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## Duel Masters Tutorial

### Common Special attributes



This is a list of common special attributes found in Duel Masters. In my vocabulary, I divided the Duel Master card's rule text in abilities and attributes. Abilities are stuff that are triggered and change permanently the status of the game. While an attribute are passive and are only considered in a specific situation like combat for example.

#### Attributes with Name

##### **Blocker**

A blocker creature can be used to protect yourself against your opponent's attack. You can select a blocker to make it your opponent's target of attack instead of the original target. The blocker will then fight the attacker. When blocking, you must tap the creature unless specified otherwise. Blocker can also be expressed this way "Fire and Nature blocker" which mean that it can only block creatures from the Fire and Nature civilisations.

##### **Shield Trigger**

When your opponent break a shield, if the shield broken is a cards with the attribute "Shield Trigger", you can cast this spell or creature immediately without tapping any mana to cast it.

##### **Turbo Rush**

The turbo rush attribute comes with other abilities attached to it. These additional attributes are deactivated by default. As soon as one of your creature breaks a shield, all your turbo rush

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creatures unlock their abilities until the end of the turn. Turbo rush are useful with an unblockable creature.

### **Charger**

When you cast this spell, the spell card itself is placed in the mana zone, untapped, after the spell is cast.

### **Slayer**

This creature will kill automatically any creature that engages in a battle with it. Generally, slayer creatures are weak so they suicide themselves to kill another creature. Slayer can also be expressed this way "Nature and Light slayer" which means that this creature kills instantly only Light and Nature creatures.

### **Stealth**

Stealth is generally expressed this way "Water Stealth", "Darkness stealth". A stealth creature will become unblockable if your opponent has the corresponding civilisation cards, indicated before "stealth", in his mana zone. So your opponent need water cards in his mana zone for your "water stealth" creature to become unblockable against this opponent.

### **Power Attacker**

This creature becomes more powerful when it is attacking. This attribute is generally expressed this way "Power attacker +3000". In this case, 3000 is added to the creature's strength when attacking.

### **Breaker**

This attribute is generally expressed this way "Double breaker", "triple breaker". This attribute allows the creature to break more than one shield when it attacks the opponent player. So a "double breaker" creature will break 2 shield, a "triple breaker" 3 shields. There are also a few special types of breaker like "Crew Breaker". The rules are generally specified on the cards.

### **Speed attacker**

This creature does not receive any summoning sickness when it is summoned. So you can attack with it the turn it comes into play.



## **Common attributes expressed as rule text**

The following abilities generally speaks by themselves but I will still give you an overview of the attributes available.

**"This creature can't attack"**

This creature can simply not attack in any way. If this creature has blocker, it can still be used to block attackers

**"This creature can't attack players"**

It cannot attack players but it can attack tapped creatures.

**"This creature can't attack creatures"**

It cannot attack tapped creatures, it can attack players.

**"This creature can attacked untapped creatures"**

It can attack normally and it can also attack untapped creatures. In other words, it can attack anything.

**"This creature can attack only ..."**

Indicates a specific kind of target that can only be attacked. For example "This creature can attack only creatures that have 'blocker'".

**"This creature cannot be blocked"**

A blocker cannot be assigned to block this creature whatever if the target a player or a creature. Some times, there is a specific condition like : "This creature cannot be blocked by creatures that have a power of 4000 or less".

**"This creature attack each turn if able"**

Before your turn ends, this creatures must attack unless something prevent it from attacking. It does not necessarily need to attack first.

**"This creature can't be attacked"**

This creature cannot be attacked by your opponent even if it is tapped. So you don't need a blocker to protect it.

**"This creature gains +XXXX power"**

Under a certain condition written on the cards, this creature add XXXX to it's power. This boost of

power is applied when attacking AND defending. Here is an example : "While all your cards in the mana zone are light cards, this creature gets +2000 power".

**"While attacking, this creature gain +XXXX ..."**

This attribute is like "power attacker" but expressed differently. To bonus power is only applied when attacking.

**"When this creature wins a battle, destroy it"**

After this creature engage a battle with another creature, it will automatically die after the battle whatever the outcome. Breaking a player's shield is NOT considered as a battle.

**"Each X creature cost Y more to summon and each X spell cost Y more to cast."**

This ability raise the casting cost of creatures and spells. X designate a civilisation while Y is a number. So written like this "Each Light creature cost 2 more to summon ..." it mean that the casting cost of all light creatures for all players is increased by 2.

**"Players can't use the "shield trigger" abilities"**

This mean that when a player lose a shield card that is "shield trigger", he cannot cast it as a shield trigger spell for free. He must place it in his hand and cast in on his turn. Sometime this ability only target a specific civilisation.

**"Whenever this creature blocks, untap it after it battles"**

If this creature is assigned as a blocker, it will stay untapped after it blocks. Which mean that it can block many creatures in the same turn.

**"When this creature would be destroyed, return it to your hand instead"**

This mean that instead of placing this creature in your graveyard when it dies, you place it in your hands.

**"When this creature would be destroyed, place it in your mana zone"**

This mean that instead of placing the creature in your graveyard when it dies, you place it in your mana zone untapped.



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