

Description



Gains 1 power for every other plasma character you control.

- Aggro version of Plasmator Elite.
- Material for Plasmlocs and Nyon Destructor.
- Can be brought to the field with the effect of Plasmator Shooter.

#64 Relevant Cards

/Combos



Description



Gains 1 armor for every other plasma character you control.

- Tank version of Plasmator Blaster.
- Material for Plasmlocs and Nyon Destructor.
- Can be brought to the field with the effect of Plasmator Walker.

#65 Relevant Cards

/Combos



Description



Upon activation; Defeat all enemies whose armor is 2 or lower. Your opponent cannot attack. Countdown is reduced during your opponent's end phase.

- Great against aggro decks.
- Defeats all small units but even some aggressive ones with low defense; Tiloobail, Vowl Sentinel, Dark Hunter.
- Golem TW and Experiment Zero cannot attack during the duration because it says that 'your opponent' cannot attack.

#66 Relevant Cards

/Combos



Description



Lose health(6). Send all the materials necessary from your deck to the bench to invite a boss of level equal or less to your current level.

#67 Relevant Cards

/Combos



- Great utility.
- You can find the tool(Boss) you need without actually having the materials in hand.
- It's an invite so you can make extra recruits this turn.
- Deck thinner.
- Mooninfly effect will trigger in the bench.
- A good way to bring Clamoon to the field.

Description



Lose health(3); Stun an enemy. You can only use this card once per turn.

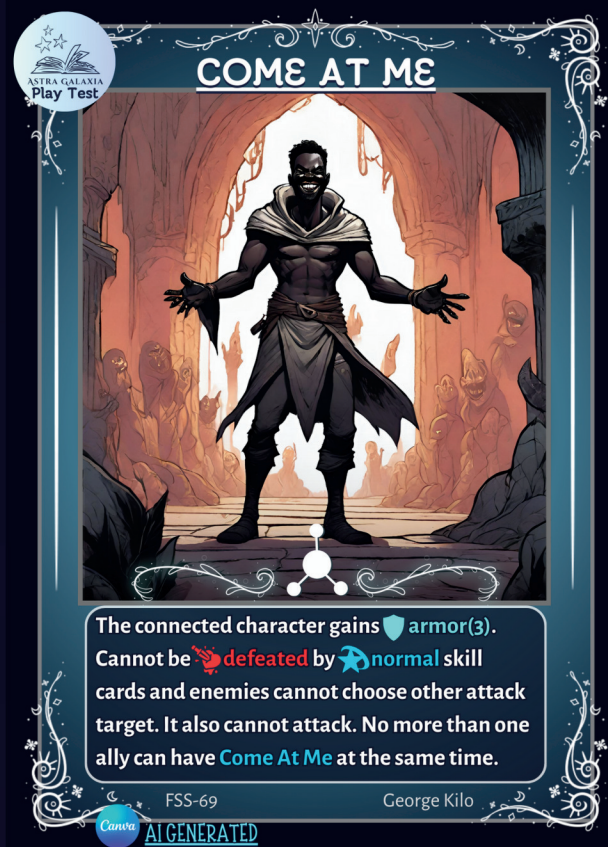
- **Amazing utility.**
- **Can be used as emergency defense even after Supernova has been played.**
- **Can be played during battle so that the enemy will not retaliate.**
- **Denies arrival effects; Queetz, Jiraii, Zinstar, etc...**
- **The only hand-play currently.**

#68

Relevant Cards

/Combos

Description



The connected character gains armor(3). Cannot be defeated by normal skill cards and enemies cannot choose other attack target. It also cannot attack. No more than one ally can have Come At Me at the same time.

#69 Relevant Cards

/Combos



- Great defensive/stall tool.
- Clamoon and Canis Ugraal are some of the best targets.
- If you connect it to Ugraal or Mimika they will retaliate back, because retaliation is not attack.
- You can connect them to an enemy to stop them from attacking.
- You can't have 2 allies with Come At Me, but you can have 1 ally and 1 enemy.

Description



If this character is discarded, heal(2).

During your draw phase, you can return this card from your bench but your level is decreased by 1 until the end of this turn.

#70 Relevant Cards

/Combos



- Free recruit.
- Excellent in control decks, plus 1 each turn.
- Can be searched with Parade Of The Small Ones.
- Combo with Celina because she upgrades your level back again.
- Combo with Clamoon as the most available second material.

Description



You can recruit Arkto while at lower level(min.3), but their stats are halved. During your end phase, heal(2).

- Flexible.
- Good defense.
- Not bad if used offensively as well.
- Good fit with Celina because she can bring him to his full potential earlier.
- Best material for Yeel and Zaia.
- Heal is considerable.

#71 Relevant Cards

/Combos



Description



During either rest phase, increase your level by 1 until the end phase.

- Best leader for control decks.
- Effect happens every turn.
- Combo with Alumi and Arkto because of level manipulation.
- Combo with Walking In The Dark as well because you can easily bring a stronger boss earlier.

#72 Relevant Cards

/Combos

