Number 80: Haunted Locomotive

Earth

Rank: 10

Type:

Machine/Xyz/Effect

Atk: 2000

Def: 3000

Effect:

2 level 10 Machine-type monsters

Once per battle, If this card destroys an opponent’s monster in battle; instead of the monster going to the graveyard, attach it to this card as an Xyz material (Transfer its XYZ material to this card if any)

If this battles an opponent's monster, your opponent cannot activate Spells, Traps, and/or Monster-effects that directly affect “Number 80: Haunted Locomotive”, and your opponent doesn’t take battle damage during the battle phase this turn.

During the end of the battle phase, this card gains Atk equal to half the damage your opponent would have received from this card, and you gain life points equal to the amount gained.

During the main phase, you can detach 2 Xyz materials from this card; inflict 500 damage to your opponent for every card destroyed during battle.

During each battle phase, this card can make attacks on monsters up to the number of materials it has +1

When this card has no Xyz materials, this card is automatically destroyed and you take damage equal to this card’s current Atk.

Number 22: Coward Roach

Earth

Rank: 2

Type:

Insect/Xyz/Effect

Atk: 0

Def: 1000

Effect:

3 level 2 monsters

This card cannot be targeted as long as there's another monster(s) on your field.(Tokens do not count)

If there are no other monsters on your field and this card is targeted, you can detach 1 Xyz material from this card; special summon a monster from your graveyard in defense position, negate its effects, it cannot be destroyed this turn and if the effect or attack that target is redirected to the summoned monster

Number 88: Peace Maker

Light

Rank: 7

Type:

Fairy/Xyz/Effect

Atk: 0

Def: 0

Effect:

2 level 7 Monsters

As long as this face-up defense position monster is on the field, neither player can attack nor activate any effect that involves destroying a monster, except this card.

Once per turn, you can detach a Xyz material from this card and summon a Peace Shield token (Fairy/LIGHT/Level 7/ATK 0/DEF 0) with the same first effect of “Number 88: Peace Maker”.

If you have no other monsters on your field, you can Xyz summon “Number 88: Peace Maker” from your graveyard by attaching the Peace Shield tokens as Xyz materials.

Number 72: Red-eyes black cannon dragon

Dark

Rank: 7

Type:

Dragon/Xyz/Effect

Atk: 2700

Def: 2500

Effect:

3 level 7 Dragon-type Monsters

When this card battles a monster with higher atk points, this card's atk doubles until the end phase. If this card destroys a defense position monster, Inflict piercing damage.

When this card destroys a monster, you can detach 1 Xyz material from this card, inflict damage to your opponent equal to the destroyed monster’s atk points.

While this card has a “Red-Eyes” monster as material, all monsters your opponent controls gains 200 ATK for each “Red-Eyes” monster attached to this card.

Number 27: Blue-eyes white saber dragon

Light

Rank: 8

Type:

Dragon/Xyz/Effect

Atk: 3000

Def: 2000

Effect:

3 level 8 Dragon-type Monsters

When this card battles a monster with higher atk points, the opposing monster loses half of its atk only during the battle phase. If this card destroys a defense position monster, Inflict piercing damage.

You can detach 1 Xyz material from this card; during each Battle Phase this turn, this card can attack an additional time.

While this card has a “Blue-Eyes” monster as material, all monsters your opponent controls gains 300 ATK for each “Blue-Eyes” monster attached to this card.

Number 7: Rescue dog - Scotbuzz Bernard

Earth

Rank: 5

Type:

Beast/Xyz/Effect

Atk: 2000

Def: 2000

Effect:

2 level 5 monsters

Once per turn, you can detach 1 Xyz material from this card to target one of your monsters(except this card). The targeted monster switches into defense position and it cannot be destroyed by battle or card effects for 3 turns.

If this card is destroyed while a Xyz material is still attached, you can special summon this card from your graveyard and attach 2 monsters from your graveyard as Xyz materials, then gain 2000 LP.

Number 5: Wind-up Kerberus Toy

Earth

Rank: 5

Type:

Beast/Xyz/Effect

Atk: 1400

Def: 2000

Effect:

3 level 5 monsters

When this card battles a monster with a higher level/rank than this card, this card gains +300 Atk for the difference between the levels/ranks of this card and the battling monster loses 300 Atk for the difference between the levels/ranks during the battle phase.

Once per turn, you can detach 1 Xyz material, then you can activate 1 of these 3 effects;

* You can double the levels/ranks of every monster on the field and lower this card’s rank down to 1 until the end of your opponent’s next turn.
* You can target 3 monsters in your graveyard, shuffle them into your deck. You cannot conduct your battle phase.
* You can target 3 level 3 monsters in your graveyard, attach them to this card as Xyz Materials.

Number 11: Souls Swordsmen - CLAYmore

Dark

Rank: 2

Type:

Ghost/Xyz/Effect

Atk: 1000

Def: 0

Effect:

3 level 2 monsters

When this card is summoned, you can equip a “Souls of Swordsmen” monster from your graveyard to this card.

When this card is equipped with a monster, increase this card's Atk equal to the equipped monster’s Atk.

When this card is either targeted by card effects and/or is attacked while it has a monster equipped, you can send the equipped monster to the graveyard to negate the card effects and/or attacks.

If this card is either targeted by card effects and/or is attacked while it doesn't have a monster equipped, you can equip a “Souls of Swordsmen” monster from your graveyard to negate the card effects and/or attacks.

Once per turn, detach 1 Xyz Material to inflict damage to your opponent equal to the difference between this card’s original Atk and to the Atk this card gains.

Number 45: Grand Raider - Raider Captain Saberwing

Wind

Rank: 4

Type:

Warrior/Xyz/Effect

Atk: 2450

Def: 2300

Effect:

2 level 4 monsters

When this card is summoned, you can special summon 2 monsters from your hand in defense position and their effects negated, then change their levels to 6.

Once per turn, detach 1 Xyz material to banish the top 5 cards of your opponent’s main deck.

Number 65: Grand Raider - Battleship Skyline Conquest

Wind

Rank: 6

Type:

Machine/Xyz/Effect

Atk: 2900

Def: 2500

Effect:

2 Level 6 monsters

When this card is summoned, you can special summon 2 monsters from your graveyard in defense position and their effects negated, then change their levels to 8.

Once per turn, detach 1 Xyz material to inflict 200 points of damage to your opponent for every card banished this turn.

Number 85: Grand Raider - Imperial Prison Nova

Wind

Rank: 8

Type:

Machine/Xyz/Effect

Atk: 0

Def: 3000

Effect:

2 Level 8 monsters

Your opponent cannot attack any face-up “Grand Raider” cards except for “Number 85: Grand Raider - Imperial Prison Nova”.

During the end phase, any card that was banished this turn attaches to this card as Xyz material(s)

Once per turn, detach 2 Xyz Materials then target 1 Xyz monster with no Xyz material, attach those 2 Xyz Material to that Xyz Monster as Xyz Materials.

If this card is destroyed with Xyz Materials, banish the Xyz Materials.

Number 61: Hay Combat Doll

Earth

Rank: 1

Type:

Plant/Xyz/Effect

Atk: 0

Def: 0

Effect:

3 level 1 monsters

This card cannot attack and be in defense position.

This card cannot be destroyed by battle and its effects cannot be negated if this card has Xyz Materials.

When this card battles, detach 1 Xyz Material to flip a coin activate the following Effects:

* Heads: you take no damage and your opponent takes damage equal to the damage you would have taken, then end the battle phase.
* Tails: you take damage and your opponent can attack again, but you can’t activate any spells or traps until the end of the battle phase.

Number 37: Missile Carrier Mosasaurus

Water

Rank: 4

Type:

Dinosaur/Xyz/Effect

Atk: 2800

Def: 1000

Effect:

2 level 4 Monsters

Once per turn, detach 1 Xyz Material to discard 1 monster card from your hand to the graveyard and then inflict damage to your opponent equal to the Atk of the monster sent to the graveyard.

Number 25: Salvation Monument

Fire

Rank: 9

Type:

Psychic/Xyz/Effect

Atk: 2900

Def: 2700

Effect:

2 level 9 Monsters

If this card is targeted by a card effect, negate the effect and then shuffle the card to the deck.

Once per turn, detach 1 Xyz Material to shuffle any amount of cards in your hand into your deck, then draw cards equal to the amount of cards shuffled.

Number 8: Blazing Crimson Firebird

Fire

Rank: 4

Type:

Winged Beast/Xyz/Effect

Atk: 1200

Def: 2500

Effect:

3 level 4 Monsters

If this card would be destroyed by battle, detach 1 Xyz Material, this card isn’t destroyed and you take no battle damage, then increase this card's atk equal to the monster that battled this card, then this card can attack that monster again.

Number 99: One-Shot Sniper

Dark

Rank: 10

Type:

Warrior/Xyz/Effect

Atk: 0

Def: 3000

Effect:

2 level 10 “Warrior” Monsters

This card’s effects cannot be negated.

This card cannot be special summoned.

Once per duel, detach 2 Xyz Materials to send the top card of your opponent’s deck to the graveyard to activate the following effects:

* If a Spell card was sent to the graveyard, your opponent cannot activate Spell cards for the rest of the duel. If there are Spell cards on the field or in your opponent’s hand, send them to the graveyard.
* If a Trap card was sent to the graveyard, your opponent cannot activate Trap cards for the rest of the duel. If there are Trap cards on the field or in your opponent’s hand, send them to the graveyard.
* If a Monster card was sent to the graveyard, your opponent cannot activate Monster effects for the rest of the duel. If there are Monsters on the field, their effects are permanently negated.

Number 55: Corrosive King Jaws

Water

Rank: 6

Type:

Dinosaur/Xyz/Effect

Atk: 2800

Def: 500

Effect:

2 level 6 monsters

During the end phase of the turn that this card destroyed a monster(s) by battle; inflict damage equal to the original Atk of the monster(s) this card destroyed by battle, and all effect damage inflicted to your opponent by this card from the previous turn to both players.

If you would take effect damage from this card, you can detach 1 Xyz Material; you take no effect damage from this card until the start of the next turn.

Number 16: Dungeon Hunter - Chainsmith Lok

Light

Rank: 5

Type:

Warrior/Xyz/Effect

Atk: 2600

Def: 2000

Effect:

3 Level 5 “Dungeon Hunter” Monsters

Once per 3 turns, detach 1 Xyz Material from this card; For 3 turns negate all face-up spell and trap cards your opponent controls, your opponent cannot activate face down cards, and all face-up monsters your opponent’s currently control cannot activate their effects, lose all of their ATK, and cannot battle.

Number 9: Mechafiend- Goliath Excavator

Earth

Rank: 8

Type:

Machine/Xyz/Effect

Atk: 3000

Def: 2300

Effect:

2 level 8 Monsters

This cannot be destroyed if this card has Xyz Materials attached

This card cannot attack if this card has no Xyz Materials attached.

When this card is summoned, attach a Xyz monster in your graveyard to this card as an equip spell, this card gains half of that Monster’s ATK.

During your end phase, Target 1 Xyz monster in your graveyard, Attach it to this card as an equip spell, this card gains half of that Monster’s ATK.

If this card is targeted by battle or card effects when this card has no Xyz Material attached; attach all equipped cards attached to this card to this card as Xyz Materials.

Once per turn, detach 1 Xyz Material; send the top 5 cards of your opponent deck to the graveyard, then your opponent loses 1000 for every trap and spell card sent to the graveyard.

Number 6: Interstellar Battlecruiser

Light

Rank: 9

Type:

Machine/Xyz/Effect

Atk: 3100

Def: 2700

Effect:

2 level 9 Monsters

During your main phase, Target 1 monster on the field, Attach it to this card as an Xyz Material (if it is a Xyz Monster with Xyz Materials, send those Xyz Materials to the graveyard).

If this card was destroyed with an Xyz Material(s) attached to it; special summon this card during that turns end phase, and then double this card’s effect Damage.

Once per turn, detach 1 Xyz Material; Inflict 250 points of damage for every card currently in both graveyards. You cannot conduct your battle phase this turn.

Number 63: Hi-Speedroid Metronumber

Wind

Rank: 3

Type:

Machine/Xyz/Effect

Atk: 1800

Def: 1900

Effect:

3 Level 3 Monster

If this card is XYZ summoned; you can normal summon/set 1 Wind monster in addition to your normal summon/set once per turn. This card must be faced up on the field to activate and resolve this effect.

If a wind monster would be banished; you can attach it to this card as material instead.

If a monster effect is negated by a monster; detach 1 XYZ material to lower that monster’s ATK to 0 and then add 1 Wind monster from your banishment or GY to your hand.

Number 31: Battle Convoy Carrier

Earth

Rank: 4

Rock/Xyz/Effect

Atk: 2500

Def: 2100

Effect:

2 Level 4 Earth monsters

You can only activate 1 effect of “Number 31: Battle Convoy Carrier” per turn and only once that turn.

Detach 1 Xyz Material from this card; special summon as many Earth Rock monsters with different names from your deck to your field as you can, but they cannot activate effects or attack this turn, and you can only special summon Earth Rock monsters for the rest of the turn.