

Seeker of Holy Staff, Octavius

[A]: [SB: (2)] When this is placed to (R), if you have 3 or more other VGs or RGs with "Seeker" in name in your Front Row, may pay. If so, draw a card.

PR/0251 Royal Paladin/Human No Trigger

G1

Weather Girl, Ramune

[A]: During your Opp.'s turn, when this is placed from (R) to DZ, draw a card.

PR/0252 Oracle Thinktank/Sylph No Trigger

G2

Jade Nail Dragon

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

PR/0253 Kagero/Flame Dragon No Trigger

G2

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Ninja Beast, Tobihiko

--No Text--

PR/0254 Nubatama/Warbeast T: Critical

G0

Brawler, Earth Crack Dragon

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

PR/0255 Narukami/Thunder Dragon No Trigger

G3

King Serpent

[A]: When this is placed from DZ to (R), SC: (1), and choose a card in your Damage Zone and turn it face-up.

PR/0256 Granblue/Kraken No Trigger

G2

Promos (0251-0300)

Rivegal

[A]: Forerunner (When Ridden on by a unit of 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 card, reveal it, put it in your hand, and shuffle your LB.

PR/0257 Royal Paladin/Hi-Beast No Trigger

G0

Heat Element, Magnum

(G Unit cannot be put in the main deck)

[BStride - 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.

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

PR/0258 Cray Elemental/Elemental No Trigger

G4

Prevail Jewel Knight, Ivan

[S] [(V)]: [Legion 20000] "Jewel Knight, Swordmi"

[A] [(V)]: When this attacks a VG, if this is **Legioned** and you have 6 or more units with "Jewel Knight" in name, this gains +5000 Pow/+1 Crit for the battle.

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

PR/0259 Royal Paladin/Human No Trigger

G3

Jewel Knight, Swordmi

[A]: [CB: (1) - card with "Jewel Knight" in name] When this is placed to (R), may pay. If so, search your LB for up to 1 Grade 1 or lower card with "Jewel Knight" in name and Call it to (R), and shuffle your LB.

PR/0260 Royal Paladin/Hi-Beast No Trigger

G2

Battle Sister, Tuffy

[A] [(R)]: When this attacks, if you have a VG with "Battle Sister" in name, this gains +3000 Pow for the battle.

PR/0261 Oracle Thinktank/Elf No Trigger

G1

Steam Breath Dragon

[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 "Chrono Jet" 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.

PR/0262 Gear Chronicle/Gear Dragon No Trigger

G1

Knight of Laurel, Ciciles

[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 "Altomile" 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.

PR/0263 Royal Paladin/Human No Trigger

G1

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 for **Stride**, this card gains +2 Grade.

PR/0264 Neo Nectar/Bioroid No Trigger

G1

Mecha Leader, Raybird

[A] [(V)]: [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, choose 1 of your RGs and Stand it, and that unit gains +5000 Pow for the turn.

[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and that unit gains +5000 Pow for the turn.

PR/0265 Nova Grappler/Battroid No Trigger

G3

King of Knights, Alfred

[C] [(V)]: This cannot be Boosted.

[C] [(V)]: During your turn, for each ::Royal Paladin:: RG you have, this gains +2000 Pow.

[S] [(V)/(R)]: [CB (3)] Search your LB for a Grade 2 or lower ::Royal Paladin:: and Call it to (R), and shuffle your LB.

PR/0266 Royal Paladin/Human No Trigger

G3

Blaster Blade

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

[A]: [CB: (2)] When this is placed 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/0267 Royal 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/0268 Kagero/Flame Dragon No Trigger

G3

Sanctuary Guard, Guarantee

[A] [(V)] [G Break: (1)]: When this attacks a VG, for each of your Grade 1 or lower RGs, this gains +3000 Pow for the battle.
[A] [(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

PR/0269 Royal Paladin/Cosmo Dragon No

G3

Magical Gambler

[A] [(R)] [G Break: (1)]: [CB: (1)] When this Stands due to an effect of your cards, may pay. If so, put the top card of your LB in the DZ, and increase the Pow of this unit for the turn. The number increased is equal to the printed Pow of the card put in the DZ this way.

PR/0270 Nova Grappler/Human No Trigger

G2

Steam Fighter, Meshed

[A] [(R)] [1/turn] [G Break: (1)]: [SB: (1)] When your Opp.'s RGs is placed in the LB due to an effect of your cards, may pay. If so, choose a card in your Damage Zone and turn it face-up.

PR/0271 Gear Chronicle/Gearroid No Trigger

G1

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Hydro Lance, Tsarnis

[A] [(R)] [G Break: (1)]: When your VG's Drive Check reveals a Grade 3 card, Stand this, and this gains +5000 Pow for the turn.

PR/0272 Aqua Force/Aquaroid No Trigger

G2

Label Pangolin

[A] [G Break: (1)]: During your MP, when this is placed to (R), choose 1 of your other RGs, and that unit gains "[A] [(R)]: At the end of the battle in which this attacked a VG, if the Pow of this unit is 20000 or higher, SC: (1), and choose a card in your Damage Zone and turn it face-up" for the turn.

PR/0273 Great Nature/Hi-Beast No Trigger

G1

Sour Lemon

[C] [(R)]: During your turn, for each of your other "Sour Lemon" in your (R), this gains +1000 Pow.

PR/0274 Neo Nectar/Dryad No Trigger

G1

Promos (0251-0300)

Maiden of Flower Screen

[S] [(R)] [1/turn] [G Break: (1)]: [Choose 1 Normal Unit in your DZ and put it on top of the LB] Choose 1 of your other units, and for the turn, treat this as also having the name of the chosen unit. Shuffle your LB.

PR/0276 Neo Nectar/Bioroid No Trigger

G2

Kumamon

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

PR/0277 Etranger/Hi-Beast No Trigger

G0

Knight of Sincerity

[A] [(V)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, search your Lbrary for up to 1 Grade 2 card and Call it to (R), and shuffle your LB.
[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and that unit gains +500 Pow for the turn.

PR/0278 Royal Paladin/Human No Trigger

G3

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.

PR/0279 Gold Paladin/Human No Trigger

G4

Desert Gunner, Shouran

[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.

PR/0280 Narukami/Human No Trigger

G2

Divergence Dragon

[A] [(V)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs, and your Opp. puts that unit on the bottom of his or her LB.
[A] [(V)]: During your turn, when your G Unit **Strides**, choose 1 of your VGs, and that unit gains +5000 Pow for the turn.

PR/0281 Gear Chronicle/Gear Dragon No Trigger

G3

Couple Dagger Sailor

[A] [(R)]: [CB: (1)] When this attacks a VG, if it's the 1st battle of the turn, may pay. If so, this gains +2000 Pow for the battle, and at the end of the battle, choose 1 of your RGs in the same column as this and swap their position. (Do not change the facing of the card)

PR/0282 Aqua Force/Aquaroid 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/0283 Neo Nectar/Bioroid No Trigger

G2

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/0284 Great Nature/Hi-Beast No Trigger

G1

Goddess of the Sacred Mirror, Oohirume

[S] [(V)]: [Legion 21000] "CEO Amaterasu"
[S] [(V)]: [CB: (1)] If this is **Legioned**, name a card, and reveal the top card of your LB. If it's the named card, SC: (2), and choose up to 2 cards in your Damage Zone and turn them face-up. Then, if the revealed card has the same name as a unit in your (V), draw 2 cards. This ability cannot be used again this turn.

PR/0285 Oracle Thinktank/Noble 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/0286 Oracle Thinktank/Noble No Trigger

G3

Rising Star, Trois

[S] [(V)]: [Legion 21000] "Top Idol, Riviere"
[A] [(V)]: [CB: (3), Discard 3 cards from your hand] At the end of the battle in which this attacked a VG, if this is **Legioned**, may pay. If so, Stand all your VGs. This ability cannot be used again this turn.
[A]: When this Rides on "Super Idol, Riviere", search your LB for up to 1 "Top Idol, Riviere", reveal it, put it in your hand, and shuffle your LB.

PR/0287 Bermuda Triangle/Mermaid No Trigger

G3

Top Idol, Riviere

[C] [(V)]: If "Super Idol. Riviere" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), Discard a "Top Idol, Riviere" from your hand] When this hits a VG with an attack, may pay. If so, choose up to 3 of your ::Bermuda Triangle:: RGs, and those units gain +5000 Pow for the turn.

PR/0288 Bermuda Triangle/Mermaid No Trigger

G3

Vanguard of the King of Knights, Ezel

[S] [(V)]: [Legion 21000] "King of Knights, Alfred"
[S] [(V)]: [SB: (2), Discard a card from your hand with the same name as a card in your (V)] If this is **Legioned**, search your LB for up to 1 Grade 2, up to 1 Grade 1, and up to 1 Grade 0 card and Call them to separate (R)s, and shuffle your LB.
[C] [(V)]: If this is **Legioned**, your units cannot Boost this.

PR/0289 Royal Paladin/Human No Trigger

G3

King of Knights, Alfred

[C] [(V)]: This cannot be Boosted.
[C] [(V)]: During your turn, for each ::Royal Paladin:: RG you have, this gains +2000 Pow.
[S] [(V)/(R)]: [CB (3)] Search your LB for a Grade 2 or less ::Royal Paladin::, Call it to (R), and shuffle your LB.

PR/0290 Royal Paladin/Human No Trigger

G3

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True Ultimate Dimensional Robot, Great Daikaiser

[S] [(V)]: [Legion 22000] "Ultimate Dimensional Robot, Great Daiyuusha"
[C] [(V)]: During your turn, if there are 3 or more cards in your Soul with "Dimensional Robot" in name, this gains +1 Crit.
[A] [(V)]: [CB: (1)] When this Drive Checks a Grade 3 card, if your Legion Mate's Crit value is 2 or higher, may pay. If so, choose 1 of your Opp.'s Guardians and Retire it, and negate all effects of that unit that includes "cannot be hit".

PR/0291 Dimension Police/Battlroid No Trigger

G3

Ultimate Dimensional Robot, Great Daiyuusha

[C] [(V)] [LB(4)]: During your turn, if there are 3 or more units in your Soul whose name includes "Dimensional Robot", this gains +2000 Pow/+1 Crit.
[C] [(V)/(R)]: If you have a non-::Dimension Police:: VG or RG, this gets -2000 Pow.
[C] [(V)]: If "Super Dimensional Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.

PR/0292 Dimension Police/Battlroid No Trigger

G3

Amon's Mastermind, Astaroth

[S] [(V)]: [Legion 21000] "Demonic Marquis, Amon"
[C] [(V)]: If this is **Legioned**, for every 10 cards in your Soul, this gains +1 Crit.
[A] [(V)]: When your Opp.'s RG is placed in the DZ due to an effect of your cards, if you have another unit in the Center Column with "Amon" in name, SC: (3). This ability cannot be used again this turn.

PR/0293 Dark Irregulars/Demon No Trigger

G3

Promos (0251-0300)

Demonic Marquis, Amon

[C] [(V)]: During your turn, for each ::Dark Irregulars:: in your Soul, this gains +1000 Pow.
[S] [(V)]: [CB: (1), put 1 of your ::Dark Irregulars:: RGs in Soul] Your Opp. chooses 1 of his or her RGs and Retire it.

PR/0294 Dark Irregulars/Demon No Trigger

G3

Rivegal

[A]: Forerunner (When Ridden on by a unit of 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 card, reveal it, put it in your hand, and shuffle your LB.

PR/0295 Royal Paladin/Hi-Beast No Trigger

G0

Crashing Great Sage, Geeron

(G Unit cannot be put in the main deck)
[BStride - 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]: When this is palced to (V), choose up to 1 card in your hand and Call it to (R), choose 1 of your units, and that unit gains +5000 Pow for the turn.

PR/0296 Royal Paladin/Giant No Trigger

G4

Steam Soldier, AI

[A] [(R)] [G Break: (1)]: [Discard a card from your hand] At the end of the battle in which this Boosted, may pay. If so, draw a card.

PR/0297 Gear Chronicle/Gearroid No Trigger

G1

Coolgal

[A] [G Break: (1)]: When this is placed from the LB to (R), draw a card.

PR/0298 Gold Paladin/Hi-Beast No Trigger

G1

Solemn Knight, Balberid

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

PR/0299 Shadow Paladin/Human No Trigger

G2

Ninja Fiend, Neudocloud

[A] [(V)] [G Break: (1)]: At the start of your MP, choose 1 of your RGs, and search your LB for up to 1 card with the same name as that unit and Call it to (R), shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the 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, search your LB for up to 2 cards with the same name as that unit 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.

PR/0300 Murakumo/Demon No Trigger

G3

