



Machina Mayhem Structure Deck – Card Rulings

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Machina Fortress

SDMM-EN001

You can discard Machine-Type monster(s) whose total Levels equal 8 or more to Special Summon this card from your hand or Graveyard. When this card is destroyed by battle and sent to the Graveyard, select and destroy 1 card your opponent controls. When this face-up card you control is targeted by an opponent's Effect Monster's effect, look at your opponent's hand and discard 1 card from their hand.

You can Normal Summon this monster.

Special Summoning this monster with its effect does not start a Chain, similar to Special Summoning Cyber Dragon.

You can negate this Summon with "Thunder King Rai-Oh" or "Solemn Judgment."

The effect that destroys 1 of your opponent's cards targets that card.

You can discard "Machina Fortress" itself as part of the cost to Special Summon it.

Discarding Machine-Type monsters is a cost to Special Summon this card.

Your opponent will miss the timing to activate the effect of "Archfiend of Gilfer" if it is discarded by the effect of "Machina Fortress."

If your opponent targets "Machina Fortress" with an Effect Monster's effect, then Chains with "Enemy Controller" to take control of "Machina Fortress," you will not discard a card from your opponent's hand because it is no longer being targeted by an opponent's effect.

If you have more than 1 "Machina Fortress" on the field and your opponent targets them all, you will discard 1 card from your opponent's hand for each "Machina Fortress" targeted.

When this card is targeted by an opponent's Effect Monster's effect, you look at the opponent's hand and discard 1 card from it immediately before resolving the effect of the Effect Monster. For example, if "Machina Fortress" is targeted by your opponent's "Brionac, Dragon of the Ice Barrier" you first decide whether or not you want to Chain any effects. Then, when you go to resolve the effect of Brionac, first look at your opponent's hand and discard 1 card from it. Finally, resolve Brionac's effect and return "Machina Fortress" to your hand.

If "Macro Cosmos" is active you won't be able to discard "Machina Fortress" as part of the cost to Special Summon the same "Machina Fortress" because it will be removed from play.

Machina Gearframe

SDMM-EN002

When this card is Normal Summoned, you can add 1 "Machina" monster, except "Machina Gearframe", from your Deck to your hand. Once per turn, during your Main Phase, you can equip this card to a Machine-Type monster you control as an

Equip Card, OR unequip it to Special Summon this card in face-up Attack Position. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, destroy this card instead.)

Equipping this card is an Ignition Effect of a monster. Special Summoning this Equipped Card is considered the effect of a Spell Card.

Machina Peacekeeper

SDMM-EN003

When this card on the field is destroyed and sent to the Graveyard, you can add 1 Union Monster from your Deck to your hand. Once per turn, during your Main Phase, you can equip this card to a Machine-Type monster you control as an Equip Card, OR unequip it to Special Summon this card in face-up Attack Position. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, destroy this card instead.)

Equipping this card is an Ignition Effect of a monster. Special Summoning this Equipped Card is considered the effect of a Spell Card.

You can add a Union Monster to your hand with the effect of "Machina Peacekeeper" even during the Damage Step.

Scrap Recycler

SDMM-EN004

When this card is Normal or Special Summoned, you can select and send 1 Machine-Type monster from your Deck to the Graveyard. Once per turn, you can return 2 Level 4 Machine-Type EARTH monsters from your Graveyard to the Deck to draw 1 card.

You can still send 1 Machine-Type monster from your Deck to the Graveyard if you Special Summon "Scrap Recycler" during the Damage Step.

Returning 2 Level 4 Machine-Type EARTH monsters from your Graveyard to the Deck is a cost.

Commander Covington

SDMM-EN005

You can send one face-up "Machina Soldier", "Machina Sniper", and "Machina Defender" you control to the Graveyard to Special Summon 1 "Machina Force" from your hand or your Deck.

This effect doesn't target.

Sending "Machina Soldier," "Machina Sniper," and "Machina Defender" to the Graveyard is a cost.

You cannot send any of the listed "Machina" cards to the Graveyard if they are being treated as Equip Cards.

If you do not have a "Machina Force" in your hand or Deck, you cannot activate the effect of "Commander Covington." If you no longer have one when the effect resolves, your opponent can ask to verify.

Machina Soldier

SDMM-EN006

When this card is Normal Summoned while you control no monsters, you can Special Summon 1 "Machina" monster from your hand, except "Machina Soldier".

This effect does not target.

Machina Sniper

SDMM-EN007

"Machina" monsters cannot be attacked, except "Machina Sniper".

If you control "Machina Sniper" and both players have "Machina" monsters on their fields, neither player can attack "Machina" monsters except "Machina Sniper."

If a face-down "Machina" monster is attacked while "Machina Sniper" is on the field, the attack will proceed as normal because the monster is not flipped face-up until the Damage Step.

If a face-down "Machina" monster is attacked while "Machina Sniper" is on the field, but the monster is flipped face-up by "Ceasefire" before the Damage Step, the attack is cancelled because of "Machina Sniper's" effect.

Machina Defender

SDMM-EN008

FLIP: Add 1 "Commander Covington" from your Deck to your hand.

If you do not have "Commander Covington" in your Deck, your opponent can ask to verify.

Machina Force

SDMM-EN009

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Commander Covington". This card cannot declare an attack unless you pay 1000 Life Points. You can send this card from the field to the Graveyard to select and Special Summon one each of "Machina Soldier", "Machina Sniper", and "Machina Defender" from your Graveyard.

The effect to Special Summon "Machina Soldier," "Machina Sniper," and "Machina Defender" targets all three of those cards.

The Big Saturn

SDMM-EN020

This card cannot be Special Summoned from the hand or Deck. Once per turn, during your Main Phase, you can discard 1 card and pay 1000 Life Points to have this card gain 1000 ATK until the End Phase. When this card is destroyed and sent to the Graveyard by an opponent's card effect, both players take damage equal to this card's ATK.

Discard 1 card and paying 1000 Life Points are a cost.

If "The Big Saturn" is destroyed by your opponent while equipped to "Relinquished" its effect still activates.

The effect of "The Big Saturn" to inflict damage only activates while the owner of the card controls it.

The damage dealt is the original ATK of "The Big Saturn."

If "The Big Saturn" is destroyed while it's in your hand, the effect to deal damage still activates.

Machina Armored Unit

SDMM-EN021

Once per turn, when a Machine-Type monster is destroyed by battle and sent to your Graveyard, you can Special Summon 1 Machine-Type monster from your Deck that has the same Attribute and less ATK than the destroyed monster.

The effect to Special Summon starts a Chain.

If the destroyed monster is no longer in the Graveyard when the effect of "Machina Armored Unit" resolves, you cannot Special Summon a monster from your Deck.

The destroyed monster must be a Machine-Type monster on the field and in the Graveyard in order to activate the effect of "Machina Armored Unit."

If you control multiple copies of "Machina Armored Unit" you can activate each of them in a Chain and Special Summon 1 monster for each.

You look at the Attribute and ATK of the Machine-Type monster while it's in the Graveyard.

If "Machina Armored Unit" is being treated as a monster by "Magical Hats," it is considered a "Machina" monster.

If 2 monsters are destroyed and sent to your Graveyard at the same time, such as if your opponent controls one of your monsters and attacks another one of your monsters with the same ATK, you choose which one of those monsters you will look at when you activate the effect of "Machina Armored Unit."