

Translations file for: **Light of Destruction (LODT-JP)**
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UPDATE:

v1.0 – Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Honest (001) Arcana Force EX - THE DARK RULER (017) Judgment Dragon (026) Dragoon D-END (042) Antique Gear Ultimate Golem (043)
Super Rare (9)	Android - Psycho Lord (007) Arcana Force XXI - THE WORLD (016) Lightlord Magician - Laila (019) Lightlord Angel - Cherubim (024) Disk Raider (035) Ducker (037) Phantom Dragon (041) Rescue Light (057) Limit Rebirth (063)
Rare (18)	Android - Psycho Returner (006) Arcana Force XIV - TEMPERANCE (014) Dark Valkyria (027) Iregaeru (028) Battery Man - Industry Type (031) Battery Man - Button Type (032) Goblin Detective Team (033) Ancient Divine Bird - Simurgh (039) Ground of Demise (047) Boundary of Light (051) Justice World (053) Short Circuit (056) Hero Blast (064) D-Fortune (066) Reversal of Destiny (067) Destruction Jammer (072) Frog Barrier (073) Summon Limit (079)
Normal Rare (4)	Golden Ladybug (036) Reborn Ribbon (061) Golden Bamboo Sword (062) Dice Impact (080)
Common (44)	All the rest

Card No.	Name	Attribute Type		Lvl	ATK	DEF
LODT-JP001	Honest	Light	Angel	4	1100	1900
During your Main Phase, you can return this face-up card on the field to hand. Also, when a face-up Light attribute monster on your field battles, during Damage Step you can send this card from hand to Graveyard, and increase the attack strength of that monster by the attack strength of the opponent's monster battling with it.						
LODT-JP002	Cross Porter	Dark	Warrior	2	400	400
Send a monster from your field to Graveyard, special summon a [Neospacian] monster from your hand. When this card is sent to Graveyard, add a [Neospacian] monster from your deck into hand.						
LODT-JP003	Miracle Flipper	Light	Spellcaster	2	300	500
When [Miracle Flipper] is face-up on your field, this card cannot be summoned, reverse summoned, or special summoned. When this card is face-up on the field, opponent cannot choose your other face-up monsters as target of attack. When this card is destroyed as result of battle, special summon this card to opponent's field. When this card is destroyed by effect of Magic or Trap card, destroy a monster on opponent's field.						
LODT-JP004	Destiny Hero – Dread Servant	Dark	Warrior	3	400	700
When this card is successfully summoned, put a Time Counter onto [Clocktower of Seclusion]. When this card is destroy as result of battle and sent to Graveyard, you can destroy a Magic/Trap card on your field.						
LODT-JP005	Volcanic Queen	Fire	Pyro	6	2500	1200
When this card is play from hand, you must special summon this card to opponent's field by sacrificing a monster on opponent's field. Once per turn by sending a card on your field outside of this card to Graveyard, deal 1000 damages to opponent. Also, if you did not sacrifice a monster outside of this card during each of your End Phase, this card's controller received 1000 damages. You cannot Normal Summon the turn this card is special summoned.						
LODT-JP006	Android – Psycho Returner	Dark	Machine	3	600	1400
This card can attack opponent directly. When this card is sent to Graveyard, you can special summon an [Android - Psycho Shocker] from your Graveyard. Destroy the [Android - Psycho Shocker] special summoned by this effect at End Phase of your turn.						
LODT-JP007	Android – Psycho Lord	Dark	Machine	8	2600	1600
This card cannot be Normal Summoned. This card cannot be special summon outside of by sending a face-up [Android - Psycho Shocker] on your field to Graveyard. When this card is face-up on the field on the field Trap card cannot be activate, and negate all effects of Trap cards on all fields. Once per turn, you can destroy all face-up Trap cards on the field. For each card destroy by this effect deal 300 damages to opponent.						
LODT-JP008	Arcana Force 0 – THE FOOL	Light	Angel	1	0	0
This card cannot be destroyed as result of battle. This card cannot be change to defense mode. When this card is successfully summoned, reverse summoned, or special summoned, flip a coin and gain one of the following effects. - Head: Negate the effect of your Magic, Trap, and effect monster that target this card and destroy it. - Tail: Negate the effect of opponent's Magic, Trap, and effect monster that target this card and destroy it.						

LODT-JP009	Arcana Force I – THE MAGICIAN	Light	Angel	4	1100	1100
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: When a Magic card is activated, doubled this card's original attack strength until End Phase of this turn. - Tail: When a Magic card is activated, opponent gain 500 lifepoints. 						
LODT-JP010	Arcana Force III – THE EMPRESS	Light	Angel	4	1300	1300
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: When opponent successfully Normal Summoned a monster you can special summon an [Arcana Force] monster from your hand to your field. - Tail: When opponent successfully Normal Summoned a monster, send a card from your hand to Graveyard. 						
LODT-JP011	Arcana Force IV – THE EMPEROR	Light	Angel	4	1400	1400
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: Increase the attack strength of all face-up [Arcana Force] monsters on your field by 500. - Tail: Decrease the attack strength of all face-up [Arcana Force] monsters on your field by 500. 						
LODT-JP012	Arcana Force VI – THE LOVERS	Light	Angel	4	1600	1600
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: When an [Arcana Force] monster is sacrifice summoned, this monster can be treated as 2 sacrifices. - Tail: [Arcana Force] monsters cannot be sacrifice summoned. 						
LODT-JP013	Arcana Force VII – THE CHARIOT	Light	Angel	4	1700	1700
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: When this card destroys an opponent's monster as result of battle, special summon that monster on your field. - Tail: Change the control of this card to opponent. 						
LODT-JP014	Arcana Force XIV – TEMPERANCE	Light	Angel	6	2400	2400
<p>You can discard this card from your hand, and one Battle damages you received would becomes 0. When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: Battle damages you received would be halved. - Tail: Battle damages opponent received would be halved. 						
LODT-JP015	Arcana Force XVIII – THE MOON	Light	Angel	7	2800	2800
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <ul style="list-style-type: none"> - Head: Special Summon a [Moon Token] (Light/Angel/1/0/0) to your field during your Standby Phase. - Tail: Once only during your End Phase, choose a monster on your field, and change the control of that monster to opponent. 						

LODT-JP016	Arcana Force XXI – THE WORLD	Light	Angel	8	3100	3100
<p>When this card is successfully summoned, reverse summoned, or Special Summoned, flip a Coin and gain one of the following effects.</p> <p>- Head: During your End Phase by sending 2 monsters on your field to Graveyard skip opponent's next turn.</p> <p>- Tail: During opponent's Draw Phase opponent add the top card on his/her Graveyard to his/her hand.</p>						
LODT-JP017	Arcana Force EX – THE DARK RULER	Light	Angel	10	4000	4000
<p>This card cannot be Normal Summoned. This card cannot be special summon outside of by sending 3 monsters from your field to Graveyard. When this card is successfully special summoned, flip a coin and gain one of the following effects:</p> <p>- Head: This card can attack 2 times in a Battle Phase. After this effect apply for 2 battles, change this card to defense mode at the end of Battle Phase. This card's mode cannot be change until the end of your next turn.</p> <p>- Tail: When this card is destroyed, destroy all cards on the field.</p>						
LODT-JP018	Lightlord Paladin – Jane	Light	Warrior	4	1800	1200
<p>When this card attacks an opponent's monster, it gains 300 attack strength during Damage Step. When this card is face-up on the field, during each of your End Phase, send the top 2 cards on your deck to Graveyard.</p>						
LODT-JP019	Lightlord Magician – Laila	Light	Spellcaster	4	1700	200
<p>Change this card in face-up attack mode to face-up defense mode, destroy a Magic/Trap card on opponent's field. This card's mode cannot be change until End of your next turn if you activated this effect. When this card is face-up on the field, during each of your End Phase, send the top 3 cards on your deck to Graveyard.</p>						
LODT-JP020	Lightlord Warrior – Garos	Light	Angel	4	1850	1300
<p>When the effect of a face-up [Lightlord] monster on your field outside of [Lightlord Warrior - Garos] would sent card(s) from your deck to Graveyard, send the top 2 cards on your deck to Graveyard. For each [Lightlord] monster sent to Graveyard by this card's effect, draw a card.</p>						
LODT-JP021	Lightlord Summoner – Luminous	Light	Spellcaster	3	1000	1000
<p>Once per turn, by discarding a card from your hand, special summon a [Lightlord] monster with level 4 or less in your Graveyard to the field. When this card is face-up on the field, during each of your End Phase, send the top 3 cards on your deck to Graveyard.</p>						
LODT-JP022	Lightlord Hunter – Raiku	Light	Beast	2	200	100
<p>Reverse: You can destroy a card on the field. Send the top 3 cards from your deck to Graveyard.</p>						
LODT-JP023	Lightlord Beast – Wolff	Light	Beast-Warrior	4	2100	300
<p>This card cannot be Normal Summoned. When this card is sent to Graveyard from the deck, special summon this card to your field.</p>						
LODT-JP024	Lightlord Angel – Cherubim	Light	Angel	5	2300	200
<p>When this card is successfully sacrifice summoned by sacrificing [Lightlord] monster, by sending the top 4 cards on your deck to destroy up to 2 cards on opponent's field.</p>						

LODT-JP025	Lightlord Dragon – Gragonis	Light	Dragon	6	2000	1600
Increase this card's attack and defense strength by number of [Lightlord] monsters in your Graveyard x300. When this card attacks monster in defense mode, and the attack strength is higher than defense strength, deal Battle Damages to opponent equal to the difference. When this card is face-up on the field, during each of your End Phase, send the top 3 cards on your deck to Graveyard.						
LODT-JP026	Judgment Dragoon	Light	Dragon	8	3000	2600
This card cannot be Normal Summoned. This card cannot be special summon outside of when there are 4 or more types of [Lightlord] monsters in your Graveyard. Pay 1000 lifepoints, destroy all cards on the field outside of this card. When this card is face-up on your field, during each of your End Phase send the top 4 cards on the deck to Graveyard.						
LODT-JP027	Dark Valkyria	Dark	Angel – Dual	4	1800	1050
When this card is face-up on the field or in Graveyard, treat this card as a Normal monster. When this card is face-up on the field and as treated as a Normal Summon you re-summon this card, this card becomes an effect monster and gains the following effect. - When this card is face-up on the field, once you can put a Magic Counter on this card. For each Magic Counter on this card, increase this card's attack strength by 300. Also, remove a Magic Counter from this card, destroy a monster on the field.						
LODT-JP028	Irekaeru	Water	Aqua	1	100	2000
Sacrifice a monster on your field. Choose a [Gaeru] monster from your deck and special summon it to your field. When this card is face-up on the field, [Gaeru] monsters cannot be destroyed as result of battle.						
LODT-JP029	Kangaeru	Water	Aqua	2	400	400
This card can attack opponent directly. When this card successfully direct attacked, and there is a [Gaeru] ("Frog") monster on your field, you can destroy a Magic/Trap card on opponent's field.						
LODT-JP030	Charged Battery Man	Light	Thunder	5	1800	1200
When this card is successfully summoned, you can special summon a [Battery Man] monster outside of [Charged Battery Man] from your hand or deck. Increase this card's attack and defense strength by number of Thunder type monster face-up on your field x300.						
LODT-JP031	Battery Man – Industrial Use	Light	Thunder	8	2600	0
This card cannot be Normal Summoned. This card cannot be special summoned outside of by removing 2 [Battery Man] monsters from your Graveyard from the game. Remove a Thunder type monster from your Graveyard from the game, destroy a monster and a Magic/Trap card on the field. This effect can only be activated once per turn.						
LODT-JP032	Battery Man – Button Type	Light	Thunder	1	500	100
Reverse: Special Summon a [Battery Man] monster with level 4 or lower from your deck, your Graveyard, or RFG zone. Also, when this reversed card is sent to Graveyard as result of destroy in battle, draw a card from your deck.						
LODT-JP033	Goblin Detective Team	Wind	Warrior	4	1700	0
When this card successfully direct attack opponent, you can look at a card in opponent's hand. If that card is a Magic card, send it to Graveyard. When this card attacked, at the end of Battle Phase change this card to defense mode, and the mode of this card cannot be change until your next End Phase.						
LODT-JP034	Object A from Planet	Light	Reptile	1	0	500
Gain control of the monster that attacked this card in face-up attack mode at the end of Battle Phase.						

LODT-JP035	Disk Rider	Wind	Demon	4	1700	1500
Remove a Normal Trap card from your Graveyard from the game, increase this card's attack strength until the End Phase of opponent's turn by 500. This effect can only be activated once per turn.						
LODT-JP036	Golden Ladybug	Light	Insect	1	0	0
During your Standby Phase, you can reveal this card from your hand, and you gain 500 lifepoints. When this effect is activate, this card is revealed from your hand until End Phase. This effect can only be activated once per turn.						
LODT-JP037	Ducker	Light	Machine	3	500	500
Reverse: Add a monster with level 4 from your Graveyard to your hand.						
LODT-JP038	Mistress Wight	Dark	Undead	3	0	2200
This card's name is treated as [Wight] when in Graveyard. When this card is face-up on the field, all Undead monsters with level 3 or less outside of [Mistress Wight] cannot be destroyed as result of battle, and cannot be affect by effect of Magic/Trap cards.						
LODT-JP039	Ancient Divine ird Simurgh	Wind	Bird	8	2900	2900
When this card is in hand, it is treated as a Normal monster. When this card is face-up on the field, the sacrifice needed for sacrifice summon of Wind attribute monsters would reduce by 1. When this card is successfully sacrifice summon using only Wind attribute monster(s), return up to 2 cards on opponent's field to owner's hand.						
LODT-JP040	Cloudian – Storm Dragon	Water	Angel	4	1000	0
This card cannot be Normal Summon. This card can only be initially special summoned by removing a [Cloudian] monster in your Graveyard from the game. This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. Once per turn, you can put a Fog Counter on a monster on the field.						
LODT-JP041	Phantom Dragon	Light	Dragon	8	2300	2200
When opponent successfully special summon a monster, you can special summon this card from your hand. When this card is face-up on the field, 2 of your other monster card zones cannot be used.						
LODT-JP042	Dragon D-END	Dark	Warrior – Fusion	10	3000	3000
[Destiny Hero Bloo-D] + [Destiny Hero Dogmaguy]						
This monster's Fusion Summon must be done by above cards. Once per turn you can destroy a monster on opponent's field and dealt damage to opponent equal to that monster's attack strength. You cannot have Battle Phase the turn this effect was used. When this card is in Graveyard during your Standby Phase, you can remove a [Destiny Hero] card from Graveyard from the game to special summon this card.						
LODT-JP043	Antique Gear Ultimate Golem	Earth	Machine– Fusion	10	4400	3400
[Antique Gear Golem] + [Antique Gear] monsters x2						
This card cannot be special summon outside of by Fusion summon. When this card attacks monster in defense mode, and that defense strength is lower than this attack strength, deal battle damage to opponent equal to the difference. When this card attacks, opponent cannot activate Magic/Trap card until the end of Damage Step. When this card is destroyed, special summon an [Antique Gear Golem] from your Graveyard ignoring all summoning requirements.						

LODT-JP044	Glacial Beast – Kaiseris	Dark	Bird – Fusion	6	2400	1600
[Glacial Beast - Bestoarii] + a [Glacial Beast] monster						
This card can only be special summon from Fusion deck by returning the above cards from your field to your deck (the Magic card [Fusion] is not required). When this card is successfully special summoned, you can destroy up to 2 cards on the field. When this card battles, by returning this card to your Fusion deck at the end of Battle Phase, special summon 2 [Glacial Beast] monsters from your deck outside of [Glacial Beast - Bestoarii].						
LODT-JP045	Hero Mask	Magic	Normal			
Send an [Elemental Hero] monster from your deck to Graveyard. Choose a face-up monster on your field, and it is treated as same name card as the monster sent to Graveyard by this effect until End Phase of this turn.						
LODT-JP046	Spacia Gift	Magic	Normal			
For each type of [Neospacian] monster on your field, draw a card from your deck.						
LODT-JP047	Ground of Demise	Magic	Quickplay			
Can be activated when opponent successfully special summon a monster. Choose and activate a Field Magic card from your deck.						
LODT-JP048	D-Formation	Magic	Continuous			
Whenever face-up [Destiny Hero] monster(s) on your field is destroyed, put a D Counter onto this card for each. During your Main Phase if you successfully summoned, or special summoned, you can send this card with 2 or more D Counters to Graveyard to add up to 2 copies of the same name card as the summoned/special summoned monster from your deck or Graveyard into hand.						
LODT-JP049	Magic Gear	Magic	Normal			
Send 3 face-up [Antique Gear] monsters from your field to Graveyard to activate. Special summon an [Antique Gear Golem] from your hand and/or deck ignoring all summoning requirements. Afterward, destroy all monsters on your field outside of [Antique Gear Golem]. After activation, you cannot Normal Summon for the next of your 2 turns.						
LODT-JP050	Cup of Ace	Magic	Normal			
Flip a coin, if it is Head draw 2 cards from deck. If it is Tail opponent draws 2 cards from his/her deck.						
LODT-JP051	Boundary of Light	Magic	Field			
During your Standby Phase flip a coin. If tail, negate this card's effect until your next Standby Phase. - For the effect of [Arcana Force] monsters activate when successfully summoned, reverse summoned, or special summoned, ignore the Coin Flip and you choose the effect. Also, when an [Arcana Force] monster destroys an opponent's monster, you gain lifepoints equal to the original attack strength of the destroyed monster.						
LODT-JP052	Solar Exchange	Magic	Normal			
Discard a [Lightlord] monster from your hand to activate. Draw 2 cards from your deck, then send the top 2 cards on your deck to Graveyard.						
LODT-JP053	Justice World	Magic	Field			
Whenever card(s) are sent from your deck to Graveyard, put a Shine Counter onto this card. For each Shine Counter on this card, increase the attack strength of all [Lightlord] monsters by 100. When this face-up card on the field is destroy by effect of other cards, you can instead remove 2 Shine Counter from this card.						
LODT-JP054	Swampy Grassland	Magic	Field			
Increase all attack strength of all Water/Aqua monsters with level 2 or less by 1200.						
LODT-JP055	Quick Charger	Magic	Quickplay			
Put 2 [Battery Man] monsters with level 4 or less from your Graveyard into hand.						

LODT-JP056	Short Circuit	Magic	Normal			
Can be activated when there is 3 or more face-up [Battery Man] monsters on your field. Destroy all cards on opponent's field.						
LODT-JP057	Rescue Light	Magic	Normal			
Pay 800 lifepoints. Add a Light attribute monster removed from game to your hand.						
LODT-JP058	Treasure of Radiance	Magic	Continuous			
When this card is on the field, one of your other Magic/Trap card zone cannot be used. When there is another [Treasure of Radiance] face-up on the field, you can draw 2 cards at the Normal Draw at your Draw Phase.						
LODT-JP059	Power Adjustment	Magic	Normal			
The level of all face-up monsters on your field are reduced by 1 until End Phase.						
LODT-JP060	Decklock	Magic	Continuous			
When this card is on the field, both players cannot add cards from deck to hand outside of by drawing, and cannot special summon from deck. Destroy this card during the second Standby Phase after this card was activated.						
LODT-JP061	Reborn Ribbon	Magic	Equipment			
When the equipped monster is destroyed in battle and sent to Graveyard, at End Phase of that turn, special summon that monster to your field.						
LODT-JP062	Golden Bamboo Sword	Magic	Normal			
Can be activate when a [Bamboo Sword] equipment Magic card in face-up on your field. Draw 2 cards from your deck.						
LODT-JP063	Limit Rebirth	Trap	Continuous			
Choose a monster in your Graveyard with attack strength of 1000 or less, and special summon it in attack mode. When that monster is change to defense mode, destroy that monster and this card. When this card leaves the field, destroy that monster. When that monster is destroyed, destroy this card.						
LODT-JP064	Hero Blast	Trap	Normal			
Choose an [Elemental Hero] Normal monster in your Graveyard and add it to your hand. Destroy a face-up monster on opponent's field with attack strength less than that monster.						
LODT-JP065	Gravity of Rainbow	Trap	Normal			
This card cannot be activated outside of when there existed total of 7 types of [Gem Beast] in your field and Graveyard. Special Summon a [Ultimate Gem Lord] card from your deck or Graveyard ignoring all summoning requirements.						
LODT-JP066	D-Fortune	Trap	Normal			
Can be activate when opponent declare a direct attack. Remove a [Destiny Hero] monster in your Graveyard from the game, end the Battle Phase.						
LODT-JP067	Reversal of Destiny	Trap	Normal			
Choose an [Arcana Force] monster on your field to activate. The chosen monster gains the opposite of the effect from the Coin Flip.						
LODT-JP068	Parade of Death	Trap	Continuous			
During opponent's Standby Phase, flip a coin and apply one of the following effects. - Head: Opponent cannot Summon or Reverse Summon until End Phase of this turn. - Tail: You cannot Summon or Reverse Summon during your next turn.						
LODT-JP069	Arcana Call	Trap	Normal			
Choose a face-up [Arcana Force] monster on your field to activate. Remove an [Arcana Force] monster in a Graveyard from the game. Until End Phase, the Coin Toss effect gain by the chosen monster would become same Coin Toss effect gain for the monster removed from the game.						

LODT-JP070	Light Resilience	Trap	Continuous			
Whenever card(s) are sent from your deck to Graveyard by the effect of [Lightlord] monster, remove the top card on opponent's deck from the game.						
LODT-JP071	Illusion of Shining Light	Trap	Continuous			
Choose a [Lightlord] monster in your Graveyard, and special summon it in attack mode. During each of your End Phase, send the top 2 cards on your deck to Graveyard. When this card leaves the field, destroy that monster. When that monster leaves the field destroy this card.						
LODT-JP072	Destruction Jammer	Trap	Counter			
Discard a card from hand. Negate the effect of a card with effect of "Destroy monster(s) on the field" and destroy it.						
LODT-JP073	Frog Barrier	Trap	Normal			
Can be activated when a face-up [Gaeru] monster on your field is chosen as target of attack. Destroy all monsters on opponent's field that are in attack position.						
LODT-JP074	Travel Type Battery	Trap	Continuous			
Choose 2 [Battery Man] monsters in your Graveyard and special summon them in attack mode. When this card leaves the field, destroy those monsters. When all those monsters are destroyed, destroy this card.						
LODT-JP075	Gladial Change	Trap	Normal			
Can be activated when a [Gladial Beast] monster is successfully special summoned. Randomly discard a card from opponent's hand.						
LODT-JP076	Aggressive Cloudian	Trap	Normal			
Can be activated when a [Cloudian] monster on your field is destroy by its own effect and sent to Graveyard. Special Summon that monster from your Graveyard in attack mode, and put a Fog Counter onto that card. The monster special summoned by this effect cannot be change to defense mode by effect of card.						
LODT-JP077	Bloody Swamp	Trap	Continuous			
When there is Magic/Trap card on your field outside of this card, destroy this card. When this card is face-up on the field, all set cards in Magic/Trap card zone cannot be activate. Destroy this card during the 2nd of your Standby Phase.						
LODT-JP078	Lucky Chance!	Trap	Continuous			
Guess the result when the effect of an effect monster that would flip a coin is activated. When the guess is right, draw a card.						
LODT-JP079	Summon Limit	Trap	Continuous			
Both players can only Summoned, Reverse Summoned, and/or Special Summoned up to 2 times per turn.						
LODT-JP080	Dice Impact	Trap	Counter			
Negate the activation of opponent's effect that roll dice, and destroy that card.						