Sacred Dragon, Religious Soul Saver

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: [CB: (1), choose a face-down "Sacred Dragon, Religious Soul Saver" in your G Zone and turn it face-up] When this is placed to (V), if you have a Hearts card with "Blaster" in name, may pay. If so, choose up to 3 of your units, and they gain +5000 Pow for the turn. Then, if there are 2 or more cards with "Blaster" in name in your Soul, this gains +1 Crit for the turn.

G-FC01/001 Royal Paladin/Cosmo Dragon No

G4

Night Governing Goddess of the Moon, Tsukuyomi

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [Choose a face-down "Night Governing Goddess of the Moon, Tsukuyomi" in your G Zone and turn it face-up, choose a card in your hand with "Tsukuyomi" in name and put it in Soul] If you have a Hearts card with "Tsukuyomi" in name, look at the top 5 cards of your LB and search for up to 2 and put them in your hand, and put the rest on the bottom of the LB in any order.

G-FC01/002 Oracle Thinktank/Noble No Trigger

G4

Purgation Lion King, Mistral Ezel

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), Choose a face-down "Purgation Lion King, Mistral Ezel" in your G Zone and turn it face-up] If you have a Hearts card with "Ezel" in name, Unlock all your Locked cards, look at the top 5 cards of your LB and search for up to 1 card and Call it to (R), shuffle your LB, and increase the Pow of that unit and this for the turn. The number increased is equal to the printed Pow of the card Called this way.

G-FC01/003 Gold Paladin/Human No Trigger

G4

Supreme Sky Emperor Dragon, Dragonic Overlord

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)]: [CB: (2), Choose a face-down 'Supreme Sky Emperor Dragon, Dragonic Overlord "The Ace" in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, for the turn, this gets -1 Drive and gains "[A] [(V)] [1/turn]: [Discard a card from your hand, discard a card with "Overlord" in name from your hand] At the end of the battle in which this attacked a VG, may pay. If so, Stand this, and this gains +5000 Pow for the turn".

G-FC01/004 Kagero/Flame Dragon No Trigger

G4

True Brawler, Big Bang Knuckle Turbo

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), SB: (1), Choose a face-down card in your G Zone and turn it face-up] If you have a Hearts card with "Big Bang Knuckle" in name, for the turn, this gains "[C] [(V)]: When you choose the attack target for this unit, for each of your Hearts card, choose up to 3 of your Opp.'s units, and this attacks all units chosen this way with an attack", and for each face-up "True Brawler, Big Bang Knuckle Turbo" in your G Zone, this gains +5000 Pow for the turn.

G-FC01/005 Narukami/Thunder Dragon No

G4

Death Star-Vader "Omega Loop" Glendios

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (2), choose a face-down "Death Star-Vader "Omega Loop" Glendios' in your G Zone and turn it face-up] If you have a Hearts card with "Glendios" in name, for each of your RGs with either "Reverse" or "Đ" in name, your Opp. chooses 1 of his or her (R) and put the top card of his or her LB in that (R) as Locked card. If there are 5 or more cards in your Damage Zone, your Opp.'s Locked cards do not Unlock during your Opp.'s next End Phase.

G-FC01/006 Link Joker/Cyber Golem No Trigger

G4

Fighters Collection 2015 Extra Pack

Blue Storm General Dragon, Admiral Maelstrom

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)] [1/turn]: [CB: (1), choose a face-down card in your G Zone and turn it face-up] When this is placed to (V), if you have a Hearts card with "Maelstrom" in name, may pay. If so, draw a card, choose 3 of your Opp.'s RGs, and for each face-up "Blue Storm General Dragon, Admiral Maelstrom" in your G Zone, your Opp. chooses 1 of the chosen units and Retire it.

G-FC01/007 Aqua Force/Tear Dragon No Trigger

G4

Interdimension Drago, Epoch Maker Dragon

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, you may choose 1 of your RGs and Bind it face-up. If so, search your LB for up to 1 Grade 3 card and Call it to (R), shuffle your LB, and at the end of your turn, put the unit Called this way on the bottom of the LB. If a card is put on the bottom of the LB this way, choose a card Bound this way and Call it to (R).

G-FC01/008 Gear Chronicle/Gear Dragon No

G4

Holy Celestial, Michael

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1)] If you have a Hearts card with "Celestial" in name, put the top card of your LB in the Damage Zone, and choose a face-up card in your Damage Zone and Call it to (R). Then, if there's a face-up card in your Damage Zone with the same name as one of your Hearts card, the unit Called this way gains +5000 Pow for the turn.

G-FC01/009 Angel Feather/Angel No Trigger

G4

True Revenger, Dragruler Revenant

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [Retire 1 of your RGs with "Revenger" in name] If you have a Hearts card with "Revenger" in name, search your LB for up to 1 Gradd 1 or lower card with "Revenger" in name and Call it to (R), shuffle your LB, and for the turn, that unit and this gain +3000 Pow for the turn.

G-FC01/010 Shadow Paladin/Abyss Dragon No

G4

Ultimate Sacred Regalia of the Holy Flame, Demetel

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (1)] When this attacks a VG, if you have a Hearts card with "Sacred Regalia" in name, may pay. If so, for each of your Hearts card, SC: (3) and choose a card in your Damage Zone and turn it face-up.

G-FC01/011 Genesis/Noble No Trigger

G4

Six Paths Ninja Dragon, Jorurirakan

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your Opp.'s RGs and Bind it face-up, and your Opp. chooses 1 card in his or her hand and Bind it face-up. If you have a Hearts card with "Shura Ninja Dragon" in name, at the end of the turn, put the cards Bound this way in the DZ, otherwise, at the end of the turn, your Opp. puts the cards Bound this way in his or her hand.

G-FC01/012 Nubatama/Abyss Dragon No Trigger

G4

Extremely Ancient Dragon, Pearly Titan

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: When this is placed to (V), if you have a Hearts card with "Ancient Dragon" in name, for each Fighter, choose 1 of that Fighter's Reaguards and Retire it, and increase the Pow of this for the turn. The number increased is equal to the sum of the printed Pow of the cards Retired this way. Then, if the Pow increased this way is 20000 or more, this gains +1 Crit for the turn.

G-FC01/013 Tachikaze/Dino Dragon No Trigger

G4

Light Snow Makeup, Shirayuki

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: When this hits with an attack, for each of your Hearts cards, and search your LB for up to 1 card with the same name as that card and Call it to (R), if you have a Hearts card with "Shirayuki" in name, at the end of the turn, return the unit Called this way to your hand and discard a card, otherwise, at the end of the turn, put the unit Called this way on the bottom of your LB.

G-FC01/014 Murakumo/Ghost No Trigger

G4

Battle God, Ashura Kaiser

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [Choose a Grade 3 card in your DZ and put it on top of your LB] Shuffle your LB, and this gains "[A] [(V)]: When this Drive Checks a Grade 3 card, if you have a Hearts card with "Ashura Kaiser" in name, choose up to 4 of your Reaguards and Stand them" for the turn.

G-FC01/015 Nova Grappler/Battlroid No Trigger

G4

Hyper Metalborg, Heavy Duke

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (2)] When this attacks a VG, may pay. If so, this gains "[A] [(V)]: When this hits with an attack, for each of your Hearts card, draw a card" for the battle. Then, if you have a Hearts card with "Metalborg" in name, your Opp. cannot Call a Grade 1 or higher card from hand to (G) for the battle.

G-FC01/016 Dimension Police/Battlroid No

G4

Great Warrior, Dudley Geronimo

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), choose a face-down "Great Warrior, Dudly Geronimo" in your G Zone and turn it face-up] If you have a Hearts card with "Dudley" in name, this gains "[A] [(V)]: When your RG attacks, that unit gains +5000 Pow for the battle, and at the end of the Battle, put that unit on the bottom of the LB" for the turn. Then, if there are 2 or more face-up cards in your G Zone, this gains "[C] [(V)]: Your RGs can attack VGs from the Back Row" for the turn.

G-FC01/017 Spike Brothers/Ogre No Trigger

G4

Amon's Talon, Marchocias

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1)] If you have a Hearts card with "Amon" in name, choose 2 of your RGs with "Amon" in name, and for every 5 cards in your Soul, those units and this gain +3000 Pow for the turn.

G-FC01/018 Dark Irregulars/Demon No Trigger

G4

Silver Thorn Dragon Master, Mystique Luquier

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [Choose 2 of your RGs and put them in Soul] If you have a Hearts card with "Luquier" in name, SC: (2), and choose 2 cards with "Silver Thorn" in your Soul and Call them to separate (R)s.

G-FC01/019 Pale Moon/Elf No Trigger

G4

Hades God of the Icy Prison, Cocytus Negative

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), put the top 3 cards of your LB in the DZ] If you have a Hearts card with "Cocytus" in name, choose a card in your DZ and Call it to (R). Then, if you Call a card with "Cocytus" in name this way, choose a Grade 1 or lower card in your DZ and Call it to (R), and that unit gains +4000 Pow for the turn.

G-FC01/020 Granblue/Skeleton No Trigger

G4

Legendary PRISM-Duo, Nectaria

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, choose 1 of your RGs and return it to your hand. If you have a Hearts card with "PRISM" in name, choose a card in your hand and Call it to (R), and that unit gains +5000 Pow for the turn. If you have a Hearts card with "Duo" in name, search your LB for a card with the same name as the unit returned this way, reveal it, put it in your hand, and shuffle your LB.

G-FC01/021 Bermuda Triangle/Mermaid No

G4

Carapace Mutant God, Machining Destroyer

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1) - card with "Machining" in name] If you have a Hearts card with "Machining" in name, choose 1 of your Opp.'s RGs, and that unit doesn't Stand during your Opp.'s next turn. Then, if you have 4 or more RGs with "Machining" in name, choose 1 of your Opp.'s VGs, and that unit doesn't Stand during your Opp.'s next turn.

G-FC01/022 Megacolony/Insect No Trigger

G4

Special Investigator of the Academy, Leopald Chaser

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this attacks a VG, if you have a Hearts card with "Leopald" in name, choose 1 of your RGs, and that unit gains +4000 Pow, "[A] [(R)]: At the end of your turn, Retire this", and "[A]: During your End Phase, when this is placed from (R) to the DZ, search your LB for up to 1 card with the same name as this, reveal it, put it in your hand, and shuffle your LB for the turn.

G-FC01/023 Great Nature/Hi-Beast No Trigger

G4

Musketeer Captain of Whity Lily, Cecilia

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), Retire 2 of your RGs with "Musketeer" in name] If you have a Hearts card with "Cecilia" in name, look at the top 5 cards of your LB, search for up to 3 cards with "Musketeer" in name and Call them to separate (R)s, and shuffle your LB.

G-FC01/024 Neo Nectar/Bioroid No Trigger

G4

Sacred Dragon, Sanctuary Guard Regalia

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[C] [(V)]: During your turn, if you have a Hearts card with "Sanctuary Guard" in name, for each of your Grade 1 or lower RGs, all your Front Row units gain +3000 Pow.

G-FC01/025 Royal Paladin/Cosmo Dragon No

G4

Raincloud-Calling Nine-Headed Dragon King

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (1)] At the end of the battle in which this attacked a VG, may pay. If so, choose up to 3 cards in your hand and return them to the LB, shuffle your LB, and for each card returned this way, draw a card.

G-FC01/026 Oracle Thinktank/Cosmo Dragon No

G4

Holy Seraph, Uriel

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, look at the top 3 cards of your LB and search for up to 1 card and put it face-up in the Damage Zone, and shuffle your LB. If a card is put in the Damage Zone this way, choose a face-up Grade 2 or lower card in your Damage Zone and Call it to (R), and that unit gains +2000 Pow for the turn.

G-FC01/027 Angel Feather/Angel No Trigger

G4

Knight of Darkness, Evnishen

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: [Retire 1 of your RGs] When this is placed to (V), may pay. If so, this gains +7000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

G-FC01/028 Shadow Paladin/Demon No Trigger

G4

Gold Dragon, Scourge Point Dragon

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When your unit is placed from LB to (R), that unit and this gain +5000 Pow for the turn.

G-FC01/029 Gold Paladin/Cosmo Dragon No

G4

Archangel, Doomblaze

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [SB: (3)] Choose up to 2 of your RGs, and they gain +5000 Pow for the turn, and if you have 2 or fewer cards in your Soul, SC: (3).

G-FC01/030 Genesis/Angel No Trigger

G4

Divine Dragon Knight, Zarm

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: CB: (1) When an Opp.'s RG is Retired due to an effect of one of your other cards, may pay. If so, choose 1 of your Opp.'s RGs and Retire it.

G-FC01/031 Kagero/Human No Trigger

G4

Six Paths Ninja Dragon, Gedatsurakan

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, your Opp. discards a card from his or her hand.

G-FC01/032 Nubatama/Abyss Dragon No Trigger

G4

Destruction Tyrant, Arc Raider

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V): [Retire 1 of your RGs] When this attacks a VG, may pay. If so, this gains +5000 Pow and "[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs and Retire it" for the turn.

G-FC01/033 Tachikaze/Dino Dragon No Trigger

G4

Demonic Abode Ninja Fiend, Kagamijishi

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When your unit is placed to (R), if you have 2 or more units with the same name as that unit, that unit gains +2000 Pow and "[C] [(R)]: This can attack from the Back Row" for the turn.

G-FC01/034 Murakumo/Demon No Trigger

G4

Spirit Materialized, Vishnu

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this attacks a VG, for each of your ::Noble:: RGs, your Opp. chooses 1 of his or her RGs, Retire it and Bind it face-up. If 3 or more units are Retired this way, this gains +1 Crit for the battle.

G-FC01/035 Narukami/Noble No Trigger

G4

Meteor Kaiser, Tribute

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (1)] When your RG Stands due to an effect of your cards, may pay. If so, that unit gains +2000 Pow for the turn, and choose 1 of your Opp.'s RGs with the same or less Pow than that unit and Retire it.

G-FC01/036 Nova Grappler/Battlroid No Trigger

G4

Dark Hero, Pretty Cat
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1)] If the Pow of this is 34000 or higher, choose 1 of your Opp.'s VGs, and it gets -5000 Pow for the turn.

G-FC01/037 Dimension Police/Alien No Trigger

G4

Nebula Dragon, Maximum Seal Dragon
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (1)] When this attacks a VG, may pay. If so, for each Locked card, this gains +5000 Pow for the battle.

G-FC01/038 Link Joker/Cyber Dragon No Trigger

G4

Godly Speed, Flash Blues
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [Choose a card in your hand and put it in Soul] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 card and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.

G-FC01/039 Spike Brothers/Elf No Trigger

G4

Great Demonic God, Souless Demagorge
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: During your MP, when your card is put in your Soul, this gains "[C] [(V)]: During your turn, all your Front Row units gain +1000 Pow" for the turn.

G-FC01/040 Dark Irregulars/Demon No Trigger

G4

Miracle of Lunar Square, Clifford
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, choose a Grade 2 or lower card in your Soul and Call it to (R), and that unit gains +2000 Pow for the turn.

G-FC01/041 Pale Moon/Elf No Trigger

G4

Interdimension Beast, Upheaval Pegasus
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: When this is placed to (V), your Opp. puts all his or her RGs on the bottom of the LB in any order. For each card put on the bottom of the LB this way, your Opp. Calls the top card of his or her LB to an empty (R). (Your Opp. may look at the card before Calling it)

G-FC01/042 Gear Chronicle/Gear Beast No

G4

Fighters Collection 2015 Extra Pack

Pirate King of the Abyss, Blue Heart
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)]: [1/turn]: [CB: (1)] Choose up to 2 cards in your DZ and Call them to separate occupied (R)s.

G-FC01/043 Granblue/Vampire No Trigger

G4

Legend of Glass Shoes, Amoris
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: When this is placed to (V), choose up to 2 of your RGs and return them to your hand.

G-FC01/044 Bermuda Triangle/Mermaid No

G4

Tenra Water General, Socrates
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: [CB: (1)] When your unit attacks a VG, if it's the 3rd battle or later of the turn, may pay. If so, that unit gias +5000 Pow for the turn.

G-FC01/045 Aqua Force/Aquaroid No Trigger

G4

Random Harvesting Mutant God, Jackey Devil
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack ,choose 1 RG in your Opp.'s Front Row and 1 RG in your Opp.'s Back Row, and those units do not Stand during your Opp.'s next Stand Phase.

G-FC01/046 Megacolony/Insect No Trigger

G4

Omniscient Dragon, Wisdom Teller Dragon
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When this hits a VG with an attack, choose 1 of your RGs, and that unit gains +4000 Pow and "[A] [(R)]: When this attacks a VG, if the Pow of this is 20000 or higher, draw a card" for the turn.

G-FC01/047 Great Nature/Wild Dragon No

G4

Sacred Tree Dragon, Multi-Vitamin Dragon
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A] [(V)]: When your unit is placed to (R), choose up to 3 other units with the same name as that unit, and those units gain +5000 Pow for the turn.

G-FC01/048 Neo Nectar/Forest Dragon No

G4

Rain Element, Murdue
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[A]: When this is placed to (V), if you have a Hearts card with printed Pow of 10000 or lower, choose a Grade 3 card in your DZ and return it to your hand.
[C]: This card belongs to all Countries and Clans.

G-FC01/049 Cray Elemental/Elemental No

G4

Light Elemental, Peaker
[A] [(R)] [G Break: (1)]: When your Opp.'s unit attacks a VG, choose 1 of your VGs, if the Pow of that unit is 10000 or less, that unit gains +1000 Pow for the battle.
[C]: This card belongs to all Countries and Clans.

G-FC01/050 Cray Elemental/Elemental No

G1