Card Errata Archives

Last Update: March 2023

These are card erratas that were announced in the past and still valid. If a card previously had errata but is no longer on this list, then the errata has been undone, and it should be played as printed on the latest printing of the card.

2020GB01-039

《**G&G Armament Factory**》

Before:

■Add +1 to the base damage of any effect damage you deal to enemy units.

After

■Add +1 to the base damage of any effect damage you deal to a unit.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2020GB01-056

《**Specialist "Spotter" Giraffe**》

Before:

■Add +1 to the base damage of any effect damage you deal to enemy units.

After

■Add +1 to the base damage of any effect damage you deal to a unit.

Reason for errata: Updating the text to match the errata on the JP version

Q. If a player has any copies of 《G&G Armament Factory》 and/or 《Specialist "Spotter" Giraffe》 in play, would that increase the damage dealt to their allied units when they play 《Lucifer, the Lightbringer》?

    A. Yes. For example, if that player had 1 copy of 《G&G Armament Factory》 in play and played 《Lucifer, the Lightbringer》, all allied and enemy units would take 6 damage instead of 5.

2020GB01-060

《**Just a Flesh Wound**》

Before:

Timing: This can be set. If set, you can play it when an allied unit is about to be dealt damage.

■Choose 1 allied unit. The next damage dealt to that unit deals 0 damage to that unit.

After:

Timing: This can be set. If set, you can play it when an allied unit is about to be dealt damage.

■Choose 1 allied unit. It ignores the next damage dealt to it.

Reason for errata: Updating the text to match the errata on the JP version

2020GB01-064

《**Kami's Vessel**》

Before:

【OD】 You may choose 1 card you have in play and destroy it. If you do, choose 1 of your opponent's cards in play and destroy it.

After:

【OD】 Choose 1 allied card in play and 1 enemy card in play. You may destroy the chosen allied card. If you do, destroy the chosen enemy card.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2020GB01-066 & 2020GB01-UR11

《**Draconoid Dreadnaught "Aramisaki"**》

Before:

■Whenever you would be dealt damage, you are dealt only 1 damage instead.

After:

■Any damage dealt to you becomes 1 damage.

(All other text remains the same)

Reason for errata: Correction for translation error

2020GS01-008

《**Split-Second Counter Strike**》

Before:

Timing: You can set this card. If set, you can play it while an allied unit is being attacked.

■Choose 1 allied unit. Until the end of the turn, it gains **Intercept**.

After:

Timing: You can set this card. If set, you can play it while an allied unit is being attacked.

■Choose 1 allied unit. Until the end of this combat, it gains **Intercept**.

(All other text remains the same)

Reason for errata: Correction for translation error

2020GS02-003

《**Deathbringer, the Two-Headed Blight**》

Before:

■When this enters play through **Abyssal Summoning**, until the end of turn, it gains **Defender**.

After:

■For the rest of the turn in which this was **Abyssal Summoned**, it has **Defender**.

Reason for errata: Correction for translation error

2020GS02-015

《**Steel Storm**》

Before:

Level: 0

After:

Level: 1

Reason for errata: Correction for incorrect card stat *(This is only for the version of the card included in the **Summon the Fell Dragons!** starter deck. The reprint of the same card in Vol 1 booster pack [2020GB01-052] is correct and requires no errata)*.

2021GB02-005

《**Melror, Reclusive Demon Lord**》

Before:

■Your summon cap becomes 3.

After:

■During your turn, increase your summon cap by 1.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB02-007

《**Front-line Mage Archietta**》

Before:

Genesis Summoning - Standard Action: Put this and 1 or more allied {Warrior or Mage} units on the bottom of their owners' decks as materials. If you do, you may special summon 1 {Warrior or Dragon} unit from your deck with a level equal to or less than the combined level of the materials. Then draw 1 card, and until the end of turn, change your summon cap to 3.

After:

Genesis Summoning - Standard Action: Put this and 1 or more allied {Warrior or Mage} units on the bottom of their owners' decks as materials. If you do, you may special summon 1 {Warrior or Dragon} unit from your deck with a level equal to or less than the combined level of the materials. Then draw 1 card, and until the end of turn, increase your summon cap by 1.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB02-030

《**Helldiver Crimson Crusher**》

Before:

■As you play this from your hand, you may move 2 {Zoo Brigade} cards in your graveyard to the bottom of your deck. If you do, instead pay a cost of 2 to play this card.

After:

■As you play this from your hand, you may move 2 {Zoo Brigade} cards in your graveyard to the bottom of your deck. If you do, play this card as if it has a cost of 2.

Reason for errata: Correction for translation error

2021GB02-055

《**Unforgotten Oaths**》

Before:

■"Oath of the Magus": If you're playing a Wizard, your summon cap becomes 3.

After:

■"Oath of the Magus": If you're playing a Wizard, then during your turn, increase your summon cap by 1.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB02-098

《**Invading Martians**》

Before:

【OD】 **"War of the Worlds"**: If you have 2 or more allied Space Peeps units, choose either all enemy units or all of your opponent's set cards. Destroy the chosen cards.

After:

【OD】**"War of the Worlds"**: If you have 2 or more allied Space Peeps units in play, choose 1 of the following:

-Destroy all enemy units.

-Destroy all enemy set cards.

Reason for errata: Updating the text to match the errata on the JP version

2021GB02-112

《**Hit-and-Run Comet**》

Before:

Timing: You can set this. If set, you can play it when your opponent is reduced to 2 or less life.

■"Oh Shi—": Deal 2 damage to your opponent. At the end of turn, deal 2 damage to you.

After:

Timing: You can set this. If set, you can play it at any time while your opponent is at 2 or less life.

■"Oh Shi—": Deal 2 damage to your opponent. At the end of turn, deal 2 damage to you.

Reason for errata: Updating the text to match the errata on the JP version

2021GB03-015

《**Zahira, Nature's Emissary**》

Before:

Abyssal Summoning

After:

Abyssal Summoning - Standard Action: Put this into your graveyard. If you do, you may special summon a unit with **Abyssal Concerto** from your graveyard by fulfilling its requirements.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB03-016

《**Soulgrinder Hex**》

Before:

Timing: Instant Action

■Negate 1 ability of an enemy unit. Then, that unit then loses all abilities until the start of the next turn.

After:

Timing: Instant Action

■Choose 1 ability of an enemy unit and negate it. Then, that unit then loses all abilities until the start of the next turn.

Reason for errata: To reflect the errata applied to the JP version

2021GB03-041

《**A7 "Cheshire" the Cat**》

Before:

■Instant Action: Normal summon this.

After:

■This unit can be normal summoned as an instant action.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-047

《**Zombie Slugger**》

Before:

■**"Pinch Hitter"** - Instant Action: Normal summon this.

After:

■**"Pinch Hitter"** - This unit can be normal summoned as an instant action.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-052

《**The Bronze Star**》

Before:

■If it's currently your attack phase, put 1 allied {Military} unit of level 2 or less into the graveyard, and special summon 1 {Military} unit of an equal level or less from your damage zone. If you do, put this card into your damage zone and draw 1 card.

After:

■If it's currently your attack phase, put 1 allied {Military} unit of level 2 or less into the graveyard. If you do, special summon 1 {Military} unit of an equal level or less from your damage zone, and put this card into your damage zone and draw 1 card.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB03-053

《**Ascendant's Wrath**》

Before:

Timing: Instant Action

■Reduce the effect damage dealt to 1 ally unit to 0. Then, choose 1 enemy unit and deal 2 damage to it.

After:

Timing: Instant Action

■Choose 1 enemy unit. Deal 2 damage to it, and reduce the next effect damage dealt to any allied unit to 0.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB03-055 & 2021GB03-LUR03

《**Oni of the Tatari**》

Before:

■When this would be put into a graveyard, instead remove it from the game.

After:

■When this would be put into a graveyard from anywhere else, instead remove it from the game.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-057

《**Draconoid Dreadnaught "Fuse-Ikazuchi"**》

Before:

■**"Mobile Fortress"** - **Turn 1**: When this attacks, you may either special summon 1 Military unit of level 1 or less from your hand, or ready 1 Military card of level 1 or less in play.

After:

■**"Mobile Fortress"** - **Turn 1**: When this attacks, you may choose to do 1 of the following:

-Special summon 1 Military unit of level 1 or less from your hand.

-Ready 1 Military card of level 1 or less in play.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-058 & 2021GB03-UR09

《**Shinno Akugoro, King of the Renegades**》

Before:

■This is treated as being level 0 for【Hundred Yokai March】.

■This cannot be placed in a defense zone.

■**"Lotus Hex"** - Standard Action: [Choose 1 Supernatural card in your graveyard and remove it from the game.] Choose 1 enemy unit and deal 1 damage to it.

After:

■This is treated as being level 0 for <**"Hundred Yokai March"**>.

■This cannot be placed in a defense zone.

■**"Lotus Hex"** - Standard Action: [Remove 1 Supernatural card in your graveyard from the game.] Choose 1 enemy unit and deal 1 damage to it.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version and correction for translation error.

2021GB03-060 & 2021GB03-UR11

《**Húlí of the Spider Lily**》

Before:

■When this is put into a graveyard from play, your opponent chooses either 1 card in their hand or 1 card they have in play. Put the chosen card into the graveyard.

After:

■When this is put into a graveyard from play, your opponent either discards 1 card from their hand or puts 1 card they have in play into the graveyard.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-063

《**Zetsuya, Master Onmyoji**》

Before:

■Instant Action: [**DR 3**] Negate an【OD】or【TD】ability.

After:

■Instant Action: [**DR 3**] Choose 1【OD】or【TD】ability and negate it.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-068

《**Rite of Ophidian Reincarnation**》

Before:

Timing: Standard Action

■Put the top card of your deck into the graveyard. Then, choose 1 Supernatural unit in your graveyard and special summon it, and put 1 allied unit into the graveyard. If you do, your opponent chooses 1 of their cards in play and puts it into the graveyard.

After:

Timing: Standard Action

■Put the top card of your deck into the graveyard. Then, special summon 1 Supernatural unit in your graveyard and put 1 allied unit into the graveyard. If you do, your opponent puts 1 of their cards in play into the graveyard.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-072

《**Ox Oni Tenkai**》

Before:

■This is treated as being level 0 for **Hundred Yokai March**.

After:

■This is treated as being level 0 for **<"Hundred Yokai March">**.

Reason for errata: Correction for translation error

2021GB03-073

《**Saburo of the Kamaitachi**》

Before:

■**"You feel lucky, punk?"** - **Turn 1** - Standard Action: Play Rock-Paper-Scissors with your opponent until a winner is determined. The winner may choose 1 of their cards in play and put it into the graveyard. If they do, they choose 1 card from among the losing player's cards in play and put it into the graveyard.

After:

■**"You feel lucky, punk?"** - **Turn 1** - Standard Action: Each player chooses 1 card in play that they don't control. Then, play Rock-Paper-Scissors with your opponent until a winner is determined. The winner may put 1 of their cards in play into the graveyard. If they do, the card that was chosen beforehand by the same player is put into the graveyard.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-080

《**Rite of Grim Sacrifice**》

Before:

Timing: Standard Action

■Choose 1 allied unit in play and put into the graveyard. If you do, choose 1 enemy unit of a level equal to or less than the unit you put into the graveyard. Destroy the chosen enemy unit.

After:

Timing: Standard Action

■Choose 1 allied unit in play and 1 enemy unit of a level equal to or less than the chosen allied unit. Put the chosen allied unit into the graveyard. Then, destroy the chosen enemy unit.

Reason for errata: To reflect the errata applied to the JP version

2021GB03-096

《**The Two Paths**》

Before:

-Look at the top 5 cards of your opponent's deck. From among them, remove all cards with 【CNT】 from the game. Then, your opponent shuffles their deck.

After:

-Reveal the top 5 cards of your opponent's deck. From among them, remove all cards with 【CNT】 from the game. Then, your opponent shuffles their deck.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2021GB03-109 & 2021GB03-LUR05

《**Megidos the Damned, Draconic Abomination**》

Before:

【CNT】 **"Probability Denial"**: Choose either to have your opponent discard 2 cards from their hand, or to choose 1 enemy card in play and destroy it. Then, remove this from the game.

After:

【CNT】 **"Probability Denial"**: Choose 1 of the following, then remove this from the game:

-Your opponent discards 2 cards from their hand.

-Choose 1 enemy card in play and destroy it.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB03-111 & 2021GB03-UR17

《**Hound of Tindalos**》

Before:

■Instant Action: Normal summon this into your attack zone.

After:

■This unit can be normal summoned into your attack zone as an instant action.

(All other text remains the same)

Reason for errata: To reflect the errata applied to the JP version

2021GB04-005 & 2021GB04-UR3

《**Sundown Druid**》

Before:

■**"Twilight Ritual"**: When this enters play through a "Sigrún" ability, special summon 1 non-legendary {Reginleif} unit of level 1 or less from your graveyard. At the end of a main phase, destroy this unit and the unit special summoned by this effect.

After:

■**"Twilight Ritual"**: When this enters play through a <**"Sigrún"**> ability, special summon 1 non-legendary {Reginleif} unit of level 1 or less from your graveyard. At the end of a main phase, destroy this unit and the unit special summoned by this effect.

(All other text remains the same)

Reason for errata: Correction for translation error

2021GB04-064

《**Yuchouka of the Heartsease**》

Before:

■**"Oath of the Reginleifs"**: When this enters play through a "Sigrún" ability, you may choose 1 unit card in your graveyard without 【CNT】. Put it on the bottom of your deck.

After:

■**"Oath of the Reginleifs"**: When this enters play through a <**"Sigrún"**> ability, you may choose 1 unit card in your graveyard without 【CNT】. Put it on the bottom of your deck.

(All other text remains the same)

Reason for errata: Correction for translation error

2021GB04-069

《Exo-Armor Trooper "Gouma"》

Before:

■When another allied {Military or Robotic} unit would be dealt damage, you may redirect all of that damage to this unit.

After:

■When another allied {Military or Robotic} unit would be dealt damage, you may instead redirect all of that damage to this unit.

Reason for errata: Updating the text to match the errata on the JP version

2021GB04-071

《Midori-giku of the Green Chrysanthemum》

Before:

■**"Scatter to the Winds"**: When this enters play through a "Sigrún" ability, choose 1 card in an opponent's graveyard and remove it from the game.

After:

■**"Scatter to the Winds"**: When this enters play through a <"Sigrún"> ability, choose 1 card in an opponent's graveyard and remove it from the game.

(All other text remains the same)

Reason for errata: Correction for translation error

2021GB04-085

《Lady Megabot of the Grail》

Before:

■As this would be destroyed while in a set zone, special summon it.

After:

■As this would be destroyed while in a set zone, special summon it instead.

Q. If you destroy a 《Lady Megabot of the Grail》 that you have set as a cost for your 《Solar System Backpacker》's ability, does the former get special summoned through its ability?

    A. Yes.

Q. What happens if you choose to destroy a 《Lady Megabot of the Grail》 that you have set when playing the 【OD】 ability of a 《Kami's Vessel》?

A. The 《Lady Megabot of the Grail》 is special summoned first, then the enemy card you chose for the 《Kami's Vessel》 is destroyed. Because 《Lady Megabot of the Grail》 special summon ability is a replacement effect, it still counts as having been destroyed.

2022GB05-014

《**The Secret Garden**》

Before:

Timing: Standard Action

■From your graveyard, choose 1 Volnar {Warrior} unit and 1 {Poetica} unit with a combined level 2 or less. Normal summon them without them counting towards your summon cap. You may use any【TD】abilities on those units. For the rest of the turn, these units cannot become materials for **Genesis Summoning**.

After:

Timing: Standard Action

■From your graveyard, choose 1 Volnar {Warrior} unit and 1 {Poetica} unit with a combined level 2 or less. Normal summon them without them counting towards your summon cap. Any【TD】 abilities on those units can be used when they enter play. For the rest of the turn, these units cannot become materials for **Genesis Summoning**.

Reason for errata: Updating the text to match the errata on the JP version

Q. How do the things chosen by this card get resolved and added to the gate?
A. First, 《The Secret Garden》 itself is added to the gate. Once it is resolved, then add the units it targeted and any responses to the summoning of those units to the gate in the following order:
   1. Normal summoning of unit A
   2. Normal summoning of unit B
   3. Any cards and abilities played in response to the 2 things above

The player playing 《The Secret Garden》 is free to decide whether unit A is the {Warrior} unit and unit B is the {Poetica} unit or vice versa.

【TD】 and "enter play" abilities of unit B get added to the gate and resolved before resolving unit A's normal summoning.

2022GB05-052

《**Send Forth the Vanguard**》

Before:

Timing: During your turn, you can play this at any time if there are 0 allied units in play, or 3 or more allied units in play.

■Look at the top 2 cards of your deck. Put up to 2 of them on the bottom of your deck in any order, and return the remaining cards on top of your deck in any order. Then, drive 1.

After:

Timing: This can be set. While set, during your turn, you can play this at any time if there are 0 allied units in play, or 3 or more allied units in play.

■Look at the top 2 cards of your deck. Put up to 2 of them on the bottom of your deck in any order, and return the remaining cards on top of your deck in any order. Then, drive 1.

Reason for errata: Updating the text to match the errata on the JP version

2022GB05-073

《**Shreddie-chan**》

Before:

■**"Let's have a bloody good time!"** - Standard Action: [**DR 3**] Special summon 1 {Reginleif} unit of level 0 or less from your graveyard, and use any of its abilities that are played when it enters play through a "Sigrún" ability. Destroy that special summoned unit at the end of the main phase.

After:

■**"Let's have a bloody good time!"** - Standard Action: [**DR 3**] Special summon 1 {Reginleif} unit of level 0 or less from your graveyard, and use any of its abilities that are played when it enters play through a <**"Sigrún"**> ability. Destroy that special summoned unit at the end of the main phase.

(All other text remains the same)

Reason for errata: Correction for translation error

2022GB05-077

《**Space Racer Calabera**》

Before:

■**"Race Obstruction"** - **Turn 1** - Standard Action: Exhaust any number of allied units. Deal damage equal to the number of units you exhausted with this ability to your opponent. If the units you exhausted are all {Racer or Space Peeps}, then divide damage equal to the number of units exhausted with this ability among 1 or more enemy units. During the main phase in which you used this effect, allied units cannot be moved or rearranged.

After:

■**"Race Obstruction"** - 【**Turn 1**】 - Standard Action: Exhaust any number of allied units. Deal damage equal to the number of units you exhausted with this ability to your opponent. Then, if the units you exhausted are all {Racer or Space Peeps}, choose 1 or more enemy units and divide damage equal to the number of units exhausted with this ability among the chosen enemy units. During the main phase in which you used this effect, allied units cannot be moved or rearranged.

Reason for errata: Updating the text to match the errata on the JP version

2022GB05-081

《**Checkpoint: Milky Way**》

Before:

■**"More like the Partyverse!"**: When an allied unit enters play, you may destroy this. If you do, look at the top card of your deck. If it's a {Space Peeps, Future Folk, or Racer} unit of level 2 or less, you may special summon it.

After:

■**"More like the Partyverse!"**: When an allied unit enters play, you may destroy this. If you do, look at the top card of your deck. If it's a {Space Peeps, Future Folk, or Racer} unit of level 2 or less, you may special summon it. Otherwise, put that card on the bottom of your deck.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2022GB05-084

《**Devastation Star Crusher!!**》

Before:

-Standard Action: Select up to 3 {Crimenauts} unit cards from among removed cards and put them into the graveyard. Then, you may [**DR 3**: Crimenauts]. If you do, deal 1 damage to your opponent and divide 3 damage among any number of enemy units.

After:

-Standard Action: Select up to 3 {Crimenauts} unit cards from among removed cards and put them into the graveyard. Then, you may [**DR 3**: Crimenauts]. If you do, deal 1 damage to your opponent, and choose 1 or more enemy units and divide 3 damage among them.

(All other text remains the same)

Reason for errata: Updating the text to match the errata on the JP version

2022GB05-110

《**Oath of the Unstoppable Advance**》

Before:

-As your ruler attacks, you may look at the top card of your deck. Return that card on the top or bottom of your deck.

After:

-As your ruler attacks, look at the top card of your deck. Return that card on the top or bottom of your deck.

(All other text remains the same)

Reason for errata: Correction for translation error

GPREN-029 PR

《**Space Kaiju Mortamagnus**》

Before:

(Attributes) Kaiju, BEM

After:

(Attributes) Exovirant, Kaiju

Reason for errata: Updating the attributes to match the reprint included in Vol 5.

Stat Changes for Cards in Previous Products

The following cards have had their stats changed in the Japanese version. Going forward, English versions of these cards will be considered to have these new stats as well. The text on the cards remain unchanged.

2021GB02-050

《**A7 "Mad Hatter" the Showman**》

Before:

ATK: 3, HP: 1, STK: 1

After:

ATK: 3, HP: 3, STK: 1

Reason for errata: Updating stats to match the errata on the JP version

2021GB04-068

《**Draconoid Dreadnaught "Saku-ikazuchi" Flight Mode**》

Before:

ATK: 3, HP: 2, STK: 2

After:

ATK: 3, HP: 3, STK: 2

Reason for errata: Updating stats to match the errata on the JP version