

Prophecy Celestial, Remiel

[A] [LB:(4)]: When another ::Angel Feather:: Rides on this, choose a card in your Damage Zone and put it in your hand, put the top card of your LB in Damage Zone, and choose 1 of your VGs. It gains +10000 Pow for the turn.

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

[C] [(V)/(R)]: Lord

BT11/001 Angel Feather/Angel No Trigger

G3

Solidify Celestial, Zarakiel

[C] [(V)] [LB:(4)]: During your turn, if there is a face-up "Solidify Celestial, Zarakiel" in your Damage Zone, all your units with "Celestial" in name gain +3000 Pow.

[S] [(V)]: [CB: (2) - Cards with "Celestial" in name] This gains +5000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/002 Angel Feather/Angel No Trigger

G3

Goddess of Fortune, Fortuna

[A] [(V)] [LB:(4)]: [SB: (3)] When the Drive Check of this reveals a Grade 1 or higher ::Genesis::, may pay. If so, put the card revealed via this Drive Check in the DZ, and perform 1 additional Drive Check afterwards.

[S] [(V)]: [Soublast: (3)] This gains +5000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/003 Genesis/Noble No Trigger

G3

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Flame Prison Seal Dragon, Blockade Inferno

[S] [(V)] [LB:(4)]: [CB: (2) - Cards with "Seal Dragon" in name] Retire all your Opp.'s Grade 2 RGs, and this gains +10000 Pow for the turn.

[C] [(V)]: If "Seal Dragon, Blockade" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT11/004 Kagero/Flame Dragon No Trigger

G3

Dauntless Drive Dragon

[A] [LB:(4)]: When another ::Kagero:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: [Discard 3 cards from your hand] At the end of the battle in which this attacked, if this unit did not Stand, may pay. If so, Stand this" for the turn.

[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

[C] [(V)/(R)]: Lord

BT11/005 Kagero/Flame Dragon No Trigger

G3

Eraser, Sweep Command Dragon

[A] [(V)] [LB:(4)]: [CB: (2), SB: (2)] When an Opp.'s RG is placed in the DZ via effects of your cards, may pay. If so, draw a card, and retire 1 of your Opp.'s Front Row RGs, and this gains +5000 Pow for the turn.

[A]: [Put 1 of your RGs with "Eraser" in name in Soul] When this is placed to (V), may pay. If so, Retire 1 of your Opp.'s Front Row RGs.

[C] [(V)/(R)]: Lord

BT11/006 Narukami/Thunder Dragon No Trigger

G3

Set 11: Seal Dragons Unleashed Booster Pack

Azure Wing Dragon, Transcore Dragon

[A] [LB:(4)]: When another ::Aqua Force:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: When this attacks a VG, your Opp. may discard a card. If not, this gains +1 Crit for the battle, and your Opp. may not Call a unit from hand to (G) for the battle" for the turn.

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

[C] [(V)/(R)]: Lord

BT11/007 Aqua Force/Tear Dragon No Trigger

G3

Last Card, Levon

[A] [(V)] [LB:(4)]: [CB: (1)] When this attacks a Vnguard, if there are 3 Rested ::Aqua Force:: units in your Front Row, may pay. If so, this gains +3000 Pow and +1 Crit for the battle.

[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/008 Aqua Force/Tear Dragon No Trigger

G3

Adamantine Celestial, Aniel

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard 1 ::Angel Feather:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Angel Feather:: being attacked. That unit cannot be hit for the battle.

BT11/009 Angel Feather/Angel No Trigger

G1

Seal Dragon, Blockade

[C] [(V)]: During your turn, your Opp.'s units may not Intercept.

BT11/010 Kagero/Flame Dragon No Trigger

G3

Seal Dragon, Rinocross

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard 1 ::Kagero:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Kagero:: being attacked. That unit cannot be hit for the battle.

BT11/011 Kagero/Flame Dragon No Trigger

G1

Ancient Dragon, Spino Driver

[A] [LB:(4)]: [Retire 2 of your ::Tachikaze:: RGs] When another ::Tachikaze:: Rides on this, may pay. If so, draw 2 cards, and choose 1 of your VGs. It gains +10000 Pow and +1 Crit for the turn.

[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

[C] [(V)/(R)]: Lord

BT11/012 Tachikaze/Dino Dragon No Trigger

G3

Ancient Dragon, Tyranno Legend

[A] [(V)] [LB:(4)]: [Retire 3 of your RGs with "Ancient Dragon" in name] When this attacks a VG, may pay. If so, this gains +10000 Pow and +1 Crit for the battle.

[S] [(V)]: [CB: (2) - Cards with "Ancient Dragon" in name] This gains +5000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/013 Tachikaze/Dino Dragon No Trigger

G3

Hungry Dragon, Battle Rex

[A] [(V)] [LB:(4)]: When the Drive Check of this reveals a Grade 3 ::Tachikaze::, Retire 1 of your RGs, and this gains +10000 Pow for the battle.

[A] [(V)]: When this is Boosted by a ::Tachikaze::, this gains +3000 Pow for the battle.

BT11/014 Tachikaze/Dino Dragon No Trigger

G3

Ancient Dragon, Pallas Wall

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard 1 ::Tachikaze:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Tachikaze:: being attacked. That unit cannot be hit for the battle.

BT11/015 Tachikaze/Dino Dragon No Trigger

G1

Armor Break Dragon

[S] [(V)] [LB:(4)]: [CB: (3), Discard 3 cards from your hand] Retire all RGs in all player's Front Row, and this gains +10000 Pow and +2 Crit for the turn.

[C] [(V)/(R)]: Lord

BT11/016 Narukami/Thunder Dragon No Trigger

G3

Eraser of Phantom Sword, Chouou

[A]: [Choose 1 of your other RGs with "Eraser" in name and put it in Soul] When this is placed to (V) or (R), if you have a ::Narukami:: VG, may pay. If so, Retire 1 of your Opp.'s Front Row RGs.

BT11/017 Narukami/Demon No Trigger

G2

Resounding Ripple, Zenobios

[A] [(V)] [LB:(4)]: [CB: (2), Discard a "Resounding Ripple, Zenobios" from your hand] At the end of the battle in which this attacked a VG, if there are 3 Rested ::Aqua Force:: in your Front Row, may pay. If so, Stand all your ::Aqua Force:: RGs.

[C] [(V)]: If "Heightened Ripple, Pavros" is in your Soul, this gains +1000 Pow.

BT11/018 Aqua Force/Aquaroid No Trigger

G3

Tear Knight, Lucas

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have an ::Aqua Force:: VG, may pay. If so, draw a card.

BT11/019 Aqua Force/Aquaroid No Trigger

G2

Emerald Shield, Paschal

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard 1 ::Aqua Force:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Aqua Force:: being attacked. That unit cannot be hit for the battle.

BT11/020 Aqua Force/Aquaroid No Trigger

G1

Mobile Hospital, Assault Hospice

[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 ::Angel Feather:: VG, this gains +2000 Pow for the battle.

BT11/021 Angel Feather/Golem No Trigger

G3

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Reverse Aura Phoenix

[A] [(V)]: [Choose a card in your Damage Zone and put it on bottom of the LB] At the start of your MP, may pay. If so, put the top card of your LB in Damage Zone. If it's an ::Angel Feather::, this gains +3000 Pow for the turn, otherwise Rest this.

BT11/022 Angel Feather/Hi-Beast No Trigger

G3

Eseence Celestial, Beka

--No Text--

BT11/023 Angel Feather/Angel No Trigger

G2

Wild Shot Celestial, Laguel

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

BT11/024 Angel Feather/Angel No Trigger

G2

Set 11: Seal Dragons Unleashed Booster Pack

Candle Celestial, Sariel

[A]: [CB: (1)] When this is placed to (R), if you have an ::Angel Feather:: VG, may pay. If so, search your LB for up to 1 ::Angel Feather:: and put it in the Damage Zone and shuffle your LB. If so, choose a face-up card in your Damage Zone and put it in DZ.

BT11/025 Angel Feather/Angel No Trigger

G2

Underlaid Celestial, Hasudeya

[C] [(V)/(R)]: During your turn, if a face-up "Solidify Celestial, Zarakiel" is in your Damage Zone, this gains +3000 Pow.

BT11/026 Angel Feather/Angel No Trigger

G1

Maesguard, La Superba

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

BT11/027 Genesis/Battroid No Trigger

G3

Witch of Crows, Chamomile

[A]: [CB: (1)]: When this is placed from Soul to DZ, if you have a ::Genesis:: VG, may pay. If so, Call this to (R).

BT11/028 Genesis/Human No Trigger

G2

Witch of Frogs, Melissa

[A]: [CB: (1)]: When this is placed from Soul to DZ, if you have a ::Genesis:: VG, may pay. If so, Call this to (R).

BT11/029 Genesis/Human No Trigger

G1

Demonic Dragon Berserker, Gundaruba

[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 a ::Kagero:: VG, this gains +2000 Pow for the battle.

BT11/030 Kagero/Dragonman No Trigger

G3

Seal Dragon, Hunger Hell Dragon

--No Text--

BT11/031 Kagero/Flame Dragon No Trigger

G2

Seal Dragon, Juggard

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

BT11/032 Kagero/Flame Dragon No Trigger

G2

Seal Dragon, Shanburey

[A] [(R)]: [SB: (1)] When this Boosts a unit with "Blockade" in name, may pay. If so, the Boosted unit gains +6000 Pow for the battle.

BT11/033 Kagero/Flame Dragon No Trigger

G1

Savage Hunter

[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 a ::Tachikaze:: VG, this gains +2000 Pow for the battle.

BT11/034 Tachikaze/Human No Trigger

G3

Ancient Dragon, Criollofall

--No Text--

BT11/035 Tachikaze/Dino Dragon No Trigger

G2

Ancient Dragon, Beam Ankylo

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

BT11/036 Tachikaze/Dino Dragon No Trigger

G2

Ancient Dragon, Iguano Gorg

[A]: [CB: (1)]: When this is placed from (R) to DZ, if you have a VG with "Ancient Dragon" in name, may pay. If so, Call this to (R).

BT11/037 Tachikaze/Dino Dragon No Trigger

G1

Eraser of Demonic Sword, Riou

[A]: [Choose 1 of your other RGs with "Eraser" in name and put it in Soul] When this is placed to (V) or (R), if you have a ::Narukami:: VG, may pay. If so, Retire 1 of your Opp.'s Front Row RGs.

BT11/038 Narukami/Demon No Trigger

G3

Eraser of Iron Blood, Shuki

[A] [(R)]: When an Opp.'s RG is placed in the DZ via effects of your cards, if you have a VG with "Eraser" in name, this gains +3000 Pow for the turn.

BT11/039 Narukami/Human No Trigger

G1

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Giant Soldier of Prismatic Cannon Tower

[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 ::Aqua Force:: VG, this gains +2000 Pow for the battle.

BT11/040 Aqua Force/Golem No Trigger

G3

Heightened Ripple, Pavros

[C] [(V)]: If "Silent Ripple, Sotirio" is in your Soul, this gains +1000 Pow.

[a] [(V)]: When this hits a VG with an attack, if "Silent Ripple, Sotirio" is in your Soul, choose 1 of your ::Aqua Force:: RGs and Stand it. It gains +3000 Pow for the turn.

BT11/041 Aqua Force/Aquaroid No Trigger

G2

Beginning Ripple, Alex

[A]: When "Silent Ripple, Sotirio" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 of either "Resounding Ripple, Zenobios" or "Heightened Ripple, Pavros", reveal it, and put it in your hand. Shuffle your LB.

[A]: When an ::Aqua Force:: unit that isn't "Silent Ripple, Sotirio" Rides on this, you may Call this to (R).

BT11/042 Aqua Force/Aquaroid No Trigger

G0

Set 11: Seal Dragons Unleashed Booster Pack**Booting Celestial, Sandalphon**

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

BT11/043 Angel Feather/Angel No Trigger

G3

Capsule Gift Nurse

[A] [(V)/(R)]: When this attacks, if you have an ::Angel Feather:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT11/044 Angel Feather/Angel No Trigger

G2

Doctoroid Argus

[A] [(V)/(R)]: [CB: (1) - ::Angel Feather::] When this attacks, if you have an ::Angel Feather:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT11/045 Angel Feather/Walkaroid No Trigger

G2

Marking Celestial, Arabaki

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

BT11/046 Angel Feather/Angel No Trigger

G1

Order Celestial, Yekun

[A]: [Discard a card from your hand] When this is placed to (R), if you have a face-up "Solidify Celestial, Zarakiel" in your Damage Zone, may pay. If so, draw a card.

BT11/047 Angel Feather/Angel No Trigger

G1

Drugstore Nurse

[A] [(R)]: [CB: (1)] When this Boosts an ::Angel Feather:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT11/048 Angel Feather/Angel No Trigger

G1

First Aid Celestial, Benuel

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

[S] [(R)]: [Put this in Soul] If you have an ::Angel Feather:: VG, choose a face-up card with "Celestial" in name in your Damage Zone and Call it to (R), and put the top card of your LB face-down in Damage Zone.

BT11/049 Angel Feather/Angel No Trigger

G0

Cure Drop Angel

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

[A] [(R)]: [Put this in Soul] When this Boosts an ::Angel Feather:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT11/050 Angel Feather/Angel No Trigger

G0

Hot Shot Celestial, Gemihaza

--No Text--

BT11/051 Angel Feather/Angel T: Critical

G0

Celestial, Landing Pegasus

--No Text--

BT11/052 Angel Feather/Hi-Beast T: Draw

G0

Encourage Celestial, Tamiel

--No Text--

BT11/053 Angel Feather/Angel T: Stand

G0

Recovery Celestial, Ramuel

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

BT11/054 Angel Feather/Angel T: Heal

G0

Hazard Bob

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

BT11/055 Genesis/Ghost No Trigger

G2

Pinapple Roe

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

BT11/056 Genesis/Ghost No Trigger

G1

Witch of Forbidden Book, Cinnamon

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

[A] [(R)]: [Put this in Soul] When this Boosts a Grade 3 or higher ::Genesis:: and the attack hits a VG, may pay. If so, SC: (2).

BT11/057 Genesis/Human No Trigger

G0

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Vivid Rabid

[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 ::Genesis::, reveal it, and put it in your hand. Shuffle your LB.

BT11/058 Genesis/Warbeast No Trigger

G0

Seal Dragon, Spike Hell Dragon

[A] [(V)/(R)]: When this is Boosted by ::Kagero::, this gains +2000 Pow for the battle.

BT11/059 Kagero/Flame Dragon No Trigger

G3

Seal Dragon, Koduroy

[A]: [CB: (1) - Cards with "Seal Dragon" in name] When this is placed to (V) or (R), if you have a ::Kagero:: VG, may pay. If so, Retire 1 of your Opp.'s RGs, and your Opp. look at up to 4 cards from top of his or her LB and search for up to 1 Grade 2 unit and Call it to (R). Your Opp. shuffles his or her LB.

BT11/060 Kagero/Flame Dragon No Trigger

G2

Set 11: Seal Dragons Unleashed Booster Pack

Breath of End, Vulcan

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

BT11/061 Kagero/Salamander No Trigger

G2

Dragon Knight, Lutoph

[A] [(V)/(R)]: [CB: (1) - ::Kagero::] When this attacks, if you have a ::Kagero:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT11/062 Kagero/Human No Trigger

G2

Demonic Dragon Berserker, Kubanda

[A] [(V)/(R)]: When this attacks, if you have a ::Kagero:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT11/063 Kagero/Dragonman No Trigger

G2

Seal Dragon, Flannel

[C] [(V)/(R)]: When this attacks, if you have a VG with "Seal Dragon" in name, this gains +3000 Pow for the battle.

BT11/064 Kagero/Flame Dragon No Trigger

G1

Seal Dragon, Kersey

[A]: [Discard a card from your hand] When this is placed to (R), if you have a ::Kagero:: VG and your Opp. has a Grade 2 VG or RG, may pay. If so, draw a card.

BT11/065 Kagero/Flame Dragon No Trigger

G1

Breath of Beginning, Rolamandori

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

BT11/066 Kagero/Salamander No Trigger

G1

Demonic Dragon Mage, Shagara

[A] [(R)]: [CB: (1)] When this Boosts a ::Kagero:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT11/067 Kagero/Dragonman No Trigger

G1

Seal Dragon, Terry Cross

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

[S] [(R)]: [CB: (1) - Cards with "Seal Dragon" in name, Put this in Soul] If you have a ::Kagero:: VG, Retire 1 of your Opp.'s RGs, and your Opp. look at up to 4 cards from top of his or her LB and search for up to 1 Grade 2 unit and Call it to (R). Your Opp. shuffles his or her LB.

BT11/068 Kagero/Flame Dragon No Trigger

G0

Demonic Dragon Mage, Deva

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

[A] [(R)]: [Put this in Soul] When this Boosts a ::Kagero:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT11/069 Kagero/Dragonman No Trigger

G0

Red Pulse Dracokid

[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 ::Kagero::, reveal it, and put it in your hand. Shuffle your LB.

BT11/070 Kagero/Flame Dragon No Trigger

G0

Seal Dragon, Biera

--No Text--

BT11/071 Kagero/Flame Dragon T: Critical

G0

Seal Dragon, Dobbie

--No Text--

BT11/072 Kagero/Flame Dragon T: Stand

G0

Seal Dragon, Shating

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

BT11/073 Kagero/Flame Dragon T: Heal

G0

Seal Dragon, Artbike

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Kagero:: That unit gains +3000 Pow for the turn.

BT11/074 Kagero/Flame Dragon T: Draw

G0

Ancient Dragon, Stego Buster

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

BT11/075 Tachikaze/Dino Dragon No Trigger

G3

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Ancient Dragon, Dino Croud

[A] [(V)/(R)]: [Retire 1 of your other RGs with "Ancient Dragon" in name] When this attacks a VG, if you have a ::Tachikaze:: VG, may pay. If so, this gains +5000 Pow for the battle.

BT11/076 Tachikaze/Dino Dragon No Trigger

G2

Launcher Mammoth

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

BT11/077 Tachikaze/Hi-Beast No Trigger

G2

Savage Archer

[A] [(V)/(R)]: When this attacks, if you have a ::Tachikaze:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT11/078 Tachikaze/Human No Trigger

G2

Set 11: Seal Dragons Unleashed Booster Pack**Ancient Dragon, Tri-Plasma**

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

BT11/079 Tachikaze/Dino Dragon No Trigger

G1

Ancient Dragon, Gattling Aro

[A] [(V)/(R)]: [Retire 1 of your other RGs with "Ancient Dragon" in name] When this attacks a VG, if you have a ::Tachikaze:: VG, may pay. If so, this gains +5000 Pow for the battle.

BT11/080 Tachikaze/Dino Dragon No Trigger

G1

Savage Illuminator

[A] [(R)]: [CB: (1)] When this Boosts a ::Tachikaze:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT11/081 Tachikaze/Human No Trigger

G1

Ancient Dragon, Baby Rex

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A]: [CB: (1)] When this is placed from (R) to DZ, if you have a ::Tachikaze:: VG, may pay. If so, search your LB for up to 1 "Ancient Dragon, Tyranno Legend" and Call it to (R). Shuffle your Lbrary.

BT11/082 Tachikaze/Dino Dragon No Trigger

G0

Savage Patriarch

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosts a ::Tachikaze:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT11/083 Tachikaze/Human No Trigger

G0

Ancient Dragon, Dinodile

[S] [(R)]: [Put this in Soul] If you have a ::Tachikaze:: VG, choose a card in your Damage Zone and turn it face-up.

BT11/084 Tachikaze/Dino Dragon T: Critical

G0

Ancient Dragon, Taita's Cargo

--No Text--

BT11/085 Tachikaze/Dino Dragon T: Draw

G0

Ancient Dragon, Caudinoiz

--No Text--

BT11/086 Tachikaze/Dino Dragon T: Stand

G0

Ancient Dragon, Ornitho Healer

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

BT11/087 Tachikaze/Dino Dragon T: Heal

G0

Dragon Dancer, Julia

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a Grade 1 or 2 ::Narukami:: Call it to (R), otherwise shuffle your LB.

BT11/088 Narukami/Human No Trigger

G2

Lizard Soldier, Ryushin

[A] [(V)/(R)]: When this attacks, if your Opp.h as 2 or fewer RGs, this gains +3000 Pow for the battle.

BT11/089 Narukami/Dragonman No Trigger

G1

Eraser, First thunder Dracokid

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When an Opp.'s RG is placed in the DZ via effects of your cards, if you have a Grade 3 or higher VG with "Eraser" in name, may pay. If so, look at up to 10 cards from top of your LB and search for up to 1 "Eraser, Sweep Command Dragon" and Ride it. Shuffle your LB.

BT11/090 Narukami/Thunder Dragon No Trigger

G0

Banner of the Lightning God, Kobolsand

[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 ::Narukami:: That unit gains +3000 Pow for the battle.

BT11/091 Narukami/Sylph No Trigger

G0

Mobile Battleship, Archelon

[A] [(R)]: When this hits a VG with an attack, choose 1 of your ::Aqua Force:: That unit gains +3000 Pow for the turn.

BT11/092 Aqua Force/Battroid No Trigger

G3

Twin Strike Brave Shooter

[A] [(R)]: When this attacks, if you have an ::Aqua Force:: VG, and you have 2 or fewer Rested RGs, this gains +3000 Pow for the battle.

BT11/093 Aqua Force/Aquaroid No Trigger

G2

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Giant Warrior of Prismatic Gun

[A] [(V)/(R)]: When this attacks, if you have an ::Aqua Force:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT11/094 Aqua Force/Golem No Trigger

G2

Silent Ripple, Sotirio

[C] [(V)]: If "Beginning Ripple, Alex" is in your Soul, this gains +1000 Pow.

[A]: When a Grade 2 ::Aqua Force:: that isn't "Heightened Ripple, Pavros" Rides on this, if you have "Beginning Ripple, Alex" in your Soul, look at up to 7 cards from top of your LB and search up to 1 "Heightened Ripple, Pavros" and Ride it. Shuffle your LB.

BT11/095 Aqua Force/Aquaroid No Trigger

G1

Guerilla Brave Shooter

[A] [(R)]: When this attacks, if you have an ::Aqua Force:: VG, and you have 2 or fewer Rested RGs, this gains +3000 Pow for the battle.

BT11/096 Aqua Force/Aquaroid No Trigger

G1

Set 11: Seal Dragons Unleashed Booster Pack**Battle Siren, Euphonia**

[A] [(R)]: [CB: (1)] When this Boosts an ::Aqua Force:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT11/097 Aqua Force/Mermaid No Trigger

G1

Leading Brave Shooter

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

[A] [(R)]: When this Boosts, if you have an ::Aqua Force:: VG, and you have 2 or fewer Rested RGs, the Boosted unit gains +3000 Pow for the battle.

BT11/098 Aqua Force/Aquaroid No Trigger

G0

Battle Siren, Callie

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

[A] [(R)]: [Put this in Soul] When this Boosts an ::Aqua Force:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT11/099 Aqua Force/Mermaid No Trigger

G0

Jet Ski Rider

--No Text--

BT11/100 Aqua Force/Aquaroid T: Critical

G0

Angel of Floe

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

BT11/101 Aqua Force/Hi-Beast T: Heal

G0

Maspro Sailor

[C]: You may have up to 16 copies of "Maspro Sailor" in your deck.

[C] [(R)]: During your turn, for each other "Maspro Sailor" in your (V) and (R), this gains +1000 Pow.

BT11/102 Aqua Force/Aquaroid T: Stand

G0

Prophecy Celestial, Remiel

[A] [LB:(4)]: When another ::Angel Feather:: Rides on this, choose a card in your Damage Zone and put it in your hand, put the top card of your LB in Damage Zone, and choose 1 of your VGs. It gains +10000 Pow for the turn.

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

[C] [(V)/(R)]: Lord

BT11/S01 Angel Feather/Angel No Trigger

G3

Solidify Celestial, Zarakiel

[C] [(V)] [LB:(4)]: During your turn, if there is a face-up "Solidify Celestial, Zarakiel" in your Damage Zone, all your units with "Celestial" in name gain +3000 Pow.

[S] [(V)]: [CB: (2) - Cards with "Celestial" in name] This gains +5000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/S02 Angel Feather/Angel No Trigger

G3

Goddess of Fortune, Fortuna

[A] [(V)] [LB:(4)]: [SB: (3)] When the Drive Check of this reveals a Grade 1 or higher ::Genesis::, may pay. If so, put the card revealed via this Drive Check in the DZ, and perform 1 additional Drive Check afterwards.

[S] [(V)]: [Soublast: (3)] This gains +5000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT11/S03 Genesis/Noble No Trigger

G3

Flame Prison Seal Dragon, Blockade Inferno

[S] [(V)] [LB:(4)]: [CB: (2) - Cards with "Seal Dragon" in name] Retire all your Opp.'s Grade 2 RGs, and this gains +10000 Pow for the turn.

[C] [(V)]: If "Seal Dragon, Blockade" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT11/S04 Kagero/Flame Dragon No Trigger

G3

Dauntless Drive Dragon

[A] [LB:(4)]: When another ::Kagero:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and [A] [(V)]: [Discard 3 cards from your hand] At the end of the battle in which this attacked, if this unit did not Stand, may pay. If so, Stand this" for the turn.

[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

[C] [(V)/(R)]: Lord

BT11/S05 Kagero/Flame Dragon No Trigger

G3

Eraser, Sweep Command Dragon

[A] [(V)] [LB:(4)]: [CB: (2), SB: (2)] When an Opp.'s RG is placed in the DZ via effects of your cards, may pay. If so, draw a card, and retire 1 of your Opp.'s Front Row RGs, and this gains +5000 Pow for the turn.

[A]: [Put 1 of your RGs with "Eraser" in name in Soul] When this is placed to (V), may pay. If so, Retire 1 of your Opp.'s Front Row RGs.

[C] [(V)/(R)]: Lord

BT11/S06 Narukami/Thunder Dragon No Trigger

G3

Azure Wing Dragon, Transcore Dragon

[A] [LB:(4)]: When another ::Aqua Force:: Rides on this, choose 1 of your VGs. It gains +10000 Pow and "[A] [(V)]: When this attacks a VG, your Opp. may discard a card. If not, this gains +1 Crit for the battle, and your Opp. may not Call a unit from hand to (G) for the battle" for the turn.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.
[C] [(V)/(R)]: Lord

BT11/S07 Aqua Force/Tear Dragon No Trigger

G3

Last Card, Levon

[A] [(V)] [LB:(4)]: [CB: (1)] When this attacks a Vnguard, if there are 3 Rested ::Aqua Force:: units in your Front Row, may pay. If so, this gains +3000 Pow and +1 Crit for the battle.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.
[C] [(V)/(R)]: Lord

BT11/S08 Aqua Force/Tear Dragon No Trigger

G3

Ancient Dragon, Spino Driver

[A] [LB:(4)]: [Retire 2 of your ::Tachikaze:: RGs] When another ::Tachikaze:: Rides on this, may pay. If so, draw 2 cards, and choose 1 of your VGs. It gains +10000 Pow and +1 Crit for the turn.
[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.
[C] [(V)/(R)]: Lord

BT11/S09 Tachikaze/Dino Dragon No Trigger

G3

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Ancient Dragon, Tyranno Legend

[A] [(V)] [LB:(4)]: [Retire 3 of your RGs with "Ancient Dragon" in name] When this attacks a VG, may pay. If so, this gains +10000 Pow and +1 Crit for the battle.
[S] [(V)]: [CB: (2) - Cards with "Ancient Dragon" in name] This gains +5000 Pow for the turn.
[C] [(V)/(R)]: Lord

BT11/S10 Tachikaze/Dino Dragon No Trigger

G3

Armor Break Dragon

[S] [(V)] [LB:(4)]: [CB: (3), Discard 3 cards from your hand] Retire all RGs in all player's Front Row, and this gains +10000 Pow and +2 Crit for the turn.
[C] [(V)/(R)]: Lord

BT11/S11 Narukami/Thunder Dragon No Trigger

G3

Resounding Ripple, Zenobios

[A] [(V)] [LB:(4)]: [CB: (2), Discard a "Resounding Ripple, Zenobios" from your hand] At the end of the battle in which this attacked a VG, if there are 3 Rested ::Aqua Force:: in your Front Row, may pay. If so, Stand all your ::Aqua Force:: RGs.
[C] [(V)]: If "Heightened Ripple, Pavros" is in your Soul, this gains +1000 Pow.

BT11/S12 Aqua Force/Aquaroid No Trigger

G3

Set 11: Seal Dragons Unleashed Booster Pack