

Halving Seeker, Brutus

[S] [(V)] [LB;(4)]: [CB: (1)] "Collaborating Seeker, Locrinus"
[A] [(V)]: [CB: (1)] - Card with "Seeker" in name] When this attacks a VG, if this is Legioned, may pay. If so, choose up to 4 units with "Seeker" in name in your Front Row, and they gain +3000 Pow for the turn.
[A]: [CB: (1)] - Card with "Seeker" in name] When this is placed to (V), may pay. If so, search your LB for up to 1 "Collaborating Seeker, Locrinus" and Call it to (R), and shuffle your LB.

FC02/001 Royal Paladin/Human No Trigger

G3

Brawler, Shotgun Blow Dragon

[S] [(V)]: [Legion 20000] "Dictating Brawler, Risei"
[A] [(V)]: [CB: (2)] When this Legions, may pay. If so, your Opp. chooses 2 of his or her RGs and Retire them, and if you have more units than your Opp., this gains +1 Crit for the turn.
[A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

FC02/002 Narukami/Thunder Dragon No Trigger

G3

Ultimate Dimension Robot, Great Daikaiser

[A] [(V)] [LB;(4)]: [CB: (2)] - Cards with "Dimension Robot" in name] When this attacks, may pay. If so, this gains +1 Drive Check for the battle. This ability cannot be used again this turn. (This is true even if the cost is not paid)
[C] [(V)]: If "Super Dimension Robot, Daikaiser" is in your Soul, this gains +2000 Pow.

FC02/003 Dimension Police/Battlroid No Trigger

G3

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Sprout Jewel Knight, Camille

[A] [(V)] [LB;(4)]: [CB: (1)] At the start of your MP, if you have 3 or fewer RGs, may pay. If so, search your LB for up to 1 card with "Jewel Knight" in name and Call it to (R), and shuffle your LB.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

FC02/004 Royal Paladin/Elf No Trigger

G3

Floral Magus

[S] [(V)] [LB;(4)]: [CB: (1)] Name a card and reveal the top card of your LB. If it's the named card, put it in your hand, and this gains +5000 Pow for the turn.
[C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +2000 Pow.

FC02/005 Oracle Thinktank/Human No Trigger

G3

Halberd Revenger, Peredore

[A] [(V)] [LB;(4)]: [CB: (1)] Retire 2 of your RGs with "Revenger" in name] When this attacks a VG, may pay. If so, this gains +10000 Pow and +1 Crit for the battle.
[A]: [CB: (1)] - Card with "Revenger" in name] When this is placed to (V), may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it to the (R) in the same column as this, and shuffle your LB.

FC02/006 Shadow Paladin/Human No Trigger

G3

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Twin Blade Liberator, Margaux

[S] [(V)] [LB;(4)]: [CB: (2)] - Cards with "Liberator" in name, Choose 1 of your RGs with "Liberator" in name and put it on the bottom of the LB] Look at 2 cards from top of your LB and search for up to 2 cards and Call them to separate vacant (R)s, those units gain +5000 Pow for the turn, and put the rest on the bottom of the LB.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

FC02/007 Gold Paladin/Human No Trigger

G3

Spiral Celestial, Helen

[S] [(V)] [LB;(4)]: [CB: (1)] Put a card from your hand in the Damage Zone] Choose 1 face-up card in your Damage Zone and put it in your hand, this gains +5000 Pow for the turn, and if a face-up "Spiral Celestial, Helen" is in your Damage Zone, this gains +1 Crit for the turn. This ability cannot be used again this turn.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

FC02/008 Angel Feather/Angel No Trigger

G3

Goddess of the Four Seasons, Persefone

[S] [(V)] [LB;(4)]: [SB: (6)] Look at the top 3 cards of your LB and put them back in any order, draw a card, and SC: (1).
[A]: When this is placed to (V), choose 1 of your RGs, and search your LB for up to 3 cards with the same name as that unit and put them in Soul, and shuffle your LB.

FC02/009 Genesis/Noble No Trigger

G3

Flaming Seal Dragon, Weathercloth

[A] [LB;(4)]: When a ::Kagero:: Rides on this, choose 1 of your VGs, and it gains +10000 Pow for the turn, choose up to 2 of your Opp.'s RGs and Retire them, and your Opp. looks at 4 cards from top of the LB and chooses up to 2 Grade 2 cards and Call them to separate (R)s, and shuffles that LB.
[A] [(V)]: When this attack, if you have more RGs than your Opp., this gains +2000 Pow for the battle.

FC02/010 Kagero/Flame Dragon No Trigger

G3

Ancient Dragon, Volcatops

[S] [(V)] [LB;(4)]: [CB: (1)] Retire 1 of your RGs with "Ancient Dragon" in name] Choose up to 2 of your RGs with "Ancient Dragon" in name, and they gain +5000 Pow for the turn. This ability cannot be used again this turn.
[A] [(V)]: (Retire 1 of you RGs) When this attacks a VG, may pay. If som this gains +5000 Pow for the battle.

FC02/011 Tachikaze/Dino Dragon No Trigger

G3

Shura Ninja Dragon, Yozakura Kongu

[S] [(V)] [LB;(4)]: [CB: (1)] Discard 2 cards from your hand] This gains +10000 Pow for the turn, and if your Opp. has 4 or more cards in hand, randomly Bind 2 of them face-down, and at the end of the turn, your Opp. puts the cards Bound this way in hand. This ability cannot be used again this turn.
[A] [(V)]: When this attacks, if yo have more cards in your hand than your Opp., this gains +2000 Pow for the battle.

FC02/012 Nubatama/Abyss Dragon No Trigger

G3

Stealth Demonic Dragon, Kasumi Rogue

[A] [(V)] [LB;(4)]: [CB: (1)] When your unit is placed from hand to (G), may pay. If so, search your LB for up to 1 card with the same name as that unit and Call it Rested to (G), and shuffle your LB.
[S] [(V)]: [CB: (1)] Choose 1 of your Grade 2 or higher RGs, and search your LB for up to 1 card with the same name as that unit and Call it to (R), shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB.

FC02/013 Murakumo/Abyss Dragon No Trigger

G3

Eraser, Twin Thunder Dragon

[S] [(V)] [LB;(4)]: [CB: (2)] Discard 3 cards with "Eraser" in name from your hand] Retire every RG of both players, and if 3 or more units are retired this way, this gains +2 Crit for the turn.
[A] [(V)]: During your MP, when your Opp.'s RGs is placed in the DZ, this gains +3000 Pow for the turn.

FC02/014 Narukami/Thunder Dragon No Trigger

G3

Merkur Blaukruger

[A] [(V)] [LB;(4)]: [CB: (2)] - cards with "Blau" in name] When this attacks a VG, may pay. If so, Stand all your RGs in the Front Row with "Blau" in name.
[A] [(V)]: During your Battle Phase, when your unit Stands, this gains +2000 Pow for the turn.
FC02/015 Nova Grappler/Battlroid No Trigger

G3

Super Dimension Robo, Shadow Kaiser

[A] [(V)] [LB;(4)]: When this attacks a VG, this gains +5000 Pow for the battle.
[S] [(R)]: [CB: (1)] Put this in Soul] If "Super Dimension Robo, Daikaiser" is in your (V), search your LB for up to 1 "Ultimate Dimension Robo, Great Daikaiser" and Ride it Standing, and shuffle your LB.

FC02/016 Dimension Police/Battlroid No Trigger

G3

Super Dimension Robo, Daiyard

[S] [(V)] [LB;(4)]: [Choose 1 of your RGs with "Dimension Robo" in name and put it in Soul] Search your LB for up to 1 Grade 3 card with "Dimension Robo" in name and Ride it Standing, shuffle your LB, and it gains +4000 Pow for the turn.
[A] [(V)]: At the start of your Attack Step, if the Pow of this is greater or equal to 15000, this gains +1 Crit for the battle.

FC02/017 Dimension Police/Battlroid No Trigger

G3

Ordering Star-Vader, Halcium

[C] [(V)] [LB;(4)]: All your units with "Reverse" or "D" in name gain "Intercept", "Boost", and "[A]: When this is placed to (G) or Intercepts, the Shield of this becomes 5000 for the battle".
[C] [(V)]: All your units with "Reverse" or "D" in name also belongs to ::Link Joker::.

FC02/018 Link Joker/Cyberoid No Trigger

G3

Echo of Nemesis

[A] [(V)] [LB:(4)]: When this attacks, if there are 10 or more cards in your Soul, for the battle, this gains +10000 Pow, and your Opp. cannot Call Grade 1 or higher cards from hand to (G).
[S] [(V)]: [SB: (1) - Grade 0 card] SC: (2). This ability cannot be used again this turn.

FC02/019 Dark Irregulars/Demon No Trigger

G3

Demon King, Dudley Lucifer

[A] [(V)] [LB:(4)]: [Choose 1 of your RG and put it in Soul] At the end of the battle in which this attacked a VG, may pay. If so, choose up to 1 card in your hand and Call it to (R), and if that unit has "Dudley" in name, it gains +10000 Pow for the turn.
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

FC02/020 Spike Brothers/Ogre No Trigger

G3

Honey Queen Beast Tamer

[S] [(V)] [LB:(4)]: [CB: (2)] For each of your units with "Beast Tamer" in name, choose up to 1 card in your Soul and Call them to separate (R). This ability cannot be used again this turn.
[A]: When this is placed to (V), search your LB for a card and put it in Soul, and shuffle your LB.

FC02/021 Pale Moon/Elf No Trigger

G3

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Swordsman of Floating Ice, Nightsnow

[S] [(V)] [LB:(4)]: [CB: (1), Retire 1 of your RGs] Choose 1 card in your DZ and Call it to (R), and it gains +5000 Pow for the turn. This ability cannot be used again this turn.
[S] [DZ]: [CB: (2), SB: (2)] If you have a Grade 3 VG, Ride this Standing.

FC02/022 Granblue/Vampire No Trigger

G3

Duo Delicious Girl, Chao

[A] [(V)] [LB:(4)]: [CB: (1)] At the start of your MP, may pay. If so, choose 1 of your units with "Duo" in name and return it to hand, and choose 1 RG with the same name as that unit and return it to hand.
[A] [(V)]: When your unit is returned from (R) to hand, this gains +3000 Pow for the turn.

FC02/023B Bermuda Triangle/Mermaid No

G3

Duo Delicious Girl, Chao

[A] [(V)] [LB:(4)]: [CB: (1)] At the start of your MP, may pay. If so, choose 1 of your units with "Duo" in name and return it to hand, and choose 1 RG with the same name as that unit and return it to hand.
[A] [(V)]: When your unit is returned from (R) to hand, this gains +3000 Pow for the turn.

FC02/023W Bermuda Triangle/Mermaid No

G3

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Blue Storm Water General, Dimitrius

[A] [LB:(4)]: [CB: (1)] When ::Aqua Force:: Rides on this, may pay. If so, choose 1 of your RGs, and for the turn, it gains +10000 Pow and "A" [(V)]: When this attacks a VG, if it's the 4th or later battle of the turn, draw 2 cards, and choose 1 of your Opp.'s RGs and Retire it".
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

FC02/024 Aqua Force/Aquaroid No Trigger

G3

Machining Warsickle

[A] [(V)] [LB:(4)]: [CB: (2)] At the end of the battle in which this attacked a VG, if the attack didn't hit, may pay. If so, choose 1 of your Opp.'s VGs, and that unit does not Stand during your Opp.'s next Stand Phase.
[A]: [CB: (1) - card with "Machining" in name] When this is placed to (V), may pay. If so, choose 1 card with "Machining" in name in your Soul and Call it Rested to (R).

FC02/025 Megacolony/Insect No Trigger

G3

Egg of Sage, Minnet

[S] [(V)] [LB:(4)]: [CB: (2)] Choose 1 of your RGs, and it gains +4000 Pow for the turn, and at the end of the turn, draw a card, and Retire that unit.
[A] [(V)]: During your End Phase, when your RG is placed in the DZ, choose 1 card in your Damage Zone and turn it face-up.

FC02/026 Great Nature/Hi-Beast No Trigger

G3

Holly Musketeer, Elvira

[A] [(V)] [LB:(4)]: [CB: (1)] When your card with "Musketeer" in name is placed to (R) due to the effect of your card, may pay. If so, this gains +1 Crit for the turn.
[S] [(V)]: [SB: (1), Retire 1 of your RGs with "Musketeer" in name] Look at 5 cards from top of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R), and shuffle your LB.

FC02/027 Neo Nectar/Bioroid No Trigger

G3

Seeker of Combined Strength, Loclinus

[A] [(R)]: During the turn your VG Legioned, when this attacks a VG, this gains +4000 Pow for the battle.

FC02/028 Royal Paladin/Human No Trigger

G2

Militarist Brawler, Risei

[A] [(R)]: During your turn, when your Opp.'s RG is placed in the DZ, if your VG is Legioned, this gains +3000 Pow for the turn.

FC02/029 Narukami/Human No Trigger

G2

Majesty Lord Blaster

[C] [(V)]: If "Blaster Blade" and "Blaster Dark" are in your Soul, this gains +2000 Pow and +1 Crit.
[A] [(V)]: [Choose 1 "Blaster Blade" and 1 "Blaster Dark" from your (R) and put them in Soul] When this attacks, may pay. If so, this gains +10000 Pow for the battle.

FC02/S01 Royal Paladin/Human No Trigger

G3

Full Moon Goddess, Tsukuyomi

[C] [(V)/(R)]: If you don't have "Crescent Moon Goddess, Tsukuyomi" and "New Moon Goddess, Tsukuyomi" and "Divine Hawk, Ichipyoushi" your Soul, this gets -2000 Pow.
[S] [(V)]: [CB: (2)] If there are 6 or more ::Oracle Thinktank:: in your Soul, draw 2 cards, and choose a card in your hand and put it in Soul.

FC02/S02 Oracle Thinktank/Noble No Trigger

G3

Phantom Blaster Overlord

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Shadow Paladin::, this gets -2000 Pow.
[C] [(V)]: If "Phantom Blaster Dragon" is in your Soul, this gains +2000 Pow.
[A] [(V)]: [CB: (3), discard a "Phantom Blaster Overlord" from your hand] When this attacks, may pay. If so, this gains +10000 Pow and +1 Crit for the turn.

FC02/S03 Shadow Paladin/Abyss Dragon No

G3

Dragonic Overlord the End

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Kagero::, this gets -2000 Pow.
[C] [(V)]: If "Dragonic Overlord" is in your Soul, this gains +2000 Pow.
[A] [(V)]: [CB: (2), discard a "Dragonic Overlord the End" from your hand] When this hits with an attack, may pay. If so, Stand this.

FC02/S04 Kagero/Flame Dragon No Trigger

G3

Eraser, Bowing Sword Dragon

[A] [LB:(4)]: When a ::Narukami:: Rides on this, choose 1 of your Opp.'s Front Row RGs and retire it, choose 1 of your VGs, and it gains +10000 Pow for the turn.
[A] [(V)]: When this attacks, if there are 3 or more cards in your Opp.'s Damage Zone, this gains +3000 Pow for the battle.

FC02/S05 Narukami/Thunder Dragon No Trigger

G3

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.

FC02/S06 Nova Grappler/Battlroid No Trigger

G3

Top Idol, Pacifica

[C] [(V)]: During your turn, if you have 4 or more ::Bermuda Triangle:: RGs, this gains +3000 Pow.

[A] [(V)]: At the start of your MP, SC: (1), draw a card, and choose a card in your hand and put it on the bottom of your LB.

[A] [(V)/(R)]: [SB: (8), CB: (5)] When this hits a VG with an attack, may pay. If so, search your LB for up to 3 ::Bermuda Triangle:: and Call them to separate (R)s, and shuffle your LB.

FC02/S07 Bermuda Triangle/Mermaid No Trigger

G3

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