

Spikes & Baron Duel Monsters Comet
Card Translation File for: Structure Deck – Legend of Warrior - (SD5)

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Set Rarity List:

Ultra Rare (1):	Gilford the Legend (001)
Common (39):	All the rest.

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
SD5-JP001	Gilford the Legend	Earth	Warrior	8	2600	2000
This card cannot be Special Summon. When this card is successfully Normal Summon, you may equip any number of Equipment Magic cards as possible from your Graveyard to Warrior sub-type monsters on your field.						
SD5-JP002	Female Warrior of Wilderness	Earth	Warrior	4	1100	1200
When this card is destroy in battle and sent to Graveyard, you may put a Earth main-type Warrior sub-type monster with attack strength of 1500 or less from your deck and special summon it to the field. Shuffle your deck afterward.						
SD5-JP003	Dark World Warrior – Dark Sword	Dark	Warrior	4	1800	1500
SD5-JP004	Goblin Attack Force	Earth	Warrior	4	2300	0
When this card attacks, it changes to defense mode at the end of the Battle Phase. Until the end of your next turn, the mode of this card can't be change.						
SD5-JP005	Iron Knight – Gearfreed	Earth	Warrior	4	1800	1600
When Equipment card is equipped on this card, destroy that equipment card.						
SD5-JP006	Swift Dark Knight – Gaia	Dark	Warrior	7	2300	2100
When this card is the only card in your hand, you may play this card in attack mode without tribute. That Summon is treat as Normal Summon.						
SD5-JP007	Retrained Elven Swordsman	Earth	Warrior	4	1400	1200
This card cannot be destroyed in battle with a monster that has an attack strength of 1900 or higher. (Battle damages are still done.)						

SD5-JP008	Command Knight	Fire	Warrior	4	1200	1900
If there're other monsters on your field, this card cannot be target of battle. When this card is on the field, increase the attack strength of all Warrior sub-type monsters on your field by 400.						
SD5-JP009	Troop Commander	Earth	Warrior	3	1200	400
When this card is face-up on the field, your opponent cannot choose other Warrior sub-type on your field as target of battle. When this card is successfully Summon, special summon a monster with Level 4 or less to the field..						
SD5-JP010	Hoodlum Mercenary Troops	Earth	Warrior	4	1000	1000
Sacrifice this card. Destroy a monster on the field.						
SD5-JP011	Female Warrior of Another Dimension	Light	Warrior	4	1500	1600
When this card battles an opponent's monster, you may remove that opponent's monster and this card from the game.						
SD5-JP012	Surprising Matasa	Dark	Warrior	3	1300	800
This card can attack twice during a Battle Phase. When this card is face-up on the field, the control of this card cannot be change.						
SD5-JP013	Mystic Swordsman LV2	Earth	Warrior	2	900	0
When this card attack an opponent's monsters in face-down defense mode, destroy it without going to Damage Step. During the End Phase this card destroy a monster as a result of battle, you may special summon a [Mystic Swordsman LV4] to the field from your deck or hand.						
SD5-JP014	Mystic Swordsman LV4	Earth	Warrior	4	1900	1600
If this card is normal summoned, this card is summoned in face-down defense mode. When this card attack a opponent's monsters in face-down defense mode, destroy it without going to Damage Step. At End Phase which this card destroy a monster in battle, you may put this card into Graveyard to special summon a [Mystic Swordsman LV6] from your deck or hand.						
SD5-JP015	Ninja Master – SASUKE	Light	Warrior	4	1800	1000
When this card is in battle with a face-up defense monsters, destroy it without going to damage calculation step.						
SD5-JP016	Swordsmaster – Naked Gearfreed	Light	Warrior	7	2600	2200
This card cannot be Normal Summon. This card can only be special summon by the effect of [Restraint Removal]. Whenever this card is equipped with equipment card, destroy a monster on opponent's field.						
SD5-JP017	Heavy Armed Samurai – Ben Kai	Dark	Warrior	4	500	800
Other than normal attack, this card can do additional attack as same number as the number of equipment cards equipped on this card.						
SD5-JP018	Divine Sword – Phoenix Blade	Magic	Equipment			
This card can only be equipped on a Warrior sub-type monster. Increase the attack strength of that monster by 300. When this card is in your Graveyard during Main Phase, you may remove 2 Warrior sub-type monster from your Graveyard to return this card to your hand.						
SD5-JP019	Robbery	Magic	Equipment			
Gain control of the equipped monster. During your opponent's Standby Phase, he/she gain 1000 LP.						
SD5-JP020	Cyclone	Magic	Quickplay			

Destroy 1 Magic or Trap card on the field.						
SD5-JP021	Hurricane	Magic	Normal			
Each player chooses a monster on their respective field, and the control of it would be switch. The chosen monsters cannot switch its mode during that turn.						
SD5-JP022	Thunder Sword	Magic	Equipment			
This card can only be equipped on a Warrior Sub-Type monster. Increase the equipped monster's attack strength by 800. Reduce the attack strength of all Water Main-Type monsters on the field by 500.						
SD5-JP023	Heavy Storm	Magic	Normal			
Destroy all Magic and Trap cards on the field.						
SD5-JP024	Calling Reinforcement	Magic	Normal			
Put a level 4 or lower Warrior sub-type monster from your deck to hand. Shuffle the deck afterward.						
SD5-JP025	Revival of Warrior	Magic	Normal			
Choose a Warrior sub-type monster in your Graveyard and add it to your hand.						
SD5-JP026	Fused Weapon – Murasame Blade	Magic	Equipment			
This card can only be equipped on a Warrior sub-type monster. Increase the equipped monster's attack strength by 800. This card cannot be destroyed by the effect of Magic cards that destroy cards.						
SD5-JP027	Great Sword of Violation – Baou	Magic	Equipment			
Discard 1 card from your hand to Equip. Increase the Equipped Monster's attack strength by 500. If the Equipped Monster destroys an opponent's Monster as a result of battle and sent it to Graveyard, negate the effects on that monster.						
SD5-JP028	Spirits of the Springs	Magic	Normal			
Return an Equipment card from your Graveyard onto your hand. That Equipment card cannot be activated during this turn.						
SD5-JP029	Reload	Magic	Quickplay			
Shuffle your hand into the deck. Then draw cards equal to the number you shuffled in.						
SD5-JP030	Lightning Vortex	Magic	Normal			
Discard one card from your hand, destroy all opponent's face-up monsters on the field.						
SD5-JP031	Sealing Swords of Darkness	Magic	Continuous			
When this card is activate, all monster on opponent's field would turn to face-down defense mode. Also, when this card is face-up on the field, opponent's monster cannot change its mode. After 2 turns, destroy this card during your Standby Phase.						
SD5-JP032	Restraint Removal	Magic	Normal			
Sacrifice a [Iron Knight - Gearfried] on your field. Special Summon a [Swordmaster - Naked Gearfried] from your hand or deck.						
SD5-JP033	Cry of the Living Dead	Trap	Continuous			
Choose a monster in your Graveyard, and special summon it in attack mode. When this card leaves the field, destroy that monster. When that monster is destroyed, destroy this card						
SD5-JP034	Magic Jammer	Trap	Counter			
Discard 1 card from your hand, negate the activation of a Magic card and destroy that card.						
SD5-JP035	Imperial Control	Trap	Continuous			

When this card is face-up on the field, all Trap cards other than this card are negated.						
SD5-JP036	Chained Explosives	Trap	Normal			
This card would become a Equipment card and increase the attack strength of 500 of the equipped monster, and equipped this card to a monster card on your field. When this card is desroy by other card's effect while equiped, choose a card on the field and destroy it.						