

**Dimensional Robot Operator, Yuuka**  
 [A] [G Break: (1)]: When this is placed to (R), choose 1 of your other units with "Dimensional Robot" in name, and that unit gains +4000 Pow for the turn.

*PR/0301 Dimension Police/Human No Trigger*

**G1**

**Blast Monk of Thundering Legs**  
 [A] [(R)] [G Break: (1)]: When this attacks, you may choose 1 Locked card and Unlock it. If so, this gains +4000 Pow for the battle.

*PR/0302 Link Joker/Cyberoid No Trigger*

**G2**

**Visionary Jemini**  
 [A] [G Break: (1)]: During the battle in which your VG is attacked, when this is placed to (G), if there are 6 or more cards in your Soul, this gains +5000 Shield for the battle. Then, if there are 10 or more cards in your Soul, this gains +5000 Shield for the battle.

*PR/0303 Dark Irregulars/Human No Trigger*

**G1**

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**Lady Battler of the White Dwarf Star**  
 [A] [(R)] [G Break: (1)]: When this Boosts, you may choose 1 Locked card and Unlock it. If so, the Boosted unit gains +4000 Pow for the battle.

*PR/0305 Link Joker/Cyberoid No Trigger*

**G1**

**Light Blocking Star-Vader, Sulfur**  
 [A] [(R)]: [CB: (1), Put this in your Soul] During your Opp.'s End Phase, when your Opp.'s Locked card is Unlocked, may pay. If so, Lock that unit.

*PR/0306 Link Joker/Cyberoid No Trigger*

**G2**

**Star-Vader of Prison Gate, Palladium**  
 [A] [(R)]: [CB: (1), Put this in Soul] During your Opp.'s End Phase, when your Opp.'s Locked card becomes Unlocked, may pay. If so, Lock that unit. (Cards Locked by this effect Unlock at the end of the owner's Next turn)

*PR/0307 Link Joker/Cyberoid No Trigger*

**G1**

Promos (0301-0350)

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

*PR/0308 Etranger/Demon No Trigger*

**G2**

**Humanoid ARcana Armor, A-Go**  
 --No Text--

*PR/0309 Etranger/Demon No Trigger*

**G2**

**Golden Knight, Garo Sho**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the Battle.  
 [C] [(V)]: If "Golden Knight, Garo" is in your Soul, this gains +1000 Pow.

*PR/0310 Etranger/Human No Trigger*

**G3**

**Servmyu**  
 [A] [(R)] [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.

*PR/0311 Shadow Paladin/Hi-Beast No Trigger*

**G1**

**Fearsbau**  
 [C] [(R)] [G Break: (1)]: During your turn, if there is 1 or fewer RGs in your Back Row, this gains +2000 Pow and "[A] [(R)]: When this hits a VG with an attack, SC: (1), and choose a card in your Damage Zone and turn it face-up".

*PR/0312 Shadow Paladin/Hi-Beast No Trigger*

**G2**

**Decoder of the Forbidden Book**  
 [A] [G Break: (1)]: [CB: (1)] When this is placed to (R), may pay. If so, search your LB for up to 1 Grade 0 card and Call it to (R), and shuffle your LB.

*PR/0314 Shadow Paladin/Angel No Trigger*

**G1**

**Farmgal**  
 [A] [G Break: (1)]: When this is placed from the LB to (R), look at the top 3 cards of your LB and search for up to 1 card and Call it to (R), and shuffle your LB.

*PR/0315 Gold Paladin/Hi-Beast No Trigger*

**G2**

**Lizard Soldier, Berog**  
 [A] [G Break: (1)]: When this is placed to (G), choose 1 of your VGs, and it gains "[A] [(V)]: At the end of the battle in which this was attacked, if the attack did not hit, choose 1 of your Opp.'s Rested RGs and Retire it" for the battle.

*PR/0316 Kagero/Dragonman No Trigger*

**G1**

**Ninja Fiend, Lake Diver**  
 [A] [G Break: (1)]: [CB: (1)] When this is placed to (R), may pay. If so, search your LB for up to 2 "Ninja Fiend, Lake Diver" and Call them to separate (R)s, shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB in any order.

*PR/0317 Murakumo/Gillman No Trigger*

**G1**

**Dark Metal Chameleon**  
 [A] [G Break: (1)]: When this Unlocks, choose a card in your Damage Zone and turn it face-up.  
 [C] [(V)/(R)/(G)]: Resist

*PR/0318 Link Joker/Cyber Beast No Trigger*

**G1**

**Flying Librarian**  
 [A] [G Break: (1)]: [CB: (1)] When this is placed to (R), may pay. If so, SC: (2). Then, if there are 6 or more cards in your Soul, draw a card. Then, if there are 10 or more cards in your Soul, choose a card in your Damage Zone and turn it face-up.

*PR/0319 Dark Irregulars/Human No Trigger*

**G2**

**Mikazuki Munechika**  
 --No Text--

*PR/0320 Touken Ranbu/Sword Warrior-Tachi No*

**G2**

**Magical Yell, Nina**  
 [A]: [SB: (2)] When this is placed to (R), may pay. If so, Countercharge: (2).

*PR/0321 Bermuda Triangle/Mermaid No Trigger*

**G1**

**Medical Bomber Nurse**  
 [A] [Damage Zone] [G Break: (1)]: [CB: (1)] When your other unit is placed from the Damage Zone to (R), may pay. If so, put the top card of your LB face-up in the Damage Zone. Then, if this card is face-up, Call this to (R).

*PR/0322 Angel Feather/Angel No Trigger*

**G2**

**God of Smithing, Hephaistos**  
 [A] [G Break: (1)]: When this Boosts, SC: (1).

*PR/0323 Genesis/Noble No Trigger*

**G1**

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**Universal Hero, Gran Ranger**  
 [A] [(R)] [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.

*PR/0324 Dimension Police/Battroid No Trigger*

**G1**

**Brass Chain Dragon**  
 [S] [(V)] [G Break: (1)]: [CB: (2)] Choose 1 of your Opp.'s RGs, and your Opp. puts that unit on the bottom of his or her LB.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

*PR/0325 Gear Chronicle/Gear Dragon No Trigger*

**G3**

**Brilliant Blister**  
 [A]: When this is placed to (G), choose 1 of your Opp.'s VGs, and for the turn, that unit cannot Stand.

*PR/0326 Megacolony/Insect No Trigger*

**G1**

**Promos (0301-0350)**

**Maiden of Flower Pistol**  
 [A] [(V)/(R)] [G Break: (1)]: When your other unit is placed to (R), for the turn, treat this as also having the name of the that unit.

*PR/0327 Neo Nectar/Bioroid No Trigger*

**G3**

