



Fill in the gaps

Cry Thunder by DragonForce

Time after time, as we (1)_____ (2)_____ by side
Through the valleys of (3)_____ and torturing souls
Night after night, for the glory we fight
In the (4)_____ of madness and the
(5)_____ from the old
Dead by our hand, for the higher command
As the (6)_____ (7)_____ us
hear the cries as they fall
Fly (8)_____ steel and the (9)_____ will
kneel
Hearts (10)_____ stronger with the power of the
sword
Set sail for the glory, pray for the (11)_____ of war...
Sunrise will fall by the wastelands
Endless (12)_____ for the (13)_____ before
Cry thunder! Sword in his hand
Titans of justice, fearless we stand
Cry thunder! Strong in command
Blessed by the union, freedom of man
Reckoning day for the (14)_____ we slay
With the force of a dragon we will (15)_____
(16)_____ all
Chaos (17)_____ reigns devastation and flames
For the (18)_____ glory (19)_____ the
(20)_____ calls
March on through
The hellfire blazing to the darkness beyond
Nightmares (21)_____ of the
(22)_____ screaming
Rise for the (23)_____ once more

Cry thunder! Sword in his hand
Titans of justice, fearless we stand
Cry thunder! Strong in command
Blessed by the union, freedom of man
Unholy darkness in the eyes of broken dreams
Outside of the wasted and torn
A (24)_____ of tears (25)_____ remains
Soldiers of destiny calling
And the fallen will (26)_____ up again
Conquer the forces of evil and fight to the end
Cry thunder! Sword in his hand
Titans of justice, (27)_____ we stand
Cry thunder! Strong in command
Saviour of nations, freedom of man
Cry thunder! Sword in his hand
Warriors defending, one final stand
Cry thunder! Strong in command
Blessed by the union, freedom of man
Blessed by the union of man
Cry thunder!



Fill in the gaps

Answer

1. march
2. side
3. evil
4. kingdom
5. tales
6. darkness
7. surrounds
8. burning
9. tyrant
10. burning
11. master
12. rise
13. heroes
14. demons
15. conquer
16. them
17. still
18. ultimate
19. when
20. legacy
21. return
22. thousand
23. heroes
24. land
25. still
26. rise
27. fearless