

Description



The armor of ALL characters in current column becomes 0 and they cannot be dismissed.

#37 Relevant Cards

/Combos



- Equalizer.
- Great tool if you have multiple low level units.
- A token can even defeat the strongest boss.
- Last 2 turns so your opponent can take advantage of it.
- Careful in which column you will put it.
- Does no affect Golem TW and Experiment Zero.

Description



Lose health(4). Add a unit(lvl. 5-) from your deck to your hand.

#38 Relevant Cards

/Combos



- Useful in all decks.
- Great utility tool.
- Dark Hunter is propably the highest valute target.
- However it can also search characters just for material for bosses, e.g Search Elifyr -> Switch it to Zinstar.
- You can activate this card even if you have no targets.

Description



Lose half your health. Invite or return a boss equal or less to your current level but send it to the bench during the end phase.

#39 Relevant Cards

/Combos

- Amazing finisher.
- Better played late game because it costs half your health.
- Can invite from extra deck or return it from the bench,
- Excellent utility tool.
- Can even be used as defense because it's a quick-play.

Description



You can use an enemy unit as the third material for this boss, but then your leader loses health(3).

During your end phase, draw 1 card.

#40

Relevant Cards

/Combos



- Excellent in control decks.
- The more you keep her alive the more value you get.
- You can connect her with Come At Me for higher resilience.
- The second material can be anything but best target is Alumi because he can be constantly brought back to the field by its own effect.
- Glaub and Straub are also great because they themselves can be used as the first and second material or even as the third.
- The third material is really easy to find because level 2 are the most common units in the game.
- The earlier you play her the better, that's why she is great with Celina.
- Can be switched to Zinstar for aggro.

Description



The connected non-leader ally gains armor and power equal to the (total number of allies)x3.

#41 Relevant Cards

/Combos



- Great tool for aggressive and combo decks.
- Good synergy with Glaub, Straub, Zaarka because they increase your characters on the field.
- Minimum is +6/+6 and maximum is +12/+12.
- Susceptible to Asyria.

Description

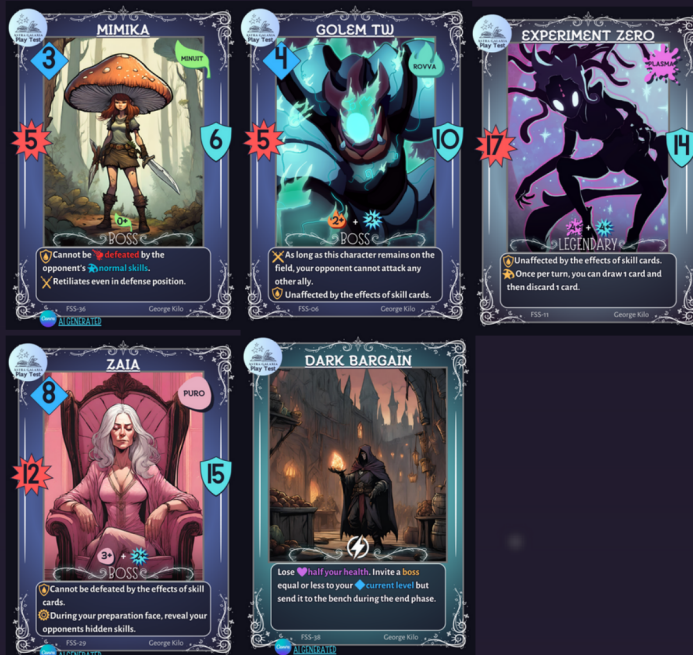
Defeat the enemy with the highest armor.



#42 Relevant Cards

/Combos

- Extremely efficient in aggro decks.
- Cannot defeat Mimika, Golem TW, Experiment Zero and Zaia.
- If your opponent activates Sky Fall and you chain Dark Bargain to invite another character whose armor is higher than your current characters, Sky Fall will redirect to that character.



Description

When a character arrives; Deafeat ALL characters on the field.

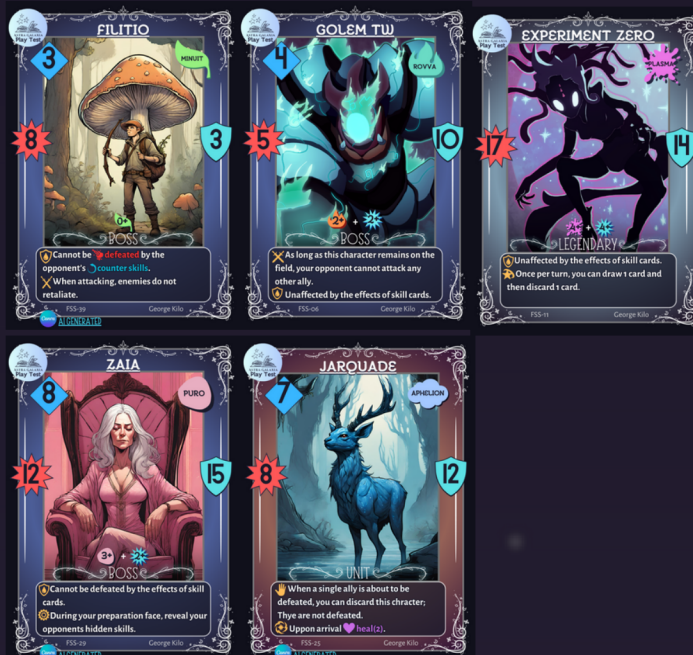


#43

Relevant Cards

/Combos

- It can be chained at any arrival; Recruit, Invite, Return.
- Cannot defeat Golem TW, Experiment Zero and Zaia, but can defeat Filitio, if Filitio is an ally.
- Jarquade cannot be chained because the descriptions says that it defeats ALL enemies, even if you have only one ally at that instance.



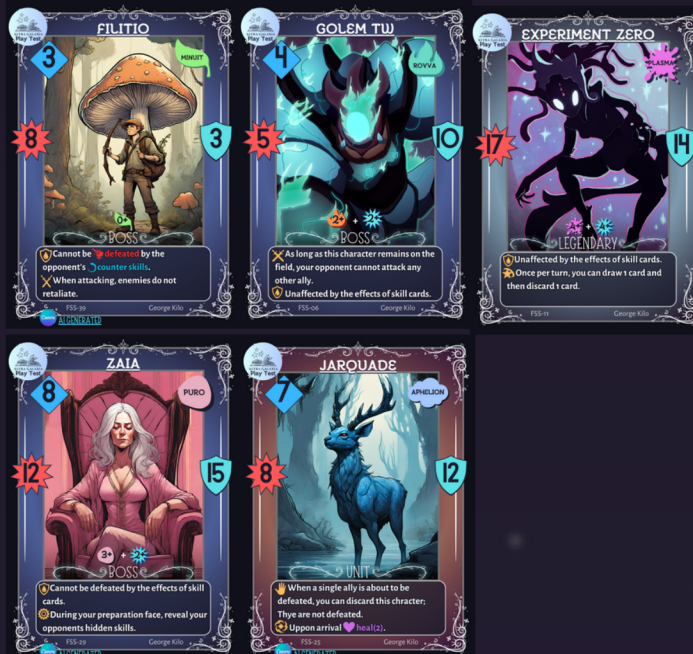
Description

When an enemy attacks; Deafeat ALL attack position enemy characters.

- The leader can continue attacking after this card has been activated.
- Cannot defeat Filitio, Golem TW, Experiment Zero and Zaia.
- Jarquade cannot be chained because the descriptions says that it defeats ALL enemies, even if you have only one ally at attack position during that instance.

#44 Relevant Cards

/Combos



Description

Send all skills on the field to the bench.

- Skills can be chained, if possible, before they are sent to the bench.
- Example of chain reactions; Parade, Dark Bargain, Unexpected Find.

#45 Relevant Cards

/Combos

