

Translation file for: Enemy of Justice (EOJ)
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 Created by Spikes and Baron
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Set Rarity List	
Ultimate Rare (11)	D-Hero Dreadguy (004) Cyber Prima (007) Cyber Phoenix (009) Victory Viper XX03 (011) Lightning Gear - Gouryuu (016) Giver of Judgment - Boltenis (023) Super Electromagnetic Operating Voltic Dragon (031) E-Hero Phoenixguy (032) E-Hero Shining Phoenixguy (033) E-Hero Wild Wingman (035) Clocktower of Seclusion (048)
Secret Rare (0)	N/A
Ultra Rare (4)	D-Hero Dreadguy (004) Giver of Judgment - Boltenis (023) E-Hero Phoenixguy (032) E-Hero Shining Phoenixguy (033)
Super Rare (7)	Cyber Prima (007) Cyber Phoenix (009) Victory Viper XX03 (011) Lightning Gear - Gouryuu (016) Super Electromagnetic Operating Voltic Dragon (031) E-Hero Wild Wingman (035) Clocktower of Seclusion (048)
Rare (14)	D-Hero Diamondguy (003) Harpy Pet Baby Dragon (013) Lightning Gear - Sakuraka (015) Green Declarer (018) Purple Declarer (019) Bringer of Sparking Light (022) Hero Flash!! (042) Guard Penalty (045) Lifechanger (049) Destiny Destroy (051)

	D-Time (053) Elemental Absorber (056) Miracle Arrival (058) Kickback (060)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
EOJ-JP001	D-Hero Devilguy	Dark	Warrior	3	600	800
When this card is in face-up attack mode, once per turn you can remove an opponent's monster from the game. The player that uses this effect cannot battle during that turn. The monster removed by this effect, at your second Standby Phase, would return onto opponent's field in the same mode.						
EOJ-JP002	D-Hero Diehardguy	Dark	Warrior	3	800	800
When this card is face-up on the field, if a monster with [D-Hero] in its name other than this card would be destroy as result of battle and sent to Graveyard, special summon that monster onto your field during your next Standby Phase. This effect can only be used once per turn.						
EOJ-JP003	D-Hero Diamondguy	Dark	Warrior	4	1400	1600
When this card is face-up on the field, you can look at the top card on your deck. If that card is a Normal Magic sends it to Graveyard, and you can activate the effect of that Normal Magic at the Main Phase of your next turn. When it's not Normal Magic card put it into bottom of the deck. This effect can only be activates once per turn.						
EOJ-JP004	D-Hero Dreadguy	Dark	Warrior	8	?	?
When special summon by effect of [Clocktower of Seclusion], destroy all monsters on your field except cards with [D-Hero] in its name. Afterward, you can special summon up to 2 monsters with [D-Hero] in its name from your Graveyard. During the turn this card is special summon, monsters with [D-Hero] in its name on your field cannot be destroy, and the battle damages done to controller is 0. This card's attack and defense strength is equal to the total original attack strength of all monsters with [D-Hero] in its name except this card.						
EOJ-JP005	Cyber Tutu	Earth	Warrior	3	1000	800
When all monsters on opponent's field have their attack strength higher than this card's attack strength, this card can attack opponent directly.						
EOJ-JP006	Cyber Gymnastics	Earth	Warrior	4	800	1800
Discard a card from hand. Destroy a monster in face-up attack mode on opponent's field. This effect can only be use once per turn.						
EOJ-JP007	Cyber Prima	Light	Warrior	6	2300	1600
When this card is successfully sacrificed summon, destroy all face-up Magic cards on the field.						
EOJ-JP008	Cyber Giraffe	Light	Machine	3	300	800
Sacrifice this card. Until End Phase of that turn, all damages done to this card's controller by effect of cards would become 0.						
EOJ-JP009	Cyber Phoenix	Fire	Machine	4	1200	1600
When this card is in face-up attack mode on the field, negate all effects of Magic/Trap cards that target a Machine sub-type monster on your field. When this card is destroys and sends to Graveyard as result of battle when it's face-up, you may draw a card from your deck.						
EOJ-JP010	Searchlightmen	Light	Machine	3	1000	1000
Reverse: This turn opponent cannot set cards onto the field.						
EOJ-JP011	Victory Viper XX03	Light	Machine	4	1200	1000

When this card successfully destroy an opponent's monster as result of battle, choose one of the following effects to activate. - Increase this card's attack strength by 400. - Destroy a face-up Magic/Trap card on the field - Special Summon an [Option Token] with same Main-Type, sub-type, level, attack, and defense strength as this card to your field.						
EOJ-JP012	Birdman of Gale – Joe	Wind	Bird	6	2300	1400
When this card is successfully sacrificed summon by sacrificing a Wind main-type monster, return all Magic/Trap cards on the field to owner's hand.						
EOJ-JP013	Harpy's Pet Baby Dragon	Wind	Dragon	4	1200	600
This card adds effect text(s) according to number of monster with [Harpy] in its name on your field other than [Harpy's Pet Baby Dragon]. 1 - When this card is face-up on the field, opponent cannot choose monsters with [Harpy] in its name on your field as target of attack other than [Harpy Pet Baby Dragon] 2 - Double this card's original attack and defense strength 3 - Once per turn, you may destroy a card on opponent's field.						
EOJ-JP014	Lightning Gear – Skyflash	Light	Angel	4	1000	500
When this card attack opponent's lifepoints directly, draw a card from your deck. Send this card to Graveyard during the End Phase of the turn this card is successfully Normal Summoned, Reversed Summoned, or Special Summoned.						
EOJ-JP015	Lightning Gear – Ouka	Light	Angel	6	2400	1400
This card can be Summoned without sacrifice. If summon by this way, send this card to Graveyard at End Phase.						
EOJ-JP016	Lightning Gear – Rumbling Dragon	Light	Angel	8	2900	1800
This card can be Summoned by sacrificing 1 monster. If summoned by this way, send this card to Graveyard at End Phase. When this card attacks a monster in defense mode, and the attack strength exceeds that defense strength, do battle damages to opponent equal to the difference.						
EOJ-JP017	Royal Knights	Light	Angel	3	1300	800
When this card destroys a monster as result of battle and send to Graveyard, increase your lifepoints equal to that monster's defense strength.						
EOJ-JP018	Green Declarer	Light	Angel	2	300	500
Discard this card and another Angel sub-type monster from your hand to Graveyard to activate. Negate an activation of an opponent's Magic card and destroy it. This effect can be use even in opponent's turn.						
EOJ-JP019	Violet Declarer	Light	Angel	2	300	500
Discard this card and another Angel sub-type monster from your hand to Graveyard to activate. Negate an activation of an opponent's Trap card and destroy it. This effect can be use even in opponent's turn.						
EOJ-JP020	Artemis of Harvest	Light	Angel	4	1600	1700
When this card is face-up on the field, draw a card every time a Counter Trap would be activate.						
EOJ-JP021	Reiyad of Relief	Light	Angel	4	1400	1500
When this card is face-up on the field, whenever a Counter Trap would be activate return 2 Angel sub-type monsters that are removed from game into your hand.						
EOJ-JP022	Giver of Sparking Light	Light	Angel	4	1600	0
When this card is face-up on the field, all cards that would send to Graveyard would be removed from the game instead.						
EOJ-JP023	Giver of Judgment – Boltenis	Light	Angel	8	2800	1400

When you successfully activate a Counter Trap, this card may be special summon by sacrificing all monsters on your field. When this card is successfully special summon this way, you may destroy number of cards on opponent's field equal to number of Angel sub-type monsters sacrificed.

EOJ-JP024	Guard Dog	Earth	Beast	3	1500	500
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Reverse: Opponent player cannot special summon during this turn.

EOJ-JP025	Vacuum Weasel	Wind	Beast	3	500	1500
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Reverse: Opponent player cannot activate Magic/Trap during this turn.

EOJ-JP026	Beating Aos	Earth	Spellcaster	4	800	1500
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Sacrifices an Earth main-type monster outside of this card from your field, special summon an Earth main-type monster from your hand. This effect can only be activates once per turn. The monsters special summon by this effect would be destroy when [Beating Aos] leaves field.

EOJ-JP027	Raging Eria	Water	Spellcaster	4	800	1500
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Sacrifices a Water main-type monster outside of this card from your field, special summon a Water main-type monster from your hand. This effect can only be activates once per turn. The monsters special summon by this effect would be destroy when [Raging Eria] leaves field.

EOJ-JP028	Blazing Hiita	Fire	Spellcaster	4	800	1500
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Sacrifices a Fire main-type monster outside of this card from your field, special summon a Fire main-type monster from your hand. This effect can only be activates once per turn. The monsters special summon by this effect would be destroy when [Blazing Hiita] leaves field.

EOJ-JP029	Devastating Wynn	Wind	Spellcaster	4	800	1500
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Sacrifices a Wind main-type monster outside of this card from your field, special summon a Wind main-type monster from your hand. This effect can only be activates once per turn. The monsters special summon by this effect would be destroy when [Devastating Wynn] leaves field.

EOJ-JP030	Battery Man – D	Light	Thunder	1	0	1900
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When this card is face-up on the field, opponent cannot choose a Thunder sub-type monster as target of attack other than [Battery Man - D].

EOJ-JP031	Super Electromagnetic Operating Voltic Dragon	Light	Thunder	5	2400	1000
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When the following monsters is sacrifice for sacrificed summon, this card gains the respective effect.

- Battery Man - D: Negate the Magic/Trap effect that targets this card.
- Battery Man - C: When this card attacks a monster in defense mode, and the attack strength is higher than the defense strength, do battle damages to opponent equal to the difference.
- Battery Man - AA: Increase this card's attack strength by 1000.

EOJ-JP032	E-Hero Phoenixguy	Fire	Warrior – Fusion	6	2100	1200
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[E-Hero Featherman] + [E-Hero Burst Lady]

This card can only be Special summon by Fusion Summon. This card cannot be destroy as result of battle.

EOJ-JP033	E-Hero Shining Phoenixguy	Fire	Warrior – Fusion	8	2500	2100
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[E-Hero Sparkman] + [E-Hero Phoenixguy]

This card can only be special summon by Fusion Summon. Increase this card's attack strength by 300 for each monster with [E-Hero] in its name in your Graveyard. This card cannot be destroy as result of battle.

EOJ-JP034	E-Hero Sailorman	Water	Warrior – Fusion	5	1400	1000
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[E-Hero Bubbleman] + [E-Hero Featherman]						
This card can only be special summon by Fusion Summon. When you have set Magic/Trap card, this card can attack opponent directly.						
EOJ-JP035	E-Hero Wildwingman	Earth	Warrior – Fusion	8	1900	2300
[E-Hero Wildman] + [E-Hero Featherman]						
This card can only be Special summon by Fusion Summon. Discard a card from your hand, destroy a Magic/Trap card on the field.						
EOJ-JP036	E-Hero Necroid Shaman	Dark	Warrior – Fusion	6	1900	1800
[E-Hero Wildman] + [E-Hero Necrodarkman]						
This card can only be Special summon by Fusion Summon. When this card is successfully special summon, destroy a monster on opponent's field. Afterward, choose a monster in opponent's Graveyard and special summon it onto opponent's field.						
EOJ-JP037	Misfortune	Magic	Normal			
Choose a face-up monster on opponent's field to activate. Do damage to opponent equal to halved of the original attack strength of the chosen monster. Your monster cannot attack during this turn.						
EOJ-JP038	H – Heat Heart	Magic	Normal			
Choose a face-up monster on your field to activate. Increase the chosen monster's attack strength by 500. When that monster attacks a monster in defense mode, and the attack strength is higher than the defense strength, do battle damages to opponent equal to the difference. This card's effect would last until end of turn.						
EOJ-JP039	E – Emergency Call	Magic	Normal			
Choose a monster with [E-Hero] in its name from your deck and add it into your hand.						
EOJ-JP040	R – Right Justice	Magic	Normal			
For each monster with [E-Hero] in its name on your field, destroy a Magic/Trap card.						
EOJ-JP041	O – Over Soul	Magic	Normal			
Choose a Normal monster with [E-Hero] in its name from your Graveyard, special summon it to the field.						
EOJ-JP042	Hero Flash!!	Magic	Normal			
This card can only be activate when you remove [H - Heat Heart], [E - Emergency Call], [R - Right Justice], and [O - Over Soul] from your Graveyard from the game. Special Summon a Normal Monster with [E-Hero] in its name from your deck. During this turn all Normal Monsters with [E-Hero] in its name can attack opponent directly.						
EOJ-JP043	Power Capsule	Magic	Normal			
Choose a face-up [Victory Viper XX03] on your field to activate. Choose one of the effect of [Victory Viper XX03], and applies as the effect of this card.						
EOJ-JP044	Deification of Light	Magic	Quickplay			
Special Summon an Angel sub-type monster from your hand. The attack strength of the monster special summon by this card is halved, and it is destroys at End Phase.						
EOJ-JP045	Guard Penalty	Magic	Quickplay			
Choose a monster on the field. If the chosen monster switches to defense mode this turn, draw a card from your deck.						
EOJ-JP046	Grand Cross	Magic	Quickplay			
This card can only be activates when [Macrocosmos] is on your field. Do 300 lifepoint damages to opponent, and destroy all monsters on the field.						
EOJ-JP047	Dimensional Rift	Magic	Continuous			
All monsters that would send to Graveyard would be removed from game instead.						
EOJ-JP048	Clocktower of Seclusion	Magic	Field			

During each Standby Phase of opponent's turn, put a Time Counter onto this card. When this card has four or more Time Counters on it, battle damages would not be done to this card's controller. When this card is destroy and send to Graveyard while it have 4 or more Time Counters, special summon a [D-Hero Dreadguy] from your hand or deck.					
EOJ-JP049	Lifechanger	Trap	Normal		
This card can only be activates when the difference between both player's LP is 8000 or more. Both players' lifepoints become 3000.					
EOJ-JP050	Elemental Charge	Trap	Normal		
For each monster on your field with [E-Hero] in its name, increase your lifepoints by 1000.					
EOJ-JP051	Destiny Destroy	Trap	Normal		
Send the top 3 cards on your deck to Graveyard. For each Magic/Trap card send to Graveyard by this effect, you take 1000 lifepoints damages.					
EOJ-JP052	Destiny Signal	Trap	Normal		
This card can only be activates when one of your monster on the field is destroyed as a result of battle. Special summon a monster with [D-Hero] in its name that is Level 4 or lower from your hand or deck.					
EOJ-JP053	D-Time	Trap	Normal		
This card can only be activates when a monster with [E-Hero] in its name on your field leaves the field. Add a monster with [D-Hero] in its name with level lower than that monster into your hand from your deck.					
EOJ-JP054	D-Shield	Trap	Normal		
This card can only be activates when a monster in attack mode with [D-Hero] in its name on your field would be target of attack. This card would become an equipment card, and equipped on the attacked monster and strength it to defense mode. The equipped monster cannot be destroys as result of battle.					
EOJ-JP055	God Bird Attack	Trap	Normal		
Sacrifice a Bird sub-type monster from your field. Destroy 2 cards on the field.					
EOJ-JP056	Elemental Absorber	Trap	Continuous		
Remove a monster card from your hand from the game. All opponent's monsters with the same main-type as that card, as long as this card is on the field, cannot declare attack.					
EOJ-JP057	Macrocosmos	Trap	Continuous		
You may special summon a [Primeval Sun - Helios] from your hand or deck. When this card is face-up on the field, all cards that would send to Graveyard would be removed from game instead.					
EOJ-JP058	Miracle Arrival	Trap	Continuous		
Special Summon one of your Angel sub-type monsters that is removed from game. When this card leaves the field, destroy that monster. When that monster is destroy this card is destroy.					
EOJ-JP059	Cracking Hatchet	Trap	Continuous		
Choose a face-up monster on the field to activate. When this card is face-up on the field, the attack strength of the chosen monster is decrease by 500 during each of your Standby Phase. When that monster is destroys, destroy this card.					
EOJ-JP060	Kickback	Trap	Counter		
Negate the Normal or Reverse Summon of a monster, and return that monster to owner's hand.					