

**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 the name in your Soul, this gains +3000 Pow. If there are 4 or more, this gains +1 Crit.  
 [A]: When this is placed to (V), put all your Rear-guards with "raizer" in the name in your Soul.

EB04/001 Nova Grappler/Battlroid No Trigger

**G3****Unbounded Erosion Form, Death Army Cosmolord**

[S] [(V)] [LB:(4)]: [CB: (2)] Stand all your ::Nova Grappler:: RGs. If you Stand more than 4 units this way, this gains +1 Crit this turn. This ability cannot be used again this turn.  
 [S] [(V)]: [Rest 2 of your units with "Death Army" in name] This gains +5000 Pow for the turn.

EB04/002 Nova Grappler/Alien No Trigger

**G3****Beast Deity, Azure Dragon**

[C] [(V)/(R)]: If you have a non-::Nova Grappler:: VG or RG, this gets -2000 Pow.  
 [A] [(V)]: [Discard a "Beast Deity, Azure Dragon" from hand to the DZ] When this hits a VG with an Attack, may pay. If so, choose up to 2 of your RGs and Stand them.

EB04/003 Nova Grappler/Battlroid No Trigger

**G3**

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Magician Girl, Kirara**

[A] [(V)/(R)]: [CB: (2)] When this hits, if you have a ::Nova Grappler:: VG, may pay. If you do, draw a card.

EB04/004 Nova Grappler/Walkaroid No Trigger

**G2****Hi-Power Raizer Custom**

[C] [(V)/(R)]: During your turn, if a "Battlaraizer" is in the back row and in the same column as this, this gains +8000 Pow.

EB04/005 Nova Grappler/Battlroid No Trigger

**G2****Death Army Bishop**

[S] [(R)]: [CB: (1)] If you have a ::Nova Grappler:: VG, choose up to 2 of your other RGs with "Death Army" in name and Stand them. This ability cannot be used again this turn.

EB04/006 Nova Grappler/Battlroid No Trigger

**G1****Infinite Phantom Legion Extra Pack****Twin Blader**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard a ::Nova Grappler:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Nova Grappler:: being attacked. That unit cannot be hit for the battle.

EB04/007 Nova Grappler/Battlroid No Trigger

**G1****Gold Rutile**

[A] [(V)]: When your RG hits a VG, turn 1 of your cards in the Damage Zone face-up.  
 [A] [(V)]: [CB: (2)] When this hits a VG, may pay. If so, Stand 1 of your ::Nova Grappler:: RGs.

EB04/008 Nova Grappler/Battlroid No Trigger

**G3****Genocide Joker**

[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

EB04/009 Nova Grappler/Battlroid No Trigger

**G3****Death Metal Droid**

[A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

EB04/010 Nova Grappler/Battlroid No Trigger

**G3****Genocide Jack**

[C] [(V)/(R)]: ::Restraint:: (this unit cannot attack)  
 [S] [(V)/(R)]: [CB: (1)] This unit loses ::Restraint::.  
 [A] [(V)]: When this unit is boosted by a ::Nova Grappler::, this unit gets +5000 Pow this battle.

EB04/011 Nova Grappler/Battlroid No Trigger

**G2****Death Army Knight**

[A]: During your MP, when this is placed to (R), if you have a ::Nova Grappler:: VG, choose up to 2 of your other RGs with "Death Army" in name and Stand them.

EB04/012 Nova Grappler/Battlroid No Trigger

**G2****Death Army Lady**

[A] [(R)]: When your VG's Drive Check reveals a Grade 3 ::Nova Grappler::, Stand this.

EB04/013 Nova Grappler/Battlroid No Trigger

**G2****Street Bouncer**

[A]: [Rest this, Choose 1 of your RG in the same column as this and Rest it] When this is played to (R), if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.

EB04/014 Nova Grappler/Alien No Trigger

**G2****Death Army Guy**

[A] [(R)]: When your VG's Drive Check reveals a Grade 3 ::Nova Grappler::, Stand this.

EB04/015 Nova Grappler/Battlroid No Trigger

**G1****Mr. Invincible**

[A] [(V)]: At the start of your MP, SC: (1), and turn 1 of your cards in the Damage Zone face-up.  
 [A] [(V)/(R)]: [SB: (8) CB: (5)] When this unit attacks and hits, may pay. If so, Stand all of your units.

EB04/016 Nova Grappler/Alien No Trigger

**G3****Armored Fairy, Speiler**

[A] [(V)/(R)]: [SB: (3)] When this hits with an attack, if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.  
 [A] [(V)]: When this is boosted by a ::Nova Grappler::, this gains +3000 Pow for the turn.

EB04/017 Nova Grappler/Battlroid No Trigger

**G3****Death Army Rook**

--No Text--

EB04/018 Nova Grappler/Battlroid No Trigger

**G2**

**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.

EB04/019 Nova Grappler/Human No Trigger

G2

**NGM Prototype**

[A] When this Intercepts, if you have a ::Nova Grappler:: VG, this gains +5000 Shield for that battle.

EB04/020 Nova Grappler/Battlroid No Trigger

G2

**Marvelous Hani**

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

EB04/021 Nova Grappler/Alien No Trigger

G2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Tough Boy**

--No Text--

EB04/022 Nova Grappler/Battlroid No Trigger

G1

**Oasis Girl**

[S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

EB04/023 Nova Grappler/Walkaroid No Trigger

G1

**Screamin' and Dancin' Announcer, Shout**

[S] [(V)/(R)]: [Rest this Unit, discard 1 card]: Draw 1 card.

EB04/024 Nova Grappler/Alien No Trigger

G1

Infinite Phantom Legion Extra Pack

**Dancing Wolf**

[A] [(R)]: During your Battle Phase, when this Stands, this gains +3000 for the turn.

EB04/025 Nova Grappler/Warbeast No Trigger

G1

**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.

EB04/026 Nova Grappler/Battlroid No Trigger

G1

**Beast Deity, White Tiger**

[A]: When another ::Nova Grappler:: Rides on this, you may call this to (R).  
[S] [(R)]: [CB: (1)]. Put this in Soul! When this Boosts a ::Nova Grappler:: and the attack hits a VG, may pay. If so, choose 1 of your ::Nova Grappler:: RGs with "Beast Deity" in the name and Stand it.

EB04/027 Nova Grappler/Battlroid No Trigger

G0

**Death Army Pawn**

[A]: When another ::Nova Grappler: Rides on this, you may Call this to (R).  
[S] [(R)]: [Rest 1 of your other RGs with "Death Army" in name] If you have a ::Nova Grappler:: VG, this gains +2000 Pow for the turn.

EB04/028 Nova Grappler/Battlroid No Trigger

G0

**Minimum Raizer**

--No Text--

EB04/029 Nova Grappler/Battlroid T: Critical

G0

**Three Minutes**

--No Text--

EB04/030 Nova Grappler/Human T: Draw

G0

**The Gong**

--No Text--

EB04/031 Nova Grappler/Walkaroid T: Draw

G0

**Wall Boy**

(you may have no more than 4 ::Heal Trigger:: in your Deck)

EB04/032 Nova Grappler/Battlroid T: Heal

G0

**Red Lightning**

[S] [(R)]: [Put this in Soul] If you have a ::Nova Grappler:: VG, choose up to 1 card in your Damage Zone and turn it face-up.

EB04/033 Nova Grappler/Alien T: Critical

G0

**Turboraizer**

[A]: When another ::Nova Grappler:: Rides on this, you may call this to an (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.

EB04/034 Nova Grappler/Battlroid T: Stand

G0

**Battleraizer**

[A]: When another ::Nova Grappler:: Rides on this, you may call this to an (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.

EB04/035 Nova Grappler/Battlroid T: Stand

G0

**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 the name in your Soul, this gains +3000 Pow. If there are 4 or more, this gains +1 Crit.  
[A]: When this is placed to (V), put all your Rear-guards with "raizer" in the name in your Soul.

EB04/S01 Nova Grappler/Battlroid No Trigger

G3

Unbounded Erosion Form, Death Army Cosmolord

[S] [(V)] [LB:(4)]: [CB: (2)] Stand all your ::Nova Grappler:: RGs. If you Stand more than 4 units this way, this gains +1 Crit this turn. This ability cannot be used again this turn.

[S] [(V)]: [Rest 2 of your units with "Death Army" in name] This gains +5000 Pow for the turn.

EB04/S02 Nova Grappler/Alien No Trigger

G3



Downloaded from HeartOfTheCards.com. Do not distribute or repost.



Infinite Phantom Legion Extra Pack

