

Genesis Dragon, Judgment Messiah

(G Unit cannot be put in the main deck)

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.

[A] [(V)]: When this hits a VG with an attack, choose 1 of your Opp.'s RGs in the Back Row and Lock it, and choose up to 1 Locked card and Unlock it.

G-TD05/001 Link Joker/Messiah No Trigger

G4**Alter Ego Messiah**

[A] [(V)]: [G Break: (2)]: [SB: (1)] When a Locked card is Unlocked, may pay. If so, draw a card.

[A] [(V)]: [CB: (1), Lock 1 of your RGs] During your turn, when your G Unit **Strides**, may pay. If so, choose 1 of your Opp.'s RGs and Lock it, choose 1 of your VGs, and it gains +5000 Pow for the turn.

G-TD05/002 Link Joker/Messiah No Trigger

G3**Astrobreak Dragon**

[A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

G-TD05/003 Link Joker/Cyber Dragon No Trigger

G3

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Wing of Effect, Wing Matter

[A] [(V)]: [G Break: (1)]: When this attacks a VG, this gains +6000 Pow for the battle.

[A]: [CB: (1), Lock 1 of your RGs] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs and Lock it.

G-TD05/004 Link Joker/Cyberoid No Trigger

G3**Arosal Messiah**

[A] [G Break: (1)]: When this Unlocks, choose 1 of your other RGs and Stand it, and that unit gains +2000 Pow for the turn.

G-TD05/005 Link Joker/Messiah No Trigger

G2**Blade of Sunset, Duskblade**

[A] [(R)]: [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs and Lock it.

G-TD05/006 Link Joker/Cyberoid No Trigger

G2**G: Fateful Star Messiah Trial Deck****Whirling Dervish, Dark Chakram**

[A] [(R)]: [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.

G-TD05/007 Link Joker/Cyberoid No Trigger

G2**Light Speed Cheetah**

[A]: [Lock 1 of your RGs not being attacked] When this Intercepts, may pay. If so, this gains +10000 Shield for the battle.

G-TD05/008 Link Joker/Cyber Beast No Trigger

G2**Asleep Messiah**

--No Text--

G-TD05/009 Link Joker/Messiah No Trigger

G1**Keybreaker, Riddle Biter**

[A] [(R)]: [G Break: (1)]: When this attacks, you may choose 1 Locked card and Unlcok it. If so, this gains +4000 Pow for the battle.

G-TD05/010 Link Joker/Cyberoid No Trigger

G1**Lady Keeper of the Virtual Reality**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)

[A]: [Discard a card from your hand] When this is placed to (G), may pay. If so, choose 1 of your units being attacked, and that unit cannot be hit for the battle.

G-TD05/011 Link Joker/Cyberoid No Trigger

G1**Grab Hand Gorilla**

[A] [(V)/(R)]: When this is attacked, this gains +5000 Pow for the battle.

G-TD05/012 Link Joker/Cyber Beast No Trigger

G1**Proto Sun Dracokid**

[A] [(R)]: [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.

G-TD05/013 Link Joker/Cyber Dragon No Trigger

G1**Neon Messiah**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [G Break: (1)]: [Put this in your Soul] When this Unlocks, may pay. If so, search your LB for up to 1 Grade 3 card with "Messiah" in name, reveal it, put it in your hand, and shuffle your LB.

G-TD05/014 Link Joker/Messiah No Trigger

G0**Shocking Pulse Monk**

--No Text--

G-TD05/015 Link Joker/Cyberoid T: Critical

G0**Osprey Birdie**

--No Text--

G-TD05/016 Link Joker/Cyber Beast T: Draw

G0**Hollow Gazer of the Imaginary Field**

--No Text--

G-TD05/017 Link Joker/Cyberoid T: Stand

G0**Lady Healer of the Sewn-up World**

(you may have no more than 4 ::Heal Trigger:: in your Deck)

G-TD05/018 Link Joker/Cyberoid T: Heal

G0

[S] [(R)]: [Put this in your Soul] Choose up to 1 of your units, and it gains +3000 Pow for the turn.

GO

