

**KONAMI**



HIDDEN ARSENAL 3 – CARD RULINGS  
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**Fabled Krus**

HA03-EN002

*When this card is discarded to the Graveyard, select 1 Level 4 or lower "Fabled" monster in your Graveyard, except this card, and Special Summon it.*

This effect targets the "Fabled" monster in you Graveyard.

This effect activates if **Fabled Krus** is discarded to the Graveyard during the Damage Step.

This effect activates if **Fabled Krus** is discarded to the Graveyard as an activation cost, after resolving the Chain.

**Fabled Topi**

HA03-EN003

*If your opponent has 2 or more cards in their hand than you do, you can reveal 1 "Fabled" monster in your hand and Tribute this face-up card to select 2 Spell or Trap Cards your opponent controls, and destroy them.*

Your opponent only needs to have 2 or more cards in their hand than you do when you activate this effect.

Revealing 1 "Fabled" monster in your hand and Tributing this card are a cost.

This effect targets the 2 cards your opponent controls.

If only 1 of the targets is still on the field when this effect resolves, it is still destroyed.

**Fabled Soulkus**

HA03-EN004

*You can send 2 cards, except "Fabled Soulkus", from your hand to the Graveyard to Special Summon this card from the Graveyard.*

Sending the 2 cards to the Graveyard is a cost.

This is an Ignition Effect that activates in the Graveyard. You can only use it during one of your Main Phases.

### **Fabled Miztoji**

HA03-EN005

*You can send this card from your hand to the Graveyard to select 1 face-up "Fabled" monster you control. The selected monster is treated as a Tuner monster while face-up on the field.*

Sending this card to the Graveyard is a cost.

This effect targets the face-up "Fabled" monster.

This is an Ignition Effect. You can only use it during one of your Main Phases.

### **Jurrac Ptera**

HA03-EN006

*If this card is attacked, return the attacking monster to the hand after damage calculation and this card gains DEF equal to the returned monster's Level x 100.*

Returning the hand and gaining DEF happen at the same time. If you can't return, you don't gain DEF.

The "returned monster's Level" is that monster's original Level when it is in the opponent's hand.

If **Skill Drain** becomes active after this card's effect resolves, it will lose any DEF gained and will not regain it, even if **Skill Drain** is later destroyed.

The DEF increase remains for as long as **Jurrac Ptera** is face-up on the field.

### **Jurrac Iguanon**

HA03-EN007

*If this card destroys an opponent's monster by battle, you can select 1 Set card your opponent controls, and return it to the hand.*

This is a Trigger Effect.

This effect card activates at the end of the Damage Step.

This effect targets.

If the targeted card is Chained, it will not be returned to the opponent's hand.

### **Naturia Sunflower**

HA03-EN011

*You can Tribute this card and 1 "Naturia" monster to negate the activation of an effect of an Effect Monster your opponent controls, and destroy it.*

Tributing this card and 1 "Naturia" monster is a cost.

You can activate this effect during the Damage Step.

This is a Quick Effect. You can activate this effect during either player's turn.

**Naturia Cliff**

HA03-EN012

*When this card is sent from the field to the Graveyard, you can Special Summon 1 Level 4 or lower "Naturia" monster from your Deck in face-up Attack Position.*

If **Naturia Cliff** is equipped to a monster like **Relinquished** when it is destroyed and sent to the Graveyard, you can activate its effect.

You can activate this effect during the Damage Step.

You can use this effect even if **Naturia Cliff** is sent from the field from the Graveyard while equipped to a monster like **Relinquished**.

This effect activates even when **Naturia Cliff** is destroyed while face-down and sent to the Graveyard.

**Naturia Tulip**

HA03-EN013

*While you control this face-up card, each time your opponent activates a Spell or Trap Card, all face-up "Naturia" monsters you control gain 500 ATK until the End Phase.*

This effect is applied after resolving the effects of your opponent's cards.

If **Naturia Tulip** stops being face-up on the field, your "Naturia" monsters will lose the ATK gained.

If your opponent takes control of **Naturia Tulip** after its effect is applied, its effect will apply to your opponent's "Naturia" monsters instead.

If you activate **Mind Control** to take control of **Naturia Tulip**, its effect will not be applied because it is on your side of the field before its own effect would apply.

If **Skill Drain** is activated while **Naturia Tulip**'s effect is being applied, your monsters lose the ATK they gained. If **Skill Drain** is no longer applied later on, the ATK increase will be reapplied.

**R-Genex Overseer**

HA03-EN015

*When this card is Normal or Special Summoned, you can Special Summon 1 Level 3 or lower "Genex" monster from your hand.*

You can activate this effect if **R-Genex Overseer** is Special Summoned during the Damage Step.

**Shock Troops of the Ice Barrier**

HA03-EN018

*You can Tribute this card to select 1 face-up WATER monster on the field, destroy it, and add 1 "Ice Barrier" monster from your Deck to your hand.*

Tributing this card is a cost.

This effect targets the face-up WATER monster.

You can target your opponent's WATER monster.

If the target is not face-up on the field when the effect resolves, you cannot destroy it and you cannot add an "Ice Barrier" monster to your hand.

Destroying the WATER monster and adding an "Ice Barrier" monster to your hand happen simultaneously.

If you have no "Ice Barrier" monsters in your Deck, you cannot activate this effect.

### **Samurai of the Ice Barrier**

HA03-EN019

*When this face-up Attack Position card is changed to face-up Defense Position, destroy this card and draw 1 card.*

This effect activates even if you have 0 cards in your Deck. You will lose the Duel if you are forced to draw by this effect and cannot.

If you cannot destroy this card with its effect, you do not draw.

### **Dewdark of the Ice Barrier**

HA03-EN020

*If the only face-up monsters you control are Level 2 or lower, this card can attack your opponent directly.*

If you declare a direct attack with this monster but gain control of a Level 3 or higher monster before the Damage Step, a replay will occur because this card can no longer attack directly with its effect.

You can attack directly with this card even if you control a face-down monster that is not Level 2 or lower.

### **Caravan of the Ice Barrier**

HA03-EN021

*Once per turn, you can select 2 "Ice Barrier" monsters in your Graveyard. Return the selected monsters to the Deck and each player draws 1 card.*

This effect targets the 2 monsters in your Graveyard.

Both targets must be in the Graveyard when this effect resolves, or it will not be applied.

You cannot activate this effect if either player has no cards in the Graveyard.

### **Worm Solid**

HA03-EN022

*This card gains 100 DEF for each Reptile-Type "Worm" monster in your Graveyard. If your opponent takes Battle Damage from attacking this card, at the end of the Damage Step select 1 Spell or Trap Card your opponent controls, and destroy it.*

The effect to destroy targets 1 Spell or Trap Card your opponent controls.

If **Worm Solid** is destroyed by a card's effect before the end of the Damage Step, such as **D.D. Warrior Lady's** effect, the effect to destroy a Spell or Trap Card still activates as long as your opponent took Battle Damage.

### **Worm Tentacles**

HA03-EN023

*Once per turn, you can remove from play 1 Reptile-Type "Worm" monster in your Graveyard to allow this card to attack twice during the same Battle Phase.*

Removing from play 1 Reptile-Type "Worm" monster is a cost.

You cannot activate this effect during Main Phase 2.

### **Worm Ugly**

HA03-EN024

*When you Tribute Summon a Reptile-Type "Worm" monster by Tributing this card, you can Special Summon this card from your Graveyard to your opponent's side of the field, in face-up Attack Position.*

You can activate this effect if you Tribute it while face-down for the Tribute Summon of a Reptile-Type "Worm" monster.

### **Fabled Leviathan**

HA03-EN026

*1 "Fabled" Tuner + 1 or more non-Tuner monsters*

*When this card on the field is destroyed and sent to the Graveyard, you can select up to 3 "Fabled" monsters in your Graveyard. Add them to your hand.*

If **Fabled Leviathan** is equipped to a monster like **Relinquished** when it is destroyed and sent to the Graveyard, you can activate its effect.

If **Fabled Leviathan** is destroyed during the Damage Step, this effect activates at the end of the Damage Step, after it is sent to the Graveyard.

This effect targets 1, 2, or 3 "Fabled" monsters.

You can select this card itself as one of the targets.

If one or more of the targets are not in the Graveyard when this effect resolves, you still add the rest to your hand.

### **Jurrac Velphito**

HA03-EN027

*1 Tuner + 1 or more non-Tuner Dinosaur-Type monsters*

*This card's ATK and DEF are equal to the total original ATK of the Synchro Material Monsters used for its Synchro Summon. If this card attacks a face-down Defense Position monster, you can destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation.*

If **Jurrac Velphito** is flipped face-down, its ATK and DEF become 0 and will remain 0 even when it is flipped face-up again.

You use the values printed on the Synchro Material Monsters when determining this card's ATK and DEF. If you use **Tyranno Infinity**, its ATK is considered 0.

If **Shrink** is used on **Jurrac Velphito**, its ATK will be 0 and will remain 0 even after the effect **Shrink** ends.

If **Sea Koala**'s effect is used on **Jurrac Velphito**, its ATK will be 0 and will remain 0 even after the effect ends.

### **Naturia Barkion**

HA03-EN028

*1 EARTH Tuner + 1 or more non-Tuner EARTH monsters*

*While this card is face-up on the field, you can remove from play 2 cards in your Graveyard to negate the activation of a Trap Card and destroy it.*

You Chain this effect directly to the Trap Card you wish to negate.

You can activate this effect during the Damage Step.

Removing from play 2 cards is a cost.

This effect does not target.

You cannot Chain this effect to a Counter Trap Card.

If **Naturia Barkion** is not face-up on the field when its effect resolves, it cannot negate the Trap Card.

### **Locomotion R-Genex**

HA03-EN029

*1 "Genex" Tuner + 1 or more non-Tuner DARK monsters*

*When this card is Synchro Summoned, take control of the face-up monster your opponent controls with the highest Level. (If it's a tie, you get to choose.)*

This effect does not target.

### **Gungnir, Dragon of the Ice Barrier**

HA03-EN030

*1 Tuner + 1 or more non-Tuner WATER monsters*

*Once per turn, you can discard up to 2 cards to the Graveyard to select the same number of cards your opponent controls. Destroy the selected cards.*

The cards you discard are a cost.

The effect targets the same number of cards your opponent controls as the number you discarded.

If one of the targets is no longer on the field when this effect resolves, the remaining target is still destroyed.

### **Dragunity Dux**

HA03-EN031

*This card gains 200 ATK for each face-up "Dragunity" card you control. When this card is Normal Summoned, you can select 1 Level 3 or lower Dragon-Type "Dragunity" monster in your Graveyard, and equip it to this card.*

This card gains 200 ATK for every face-up "Dragunity" card, including monsters that are currently equipped to other monsters.

This effect targets the Dragon-Type "Dragunity" monster in your Graveyard.

If the target is no longer in the Graveyard when this effect resolves, you cannot equip it to **Dragunity Dux**.

If this card's effect is negated while it is equipped with a "Dragunity" monster, the "Dragunity" monster will be destroyed and sent to the Graveyard.

### **Dragunity Legionnaire**

HA03-EN032

*When this card is Normal Summoned, you can select 1 Level 3 or lower Dragon-Type "Dragunity" monster in your Graveyard, and equip it to this card. You can send 1 "Dragunity" card from your Spell & Trap Card Zone to the Graveyard to select 1 face-up monster your opponent controls, and destroy it.*

The first effect targets the Dragon-Type "Dragunity" monster in your Graveyard.

The second effect targets your opponent's face-up monster.

Sending 1 "Dragunity" card to the Graveyard is a cost to use the second effect.

If this card's effect is negated while it is equipped with a "Dragunity" monster, the "Dragunity" monster will be destroyed and sent to the Graveyard.

### **Dragunity Darkspear**

HA03-EN034

*Once per turn, you can Tribute 1 Dragon-Type "Dragunity" monster to select 1 Level 4 or lower Winged Beast-Type monster in your Graveyard, and Special Summon it.*

Tributing 1 Dragon-Type "Dragunity" monster is a cost.

You can Tribute a face-down Dragon-Type "Dragunity" monster.

You can Tribute this card itself as the cost.

This effect targets.

### **Dragunity Phalanx**

HA03-EN035

*Once per turn, while this card is equipped to a monster as an Equip Card by a card effect, you can Special Summon this card.*

Special Summoning this card starts a Chain.

This effect is considered the effect of a Spell Card. This card does not have an effect as an Effect Monster.

If the effects of Spell Cards are being negated, the effect to Special Summon this card will be negated.

If this card's effect is used, then this card is sent to the Graveyard and re-equipped to a monster, you can activate this effect again.

### **Fabled Dyf**

HA03-EN036

*When a "Fabled" monster is sent from the hand to your Graveyard, you can Tribute this card to select that monster, and Special Summon it from the Graveyard.*

You cannot use this effect during the Damage Step.

Tributing this card is a cost.

This effect targets the monster to be Special Summoned.

The target must remain in the Graveyard in order to be Special Summoned.

### **Fabled Ashenveil**

HA03-EN037

*If this card battles, during damage calculation you can send 1 card (only) from your hand to the Graveyard to have this card gain 600 ATK during that damage calculation only.*

Sending this card to the Graveyard is a cost.

### **Fabled Altro**

HA03-EN038

*Once per turn, you can send 1 card from your hand to the Graveyard to Special Summon 1 Level 3 "Fabled" monster from your hand.*

Sending a card to the Graveyard is a cost.

If you do not have a Level 3 "Fabled" monster in your hand when this effect resolves, your opponent may request a brief check to make sure.

### **Jurrac Titano**

HA03-EN039

*This card cannot be Special Summoned. While face-up on the field, this card cannot be targeted by the effects of Traps or Effect Monsters. Once per turn, you can remove from play 1 "Jurrac" monster with 1700 or less ATK from your Graveyard to have this card gain 1000 ATK until the End Phase.*

"This card cannot be Special Summoned." is not an effect.

Removing 1 "Jurrac" monster from play is a cost.

### **Jurrac Guaiba**

HA03-EN040

*If this card destroys an opponent's monster by battle, you can Special Summon 1 "Jurrac" monster with 1700 or less ATK from your Deck. It cannot declare an attack this Turn.*

The effect to Special Summon activates at the end of the Damage Step.

If the monster Special Summoned by this effect is flipped face-down and then returns to face-up Attack Position during the same Battle Phase, it can attack this turn.

### **Jurrac Stauriko**

HA03-EN041

*If this card is destroyed by battle, Special Summon 2 "Jurrac Tokens" (Dinosaur-Type/FIRE/Level 1/ATK 0/DEF 0) in Defense Position. These Tokens cannot be Tributed for a Tribute Summon, unless it is for a "Jurrac" monster.*

The effect to Special Summon activates at the end of the Damage Step.

### **Naturia Horneedle**

HA03-EN042

*When your opponent Special Summons a monster, you can Tribute 1 face-up "Naturia" monster you control, except this card, to destroy the Special Summoned monster.*

You cannot activate this effect during the Damage Step.

You can activate this effect more than once during the same Chain. For example if your opponent Chains **My Body as a Shield** to this effect, you can Chain by activating this card's effect again.

Tributing 1 face-up "Naturia" monster is a cost.



This effect does not target.

If your opponent Special Summons several monsters at once, you can activate this effect to destroy them all.

If the monster that was Special Summoned is flipped face-down by a card Chained to this effect, it is still destroyed.

### **Naturia Fruitfly**

HA03-EN043

*All face-up monsters your opponent controls lose 300 ATK and DEF for each face-up "Naturia" monster you control. Once per turn, you can select 1 face-up monster your opponent controls with 0 DEF, and take control of it until the End Phase.*

The effect to take control of your opponent's monster targets that monster.

### **Naturia Hydrangea**

HA03-EN044

*If the effect of a "Naturia" monster you control was activated during this turn, you can Special Summon this card from your hand.*

The effect to Special Summon this card does not start a Chain.

You Special Summon this card during one of your Main Phases.

### **R-Genex Accelerator**

HA03-EN045

*When a "Genex" monster is added from your Deck to your hand, you can reveal that monster to Special Summon it.*

You can activate this effect during either player's turn, but not during the Damage Step.

You can activate this card even when you draw a "Genex" monster, including during the Draw Phase as your normal draw for the turn.

Revealing the "Genex" monster is a cost to activate this effect.

If more than 1 "Genex" monster is added to your hand at the same time, you can only reveal and Special Summon 1 of them.

If adding the "Genex" monster to your hand was not the last thing to occur, you cannot activate this effect.

### **R-Genex Oracle**

HA03-EN046

*If this card is added from your Deck to your hand by the effect of a "Genex" monster, you can Special Summon this card. This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Genex" monster.*

"This card cannot be used as a Synchro Material Monster, except for the Synchro Summon of a "Genex" monster" is not an effect.

You can activate this card's effect during either player's turn, but not during the Damage Step.

If this card is added to your hand as part of an effect that is Chain Link 2 or higher, you can still activate the effect to Special Summon in a new Chain after the current one is finished.

### **R-Genex Ultimium**

HA03-EN047

*When this face-up card on the field is destroyed and sent to the Graveyard, you can select 2 "Genex" monsters from your Graveyard, and return them to the Deck.*

This effect targets 2 "Genex" monsters in your Graveyard.

This card can target itself with its own effect, including if it is one of the only 2 "Genex" monsters in your Graveyard when its effect triggers.

If only 1 of the targets is in the Graveyard when this effect resolves, you still return the remaining monster to the Deck.

### **Spellbreaker of the Ice Barrier**

HA03-EN048

*Once per turn, you can send 1 "Ice Barrier" monster from your hand to the Graveyard. If you do, Spell Cards cannot be activated until the End Phase of your next turn, as long as this card remains face-up on the field.*

Sending 1 "Ice Barrier" monster to the Graveyard is a cost.

You choose when during the End Phase to stop applying this effect.

If this effect has already resolved and **Skill Drain** is activated later during the turn, this card's effect will still be applied.

If this card becomes face-down in a Chain with its effect or after its effect resolves, its effect will no longer apply.

### **General Grunard of the Ice Barrier**

HA03-EN049

*During your Main Phase, you can Normal Summon 1 "Ice Barrier" monster in addition to your Normal Summon or Set. This effect can only be used once per turn.*

If you have used this effect once during a turn, you cannot use it again even if this card leaves the field and then returns later.

### **Ally of Justice Omni-Weapon**

HA03-EN050

*When this card destroys a LIGHT monster by battle and sends it to the Graveyard, draw 1 card. If that card is a Level 4 or lower DARK monster, you can reveal that card to Special Summon it.*

The destroyed monster must be LIGHT on the field and in the Graveyard in order to use this effect.

Drawing 1 card and Special Summoning are part of the same effect. They are sequential, not simultaneous.

This card must survive the battle to apply its effect.

### **Ally of Justice Cycle Reader**

HA03-EN052

*You can discard this card to the Graveyard to select up to 2 LIGHT monsters in your opponent's Graveyard, and remove them from play. This effect can be activated during either player's turn.*

This effect targets 1 or 2 LIGHT monsters in your opponent's Graveyard.

If only 1 target is left in your opponent's Graveyard when this effect resolves, it will still be removed.

### **Worm Warlord**

HA03-EN053

*This card cannot be Special Summoned. Negate the effects of Effect Monsters destroyed by battle with this card. If this card destroys an opponent's monster by battle, it can attack once again in a row.*

"This card cannot be Special Summoned" is not an effect.

The effect of **Sangan** and similar cards will be negated if destroyed by this card.

### **Worm yagan**

HA03-EN055

*If the only monster you control is "Worm Xex", you can Special Summon this card from your Graveyard in face-down Defense Position. If you do, remove it from play when it is removed from the field. When this card is flipped face-up, select 1 face-up monster your opponent controls, and return it to its owner's hand.*

Special Summoning this card and setting the condition to remove it from play are parts of the same effect.

Even if this card is removed from the field while face-down after being Special Summoned by its own effect, it is removed from play.

If you Special Summon this card with its effect and it is flipped face-up, then face-down again, it will not be removed from play when it is removed from the field.

If this card is Special Summoned by its own effect, then equipped to **Relinquished**, and then removed from the field, it will be removed from play.

The effect to return your opponent's monster to their hand targets that monster.

If you control the target monster when this effect resolves, it will not be applied.

### **Worm Zero**

HA03-EN056

*2 or more Reptile-Type "Worm" monsters*

*For each Fusion Material Monster with a different name used to Fusion Summon this card, it gains 500 ATK, and also gains these effects:*

- 2+: *Once per turn, you can select 1 Reptile-Type monster in your Graveyard, and Special Summon it in face-down Defense Position.*
- 4+: *You can remove from play 1 Reptile-Type monster from your Graveyard to send 1 monster on the field to the Graveyard.*
- 6+: *Once per turn, you can draw 1 card.*

You check the names of the Fusion Material Monsters while they are in the Graveyard.

Even if a Fusion Material Monster used for this card is not a Reptile-Type "Worm" monster after it is in the Graveyard, it is still counted when determining which effects this card gets.

The effects gained are cumulative.

If this card is flipped face-down by **Book of Moon** its ATK becomes 0 and it loses all effects gained from its Fusion Summon.

The effect to Special Summon a Reptile-Type monster targets.

Removing 1 Reptile-Type monster from play is a cost.

### **Dragunity Knight – Gae Bulg**

HA03-EN057

*1 Dragon-Type Tuner + 1 or more non-Tuner Winged Beast-Type monsters*

*If this card attacks or is attacked, during the Damage Step you can remove from play 1 (only) Winged Beast-Type monster from your Graveyard, to have this card gain the ATK of that monster until the End Phase.*

You can activate this effect during either player's turn.

You can activate this effect during damage calculation.

Removing 1 Winged Beast-Type monster is a cost.

### **Fabled Ragin**

HA03-EN058

*1 "Fabled" Tuner + 1 or more non-Tuner monsters*

*When this card is Synchro Summoned, if you have 1 or less cards in your hand, you can draw until you have 2 cards in your hand.*

You only draw for this effect once, even if the number of cards in your hand remains below 2 due to an effect like **Deck Devastation Virus**.

### **Vindikite R-Genex**

HA03-EN059

*1 "Genex" Tuner + 1 or more non-Tuner WIND monsters*

*Your opponent cannot select this card as an attack target. If this card destroys an opponent's monster by battle, you can add 1 "Genex" monster from your Deck to your hand.*

If this monster battles an opponent's monster with the same ATK and both monsters are destroyed by battle, you can still add to your hand 1 Genex monster from your deck.

If this is the only monster you control, your opponent cannot declare an attack at all or attack directly.

### **Ally of Justice Decisive Armor**

HA03-EN060

*1 Tuner + 2 or more non-Tuner monsters*

*Once per turn, if your opponent controls a face-up LIGHT monster(s), you can activate 1 of these effects:*

- *Select 1 Set card your opponent controls, and destroy it.*
- *Send 1 card from your hand to the Graveyard to destroy all Spell/Trap Cards your opponent controls.*

● *Send all cards in your hand to the Graveyard to look at your opponent's hand and send all LIGHT monsters in their hand to the Graveyard. Then, inflict damage to your opponent equal to the total ATK of the opponent's monsters sent to the Graveyard.*

You cannot use **Eccentric Boy** as a Tuner to Summon this monster because the other material monster must be 1 monster in your hand, and this requires 2 non-Tuner monsters.

Your opponent only needs to have a face-up LIGHT monster when you activate this effect, not when it resolves.

Destroying 1 Set card targets that card.

Sending cards from your hand to the Graveyard for second or third effects is a cost.

The effect to send LIGHT monsters to the Graveyard and inflict damage counts LIGHT monsters sent from your opponent's hand to your Graveyard.