

Ultimate Dimensional Robot, Great Daiyuusha
 [C] [(V)] [LB(4)]: During your turn, if there are 3 or more units in your Soul whose name includes "Dimensional Robot", this gains +2000 Pow and +1 Crit.
 [C] [(V)/(R)]: If you have a non-::Dimension Police:: VG or RG, this gets -2000 Pow.
 [C] [(V)]: If "Super Dimensional Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.
 BT08/001 Dimension Police/Battroid No Trigger

G3

Galactic Super Beast, Zeal
 [C] [(V)] [LB(4)]: [CB: (2)] Choose 1 of your Opp.'s VG. It gets -1000 Pow for each of your ::Dimension Police:: RGs. This ability cannot be used again this turn.
 [C] [(V)]: If "Star Eater, Zeal" is in your Soul, this gains +1000 Pow.
 BT08/002 Dimension Police/Alien No Trigger

G3

Arboros Dragon "Sephrot"
 [C] [(V)] [LB(4)]: All your ::Neo Nectar:: Units gain "[C] [(V)/(R)]: During your turn, if you have another Unit with the same name as this in a (V) or (R), this gains +3000 Pow".
 [C] [(V)]: If "Arboros Dragon, Timber" is in your Soul, this gains +1000 Pow.
 BT08/003 Neo Nectar/Forest Dragon No Trigger

G3

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Musketeer of White Lily, Cecilia
 [S] [(V)] [LB(4)]: [CB: (1), choose 5 Normal Units in your DZ whose name includes "Musketeer" and put them on bottom of your LB in any order] Search your LB for up to 2 "Musketeer of White Lily, Cecilia" and call them to separate (R). Shuffle your LB. This ability cannot be used again this turn.
 [S] [(V)]: [Retire 1 of your RGs whose name includes "Musketeer"] Look at up to 5 cards from top of your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R). Shuffle your LB. This ability cannot be used again this turn.
 BT08/004 Neo Nectar/Bioroid No Trigger

G3

Blue Storm Dragon, Maelstrom
 [A] [(V)] [LB(4)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow and "[A] [(V)]: [CB: (1)] When this hits with an attack, may pay. If so, draw a card, and retire 1 of your Opp.'s RGs" for the battle.
 [C] [(V)/(R)]: If you have a non-::Aqua Force:: VG or RG, this gets -2000 Pow.
 BT08/005 Aqua Force/Tear Dragon No Trigger

G3

Hydro Hurricane Dragon
 [S] [(V)] [LB(4)]: [CB: (2)] This gains +3000 Pow and "[A] [(V)]: If this hits a VG with an attack, and it's the 4th battle or later of the turn, retire all your Opp.'s RGs" for the turn.
 [A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.
 BT08/006 Aqua Force/Tear Dragon No Trigger

G3

Set 8: Blue Storm Armada Booster Pack

Storm Rider, Basil
 [A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)
 BT08/007 Aqua Force/Aquaroid No Trigger

G2

Seal Magic Dragon, Dangarii
 [S] [(V)] [LB(4)]: [CB: (1), choose a card Bound by this and put it on bottom of the LB] Choose an Opp.'s Front Row RG and retire it. This ability cannot be used again this turn.
 [C] [(V)/(R)]: If you have no cards in your Bind Zone that was Bound by this, this gets -2000 Pow.
 [A]: When this is placed to (V), Bind the top 2 cards of your LB.
 BT08/008 Narukami/Thunder Dragon No Trigger

G3

Operator Girl, Mika
 [A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Dimension Police:: VG, may pay. If so, draw a card.
 BT08/009 Dimension Police/Human No Trigger

G2

Dimensional Robot, Daidragon
 [A] [(R)]: When this attacks, if you have a VG whose name includes "Dimensional Robot", this gains +3000 Pow for the battle.
 BT08/010 Dimension Police/Battroid No Trigger

G2

Musketeer of Cherry Blossom, August
 [A] [(R)]: When this attacks, if you have a VG whose name includes "Musketeer", this gains +3000 Pow for the battle.
 BT08/011 Neo Nectar/Bioroid No Trigger

G2

Musketeer of Convallarium, Kaivant
 [A]: [CB: (1), retire 1 of your other RGs whose name includes "Musketeer"] When this is placed to (V) or (R), if you have a ::Neo Nectar:: VG, may pay. If so, look at up to 4 cards from your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R), and shuffle your LB.
 BT08/012 Neo Nectar/Bioroid No Trigger

G2

Maiden of Rainbowwood
 [A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Neo Nectar:: VG, may pay. If so, draw a card.
 BT08/013 Neo Nectar/Dryad No Trigger

G2

Musketeer of Nymphaea, Roose
 [A] [(R)]: When this attacks, if you have a VG whose name includes "Musketeer", this gains +3000 Pow for the battle.
 BT08/014 Neo Nectar/Bioroid No Trigger

G1

Musketeer of Convallarium, Rebecca
 [A]: [CB: (1), retire 1 of your other RGs whose name includes "Musketeer"] When this is placed to (V) or (R), if you have a ::Neo Nectar:: VG, may pay. If so, look at up to 4 cards from your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R), and shuffle your LB.
 BT08/015 Neo Nectar/Bioroid No Trigger

G1

Military Dragon, Raptor Colonel
 [A] [(V)] [LB(4)]: [CB: (1), Retire 2 of your ::Tachikaze:: RGs] When this attacks a VG, may pay. If so, this gains Pow equal to the original printed Pow of the Units Retired by the cost for the battle.
 [C] [(V)]: If "Military Dragon, Raptor Captain" is in your Soul, this gains +1000 Pow.
 BT08/016 Tachikaze/Dino Dragon No Trigger

G3

Destruction Dragon, Darkrex
 [A] [Bind Zone] [LB(4)]: [Retire 3 of your ::Tachikaze:: RGs] At the start of the Closed Step of the battle that your Grade 3 or higher ::Tachikaze:: VG attacks, if the attack did not hit, may pay. If so, Ride this.
 [S] [Hand]: [Bind this] Choose up to 2 of your ::Tachikaze:: units. That unit gains +3000 Pow for the turn.
 BT08/017 Tachikaze/Dino Dragon No Trigger

G3

Tear Knight, Valeria
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have an ::Aqua Force:: VG, and it's the 4th or later battle of the turn, Retire 1 of your Opp.'s RGs.
 BT08/018 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.
 BT08/019 Aqua Force/Aquaroid No Trigger

G1

Armed Instructor, Bison
 [A] [(V)] [LB(4)]: During your End Phase, when your ::Great Nature:: RG is placed in your DZ, choose up to 2 cards in your Damage Zone and turn them face-up.
 [S] [(V)]: [CB: (2)] Choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn. At the start of the End Phase of the turn, Retire that unit.
 BT08/020 Great Nature/Warbeast No Trigger

G3

Enigman Cyclone
 [A] [(V)]: At the start of your Attack Step, if the Pow of this unit is 14000 or higher, this gains "[A] [(V)]: When this hits a VG with an attack, Retire 1 of your Opp.'s RG" for the battle.
 BT08/021 Dimension Police/Alien No Trigger

G3

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Lady Justice
 [A] [(V)/(R)]: When this attacks a VG, if you have a ::Dimension Police:: VG, this gains +2000 Pow for the battle.
 BT08/022 Dimension Police/Alien No Trigger

G3

Underground Super Beast, Magmalord
 [A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.
 [S] [(V)]: [CB: (5), SB: (8)] Choose 1 of your Opp.'s VG. That unit gets -5000 Pow for the turn, and Retire all your Opp.'s RGs whose Pow is 5000 or lower.
 BT08/023 Dimension Police/Alien No Trigger

G3

Star Eater, Zeal
 [C] [(V)]: If "Eye of Destruction, Zeal" is in your Soul, this gains +1000 Pow.
 [A]: When "Galactic Super Beast, Zeal" Rides on this, if "Eye of Destruction, Zeal" is in your Soul, choose 1 of your Opp.'s VGs. That unit gets -3000 Pow for the turn.
 BT08/024 Dimension Police/Alien No Trigger

G2

Set 8: Blue Storm Armada Booster Pack

Dimensional Robot, Dailander
 [A]: [CB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units whose name includes "Dimensional Robot". That unit gains +4000 Pow for the turn.
 BT08/025 Dimension Police/Battroid No Trigger

G1

Dimensional Robot, Goyuusha
 [A]: When another ::Dimension Police:: Rides on this, you may Call this to (R).
 [S] [(R)]: [Choose 4 of your Rearguards whose name includes "Dimensional Robot" and put them in Soul] If you have a Grade 2 or higher VG whose name includes "Dimensional Robot", search your LB for up to 1 Grade 3 unit whose name includes "Dimensional Robot", Ride it, and shuffle your LB.
 BT08/026 Dimension Police/Battroid No Trigger

G0

Young Beast, Zeal
 [A]: When "Eye of Destruction, Zeal" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Galactic Super Beast, Zeal" or 1 "Star Eater, Zeal", reveal it, and put it in your hand. Shuffle your LB.
 [A]: When a ::Dimension Police:: that is not "Eye of Destruction, Zeal" Rides on this, you may Call this to (R).
 BT08/027 Dimension Police/Alien No Trigger

G0

Arboros Dragon "Timber"
 [C] [(V)]: If "Arboros Dragon 'Branch'" is in your Soul, this gains +1000 Pow.
 [A]: When "Arboros Dragon 'Sephrot'" Rides on this, if "Arboros Dragon 'Branch'" is in your Soul, choose 1 of your RGs. Search your LB for up to 1 card with the same name as the chosen RG and Call it to (R), and shuffle your LB.
 BT08/028 Neo Nectar/Forest Dragon No Trigger

G2

Arboros Dragon "Ratooun"
 [A]: When "Arboros Dragon 'Branch'" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Arboros Dragon 'Sephrot'" or 1 "Arboros Dragon 'Timber'", reveal it, and put it in your hand. Shuffle your LB.
 [A]: When a ::Neo Nectar:: that is not "Arboros Dragon 'Branch'" Rides on this, you may Call this to (R).
 BT08/029 Neo Nectar/Forest Dragon No Trigger

G0

Military Dragon, Raptor Captain
 [C] [(V)]: If "Military Dragon, Raptor Sergeant" is in your Soul, this gains +1000 Pow.
 [A]: When "Military Dragon, Raptor Colonel" Rides on this, if "Military Dragon, Raptor Sergeant" is in your Soul, search your LB for up to 1 "Military Dragon, Raptor Captain" and call it to (R). Shuffle your LB.
 BT08/030 Tachikaze/Dino Dragon No Trigger

G2

Winged Dragon, Slashptera
 [A]: During your Battle Phase, when this is placed from (R) to DZ, choose 1 of your ::Tachikaze::.. That unit gains +3000 Pow for the turn.
 BT08/031 Tachikaze/Dino Dragon No Trigger

G2

Charging Dragon, Bargepharus
 [A] [(V)/(R)]: When this attacks, if your ::Tachikaze:: was placed from (R) to DZ during this turn, this gains +3000 Pow for the battle.
 BT08/032 Tachikaze/Dino Dragon No Trigger

G2

Winged Dragon, Beamptera
 [A]: During your Battle Phase, when this is placed from (R) to DZ, choose 1 of your ::Tachikaze::.. That unit gains +3000 Pow for the turn.
 BT08/033 Tachikaze/Dino Dragon No Trigger

G1

Military Dragon, Raptor Soldier
 [A]: When "Military Dragon, Raptor Sergeant" Rides on this, look at up to 7 cards from top of your LB and choose up to either 1 "Military Dragon, Raptor Colonel" or 1 "Military Dragon, Raptor Captain", reveal it, and put it in your hand. Shuffle your LB.
 [A]: When a ::Tachikaze:: that is not "Military Dragon, Raptor Sergeant" Rides on this, you may Call this to (R).
 BT08/034 Tachikaze/Dino Dragon No Trigger

G0

Storm Rider, Diamantes
 [A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)
 BT08/035 Aqua Force/Aquaroid No Trigger

G3

Tear Knight, Lazarus
 --No Text--
 BT08/036 Aqua Force/Aquaroid No Trigger

G2

Storm Rider, Eugen
 [A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)
 BT08/037 Aqua Force/Aquaroid No Trigger
 G1

Torpedo Rush Dragon
 [A] [(R)]: When this Boosts an ::Aqua Force::, if you have an ::Aqua Force:: VG, and it's the 4th battle or later of the turn, the Boosted Unit gains +3000 Pow for the battle.
 BT08/038 Aqua Force/Tear Dragon No Trigger
 G1

Aqua Breath Dracokid
 [A]: When another ::Aqua Force:: Rides on this, you may Call this to (R).
 [S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Aqua Force:: That unit gains +1000 Pow and "[A] When this hits a VG with an attack, if you have an ::Aqua Force:: VG, and it's the 4th battle or later of the turn, draw a card" for the turn.
 BT08/039 Aqua Force/Tear Dragon No Trigger
 G0

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Sealed Knight of Lightning Tooth and Demonic Lance
 [C] [(V)/(R)]: **Restraint**
 [S] [(V)/(R)]: [CB: (1)] If you have a ::Narukami:: VG, this loses **Restraint** for the turn.
 [A] [(V)/(R)]: When this attacks, if you have a ::Narukami:: VG, this gains +2000 Pow for the battle.
 BT08/040 Narukami/Human No Trigger
 G2

Compass Lion
 [A] [(V)/(R)]: At the start of the End Phase during your turn, choose 1 of your RGs and Retire it.
 BT08/041 Great Nature/Hi-Beast No Trigger
 G2

Twirling Duckbill
 [A]: During your MP, when this is placed to (R), choose 1 of your other ::Great Nature:: RGs. That unit gains "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.
 BT08/042 Great Nature/Hi-Beast No Trigger
 G1

Set 8: Blue Storm Armada Booster Pack

Time-Space Ninja, Tsukikage
 [A] [(V)/(R)]: When this is Boosted by a ::Dimension Police::, this gains +2000 Pow.
 BT08/043 Dimension Police/Alien No Trigger
 G3

Cosmic Mothership
 [A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Dimension Police:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the beginning of the End Phase of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.
 BT08/044 Dimension Police/Battroid No Trigger
 G2

Cosmic Rider
 [A]: When this is placed to (R), choose 1 of your ::Dimension Police:: That unit gains +2000 Pow for the turn.
 BT08/045 Dimension Police/Battroid No Trigger
 G2

Charging Monster, Gunrock
 [A] [(V)/(R)]: When this attacks, if the Pow of the Battle Opp. is 8000 or lower, this gains +3000 Pow for the battle.
 BT08/046 Dimension Police/Alien No Trigger
 G2

Eye of Destruction, Zeal
 [C] [(V)]: If "Young Monster, Zeal" is in your Soul, this gains +1000 Pow.
 [A]: When "Star Eater, Zeal" Rides on this, if "Young Monster, Zeal" is in your Soul, choose 1 of your Opp.'s VGs. That unit gets -3000 Pow for the turn.
 BT08/047 Dimension Police/Alien No Trigger
 G1

Dimensional Robot, Daimariner
 [S] [Soul]: [Put this in DZ] Choose 1 of your ::Dimensional Police:: VGs. That unit gains +3000 Pow for the turn.
 BT08/048 Dimension Police/Battroid No Trigger
 G1

Strange Admiral, Gogotto
 [A] [(R)]: When this Boosts a ::Dimension Police:: and the attack hits a VG, you may return this to your hand.
 BT08/049 Dimension Police/Alien No Trigger
 G1

Psychic Grey
 [A] [(R)]: When this Boosts a ::Dimension Police:: VG and the Pow of the Battle Opp. of the Boosted Unit is 8000 or lower, the Boosted Unit gains +4000 Pow for the turn.
 BT08/050 Dimension Police/Alien No Trigger
 G1

Speedster
 [A]: When this is placed to (R), choose 1 of your ::Dimension Police:: That unit gains +2000 Pow for the turn.
 BT08/051 Dimension Police/Battroid No Trigger
 G1

Fighting Saucer
 [A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Dimension Police:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the beginning of the End Phase of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.
 BT08/052 Dimension Police/Battroid No Trigger
 G1

Warrior of Destiny, Dai
 [A]: When another ::Dimension Police:: Rides on this, you may Call this to (R).
 [S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher ::Dimension Police::, reveal it, and put it in your hand. Shuffle your LB.
 BT08/053 Dimension Police/Human No Trigger
 G0

Gem Monster, Jewelmine
 --No Text--
 BT08/054 Dimension Police/Alien T: Draw
 G0

Piercing Sound Monster, Dissiberon
--No Text--

BT08/055 Dimension Police/Alien T: Stand

G0

Dissection Monster, Kaizone
(You may have no more than 4 :Heal Trigger: in your Deck)

BT08/056 Dimension Police/Alien T: Heal

G0

Dimensional Robot, Daibattles
[S] [Soul]: [Put this in DZ] Choose 1 of your :Dimensional Police:: VGs. That unit gains +3000 Pow for the turn.

BT08/057 Dimension Police/Battroid T: Critical

G0

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Musketeer of Black Lily, Helman
[A] [(V)/(R)]: When this is Boosted by a :Neo Nectar::, this gains +2000 Pow.

BT08/058 Neo Nectar/Bioroid No Trigger

G3

World Snake, Uroboros
[A] [(V)/(R)]: [Discard a card from your hand] When this hits with an attack, if you have a :Neo Nectar:: VG, may pay. If so, draw a card.

BT08/059 Neo Nectar/Hi-Beast No Trigger

G3

Baku-San-Tomato
[A] [(V)/(R)]: When this hits a VG with an attack, choose 1 of your :Neo Nectar:: units. That unit gains +3000 Pow for the turn.

BT08/060 Neo Nectar/Dryad No Trigger

G3

Set 8: Blue Storm Armada Booster Pack

World Supporting Turtle, Akubarra
[A] [(R)]: When this hits a VG with an attack, choose 1 of your :Neo Nectar:: units. That unit gains +3000 Pow for the turn.

BT08/061 Neo Nectar/Hi-Beast No Trigger

G2

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

BT08/062 Neo Nectar/Bioroid No Trigger

G2

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

BT08/063 Neo Nectar/Dryad No Trigger

G2

Arboros Dragon "Branch"
[C] [(V)]: If "Arboros Dragon 'Ratooun'" is in your Soul, this gains +1000 Pow.
[A]: When "Arboros Dragon 'Timber'" Rides on this, if "Arboros Dragon 'Ratooun'" is in your Soul, choose 1 of your RGs. Search your LB for up to 1 card with the same name as the chosen RG and Call it to (R), and shuffle your LB.

BT08/064 Neo Nectar/Forest Dragon No Trigger

G1

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

BT08/065 Neo Nectar/Bioroid No Trigger

G1

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

BT08/066 Neo Nectar/Dryad No Trigger

G1

Fruits Basket Elf
[A] [(R)]: [CB: (1)] When this Boosts a :Neo Nectar:: attacking a VG, if you have a :Neo Nectar:: VG, may pay. If so, during this battle, your Opp. cannot Normal Call a unit to (G), and the Boosted unit cannot deal damage even if the attack hits.

BT08/067 Neo Nectar/Elf No Trigger

G1

Musketeer of Rapeseed, Kira
[A]: When another :Neo Nectar:: Rides on this, you may Call this to (R).
[S] [(R)]: [CB: (1)]. Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher :Neo Nectar::, reveal it, and put it in your hand. Shuffle your LB.

BT08/068 Neo Nectar/Bioroid No Trigger

G0

Musketeer of Night Queen, Daniel
--No Text--

BT08/069 Neo Nectar/Bioroid T: Critical

G0

Four-Leaved Fairy
--No Text--

BT08/070 Neo Nectar/Sylph T: Draw

G0

Maiden of Morning Glory
--No Text--

BT08/071 Neo Nectar/Dryad T: Stand

G0

Musketeer of Hibiscus, Hanna
(You may have no more than 4 :Heal Trigger: in your Deck)

BT08/072 Neo Nectar/Bioroid T: Heal

G0

Savage Warchief
 [A] [(V)/(R)]: When this is Boosted by a ::Tachikaze::, this gains +2000 Pow.

BT08/073 Tachikaze/Human No Trigger

G3

Fortress Dragon, Brachiocastle
 [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 "Transporting Dragon, Brachiporter" and Call it to (R). Shuffle your LB.

BT08/074 Tachikaze/Dino Dragon No Trigger

G3

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

BT08/075 Tachikaze/Human No Trigger

G2

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Aircraft Carrier Dragon, Brachicarrier
 [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 "Fortress Dragon, Brachiocastle" and Call it to (R). Shuffle your LB.

BT08/076 Tachikaze/Dino Dragon No Trigger

G2

Military Dragon, Raptor Sergeant
 [C] [(V)]: If "Military Dragon, Raptor Soldier" is in your Soul, this gains +1000 Pow.
 [A]: When "Military Dragon, Raptor Captain" Rides on this, if "Military Dragon, Raptor Soldier" is in your Soul, search your LB for up to 1 "Military Dragon, Raptor Sergeant" and Call it to (R). Shuffle your LB.

BT08/077 Tachikaze/Dino Dragon No Trigger

G1

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

BT08/078 Tachikaze/Human No Trigger

G1

Set 8: Blue Storm Armada Booster Pack

Fortress Ammonite
 [A] [(R)]: [Discard a card from your hand] When this Boosts and the attack hits, may pay. If so, draw a card.

BT08/079 Tachikaze/Hi-Beast No Trigger

G1

Transporting Dragon, Brachiporter
 [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 "Aircraft Carrier Dragon, Brachiocarrier" and Call it to (R). Shuffle your LB.

BT08/080 Tachikaze/Dino Dragon No Trigger

G1

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

BT08/081 Tachikaze/Dino Dragon No Trigger

G0

Dragon Bird, Firepterox
 --No Text--

BT08/082 Tachikaze/Dino Dragon T: Critical

G0

Carry Trilobite
 --No Text--

BT08/083 Tachikaze/Insect T: Draw

G0

Heavy Cannon Beast of the Female Chieftain
 --No Text--

BT08/084 Tachikaze/Hi-Beast T: Stand

G0

Steel Wall Dragon, Steelsaurus
 (You may have no more than 4 ::Heal Trigger: in your Deck)

BT08/085 Tachikaze/Dino Dragon T: Heal

G0

Giant Soldier of the Pyroxene Mines
 [A] [(V)/(R)]: When this is Boosted by an ::Aqua Force::, this gains +2000 Pow for the battle.

BT08/086 Aqua Force/Battroid No Trigger

G3

Adviser of the Distant Sea, Vasilis
 [A] [(V)/(R)]: [Discard a card from your hand] When this hits with an attack, if you have an ::Aqua Force:: VG, may pay. If so, draw a card.

BT08/087 Aqua Force/Aquaroid No Trigger

G3

Battle Veteran Strategic Commander
 [A]: [CB: (1)] When this is placed to (V) or (R), if you have an ::Aqua Force:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the beginning of the End Phase of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT08/088 Aqua Force/Aquaroid No Trigger

G2

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

BT08/089 Aqua Force/Hi-Beast No Trigger

G2

Tear Knight, Teo
 --No Text--

BT08/090 Aqua Force/Aquaroid No Trigger

G1

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

BT08/091 Aqua Force/Aquaroid No Trigger

G1

Steady Strategic Commander
 [A]: [CB: (1)] When this is placed to (V) or (R), if you have an ::Aqua Force:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the beginning of the End Phase of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT08/092 Aqua Force/Aquaroid No Trigger

G1

Officer Cadet, Eric
 [A]: When another ::Aqua Force:: Rides on this, you may Call this to (R).
 [S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from the top of your LB and choose up to 1 Grade 3 or higher ::Aqua Force::, reveal it, and put it in your hand. Shuffle your LB.

BT08/093 Aqua Force/Aquaroid No Trigger

G0

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Mothership Intelligence
 --No Text--

BT08/094 Aqua Force/Walkaroid T: Critical

G0

Spotter Sea Gull Soldiers
 --No Text--

BT08/095 Aqua Force/Hi-Beast T: Stand

G0

Demonic Black Maiden, Carrie
 [A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.
 [A] [(R)]: When this attacks, if you have more RGs than your Opp., this gains +1000 Pow for the battle.

BT08/096 Narukami/Noble No Trigger

G3

Set 8: Blue Storm Armada Booster Pack

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

BT08/097 Narukami/Demon No Trigger

G2

Sealed Knight of the Purple Lightning Magic Sword
 [C] [(R)]: This gets -4000 Pow.
 [A] [(V)/(R)]: When this attacks, if you have a ::Narukami:: VG, this gains +2000 Pow.

BT08/098 Narukami/Human No Trigger

G1

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

BT08/099 Narukami/Demon No Trigger

G1

Seal Priest, Koukou
 [A]: When another ::Narukami:: Rides on this, you may Call this to (R).
 [S] [(R)]: [SB: (1)] Choose 1 of your ::Narukami:: VG or RG's [C] effect. That unit loses that effect for the turn.

BT08/100 Narukami/Human No Trigger

G0

Mischievous Girl, Kyonshi
 --No Text--

BT08/101 Narukami/Zombie T: Draw

G0

Blackboard Ohm
 [A]: When another ::Great Nature:: Rides on this, you may Call this to (R).
 [S] [(R)]: [Put this in Soul] Choose 1 of your ::Great Nature:: RGs. That unit gains "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.

BT08/102 Great Nature/Hi-Beast No Trigger

G0

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

BT08/S01 Dimension Police/Battroid No Trigger

G3

Galactic Super Beast, Zeal
 [C] [(V)] [LB(4)]: [CB: (2)] Choose 1 of your Opp.'s VG. It gets -1000 Pow for each of your ::Dimension Police:: RGs. This ability cannot be used again this turn.
 [C] [(V)]: If "Star Eater, Zeal" is in your Soul, this gains +1000 Pow.

BT08/S02 Dimension Police/Alien No Trigger

G3

Arboros Dragon "Sephrot"
 [C] [(V)] [LB(4)]: All your ::Neo Nectar:: Units gain "[C] [(V)/(R)]: During your turn, if you have another Unit with the same name as this in a (V) or (R), this gains +3000 Pow".
 [C] [(V)]: If "Arboros Dragon, Timber" is in your Soul, this gains +1000 Pow.

BT08/S03 Neo Nectar/Forest Dragon No Trigger

G3

Musketeer of White Lily, Cecilia
 [S] [(V)] [LB(4)]: [CB: (1), choose 5 Normal Units in your DZ whose name includes "Musketeer" and put them on bottom of your LB in any order] Search your LB for up to 2 "Musketeer of White Lily, Cecilia" and call them to separate (R). Shuffle your LB. This ability cannot be used again this turn.
 [S] [(V)]: [Retire 1 of your RGs whose name includes "Musketeer"] Look at up to 5 cards from top of your LB and choose up to 1 card whose name includes "Musketeer" and Call it to (R). Shuffle your LB. This ability cannot be used again this turn.

BT08/S04 Neo Nectar/Bioroid No Trigger

G3

Blue Storm Dragon, Maelstrom
 [A] [(V)] [LB(4)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow and [A] [(V)]: [CB: (1)] When this hits with an attack, may pay. If so, draw a card, and retire 1 of your Opp.'s RGs for the battle.
 [C] [(V)/(R)]: If you have a non-::Aqua Force:: VG or RG, this gets -2000 Pow.

BT08/S05 Aqua Force/Tear Dragon No Trigger

G3

Hydro Hurricane Dragon
 [S] [(V)] [LB(4)]: [CB: (2)] This gains +3000 Pow and "[A] [(V)]" If this hits a VG with an attack, and it's the 4th battle or later of the turn, retire all your Opp.'s RGs" for the turn.
 [A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT08/S06 Aqua Force/Tear Dragon No Trigger

G3

Storm Rider, Basil
 [A] [(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, and it's the 1st battle of the turn, this gains +2000 Pow for the battle, and at the start of the Closed Step of the battle, Exchange the location of this and the other ::Aqua Force:: RG in the same column as this. (Card facing does not change.)

BT08/S07 Aqua Force/Aquaroid No Trigger

G2

Seal Magic Dragon, Dangarii
 [S] [(V)] [LB(4)]: [CB: (1), choose a card Bound by this and put it on bottom of the LB] Choose an Opp.'s Front Row RG and retire it. This ability cannot be used again this turn.
 [C] [(V)/(R)] If you have no cards in your Bind Zone that was Bound by this, this gets -2000 Pow.
 [A]: When this is placed to (V), Bind the top 2 cards of your LB.

BT08/S08 Narukami/Thunder Dragon No Trigger

G3

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

BT08/S09 Dimension Police/Human No Trigger

G2

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

BT08/S10 Neo Nectar/Dryad No Trigger

G2

Military Dragon, Raptor Colonel
 [A] [(V)] [LB(4)]: [CB: (1), Retire 2 of your ::Tachikaze:: RGs] When this attacks a VG, may pay. If so, this gains Pow equal to the original printed Pow of the Units Retired by the cost for the battle.
 [C] [(V)]: If "Military Dragon, Raptor Captain" is in your Soul, this gains +1000 Pow.

BT08/S11 Tachikaze/Dino Dragon No Trigger

G3

Destruction Dragon, Darkrex
 [A] [Bind Zone] [LB(4)]: [Retire 3 of your ::Tachikaze:: RGs] At the start of the Closed Step of the battle that your Grade 3 or higher ::Tachikaze:: VG attacks, if the attack did not hit, may pay. If so, Ride this.
 [S] [Hand]: [Bind this] Choose up to 2 of your ::Tachikaze:: units. That unit gains +3000 Pow for the turn.

BT08/S12 Tachikaze/Dino Dragon No Trigger

G3

Set 8: Blue Storm Armada Booster Pack
