

H - HEATED HEART



[SPELL CARD]



EOJ-EN038

Target 1 face-up monster you control; until the end of this turn, it gains 500 ATK, and if it attacks a Defense Position monster, inflict piercing battle damage to your opponent.

ELEMENTAL HERO BUBBLEMAN



CRV-EN014

[WARRIOR / EFFECT]

If this is the only card in your hand, you can Special Summon it (from your hand). When this card is Summoned: You can draw 2 cards. You must control no other cards and have no cards in your hand to activate and to resolve this effect.

ATK/ 800 DEF/1200

NEO-SPACIAN GRAND MOLE



STON-EN005

[ROCK / EFFECT]

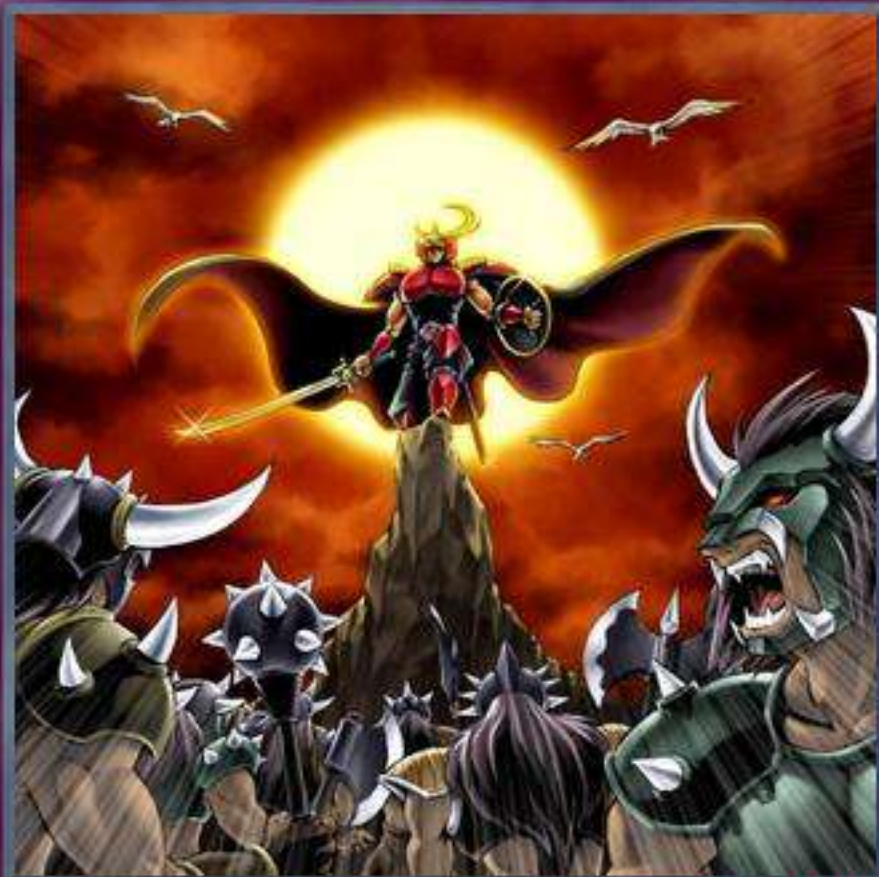
At the start of the Damage Step, if this card battles an opponent's monster: You can return both the opponent's monster and this card to the hand.

ATK/ 900 DEF/ 300

HERO SPIRIT



[TRAP CARD]



DPK-ENSE3

During the Battle Phase, if an "Elemental HERO" monster you controlled was destroyed by battle this turn: Make the Battle Damage from 1 of your opponent's monsters 0.

ELEMENTAL HERO STEAM HEALER



DP1-EN013

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Burstinatrix" + "Elemental HERO Bubbleman"

Must be Fusion Summoned and cannot be Special Summoned by other ways. When this card destroys a monster by battle and sends it to the Graveyard: Gain Life Points equal to the ATK of that destroyed monster in the Graveyard.

ATK/1800 DEF/1000

ELEMENTAL HERO TEMPEST



EEN-EN034

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Avian" + "Elemental HERO Sparkman" + "Elemental HERO Bubbleman"

Must be Fusion Summoned and cannot be Special Summoned by other ways. You can send 1 other card you control to the Graveyard to target 1 monster you control; while this card is face-up on the field, that monster cannot be destroyed by battle.

ATK/2800 DEF/2800

ELEMENTAL HERO CLAYMAN



TLM-EN003

[WARRIOR]

An Elemental HERO with a clay body built-to-last. He'll preserve his Elemental HERO colleagues at any cost.

ATK/ 800 DEF/2000

ELEMENTAL HERO WILDHEART



EEN-EN008

[WARRIOR / EFFECT]

This card is unaffected by Trap effects.

ATK/1500 DEF/1600

ELEMENTAL HERO NECROSHADE



GX1-EN001

[WARRIOR / EFFECT]

Once, while this card is in the Graveyard, 1 Level 5 or higher "Elemental HERO" monster you Normal Summon can be Summoned without Tributing.

ATK/1600 DEF/1800

NEO-SPACIAN FLARE SCARAB



POTD-EN004

[INSECT / EFFECT]

Gains 400 ATK for each Spell/Trap your opponent controls.

ATK/ 500 DEF/ 500

ELEMENTAL HERO NEOS



POTD-EN001

[WARRIOR]

A new Elemental HERO has arrived from Neo-Space! When he initiates a Contact Fusion with a Neo-Spacial his unknown powers are unleashed.

ATK/2500 DEF/2000

THE WARRIOR RETURNING ALIVE



[SPELL CARD]



LOD-030

Target 1 Warrior-Type monster in your Graveyard; add that target to your hand.

WINGED KURIBOH LV10



CRV-EN005

[FAIRY / EFFECT]

Cannot be Normal Summoned or Set. Must be Special Summoned with "Transcendent Wings" and cannot be Special Summoned by other ways. During your opponent's Battle Phase: You can Tribute this face-up card; destroy all Attack Position monsters your opponent controls and inflict damage to your opponent equal to the combined original ATK of those destroyed monster(s).

ATK/ 300 DEF/ 200

NEO-SPACIAN AIR HUMMINGBIRD



STON-EN004

[WINGED BEAST / EFFECT]

Once per turn: You can gain 500 LP for each card in your opponent's hand.

ATK/ 800 DEF/ 600

WINGED KURIBOH



TLM-EN005

[FAIRY / EFFECT]

If this card on the field is destroyed and sent to the Graveyard: For the rest of this turn, you take no battle damage.

ATK/ 300 DEF/ 200

ELEMENTAL HERO BURSTINATRIX



TLM-EN002

[WARRIOR]

A flame manipulator who was the first Elemental HERO woman. Her Burstfire burns away villainy.

ATK/1200 DEF/ 800

ELEMENTAL HERO BLADEDGE



EEN-EN007

[WARRIOR / EFFECT]

If this card attacks a Defense Position monster, inflict piercing battle damage to your opponent.

ATK/2600 DEF/1800

ELEMENTAL HERO THUNDER GIANT



TLM-EN036

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Sparkman" + "Elemental HERO Clayman"

Must be Fusion Summoned and cannot be Special Summoned by other ways. Once per turn: You can discard 1 card to target 1 face-up monster on the field with original ATK less than the ATK of this card; destroy that target.

ATK/2400 DEF/1500

SKYSCRAPER



[SPELL CARD 魔]



CRV-EN048

When an "Elemental HERO" monster attacks, if its ATK is lower than the ATK of the attack target, the attacking monster gains 1000 ATK during damage calculation only.

O - OVERSOUL



[SPELL CARD]



EOJ-EN041

Target 1 "Elemental HERO" Normal Monster in your Graveyard; Special Summon that target.

WROUGHTWEILER



CRV-EN012

[MACHINE / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Target 1 "Elemental HERO" card and 1 "Polymerization" in your Graveyard; add both those targets to your hand.

ATK/ 800 DEF/1200

HERO HEART



[SPELL CARD]



SOI-EN037

Target 1 face-up "Elemental HERO" monster you control; halve its ATK until the end of this turn, but it can attack twice during this turn's Battle Phase.

ELEMENTAL HERO NEOS ALIUS



TAEV-EN018

[WARRIOR / GEMINI / EFFECT]

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is a Normal Monster on the field, you can Normal Summon it to have it become an Effect Monster with this effect.

- This card's name becomes "Elemental HERO Neos" while it is on the field.

ATK/1900 DEF/1300

HERO KID



SOI-EN005

[WARRIOR / EFFECT]

When this card is Special Summoned: You can Special Summon any number of "Hero Kid"(s) from your Deck.

ATK/ 300 DEF/ 600

REINFORCEMENT OF THE ARMY



[SPELL CARD]



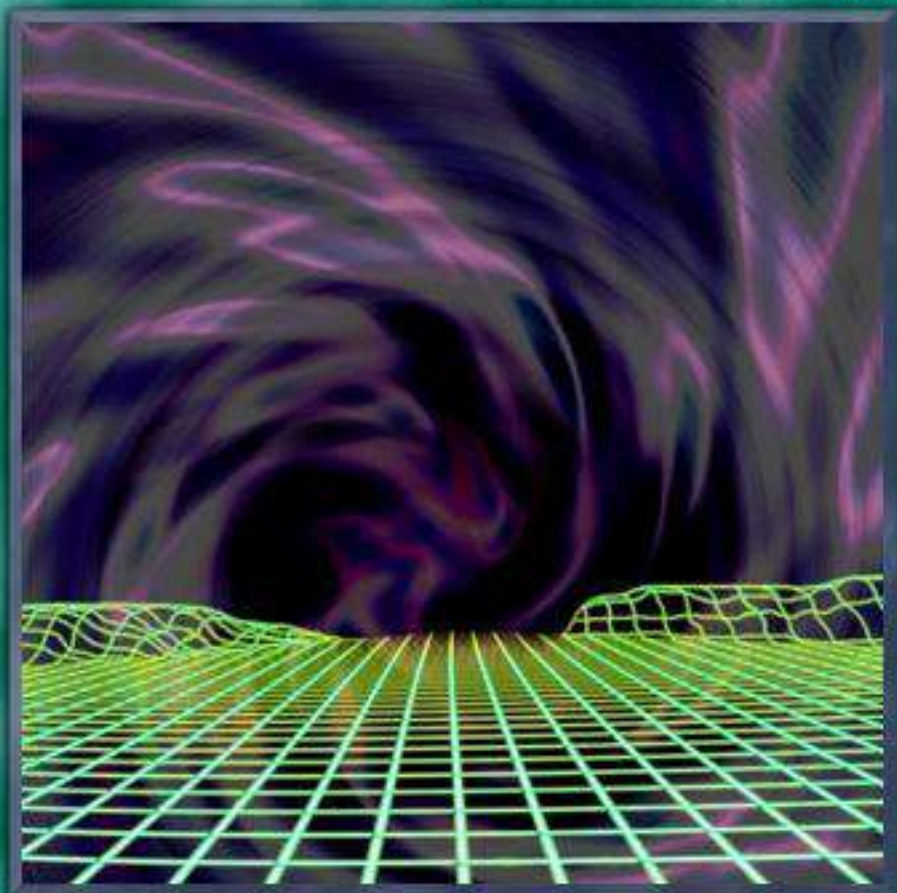
LOD-028

Add 1 Level 4 or lower Warrior monster from your Deck to your hand.

FUSION GATE



[SPELL CARD 魔]



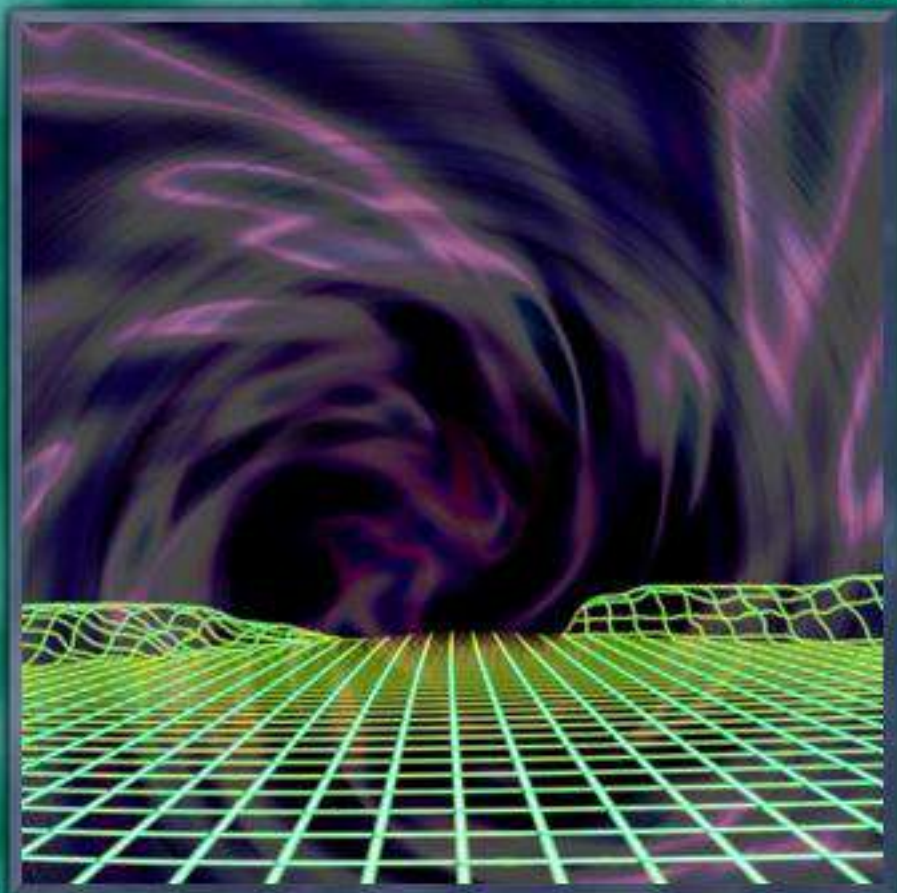
LON-098

While this card is on the field: The turn player can Fusion Summon 1 Fusion Monster from their Extra Deck, by banishing Fusion Materials listed on it from their hand or field.

FUSION GATE



[SPELL CARD 魔]



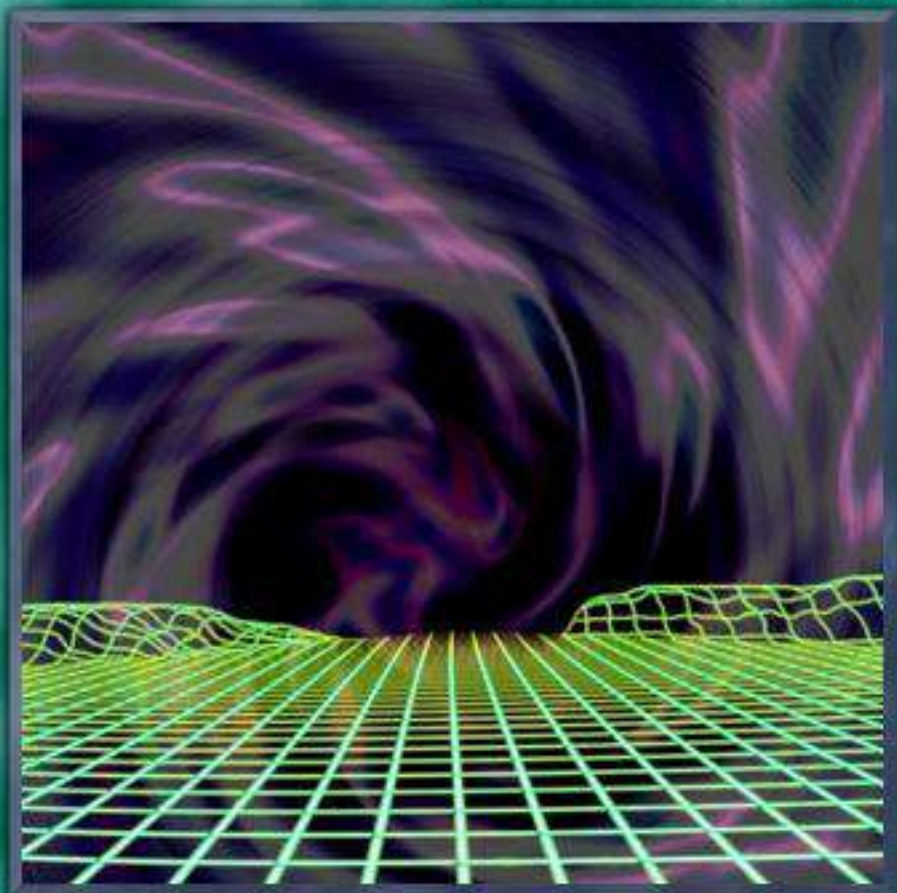
LON-098

While this card is on the field: The turn player can Fusion Summon 1 Fusion Monster from their Extra Deck, by banishing Fusion Materials listed on it from their hand or field.

FUSION GATE



[SPELL CARD 魔]



LON-098

While this card is on the field: The turn player can Fusion Summon 1 Fusion Monster from their Extra Deck, by banishing Fusion Materials listed on it from their hand or field.

ELEMENTAL HERO FLAME WINGMAN



TLM-EN035

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Avian" + "Elemental HERO Burstinatrix"

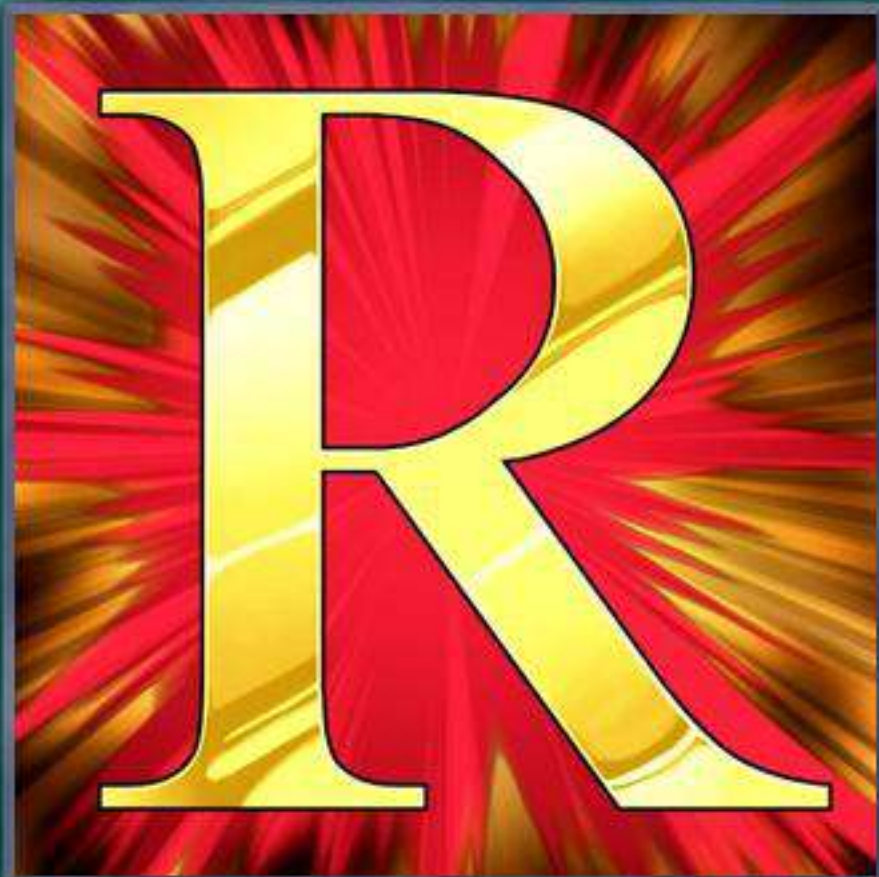
Must be Fusion Summoned and cannot be Special Summoned by other ways. When this card destroys a monster by battle and sends it to the Graveyard: Inflict damage to your opponent equal to the ATK of the destroyed monster in the Graveyard.

ATK/2100 DEF/1200

R - RIGHTEOUS JUSTICE



[SPELL CARD]



EOJ-EN040

Destroy Spell/Trap Cards equal to the number of "Elemental HERO" cards you control.

NEO SPACE



[SPELL CARD 魔]



POTD-EN046

"Elemental HERO Neos" and all Fusion Monsters that specifically list "Elemental HERO Neos" as a Fusion Material gain 500 ATK. Fusion Monsters that specifically list "Elemental HERO Neos" as a Fusion Material do not have to activate their effects during the End Phase that shuffle them into the Extra Deck.

NEO-SPACIAN DARK PANTHER



POTD-EN005

[BEAST / EFFECT]

Once per turn: You can target 1 face-up monster your opponent controls; until the End Phase, this card's name becomes that monster's original name, also replace this effect with that monster's original effects (if any).

ATK/1000 DEF/ 500

HERO BARRIER



[TRAP CARD]



EEN-EN049

Negate 1 attack from an opponent's monster. You must control a face-up "Elemental HERO" monster to resolve this effect.

MIRACLE FUSION



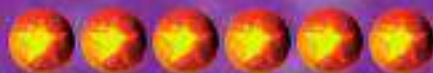
[SPELL CARD]



CRV-EN039

Fusion Summon 1 "Elemental HERO" Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your side of the field or your Graveyard.

ELEMENTAL HERO RAMPART BLASTER



EEN-EN033

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Clayman" + "Elemental HERO Burstinatrix"

Must be Fusion Summoned and cannot be Special Summoned by other ways. This card can attack while in face-up Defense Position, but only if your opponent controls no monsters, and if it does, this card's ATK is halved during damage calculation only.

ATK/2000 DEF/2500

NECRO GARDNA



TAEV-EN012

[WARRIOR / EFFECT]

During your opponent's turn: You can banish this card from your Graveyard; negate the next attack this turn from a monster your opponent controls (this is a Quick Effect).

ATK/ 600 DEF/1300

ELEMENTAL HERO SHADOW MIST



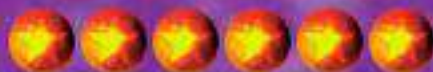
SDHS-EN001

[WARRIOR / EFFECT]

If this card is Special Summoned: You can add 1 "Change" Quick-Play Spell Card from your Deck to your hand. If this card is sent to the GY: You can add 1 "HERO" monster from your Deck to your hand, except "Elemental HERO Shadow Mist". You can only use 1 "Elemental HERO Shadow Mist" effect per turn, and only once that turn.

ATK/1000 DEF/1500

ELEMENTAL HERO MUDBALLMAN



MDP2-EN002

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Bubbleman" + "Elemental HERO Clayman"
Must be Fusion Summoned and cannot be Special Summoned by other ways.

ATK/1900 DEF/3000

ELEMENTAL HERO WILDEDGE



EEN-EN035

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Wildheart" + "Elemental HERO Bladedge"

Must be Fusion Summoned and cannot be Special Summoned by other ways. This card can attack every monster your opponent controls (one attack on each monster per Battle Phase).

ATK/2600 DEF/2300

ELEMENTAL HERO MARINER



EOJ-EN034

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Bubbleman" + "Elemental HERO Avian"

Must be Fusion Summoned and cannot be Special Summoned by other ways. While you have any face-down card(s) in your Spell ∞ Trap Card Zones, this card can attack your opponent directly.

ATK/1400 DEF/1000

NEO-SPACIAN GLOW MOSS



STON-EN006

[PLANT / EFFECT]

If this card attacks or is attacked: Your opponent draws 1 card and shows it, then based on its type apply this effect.

- Monster: End the Battle Phase of this turn.
- Spell: If this card is attacking, you can change it to a direct attack instead.
- Trap: Change this card to Defense Position.

ATK/ 300 DEF/ 900

NEO-SPACIAN AQUA DOLPHIN



POTD-EN003

[WARRIOR / EFFECT]

Once per turn: You can discard 1 card; look at your opponent's hand and choose 1 monster. If you control a monster with ATK greater than or equal to the ATK of the chosen card, destroy the chosen card, and if you do, inflict 500 damage to your opponent. Otherwise, take 500 damage.

ATK/ 600 DEF/ 800

HERO FLASH!!



[SPELL CARD]

The word "HERO" is rendered in large, 3D block letters. Each letter is a different color: 'H' is blue, 'E' is green, 'R' is yellow, and 'O' is purple. The letters have a metallic sheen and are set against a background of vibrant, multi-colored rays of light radiating from behind them, creating a sense of intense energy and flash.

EOI-EN042

Banish "H - Heated Heart", "E - Emergency Call", "R - Righteous Justice" and "O - Oversoul" from your Graveyard; Special Summon 1 "Elemental HERO" Normal Monster from your Deck. All "Elemental HERO" Normal Monsters you currently control can attack your opponent directly this turn.

THE FLUTE OF SUMMONING KURIBOH



[SPELL CARD 魔]



MDP2-EN004

Add 1 "Kuriboh" or 1 "Winged Kuriboh" from your Deck to your hand, OR Special Summon 1 "Kuriboh" or 1 "Winged Kuriboh" from your Deck.

ELEMENTAL HERO SPARKMAN



TLM-EN004

[WARRIOR]

An Elemental HERO and a warrior of light who proficiently wields many kinds of armaments. His Static Shockwave cuts off the path of villainy.

ATK/1600 DEF/1400

E - EMERGENCY CALL



[SPELL CARD]



EOJ-EN039

Add 1 "Elemental HERO" monster from your Deck to your hand.

A HERO EMERGES



[TRAP CARD]



IOC-104

When an opponent's monster declares an attack: Your opponent chooses 1 random card from your hand, then if it is a monster that can be Special Summoned, Special Summon it. Otherwise, send it to the Graveyard.

ELEMENTAL HERO AVIAN



TLM-EN001

[WARRIOR]

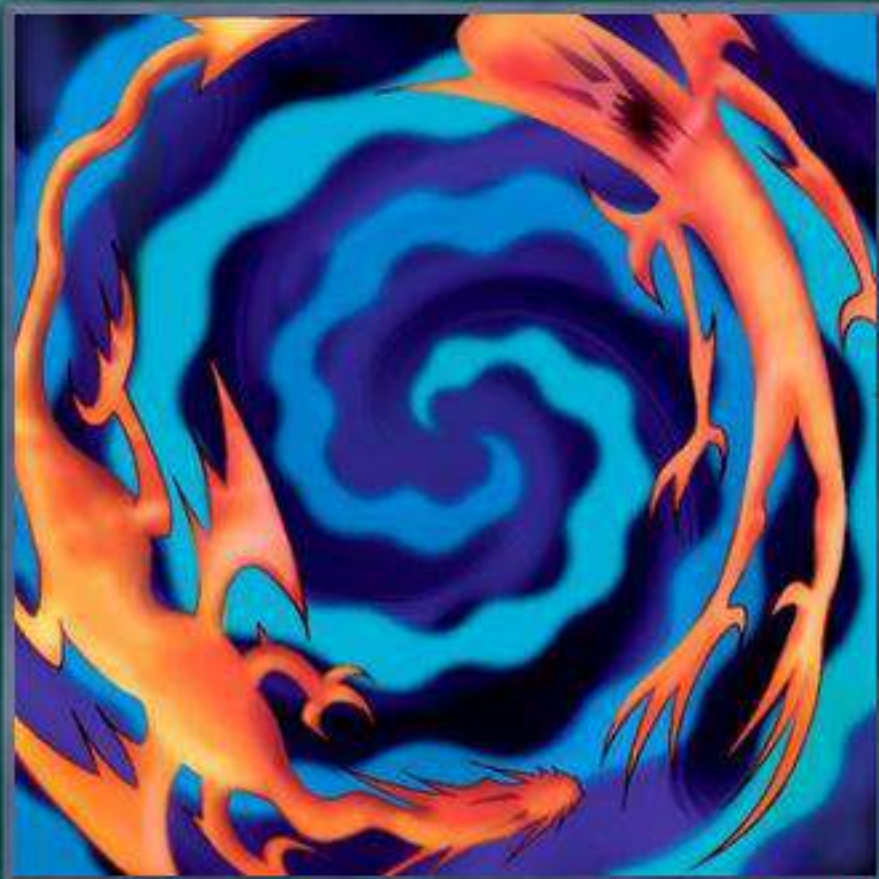
A winged Elemental HERO who wheels through the sky and manipulates the wind. His signature move, Featherbreak, gives villainy a blow from sky-high.

ATK/1000 DEF/1000

POLYMERIZATION



[SPELL CARD]



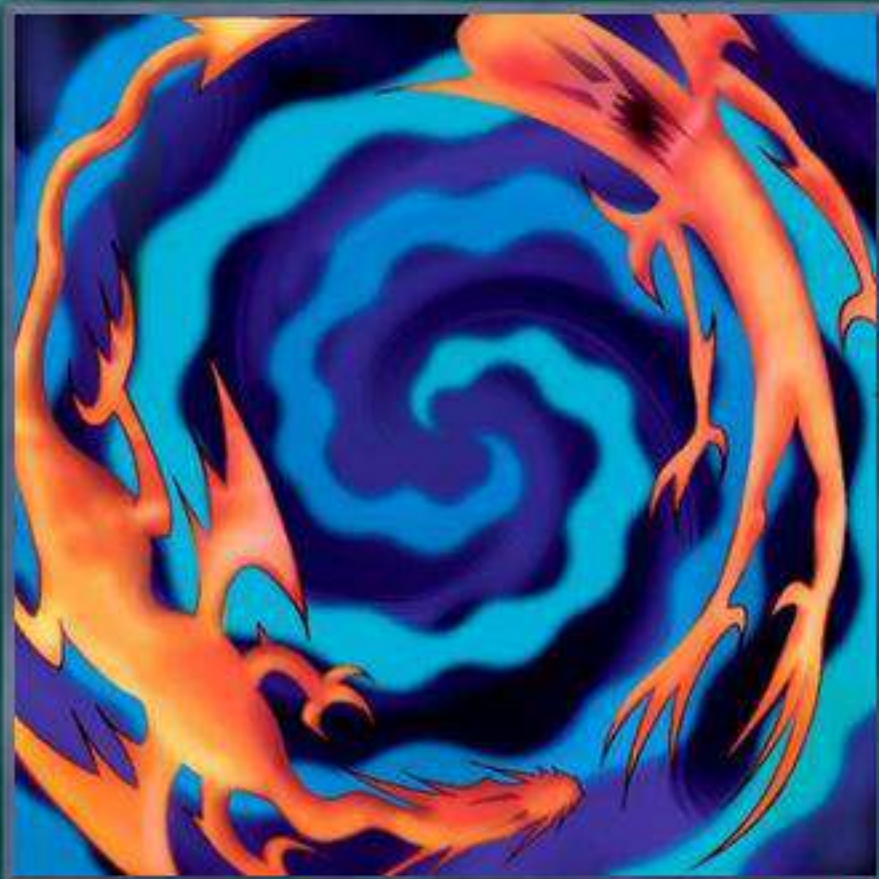
LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

POLYMERIZATION



[SPELL CARD]



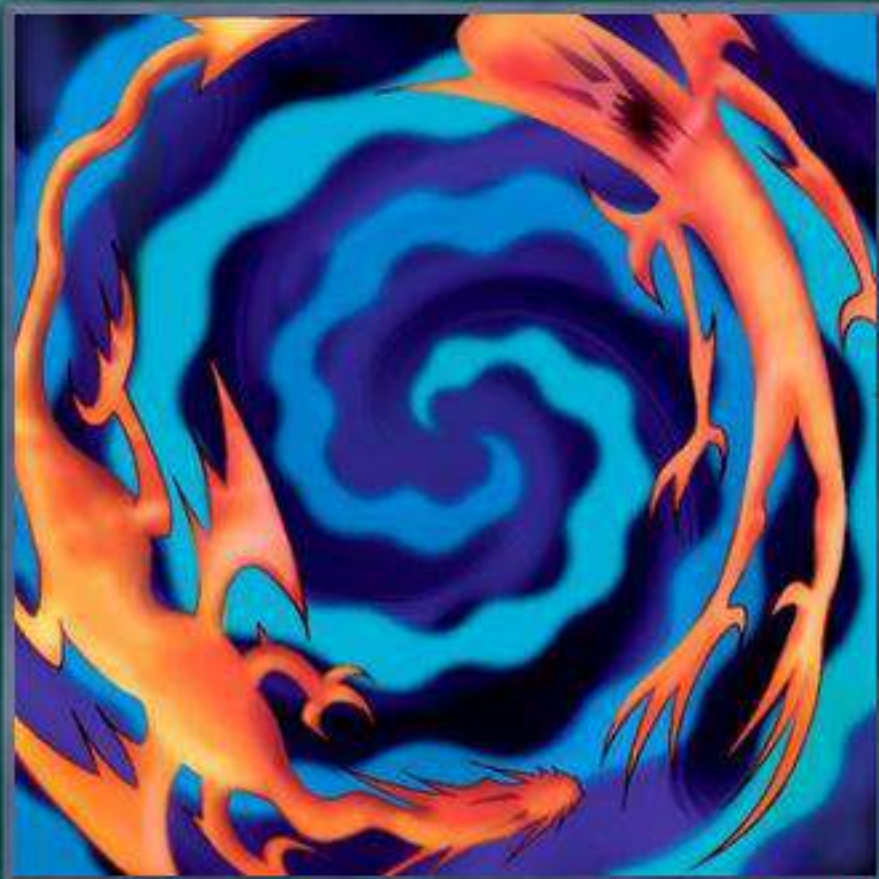
LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

POLYMERIZATION



[SPELL CARD]



LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

ELEMENTAL HERO SHINING FLARE WINGMAN



EEN-EN036

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Flame Wingman" + "Elemental HERO Sparkman"

Must be Fusion Summoned and cannot be Special Summoned by other ways. This card gains 300 ATK for each "Elemental HERO" card in your Graveyard. When this card destroys a monster by battle and sends it to the Graveyard: Inflict damage to your opponent equal to the ATK of the destroyed monster in the Graveyard.

ATK/2500 DEF/2100

TRANSCENDENT WINGS



[SPELL CARD 魔]



CRV-EN045

Send 1 "Winged Kuriboh" you control and 2 cards from your hand to the Graveyard; Special Summon 1 "Winged Kuriboh LVio" from your hand or Deck.

FUSION SAGE



[SPELL CARD]



TP6-EN003

Add 1 "Polymerization" from your Deck to your hand.

ELEMENTAL HERO ELECTRUM



MDP2-EN001

[WARRIOR / FUSION / EFFECT]

"Elemental HERO Avian" + "Elemental HERO Burstinatrix" + "Elemental HERO Clayman" + "Elemental HERO Bubbleman"

Must be Fusion Summoned and cannot be Special Summoned by other ways. While face-up on the field, this card is also WIND, WATER, FIRE, and EARTH-Attribute. When this card is Fusion Summoned: Shuffle all banished cards into the Deck(s). This card gains 300 ATK for each monster your opponent controls that shares an Attribute with this card.

ATK/2900 DEF/2600

CYCLONE BOOMERANG



[SPELL CARD 魔]



SOI-EN042

Equip only to "Elemental HERO Wildheart". It gains 500 ATK. When the equipped monster is destroyed by a card effect and sent to the Graveyard: Destroy all Spell and Trap Cards on the field, then inflict 100 damage to your opponent for each Spell/Trap Card destroyed by this effect.

HERO KID



SOI-EN005

[WARRIOR / EFFECT]

When this card is Special Summoned: You can Special Summon any number of "Hero Kid"(s) from your Deck.

ATK/ 300 DEF/ 600

HERO KID



SOI-EN005

[WARRIOR / EFFECT]

When this card is Special Summoned: You can Special Summon any number of "Hero Kid"(s) from your Deck.

ATK/ 300 DEF/ 600