

Description



Invite 1 unit(lvl 0) from your deck, or return it from your bench.

- Can bring all the level 0 units either from the deck or bench.
- Useful in any deck that plays with lower tier units, namely aggro and control.

#10 Relevant Cards

/Combos



Description



Unaffected by the effects of skill cards.

Once per turn, you can draw 1 card and then discard 1 card.

#11

Relevant Cards

/Combos



- The strongest character in the game right now.
- Hardly any counters; Zinstar, Dark Hunter, Stand Together, Focused Training
- Hard to bring to the field, must play a non-conventional deck.
- There is no plasma lvl.4 unit so you need to bring a plasma boss.

Description



This card is used to invite Experiment Zero. You must also use the materials required from the field or hand. You lose health(8) for each material used from the hand. You must be at least level 7.

- Used to invite Experiment Zero and that's all.

#12 Relevant Cards

/Combos



Description

During your draw phase, discard 1 card or send this character to the bench.
When defending, enemies cannot choose an attack target other than Yeel.



#13 Relevant Cards

/Combos

- Top tier defense, has only few answers.
- Easy to bring.
- Hard to keep.
- Materials are Munielle, Arkto, Comiter. Most valuable in control deck.
- Combo with Alumi and Mooninfly because you can discard them and they have effects in the bench.



Description

When this character is recruited, target one other character; Their armor becomes 0 until the end of the next turn.



#14 Relevant Cards

/Combos



- The best tool to take out problematic enemies.
- Can use himself as material for double combo.
- He is semi-limited so use him wisely.
- Unit materials are Elifyr and Comiter.

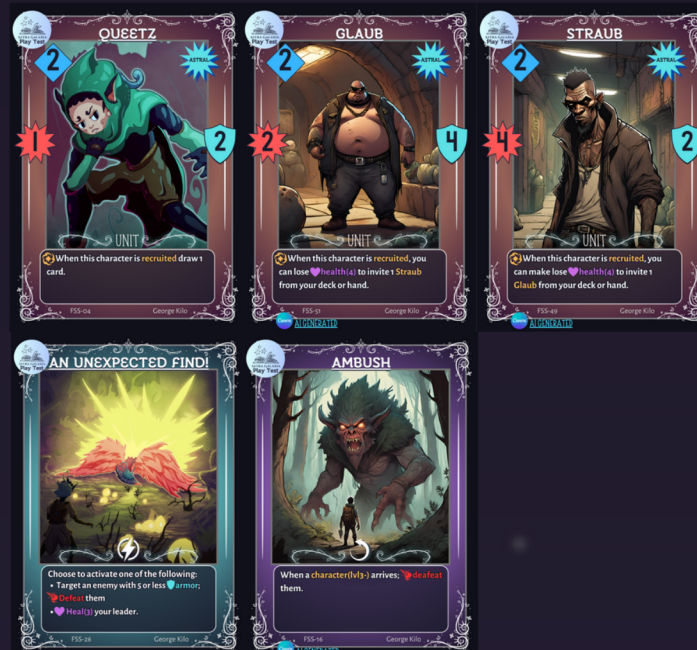
Description

When Reilco defeats another character increase Reilco's power by 2.



#15 Relevant Cards

/Combos



- A good overall fighter.
- Optimal to be brought early so he can scale.
- Most common materials are; Queetz, Glaub, Straub.
- Excellent combo: Queetz -> Draw 1 -> Reilco.
- Safe from Unexpected Find, armor > 5.
- Susceptible to Ambush.

Description

When a character(lvl3-) arrives; deafeat them.

- Defeats all level 3 and lower characters including bosses.
- Really useful if you know how to use it; Mostly from preventing your enemy recruiting the right bosses.
- Does not cancel on arrival triggering effects.
- Cannot defeat Filitio.



#16 Relevant Cards

/Combos



Description



Cannot be defeated by the effects of skill cards.

During your preparation face, reveal your opponents hidden skills.

- Arguably the strongest boss in the game.
- Need level 8 so you need to stall the duel.
- Has only few answers.
- Easily closing games with the second effect.
- Overpowers all other bosses in a one to one duel with stats alone.
- Susceptible to 37 Eyes and Battle In The Sky.

#17 Relevant Cards

/Combos



Description



The connected character gains 4 power and cannot be defeated by card effects until the end phase.

- Great tool for defeating strong enemies and making sure the attack gets through.

#18

Relevant Cards

/Combos