

Translations file for: **Gladiator's Assault (GLAS-JP)**
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UPDATE:

v1.05 – Update file to 1.05 from TXT file
 v1.0 – Initial Version

Set Rarity List	
Ultra/Ultimate Rare (5)	Cloudian - Eye of the Typhoon (005) Gladial Beast - Alexander (017) Elemental Hero - Chaos Neos (036) Evil Hero Inferno Wing (038) Gladial Beast - Heraclenos (044)
Super Rare (9)	Evil Hero Malicious Edge (003) Gladial Beast - Sparticus (018) Councilor of Shien - Enishi (032) Elemental Hero Plasma Viceman (037) Evil Hero Dark Gaia (040) Super Vehicroid - Stealth Union (041) Dark Fusion (047) No Entry!! (064) Energy Absorbing Box (075)
Rare (18)	Evil Hero Hell Gainer (004) Cloudian - Sheep Cloud (008) Cloudian - Cirrostratus (011) Cloudian - Altos (012) Truckroid (014) Stealthroid (015) Expressroid (016) Gladial Beast - Murmillo (019) Gladial Beast - Laquer (021) Antique Gear Knight (029) Goblin Assassination Team (030) Alien Telepath (034) Evil Hero Lightning Golem (039) Dungeon of Gladial Beast - Colossus (054) Resting Gladial Beast (058) Ascending Air Current (067) Release of Rock Fossil (068) Cell Bursting Virus (076)
Normal Rare (4)	Gladial Beast - Secutor (024) Swing of Reminiscence (046) Soul Absorbing Bamboo Sword (060) Unlucky Report (080)

Common (44)	All the rest
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Card No.	Name	Attribute	Type	Lvl	ATK	DEF
GLAS-JP001	Servant of Six Warmasters	Earth	Warrior	3	200	2000
GLAS-JP002	Cloudian – Smoke Ball	Water	Angel	1	200	600
GLAS-JP003	Evil Hero Malicious Edge	Earth	Demon	7	2600	1800

When there's monster(s) on opponent's field, this card can be summoned with one sacrifice. When this card attacks a monster in defense mode, and the attack strength is higher than that defense strength, deal battle damage to opponent equal to the difference.

GLAS-JP004	Evil Hero Hell Gainer	Earth	Demon	4	1600	0
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By removing this card from the game during Main Phase 1 of your turn, a face-up Demon type monster on your field can attack 2 times in a Battle Phase. If this effect is used, special summon this card to your field in face-up attack mode at the 2nd of your Standby Phase.

GLAS-JP005	Cloudian – Eye of the Typhoon	Wind	Aqua	8	3000	1000
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This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card declared attack, change the mode of all face-up monsters outside of [Cloudian] cards on the field.

GLAS-JP006	Cloudian – Ghost Fog	Water	Demon	1	0	0
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This card cannot be special summon. The battle damages from this card battling to both players become 0. When this card is destroyed as a result of battle, put number of Fog Counters to face-up monster(s) on the field equal to the level of the opponent's monster that destroy this card.

GLAS-JP007	Cloudian – Nimbusman	Water	Angel	5	1000	1000
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This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card is sacrificed summoned, you may sacrifice any number of Water attribute monster(s) on your field. When this card is successfully Sacrifice Summoned, put a number of Fog Counters on this card equal to number of Water attribute monsters you sacrificed. Increase this card's attack strength by 500 for each Fog Counter.

GLAS-JP008	Cloudian – Sheep Cloud	Water	Angel	1	0	0
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When this card is sent to Graveyard from field as result of battle, special summon 2 [Cloudian Token] (Water/Angel/1/0/0) to your field in defense mode. The Tokens cannot be sacrifice for sacrifice summon outside of for a [Cloudian] monster.

GLAS-JP009	Cloudian – Poison Cloud	Water	Demon	3	0	1000
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When this face-up card is destroyed as a result of battle and sent to Graveyard, destroy the monster that destroy this card, and deal 800 damages to opponent.

GLAS-JP010	Cloudian – Acid Cloud	Water	Angel	4	500	0
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This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card is successfully summoned, put amount of Fog Counters onto this card equal to number of [Cloudian] monsters on the field. Remove 2 Fog Counters from this card, destroy a Magic/Trap card on the field.

GLAS-JP011	Cloudian – Cirrostratus	Water	Angel	4	900	0
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This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card is successfully summoned, put amount of Fog Counters onto this card equal to number of [Cloudian] monsters on the field. Remove 2 Fog Counters from this card, destroy a monster on the field.

GLAS-JP012	Cloudian – Altos	Water	Angel	4	1300	0
This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card is successfully summoned, put amount of Fog Counters onto this card equal to number of [Cloudian] monsters on the field. Remove 3 Fog Counters from this card, randomly discard a card from opponent's hand.						
GLAS-JP013	Cloudian – Turbulence	Water	Angel	4	800	0
This card cannot be destroyed as result of battle. When this card is in face-up defense mode on the field, destroy this card. When this card is successfully summoned, put amount of Fog Counters onto this card equal to number of [Cloudian] monsters on the field. Remove a Fog Counter from this card to special summon a [Cloudian - Smoke Ball] from a deck or Graveyard.						
GLAS-JP014	Truckroid	Earth	Machine	4	1000	2000
When this card destroys an opponent's monster and sent it to Graveyard as result of battle, equip the destroyed to this card as an equip card. Increase this card's attack strength by the attack strength of the equipped monster card(s).						
GLAS-JP015	Stealthroid	Dark	Machine	4	1200	0
When there is another [Roid] monster on your field outside of this card, at the end of your Battle Phase which this card battled, destroy a Magic/Trap card on the field.						
GLAS-JP016	Expressroid	Earth	Machine	4	400	1600
When this card is successfully summoned, Reverse Summoned, or Special Summoned, you can add 2 [Roid] monsters from your Graveyard outside of [Expressroid] to your hand.						
GLAS-JP017	Glacial Beast – Alexander	Light	Beast	6	2400	600
This card cannot be special summon outside of by effect of [Glacial Beast - Dichaeri]. When this card is successfully special summon when this card is face-up on your field, this card is not affect by the effect of Magic cards. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Glacial Beast] monster from your deck outside of [Glacial Beast - Alexander].						
GLAS-JP018	Glacial Beast – Sparticus	Earth	Dino	5	2200	600
This card cannot be special summon outside of by effect of [Glacial Beast - Hoplomas]. When this card is successfully special summon, add a [Combat Weapon] Equipment Magic card to your hand from your deck. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Glacial Beast] monster from your deck outside of [Glacial Beast - Sparticus].						
GLAS-JP019	Glacial Beast – Murmillo	Water	Fish	3	800	400
When this card is successfully special summon by effect of a [Glacial Beast] effect monster, destroy a face-up monster on the field. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Glacial Beast] monster from your deck outside of [Glacial Beast - Murmillo].						
GLAS-JP020	Glacial Beast – Bestoarii	Wind	Bird	4	1500	800
When this card is successfully special summon by effect of a [Glacial Beast] effect monster, destroy a Magic/Trap card on the field. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Glacial Beast] monster from your deck outside of [Glacial Beast - Bestoarii].						
GLAS-JP021	Glacial Beast – Laquer	Light	Beast-Warrior	4	1800	400
When this card is successfully special summon by effect of a [Glacial Beast] effect monster, this card's original attack strength becomes 2100. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Glacial Beast] monster from your deck outside of [Glacial Beast - Laquer].						
GLAS-JP022	Glacial Beast – Hoplomas	Earth	Rock	4	700	2100

When this card is successfully special summon by effect of a [Gladial Beast] effect monster, this card's original defense strength becomes 2400. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Gladial Beast] monster from your deck outside of [Gladial Beast - Hoplomas].						
GLAS-JP023	Gladial Beast – Dichaeri	Earth	Beast	4	1600	1200
When this card is successfully special summon by effect of a [Gladial Beast] effect monster, this card can attack 2 turns during a Battle Phase. When this card battles, by returning this card to your deck at the end of Battle Phase, then special summon a [Gladial Beast] monster from your deck outside of [Gladial Beast - Dichaeri].						
GLAS-JP024	Gladial Beast – Secutor	Wind	Reptile	4	400	300
When this card is successfully special summon by effect of a [Gladial Beast] effect monster, at the end of Battle Phase this card battles, special summon 2 [Gladial Beast] monsters from your deck outside of [Gladial Beast - Secutor].						
GLAS-JP025	Slave Ape	Earth	Beast	2	700	300
When this card is destroy as a result of battle and sent to Graveyard, you may special summon a [Gladial Beast] monster with level 4 or less from your deck to your field.						
GLAS-JP026	Curser of Spartkua	Earth	Spellcaster	4	400	2000
When this card is face-up on the field, whenever a monster is special summon from deck, deal 500 damages to opponent.						
GLAS-JP027	Infinity Dark	Dark	Demon – Dual	4	1500	1200
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 declares attack, you may change the mode of a face-up monster on opponent's field.						
GLAS-JP028	Magic Slime	Water	Aqua – Dual	3	700	1200
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. - All Battle Damages done to the controller as a result of this card battling is done to the opponent.						
GLAS-JP029	Antique Gear Knight	Earth	Machine – Dual	4	1800	500
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 attacks, until end of Damage Step opponent cannot activate Magic/Trap cards.						
GLAS-JP030	Goblin Assassination Team	Dark	Beast-Warrior	4	1300	0
This card can attack opponent directly. When this card attacks, put it in defense mode at End of Battle Phase. This card's mode cannot be change until end of your next turn.						
GLAS-JP031	Legend Gambler	Dark	Spellcaster	4	500	1400
Flip 3 Coins. If all 3 are Heads, destroy all monsters on opponent's field. If 2 are heads, randomly discard a card from opponent's hand. If 1 is head, destroy a card on your field. If all 3 are tails, you discard all cards from hand. This effect can only be activated once per turn during your Main Phase.						
GLAS-JP032	Councilor of Shien – Enishi	Light	Warrior	6	2200	1200

This card cannot be Normal Summon. This card cannot be special summon outside of by removing 2 [Six Warmasters] monsters from your Graveyard from the game. Destroy a face-up monster on the field. If this effect is activated, this card cannot declare attack during this turn. This effect can only be activated once per turn.

GLAS-JP033	Relic of Six Warmasters	Earth	Warrior – Union	3	500	500
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Once during your Main Phase, you can equip this card to a [Six Warmasters] monster as an Equip card, or remove it from equipment and special summon this card in face-up attack mode. When this card becomes an Equip card by this effect, increase the attack and defense strength of the equipped monster by 500. When the equipped monster destroys an opponent's monster as a result of battle, draw a card. (A monster can only have one Union monster equipped on it. When the equipped monster is destroy, destroy this card instead)

GLAS-JP034	Alien Telepath	Fire	Reptile	4	1600	1000
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You can remove an "A Counter" from an opponent's monster to destroy a Magic/Trap card on the field. This effect can only be activated once per turn. When monsters with "A Counter" battle with an [Alien] monster, decrease the attack and defense strength by 300 for each "A Counter" on them.

GLAS-JP035	Alien Hypno	Water	Reptile - Dual	4	1600	700
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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.

- Gain control of an opponent's monster with "A Counter". At the end of your turn, remove an "A Counter" from that monster. If all "A Counters" are removed from that monster, destroy it.

GLAS-JP036	Elemental Hero Chaos Neos	Dark	Warrior – Fusion	9	3000	2500
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[Elemental Hero Neos] + [Neospacian Black Panther] + [Neospacian Glow Moss]
This card can only be special summon from Fusion deck by returning the above monsters from your field to deck (The Magic card [Fusion] is not required). Return this card to Fusion Deck at End Phase, and set all face-up monsters on the field. Flip 3 coins, this card gains the following effect according to number of heads. This effect can only be activated once per turn during your Main Phase.

- 3: Destroy all monsters on opponent's field
- 2: Negate the effect of all effect monsters on opponent's field this turn.
- 1: Return all monsters on your field back to owner's hand.

GLAS-JP037	Elemental Hero Plasma Viceman	Light	Warrior – Fusion	8	2600	2300
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[Elemental Hero Sparkman] + [Elemental Hero Edgeman]
This card cannot be special summon outside of by Fusion Summon. When this card attacks a monster in defense mode, and this card's attack strength is higher than the defense strength of the defending monster, deal battle damages to opponent equal to that difference. Discard a card from your hand, destroy a monster in face-up attack mode on opponent's field.

GLAS-JP038	Evil Hero Inferno Wing	Fire	Demon – Fusion	6	2100	1200
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[Elemental Hero Featherman] + [Elemental Hero Burst Lady]
This monster can only be special summon from Fusion Summon from [Dark Fusion]. When this card attacks a monster in defense mode, and the attack strength is higher than that defense strength, deal damages to opponent's life. When this card destroyed a monster as result of battle and sent it to Graveyard, deal damage to opponent equal to the higher value of attack strength and defense strength of the destroyed monster.

GLAS-JP039	Evil Hero Lightning Golem	Light	Demon – Fusion	6	2400	1500
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[Elemental Hero Sparkman] + [Elemental Hero Clayman]						
This monster can only be special summon from Fusion Summon from [Dark Fusion]. You can destroy monster on the field. This effect can only be activate once per turn.						
GLAS-JP040	Evil Hero Dark Gaia	Earth	Demon – Fusion	8	?	0
Demon Type monster + Rock type monster						
This monster can only be special summon from Fusion Summon from [Dark Fusion]. This card's original attack strength is equal to the combine value of the attack strengths of the Fusion material monsters. When this card declares attack, you can change all monsters in defense mode on opponent's field to face-up attack mode. (At this time, effect of Reverse effect monster would not be activate).						
GLAS-JP041	Super Vehicroid – Stealth Union	Earth	Machine – Fusion	9	3600	3000
[Truckroid] + [Expressroid] + [Drillroid] + [Stealthroid]						
Once per turn during your Main Phase you can choose a non-Machine type monster on the field and equipped it onto this card as an equip card. When a monster is equipped by this effect, this card can attack all monsters on opponent's field once. If this card attacks, half this card's original attack strength. When this card attacks monster in defense mode, and the attack strength is higher than the defense strength, deal Battle damages to opponent equal to the difference.						
GLAS-JP042	Super Composite Beast Raptenos	Light	Dragon – Fusion	7	2600	1500
Dual Monsters x2						
When this card is face-up on the field, all face-up Dual monsters on the field that is treated as Normal Monster would be treated as it was re-summoned.						
GLAS-JP043	Gladial Beast – Geordias	Dark	Dino – Fusion	7	2600	1500
[Gladial Beast - Sparticus] + [Gladial 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 destroys a monster as result of battle and sent it to Graveyard, deal damages to opponent equal to the defense strength of that monster. When this card battles, by returning this card to your Fusion deck at the end of Battle Phase, special summon 2 [Gladial Beast] monsters from your deck outside of [Gladial Beast - Sparticus].						
GLAS-JP044	Gladial Beast – Heraclenos	Fire	Beast-Warrior – Fusion	8	3000	2800
[Gladial Beast - Laquer] + [Gladial Beast] monsters x2						
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 face-up on the field, by discarding a card from your hand, negate the activation of a Magic/Trap card and destroy it.						
GLAS-JP045	Contact Out	Magic	Quickplay			
Return a face-up [Neos] Fusion monster from your field to Fusion deck. Also, if the group of Fusion material monsters for the monster returned to Fusion deck are in your deck, you may special summon that group to your field.						
GLAS-JP046	Swing of Reminiscence	Magic	Normal			
Special Summon a Normal Monster from your Graveyard. The Special Summoned monster is destroyed during the End Phase of this turn.						
GLAS-JP047	Dark Fusion	Magic	Normal			

Choose from your hand and/or field monsters required for a Fusion monster and send them to Graveyard, special summon a Demon type Fusion monster from Fusion deck. The monster special summon by this card cannot be target or affect by the effect of opponent's Magic, Trap, and monster effect during this turn. (This special summon is treated as a Fusion summon)

GLAS-JP048	Diamond-Dust Cyclone	Magic	Quickplay			
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Choose a monster with 4 or more Fog Counters on it to activate. Destroy the chosen monster, and for each 4 Fog Counters on the destroyed monster, draw a card from your deck.

GLAS-JP049	Summon Cloud	Magic	Continuous			
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When you have no monster on your field, you can special summon a [Cloudian] monster from your hand or Graveyard with level 4 or less to your field. This effect can only be activated once per turn during your Main Phase. If special summon from Graveyard destroy this card.

GLAS-JP050	Lucky Cloud	Magic	Normal			
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When more than 2 [Cloudian] monsters with the same name are Summoned, Reverse Summoned, or Special Summoned during the activated turn, draw 2 cards from your deck at End Phase.

GLAS-JP051	Fog Control	Magic	Quickplay			
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Sacrificed a face-up [Cloudian] monster on your field, put 3 Fog Counters on a face-up monster on the field.

GLAS-JP052	Cloudian's Squall	Magic	Continuous			
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During each of your Standby Phase, put a Fog Counter on all face-up monsters on the field.

GLAS-JP053	Special Dual Summon	Magic	Quickplay			
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Choose a face-up Dual monster on your field, treated it as it was re-summoned. At the End Phase of this turn, return the chosen Dual monster to hand.

GLAS-JP054	Dungeon of Glacial Beast – Colossus	Magic	Field			
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Whenever a monster is special summon from a deck, put a Counter onto this card. Increase the attack and defense strength of all face-up [Glacial Beast] monsters on the field by 100 for each counter on this card. When this card is destroyed, you can discard a [Dungeon of Glacial Beast - Colossus] from your hand and this card is not destroyed.

GLAS-JP055	Combat Weapon of Glacial Beast – Halberd	Magic	Equipment			
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Can only be equipped on [Glacial Beast] monster. When the equipped monster attacks at the end of Damage Step, destroy a Magic or Trap card on the field. When the equipped monster is return to deck from your field and this card is sent to Graveyard as result, return this card to your hand.

GLAS-JP056	Combat Weapon of Glacial Beast – Gladius	Magic	Equipment			
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Can only be equipped on [Glacial Beast] monster. Increase the attack strength of the equipped monster by 300. When the equipped monster is return to deck from your field and this card is sent to Graveyard as result, return this card to your hand.

GLAS-JP057	Combat Weapon of Glacial Beast – Manica	Magic	Equipment			
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Can only be equipped on [Glacial Beast] monster. When this card is equipped, the equipped monster cannot be destroyed in Battle (Damage Calculation is still done). When the equipped monster is return to deck from your field and this card is sent to Graveyard as result, return this card to your hand.

GLAS-JP058	Resting Glacial Beast	Magic	Normal			
Return 2 [Glacial Beast] cards from your hand into your deck. Afterward, draw 3 cards from your deck.						
GLAS-JP059	Glacial Return	Magic	Normal			
Return 3 [Glacial Beast] cards from your Graveyard into deck. Afterward, draw a card.						
GLAS-JP060	Soul Absorbing Bamboo Sword	Magic	Equipment			
Choose a monster equipped with a [Bamboo Sword] equipment Magic card. When the chosen monster deals battle damage to opponent, your opponent skip his/her next Draw Phase. Destroy this card during your 2nd Standby Phase after this card is activated.						
GLAS-JP061	Reasoning of Six Warmasters	Magic	Quickplay			
Send a face-up [Six Warmasters] monster on your field to Graveyard to activate. Special summon a [Six Warmasters] monster from your Graveyard to your field.						
GLAS-JP062	"A" Cell Nurturing Device	Magic	Continuous			
When "A Counter(s)" are removed from field, put an "A Counter" on this card. When this card is destroy, put all "A Counter" on this card to any amount of face-up monsters on the field.						
GLAS-JP063	Over Limit	Trap	Normal			
Pay 500 lifepoints. Special summon as many Normal monster as possible with attack strength 1000 or less that was destroyed as result of battle this turn to your field.						
GLAS-JP064	Entry Forbidden! No Entry!!	Trap	Normal			
Change all monsters in attack mode on the field to defense mode.						
GLAS-JP065	Natural Disaster	Trap	Continuous			
When an opponent's card is send to Graveyard by the effect of a [Cloudian] monster, deal 500 damage to opponent.						
GLAS-JP066	Rainstorm	Trap	Normal			
Choose a face-up [Cloudian] monster on your field to activate. Decrease the attack strength of that monster to activate the following effect(s): - Decrease 1000 points, destroy a Magic or Trap card on opponent's field. - Decrease 2000 points, destroy 2 cards on opponent's field.						
GLAS-JP067	Ascending Air Current	Trap	Normal			
Can be activated by removing all Fog Counters from the field. Deal damages to opponent equal to number of Fog counter removed x300.						
GLAS-JP068	Release of Rock Fossil	Trap	Continuous			
Choose one of your Rock type monster that is removed from game and special summon it to the field. When this card leaves the field, destroy that monster. When the monster is destroyed, destroy this card.						
GLAS-JP069	Raidance Absorbing Magic Mirror	Trap	Continuous			
When this card is face-up on the field, the effects of Light attribute monster activated in Graveyard or on the field are negated.						
GLAS-JP070	Darkness Absorbing Magic Mirror	Trap	Continuous			
When this card is face-up on the field, the effects of Dark attribute monster activated in Graveyard or on the field are negated.						
GLAS-JP071	Disarm	Trap	Counter			
Return a [Glacial Beast] card from your hand to deck. Negate the activation of a Magic card and destroy it.						

GLAS-JP072	Parry	Trap	Counter			
Return a [Glacial Beast] card from your hand to deck. Negate the activation of a Trap card and destroy it.						
GLAS-JP073	Armor of God-Speed	Trap	Continuous			
When you draw a [Six Warmasters] monster during your Draw Phase, you can reveal it to opponent and special summon that to your field.						
GLAS-JP074	Living Blade Technique of Various Blades	Trap	Normal			
Special Summon 2 [Six Warmasters] monsters from your Graveyard to field in attack mode. Destroy the monsters special summon by this card's effect at the end of turn, and you receive damages equal to the total attack strength of the 2 monsters.						
GLAS-JP075	Energy Absorbing Board	Trap	Normal			
When the effect of an opponent's card deals damages to your lifepoints, negate that damage, and you gain lifepoints equal to the damages negated.						
GLAS-JP076	Cell Bursting Virus	Trap	Normal			
Can be activated when an opponent's monster with "A Counter(s)" on it declares attack. Destroy all monsters on opponent's field that are in attack mode.						
GLAS-JP077	Destruct Circle – A	Trap	Normal			
Destroy a face-up monster with "A Counter(s)" on it. Both player receive 1000 damages.						
GLAS-JP078	Sub-Space Jump Device	Trap	Normal			
Exchange control of a monster on your field with an opponent's monster with "A Counter(s)" on it.						
GLAS-JP079	Misrevive	Trap	Normal			
Choose an opponent's monster in his/her Graveyard, and special summon it to opponent's field in face-up defense mode.						
GLAS-JP080	Unlucky Report	Trap	Normal			
Your opponent can perform their next Battle Phase twice.						