "Reverse" or "Đ™" in name] Your Opp.'s Locked cards do not Unlock during your Opp.'s next End Phase.
[A] [(V)]: When your unit with "Reverse" or "Đ™" in name is placed to (R), choose 1 of your Opp.'s RGs and Lock it. This ability cannot be used again this turn.
[C] [(V)]: All your RGs with "Reverse" or "Đ™" in name gain +4000 Pow on your turn as well as also belong to ::Link Joker::.

PR/0188 Link Joker/Cyber Golem No Trigger

G3

Star-Vader "Omega" Glendios
[A] [(V)] [LB:(5)]: At the start of your MP, if your Opp. has 5 or more Locked cards, you win the game.
[S] [(V)] [LB:(4)]: [CB: (1), discard a card with "Reverse" or "Đ™" in name] Your Opp.'s Locked cards do not Unlock during your Opp.'s next End Phase.
[A] [(V)]: When your unit with "Reverse" or "Đ™" in name is placed to (R), choose 1 of your Opp.'s RGs and Lock it. This ability cannot be used again this turn.
[C] [(V)]: All your RGs with "Reverse" or "Đ™" in name gain +4000 Pow on your turn as well as also belong to ::Link Joker::.

PR/0189 Link Joker/Cyber Golem No Trigger

G3

Holy Weapon Giga Road
[A] [(V)] [LB:(4)] When this attacks a VG,t his gains +5000 Pow for the battle.
[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/0190 Etranger/Battlroid No Trigger

G3

Seeker of the Holy Beast, Claude
[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Seeker, Sacred Wingal", reveal it, put it in your hand, and shufle your LB.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0191 Royal Paladin/Human No Trigger

G3

Brawler, Sky Blow Dragon
[A]: [CB: (1), SB: (1)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Brawler, Sky Beat Dragon", reveal it, put it in your hand, and shufle your LB.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

PR/0192 Narukami/Thunder Dragon No Trigger

G3

Maximum Raizer
[C] [(V)/(R)]: During your turn, if you have another unit with "Raizer" in name in the same column as this, this gains +2000 Pow.

PR/0193 Nova Grappler/Battlroid No Trigger

G3

Wild Hitter
[A] [(R)]: [CB: (1), Put this in Soul] When this Boosts a VG and the Drive Checks reveal a Grade 3 card, at the end of the battle, may pay. If so, search your LB for up to 1 card and Call it to a vacant (R), and shuffle your LB.

PR/0194 Spike Brothers/Ogre No Trigger

G1

Duo Happy Diary, Sheryl
[A]: [CB: (1)] When this is returned from (R) to hand, may pay. If so, SC: (1), and draw a card.

PR/0195B Bermuda Triangle/Mermaid No Trigger

G1

Duo Happy Diary, Sheryl
[A]: [CB: (1)] When this is returned from (R) to hand, may pay. If so, SC: (1), and draw a card.

PR/0195W Bermuda Triangle/Mermaid No Trigger

G1

Maiden of Dreaming Aroma
[S] [(R)]: [CB: (1), Put this in Soul] Look at the top 5 cards of your LB and search for up to 1 Grade 3 or higher card, reveal it, put it in your hand, and shuffle your LB.

PR/0196 Neo Nectar/Bioroid No Trigger

G2

Cloudia
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Royal Paladin::, and it gains +3000 Pow for the turn.

PR/0197 Royal Paladin/Hi-Beast No Trigger

G0

Spark Kid Dragoon
[A]: When another ::Narukami:: 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 or higher ::Narukami::, reveal it, and put it in your hand. Shuffle your LB.

PR/0198 Narukami/Human No Trigger

G0

Seeker of Rampant Blades, Pelham
[S] [(R)]: [SB: (1)] This gains +1000 Pow for the turn.

PR/0199 Royal Paladin/Human No Trigger

G2

Promos (0151-0200)