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Ascension sky dragon tips

Table of contents of Ascension Sky Dragon Text 1 Tuner + 1 or more Non-Tuner MonstersIf this Synchro card call: gains 800 ATK per card currently in your hand. When this card controlled by your opponent's card is destroyed (by battle or by card effect) and sent to your graveyard, if all the monsters that were used to call Synchro of this card are in your cemetery: you can specially summon them all, but their effects are invalidated. You can only use this effect of climbing the dragon sky once in a turn. How to get evaluated pros •Cons Tips Decks Provisions Classifications Actions Actifies of Your Tomb Monster/Spell/Trap CategoriesNegateS Effects Effects Your MonstersSummoning Special Categories Call From Your Tombs ChangesHelp Essentially Anonymous SynchroOs & & Anonymous reply I have synchro call using deck loaner and it's attack is only 8 X x card in your hand so if you set the card in your hand it's an attack it doesn't go down so I think it's better than osiris & & ; anonymous reply *800 X card in your hand when synchro summoned & & ; anonymous reply ah, that's very nice then if it just charges the amount of cards at the time you were called. & & ; Anonymous 17days before replying also, DEF is fixed at 3000, so even if

the number of cards in your hand is low, you have the option to call this card and wall. Dave is strong with the inner universe (trap). Anonymous Reply Slifer is God dork Anonymous BurnBorg Jet is my lv2 tuner use with opponent Lam Golem to get rid of it and become a synchronous monster. But now I'm not sure if this guy will replace her... It's much stronger, but against burning decks, the self-destructing jet effect is better. Anonymous Synchro Slifer but much weaker << anonymous reply eh, I wouldn't say this card is much weaker than Osiris. It gains less ATK, yes, but apparently THE ATK doesn't fluctuate, and DEF stays at 3000. It floats in its material. However, unlike Osiris, it has nothing else to note. So all of their pros and cons. Anonymous if this level is 7 or synchro 8 then I would consider adding this to my decks. But as it's level 10 it's kinda expensive to call for monster defense 3000, as you will need at least 3 cards in your hand to get a decent attack. << Anonymous reply may suggest by fake inference? The phantom hand denies any disregard if used correctly, since there are many level 8 synchros, getting ASD is not too hard. The only difficulty is sustainability. Anonymous is a nice artwork and general synchro, but unfortunately the effect is not very good. Powered by YGOPRODeck.com the literal and graphic information displayed on this site U-Ji Oh, including card images, attribute, level/rank and type codes, and card text, is a copyrighted 4K Media Company, a subsidiary of Conami Digital Entertainment, inc. this site is not produced by, supported, or affiliate with 4K Media or Konami Digital Entertainment. Image not available for Colsour: Imagen not delColor disponible: Ascension Sky Dragon 1 Tuner + 1 or more unmatched monsters if this synchro card is called: it earns 800 ATK per card in your hand currently. When this card controlled by your opponent's card is destroyed (by battle or by card effect) and sent to your graveyard, if all the monsters that were used to call Synchro of this card are in your cemetery: you can specially summon them all, but their effects are invalidated. You can only use this effect of climbing the dragon sky once in a turn. Revised date: June 29, 2018: 3.67 The rating is based on a scale of 1 to 5. 1 is terrible. 3 is average. 5 Excellent. Reviews below: WarlockBlitz Sky Dragon, what's the name. It's level 10 light dragon type sincro monster with? Atk and 3000 Dave Shield and anyone's sword. Great stats for level 10 if Synchro call correctly, which shouldn't be too difficult because it's generic. If not, you're left with a huge ATK 0, which may not be bad if you want to ram in the opponent and get another effect. Atk effect increase triggers when Ascension Sky Dragon Synchro is calling. It earns 800 ATK per card in your hand. 4 cards is enough for 3200 ATK, less is ok and more is great. If they are destroyed and sent to your grave by your opponent, you get a special call to all the monsters used to call Synchro with their exile effects. An offensive monster with a defensive squadron is not too shabby unless it works to be honored. Ascension Sky Dragon is a beautiful beast named well with a good atke boost and ok death swarm. As a prize card, I wish I did more, or maybe started with 1200 ATK or something. Oh well, I don't dedicate a blessed Friday! Result: 3.75/5 Art: 5/5 Crisis \$G we conclude this week off with a YCS Award card that will be reprinted later this year on the legendary hero's floors on the north floor, Ascension Sky Dragon. ASD is a level 10 Synchro Dragon Light that requires 1 tuner and 1+ non-tuners with? ATK and Dave 3000? It will be based on its effect, but DEF is at least reliable. The call requirements are general, which are always plus. LIGHT is a great feature and the dragon is a great type. Ascension Sky Dragon gains 800 ATK for each card currently in your hand if Synchro call. If you call this with a good amount of hand feature, you should get some good stats. Calling this with an empty hand means leaving this in def position. When this card is destroyed by the opponent and sent to GY, if all the monsters you used for Synchro This is in GY still, you can call special all of them, but their effects are denied. This effect is hard once in each turn. Nice little recovery if this is destroyed, but likely to be removed by other means. Sky Dragon ascent is not awesome, just don't put a lot of your resources into it just to get casteled or something. Advanced rating: 3.25/5 Art: 5/5 I love this artwork, probably the best looking prize card there. Alex Cersei I think I saved the best card on Friday and I'm surprised we didn't cover this. This was the Yugioh Championship Series Award Card of 2014. Ascension Sky Dragon is light, dragon (all systems go so far) this is synchro level 10 call with one or more tuner of untuned monsters. Being level 10, this will probably cost you three total cards to call Synchro. This card she has? Attack but a beautiful defense 3000. Right off the bat, this card gets 800 attack per card in your hand. Even three cards puts him in a respectable 2400 but even just an extra card at 4 has up to 3200. (This clearly gets best math friends at 4000 for 5 and 4800 for 6 cards) is as unlikely as it is. Hand sizes generally get smaller as duels progress, so it can be said that this card can get worse the longer the game goes. He has no protection, short of attack/card in hand effect, he doesn't do much. But when destroyed by battle or card effect, if all the monsters you used for Synchro call this card are present in the cemetery, you can get a special call for them all back to the field. That's definitely good. As he said in the open, this is likely to be at least three monsters. You don't want to unnecessarily stretch in the hope this swarm will be destroyed and get a field presence again, but it's still useful. Note this card must be sent to the cemetery to get this effect, and all the pieces must be there. So if this, or any of them are removed in the process, you just lost the card and earned anything back. I still love this card. It has a lot of support with and in dragon, being light, can be very powerful and can give you a lot of resources again. Rating: 4/5 Art: 5/5 We love more volunteers to help us with our YuGiOh card of today's reviews. If you want to share your thoughts on cards with other fans, feel free to drop us an email. We'll be happy to link back to your blog/YouTube channel/etc. © visit today's archive card! Click here to read more than 3700 more Yo-Gi Oh! Today's cards! December 23, 2020December 22, 2020M20December 21, 2020December 18, 2020December 17, 2020Mper 16, 2020, 2020, 2020, 14, 2020, 2020, 2020, 14, 2020, so I've read several times about how awesome it is, that {Sky Sky Arrival} and finally reprinted and now easily. I thought, let's check. And maybe I get a copy for myself and yet I find the effect really disappointing... Problem 1: The ATK 800 per card will probably not net you high ATK number constantly, because after putting your resources in the Synchro call of this card I don't think you will have more than 3 cards in your left hand. Problem 2: The second effect depends on the opponent destroying this monster with the card effect and can easily be circumvented! I mean the opponent can either use other means to remove or make this effect miss the timing. Can anyone tell me what decks this card is useful and what is very good about it? Page 2 4 Comments share the use of the Dragard effect to call the Labradorite Dragon. In Yang Zing Deck, Synchro call this card using Chiwen + Suanni + Bixi + Bi'an to prevent this card from being destroyed by battle, increase ATK/DEF +500 and be unaffected trap cards. * Disclosure: Some of the above links are affiliate links, meaning, at no extra cost to you, you will earn a fandom commission if you click and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. Noted.

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