

Zoids Scramble: Rules

You will each need: A deck (exactly 40 Zoids Scramble cards of your choice)
Note: Decks must not include more than 4 cards with the same name.
A battle backing sheet (not strictly necessary, but helpful)

Victory conditions: You win when you break all Energy cards set on your opponent's base, or when your opponent runs out of cards to draw.

Card varieties:

Zoid Cards: These are used to attack your opponent's base or Zoids.

- Types may be divided into subtypes. Some Zoids have multiple subtypes.
- [Attack: 2 Block: 0] indicates that two Energy cards must be set on this Zoid for it to perform an attack, but none are required for it to block.

Pilot Cards: These are used to add power to your Zoids.

- Only one pilot card can be set on a single Zoid card unless otherwise indicated.
- Pilots can only be set on a Zoid if the Zoid's type matches one of their piloting types.
- The pilot's power, plus the "special power" specified if they are piloting a particular subtype, is added to the power of the Zoid they are set on.

Command Cards: These are used to support your Zoids in battle.

- Operation type cards are used in the Operations Phase, Battle type cards in the Battle Phase.

Energy Cards: These are required for Zoids to attack and block.

- Any card can be used as an Energy card by setting it face down on a Zoid card.

Setup: 1) Place the battle backing sheets facing each other, and sit facing your opponent.
2) Shuffle your deck and place it face down where indicated on the sheet.
3) Place four cards from the top of your deck face down on your base (to act as its Energy).
4) Draw six cards from your deck to form your hand.
5) Decide who will play first (using dice, rock-paper-scissors or similar).

Gameplay: Each player's turn consists of the following four phases, in order.

Preparation Phase: Place all of your Zoids that are Exhausted (horizontal) into Standby (vertical). These Zoids are now ready to attack. Both players skip this phase on their first turn.

Supplement Phase: Draw one card from your deck and add it to your hand. If you have no more cards to draw, you lose the game.

Operations Phase: You can perform each of the following actions once, in any order. You do not have to perform all (or any) of these actions.

- 1) Choose any one Zoid card from your hand and place it face up in the Arena. You can only set one Zoid per turn.
- 2) Choose any one Pilot card from your hand and set it face up on one of your Zoids in the Arena. The Zoid's type must match one of the types listed on the Pilot card. You cannot place two or more pilots with the same name in your side of the Arena.
- 3) Choose any one card from your hand and set it face down on one of your Zoids in the Arena as an Energy card. There is no limit on the number of Energy cards you can set.
- 4) Choose any one Command card (Battle Type) from your hand and set it face down in the Arena. You can set a maximum of five Command cards (Battle Type) in the Arena. You can check your Command cards at any time, but you cannot check your opponent's cards.
- 5) Choose any one Command card (Operation Type) from your hand and play it. Some cards may require an additional cost. After carrying out the card's effects, place the used card face up in the Scrapyard.

Battle Phase: The first player skips this phase on their first turn. For a Zoid to attack, it must be in Standby and be set with a Pilot card and at least as many Energy cards as indicated on that Zoid's card. Zoids attack one at a time in whichever order you choose. Set the attacking Zoid to Exhausted (horizontal) and declare its target. You can attack either the opponent's base or one Zoid set in their Arena.

- If you attack your opponent's base and are not blocked by a Zoid, you break one of the base's Energy cards. Your opponent adds one card from the base to their hand. If their base runs out of Energy cards, you win the game.
- If you attack one of your opponent's Zoids and are not blocked, a battle begins between the two Zoids. The attacked Zoid is set to Exhausted. Exhausted Zoids can still be attacked.
- If your opponent has a Zoid in Standby with at least as many Energy cards as it needs to block, that Zoid can block your attack. When an attack is blocked, the attacking Zoid begins a battle with the blocking Zoid instead. Zoids do not need a pilot to block. An attacking Zoid can only be blocked by one Zoid. The blocking Zoid is set to Exhausted.
- Once a battle has begun, each side can turn one Command card (Battle Type) in the Arena face up and use it, starting with the attacking side. You can also choose to pass. Next, the blocking side can turn one of their Command cards (Battle Type) face up and use it, or choose to pass. If the blocking side uses a Command card (Battle Type), the attacking side can then use another. Once both sides choose to pass consecutively, the outcome of the battle is decided. Afterwards, all Command cards used are placed in the Scrapyard.
- The Zoid with the highest power, including all effects from Pilot and Command cards, wins the battle. All Energy cards set on the losing Zoid are returned to their owner's hand. If no Energy cards are set on the losing Zoid, that Zoid and any cards set on it are placed in the Scrapyard. If the battle is a draw, follow the above instructions for both Zoids.
- As long as you have Zoids capable of attacking, you can attack with as many of them as you wish. Once you have finished attacking, declare that your turn has ended. The opponent then begins their turn.

Special abilities:

Unison: To set a Zoid marked as [Unison: xxx], the specified Zoids must be set in the Arena. When setting a Unison-type Zoid, place it over the specified Zoids. Their abilities can no longer be used. All cards set on these Zoids are now set on the Unison-type Zoid. Pilots contribute their power to the Unison-type Zoid even if they do not match its type(s).

Flying: Zoids without the [Flying] ability cannot attack or block Zoids with the [Flying] ability.

Scouting: When you set a Zoid marked with [Scouting: x], you can draw the specified number of cards from your deck.

Electronic: When you set a Zoid marked with [Electronic: x], you can choose the specified number of Command cards set in the Arena (face down) and place them in the Scrapyard.

High Output: When you attack using a Zoid marked with [High Output], you must place one of the Energy cards set on it in the Scrapyard.

Support: When you set a Zoid marked with [Support: ___+x] in the Arena, the power of other Zoids of the specified type or subtype is increased by the specified amount.

Attack Bonus: When you attack using a Zoid marked with [Attack Bonus +x], its power is increased by the specified value until the end of the battle.

Block Bonus: When you block using a Zoid marked with [Block Bonus +x], its power is increased by the specified value until the end of the battle.

Unmanned: Zoids marked with [Unmanned] cannot have Pilot cards set on them, but can attack and block without requiring a pilot.

CAS: To set a Zoid marked as [CAS: xxx], the specified Zoid must be set in the Arena. When setting a CAS-type Zoid, place it in the Arena and return the specified Zoid to your hand. All cards set on that Zoid are now set on the CAS-type Zoid.

ARENA

Command Card (Battle Type)

Command Card (Battle Type)

Command Card

BASE

Place 4 cards from your deck face down here. If you break all of your opponent's base cards, you win.

ZOIDS SCRAMBLE

Original game by TOMY
Card scans by steg.nu
Translation and editing by Falcarius

Playing Order

Preparation Phase

Put all of your Exhausted Zoids into Standby.

Supplement Phase

Draw 1 card from your deck.

DECK

Place your deck face down here. If you run out of cards and cannot draw any more, you lose.

Set Command cards (Battle Type) here.

d (Battle Type)

Command Card (Battle Type)

Command Card (Battle Type)

Operations Phase

You may perform the following actions in any order:

- Set 1 Zoid card
- Set 1 Pilot card
- Set 1 Energy card
- Set 1 Command card (Battle Type)
- Play 1 Command card (Operation Type)

Battle Phase

You may attack your opponent's base or Zoids with any of your attack-ready Zoids. You may use Command cards (Battle Type) in battles between Zoids.

SCRAP YARD

Place cards face up here when you have finished with them.

Opponent's Turn

ZOIDS Unison/Wolf, Lion **500**



Command Striker

Attack: 3 Block: 1
 [Unison: Command Wolf AC] [Unison: Leostriker] [Attack Bonus +100]

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ZOIDS Unison/Lion, Mosasaurus, Owl, Ureniaqla **600**



Matrix Dragon

Attack: 3 Block: 3
 [Unison: Leoblaze] [Unison: Mosasledge] [Unison: Nightwise] [Unison: Ureniaqla] [Flyng] [High Output]

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ZOIDS 2-Legged Dinosaur/Gigantototaurus **500**



Gojulas Giga

Attack: 4 Block: 2
 The ace of the Peacekeeping Bureau, with the greatest power.

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ZOIDS Unison/Spinosaurus, Crab **400**

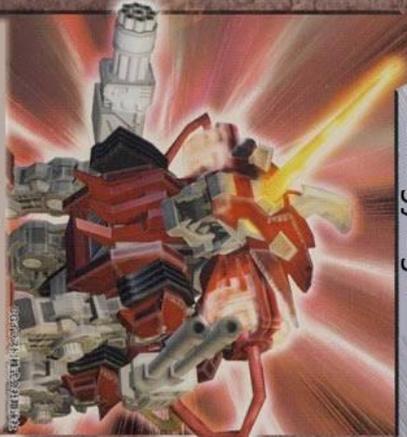


Killer Spinner

Attack: 4 Block: 4
 [Unison: Dark Spinner] [Unison: Killer Dome] [Scouting: 1] [Electronic: 1]

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ZOIDS Animal/Lion **600**



Energy Liger

Attack: 4 Block: 3
 [High Output]
 A mysterious Zoid said to possess an Energy Charger.

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ZOIDS Unison/Pteranodon, Tiger **600**



Jet Rayse Tiger

Attack: 4 Block: 2
 [Unison: Pterorayse] [Unison: Rayse Tiger] [Flyng] [High Output]

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ZOIDS Animal/Tiger **400**



Brastle Tiger

Attack: 3 Block: 3
 [Attack Bonus + 200] [High Output]

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PILOT Unison, Animal **100**



RD

Lion +100

Strike Laser Claw!!

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PILOT 100
Unison, 2-Legged Dinosaur

Blade

Tyrannosaurus +100

This is the end, RD!

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PILOT 100
2-Legged Dinosaur, 4-Legged Dinosaur, Pterosaur

Gummie

Claydinosaur +100

We will protect Blue City!

TOMY ©1999-2004 TOMY ©Saijofro-TV Tokyo SR 53199

PILOT 200
Animal

Van

Lion +100

Thak.....
Is the time to protect what's precious to you!!!

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ZOIDS 600
Unison/Lion, Phoenix

Liger Zero Phoenix

Attack: 4 Block: 3

[Unison: Liger Zero] [Unison: Fire Phoenix] [Flying] [Attack Bonus +100]

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ZOIDS 800
Animal/Wolf

König Wolf Mk-II

Attack: 3 Block: 1

[Scouting: 1]

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ZOIDS 500
Unison/Tyrannosaurus, Eagle

Buster Führer

Attack: 3 Block: 2

[Unison: Berserk Führer] [Unison: Buster Eagle] [Flying] [Attack Bonus +200]

TOMY ©1999-2004 TOMY ©Saijofro-TV Tokyo R 16199

ZOIDS 800
Animal/Lion

Blade Liger

Attack: 3 Block: 1

[Attack Bonus +100]

A lion-type Zoid that specialises in high-speed combat.

TOMY ©1999-2004 TOMY ©Saijofro-TV Tokyo R 22199

ZOIDS 100
Animal/Tiger

Saber Tiger HoloTech

Attack: 3 Block: 1

This Zoid cannot be blocked.
A Zoid that possesses stealth abilities due to its HoloTech equipment.

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ZOIDS

Animal/Fox

Shadow Fox

200



Attack: 2 Block: 0
[Attack Bonus +100]
A fox-t-type Zoid developed with the aim of making the ultimate Zoid.

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ZOIDS

Animal/Gorilla

Iron Kong Yeti

300



Attack: 3 Block: 3
[Scouting: 1]

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ZOIDS

Animal/Lion

Liger Zero X

300



Attack: 2 Block: 3
[Attack Bonus +100] [High Output]

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PILOT

Unison, Animal

Maskman

100



A team exists to move forwards.

TOMY ©1999-2004 TOMY ©ShoPro-TV Tokyo R.47.99

PILOT

Animal

Kidd

100



Tiger +100
When you set this card, you may look at one Command card set in the Arena.

Nobody can beat me.

TOMY ©1999-2004 TOMY ©ShoPro-TV Tokyo R.59.99

PILOT

Animal, 2-Legged
Dinosaur

Leena Toros

100



High Output +100
Weasel Unit, Full Burst!!

TOMY ©1999-2004 TOMY ©ShoPro-TV Tokyo R.63.99

PILOT

Animal, 2-Legged
Dinosaur

Irvine

100



Cheetah +100
Spandosaurs +100
How about you hand over that Zoid!

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PILOT

Animal, Chimera

Zeru

100



When you set this card, you may look at one Command card set in the Arena.

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COMMAND OPER-
ACTION



Battle of Attrition

Declare one Zoid type. Set all Zoids of that type to Exhausted.

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COMMAND OPER-
ACTION



Screen of an Animal Zoid

Place all Animal-type Zoids and all cards set on them in the Scrapyard. Place your entire hand in the Scrapyard.

TOMY ©1993-2004 TOMY Shoppe,TV Tokyo R.844.99

COMMAND OPER-
ACTION



Screen of a Dinosaur Zoid

Place all 2-legged Dinosaur-type Zoids and all cards set on them in the Scrapyard. Place your entire hand in the Scrapyard.

TOMY ©1993-2004 TOMY Shoppe,TV Tokyo R.855.99

COMMAND OPER-
ACTION



Valley of the Rare Hertz

Choose a number. For all Zoids with exactly that many Energy cards set on them, place all of their Energy cards in their owners' Scrapyard.

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COMMAND OPER-
ACTION



Visit from the Emperor

Choose a number. Set all Zoids with exactly that many Energy cards set on them to Exhausted.

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COMMAND OPER-
ACTION



Insight

Choose one Zoid. That Zoid cannot block during this turn's Battle Phase.

This'll work!!

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COMMAND BATTLE



Spirit

+300 to this Zoid's power until the battle ends. When the battle ends, choose one card from your hand and place it in the Scrapyard.

You know a lot, don't you.

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COMMAND BATTLE



Awakening

+200 power for each Energy card set on this Zoid until the battle ends. When the battle ends, place all cards set on this Zoid in the Scrapyard.

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COMMAND BATTLE

Resolution

If the Zoid you are battling against has between 550 and 1000 power (inclusive), place both Zoids and all cards set on them in the Scrapyard when the battle ends. I'll protect you with my own power!!

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ZOIDS 200

Bird/Phoenix

Fire Phoenix

Attack: 2 Block: 0
[Flying]

The supersonic wings that watch over the Liger Zero from the skies.

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ZOIDS 200

Animal/Wolf

Command Wolf AC

Attack: 2 Block: 0
[Scouting: 1]

A Command Wolf equipped with a 2-barrelled Long-Range Cannon.

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ZOIDS 100

4-Legged Dinosaur/
Mossasaurus

Mossledge

Attack: 1 Block: 0
[Flying]

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ZOIDS 100

Bird/Owl

Nightwise

Attack: 1 Block: 0
[Flying]

Although small, Nightwise has nighttime bombing abilities.

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ZOIDS 100

Bird/Eagle

Buster Eagle

Attack: 1 Block: 0
[Flying] [Attack Bonus +100]

A flying Zoid equipped with two huge cannons.

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ZOIDS 300

Chimera

Lord Gale

Attack: 3 Block: 3
[Flying]

A gargoyle-type Zoid with both powerful weaponry and flying abilities.

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ZOIDS 200

2-Legged Dinosaur/
Allosaurus

Arosaurer

Attack: 1 Block: 1
[Support: Giganotosaurus +100]

The Gollas Giga's good partner, that's the Arosaurer.

TOMY ©1989-2004 TOMY ©Supero-TV Tokyo U 18/99

ZOIDS 2-Legged Dinosaur/
Spinosaurus **200**



Dark Spinner

Attack: 2 Block: 3
[Electronic: 1]
A 2-legged dinosaur-type Zoid that specialises in electronic warfare.

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ZOIDS Unison/Brachiosaurus,
Tortoise **300**



Brachio Tortoise

Attack: 4 Block: 3
[Unison: Brachio Rex] [Unison: Missile Tortoise] [Support: Animal +100] [Support: 4-Legged Dinosaur +100]

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ZOIDS 2-Legged Dinosaur/
Velociraptor **100**



Gun Sniper

Attack: 1 Block: 1
[Attack Bonus +100]
Although small, the gun sniper is a good all-purpose Zoid.

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ZOIDS Animal/Cheetah **300**

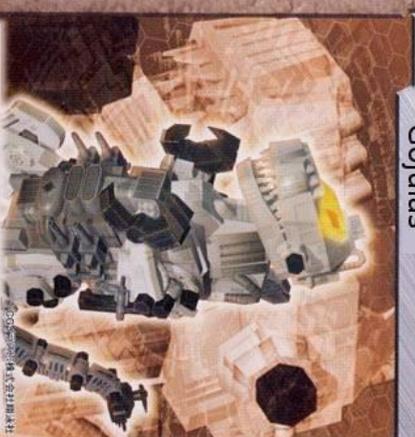


Lightning Saix

Attack: 3 Block: 1
A Zoid with a good balance of mobility and top speed.

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ZOIDS 2-Legged Dinosaur/
Giganotosaurus **300**

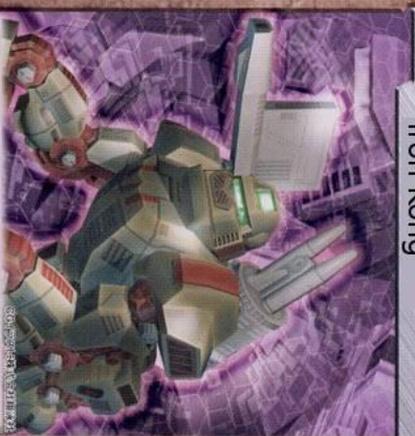


Gojulas

Attack: 3 Block: 2
The Gojulas, a famous Zoid possessing high melee combat abilities.

TOMY ©1998-2004 TOMY © Shopro-TV Tokyo U 37,99

ZOIDS Animal/Gorilla **300**

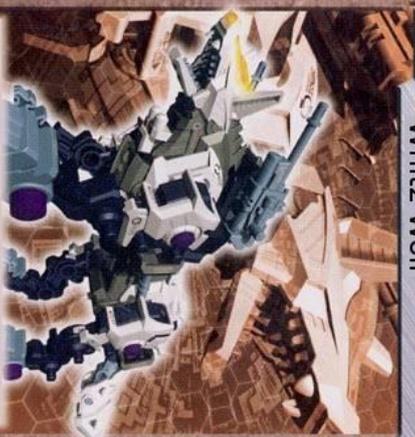


Iron Kong

Attack: 3 Block: 2
The Iron Kong was developed for use against the Gojulas.

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ZOIDS Animal/Wolf **300**

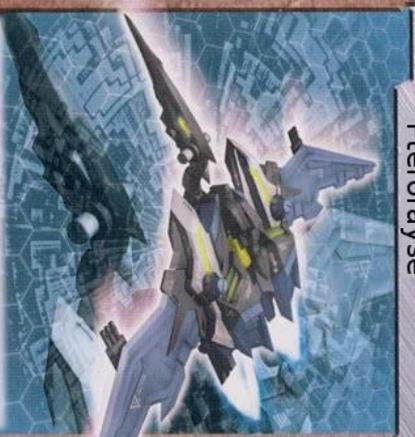


Whitz Wolf

Attack: 3 Block: 2
[Scouting: 1]
A wolf-type Zoid in which is sealed the power of the Whitz Tiger.

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ZOIDS Pterosaur/Pteranodon **200**



Pterorayse

Attack: 2 Block: 0
[Flying]
A Zoid that supports the Rayse Tiger and possesses flying abilities.

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PILOT Animal 100

Amy

Wolf +100

When you set this card, you may look at your opponent's hand.

I'll definitely win!

TOMY ©2003-2004 TOMY ©Shogro-TV Tokyo U 49199

PILOT Unicorn, Bird 100

Luke

When you set this card, you may draw one card from your deck.

Yes, Blade.

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PILOT 2-Legged Dinosaur, Pterosaur 100

Ciao

Allosaurus +100

You in the Zoid! Stop at once!!

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PILOT Animal 100

Rastani

Lion +100

When you set this card, you may draw one card from your deck.

Once again, I shall show you a passionate fight.

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PILOT Animal, Bird 100

Arrow

When you set this card, you may look at one Command card set in the Arena.

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PILOT Chimera, Pterosaur 100

Scudo

When you set this card, you may look at your opponent's hand.

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PILOT 2-Legged Dinosaur, Pterosaur 100

Naomi Fluegel

Velicraptor +100

Get lost!

TOMY ©2003-2004 TOMY ©Shogro-TV Tokyo U 64199

PILOT Animal 100

Tommy Paris

Lion +100
Wolf +100

I'm heading out!

TOMY ©2003-2004 TOMY ©Shogro-TV Tokyo U 70199

PILOT Animal
100

Johann H. Stauffin



Lion +100
Tiger +100

Even if I die here, I have no regrets!

TOMY ©1993-2004 TOMY Shinjoh-TV Tokyo U-72/99

COMMAND

A New Power



Search your deck for one Zoid card, show it to your opponent, and then add it to your hand. Shuffle your deck afterwards.

Zi Unison!

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COMMAND

Newcomer



Search your deck for one Pilot card, show it to your opponent, and then add it to your hand. Shuffle your deck afterwards.

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COMMAND

Supplies



You may choose one card from your hand and set it as an Energy card. In addition to the normal Energy card setting.

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COMMAND

Conspiracy



Take two cards from the top of either your deck or your opponent's, and place them in that player's Scrapyard.

Please leave this to me!

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COMMAND

Meeting



You may draw up to two cards from your deck.

The strategy for tomorrow's battle is...

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COMMAND

Sweet Memory



Look at up to two Command cards set in the Arena. Choose one of them and return it to its owner's hand.

I can't believe it!

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COMMAND

Smile



+100 to this Zoid's power until the battle ends. When the battle ends, if you win, you may draw up to two cards from your deck.

That's... one of your good points, Van.

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COMMAND BATTLE

Concentrated Attack



+100 power for each Energy card set on this Zoid until the battle ends. When the battle ends, place all Energy cards set on this Zoid in the Scrapyard.

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COMMAND BATTLE

Gamble



If the Zoid you are battling against has 500 power or less, place both Zoids and all cards set on them in the Scrapyard when the battle ends.
I wonder if everyone's okay...

TOMY ©1993-2004 TOMY © Super-IV Tokyo U-99/99

ZOIDS Animal/Lion

Liger Zero 200



Attack: 2 Block: 0
[Attack Bonus +100]
The ultimate Zoid that hides infinite potential. Liger Zero.

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ZOIDS Animal/Lion

Leostriker 100



Attack: 1 Block: 1
[Attack Bonus +100]
Although small, the Leostriker boasts high attack power.

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ZOIDS 4-Legged Dinosaur/Panoplosaurus

Boldguard 200



Attack: 2 Block: 3
[Support: Animal +100]
Boldguard is a support Zoid covered in thick armor.

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ZOIDS Animal/Lion

Leoblaze 100



Attack: 0 Block: 0
Leoblaze is a small and easy to handle lion-type Zoid.

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ZOIDS 2-Legged Dinosaur/Unenlagia

Unenlagia 100



Attack: 0 Block: 0

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ZOIDS 2-Legged Dinosaur/Tyrannosaurus

Berserk Führer 200



Attack: 2 Block: 0
[Attack Bonus +100]
A Zoid fated to become the Liger Zero's rival.

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ZOIDS

4-Legged Dinosaur/
Stegosaurus

200

Gorhecks



Attack: 3 Block: 2

[Electronic: 1]

The Peacekeeping Bureau's support Zoid, equipped with the latest electronic systems.

TOMY

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ZOIDS

Animal/Strigay

100

Sinker



Attack: 2 Block: 1

[Flying] [Block Bonus +100]

TOMY

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ZOIDS

Animal/Crab

100

Killer Dome



Attack: 2 Block: 1

[Scouting: 1]

The Killer Dome possesses a heavily-armoured radome.

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ZOIDS

4-Legged Dinosaur/
Brachiosaurus

100

Brachio Rex



Attack: 3 Block: 2

[Support: 4-Legged Dinosaur +100]

TOMY

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ZOIDS

Animal/tortoise

100

Missile Tortoise



Attack: 3 Block: 2

[Support: Animal +100]

A tortoise-type Zoid with an Anti-Zoid (CBM).

TOMY

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ZOIDS

Pterosaur/Pteranodon

300

Storm Swords



Attack: 3 Block: 2

[Flying]

The king of the sky, said to be the strongest fighter plane type.

TOMY

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ZOIDS

Animal/Lion

200

Shield Liger



Attack: 2 Block: 2

[Block Bonus +200]

A lion-type Zoid with high hand-to-hand combat abilities.

TOMY

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ZOIDS

Animal/Flying Squirrel

100

Savinga



Attack: 1 Block: 1

[Flying]

A flying squirrel-type Zoid that will awaken the White Tiger.

TOMY

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ZODIS Animal/Tiger **400**

Rayse Tiger



Attack: 2 Block: 2
[High Output]

A Zoid with high melee abilities that possesses the core of an ancient tiger.

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PILOT Unison, Animal, 4-Legged Dinosaur **100**

Sigma



You're not second-rate...
You're third-rate!

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PILOT Chimera, Pterosaur **100**

Burton



When you set this card, you may look at your opponent's hand.

If you're not involved, stay back!

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PILOT 4-Legged Dinosaur, Pterosaur **100**

Deed



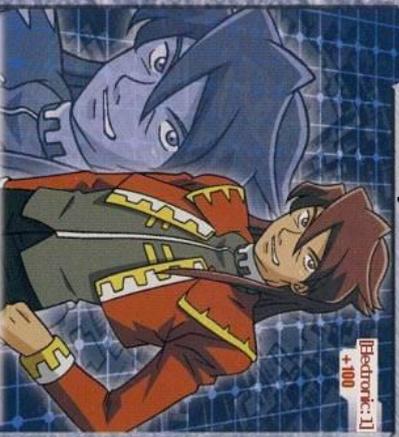
Stegosaurus
+100

I'll do anything to protect this city!

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PILOT Unison, 2-Legged Dinosaur **100**

Malloy



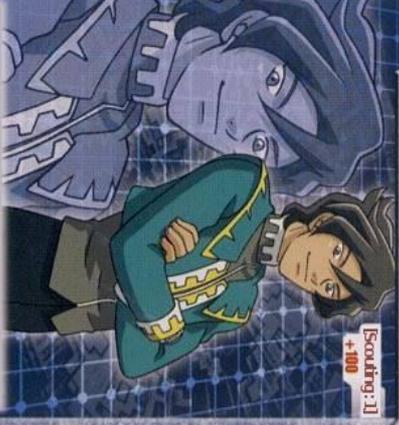
[Electrok: 1]
+100

This is fusion!

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PILOT Unison, Animal **100**

Rattle



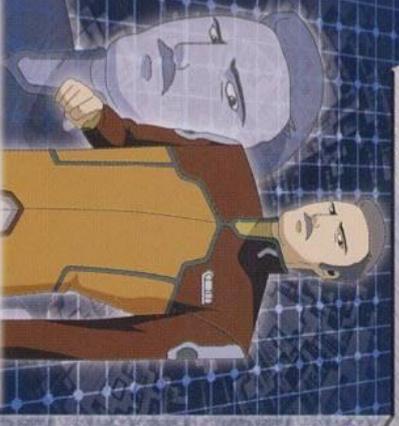
[Scouting: 1]
+100

Is that all you've got?

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PILOT Unison, Animal, Chimera **100**

Watts



Give up now.

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PILOT 4-Legged Dinosaur, Chimera **100**

Juno



When you set this card, you may draw one card from your deck.

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PILOT Animal, 2-Legged Dinosaur

100

Rob Hermann

Gigantosauros +100

Soldiers come in all types.

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PILOT Animal, 2-Legged Dinosaur

100

Karl Lichten Schwarz

Gorilla +100

Soldiers don't need to agree with their orders.

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COMMAND

Intervention

OPER-ACTION

Choose one Zoid and set it to Exhausted. You may draw one card from your deck.

Cease fighting immediately!

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COMMAND

Junk Dealer

OPER-ACTION

Search your Scrapyard for one Zoid card and add it to your hand.

A pro at Zoid revival, that's what a junk dealer is.

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COMMAND

Challenge

OPER-ACTION

Choose one card at random from your opponents hand and place it in their Scrapyard.

I challenge you to a duel!

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COMMAND

Interference

OPER-ACTION

Choose one Energy card set on a Zoid without looking at the card's face, and place it in that player's Scrapyard.

What're you doing?!

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COMMAND

Analysis

OPER-ACTION

Choose one Command card in the Arena without looking at the card's face, and place it in that player's Scrapyard.

By my calculations...

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COMMAND

Rest

OPER-ACTION

Choose one Pilot card set in the Arena and return it to its owner's hand.

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COMMAND BATTLE

Reward



+100 to this Zoid's power until the battle ends. When the battle ends, you may draw one card from your deck.

All of this is my reward.

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COMMAND BATTLE

Support



+200 to this Zoid's power until the battle ends.

Good luck, RD.

TOMY ©1983-2004 TOMY - Singapore/Tokyo ©1989

COMMAND BATTLE

Provocation



+200 to this Zoid's power until the battle ends. When the battle ends, draw one card from your deck, then choose one card from your hand and place it in your Scrapyard.

Bleahhh!!!

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