

Description

When Elifyr defeats a character you can draw 1 card and then cycle 1 card from your hand.



#19 Relevant Cards

/Combos



- Your average aggressive card.
- Can defeat almost all bosses.
- Common material for Tiloonbail and Zinstar.
- Hand refreshser.

Description



All other allies increase their power by 2 during your battle phase.
Can be used as level 2 for boss material.

- The only astral level 1.
- Does not increase her own power, but does increase the power of your leader.
- Useful if you want to go early aggro on an astral deck.
- Can be changed to Reilco because of her second effect.

#20 Relevant Cards

/Combos



Description



Increase your level by 2 until the end of this turn. You can make an additional recruit this turn.

#21 Relevant Cards

/Combos



- Works well with combo decks, or decks that don't play low tier characters much.
- Can be useful to bring powerful characters early such as Experiment Zero and Zaia.
- Good combo with Walking In The Dark because it increases its potential.

Description

During the next preparation phase this character arrived, you can dismiss them to invite 1 Plasmator Blaster from your deck, hand or bench.



#22 Relevant Cards

/Combos



- The aggro version of Plasmator Walker.
- Can be used as material for Plasmlocs.
- Evolves into Plasmator Blaster.

Description

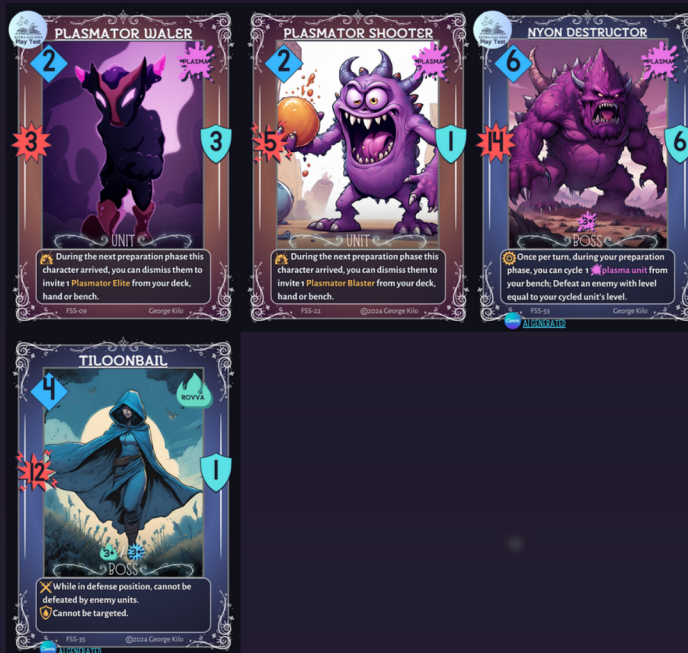
When this character is recruited, change the battle position of all enemies.



#23 Relevant Cards

/Combos

- Can be recruited with either Plasmator Walker or Shooter.
- Counters Tiloonbail.
- Anti-aggro.
- Force enemies defenses to attack position, then attack leader.
- Can be used as material for Nyon Destructor.



Description



ALL characters in this column are changed and remain in attack position. Battle between these characters always ends up in a draw and they cannot be dismissed.

#24 Relevant Cards

/Combos



- **Equalizer.**
- **Draw means they defeat each other.**
- **Good combo with characters that have effect on defeat; Vowl Sentinel, Elifyr**
- **Can deal with most of the problematic enemies.**
- **Can be also used to prevent your opponent from defending their leader.**
- **Experiment Zero and Golem TW are unaffected.**

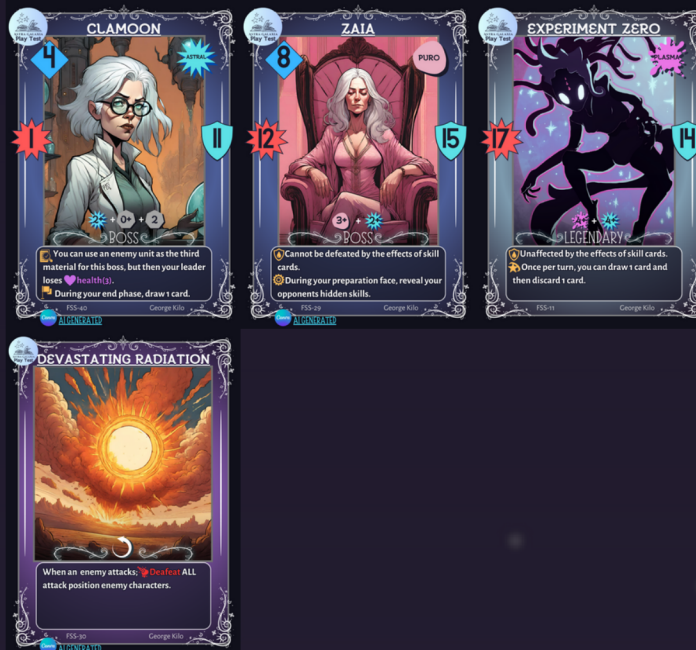
Description



When a single ally is about to be defeated, you can discard this chracter; Thye are not defeated. Uppon arrival heal(2).

#25 Relevant Cards

/Combos



- Flexible utility.
- Can be useful even at early levels.
- The highest level unit.
- Can play aggresively and defensively.
- Can save your most valuable characters.
- Can save your leader.
- Can not be used to counter Devastating Radiation.

Description



Choose to activate one of the following:

- Target an enemy with 5 or less armor; Defeat them.
- Heal(3) your leader.

#26

Relevant Cards

/Combos



- Its a quickplay so it can be played both as an offense and as defense.
- Worst case scenario you can use the second effect.
- Defeats some early problematic bosses; Filitio, Ryroo.
- Cannot defeat Tiloonbail because it targets.
- Can defeat some dangerous units such as; Vowl Sentinel, Dark Hunter
- Chainable to Supernova.

Description



Cannot attack your opponent's leader. After attacking it is changed to defense position.

#27 Relevant Cards

/Combos



- Can take out ANY enemy.
- The Character with the highest attack in the game alongside Experiment Zero.
- Searchable with Latenight Search.
- Can be useful in all decks.
- Susceptible to all kinds of skills.
- You can go Dark Hunter then Canis Ugraal for highest gain.