

### Circular Saw, Kiriell

[A] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): When this attacks VG, this gains +5000 Pow for the battle.

[A]: [CB: (1)] When this is placed to (V), may pay. If so, choose a face-up ::Angel Feather:: in your Damage Zone and call it to (R), and put the top card of your LB face-down in the Damage Zone.

BT06/001 Angel Feather/Angel No Trigger

G3

### Battle Cupid, Nociel

[A]: [Choose an ::Angel Feather:: in your hand and put it in the Damage Zone] When this is placed to (G), if you have an ::Angel Feather:: VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.

BT06/002 Angel Feather/Angel No Trigger

G1

### Ice Prison Necromancer, Cocytus

[A] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): When this attacks VG, this gains +5000 Pow for the battle.

[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose a ::Granblue:: in your DZ and call it to an (R).

BT06/003 Granblue/Skeleton No Trigger

G3

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### Incandescent Lion, Blond Ezel

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (2)] If you have 4 or fewer RGs, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB. If a unit was called this way, this gains Pow equal to the called unit's printed Pow for the turn.

[C] [(V)]: During your turn, this gains +1000 Pow for each ::Gold Paladin:: RG you have.

BT06/004 Gold Paladin/Human No Trigger

G3

### Player of the Holy Bow, Viviane

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if this is Boosted by a ::Gold Paladin:: and you have 4 or fewer RGs, may pay. If so, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB.

BT06/005 Gold Paladin/Elf No Trigger

G2

### Dragonic Kaiser, Vermillion

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (3)] This gains +2000 Pow and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.

[C] [(V)/(R)]: If you have a non-::Narukami:: VG or RG, this gets -2000 Pow.

BT06/006 Narukami/Thunder Dragon No Trigger

G3

## Set 6: Breaker of Limits Booster Pack

### Desert Gunner, Shiden

[A]: When this is placed to (V) or (R), if you have a ::Narukami:: VG, choose 1 of your Opp.'s RGs. That unit cannot Intercept for the turn.

BT06/007 Narukami/Human No Trigger

G2

### Beast Deity, Azure Dragon

[C] [(V)/(R)]: If you have a non-::Nova Grappler:: VG or RG, this gets -2000 Pow.

[A] [(V)]: [Discard a "Beast Deity, Azure Dragon" from hand to the DZ] When this hits a VG with an Attack, may pay. If so, choose up to 2 of your RGs and Stand them.

BT06/008 Nova Grappler/Battlroid No Trigger

G3

### Cosmo Healer, Ergodiel

[C] [(V)]: If "Fate Healer, Ergodiel" is in your Soul, this gains +1000 Pow.

[A] [(V)]: [(2), Discard a "Cosmo Healer, Elgodiel" from your hand to the DZ] When this hits a VG with an attack, may pay. If so, choose a card in your Damage Zone and Heal it.

BT06/009 Angel Feather/Angel No Trigger

G3

### Core Memory, Armaros

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

BT06/010 Angel Feather/Angel No Trigger

G2

### Love Machine Gun, Nociel

[A]: [Choose an ::Angel Feather:: card in your hand and put it in the Damage Zone] When this is placed to (R), if you have an ::Angel Feather:: VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.

BT06/011 Angel Feather/Angel No Trigger

G2

### Pure Keeper, Requiel

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

[A]: [Discard an ::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 this battle.

BT06/012 Angel Feather/Angel No Trigger

G1

### Deadly Swordmaster

[C] [(V)/(R)]: If you have a non-::Granblue:: VG or RG, this gets -2000 Pow.

[S] [DZ]: [Choose a "Deadly Spirit" and a "Deadly Nightmare" each in your (R) and Retire them] If you have a Grade 2 or higher ::Granblue:: VG, Ride this.

BT06/013 Granblue/Ghost No Trigger

G3

### Death Seeker, Thanatos

[A] [(R)]: [CB: (1), Retire this] When this hits a VG with an attack, if you have a ::Granblue:: VG, may pay. If so, choose a ::Granblue:: in your DZ that isn't "Death Seeker, Thanatos" and Call it to (R).

BT06/014 Granblue/Noble No Trigger

G3

### Knight of Fury, Agravain

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[S] [(V)]: [SB: (8), CB: (5)] For the rest of the game, this gains +1 Crit and "[C] [(V)]: For each ::Gold Paladin:: RG you have, this gains +1000 Pow".

BT06/015 Gold Paladin/Demon No Trigger

G3

### Sleygal Dagger

[S] [(V)/(R)]: [CB: (1)] If you have 4 or more other ::Gold Paladin:: RGs, this gains +2000 Pow for the turn.

BT06/016 Gold Paladin/Hi-Beast No Trigger

G1

### Halo Shield, Mark

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

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

BT06/017 Gold Paladin/Human No Trigger

G1

### Vajra Emperor, Indra

[A] [(V)]: [CB: (1)] When this attacks, may pay. If so, this gains +1 Crit for the battle for each "Vajra Emperor, Indra" in your (R).

BT06/018 Narukami/Noble No Trigger

G3

**Dragonic Deathscythe**

[A]: [CB: (2)] When this is played to either (V) or (R), if you have a ::Narukami:: VG, may pay. If so, choose an Opp.'s Grade 2 or lower RG. Retreat that unit.

BT06/019 Narukami/Thunder Dragon No Trigger

G2

**Wyvern Guard, Guld**

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

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

BT06/020 Narukami/Wing Dragon No Trigger

G1

**Mobile Hospital, Feather Palace**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[S] [(V)]: [SB: (8), CB: (5)] When this hits a VG with an attack, may pay. If so, for each ::Angel Feather:: RG you have, choose a card in your Damage Zone and heal it.

BT06/021 Angel Feather/Golem No Trigger

G3

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**Drill Bullet, Geniel**

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

BT06/022 Angel Feather/Angel No Trigger

G3

**The Phoenix, Calamity Flame**

[A] [(V)/(R)]: When your card is placed in the Damage Zone, if you have an ::Angel Feather:: VG, this gains +2000 Pow for the turn.

BT06/023 Angel Feather/Salamander No Trigger

G3

**Gatling Shot, Barbiel**

--No Text--

BT06/024 Angel Feather/Angel No Trigger

G2

**Set 6: Breaker of Limits Booster Pack****Fate Healer, Ergodiel**

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

[A]: [Choose 2 ::Angel Feather:: in your hand and put them in Damage Zone] When "Cosmo Healer, Elgodiel" Rides on this, if "Heavenly Injector" is in your Soul, may pay. If so, choose 2 cards in your Damage Zone and put them in your hand.

BT06/025 Angel Feather/Angel No Trigger

G2

**Miracle Feather Nurse**

[A]: When "Heavenly Injector" Rides on this, look at the top 7 cards of your LB, and choose up to 1 of either "Cosmo Healer, Ergodiel" or "Fate Healer, Ergodiel", reveal it, and put it in your hand. Shuffle that LB.

[A]: When an ::Angel Feather:: unit that isn't "Heavenly Injector" Rides on this, you may call this to (R).

BT06/026 Angel Feather/Angel No Trigger

G0

**Master Swordsman, Nightstorm**

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

BT06/027 Granblue/Vampire No Trigger

G3

**Skeletor Demon World Knight**

[A] [(V)]: [Discard a ::Granblue:: from your hand to the DZ] At the start of your Ride Phase, if your Opp. has a Grade 3 or higher VG, may pay. If so, you may choose an "Ice Prison Necromancer, Cocytus" in your DZ and Ride it. If you Ride this way, you cannot Normal Ride this Ride Phase.

BT06/028 Granblue/Skeleton No Trigger

G2

**Deadly Spirit**

[S] [DZ]: [SB: (2), Choose 1 of your Grade 1 or higher ::Granblue:: RGs and Retire it] If you have a ::Granblue:: VG, Call this to (R).

BT06/029 Granblue/Ghost No Trigger

G2

**Three Star Chef, Pietro**

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

BT06/030 Granblue/Skeleton No Trigger

G2

**Deadly Nightmare**

[S] [DZ]: [SB: (2), Choose 1 of your ::Granblue:: RGs and Retire it] If you have a ::Granblue:: VG, Call this to (R).

BT06/031 Granblue/Ghost No Trigger

G1

**Knight of Superior Skills, Beaumains**

--No Text--

BT06/032 Gold Paladin/Human No Trigger

G2

**Magician of Calamity, Tripp**

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

BT06/033 Gold Paladin/Angel No Trigger

G2

**Player of the Holy Axe, Nimue**

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if this is Boosted by a ::Gold Paladin:: and you have 4 or fewer RGs, may pay. If so, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB.

BT06/034 Gold Paladin/Human No Trigger

G1

**Crimson Lion Cub, Kyrph**

[A]: When another ::Gold Paladin:: Rides on this, you may call this to an (R).

[S] [(R)]: [Choose a "Crimson Lion Cub, Kyrph", a "Knight of Elegant Skills, Gareth" each in your (R) and put them in Soul] If "Knight of Superior Skills, Beaumains" is in your (V), search your LB for up to 1 "Incandescent Lion, Blond Ezel" and Ride it, then shuffle that LB.

BT06/035 Gold Paladin/Human No Trigger

G0

**Riot General, Gyras**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[S] [(V)]: [SB: (8), CB: (5)] This gains "[A] [(V)] When your ::Narukami:: attacks, put the top card of your LB in the DZ. If a ::Narukami:: card was placed in the DZ this way, the attacking unit gains +3000 Pow and +1 Crit for the battle" for the turn.

BT06/036 Narukami/Human No Trigger

G3

**Thunderstorm Dragon**

--No Text--

BT06/037 Narukami/Human No Trigger

G2

**Demonic Dragon Berserker, Garuda**

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

BT06/038 Narukami/Thunder Dragon No Trigger

G2

**Desert Gunner, Raien**

[A]: When this is placed to (V) or (R), if you have a ::Narukami:: VG, choose 1 of your Opp.'s RGs. That unit cannot Intercept for the turn.

BT06/039 Narukami/Human No Trigger

G1

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**Photon Bomber Wyvern**

[A] [(R)]: When this Boosts a ::Narukami:: VG, if your Opp. has 3 or more cards in the Damage Zone, the Boosted unit gains +4000 Pow for the battle.

BT06/040 Narukami/Wing Dragon No Trigger

G1

**Lizard Soldier, Saishin**

[A]: When another ::Narukami:: Rides on this, you may call this to (R).

[S] [(R)]: [CB: (1), Put this in Soul] When this Boosts a ::Narukami:: and the attack hits a VG, may pay. If so, choose 1 of your Opp.'s Grade 0 RGs and Retire it.

BT06/041 Narukami/Dragonman No Trigger

G0

**Beast Deity, White Tiger**

[A]: When another ::Nova Grappler:: Rides on this, you may call this to (R).

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

BT06/042 Nova Grappler/Battlroid No Trigger

G0

**Set 6: Breaker of Limits Booster Pack****Pulse Wave, Adriel**

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

BT06/043 Angel Feather/Angel No Trigger

G3

**Million Ray Pegasus**

[A] [(V)/(R)]: When your card is placed in the Damage Zone, if you have an ::Angel Feather:: VG, this gains +2000 Pow for the turn.

BT06/044 Angel Feather/Hi-Beast No Trigger

G2

**Iron Heart, Mastema**

[A] [(V)/(R)]: When this attacks, and you have more cards in your Damage Zone than your Opp., this gains +3000 Pow for the battle.

BT06/045 Angel Feather/Angel No Trigger

G2

**Holy Zone, Penemue**

[A]: When this Intercepts, if you have an ::Angel Feather:: VG, this gains +5000 Shield for the battle.

BT06/046 Angel Feather/Angel No Trigger

G2

**Burst Shot, Bethnael**

--No Text--

BT06/047 Angel Feather/Angel No Trigger

G1

**Thousand Ray Pegasus**

[A] [(V)/(R)]: When your card is placed in the Damage Zone, if you have an ::Angel Feather:: VG, this gains +2000 Pow for the turn.

BT06/048 Angel Feather/Hi-Beast No Trigger

G1

**Heavenly Injector**

[C] [(V)]: If "Miracle Feather Nurse" is in your Soul, this gains +1000 Pow.

[A]: [Choose an ::Angel Feather:: in your hand and put it in the Damage Zone] When "Fate Healer, Ergodiel" Rides on this, if "Miracle Feather Nurse" is in your Soul, may pay. If so, choose a card in your Damage Zone and put it in your hand.

BT06/049 Angel Feather/Angel No Trigger

G1

**Lancet Shooter**

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

BT06/050 Angel Feather/Angel No Trigger

G1

**Carrier of the Life Water**

[A] [(R)]: When this Boosts an ::Angel Feather:: and the attack hits a VG, you may return this to your hand.

BT06/051 Angel Feather/Hi-Beast No Trigger

G1

**Clutch Rifle Angel**

[A] [(R)]: When this Boosts an ::Angel Feather:: VG, and you have more cards in your Damage Zone than your Opp., the Boosted unit gains +4000 Pow for the battle.

BT06/052 Angel Feather/Angel No Trigger

G1

**Lightning Charger**

[A] [(R)]: [SB: (1)] When this Boosts "Circular Saw, Kiriell", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT06/053 Angel Feather/Human No Trigger

G1

**Thermometer Angel**

[A]: When another ::Angel Feather:: Rides on this, you may call this to (R).

[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Angel Feather::, reveal it, and put it in your hand. Shuffle your LB.

BT06/054 Angel Feather/Angel No Trigger

G0

**Rocket Dash Unicorn**

--No Text--

BT06/055 Angel Feather/Hi-Beast T: Critical

**G0****Bouquet Toss Messenger**

--No Text--

BT06/056 Angel Feather/Angel T: Draw

**G0****Aurora Ribbon Pidgeon**

--No Text--

BT06/057 Angel Feather/Hi-Beast T: Stand

**G0**

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**Critical Hit Angel**

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

BT06/058 Angel Feather/Angel T: Critical

**G0****Happy Bell, Nociel**

[C] [(R)]: If you have an ::Angel Feather:: VG, this gains "[S] [(R)]: [Put this in Soul, put a card from your hand in the Damage Zone] Choose a card in your Damage Zone and put it in your hand".

BT06/059 Angel Feather/Angel T: Stand

**G0****Sunny Smile Angel**(You may only have up to 4 ::Heal Trigger:: in your deck)  
[A]: When another ::Angel Feather:: Rides on this, you may call this card to (R).  
[A] [(R)]: When this unit Boosts, the Boosted unit gets +3000 Pow. At the beginning of the End Phase this turn, put this on top of your LB, and shuffle your LB.

BT06/060 Angel Feather/Angel T: Heal

**G0****Set 6: Breaker of Limits Booster Pack****God-eating Zombie Shark**

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

BT06/061 Granblue/Zombie No Trigger

**G3****Stormride Ghost Ship**[C] [(V)/(R)]: Restraint (This cannot attack.)  
[A] [(V)/(R)]: When your ::Granblue:: is placed from the DZ to (R), this loses Restraint for the turn.  
[A] [(V)]: When this is Boosted by a ::Granblue::, this gains +5000 Pow for the battle.  
BT06/062 Granblue/Ghost No Trigger**G2****Undead Pirate of the Frigid Night**

[A] [(V)/(R)]: When this attacks, and you have fewer cards in your hand than your Opp., this gains +3000 Pow for the battle.

BT06/063 Granblue/Ghost No Trigger

**G2****Sea Navigator, Silver**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Granblue:: RGs, draw a card.

BT06/064 Granblue/Vampire No Trigger

**G2****Skeleton Colossus**

[A] [(V)]: [Discard a ::Granblue:: from your hand to the DZ] At the start of your Ride Phase, if your Opp. has a Grade 2 or higher VG, may pay. If so, you may choose a "Skeleton Demon World Knight" in your DZ and Ride it. If you Ride this way, you cannot Normal Ride this Ride Phase.

BT06/065 Granblue/Skeleton No Trigger

**G1****Child Frank**

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

BT06/066 Granblue/Walkaroid No Trigger

**G1****John the Ghostie**

[A] [(R)]: When this Boosts a ::Granblue:: and the attack hits a VG, you may return this to your hand.

BT06/067 Granblue/Ghost No Trigger

**G1****Ripple Banshee**

[A]: When this is called to (R), choose 1 of your other ::Granblue:: That unit gains +2000 Pow for the turn.

BT06/068 Granblue/Ghost No Trigger

**G1****Dragon Spirit**

[A] [(R)]: [SB: (1)] When this Boosts "Ice Prison Necromancer, Cocytus", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT06/069 Granblue/Ghost No Trigger

**G1****Undead Pirate of the Cursed Rifle**

[A] [(V)/(R)]: [Discard a card from your hand to the DZ] When this attacks, may pay. If so, this gains +4000 Pow for the battle.

BT06/070 Granblue/Ghost No Trigger

**G1****Captain Nightkid**[A]: When another ::Granblue:: Rides on this, you may call this to (R).  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 10 cards from top of your LB and search for up to 1 ::Granblue::, and put it in the DZ. Shuffle your LB.

BT06/071 Granblue/Vampire No Trigger

**G0****Skeleton Assault Troops Captain**[A]: When another ::Granblue:: Rides on this, you may call this to (R).  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Granblue::, reveal it, and put it in your hand. Shuffle your LB.

BT06/072 Granblue/Skeleton No Trigger

**G0**

# Ghoul Cannonball

--No Text--

BT06/073 Granblue/Ghost T: Critical

G0

# Hook-weilding Zombie

--No Text--

BT06/074 Granblue/Zombie T: Draw

G0

**Doctor Rouge**  
(You may only have up to 4 ::Heal Trigger:: in your deck)

BT06/075 Granblue/Vampire T: Heal

GO

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**Hades Steersman**  
[A] [DZ]: When your Grade 3 ::Granblue:: is placed to (V), you may Call this to the (R) in the same column as that unit.

*BT06/076 Granblue/Ghost T: Stand*

**G0**

**Gigantech Crusher**  
[A] [(V)]: When this attacks, if you Called at least 4  
::Gold Paladin:: RGs this turn, this gains +10000  
Pow for the battle.

*BT06/077 Gold Paladin/Giant No Trigger*

**G3**

**Holy Mage, Manawydan**  
[A] [(V)/(R)]: When this is Boosted by a ::Gold Paladin::, this gains +2000 Pow for the battle.

*BT06/078 Gold Paladin/Elf No Trigger*

**G3**

## Set 6: Breaker of Limits Booster Pack

**Gigantech Commander**  
 [A] [(V)/(R)]: When this attacks, and you have more RGs than your Opp., this gains +3000 Pow for the battle.

*BT06/079 Gold Paladin/Giant No Trigger*

**G2**

**Sacred Guardian Beast, Elephas**  
 [A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Gold PALadin:: VG, may pay. If so, search your LB for up to 1 Grade 0 ::Gold PALadin:: Normal Unit and call it to (R). Shuffle your LB.

*BT06/080 Gold Paladin/Hi-Beast No Trigger*

**G2**

## Providence Strategist

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Gold Paladin:: RGs, draw a card.

BT06/081 *Gold Paladin/Human No Trigger*

G2

**Knights of Elegant Skills, Gareth**  
--No Text--

BT06/082 Gold Paladin/Human No Trigger

**G1**

**Waving Owl**  
[A] [(R)]: When this Boosts a ::Gold Paladin:: and the attack hits a VG, you may return this to your hand.

*BT06/083 Gold Paladin/Hi-Beast No Trigger*

**G1**

**Little Battler, Tron**  
[A] [(R)]: When this Boosts a ::Gold Paladin:: VG, and you have more RGs than your Opp., the Boosted unit gains +4000 Pow for the battle.

*BT06/084 Gold Paladin/Giant No Trigger*

**G1**

**Little Fighter, Cron**  
 [A]: When another ::Gold Paladin:: Rides on this, you may call this to (R).  
 [S] ([R]): [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Gold Paladin::, reveal it, and put it in your hand. Shuffle your LB.

*BT06/085 Gold Paladin/Giant No Trigger*

G0

**Greeting Drummer**  
--No Text--

BT06/086 Gold Paladin/Human T: Stand

**G0**

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

*BT06/087 Gold Paladin/Salamander T: Critical*

**G0**

## Breakthrough Dragon

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

BT06/088 Narukami/Thunder Dragon No Trigger

G3

**Hex Cannon Wyvern**  
 [A] [(V)/(R)]: When this attacks, if your Opp. has 3 or more cards in the Damage Zone, this gains +3000 Pow for the battle.

**Dragon Monk, Ensei**  
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Narukami::: RGs, draw a card.

*BT06/090 Narukami/Human No Trigger*

**G2**

Red River Dragon

--No Text--

BT06/091 Narukami/Human No Trigger

G1

Stealth Fighter

[A] [(R)]: When this Boosts a ::Narukami:: and the attack hits a VG, you may return this to your hand.

BT06/092 Narukami/Demon No Trigger

G1

Lizard Soldier, Yowsh

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

BT06/093 Narukami/Dragonman No Trigger

G1

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Spark Kid Dragoon

[A]: When another ::Narukami:: Rides on this, you may call this to (R).  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Narukami::, reveal it, and put it in your hand. Shuffle your LB.

BT06/094 Narukami/Human No Trigger

G0

Dragon Dancer, Catharina

--No Text--

BT06/095 Narukami/Human T: Stand

G0

Malevolent Djinn

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

BT06/096 Narukami/Demon T: Critical

G0

Set 6: Breaker of Limits Booster Pack

Moai the Great

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

BT06/097 Nova Grappler/Alien No Trigger

G3

Beast Deity, Black Tortoise

[A] [(V)/(R)]: When this hits a VG with an attack, if if you have a ::Nova Grappler:: VG, look at up to 5 cards from top of your LB and search for up to 1 "Beast God, Azure Dragon", reveal it, and put it in your hand. Put the rest on bottom of the LB in any order.

BT06/098 Nova Grappler/Battlroid No Trigger

G2

Marvelous Hani

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Nova Grappler:: RGs, draw a card.

BT06/099 Nova Grappler/Alien No Trigger

G2

Almighty Reporter

[A] [(R)]: When this Boosts a ::Nova Grappler:: and the attack hits a VG, you may return this to your hand.

BT06/100 Nova Grappler/Walkaroid No Trigger

G1

Beast Deity, Scarlet Bird

[A] [(V)/(R)]: When this hits a VG with an attack, if if you have a ::Nova Grappler:: VG, look at up to 5 cards from top of your LB and search for up to 1 "Beast Deity, Azure Dragon", reveal it, and put it in your hand. Put the rest on bottom of the LB in any order.

BT06/101 Nova Grappler/Battlroid No Trigger

G1

Red Card Dealer

--No Text--

BT06/102 Nova Grappler/Alien T: Stand

G0

Circular Saw, Kiriel

[A] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): When this attacks VG, this gains +5000 Pow for the battle.  
[A]: [CB: (1)] When this is placed to (V), may pay. If so, choose a face-up ::Angel Feather:: in your Damage Zone and call it to (R), and put the top card of your LB face-down in the Damage Zone.

BT06/S01 Angel Feather/Angel No Trigger

G3

Battle Cupid, Nociel

[A]: [Choose an ::Angel Feather:: in your hand and put it in the Damage Zone] When this is placed to (G), if you have an ::Angel Feather:: VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.

BT06/S02 Angel Feather/Angel No Trigger

G1

Ice Prison Necromancer, Cocytus

[A] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): When this attacks VG, this gains +5000 Pow for the battle.  
[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose a ::Granblue:: in your DZ and call it to an (R).

BT06/S03 Granblue/Skeleton No Trigger

G3

Incandescent Lion, Blond Ezel

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (2)] If you have 4 or fewer RGs, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB. If a unit was called this way, this gains Pow equal to the called unit's printed Pow for the turn.  
[C] [(V)]: During your turn, this gains +1000 Pow for each ::Gold Paladin:: RG you have.

BT06/S04 Gold Paladin/Human No Trigger

G3

Player of the Holy Bow, Viviane

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if this is Boosted by a ::Gold Paladin:: and you have 4 or fewer RGs, may pay. If so, reveal the top card of your LB. If it's a ::Gold Paladin::, call it to a vacant (R), otherwise shuffle that LB.

BT06/S05 Gold Paladin/Elf No Trigger

G2

Dragonica Kaiser, Vermillion

[S] [(V)] [Limit Break: (4)] (Active when there are 4 or more cards in your Damage): [CB: (3)] This gains +2000 Pow and "[C] [(V)]: This unit battles all units in your Opp's Front Row with every attack" for the turn.  
[C] [(V)/(R)]: If you have a non-::Narukami:: VG or RG, this gets -2000 Pow.

BT06/S06 Narukami/Thunder Dragon No Trigger

G3

## Desert Gunner, Shiden

[A]: When this is placed to (V) or (R), if you have a  
 ::Narukami:: VG, choose 1 of your Opp.'s RGs.  
 That unit cannot Intercept for the turn.

BT06/S07 Narukami/Human No Trigger

## G2

### Beast Deity, Azure Dragon

[C] [(V)/(R)]: If you have a non-**Nova Grappler**:  
VG or RG, this gets -2000 Pow.

[A] [(V)]: [Discard a "Beast Deity, Azure Dragon" from hand to the DZ] When this hits a VG with an Attack, may pay. If so, choose up to 2 of your RGs and Stand them.

BT06/S08 Nova Grappler/Battlroid No Trigger

**G3****Cosmo Healer, Ergodiel**

[C] [(V)]: If "Fate Healer, Ergodiel" is in your Soul, this gains +1000 Pow.

[A] [(V): [(2), Discard a "Cosmo Healer, Ergodiel" from your hand to the DZ] When this hits a VG with an attack, may pay. If so, choose a card in your Damage Zone and Heal it.

*BT06/S09 Angel Feather/Angel No Trigger*

**G3**

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## Death Seeker, Thanatos

[A] [(R)]: [CB: (1), Retire this] When this hits a VG with an attack, if you have a ::Granblue:: VG, may pay. If so, choose a ::Granblue:: in your DZ that isn't "Death Seeker, Thanatos" and Call it to (R).

*BT06/S10 Granblue/Noble No Trigger*

**G3**

### Knight of Fury, Agravain

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[S] [(V)]: [SB: (8), CB: (5)] For the rest of the game, this gains +1 Crit and "[C] [(V)]: For each ::Gold Paladin:: RG you have, this gains +1000 Pow".

*BT06/S11 Gold Paladin/Demon No Trigger*

**G3**

**Vajra Emperor, Indra**

[A] [(V)]: [CB: (1)] When this attacks, may pay. If so, this gains +1 Crit for the battle for each "Adamant Thunder Emperor, Indra" in your (R).

BT06/S12 Narukami/Noble No Trigger

**G3**

## Set 6: Breaker of Limits Booster Pack

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