

**Seeker, Sing Saver Dragon**  
 [S] [(V)]: [Legion 20000] "Blaster Blade Seeker"  
 [A] [(V)]: [CB: (2), SB: (3)] Discard 2 cards from your hand. At the end of the battle in which this attacks a VG, if this card is Legioned, may pay. If so, search your LB for up to 1 "Seeker, Sing Saver Dragon" and Ride it Standing, shuffle your LB, and choose 1 "Blaster Blade Seeker" in your Soul and Legion with it.  
 [A] [(V)]: When this attacks a VG, this card gains +2000 Pow for the battle.

BT16/001 Royal Paladin/Cosmo Dragon No Trigger

G3

**Ernest Seeker, Egbert**  
 [S] [(V)]: [Legion 20000] "Celtic, Seeker of Glory"  
 [A] [(V)]: [CB: (2) - Cards with "Seeker" in name] If this is Legioned, and you have 4 or more other units with "Seeker" in name, this gains +5000 Pow/+1 Crit for the turn.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

BT16/002 Royal Paladin/Human No Trigger

G3

**Brawler, Big Bang Knuckle Dragon**  
 [S] [(V)]: [Legion 20000] "Brawler, Big Bang Slash Dragon"  
 [A] [(V)]: [CB: (2) - cards with "Brawler" in name] If this is Legioned, this gains +5000 Pow and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.  
 [A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, this gains +3000 Pow for the battle.

BT16/003 Narukami/Thunder Dragon No Trigger

G3

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**Brawler, Wild Rush Dragon**  
 [S] [(V)]: [Legion 20000] "Brawler, Wild Fist Dragon"  
 [A] [(V)]: [CB: (1)] When this Drive Checks a card that shares the same name as a unit in your (V), if this card is Legioned, may pay. If so, this gains +10000 Pow/+1 Crit for the battle.  
 [A] [(V)]: [Retire 1 of your RGs] When this hits a VG with an attack, may pay. If so, your Opp. choose 1 of his or her RGs and Retire it.

BT16/004 Narukami/Thunder Dragon No Trigger

G3

**Ultimate Raizer, Mega Flare**  
 [S] [(V)]: [Legion 20000] "Ultimate Raizer, Dual Flare"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, and you have 4 or more Rested units, this gains +1 Crit for the battle.  
 [A] [(V)]: When this attacks a VG, if you have another unit with "Raizer" in name in your Center Column, choose 1 of your RGs and Stand it.

BT16/005 Nova Grappler/Battroid No Trigger

G3

**Metalborg, Sin Buster**  
 [S] [(V)]: [Legion 20000] "Metalborg, Ur Buster"  
 [A] [(V)]: When this attacks a VG, if this is Legioned and the Pow of this is 30000 or higher, your Opp. cannot Call Grade 1 or higher units from hand to (G) for the battle.  
 [A] [(V)]: When this attacks a VG, if the Pow of this is 20000 or higher, this gains "[A] [(V)]: When this hits with an attack, draw a card" for the battle.

BT16/006 Dimension Police/Battroid No Trigger

G3

Set 16: Legion of Dragons & Blades Booster Pack

**Emerald Blades**  
 [S] [(V)]: [Legion 20000] "Silver Blades"  
 [A] [(V)]: [CB: (3)] Choose a card in your hand with the same name as a unit in your (V) and put it in Soul. When this attacks a VG, if this is Legioned, may pay. If so, search your LB for up to 2 cards and Call them to separate vacant (R)s, and shuffle your LB.  
 [S] [(V)]: [SB: (2)] This gains +2000 Pow for the turn.

BT16/007 Spike Brothers/Demon No Trigger

G3

**Musketeer of Peony, Martina**  
 [S] [(V)]: [Legion 20000] "Musketeer of Peony, Thule"  
 [A] [(V)]: [CB: (1)] choose 5 normal units in your DZ with "Musketeer" in name and put them in any order on the bottom of the LB. If this is Legioned, look at up to 4 cards from top of your LB and search for up to 2 cards with "Musketeer" in name and Call them to separate (R)s, and shuffle your LB. This ability cannot be used again this turn.  
 [A] [(V)]: When this attacks a VG, if you have another unit in the Center Column, this gains +3000 Pow for the battle.

BT16/008 Neo Nectar/Bioroid No Trigger

G3

**Blaster Blade Seeker**  
 [A]: [CB: (1)] When this is placed to (R), if you have a VG with "Seeker" in name, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and Retire it.

BT16/009 Royal Paladin/Human No Trigger

G2

**Seeker of Law Defender, Shiron**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard a card from your hand] When this is placed to (G), may pay. If so, choose 1 of your units being attacked, and it cannot be hit for the battle.

BT16/010 Royal Paladin/Giant No Trigger

G1

**Brawler, Big Bang Slash Dragon**  
 [A] [(R)]: When your VG with "Brawler" in name hits with an attack, this gains +3000 Pow for the turn.

BT16/011 Narukami/Thunder Dragon No Trigger

G2

**Brawler of Hard Work, Tou Shu**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

BT16/012 Narukami/Human No Trigger

G1

**Phoenix Raizer, Drill Wing**  
 [S] [(V)]: [Legion 20000] "Phoenix Raizer, Flame Wing"  
 [A] [(V)]: [CB: (2)] When this attacks a VG, if this is Legioned, may pay. If so, choose up to 2 of your Front Row RGs that have a unit in the Back Row of that same column and Stand the chosen Front Row RGs.  
 [A] [(V)]: When this attacks a VG, if you have another unit in the Center Column, this gains +3000 Pow for the battle.

BT16/013 Nova Grappler/Battroid No Trigger

G3

**Shield Raizer**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

BT16/014 Nova Grappler/Battroid No Trigger

G1

**Metalborg, Drion**  
 [S] [(V)]: [Legion 20000] "Metalborg, Lionetter"  
 [A] [(V)]: When this attacks a VG, if this is Legioned and the Pow of this is 30000 or higher, this gains +1 Crit for the battle.  
 [A] [(V)]: When this attacks a VG, if you have another unit in the Center Column, this gains +3000 Pow for the battle.

BT16/015 Dimension Police/Battroid No Trigger

G3

**Metalborg, Bri-Knuckle**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

BT16/016 Dimension Police/Battroid No Trigger

G1

**Bloody Ogre**  
 [S] [(V)]: [Legion 20000] "Frozen Ogre"  
 [A] [(V)]: During the turn this is Legioned, when your RG attacks, that unit gains +5000 Pow for the battle, and at the end of the battle, put that unit on the bottom of the LB.  
 [A] [(V)]: [CB: (2)] Choose a card in your hand and put it in Soul. When this attacks a VG, may pay. If so, search your LB for 1 card and Call it to a vacant (R), and shuffle your LB.

BT16/017 Spike Brothers/Ogre No Trigger

G3

**Baron Amadeus**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

BT16/018 Spike Brothers/Ogre No Trigger

G1

**Musketeer of Licorice, Vera**  
 [S] [(V)]: [Legion 20000] "Musketeer of Licorice, Saul"  
 [C]: During the turn this is Legioned, all your units with "Musketeer" in name gain +3000 Pow.  
 [S] [(V)]: [Retire 1 of your RGs with "Musketeer" in name] Look at 5 cards from top of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R), and shuffle your LB. This ability cannot be used again this turn.

BT16/019 Neo Nectar/Bioroid No Trigger

G3

**Musketeer of Moth Orchid, Kirsti**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

BT16/020 Neo Nectar/Bioroid No Trigger

G1

**Seeker of Crossbow, Gildas**  
 [A] [(R)]: [CB: (1)] When your VG Legions, may pay. If so, search your LB for up to 1 card with "Seeker" in name and Call it to (R), and shuffle your LB.

BT16/021 Royal Paladin/Human No Trigger

G2

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**Seeker of Flail, Isbazard**  
 [A]: When this is placed to (R), if your VG is Legioned, this gains +4000 Pow for the turn.

BT16/022 Royal Paladin/Human No Trigger

G1

**Greengal Seeker**  
 [A] [(R)]: [Choose a card in your hand and put it on the bottom of the LB] During the battle in which this Boosted, when the attack hits a VG, if you have a "Blaster Blade Seeker" in the same column as this, may pay. If so, draw a card, and choose a card in your Damage Zone and turn it face-up.

BT16/023 Royal Paladin/Hi-Beast No Trigger

G1

**Seeker of Vanguard, File**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: [Put this in Soul] When your VG Legions, may pay. If so, search your LB for up to 1 "Blaster Blade Seeker" and Call it to (R), and shuffle your LB.

BT16/024 Royal Paladin/Human No Trigger

G0

Set 16: Legion of Dragons & Blades Booster Pack

**Brawler, Youjin**  
 [A] [(R)]: When your VG Legions, choose up to 1 of your Opp.'s Front Row RGs and Retire it.

BT16/025 Narukami/Dragonman No Trigger

G2

**Brawler of Intimidation, Kou Mei**  
 [A]: [Discard a card from your hand] When this is placed to (R), if your Opp. has 1 or fewer Front Row RGs, may pay. If so, draw a card.

BT16/026 Narukami/Human No Trigger

G1

**Brawler of Spinning Staff, Arc**  
 [A] [(R)]: During your turn, when your Opp.'s RGs is placed in the DZ, if your VG is Legioned, this gains +3000 Pow for the turn.

BT16/027 Narukami/Sylph No Trigger

G1

**Brawler, Fighting Dracokid**  
 [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 VGs, and it gains "[A] [(V)]: [CB: (1)] During your turn, when your Opp.'s Front Row RGs is placed in the DZ, if this is Legioned, may pay. If so, choose 1 of your Opp.'s RG in the same column as that (R) and Retire it" for the turn.

BT16/028 Narukami/Thunder Dragon No Trigger

G0

**Ultimate Raizer, Dual Flare**  
 [A] [(R)]: During the turn your VG Legions, when your VG attacks, Stand this, and this gains +5000 Pow for the turn. This ability cannot be used again for the rest of the turn.

BT16/029 Nova Grappler/Battroid No Trigger

G2

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

BT16/030 Nova Grappler/Battroid No Trigger

G2

**Tank Raizer**  
 [C] [(R)]: If you have another unit with "Raizer" in name in the samn column as this card, this cannot be Retired by card effects.

BT16/031 Nova Grappler/Battroid No Trigger

G1

**Energy Raizer**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: [CB: (1), Put this in Soul] When this Boosts and the attack hits a VG, if your VG is Legioned, may pay. If so, choose up to 2 of your RGs with "Raizer" in name and Stand them.

BT16/032 Nova Grappler/Battroid No Trigger

G0

**Metalborg, Ur Buster**  
 [A] [(R)]: When your VG Legions, choose 1 of your VGs, 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.

BT16/033 Dimension Police/Battroid No Trigger

G2

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

BT16/034 Dimension Police/Battroid No Trigger

G2

**Metalborg, Yunbot**  
 [A]: [CB: (1)] When this is placed to (R), may pay. If so, choose 1 of your VGs, and it gains "[A] [(V)]: When this hits a VG with an attack, draw a card, and if this is Legioned, choose a card in your Damage Zone and turn it face-up" for the turn.

BT16/035 Dimension Police/Battroid No Trigger

G1

**Metalborg, Black Boy**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [CB: (2), Choose 4 of your RGs with "Metalborg" in name and put them in Soul] Search your LB for up to 1 Unit that can Legion with the Grade 2 Unit in your (V), Ride it Standing, and shuffle your LB, then choose a unit in your Soul that can Legion with your VG and perform Legion.

BT16/036 Dimension Police/Battroid No Trigger

G0

**Silver Blades**

[A] [(R)]: [SB: (1)] When this attacks a VG, if your VG is Legionned, may pay. If so, this gains +10000 Pow for the battle, and at the end of the battle, return this to the LB and shuffle your LB.

BT16/037 Spike Brothers/Demon No Trigger

G2

**Frozen Ogre**

[A] [(R)]: [CB: (1), Put this in Soul] During the turn your VG Legions, at the end of the battle in which this attacked a VG, may pay. If so, search your LB for up to 1 card and Call it to a vacant (R), and shuffle your LB.

BT16/038 Spike Brothers/Ogre No Trigger

G2

**Machine Gun Gloria**

[A] [(R)]: [CB: (1)] At the end of the battle in which this Boosted a Grade 1 or higher RG, may pay. If so, draw a card, and put the Boosted unit on the bottom of the LB.

BT16/039 Spike Brothers/Succubus No Trigger

G1

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**Musketeer of Peony, Thule**

[A]: [Choose 1 of your other RGs with "Musketeer" in name and Retire it] When this is placed to (R), if your VG is Legionned, may pay. If so, look at 4 cards from top of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R), and shuffle your LB.

BT16/040 Neo Nectar/Bioroid No Trigger

G2

**Musketeer of Licorice, Saul**

[A] [(R)]: [Choose up to 3 normal units in your DZ with "Musketeer" in name and put it on the bottom of the LB in any order] During the turn your VG Legions, when this attacks a VG, may pay. If so, draw a card.

BT16/041 Neo Nectar/Bioroid No Trigger

G2

**Musketeer of Camellia, Tamara**

[A]: [CB: (1) - cards with "Musketeer" in name] When this is placed to (R), may pay. If so, choose 1 of your RGs, and look at 4 cards from top of your LB and search for up to 1 card with the same name as the chosen unit and Call it to (R), and shuffle your LB.

BT16/042 Neo Nectar/Bioroid No Trigger

G1

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**Seeker, Gigantic Driver**

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

BT16/043 Royal Paladin/Giant No Trigger

G3

**Seeker of the Sky Bow, Molvie**

[A] [(V)/(R)]: When this attacks a VG, if you have 4 or more other units with "Seeker" in name, this gains +3000 Pow for the battle.

BT16/044 Royal Paladin/Human No Trigger

G2

**Sibergal Seeker**

[A] [(R)]: When this hits a VG with an attack, if your VG is Legionned, draw a card.

BT16/045 Royal Paladin/Hi-Beast No Trigger

G2

**Seeker of Sky Arrow, Lunete**

[A] [(V)/(R)]: When this attacks a VG, if you have 4 or more other units with "Seeker" in name, this gains +3000 Pow for the battle.

BT16/046 Royal Paladin/Human No Trigger

G1

**Seeker, Tranquil Unicorn**

[A]: [SB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units, and it gains +5000 Pow for the turn.

BT16/047 Royal Paladin/Hi-Beast No Trigger

G1

**Seeker, Heart Me**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[A] [(R)]: When your VG Legions, this gains +5000 Pow for the turn.

BT16/048 Royal Paladin/Hi-Beast No Trigger

G0

**Seeker, Hallowed Breath Dragon**

--No Text--

BT16/049 Royal Paladin/Cosmo Dragon T: Critical

G0

**Seeker, Bucephalus**

[A] [(R)]: [Retire this] When this Boosts and the attack hits a VG, may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it Rested to (R), and shuffle your LB.

BT16/050 Royal Paladin/Hi-Beast T: Stand

G0

**Brawler, Headband of Greed**

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

BT16/051 Narukami/Demon No Trigger

G3

**Violent Brawler, Shugi**

[A]: When this is placed to (R), if your VG is Legionned, choose up to 2 of your Opp.'s RGs, and they cannot Intercept this turn.

BT16/052 Narukami/Human No Trigger

G2

**Naga Brawler, Kadru**

[A] [(R)]: When this hits a VG with an attack, if your VG is Legionned, draw a card.

BT16/053 Narukami/Dragonman No Trigger

G2

**Brawler, Igo**

[A] [(R)]: When this Boosts, if your "Brawler, Big Bang Knuckle Dragon" is in the same column as this, the Boosted unit gains +4000 Pow for the battle.

BT16/054 Narukami/Dragonman No Trigger

G1

**Brawler, Dropkick Wyvern**  
 [A] [SB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units, and it gains +5000 Pow for the turn.  
 BT16/055 Narukami/Thunder Dragon No Trigger  
**G1**

**Brawler of Phoenix Chick, Kou Tenshou**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: When your VG Legions, this gains +5000 Pow for the turn.  
 BT16/056 Narukami/Human No Trigger  
**G0**

**Brawler of Sky Raising, Yousen**  
 --No Text--  
 BT16/057 Narukami/Human T: Critical  
**G0**

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**Brawler of the War Drums, Haoka**  
 [A] [(R)]: [Retire this] During your turn, when 1 of your Opp.'s Front Row RGs is placed in the DZ, may pay. If so, choose 1 of your Opp.'s RG in the same column as that (R) and Retire it.  
 BT16/058 Narukami/Sylph T: Stand  
**G0**

**Nobody From Olmeca**  
 [A] [(V)/(R)]: [SB: (1)] When this attacks a VG, may pay. If so, this gains +3000 Pow for the battle.  
 BT16/059 Nova Grappler/Alien No Trigger  
**G3**

**Marine Raizer, Anchor Arm**  
 [S] [(V)]: [Legion 20000] "Marine Raizer, Hi-Torpedo"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, this gains +2000 Pow for the battle.  
 BT16/060 Nova Grappler/Battroid No Trigger  
**G3**

**Set 16: Legion of Dragons & Blades Booster Pack**

**Marine Raizer, Hi-Torpedo**  
 --No Text--  
 BT16/061 Nova Grappler/Battroid No Trigger  
**G2**

**Wing 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.  
 BT16/062 Nova Grappler/Battroid No Trigger  
**G2**

**Rapid Raizer**  
 [A] [(R)]: When this attacks, if your VG is Legioned, this gains +4000 Pow for the battle.  
 BT16/063 Nova Grappler/Battroid No Trigger  
**G2**

**Cannon Raizer**  
 [A] [(R)]: When this attacks, if you have a VG with "Raizer" in name, this gains +3000 Pow for the battle.  
 BT16/064 Nova Grappler/Battroid No Trigger  
**G1**

**Carving Raizer**  
 [C] [(R)]: During your turn, all your other units with "Raizer" in name in the same column as this gain +2000 Pow.  
 BT16/065 Nova Grappler/Battroid No Trigger  
**G1**

**Reserve Raizer**  
 [A] [(R)]: When this Boosts, if your VG is Legioned, the Boosted unit gains +4000 Pow for the battle.  
 BT16/066 Nova Grappler/Battroid No Trigger  
**G1**

**Space Pit**  
 [A] [SB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units, and it gains +5000 Pow for the turn.  
 BT16/067 Nova Grappler/Battroid No Trigger  
**G1**

**Raizer Pilot, Huey**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: When your VG Legions, this gains +5000 Pow for the turn.  
 BT16/068 Nova Grappler/Human No Trigger  
**G0**

**Meteor Raizer**  
 --No Text--  
 BT16/069 Nova Grappler/Battroid T: Critical  
**G0**

**Raizer Crew**  
 --No Text--  
 BT16/070 Nova Grappler/Human T: Draw  
**G0**

**Raizer Girl, Kate**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)  
 BT16/071 Nova Grappler/Walkaroid T: Heal  
**G0**

**Subliminal Grey**  
 [S] [(R)]: [SB: (1)], put this on bottom of the LB Draw a card, and shuffle your LB.  
 BT16/072 Nova Grappler/Alien T: Stand  
**G0**

**Metalborg, Sandstorm**  
 [A] [(V)/(R)]: [SB: (1)] When this attacks a VG, may pay. If so, this gains +3000 Pow for the battle.

BT16/073 Dimension Police/Battroid No Trigger

G3

**Metalborg, Cesarion**  
 [S] [(V)]: [Legion 20000] "Metalborg, Digarion"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, this gains +2000 Pow for the battle.

BT16/074 Dimension Police/Battroid No Trigger

G3

**Metalborg, Digarion**  
 --No Text--

BT16/075 Dimension Police/Battroid No Trigger

G2

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**Metalborg, Lasso Blizzard**  
 [A] [(R)]: [CB: (1)] When this attacks a VG, may pay. If so, choose up to 2 units in your (V), and they gain +3000 Pow for the turn.

BT16/076 Dimension Police/Battroid No Trigger

G2

**Metalborg, Full Dump**  
 [A] [(R)]: When this attacks, if your VG is Legioned, this gains +4000 Pow for the battle.

BT16/077 Dimension Police/Battroid No Trigger

G2

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

BT16/078 Dimension Police/Battroid No Trigger

G1

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**Metalborg, Mist Ghost**  
 [A]: [CB: (1)] When this is placed to (R), may pay. If so, choose up to 2 units in your (V), and they gain +4000 Pow for the turn.

BT16/079 Dimension Police/Battroid No Trigger

G1

**Metalborg, Black Doctor**  
 [A] [(R)]: When this Boosts a VG, if your VG is Legioned, the Boosted unit gains +4000 Pow for the turn.

BT16/080 Dimension Police/Walkaroid No Trigger

G1

**Metalborg, Death Blade**  
 [A]: [SB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units, and it gains +5000 Pow for the turn.

BT16/081 Dimension Police/Battroid No Trigger

G1

**Metalborg, Mech Rogue**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: When your VG Legions, this gains +5000 Pow for the turn.

BT16/082 Dimension Police/Battroid No Trigger

G0

**Metalborg, Battle Roller**  
 --No Text--

BT16/083 Dimension Police/Battroid T: Critical

G0

**Metalborg, Black Nurse**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

BT16/084 Dimension Police/Walkaroid T: Heal

G0

**Metalborg, Devil Loader**  
 --No Text--

BT16/085 Dimension Police/Battroid T: Draw

G0

**Metal Borg Operator, Kilika**  
 [S] [(R)]: [Put this in Soul] Choose up to 2 of your units in (V), and they gain +3000 Pow for the turn.

BT16/086 Dimension Police/Human T: Stand

G0

**Dudley Moses**  
 [S] [(V)]: [Legion 20000] "Dudley Monty"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, this gains +2000 Pow for the battle.

BT16/087 Spike Brothers/Walkaroid No Trigger

G3

**Dudley Monty**  
 --No Text--

BT16/088 Spike Brothers/Walkaroid No Trigger

G2

**Jumbo the Stun Gun**  
 [A]: During your Battle Phase, when this is placed to (R), SC: (1), and choose 1 card in your Damage Zone and turn it face-up.

BT16/089 Spike Brothers/Warbeast No Trigger

G2

**Secret Treasure, Mrage Panzer**  
 [A] [(R)]: When this attacks, if your VG is Legioned, this gains +4000 Pow for the battle.

BT16/090 Spike Brothers/Warbeast No Trigger

G2

**Oasis Boy**  
 [A] [(R)]: When this Boosts a VG, if your VG is Legioned, the Boosted unit gains +4000 Pow for the battle.

*BT16/091 Spike Brothers/Walkaroid No Trigger*

**G1**

**Cyclone Johnny**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: When this Boosts a Grade 1 or higher RGs, if your VG is Legioned, you may have the Boosted unit gain +5000 Pow for the battle. If you do, at the end of the battle, put that unit on the bottom of the LB.

*BT16/092 Spike Brothers/Demon No Trigger*

**G0**

**Cheergirl, Pauline**  
 --No Text--

*BT16/093 Spike Brothers/Ogre T: Draw*

**G0**

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**Cheergirl, Adeleid**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

*BT16/094 Spike Brothers/Goblin T: Heal*

**G0**

**Musketeer of Carnation, Rikhard**  
 [S] [(V)]: [Legion 20000] "Musketeer of Carnation, Perti"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, this gains +2000 Pow for the battle.

*BT16/095 Neo Nectar/Bioroid No Trigger*

**G3**

**Musketeer of Carnation, Perti**  
 --No Text--

*BT16/096 Neo Nectar/Bioroid No Trigger*

**G2**

**Set 16: Legion of Dragons & Blades Booster Pack**

**Musketeer of Bellflower, Avelina**  
 [A] [(V)/(R)]: When this attacks, if you have another unit with the same name as this, this gains +3000 Pow for the battle.

*BT16/097 Neo Nectar/Bioroid No Trigger*

**G2**

**Musketeer of Daffodil, Joachim**  
 [A] [(R)]: When this attacks, if your VG is Legioned, this gains +4000 Pow for the battle.

*BT16/098 Neo Nectar/Bioroid No Trigger*

**G2**

**Musketeer of Hydrangea, Ivar**  
 [A] [(R)]: When this Boosts a VG, if your VG is Legioned, the Boosted unit gains +4000 Pow for the battle.

*BT16/099 Neo Nectar/Bioroid No Trigger*

**G1**

**Musketeer of Anemone, Susanna**  
 [A]: [SB: (2)] When this is placed to (R), may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.

*BT16/100 Neo Nectar/Bioroid No Trigger*

**G1**

**Musketeer of Gypsophila, Lysa**  
 [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 the DZ, if your VG is Legioned, may pay. If so, look at the top 4 cards of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R), and shuffle your LB.

*BT16/101 Neo Nectar/Bioroid No Trigger*

**G0**

**Musketeer of Lotus, Liana**  
 --No Text--

*BT16/102 Neo Nectar/Bioroid T: Draw*

**G0**

**Blaster Blade Seeker**  
 [A]: [CB: (1)] When this is placed to (R), if you have a VG with "Seeker" in name, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and Retire it.

*BT16/L01 Royal Paladin/Cosmo Dragon No*

**G3**

**Blaster Blade Seeker**  
 [A]: [CB: (1)] When this is placed to (R), if you have a VG with "Seeker" in name, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and Retire it.

*BT16/L02 Royal Paladin/Human No Trigger*

**G2**

**Seeker, Sing Saver Dragon**  
 [S] [(V)]: [Legion 20000] "Blaster Blade Seeker"  
 [A] [(V)]: [CB: (2), SB: (3)] Discard 2 cards from your hand] At the end of the battle in which this attacked a VG, if this card is Legioned, may pay. If so, search your LB for up to 1 "Seeker, Sing Saver Dragon" and Ride it Standing, shuffle your LB, and choose 1 "Blaster Blade Seeker" in your Soul and Legion with it.  
 [A] [(V)]: When this attacks a VG, this card gains +2000 Pow for the battle.

*BT16/S01 Royal Paladin/Cosmo Dragon No*

**G3**

**Blaster Blade Seeker**  
 [A]: [CB: (1)] When this is placed to (R), if you have a VG with "Seeker" in name, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and Retire it.

*BT16/S02 Royal Paladin/Human No Trigger*

**G2**

**Brawler, Big Bang Knuckle Dragon**  
 [S] [(V)]: [Legion 20000] "Brawler, Big Bang Slash Dragon"  
 [S] [(V)]: [CB: (2) - cards with "Brawler" in name] If this is Legioned, this gains +5000 Pow and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.  
 [A] [(V)]: [SB: (1)] When this attacks a VG, may pay. If so, this gains +3000 Pow for the battle.

*BT16/S03 Narukami/Thunder Dragon No Trigger*

**G3**

**Brawler, Big Bang Slash Dragon**  
 [A] [(R)]: When your VG with "Brawler" in name hits with an attack, this gains +3000 Pow for the turn.

*BT16/S04 Narukami/Thunder Dragon No Trigger*

**G2**

**Ultimate Raizer, Mega Flare**  
 [S] [(V)]: [Legion 20000] "Ultimate Raizer, Dual Flare"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, and you have 4 or more Rested units, this gains +1 Crit for the battle.  
 [A] [(V)]: When this attacks a VG, if you have another unit with "Raizer" in name in your Center Column, choose 1 of your RGs and Stand it.

*BT16/S05 Nova Grappler/Battroid No Trigger*

**G3**

**Ultimate Raizer, Dual Flare**  
 [A] [(R)]: During the turn your VG Legions, when your VG attacks, Stand this, and this gains +5000 Pow for the turn. This ability cannot be used again for the rest of the turn.

*BT16/S06 Nova Grappler/Battroid No Trigger*

**G2**

**Metalborg, Sin Buster**  
 [S] [(V)]: [Legion 20000] "Metalborg, Ur Buster"  
 [A] [(V)]: When this attacks a VG, if this is Legioned and the Pow of this is 30000 or higher, your Opp. cannot Call Grade 1 or higher units from hand to (G) for the battle.  
 [A] [(V)]: When this attacks a VG, if the Pow of this is 20000 or higher, this gains "[A] [(V)]: When this hits with an attack, draw a card" for the battle.

*BT16/S07 Dimension Police/Battroid No Trigger*

**G3**

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**Metalborg, Ur Buster**  
 [A] [(R)]: When your VG Legions, choose 1 of your VGs, 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.

*BT16/S08 Dimension Police/Battroid No Trigger*

**G2**

**Emerald Blades**  
 [S] [(V)]: [Legion 20000] "Silver Blades"  
 [A] [(V)]: [CB: (3)]. Choose a card in your hand with the same name as a unit in your (V) and put it in Soul. When this attacks a VG, if this is Legioned, may pay. If so, search your LB for up to 2 cards and Call them to separate vacant (R)s, and shuffle your LB.  
 [S] [(V)]: [SB: (2)] This gains +2000 Pow for the turn.

*BT16/S09 Spike Brothers/Demon No Trigger*

**G3**

**Silver Blades**  
 [A] [(R)]: [SB: (1)] When this attacks a VG, if your VG is Legioned, may pay. If so, this gains +10000 Pow for the battle, and at the end of the battle, return this to the LB and shuffle your LB.

*BT16/S10 Spike Brothers/Demon No Trigger*

**G2**

Set 16: Legion of Dragons & Blades Booster Pack

**Musketeer of Peony, Martina**  
 [S] [(V)]: [Legion 20000] "Musketeer of Peony, Thule"  
 [S] [(V)]: [CB: (1)]. Choose 5 normal units in your DZ with "Musketeer" in name and put them in any order on the bottom of the LB. If this is Legioned, look at up to 4 cards from top of your LB and search for up to 2 cards with "Musketeer" in name and Call them to separate (R)s, and shuffle your LB. This ability cannot be used again this turn.  
 [A] [(V)]: When this attacks a VG, if you have another unit in the Center Column, this gains +3000 Pow for the battle.

*BT16/S11 Neo Nectar/Bioroid No Trigger*

**G3**

**Musketeer of Peony, Thule**  
 [A]: [Choose 1 of your other RGs with "Musketeer" in name and Retire it] When this is placed to (R), if your VG is Legioned, may pay. If so, look at 4 cards from top of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R), and shuffle your LB.

*BT16/S12 Neo Nectar/Bioroid No Trigger*

**G2**

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