Demon King, Dudley Emperor
[A] [(V)] [Limit Break: (4)] [CB: (2), Put 2 ::Spike Brothers:: from hand to Soul] When this attacks a VG, may pay. If so, search your LB for up to 2 ::Spike Brothers:: and call them to separate vacant (R). Shuffle your LB.
[A] [(V)]: When this is Boosted by a ::Spike Brothers:: unit, this gains +3000 Pow for that battle.

EB03/001 Spike Brothers/Walkaroid No Trigger

G3

Spectral Duke Dragon
[A] [(V)] [Limit Break: (4)] [CB: (2), Retire 3 of your ::Gold Paladin:: RGs] At the start of the Close Step in which this attacked a VG, may pay. If so, Stand this, and this loses "Twin Drive!!" for the turn.
[C] [(V)]: If "Knight of Black Dragon, Voltimer" is in your Soul, this gains +1000 Pow.

EB03/002 Gold Paladin/Abyss Dragon No Trigger

G3

Reckless Express
[A] [(R)]: [SB: (1)] When this attacks, may pay. If so, this gains +5000 Pow, and at the start of the Close Step of that battle, return this to your LB, and shuffle your LB.

EB03/003 Spike Brothers/Walkaroid No Trigger

G1

Battle God Mutant, Master Beetle
[A] [(V)] [Limit Break: (4)] [CB: (3)] When this attacks a VG, may pay. If so, choose up to 2 of your Opp.'s RGs. Those units do not Stand during your Opp.'s next Stand Phase.
[C] [(V)/(R)]: If you have a non-::Megacolony:: VG or RG, this gets -2000 Pow.

EB03/004 Megacolony/Insect No Trigger

G3

Knight of White Dragon, Pendragon
[A] [(V)] [Limit Break: (4)]: At the start of your MP, look at the top 5 cards of your LB and search for up to 1 Grade 3 ::Royal Paladin::, Ride it, and shuffle that LB.
[A]: When this is placed to (V), this gains +5000 Pow for the turn.

EB03/005 Royal Paladin/Human No Trigger

G3

Magus of the Beginning, Ildonna
[A] [(V)] [Limit Break: (4)] [CB: (2), Retire 2 of your ::Shadow Paladin:: RGs] When this attacks, may pay. If so, draw up to 2 cards, and this gains +3000 Pow for the battle.
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

EB03/006 Shadow Paladin/Elf No Trigger

G3

Cavalry of Black Steel Extra Pack

Dragonic Lawkeeper
[S] [(V)] [LB:(4)]: [CB: (1)] Bind all your Opp.'s RGs. At the start of the End Phase for the turn, your Opp. chooses up to 4 cards in his or her Bind Zone that were Bound face-up by this effect and call them to separate (R)s, and put the other cards that were Bound by this effect in the DZ.
[A] [(V)]: When this attacks, if your Opp. has 2 or fewer RGs, thsi gains +3000 Pow for the battle.

EB03/007 Kagero/Flame Dragon No Trigger

G3

Jelly Beans
[S] [Hand]: [Reveal this card to your Opp. and put it on the bottom of the LB] If you have a ::Spike Brothers:: VG, search your LB for up to 1 Grade 2 or lower ::Spike Brothers:: whose name includes "Dudley", reveal it, and put it in your hand. Shuffle your LB.

EB03/008 Spike Brothers/Demon No Trigger

G3

Dudley Daisy
[A]: [CB: (1)] During your Battle Phase, when this is placed to (R), and you have a ::Spike Brothers:: VG, may pay. If so, this gains +5000 Pow for the turn.

EB03/009 Spike Brothers/Succubus No Trigger

G1

Bewitching Leader, Lady Butterfly
[A] [(V)/(R)]: When this attacks a VG, and you have a ::Megacolony:: VG, this gains +2000 Pow for the battle.

EB03/010 Megacolony/Insect No Trigger

G3

Toxic Trooper
[A] [(V)/(R)]: When this attacks, none of your Opp.'s units may Intercept for the battle.

EB03/011 Megacolony/Insect No Trigger

G2

Toxic Soldier
[A] [(V)/(R)]: When this attacks, none of your Opp.'s units may Intercept for the battle.

EB03/012 Megacolony/Insect No Trigger

G1

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

EB03/013 Gold Paladin/Giant No Trigger

G3

Knight of Black Dragon, Voltimer
[C] [(V)]: If "Herald of Darkness, Voltimer" is in your Soul, this gains +1000 Pow.
[A]: [Retire 1 of your ::Gold Paladin:: RGs] When "Spectral Duke Dragon" Rides on this, if "Herald of Darkness, Voltimer" is in your Soul, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Gold Paladin:: and call them to separate vacant (R), and put the rest on bottom of the LB in any order.

EB03/014 Gold Paladin/Human No Trigger

G2

Young Black Dragon, Voltimer
[A]: When "Herald of Darkness, Voltimer" Rides on this, look at the top 7 cards of your LB and search for up to 1 of either "Spectral Duke Dragon" or "Knight of Black Dragon, Voltimer", reveal it, and put it in your hand. Shuffle your Lbirary.
[A]: When a ::Gold Paladin:: that isn't "Herald of Darkness, Voltimer" Rides on this, you may call this to (R).

EB03/015 Gold Paladin/Human No Trigger

G0

Dudley Douglas
[A]: [CB: (1)] During your Battle Phase, when this is placed to (R), and you have a ::Spike Brothers:: VG, may pay. If so, this gains +5000 Pow for the turn.

EB03/016 Spike Brothers/Ogre No Trigger

G2

Valiant General, Zakari
[A] [(R)]: [SB: (1)] When this hits a VG with an attack, if you have a ::Spike Brothers:: VG, may pay. If so, draw a card, and at the start of the Close Step of the battle, return this to the LB, and shuffle the LB.

EB03/017 Spike Brothers/Ogre No Trigger

G2

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

EB03/018 Spike Brothers/Ogre No Trigger

G2

Medical Manager
[A]: When this is placed to (V) or (R), if you have a ::Spike Brothers:: VG, you may SC: (1).

EB03/019 Spike Brothers/Goblin No Trigger

G1

Intelligent General, Dark Bringer
[A]: When another ::Spike Brothers:: Rides on this, you may call this to (R).
[A] [(R)]: [Put this in Soul] When this hits with an attack, may pay. If so, choose up to 1 ::Spike Brothers:: in your hand and call it to (R).

EB03/020 Spike Brothers/Demon No Trigger

G0

Kung-Fu Kicker
--No Text--

EB03/021 Spike Brothers/Warbeast T: Stand

G0

Iron First Mutant, Rolly Polly
[A]: When this Intercepts, if you have a ::Megacolony:: VG, this gains +5000 Shield for the Battle.

EB03/022 Megacolony/Insect No Trigger

G2

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

EB03/023 Megacolony/Insect No Trigger

G2

Machining Mosquito
[A]: When this is placed to (V) or (R), if you have a ::Megacolony:: VG, you may SC: (1).

EB03/024 Megacolony/Insect No Trigger

G1

Cavalry of Black Steel Extra Pack

Pest Doctor, Mad Fly
[A] [(R)]: [Discard a card from hand to the DZ] When this Boosts and the attack hits, may pay. If so, draw a card.

EB03/025 Megacolony/Insect No Trigger

G1

Megacolony Combatant C
[A]: When another ::Megacolony:: Rides on this, you may call this to (R).
[A] [(R)]: [CB: (1), put this in Soul] When this Boosts another ::Megacolony:: and the attack hits a VG, may pay. If so, choose 1 of your Opp.'s RGs. That unit doesn't Stand during oyur Opp.'s next Stand Phase.

EB03/026 Megacolony/Insect No Trigger

G0

Awaking Dragonfly
--No Text--

EB03/027 Megacolony/Insect T: Stand

G0

Flash Edge Valkyrie
[A]: [CB: (1)] When this is placed from the LB to the (R), if you have a ::Gold Paladin:: VG, may pay. If so, look at the top card of your LB and search for up to 1 ::Gold Paladin:: and call it to a vacant (R). Put the rest on the bottom of the LB.

EB03/028 Gold Paladin/Elf No Trigger

G2

Herald of Darkness, Voltimer
[C] [(V)]: If "Young Black Dragon, Voltimer" is in your Soul, this gains +1000 Pow.
[A]: [Retire 1 of your ::Gold Paladin:: RGs] When "Knight of Black Dragon, Voltimer" Rides on this, if "Young Black Dragon, Voltimer" is in your Soul, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Gold Paladin:: and call them to separate vacant (R)s. Put the rest on the bottom of the LB.

EB03/029 Gold Paladin/Human No Trigger

G1

Blade Feather Valkyrie
[A] [(R)]: [CB: (1)] When this Boosts "Flash Edge Valkyrie" and the attack hits a VG, if you have a ::Gold Paladin:: VG, may pay. If so, look at the top card of your LB and search for up to 1 ::Gold Paladin:: and call it to a vacant (R). Put the rest on the bottom of the LB.

EB03/030 Gold Paladin/Elf No Trigger

G1

Warhorse, Raging Storm
[A]: When this is placed to (V) or (R), if you have a ::Gold Paladin:: VG, choose up to 1 ::Gold Paladin:: in your hand and put it in Soul.

EB03/031 Gold Paladin/Hi-Beast No Trigger

G1

Falcon Knight of the Azure Sky
[A]: When this is placed from the LB to (R), choose 1 of your other ::Gold Paladin::. That unit gains +2000 Pow for the turn.

EB03/032 Gold Paladin/Human T: Draw

G0

Knight of Determination, Ramorok
--No Text--

EB03/033 Royal Paladin/Elf No Trigger

G2

Knight of Battle Aura, Dordona
--No Text--

EB03/034 Shadow Paladin/Human No Trigger

G2

Cross Shot, Gaav
--No Text--

EB03/035 Kagero/Human No Trigger

G2

Demon King, Dudley Emperor
[A] [(V)]: [Limit Break: (4)] [CB: (2), Put 2 ::Spike Brothers:: from hand to Soul] When this attacks a VG, may pay. If so, search your LB for up to 2 ::Spike Brothers:: and call them to separate vacant (R). Shuffle your LB.
[A] [(V)]: When this is Boosted by a ::Spike Brothers:: unit, this gains +3000 Pow for that battle.

EB03/S01 Spike Brothers/Walkaroid No Trigger

G3

Spectral Duke Dragon
[A] [(V)] [Limit Break: (4)] [CB: (2), Retire 3 of your ::Gold Paladin:: RGs] At the start of the Close Step in which this attacked a VG, may pay. If so, Stand this, and this loses "Twin Drive!!" for the turn.
[C] [(V)]: If "Knight of Black Dragon, Voltimer" is in your Soul, this gains +1000 Pow.

EB03/S02 Gold Paladin/Abyss Dragon No Trigger

G3

Battle God Mutant, Master Beetle
[A] [(V)] [Limit Break: (4)] [CB: (3)] When this attacks a VG, may pay. If so, choose up to 2 of your Opp.'s RGs. Those units do not Stand during your Opp.'s next Stand Phase.
[C] [(V)/(R)]: If you have a non-::Megacolony:: VG or RG, this gets -2000 Pow.

EB03/S03 Megacolony/Insect No Trigger

G3

Knight of White Dragon, Pendragon
[A] [(V)] [Limit Break: (4)]: At the start of your MP, look at the top 5 cards of your LB and search for up to 1 Grade 3 ::Royal Paladin::, Ride it, and shuffle that LB.
[A]: When this is placed to (V), this gains +5000 Pow for the turn.

EB03/S04 Royal Paladin/Human No Trigger

G3

Magus of the Beginning, Ildonna
[A] [(V)] [Limit Break: (4)] [CB: (2), Retire 2 of your ::Shadow Paladin:: RGs] When this attacks, may pay. If so, draw up to 2 cards, and this gains +3000 Pow for the battle.
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

EB03/S05 Shadow Paladin/Elf No Trigger

G3

Dragonic Lorekeeper
[S] [(V)] [Limit Break: (4)] [CB: (1)] Bind all your Opp.'s RGs. At the start of the End Phase for the turn, your Opp. chooses up to 4 cards in his or her Bind Zone that were Bound face-up by this effect and call them to separate (R)s, and put the other cards that were Bound by this effect in the DZ.
[A] [(V)]: When this attacks, if your Opp. has 2 or fewer RGs, thsi gains +3000 Pow for the battle.

EB03/S06 Kagero/Flame Dragon No Trigger

G3

Cavalry of Black Steel Extra Pack