

# ELEMENTAL HERO HONEST NEOS



DUSA-EN028

## [WARRIOR / EFFECT]

(Quick Effect): You can discard this card, then target 1 "HERO" monster on the field; it gains 2500 ATK until the end of this turn. (Quick Effect): You can discard 1 "HERO" monster; this card gains ATK equal to the discarded monster's ATK until the end of this turn. You can only use each effect of "Elemental Hero Honest Neos" once per turn.

ATK/2500 DEF/2000

# 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



# 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

# 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 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

# 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



# 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 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 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

# 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



# 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 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



# ELEMENTAL HERO WOODSMAN



PP02-EN004

## [WARRIOR / EFFECT]

Once per turn, during your Standby Phase: You can add 1 "Polymerization" from your Deck or Graveyard to your hand.

ATK/1000 DEF/2000

# ELEMENTAL HERO WOODSMAN



PP02-EN004

## [WARRIOR / EFFECT]

Once per turn, during your Standby Phase: You can add 1 "Polymerization" from your Deck or Graveyard to your hand.

ATK/1000 DEF/2000



# 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

# 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 HEAT



PP02-EN007

## [PYRO / EFFECT]

This card gains 200 ATK for each "Elemental HERO" monster you control.

ATK/1600 DEF/1200



# ELEMENTAL HERO GAIA



ANPR-EN099

## [WARRIOR / FUSION / EFFECT]

1 "Elemental HERO" monster + 1 EARTH monster

Must be Fusion Summoned and cannot be Special Summoned by other ways. When this card is Fusion Summoned: Target 1 face-up monster your opponent controls; until the End Phase, its ATK is halved and this card gains the same amount of ATK.

ATK/2200 DEF/2600



# ELEMENTAL HERO WILDHEART



EEN-EN008

## [WARRIOR / EFFECT]

This card is unaffected by Trap effects.

ATK/1500 DEF/1600

# 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.



# SKYSCRAPER 2 - HERO CITY



[SPELL CARD 魔]



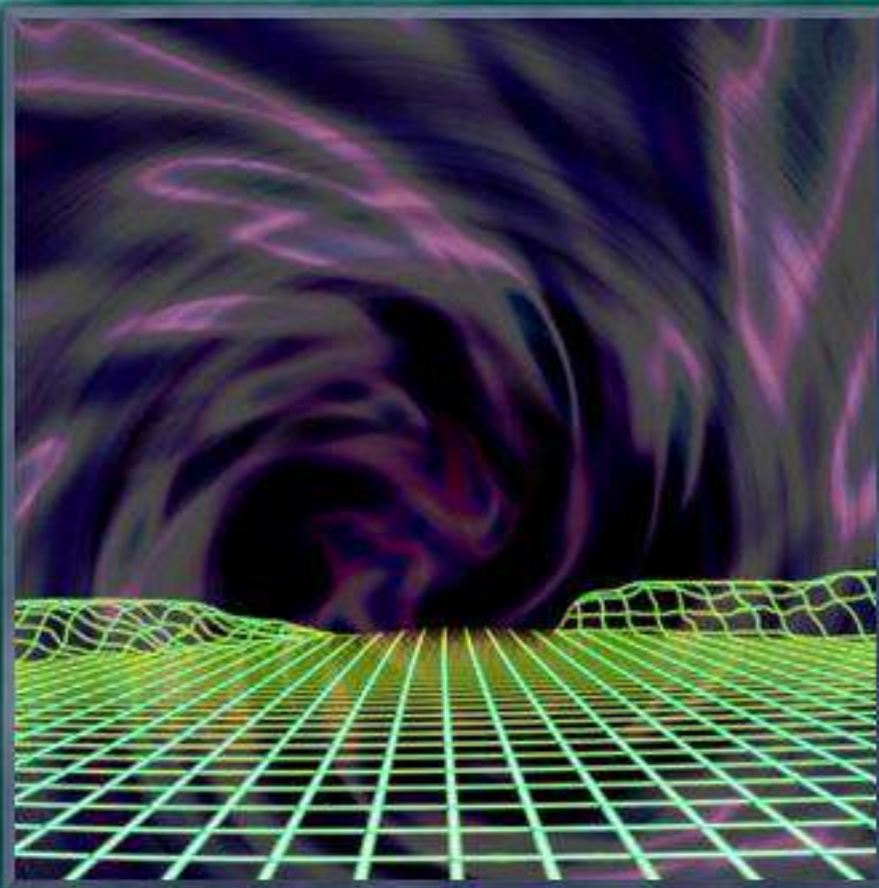
STON-EN048

Once per turn, during your Main Phase, if you control this card: You can target 1 "Elemental HERO" monster in your Graveyard that was destroyed by battle; Special Summon that target.

# 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.



# REINFORCEMENT OF THE ARMY



[SPELL CARD]



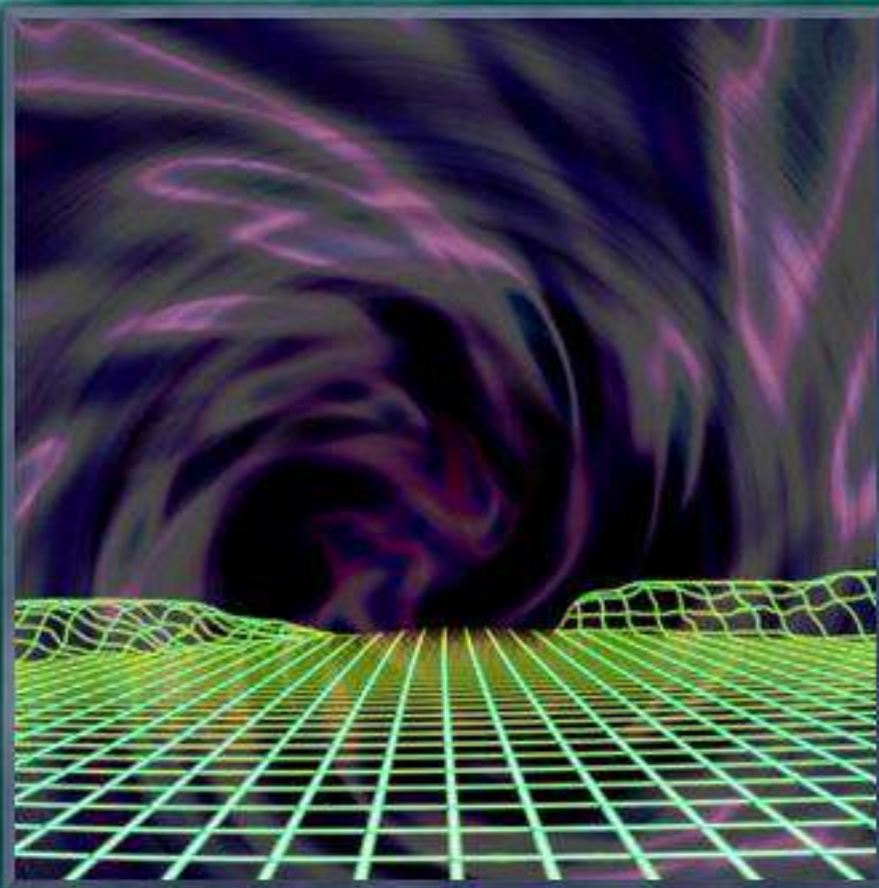
LOD-028

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 SAGE



[SPELL CARD]



TP6-EN003

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

# THE WARRIOR RETURNING ALIVE



[SPELL CARD]



LOD-030

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



# HERO SIGNAL



[ TRAP CARD ]



TLM-EN049

When a monster you control is destroyed by battle and sent to the Graveyard: Special Summon 1 Level 4 or lower "Elemental HERO" monster from your hand or Deck.

# HERO SIGNAL



[ TRAP CARD ]



TLM-EN049

When a monster you control is destroyed by battle and sent to the Graveyard: Special Summon 1 Level 4 or lower "Elemental HERO" monster from your hand or Deck.



# MASK CHANGE



[SPELL CARD 



GENF-EN097

Target 1 "HERO" monster you control; send it to the GY, also, after that, if it left the field by this effect, Special Summon 1 "Masked HERO" monster from your Extra Deck with the same Attribute that the sent monster had when it was on the field (its original Attribute, if face-down).

# 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.



# STORMING MIRROR FORCE



[TRAP CARD]



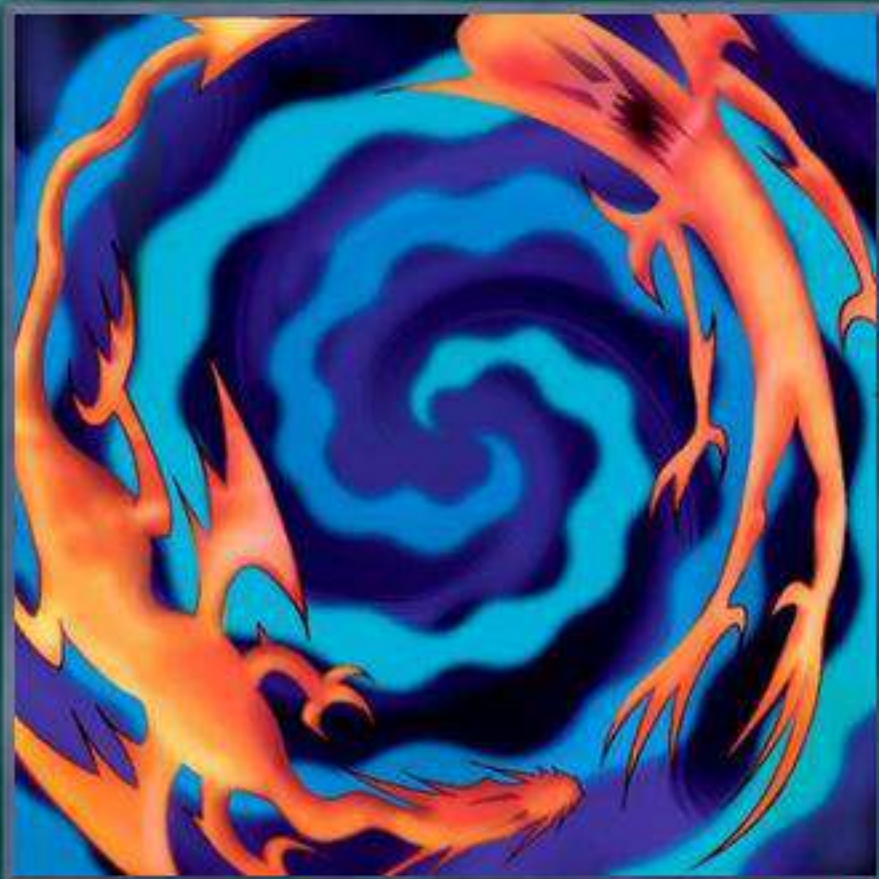
CORE-END76

When an opponent's monster declares an attack: Return all your opponent's Attack Position monsters to the hand.

# POLYMERIZATION



[ SPELL CARD ]



LOB-059

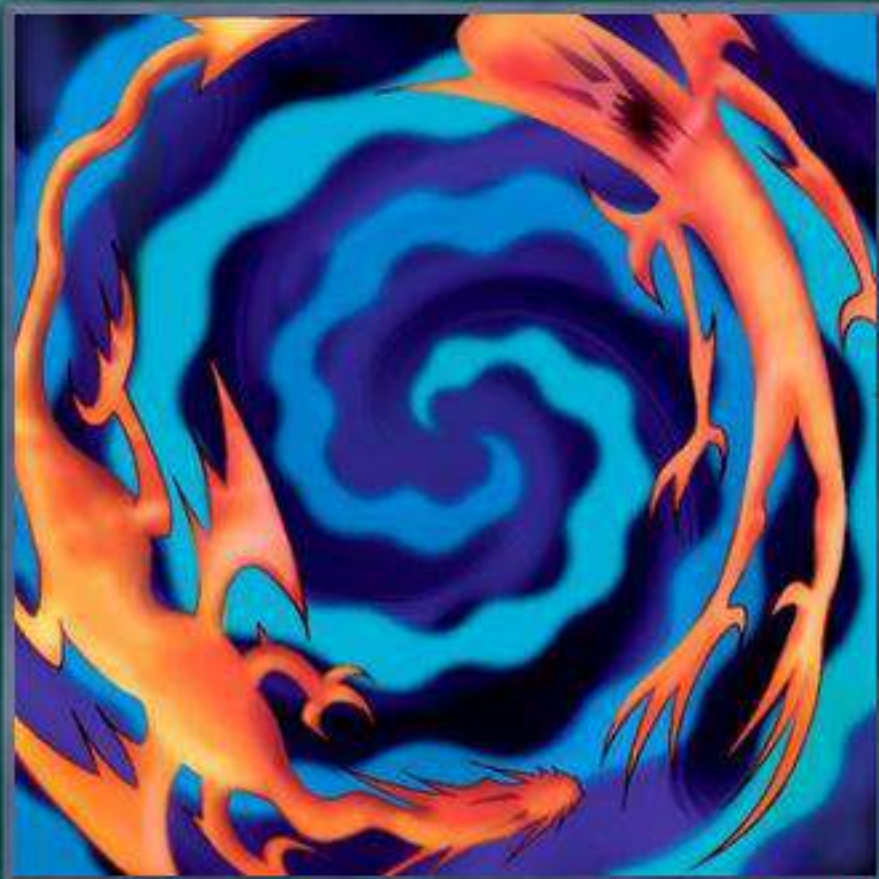
Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.



# POLYMERIZATION



[ SPELL CARD ]



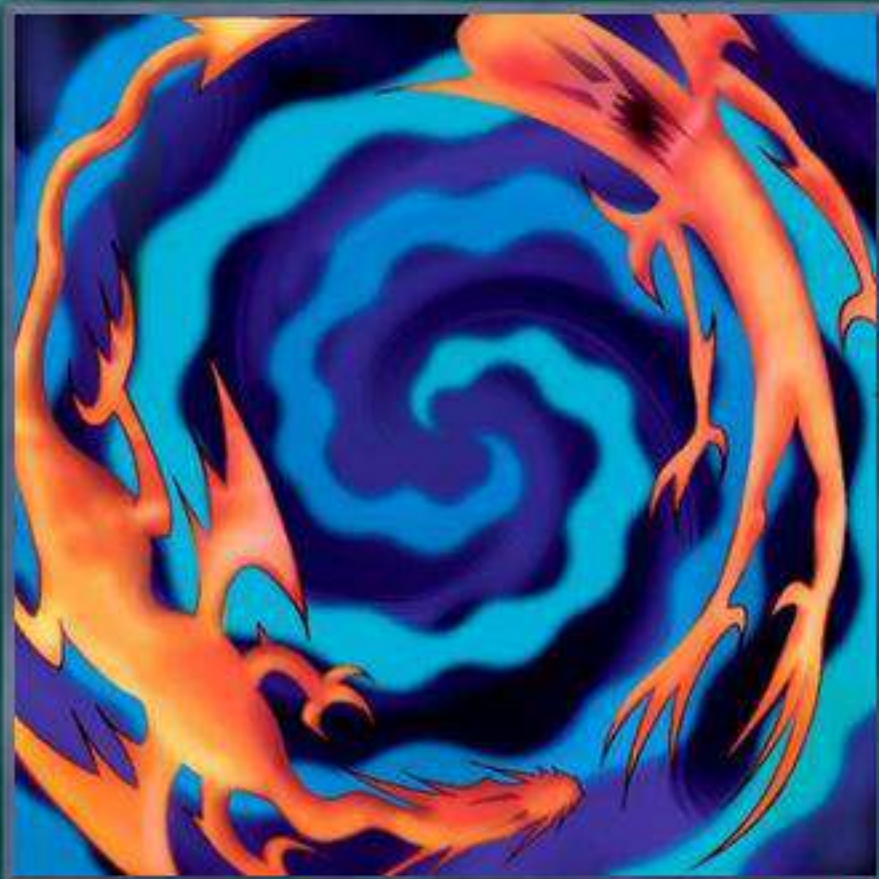
LOB-059

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

# POLYMERIZATION



[ SPELL CARD ]



LOB-059

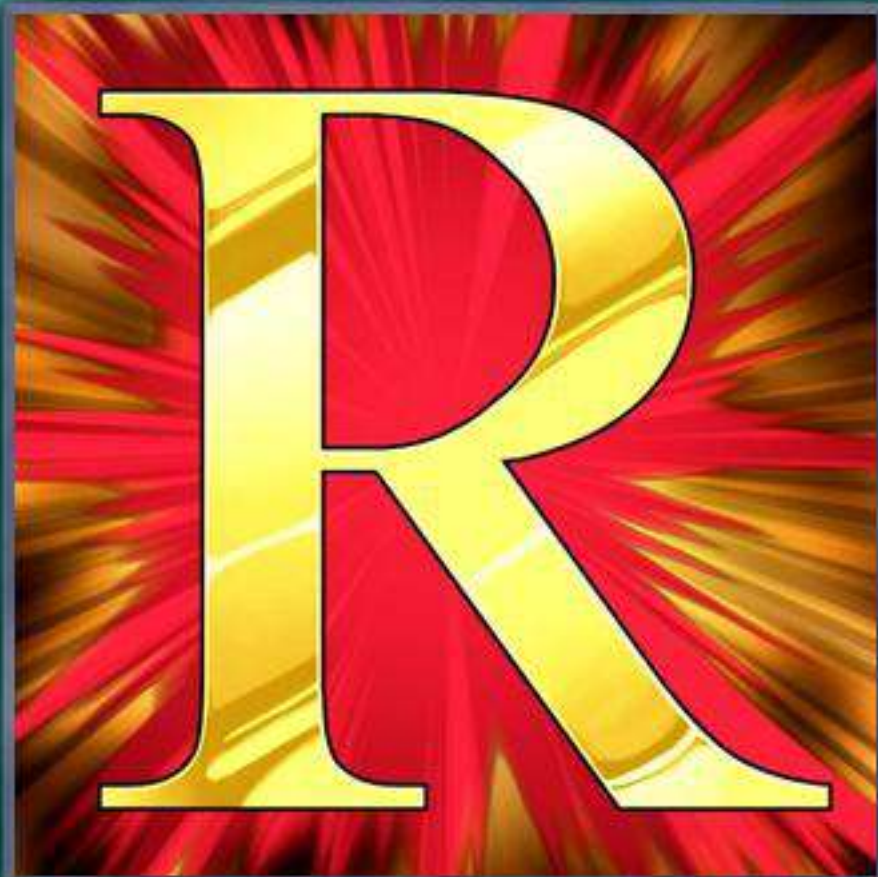
Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.



# R - RIGHTEOUS JUSTICE



[ SPELL CARD ]



EOJ-EN040

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

# 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.



# A HERO LIVES



[SPELL CARD]



GENF-EN098

If you control no face-up monsters: Pay half your LP; Special Summon 1 Level 4 or lower "Elemental HERO" monster from your Deck.

# E - EMERGENCY CALL



[SPELL CARD]



EOJ-EN039

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



# E - EMERGENCY CALL



[SPELL CARD]



EOJ-EN039

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

# 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



# ELEMENTAL HERO BLAZEMAN



WSUP-EN032

## [WARRIOR / EFFECT]

If this card is Normal or Special Summoned: You can add 1 "Polymerization" from your Deck to your hand. During your Main Phase: You can activate this effect; you cannot Special Summon monsters for the rest of this turn, except Fusion Monsters, also send 1 "Elemental HERO" monster from your Deck to the GY, except "Elemental HERO Blazeman", and if you do, this card's Attribute and ATK/DEF become the same as the monster sent to the GY, until the end of this turn. You can only use 1 "Elemental HERO Blazeman" effect per turn, and only once that turn.

ATK/1200 DEF/1800



# ELEMENTAL HERO SOLID SOLDIER



## [WARRIOR / EFFECT]

When this card is Normal Summoned: You can Special Summon 1 Level 4 or lower "HERO" monster from your hand. If this card is sent from the Monster Zone to the GY by a Spell effect: You can target 1 "HERO" monster in your GY, except "Elemental HERO Solid Soldier"; Special Summon it in Defense Position. You can only use this effect of "Elemental HERO Solid Soldier" once per turn.

ATK/1300 DEF/1100



# MYSTICAL SPACE TYPHOON



[SPELL CARD 



SRL-047

Target 1 Spell/Trap on the field; destroy that target.

# MONSTER REBORN



[SPELL CARD]



LOB-118

Target 1 monster in either player's GY; Special Summon it.



# POT OF GREED



[SPELL CARD]



YGLD-ENB26

Draw 2 cards.

# NEGATE ATTACK



[TRAP CARD]

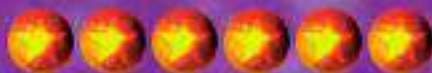


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When an opponent's monster declares an attack: Target the attacking monster; negate the attack, then end the Battle Phase.



# 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



# 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



# 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



# ELEMENTAL HERO ELECTRUM



MDP2-EN001

## [WARRIOR / FUSION / EFFECT]

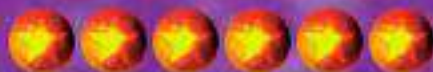
"Elemental HERO Avian" + "Elemental HERO Burstinatrix" + "Elemental HERO Clayman" + "Elemental HERO Bubbleman"

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



# ELEMENTAL HERO RAMPART BLASTER



EEN-EN033

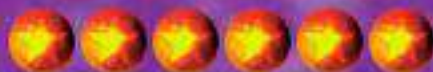
## [WARRIOR / FUSION / EFFECT]

"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

# 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 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 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 NOVA MASTER



GENT-EN093

## [WARRIOR / FUSION / EFFECT]

1 "Elemental HERO" monster + 1 FIRE monster

Must be Fusion Summoned. If this card destroys an opponent's monster by battle: Draw 1 card.

ATK/2600 DEF/2100



# ELEMENTAL HERO PLASMA VICE



GLAS-EN037

## [WARRIOR / FUSION / EFFECT]

"Elemental HERO Sparkman" + "Elemental HERO Bladedge"

Must be Fusion Summoned and cannot be Special Summoned by other ways. If this card attacks a Defense Position monster, inflict piercing Battle Damage to your opponent. You can discard 1 card to target 1 Attack Position monster your opponent controls; destroy that target.

ATK/2600 DEF/2300



# ELEMENTAL HERO NEOS KNIGHT



EXVC-EN093

## [WARRIOR / FUSION / EFFECT]

"Elemental HERO Neos" + 1 Warrior-Type monster

This card cannot be Special Summoned except by Fusion Summon. This card gains ATK equal to half the ATK of the Warrior-Type Fusion Material Monster used to Fusion Summon this card, other than "Elemental HERO Neos". This card can attack twice during each Battle Phase. If this card attacks or is attacked, your opponent takes no Battle Damage.

ATK/2500 DEF/1000