

#	Name	Rank	ATK & DEF	Type	# of Monsters	Attribute	Effect
6	Cyber Horsemen	4	ATK:2000 DEF:900	Warrior	3 or More level 4 monsters	Light	when your opponent activates a spell/trap card(s), monster effect(s), or a magic card(s), you can detach 1 XYZ material to negate the effects, Ignoring Its Conditions.
8	No Joke	2	ATK:300 DEF:400	Fiend	3 or more level 2 monsters	Wind	Once per turn, you can Detach 1 XYZ material to Look at your Opponent's Hand, and for every Trap card in their hand, this card gains 300 ATK.
9	Puv-Grave- W-ring Master	4	ATK:2500 DEF:1000	Psychic	2 level 4 dark monsters	Dark	Once per turn, you can detach 1 XYZ Material to target 2 Level 4 dark monsters from your or your opponent's Graveyard, then attach the targeted monsters to "N9: Puv-grave- W-ring Master" as XYZ material. When "N9: Puv-grave-W-Ring master" has 30 XYZ materials Attached to this card, you automatically Win. This Card Cannot Be destroyed by Battle.
11	Dragon Emperor	6	ATK:2300 DEF:2600	Spellcaster	3	Fire	Once per turn, you can detach 1 XYZ material to target all dragon type monster(s) Currently on the Field, those monsters cannot be Destroyed by battle for the next 3 turns
14	Colo-sum Atlantis	9	ATK:0 DEF:100	Spirt, Psychic, Rock	3	Light	when this card is in defense mode when this card is targeted for an attack, it gains defense equal to the Attacking monster's ATK points. Once per turn, when this card is attack Mode, you can detach 1 XYZ material to Switch this card and other cards, Into defense mode, and Any monster In Defense mode is switched into attack mode, also Any Face-down Monsters are Changed to face-up.

17	Red-Eyes Hell-Born Dragon	7	ATK: 2000 DEF: 1000	Dragon	3	Fire	When This monster attacks an opponent's monster, it steals half of Its attack. you detach 1 XYZ Material from this card, this card can attack again.
18	Mech warrior Delta	4	ATK:2450 DEF:1400	Machine	2	Wind	once per turn, you can detach 1 XYZ material to return 2 cards on the field to the owner's hand.
19	Plant Pirate	2	ATK: 1500 Def: 300	Plant	3	Earth	Once per turn, you can detach 1 XYZ material to target one monster your opponent controls, it loses 300 ATK for every level/rank.
20	Sun-Blitz Queen	2	ATK:200 DEF:0	Insect	3	Light	Once per turn, you can detach 1 XYZ material to activate this Effect: Your opponent draws 3 Cards and for every monster card, this card can Attack your Opponent equal to number of monster(s) Drawled this Turn.
21	PL-Uno Hal-do	5	ATK: ? DEF: ?	Zombie	2 or more	Dark	This card Gains 200 ATK&DEF for every Monster card in the both players Graveyard. Once per turn, you can Detach 1 XYZ Material to send 1 Monster card from your hand to the graveyard, then target 1 monster your Opponent controls, Destroy it
25	Saturl Crino	3	ATK:2000 DEF:100	Spirt	2 or more	Dark	once per turn, you can Detach 1 XYZ material to send 1 monster card from your Hand to the Graveyard to double this card's ATK.
29	Neptrune Posidtren	4					

30	Spiral Caption	3	ATK:0 DEF:0	Fairy Psychic	2	Wind	Once per turn, you can Detach 1 XYZ material to switch the original ATK and Def of every Monster On the field. Cannot be Destroyed by spell, traps, or magic cards.
31	Mech warrior Omega	3	ATK:1200 DEF:0	Machine	2	Earth	Once per turn, you can Detach 1 XYZ material to Destroy 2 cards on the Field.
38	Tachyon Griffen	3	ATK:0 DEF:500	Winged Beast	2	Light	Once per turn, you can Detach 1 XYZ material, this card gains 1500 ATK.
40	Infinite Dragon	4	ATK:2100DEF: 1950	Dragon	3	Dark	Once per turn, you can Detach 1 XYZ material to Special summon 1 dragon-Type monster from your hand in Defense mode. Quick Effect: when this card has no XYZ material attached to this Card, you can re-attach the XYZ materials to this Card.
50	Spin-a-suraus	5	ATK:2500DEF: 2500	Dinosaur	3		you take damage Equal to "N50: Spin-a suraus" Original ATK and DEF at the start of your turn. Once per turn, you can detach 1 XYZ Material to Negate this Effect

#	Name	Level	Atk & Def	Type	Summoning Needs	Attribute	Effect	
60	Claw wolf	6	ATK: 2700 DEF: 1350			Fire		
81	Hornius, God of sand	9	ATK: 2450 DEF: 2950	Spellcaster, Fiend		Earth	This card can not be speacil summoned. when this card is summoned, all face down cards cannot be fliped for the next 5 Turns, and all Face-up monster lose 500 Atk.	When this card is involed in a battle, the Attacking monster loses half of thier Atk points.

#	Name	Link	Attack	Type		Attribute	Effect
16	Lion-hearted Grinder	-5	ATK:0	Beast Machine	1 machine type, 1 Beast type, 3 fire types	Fire	This card destroys any monster card it points too (Ignoring its Conditions) and gains that monsters ATK points.

#	Name	Level	Atk & Def	Type		Attribute	Effect
5	Raider of Sky-Fort: Orion	5	ATK:100 Def:2000	beast-warrior	1 Raider Tuner Monster + 1 or more no-Tuner Raider monster	Wind	when this card is targeted by the effect of "N7: ship of raiders", and destroyed by battle, you can Special summon this card with the original ATK of the monster until your opponent's next end phase.
7	Ship of Raiders	5	ATK: 2600 DEF:1100	Machine	1 Raider Tuner Monster + 1 or more no-Tuner Raider monster	Water	When this card is targeted for an Attack, target a monster with a lower ATK than this card, that targeted monster is now the target, instead of this card, then after the battle phase, you can Special Summon the monster that was destroyed by this Effect.
10	Mech-Warrior Alpha	9	ATK: 2900 DEF: 1500	Machine	1 Tuner monster + 1 or more Non- Tuner Monster	Water	Once per turn, when this card destroys an Opponent's monster, you can Special 2 monsters from your deck with the same level or is lower than the monster Destroyed, then switch this card into Defense Mode, and then Set 2 spell or trap cards from your hand.
13	Dragill	3	ATK:1000 DEF:1200	Dragon	1 Tuner monster + 1 Non-Tuner monster	Fire	Once per turn, you can Discard 1 card from your hand, and you take no Damage, and your opponent takes the damage that you would've taken.









