

Perfectraizer
 [C] [(V)/(R)]: If you have no other unit with "raizer" in name, this gets -2000 Pow.
 [C] [(V)]: During your turn, for each card with "raizer" in name in your Soul, this gains +3000 Pow.
 [C] [(V)]: During your turn, if there are 4 or more cards with "raizer" in name in your Soul, this gains +1 Crit.
 [A]: When this is placed to (V), put all your RGs with "raizer" in name in your Soul.
EB01/001 Nova Grappler/Battroid No Trigger

G3

Dueling Dragon, ZANBAKU
 [C] [(V)/(R)]: If you have a non-::Murakumo:: VG or Rear-guard, this gets -2000 Pow.
 [A] [(V)]: At the start of your Opp.'s Ride Phase, if your Opp. has a Grade 3 or higher VG, your Opp. may discard a card from his or her hand. If not, your Opp. may not Normal Ride that Ride Phase.
EB01/002 Murakumo/Abyss Dragon No Trigger

G3

Hi-Power Raizer Custom
 [C] [(V)/(R)]: During your turn, if a "Battleraizer" is in the Back Row and in the same column as this, this gains +8000 Pow.
EB01/003 Nova Grappler/Battroid No Trigger

G2

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Golden Beast Tamer
 [C] [(V)/(R)]: ::Restrict:: (This cannot attack.)
 [S] [(V)/(R)]: [SB: (3)] This loses ::Restrict:: for the turn.
 [C] [(V)]: During your turn, all your ::Pale Moon:: Rear-guards in the front Row gain +3000 Pow.
 [A]: When this is placed to (V), Call a ::Pale Moon:: ::Chimera:: from your Soul to an (R).
EB01/004 Pale Moon/Human No Trigger

G3

Machining Stag Beetle
 [A]: When this is placed to (V), choose up to 2 ::Megacolony:: with "Machining" in the name and call them Rested to separate (R)s, and this gains Pow equal to the sum of the printed Pow values of the cards called this way for the turn.
EB01/005 Megacolony/Insect No Trigger

G3

Imperial Daughter
 [C] [(V)/(R)]: ::Restrict:: (This cannot attack.)
 [S] [(V)/(R)]: [CB: (1), Choose 1 of your other ::Oracle Thinktank:: Rear-guard and put it in Soul] This loses ::Restrict:: for the turn.
 [C] [(V)]: During your turn, if you have no Rear-guards, this gains +10000 Pow, +1 Crit, and loses ::Restrict::.
EB01/006 Oracle Thinktank/Human No Trigger

G3

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Weather Forecaster, Miss Mist
 [A]: When this is placed to (G), if the attacker is your Opp.'s VG whose Grade is 2 or lower, choose 1 of your ::Oracle Thinktank:: being attacked. That Unit cannot be hit that battle.
EB01/007 Oracle Thinktank/Ghost No Trigger

G1

Miss Splendor
 [A] [(V)/(R)]: When this attacks, your Opp.'s units may not intercept for the battle.
EB01/008 Nova Grappler/Alien No Trigger

G3

Rocket Hammer Man
 [S] [(R)]: [Rest this] Choose 1 of your other ::Nova Grappler:: unit. That unit gains +2000 Pow for the turn.
EB01/009 Nova Grappler/Human No Trigger

G1

Twin Swordsman, MUSASHI
 [A] [(V)/(R)]: When this attacks, if you have more Rear-guards than your Opp., this gains +3000 Pow for the battle.
EB01/010 Murakumo/Warbeast No Trigger

G3

Promise Daughter
 [A] [(V)/(R)]: [Discard an ::Oracle Thinktank:: from your hand] When this attacks, may pay. If so, this gains +5000 Pow for the battle.
EB01/011 Oracle Thinktank/Human No Trigger

G2

Bellicosity Dragon
 [A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Kagero:: VG, turn 1 card in your Damage Zone face-up.
EB01/012 Kagero/Flame Dragon No Trigger

G2

Guard Griffon
 [A]: [CB: (1)] When this is placed to (G), if you have a ::Kagero:: VG, may pay. If so, this gains +5000 Shield for the battle.
EB01/013 Kagero/Chimera No Trigger

G1

Guidance Sage, Zenon
 [A]: When this is placed to (R), if you have a ::Royal Paladin:: VG, reveal the top card of your LB. If it's a ::Royal Paladin:: with the same grade as your VG, Ride it, otherwise put it in the DZ.
EB01/014 Royal Paladin/Giant No Trigger

G1

Savage King
 [S] [(V)/(R)]: [SB: (1), Retire 1 of your other ::Tachikaze:: Rear-guards] This gains +3000 Pow for the turn.
EB01/015 Tachikaze/Human No Trigger

G3

Boomerang Thrower
 [A]: When this Rides on a ::Nova Grappler::, this gains "[C] [(V)]: This may choose units in your Opp.'s Back Row as its battle Opp." for the turn.
EB01/016 Nova Grappler/Human No Trigger

G2

Raizer Custom
 [C] [(V)/(R)]: During your turn, if a "Battleraizer" is in the back row and in the same column as this, this gains +6000 Pow.
EB01/017 Nova Grappler/Battroid No Trigger

G1

Wall Boy
 (You may have up to 4 ::Heal Trigger:: in a deck)
EB01/018 Nova Grappler/Battroid T: Heal

G0

Cat Butler

[A] [(R)]: [Retire this] At the start of the Close Step during the battle in which your VG attacked, if that attack did not hit, may pay. If so, choose 1 of your Grade 2 or lower ::Nova Grappler:: VG and stand it.

EB01/019 Nova Grappler/Warbeast No Trigger

G0

Battleraizer

[A]: When another ::Nova Grappler:: Rides on this, you may Call this to (R).
[A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.

EB01/020 Nova Grappler/Battroid T: Stand

G0

Jumping Jil

[A]: When this is placed from Soul to (R), if you have a ::Pale Moon:: VG, this gains +3000 Pow for the turn.

EB01/021 Pale Moon/Walkaroid No Trigger

G2

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Nitro Juggler

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

EB01/022 Pale Moon/Walkaroid No Trigger

G2

Starting Presenter

[A]: When another ::Pale Moon:: Rides on this, you may SC: (2).

EB01/023 Pale Moon/Demon No Trigger

G1

Hoop Magician

--No Text--

EB01/024 Pale Moon/Human T: Stand

G0

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Luck Pigeon

[A] [Soul]: At the start of your Guard Step, if you have a ::Pale Moon:: VG and you have no cards in hand, you may call this to (G).

EB01/025 Pale Moon/Warbeast No Trigger

G0

Lighting Archer, FUSHIMI

[A]: When this Rides on a ::Murakumo::, this gains [C] [(V)]: This may choose units in your Opp.'s Back Row as its battle Opp." for the turn.

EB01/026 Murakumo/Warbeast No Trigger

G2

Left Alestor

[C] [Front Row Left (R)]: If you have a ::Murakumo:: VG, and "Right Alestor" is in your Front Row Right (R), this gains +3000 Pow.

EB01/027 Murakumo/Warbeast No Trigger

G2

Right Alestor

[C] [Front Row Right (R)]: If you have a ::Murakumo:: VG, and "Left Alestor" is in your Front Row Left (R), this gains +3000 Pow.

EB01/028 Murakumo/Warbeast No Trigger

G2

Machining Mantis

[A]: When this Rides on a ::Murakumo::, if there's a ::Megacolony:: in your Soul with "Machining" in the name, this gain +3000 Pow for the turn.

EB01/029 Megacolony/Insect No Trigger

G2

Machining Hornet

[A]: When this is placed to (V) or (R), if there's a ::Megacolony:: in your Soul with "Machining" in the name, this gain +3000 Pow for the turn.

EB01/030 Megacolony/Insect No Trigger

G1

Machining Worker Ant

[A]: When this is placed to an (R), choose 1 of your Rear-guards with "Machining" in the name and Stand it.

EB01/031 Megacolony/Insect No Trigger

G0

Shelter Beetle

--No Text--

EB01/032 Megacolony/Insect T: Critical

G0

Lozainge Magus

(You may have up to 4 ::Heal Triggers:: in your deck)
[A]: When another ::Oracle Thinktank:: Rides on this, you may call this to (R).
[A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.

EB01/033 Oracle Thinktank/Elf T: Heal

G0

Crouching Dragon, Stryken

[C] [(V)]: ::Restraint: (This cannot attack.)
[A] [(V)]: When this is attacked, if there's no Boosting Unit, this gains +5000 Pow for the battle.
[A]: When another ::Kagero:: Rides on this, choose 1 of your VG. That VG gains +5000 Pow and +1 Crit for the turn.

EB01/034 Kagero/Wing Dragon No Trigger

G2

Spike Bouncer

[A] [(V)/(R)]: When another of your ::Spike Brothers:: unit hits a VG, this gains +3000 Pow for the turn.

EB01/035 Spike Brothers/Ogre No Trigger

G2

Guidance Sage, Zenon

[A]: When this is placed to (R), if you have a ::Royal Paladin:: VG, reveal the top card of your LB. If it's a ::Royal Paladin:: with the same grade as your VG, Ride it, otherwise put it in the DZ.

EB01/S01 Royal Paladin/Giant No Trigger

G1