Phantom Blaster Dragon
[C] [(V)]: If "Blaster Dark" is in your Soul, this gains +1000 Pow.
[S] [(V)]: [CB: (2), Retire 3 of your ::Shadow Paladin:: RGs] This gains +10000 Pow and +1 Crit for the turn.

BT04/001 Shadow Paladin/Abyss Dragon No

G3

Darkness Maiden, Macha
[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 1 or lower ::Shadow Paladin:: and Call it to the (R) in the same column as this, and shuffle your LB.

BT04/002 Shadow Paladin/Human No Trigger

G2

Skull Witch, Nevaan
[A]: [CB: (1), discard a ::Shadow Paladin:: from your hand] When this is placed to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, draw 2 cards.

BT04/003 Shadow Paladin/Elf No Trigger

G2

Enigman Storm
[C] [(V)]: If "Enigman Wave" is in your Soul, this gains +1000 Pow.
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 15000 or more, this gains +1 Crit for the battle.

BT04/004 Dimension Police/Alien No Trigger

G3

Cursed Armor General, Giraffa
[C] [(V)]: If "Elite Mutant, Giraffa" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), Retire 2 of your ::Megacolony:: RGs] When this hits a VG with an attack, may pay. If so, choose up to 2 of your Opp.'s Grade 1 or lower RGs and Retire them.

BT04/005 Megacolony/Insect No Trigger

G3

Amber Dragon "Eclipse"
[C] [(V)]: If 'Amber Dragon "Dusk"' is in your Soul, this gains +1000 Pow.
[S] [(V)]: [CB: (2)] This gains "[A] [(V)]: When this hits a VG with an attack, choose up to 2 of your Opp.'s RGs and retire them" for the turn.

BT04/006 Kagero/Flame Dragon No Trigger

G3

Set 4: Eclipse of the Hollow Shadow God Booster Pack

Heat Nail Salamander
[A] [(R)]: When this Boosts a ::Kagero:: and the attack hits a VG, you may choose an Opp.'s Grade 1 RG and Retire it. If so, at the start of the End Phase this turn, return this to your LB and Shuffle your LB.

BT04/007 Kagero/Salamander No Trigger

G1

Stern Blaukruger
[C] [(V)]: If "Blaukruger" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), discard 2 ::Nova Grappler:: from your hand] When this hits a VG with an attack, may pay. If so, Stand all your units in the same column as this, and this loses "Twin Drive!" for the turn.

BT04/008 Nova Grappler/Battlroid No Trigger

G3

Dark Metal Dragon
[A] [(V)]: When this unit Drive Checks a ::Shadow Paladin::, this gains +2000 Pow for the battle.

BT04/009 Shadow Paladin/Abyss Dragon No

G3

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

BT04/010 Shadow Paladin/Hi-Beast No Trigger

G1

Dark Shield, Mac Lir
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard 1 ::Shadow Paladin:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Shadow Paladin:: being attacked. That unit cannot be hit for the battle.

BT04/011 Shadow Paladin/Human No Trigger

G1

Enigman Wave
[C] [(V)]: If "Enigman Ripple" is in your Soul, this gains +1000 Pow.
[A] [(V)]: At the beginning of your Attack Step, if the Pow of this is 14000 or more, this gains "[A] [(V)]: When this hits a VG with an attack, draw a card" for the battle.

BT04/012 Dimension Police/Alien No Trigger

G2

Cosmobeak
[A]: [CB: (2)] When this is placed to (R), may pay. If so, choose 1 of your other ::Dimension Police:: Unit. That Unit gains +4000 Pow for the turn.

BT04/013 Dimension Police/Battlroid No Trigger

G2

Diamond Ace
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard a ::Dimension Police:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Dimension Police:: being attacked. That unit cannot be hit for the battle.

BT04/014 Dimension Police/Alien No Trigger

G1

Commander Laurel
[A] [(R)]: [Rest 4 of your ::Dimension Police:: RGs] When your ::Dimension Police:: VG hits with an attack, may pay. If so, choose 1 of your VGs and Stand it.

BT04/015 Dimension Police/Alien No Trigger

G1

Elite Mutant, Giraffa
[C] [(V)]: If "Chrysalis Mutant, Giraffa" is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs. That Unit does not Stand during your Opp.'s next Stand Phase.

BT04/016 Megacolony/Insect No Trigger

G2

Paralyze Madonna
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard a ::Megacolony:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Megacolony:: being attacked. That unit cannot be hit for the battle.

BT04/017 Megacolony/Insect No Trigger

G1

Amber Dragon "Dusk"
[C] [(V)]: If 'Amber Dragon "Daylight"' is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

BT04/018 Kagero/Flame Dragon No Trigger

G2

Blaukruger
[C] [(V)]: If "Blaupanzer" is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this hits a VG with an attack, turn 1 card in your Damage Zone face-up.

BT04/019 Nova Grappler/Battlroid No Trigger

G2

Fangs of Light, Garmeaux
[C] [(V)]: During your turn, for each "Snowgal" and/or "Bleugal" in your (R), this gains +1000 Pow.
[A]: [Discard a ::Royal Paladin:: from your hand] When this is placed to (V) or (R), may pay. If so, search your LB for either a "Snowgal" or a "Bleugal" and Call it to an (R), and shuffle your LB.

BT04/020 Royal Paladin/Human No Trigger

G3

Demonic God of the Silver Spear, Gusion
[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

BT04/021 Shadow Paladin/Demon No Trigger

G3

Dark Magician, Badhbh Cath
[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a ::Shadow Paladin::, Call it to (R), otherwise shuffle your LB.

BT04/022 Shadow Paladin/Elf No Trigger

G3

Knight of Darkness, Lugus
--*No Text*--

BT04/023 Shadow Paladin/Human No Trigger

G2

Blaster Dark
[C] [(V)]: If "Blaster Javelin" is in your Soul, this gains +1000 Pow.
[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and Retire it.

BT04/024 Shadow Paladin/Human No Trigger

G2

Set 4: Eclipse of the Hollow Shadow God Booster Pack

Fullbau
[A]: When "Blaster Javelin" Rides on this, search your LB for up to 1 "Blaster Dark", reveal it, put it in your hand, and shuffle your LB.

BT04/025 Shadow Paladin/Hi-Beast No Trigger

G0

Enigman Rain
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 12000 or more, this gains "[A] [(V)]: When this hits a VG with an attack, Stand 1 of your RGs" for the battle.

BT04/026 Dimension Police/Alien No Trigger

G3

Twin Order
--*No Text*--

BT04/027 Dimension Police/Battlroid No Trigger

G2

Platinum Ace
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 13000 or more, this gains +1 Crit for the battle.

BT04/028 Dimension Police/Alien No Trigger

G2

Cosmoroar
[S] [(R)]: [Rest this]: Choose another of your ::Dimension Police::. That Unit gains +2000 Pow for the turn.

BT04/029 Dimension Police/Battlroid No Trigger

G1

Enigman Flow
[A]: When "Enigman Ripple" Rides on this, search your LB for up to 1 "Enigman Wave", reveal it, put it in your hand, and shuffle your LB.

BT04/030 Dimension Police/Alien No Trigger

G0

Death Warden Antlion
[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.
[S] [(V)/(R)]: [SB: (8), CB: (5)] All your Opp.'s RGs do not Stand during your Opp.'s next Stand Phase.

BT04/031 Megacolony/Insect No Trigger

G3

Violent Vesper
[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a ::Megacolony::, Call it to (R), otherwise Shuffle your LB.

BT04/032 Megacolony/Insect No Trigger

G3

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

BT04/033 Megacolony/Insect No Trigger

G2

Gloom Flyman
[A]: When this is placed to (G), if you have a ::Megacolony:: VG, choose 1 of your Opp.'s Grade 0 RGs and Rest it.

BT04/034 Megacolony/Insect No Trigger

G1

Larva Mutant, Giraffa
[A]: When "Chrysalis Mutant, Giraffa" Rides on this, search your LB for up to 1 "Elite Mutant, Giraffa", reveal it, put it in your hand, and shuffle your LB.

BT04/035 Megacolony/Insect No Trigger

G0

Lizard Soldier, Raupia
[A] [(R)]: When this boosts a ::Kagero:: VG, if your Opp. has 2 or fewer RGs, the Boosted Unit gains +4000 Pow for the battle.

BT04/036 Kagero/Dragonman No Trigger

G1

Amber Dragon "Dawn"
[A]: When 'Amber Dragon "Daylight"' Rides on this, search your LB for up to 1 'Amber Dragon "Dusk"', reveal it, put it in your hand, and shuffle your LB.

BT04/037 Kagero/Flame Dragon No Trigger

G0

Armored Fairy, Speiler
[A] [(V)/(R)]: [SB: (3)] When this hits with an attack, if your have a ::Nova Grappler:: VG, may pay. If so, draw a card.
[A] [(V)]: When this is boosted by a ::Nova Grappler::, this gains +3000 Pow for the turn.

BT04/038 Nova Grappler/Battlroid No Trigger

G3

Blaujunger
[A]: When "Blaupanzer" Rides on this, search your LB for up to 1 "Blaukruger", reveal it, put it in your hand, and shuffle your LB.

BT04/039 Nova Grappler/Battlroid No Trigger

G0

Beast Knight, Garmeaux
[A]: [Discard a ::Royal Paladin:: from your hand] When this placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, search your LB for up to 1 "Snowgal" or "Bleugal" and Call it to (R), and shuffle your LB.

BT04/040 Royal Paladin/Human No Trigger

G2

Demon World Castle, Donnerschlag
[C] [(V)/(R)]: If neither "Phantom Blaster Dragon" nor "Blaster Dark" is in your (V), this gets -5000 Pow.
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the turn.

BT04/041 Shadow Paladin/Golem No Trigger

G2

Demon World Castle, Fataliteter
[A]: When this Intercepts, if you have a ::Shadow Paladin:: VG, this gains +5000 Shield for the battle.

BT04/042 Shadow Paladin/Golem No Trigger

G2

Set 4: Eclipse of the Hollow Shadow God Booster Pack

Dark Sage, Karron
--No Text--

BT04/043 Shadow Paladin/Giant No Trigger

G1

Witch of Nostrum, Arianrhod
[S] [(V)/(R)]: [Rest this, discard a card from your hand] Draw a card.

BT04/044 Shadow Paladin/Elf No Trigger

G1

Doranbau
[A] [(R)]: When this Boosts "Blaster Dark", the Boosted Unit gains +4000 Pow for the battle.

BT04/045 Shadow Paladin/Hi-Beast No Trigger

G1

Blaster Javelin
[C] [(V)]: If "Fullbau" is in your Soul, this gains +2000 Pow.
[A]: [Discard a Grade 3 ::Shadow Paladin:: from your hand] When this is placed to (R), may pay. If so, search your LB for up to 1 "Phantom Blaster Dragon", reveal it, put it in your hand, and shuffle your LB.

BT04/046 Shadow Paladin/Human No Trigger

G1

Zapbau
--No Text--

BT04/047 Shadow Paladin/Hi-Beast No Trigger

G0

Grim Reaper
--No Text--

BT04/048 Shadow Paladin/Demon T: Critical

G0

Abyss Freezer
--No Text--

BT04/049 Shadow Paladin/Angel T: Draw

G0

Darkside Trumpter
--No Text--

BT04/050 Shadow Paladin/Angel T: Stand

G0

Abyss Healer
(You may only have up to 4 ::Heal Trigger: in your deck.)

BT04/051 Shadow Paladin/Angel T: Heal

G0

Enigman Shine
[A] [(V)/(R)]: When this hits a VG with an attack, choose 1 of your ::Dimension Police::. That Unit gains +3000 Pow for the turn.

BT04/052 Dimension Police/Alien No Trigger

G3

Enigroid Comrade
[C] [(V)/(R)]: If neither "Enigman Storm" nor "Enigman Wave" is in your (V), this gets -5000 Pow.
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the battle.

BT04/053 Dimension Police/Battlroid No Trigger

G2

Enigman Ripple
[C] [(V)]: If "Enigman Flow" is in your Soul, this gains +2000 Pow.
[A]: [Discard a Grade 3 ::Dimension Police:: from your hand] When this is placed to (R), may pay. If so, search your LB for up to 1 "Enigman Storm", reveal it, put it in your hand, and shuffle your LB.

BT04/054 Dimension Police/Alien No Trigger

G1

Glory Maker
[A] [(R)]: When this Boosts a ::Dimension Police:: VG, if you have 4 or more cards in your Damage Zone, the Boosted Unit gains +4000 Pow for the battle.

BT04/055 Dimension Police/Alien No Trigger

G1

Justice Kobold
--No Text--

BT04/056 Dimension Police/Alien T: Critical

G0

Army Penguin
--No Text--

BT04/057 Dimension Police/Walkaroid T: Draw

G0

Cosmofang
--No Text--

BT04/058 Dimension Police/Battlroid T: Stand

G0

Justice Rose
(You may only have up to 4 ::Healing Trigger:: in your deck.)

BT04/059 Dimension Police/Alien T: Heal

G0

Iron Cutter Beetle
[C] [(V)/(R)]: If neither "Cursed Armor General, Giraffa" nor "Elite Mutant, Giraffa" is in your (V), this gets -5000 Pow.
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the battle.

BT04/060 Megacolony/Insect No Trigger

G2

Set 4: Eclipse of the Hollow Shadow God Booster Pack

Tail Joe
[C] [(V)/(R)]: During your turn, if all your Opp.'s VG and RGs are Rested, this gains +3000 Pow.

BT04/061 Megacolony/Insect No Trigger

G2

Chrysalis Mutant, Giraffa
[C] [(V)]: If "Larva Mutant, Giraffa" is in your Soul, this gains +2000 Pow.
[A]: [Discard a Grade 3 ::Megacolony:: from your hand] When this is placed to (R), may pay. If so, search your LB for up to 1 "Cursed Armor General, Giraffa", reveal it, put it in your hand, and shuffle your LB.

BT04/062 Megacolony/Insect No Trigger

G1

Stealth Millipede
[A] [(R)]: When this Boosts a ::Megacolony:: VG and your Opp.'s VG and RGs are all Rested, the Boosted Unit gains +4000 Pow for the battle.

BT04/063 Megacolony/Insect No Trigger

G1

Shrapnel Scorpio
--No Text--

BT04/064 Megacolony/Insect T: Critical

G0

Raider Mantis
--No Text--

BT04/065 Megacolony/Insect T: Draw

G0

Sonic Cicada
--No Text--

BT04/066 Megacolony/Insect T: Stand

G0

Healing Combatant, Lamprey
(You may only have up to 4 ::Heal Trigger:: in your deck)

BT04/067 Megacolony/Insect T: Heal

G0

Garnet Dragon "Flash"
[A] [(V)/(R)]: When this hits a VG with an attack, choose 1 of your ::Kagero::. That Chara gains +3000 Pow for the turn.

BT04/068 Kagero/Flame Dragon No Trigger

G3

Lava Arm Dragon
[C] [(V)/(R)]: If neither 'Amber Dragon "Eclipse"' nor 'Amber Dragon "Dusk"' is in your (V), this gets -5000 Pow.
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the turn.

BT04/069 Kagero/Flame Dragon No Trigger

G2

Amber Dragon "Daylight"
[C] [(V)]: If 'Amber Dragon "Dawn"' is in your Soul, this gains +2000 Pow.
[A]: [Discard a Grade 3 ::Kagero:: from your hand] When this is placed to (R), may pay. If so, search your LB for up to 1 'Amber Dragon "Eclipse"', reveal it, put it in your hand, and shuffle your LB.

BT04/070 Kagero/Flame Dragon No Trigger

G1

Red Gem Carbuncle
--No Text--

BT04/071 Kagero/Hi-Beast T: Draw

G0

Flame Seed Salamander
[A] [(R)]: When this Boosts a ::Kagero:: and the attack hits a VG, you may choose an Opp.'s Grade 0 RG and Retire it. If so, at the start of the End Phase this turn, return this to your LB and Shuffle your LB.

BT04/072 Kagero/Salamander T: Stand

G0

Eisenkrugel
[[C] [(V)/(R)]: If neither "Stern Blaukruger" nor "Blaukruger" is in your (V), this gets -5000 Pow.
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the turn.

BT04/073 Nova Grappler/Battlroid No Trigger

G2

Dancing Wolf
[A] [(R)]: During your Battle Phase, when this Stands, this gains +3000 for the turn.

BT04/074 Nova Grappler/Warbeast No Trigger

G1

Blaupanzer
[C] [(V)]: If "Blaujunger" is in your Soul, this gains +2000 Pow.
[A]: [Discard a Grade 3 ::Nova Grappler:: from your hand] When this is placed to an (R), may pay. If so, search your LB for up to 1 "Stern Blaukruger", reveal it, put it in your hand, and shuffle your LB.

BT04/075 Nova Grappler/Battlroid No Trigger

G1

Toolkit Boy
[A] [(R)]: When this boosts a ::Nova Grappler:: VG and the attack hits a VG, choose 1 card in your Damage Zone and turn it face-up.

BT04/076 Nova Grappler/Walkaroid No Trigger

G1

Fighting Battleship, Prometheus
--No Text--

BT04/077 Nova Grappler/Battlroid T: Critical

G0

Grapple Maniac
[A] [(R)]: When this Boosts a ::Nova Grappler:: and the attack hits a VG, you may turn 1 card in your Damage Zone face-up. If so, at the beginning of the End Phase for the turn, return this to the LB and shuffle the LB.

BT04/078 Nova Grappler/Walkaroid T: Stand

G0

Set 4: Eclipse of the Hollow Shadow God Booster Pack

Snowgal
[C] [(R)]: During your turn, for every other "Snowgal" in your (V) or (R), this gains +1000 Pow.

BT04/079 Royal Paladin/Hi-Beast No Trigger

G1

Bleugal
[C] [(R)]: During your turn, for every other "Bleugal" in your (V) or (R), this gains +1000 Pow.
[A]: When another ::Royal Paladin:: Rides on this, you may call this to an (R).

BT04/080 Royal Paladin/Hi-Beast No Trigger

G0

Phantom Blaster Dragon
[C] [(V)]: If "Blaster Dark" is in your Soul, this gains +1000 Pow.
[S] [(V)]: [CB: (2), Retire 3 of your ::Shadow Paladin:: RGs] This gains +10000 Pow and +1 Crit for the turn.

BT04/S01 Shadow Paladin/Abyss Dragon No

G3

Darkness Maiden, Macha
[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 1 or lower ::Shadow Paladin:: and Call it to the (R) in the same column as this, and shuffle your LB.

BT04/S02 Shadow Paladin/Human No Trigger

G2

Skull Witch, Nevaan
[A]: [CB: (1), discard a ::Shadow Paladin:: from your hand] When this is placed to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, draw 2 cards.

BT04/S03 Shadow Paladin/Elf No Trigger

G2

Enigman Storm
[C] [(V)]: If "Enigman Wave" is in your Soul, this gains +1000 Pow.
[A] [(V)]: At the start of your Attack Step, if the Pow of this is 15000 or more, this gains +1 Crit for the battle.

BT04/S04 Dimension Police/Alien No Trigger

G3

Cursed Armor General, Giraffa
[C] [(V)]: If "Elite Mutant, Giraffa" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), Retire 2 of your ::Megacolony:: RGs] When this hits a VG with an attack, may pay. If so, choose up to 2 of your Opp.'s Grade 1 or lower RGs and Retire them.

BT04/S05 Megacolony/Insect No Trigger

G3

Amber Dragon "Eclipse"
[C] [(V)]: If 'Amber Dragon "Dusk"' is in your Soul, this gains +1000 Pow.
[S] [(V)]: [CB: (2)] This gains "[A] [(V)]: When this hits a VG with an attack, choose up to 2 of your Opp.'s RGs and retire them" for the turn.

BT04/S06 Kagero/Flame Dragon No Trigger

G3

Stern Blaukruger
[C] [(V)]: If "Blaukruger" is in your Soul, this gains +1000 Pow.
[A] [(V)]: [CB: (2), discard 2 ::Nova Grappler:: from your hand] When this hits a VG with an attack, may pay. If so, Stand all your units in the same column as this, and this loses "Twin Drive!" for the turn.

BT04/S07 Nova Grappler/Battlroid No Trigger

G3

Dark Metal Dragon
[A] [(V)]: When this unit Drive Checks a ::Shadow Paladin::, this gains +2000 Pow for the battle.

BT04/S08 Shadow Paladin/Abyss Dragon No

G3

Amber Dragon "Dusk"
[C] [(V)]: If 'Amber Dragon "Daylight"' is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

BT04/S09 Kagero/Flame Dragon No Trigger

G2

Blaukruger
[C] [(V)]: If "Blaupanzer" is in your Soul, this gains +1000 Pow.
[A] [(V)]: When this hits a VG with an attack, turn 1 card in your Damage Zone face-up.

BT04/S10 Nova Grappler/Battlroid No Trigger

G2

Fangs of Light, Garmeaux
[C] [(V)]: During your turn, for each "Snowgal" and/or "Bleugal" in your (R), this gains +1000 Pow.
[A]: [Discard a ::Royal Paladin:: from your hand] When this is placed to (V) or (R), may pay. If so, search your LB for either a "Snowgal" or a "Bleugal" and Call it to an (R), and shuffle your LB.

BT04/S11 Royal Paladin/Human No Trigger

G3

Blaster Dark
[C] [(V)]: If "Blaster Javelin" is in your Soul, this gains +1000 Pow.
[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and Retire it.

BT04/S12 Shadow Paladin/Human No Trigger

G2

Set 4: Eclipse of the Hollow Shadow God Booster Pack