

### Cleanup Celestial, Remiel "Reverse"

[S] [(V)] [LB:(4)]: [Lock 2 of your RGs with "Celestial" in name] Choose up to 3 of your Front Row units with "Celestial" in name. They gain +5000 Pow for the turn, and if you have a "Cleanup Celestial, Remiel "Reverse" in your Damage Zone, choose a card in your Opp.'s Damage Zone and put it in the DZ, and your Opp. puts 1 of his or her RGs in the Damage Zone.  
[C] [(V)]: If "Prophecy Celestial, Remiel" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/001 Angel Feather/Angel No Trigger

G3

### Shura Ninja Dragon, Kujikirikongou

[A] [LB:(4)]: When another ::Nubatama:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn. Your Opp. discards a card and then choose a card from hand and Binds it face-down. At the end of the turn, your Opp. puts the card Bound by this effect into hand.  
[A] [(V)]: When this attacks, if your Opp. has 3 or fewer cards in hand, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/002 Nubatama/Abyss Dragon No Trigger

G3

### Strongest Beast Deity, Ethics Buster Extreme

[A] [(V)] [LB:(4)]: When this Drive Checks a Grade 1 or higher card with "Beast Deity" in name, choose 1 of your ::Nova Grappler:: RGs and Stand it.  
[C] [(V)]: If "Beast Deity, Ethics Buster" is in your Soul, this gains +2000 Pow.  
~~BT13/003 Nova Grappler/Battlroid No Trigger~~

G3

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### Worst Beast Deity, Ethics Buster "Reverse"

[S] [(V)] [LB:(4)]: [CB: (2), Discard 2 cards from your hand with "Beast Deity" in name, Lock 2 of your ::Nova Grappler:: RGs] This gains "[A] [(V)]: At the end of the battle in which this attacked a VG, Stand this. This ability cannot be used again this turn" for the turn.  
[C] [(V)]: If "Beast Deity, Ethics Buster" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/004 Nova Grappler/Battlroid No Trigger

G3

### Dark Dimension Robot, "Reverse" Daiyuusha

[S] [(V)] [LB:(4)]: [CB: (1), Lock 2 of your Rearguards with "Dimension Robot" in name] Choose 1 of your Opp.'s VGs. It gets -10000 Pow for the turn. This ability cannot be used again this turn.  
[C] [(V)]: If "Super Dimension Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/005 Dimension Police/Battlroid No Trigger

G3

### Original Saber, Zero

[A] [LB:(4)]: When another ::Dimension Police:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn, and choose 1 of your Opp.'s VGs. That unit gets -5000 Pow for the turn.  
[A] [(V)]: When this is Boosted by a ::Dimension Police::, this gains +2000 Pow for the battle.  
[C] [(V)/(R)]: Lord

BT13/006 Dimension Police/Alien No Trigger

G3

## Set 13: Catastrophic Outbreak Booster Pack

### Star-Vader, Chaos Bringer Dragon

[A] [(V)] [LB:(4)]: [SB: (1) - Cards with "Star-Vader" in name] During your Opp.'s End Phase, when your Opp.'s Locked card becomes Unlocked, may pay. If so, Retire that unit, and draw a card.  
[S] [(V)]: [CB: (1), Discard a card from your hand with "Star-Vader" in name] Lock 1 of your Opp.'s RGs. This ability cannot be used again this turn.  
[C] [(V)/(R)]: Lord

BT13/007 Link Joker/Cyber Dragon No Trigger

G3

### Azure Wave Dragon, Tetra Drive Dragon

[A] [(V)] [LB:(4)]: At the end of the battle in which this attacked a VG, if it's the 2nd battle of the turn, this gains "[A] [(V)]: [CB: (2), Discard 2 ::Aqua Force:: from your hand] At the end of the battle in which your RG attacked a VG, if it's the 4th battle of the turn, may pay. If so, Stand this" for the turn.  
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.  
[C] [(V)/(R)]: Lord

BT13/008 Aqua Force/Tear Dragon No Trigger

G3

### Emergency Celestial, Darnel

[A] [Damage Zone]: [CB: (1) - Another card with "Celestial" in name] When another card of yours is placed in the Damage Zone, may pay. If so, Call this to (R), and put the top card of your LB in Damage Zone.

BT13/009 Angel Feather/Angel No Trigger

G2

### Shura Ninja Dragon, Kabukikongou

[A] [(V)] [LB:(4)]: [CB: (1)] When this attacks a VG, may pay. If so, Bind all your Opp.'s RGs face-up, and if there are 3 or more cards in your Opp.'s Bind Zone, this gains +10000 Pow for the battle, and at the end of the turn, your Opp. puts all cards Bound by this effect into hand.  
[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.  
[C] [(V)/(R)]: Lord

BT13/010 Nubatama/Abyss Dragon No Trigger

G3

### Ninja Beast, Mijin Gakure

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard 1 ::Nubatama:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Nubatama:: being attacked. That unit cannot be hit for the battle.  
BT13/011 Nubatama/Warbeast No Trigger

G1

### Beast Deity, Brainy Papio

[A] [(V)/(R)]: [CB: (1) - Card with "Beast Deity" in name] When this hits a VG with an attack, if you have a ::Nova Grappler:: VG, may pay. If so, choose 1 of your other ::Nova Grappler:: RGs and Stand it.

BT13/012 Nova Grappler/Battlroid No Trigger

G2

### Beast Deity, Solar Falcon

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard 1 ::Nova Grappler:: 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.

BT13/013 Nova Grappler/Battlroid No Trigger

G1

### Dimension Robo, Daishield

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

BT13/014 Dimension Police/Battlroid No Trigger

G1

### Star-Vader, Colony Maker

[A]: [CB: (1)] When this is placed to (R), if you have a ::Link Joker:: VG and your Opp. has a Locked card, may pay. If so, search your LB for up to 1 Grade 1 or lower card with "Star-Vader" in name and Call it to (R). Shuffle your LB.

BT13/015 Link Joker/Cyber Fairy No Trigger

G2

### Conqueror of the Seven Seas, Nightmist

[A] [LB:(4)]: When another ::Granblue:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn. Choose up to 2 ::Granblue:: in your DZ and Call them to (R). The units Called this way gain +5000 Pow for the turn, and at the end of the turn, put them in the DZ.  
[C] [(V)]: During your turn, if you have 4 or more ::Granblue:: RGs, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/016 Granblue/Vampire No Trigger

G3

### Hades of the Ice Prison, Cocytus "Reverse"

[S] [(V)] [LB:(4)]: [Put the top 3 cards of your LB in the DZ, Lock 1 of your ::Granblue:: RGs] Choose 1 ::Granblue:: in your DZ and Call it to (R), and that unit gains +3000 Pow for the turn.  
[C] [(V)]: If "Ice Prison Necromancer, Cocytus" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT13/017 Granblue/Skeleton No Trigger

G3

### Cobalt Wave Dragon

[A] [(V)] [LB:(4)]: When your RG attacks a VG, if it's the 3rd battle or later of the turn, this gains +2000 Pow and +1 Crit for the turn.  
[A] [(V)]: When this attacks a VG, if it's the 4th battle or later of the turn, this gains +5000 Pow for the battle.

BT13/018 Aqua Force/Tear Dragon No Trigger

G3

**Punisher of the Academy, Leopard "Reverse"**

[S] [(V)] [LB:(4)]: [Lock 1 of your ::Great Nature:: RGs] Choose up to 2 of your ::Great Nature:: RGs. For the turn, they gain +4000 Pow. "[A] [(R)]: At the end of the turn, Retire this", and "[A] [(V)]: During your End Phase, when this is placed from (R) to the DZ, Call it to a vacant (R)".

[C] [(V)]: If "Hunter of the Academy, Leopard" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/019 Great Nature/Hi-Beast No Trigger

G3

**Special Emeritus Doctor, Chat Noir**

[A] [LB:(4)]: When another ::Great Nature:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow and "[A] [(V)]: When your ::Great Nature:: RG attacks a VG, choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn, and at the end of the turn, draw a card, and retire the chosen unit" for the turn.

[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT13/020 Great Nature/Hi-Beast No Trigger

G3

**Operation Celestial, Almen**

[C] [(V)/(R)]: During your turn, for each face-up "Operation Celestial, Almen" in your Damage Zone, this gains +2000 Pow.

BT13/021 Angel Feather/Angel No Trigger

G3

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**Nursing Celestial, Narel**

[A]: [Put a card with "Celestial" in name from hand in your Damage Zone] When this is placed to (R), if you have an ::Angel Feather:: VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.

BT13/022 Angel Feather/Angel No Trigger

G1

**Ninja Fiend, Daidarahoushi**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.

[A] [(R)]: When this attacks a VG, if you have a ::Nubatama:: VG, this gains +2000 Pow for the battle.

BT13/023 Nubatama/Demon No Trigger

G3

**Ninja Fiend, Tamahagane**

[A]: When this is placed to (V) or (R), if you have a ::Nubatama:: VG, choose 1 of your Opp.'s RGs and Bind it face-up. At the end of the turn, your Opp. puts the card Bound by this effect into hand.

BT13/024 Nubatama/Warbeast No Trigger

G2

**Set 13: Catastrophic Outbreak Booster Pack**

**Ninja Beast, Kuroko**

[A]: Forerunner

[A] [(R)]: [SB: (1)] When this Boosts and the attack hits a VG, if you have a ::Nubatama:: VG, may pay. If so, choose up to 2 cards in your Opp.'s Bind Zone and put them in the DZ.

BT13/025 Nubatama/Warbeast No Trigger

G0

**Beast Deity, Mach Speed**

[A] [(R)]: [CB: (1) - Cards with "Beast Deity" in name] During your Battle Phase, when this Stands, if you have a ::Nova Grappler:: VG, may pay. If so, choose 1 of your other ::Nova Grappler:: RGs and Stand it.

BT13/026 Nova Grappler/Battlroid No Trigger

G1

**Energy Charger**

[A]: [SB: (2)] When this is placed to (R), if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.

BT13/027 Nova Grappler/Walkaroid No Trigger

G1

**Universe Strange Dragon, Dogurumadra**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.

[A] [(R)]: When this attacks a VG, if you have a ::Dimension Police:: VG, this gains +2000 Pow for the battle.

BT13/028 Dimension Police/Alien No Trigger

G3

**Dimension Robot, Daiheart**

[A] [(V)]: At the start of your Attack Step, if the Pow of this is 13000 or higher, this gains "[A] [(V)]: [Choose 2 Grade 3 cards with "Dimension Robot" in name in your hand and put them in Soul] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 Grade 3 card with "Dimension Robot" in name and Ride it Rested. Shuffle your LB" for the turn.

BT13/029 Dimension Police/Battlroid No Trigger

G2

**Dimension Robot, Daidriller**

[A]: [CB: (1)] When this is placed to (R), may pay. If so, choose 1 of your other units with "Dimensional Robot" in name. That unit gains +4000 Pow for the turn.

BT13/030 Dimension Police/Battlroid No Trigger

G2

**Dimension Robot, Gocannon**

[S] [(R)]: [Put this in Soul, choose 1 of your other RGs with "Dimension Robot" in name and put it in Soul] Choose 1 of your VGs with "Daiyuusha" in name. That unit gains +1 Crit for the turn.

BT13/031 Dimension Police/Battlroid No Trigger

G1

**Dimension Robot, Daimagnum**

[A]: Forerunner

[S] [(R)]: [Put this in Soul] Choose 1 of your ::Dimension Police:: VGs. That unit gains +4000 Pow for the turn.

BT13/032 Dimension Police/Battlroid No Trigger

G0

**Knight of Entrophy**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.

[A]: [CB: (2)] When this is placed to (V), may pay. If so, Lock 1 of your Opp.'s RGs.

BT13/033 Link Joker/Cyber Golem No Trigger

G3

**Paradise Elk**

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Link Joker:: VG, may pay. If so, draw a card.

BT13/034 Link Joker/Cyber Beast No Trigger

G2

**Serious Star-Vader, Seren**

[A]: Forerunner

[A] [(R)]: When your Opp.'s RG is Locked due to an effect of your card, if you have a ::Link Joker:: VG, you may return this to your hand.

BT13/035 Link Joker/Cyberoid No Trigger

G0

**Necromancer of the Rotten Sea, Balbaros**

[A] [(V)]: [Retire 1 of your Grade 3 or higher ::Granblue:: RGs] When this Drive Checks a Grade 3 ::Granblue::, may pay. If so, choose a ::Granblue:: in your DZ and Call it to a vacant (R).

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

BT13/036 Granblue/Gillman No Trigger

G3

**Seawalking Banshee**

[A]: [SB: (1)] When this is placed from DZ to (R), if you have a ::Granblue:: VG, may pay. If so, draw a card.

BT13/037 Granblue/Ghost No Trigger

G1

**Tidal Assault**

[A] [(R)]: At the end of the battle in which this attacked a VG, if you have an ::Aqua Force:: VG, Stand this, and this gets -5000 Pow for the turn. This ability cannot be used again this turn.

BT13/038 Aqua Force/Aquaroid No Trigger

G2

**Wheel Assault**

[A] [(R)]: [CB: (1)] At the end of the battle in which this Boosted, if you have an ::Aqua Force:: VG, may pay. If so, choose 2 of your ::Aqua Force:: RGs and swap them. (Do not change their positions.)

BT13/039 Aqua Force/Aquaroid No Trigger

G1

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**Bubble Edge Dracokid**

[A]: Forerunner  
[S] [(R)]: [Put this in Soul] If you have an ::Aqua Force:: VG, choose 1 of your ::Aqua Force:: That unit gains "[A] [(V)/(R)]: When this attacks a VG, if it's the 4th battle or later of the turn, draw a card" for the turn.

BT13/040 Aqua Force/Tear Dragon No Trigger

G0

**Abacus Bear**

[A] [(V)]: When this Drive Checks a Grade 3 ::Great Nature::, you may choose 2 of your ::Great Nature:: RGs and give them +4000 Pow. If you do, Retire them at the end of the turn.

BT13/041 Great Nature/Warbeast No Trigger

G3

**Washup Raccoon**

[A]: [CB: (1), choose 3 non-"Washup Raccoon" Grade 1 or higher ::Great Nature:: in your DZ and put them on bottom of your LB in any order] During your End Phase, when this is placed from (R) to DZ, if you have a ::Great Nature:: VG, may pay. If so, search your LB for up to 1 "Washup Raccoon", reveal it, and put it in your hand. Shuffle your LB.

BT13/042 Great Nature/Hi-Beast No Trigger

G1

### Set 13: Catastrophic Outbreak Booster Pack

**Dressing Barrage, Sahariel**

[A] [(V)/(R)]: [Discard a card] When this hits with an attack, if you have an ::Angel Feather:: VG, may pay. If so, draw a card.

BT13/043 Angel Feather/Angel No Trigger

G3

**Surgical Celestial, Batalyarl**

[C] [(V)/(R)]: During your turn, for each face-up "Operation Celestial, Almen" in your Damage Zone, this gains +2000 Pow.

BT13/044 Angel Feather/Angel No Trigger

G2

**Tinkle Knife Angel**

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

BT13/045 Angel Feather/Angel No Trigger

G2

**Anastasia Celestial, Rumael**

[C] [(V)/(R)]: During your turn, for each face-up "Operation Celestial, Almen" in your Damage Zone, this gains +2000 Pow.

BT13/046 Angel Feather/Angel No Trigger

G1

**Tinder Pigeon**

[A]: When this is placed to (R), choose 1 of your other ::Angel Feather:: That unit gains +2000 Pow for the turn.

BT13/047 Angel Feather/Hi-Beast No Trigger

G1

**Penetrate Celestial, Gedael**

[A]: Forerunner  
[A] [(R)]: [CB: (1), Put this in Soul] At the start of your Ride Phase, if you have an ::Angel Feather:: VG, may pay. If so, put the top card of your LB in Damage Zone, and at the end of the turn, choose a card in your Damage Zone and return it to your LB. Shuffle your LB.

BT13/048 Angel Feather/Angel No Trigger

G0

**Ninja Fiend of Thousand Tachis, Oborozakura**  
--No Text--

BT13/049 Nubatama/Demon No Trigger

G2

**Ninja Dragon, Kokujou**

[A] [(R)]: During your turn, when your Opp.'s card is placed in the Bind Zone, if you have a ::Nubatama:: VG, this gains +2000 Pow for the turn.

BT13/050 Nubatama/Abyss Dragon No Trigger

G2

**Ninja Fiend, Gozuou**

[A] [(V)/(R)]: When this attacks, if you have a ::Nubatama:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT13/051 Nubatama/Warbeast No Trigger

G2

**Ninja Fiend under the Moonlit Sky, Sakurafubuki**  
--No Text--

BT13/052 Nubatama/Demon No Trigger

G1

**Ninja Fiend of the Storm, Fuuki**

[S] [(R)]: [CB: (1), Put this in Soul] If you have a ::Nubatama:: VG and your Opp. has 3 or more cards in hand, may pay. If so, randomly choose 1 card in your Opp.'s hand and Bind it face-down. At the end of the turn, your Opp. puts the card Bound by this effect into hand.

BT13/053 Nubatama/Demon No Trigger

G1

**Ninja Dragon, Kodachifubuki**

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

BT13/054 Nubatama/Abyss Dragon No Trigger

G1

**Ninja Fiend, Mezuou**

[A] [(R)]: [CB: (1)] When this Boosts a ::Nubatama:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT13/055 Nubatama/Warbeast No Trigger

G1

**Ninja Fiend of the Party, Shutenmaru**

[A]: Forerunner

[A] [(R)]: [Put this in Soul] When this Boosts a ::Nubatama:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT13/056 Nubatama/Demon No Trigger

G0

**Ninja Dragon, Kurogane**

--No Text--

BT13/057 Nubatama/Abyss Dragon T: Critical

G0

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**Ninja Fiend, Ootsuzura**

--No Text--

BT13/058 Nubatama/Warbeast T: Draw

G0

**Ninja Fiend, Zashikihime**

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

BT13/059 Nubatama/Ghost T: Heal

G0

**Ninja Fiend, Mashiromomen**

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Nubatama:: units. That unit gains +3000 Pow for the turn.

BT13/060 Nubatama/Ghost T: Stand

G0

**Set 13: Catastrophic Outbreak Booster Pack****Death Army Commander**

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

BT13/061 Nova Grappler/Battlroid No Trigger

G3

**Beast Deity, Damundreo**

--No Text--

BT13/062 Nova Grappler/Battlroid No Trigger

G2

**Gattling Raizer**

[A] [(V)/(R)]: [CB: (1) - ::Nova Grappler::] When this attacks, if you have a ::Nova Grappler:: VG, may pay. If so, this gains +4000 Pow for the turn.

BT13/063 Nova Grappler/Battlroid No Trigger

G2

**Beast Deity, Desert Gator**

[A] [(R)]: When this attacks, if you have a VG with "Beast Deity" in name, this gains +3000 Pow for the battle.

BT13/064 Nova Grappler/Battlroid No Trigger

G1

**Beast Deity, Night Jackal**

[A]: Forerunner

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

BT13/065 Nova Grappler/Battlroid No Trigger

G0

**Beast Deity, Death Stinger**

--No Text--

BT13/066 Nova Grappler/Battlroid T: Critical

G0

**Beast Deity, Banpaulos**

--No Text--

BT13/067 Nova Grappler/Battlroid T: Draw

G0

**Beast Deity, Blight Cobra**

--No Text--

BT13/068 Nova Grappler/Battlroid T: Stand

G0

**Beast Deity, Rescue Bunny**

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

BT13/069 Nova Grappler/Battlroid T: Heal

G0

**Fusion Monster, Bugreed**

[A] [(V)/(R)]: When this attacks a VG, if you have a ::Dimension Police:: VG and the Pow of the Battle Opp. is 8000 or lower, this gains "[A] [(V)/(R)]: When this hits with an attack, draw a card" for the battle.

BT13/070 Dimension Police/Alien No Trigger

G2

**Electric Shock Monster, Whipple**

[A] [(V)/(R)]: When this attacks, if you have a ::Dimension Police:: VG or RG with LB:(4), this gains +3000 Pow for the battle.

BT13/071 Dimension Police/Alien No Trigger

G2

**Thermal Ray Monster, Gigabolt**

[A] [(V)/(R)]: When this attacks, if the Pow of the Battle Opp. is 8000 or lower, this gains +3000 Pow for the battle.

BT13/072 Dimension Police/Alien No Trigger

G1

**Light Ray Monster, Raydrum**

[A] [(R)]: [CB: (1)] When this Boosts a ::Dimension Police:: with LB:(4), may pay. If so, the Boosted unit gains +3000 Pow for the battle.

BT13/073 Dimension Police/Alien No Trigger

G1

**Hypnotic Monster, Nekorroli**

[A]: Forerunner

[A] [(R)]: [Put this in Soul] When this Boosts a ::Dimension Police:: with LB:(4) and the attack hits a VG, may pay. If so, draw a card.

BT13/074 Dimension Police/Alien No Trigger

G0

**Demon Eye Monster, Gorgon**

--No Text--

BT13/075 Dimension Police/Alien T: Critical

G0

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**Dimension Robot, Daicrane**

--No Text--

BT13/076 Dimension Police/Battroid T: Draw

G0

**Dimensional Robot, Goflight**

--No Text--

BT13/077 Dimension Police/Battroid T: Stand

G0

**Dimensional Robot, Gorescue**

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

BT13/078 Dimension Police/Battroid T: Heal

G0

**Set 13: Catastrophic Outbreak Booster Pack****Lady Gunner of the Supernova**

[A] [(V)/(R)]: When this is Boosted by a ::Link Joker::, this gains +2000 Pow for the battle.

BT13/079 Link Joker/Cyberoid No Trigger

G3

**Star-Vader of Extermination, Tungsten**

[A] [(R)]: When this attacks a VG, if your Opp. has a Locked card, this gains +4000 Pow for the turn.

BT13/080 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)

BT13/081 Link Joker/Cyberoid No Trigger

G1

**Lady Gunner of the Tiny Planet Belt**

[A] [(R)]: [Discard a card] When this Boosts and the attack hits, may pay. If so, draw a card.

BT13/082 Link Joker/Cyberoid No Trigger

G1

**Star-Vader, Chaos Beat Dragon**

[A] [(R)]: When this Boosts "Star-Vader, Chaos Breaker Dragon", if your Opp. has a Locked card, the Boosted unit gains +5000 Pow for the battle.

BT13/083 Link Joker/Cyber Dragon No Trigger

G1

**Linked Black Circles, Pleiades**

[A]: Forerunner

[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Link Joker::, reveal it, and put it in your hand. Shuffle your LB.

BT13/084 Link Joker/Cyberoid No Trigger

G0

**Corrosive Dragon, Corrupt Dragon**

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

BT13/085 Granblue/Zombie No Trigger

G2

**Peter the Ghostie**

[A]: Forerunner

[S] [(R)]: [CB: (1), Put the top 2 cards of your LB in DZ, Put this in Soul] If you have a ::Granblue:: VG, draw a card.

BT13/086 Granblue/Ghost No Trigger

G0

**Sad Gunfire, Nightflare**

--No Text--

BT13/087 Granblue/Vampire T: Draw

G0

**Keen-Eyed Sky Trooper**

[A] [(V)]: When this Drive Checks a Grade 3 ::Aqua Force::, Stand 1 of your RGs.

BT13/088 Aqua Force/Warbeast No Trigger

G3

**Water General of the Tidal Waves, Myrtos**

[A] [(V)/(R)]: When this attacks a VG, if you have an ::Aqua Force:: VG, this gains +2000 Pow for the battle.

BT13/089 Aqua Force/Aquaroid No Trigger

G3

**Battle Siren, Kalista**

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have an ::Aqua Force:: VG and it's the 4th battle or later of the turn, may pay. If so, choose 1 of your other ::Aqua Force:: RGs. Stand that unit, and that unit gains +5000 Pow for the turn.

BT13/090 Aqua Force/Mermaid No Trigger

G2

**Abyssal Sniper**

[A] [(V)/(R)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.

BT13/091 Aqua Force/Aquaroid No Trigger

G2

**Deuterium Gun Dragon**

[A] [(V)/(R)]: When this attacks, if you have an ::Aqua Force:: VG and it's the 2nd battle of the turn, this gains +3000 Pow for the battle.

BT13/092 Aqua Force/Dragonman No Trigger

G2

**Sea Turtle Soldier of the Current Troops**

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a Grade 1 or 2 ::Aqua Force::, Call it to (R), otherwise shuffle your LB.

BT13/093 Aqua Force/Hi-Beast No Trigger

G2

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**Shallows Sweeper**

[A] [(R)]: [Discard a card] When this Boosts an ::Aqua Force:: and you have an ::Aqua Force:: VG and it's the 4th battle or later of the turn, may pay. If so, draw a card.

BT13/094 Aqua Force/Aquaroid No Trigger

G1

**Heavy Rush Dragon**

[A] [(V)/(R)]: When this attacks, if you have an ::Aqua Force:: VG and it's the 2nd battle of the turn, this gains +3000 Pow for the battle.

BT13/095 Aqua Force/Dragonman No Trigger

G1

**Patrol Swimming Seal Soldier**

[S] [(R)]: [Rest this] Choose 1 of your other ::Aqua Force:: units. That unit gains +2000 Pow for the turn.

BT13/096 Aqua Force/Hi-Beast No Trigger

G1

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**Apprentice Artilleryman, Solon**

[A]: Forerunner

[S] [(R)]: [Put this in Soul, Discard a card] If you have an ::Aqua Force:: VG, draw a card.

BT13/097 Aqua Force/Aquaroid No Trigger

G0

**Battle Siren, Marika**

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Aqua Force:: units. That unit gains +3000 Pow for the turn.

BT13/098 Aqua Force/Mermaid T: Draw

G0

**Cosmic Cheetah**

[A] [(V)/(R)]: When this attacks, if you have fewer cards in your hand than your Opp., this gains +3000 Pow for the battle.

BT13/099 Great Nature/Hi-Beast No Trigger

G2

**Whistle Hyena**

[A] [(V)/(R)]: [CB: (1) - ::Great Nature::] When this attacks, if you have a ::Great Nature:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT13/100 Great Nature/Hi-Beast No Trigger

G2

**Telescope Rabbit**

[A]: Forerunner

[S] [(R)]: [CB: (1), Rest this] Choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn, and at the end of the turn, Retire it.

BT13/101 Great Nature/Hi-Beast No Trigger

G0

**Holder Hedgehod**

--No Text--

BT13/102 Great Nature/Hi-Beast T: Critical

G0

**Cleanup Celestial, Remiel "Reverse"**

[S] [(V) [LB:(4)]: [Lock 2 of your RGs with "Celestial" in name] Choose up to 3 of your Front Row units with "Celestial" in name. They gain +5000 Pow for the turn, and if you have a "Cleanup Celestial, Remiel "Reverse" in your Damage Zone, choose a card in your Opp.'s Damage Zone and put it in the DZ, and your Opp. puts 1 of his or her RGs in the Damage Zone.

[C] [(V)]: If "Prophecy Celestial, Remiel" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S01 Angel Feather/Angel No Trigger

G3

**Shura Ninja Dragon, Kujikirikongou**

[A] [LB:(4)]: When another ::Nubatama:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn. Your Opp. discards a card and then choose a card from hand and Binds it face-down. At the end of the turn, your Opp. puts the card Bound by this effect into hand.

[A] [(V)]: When this attacks, if your Opp. has 3 or fewer cards in hand, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S02 Nubatama/Abyss Dragon No Trigger

G3

**Strongest Beast Deity, Ethics Buster Extreme**

[A] [(V) [LB:(4)]: When this Drive Checks a Grade 1 or higher card with "Beast Deity" in name, choose 1 of your ::Nova Grappler:: RGs and Stand it.

[C] [(V)]: If "Beast Deity, Ethics Buster" is in your Soul, this gains +2000 Pow.

~~BT13/S03 Nova Grappler/Battroid No Trigger~~

G3

**Worst Beast Deity, Ethics Buster "Reverse"**

[S] [(V) [LB:(4)]: [CB: (2), Discard 2 cards from your hand with "Beast Deity" in name, Lock 2 of your ::Nova Grappler:: RGs] This gains "[A] [(V)]: At the end of the battle in which this attacked a VG, Stand this. This ability cannot be used again this turn" for the turn.

[C] [(V)]: If "Beast Deity, Ethics Buster" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S04 Nova Grappler/Battroid No Trigger

G3

**Dark Dimension Robot, "Reverse" Daiyuusha**

[S] [(V) [LB:(4)]: [CB: (1), Lock 2 of your Rearguards with "Dimension Robot" in name] Choose 1 of your Opp.'s VGs. It gets -10000 Pow for the turn. This ability cannot be used again this turn.

[C] [(V)]: If "Super Dimension Robot, Daiyuusha" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S05 Dimension Police/Battroid No Trigger

G3

**Original Saber, Zero**

[A] [LB:(4)]: When another ::Dimension Police:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn, and choose 1 of your Opp.'s VGs. That unit gets -5000 Pow for the turn.

[A] [(V)]: When this is Boosted by a ::Dimension Police::, this gains +2000 Pow for the battle.

[C] [(V)/(R)]: Lord

BT13/S06 Dimension Police/Alien No Trigger

G3

Star-Vader, Chaos Bringer Dragon

[A] [(V)] [LB:(4)]: [SB: (1) - Cards with "Star-Vader" in name] During your Opp.'s End Phase, when your Opp.'s Locked card becomes Unlocked, may pay. If so, Retire that unit, and draw a card.

[S] [(V)]: [CB: (1), Discard a card from your hand with "Star-Vader" in na,e] Lock 1 of your Opp.'s RGs. This ability cannot be used again this turn.

[C] [(V)/(R)]: Lord

BT13/S07 Link Joker/Cyber Dragon No Trigger

G3

Azure Wave Dragon, Tetra Drive Dragon

[A] [(V)] [LB:(4)]: At the end of the battle in which this attacked a VG, if it's the 2nd battle of the turn, this gains "[A] [(V)]: [CB: (2), Discard 2 :Aqua Force:: from your hand] At the end of the battle in which your RG attacked a VG, if it's the 4th battle of the turn, may pay. If so, Stand this" for the turn.

[S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT13/S08 Aqua Force/Tear Dragon No Trigger

G3

Conqueror of the Seven Seas, Nightmist

[A] [LB:(4)]: When another ::Granblue:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow for the turn. Choose up to 2 ::Granblue:: in your DZ and Call them to (R). The units Called this way gain +5000 Pow for the turn, and at the end of the turn, put them in the DZ.

[C] [(V)]: During your turn, if you have 4 or more ::Granblue:: RGs, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S09 Granblue/Vampire No Trigger

G3

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Hades of the Ice Prison, Cocytus "Reverse"

[S] [(V)] [LB:(4)]: [Put the top 3 cards of your LB in the DZ, Lock 1 of your ::Granblue:: RGs] Choose 1 ::Granblue:: in your DZ and Call it to (R), and that unit gains +3000 Pow for the turn.

[C] [(V)]: If "Ice Prison Necromancer, Cocytus" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S10 Granblue/Skeleton No Trigger

G3

Punisher of the Academy, Leopard "Reverse"

[S] [(V)] [LB:(4)]: [Lock 1 of your ::Great Nature:: RGs] Choose up to 2 of your ::Great Nature:: RGs. For the turn, they gain +4000 Pow, "[A] [(R)]: At the end of the turn, Retire this", and "[A]: During your End Phase, when this is placed from (R) to the DZ, Call it to a vacant (R)".

[C] [(V)]: If "Hunter of the Academy, Leopard" is in your Soul, this gains +2000 Pow.

[C] [(V)/(R)]: Lord

BT13/S11 Great Nature/Hi-Beast No Trigger

G3

Special Emeritus Doctor, Chat Noir

[A] [LB:(4)]: When another ::Great Nature:: Rides on this, choose 1 of your VGs. That unit gains +10000 Pow and "[A] [(V)]: When your ::Great Nature:: RG attacks a VG, choose 1 of your ::Great Nature:: RGs. That unit gains +4000 Pow for the turn, and at the end of the turn, draw a card, and retire the chosen unit" for the turn.

[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the turn.

[C] [(V)/(R)]: Lord

BT13/S12 Great Nature/Hi-Beast No Trigger

G3

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