

# Description



When this character defeats another character while attacking draw a card.  
After attacking it is changed to defense position.

## #55 Relevant Cards

### /Combos



- Effect triggering only when Vowl is the one to attack.
- Easy switch up to Canis Ugraal after attacking.
- High power, defeats almost all enemies in level 3.
- Battle position can change on your next turn.
- Vowl + Queetz = Elfarin.

# Description



Enemy units cannot attack.

The maximum amount of armor ALL enemies can have is 6.

## #56 Relevant Cards

### /Combos



- Equalizer, kinda niche.
- Can defeat any enemy because of his passive ability.
- A little bit hard to recruit.
- Also useful for defense.
- Possible materials: Vowl, Dark Hunter, Queetz.



# Description



During your draw phase dismiss another character or send this character to the bench. When battling a defense position character, defeat it.

## #57 Relevant Cards

### /Combos



- The easiest boss to recruit(Amerinion Token as material).
- Extremely useful tool in aggro decks.
- Can defeat ANY enemy if they are in defense position.
- Very high stats for level 3.
- Don't forget his negative passive ability.
- Susceptible to Ambush and Unexpected Find.
- If he attacks Mimika or Canis Ugraal he will be also defeated because their effects have already triggered and so they will strike back.

# Description

Can be brought to the field by the effect of Zaarka.

- The token of leader Zaarka.
- Best material for Ryroo.

## #58 Relevant Cards

### /Combos





# Description

During your draw phase, you can invite one Amerinion token to your field.

- The token effect is optional.



## #59 Relevant Cards

### /Combos



# Description



Damage is increased by 2 for any other ally Amader or Amerinion.  
If defeated by battle, you can add 1 Amader from your deck to your hand.

- Great early power because of token.
- Keeps up the tempo.
- Combo with himself.
- Boss material for Ryroo.

## #60 Relevant Cards

### /Combos





# Description



When recruited you can return one unit(lvl1-) from your bench.

## #61 Relevant Cards

### /Combos



- Good combo with Premature Plasma because it will evolve at the next turn.
- Plus 1.
- Materials for Canis Ugraal because of his own effect.

# Description



To recruit, send another Character you control to the bench.  
When defending, enemies cannot choose attack an target other than Byrock.

- Easy utilization of the token.
- Very high stats.
- Great defense.
- Really efficient in played aggresively too.
- Combo with Veril

## #62 Relevant Cards

### /Combos





# Description

During your rest phase, all allies that attacked this turn can change their battle positions.



## #63 Relevant Cards

### /Combos



- Kinda niche.
- Combo with Byrock.
- Can be switched to Canis Ugraal.