

ASTRA GALAXIA Play Test

## ALTARIN

ASTRAL

2

27

LEADER

Increase the power of another ally by 3 until the end phase.

FSS-01 George Kilo

ASTRA GALAXIA Play Test

## TEEWHEEL

ASTRAL

3

1

5

UNIT

You can discard 1 card and also lose health(3) to invite 1 **Golem TW**. You can only use this move once per duel.

FSS-05 George Kilo

ASTRA GALAXIA Play Test

## TEEWHEEL

ASTRAL

3

1

5

UNIT

You can discard 1 card and also lose health(3) to invite 1 **Golem TW**. You can only use this move once per duel.

FSS-05 George Kilo

ASTRA GALAXIA Play Test

## COMITER

ASTRAL

5

5

9

UNIT

All adjacent characters and Comiter himself gain power(2) during your battle phase and armor(2) during your opponent's battle phase.

FSS-04 George Kilo

ASTRA GALAXIA Play Test

## ELIFYR

ASTRAL

4

9

3

UNIT

When attacking, enemies do not retaliate.

FSS-19 George Kilo

ASTRA GALAXIA Play Test

## ELIFYR

ASTRAL

4

9

3

UNIT

When attacking, enemies do not retaliate.

FSS-19 George Kilo

ASTRA GALAXIA Play Test

## GLOMB

ASTRAL

2

2

4

UNIT

When this character is recruited, you can lose health(3) to invite 1 **Straub** from your deck or hand.

FSS-51 George Kilo

ASTRA GALAXIA Play Test

## GLOMB

ASTRAL

2

2

4

UNIT

When this character is recruited, you can lose health(3) to invite 1 **Straub** from your deck or hand.

FSS-51 George Kilo

ASTRA GALAXIA Play Test

## STRAUB

ASTRAL

2

4

2

UNIT

When this character is recruited, you can lose health(3) to invite 1 **Glomb** from your deck or hand.

FSS-49 George Kilo



ASTRA GALAXIA Play Test

**STRAUB**

2

ASTRAL

4

2

UNIT

When this character is recruited, you can lose ♥ health(3) to invite 1 Glomb from your deck or hand.

FSS-49 George Kilo

ASTRA GALAXIA Play Test

**QUEETZ**

2

ASTRAL

1

2

UNIT

When this character is recruited draw 1 card.

FSS-04 George Kilo

ASTRA GALAXIA Play Test

**JIRAI**

2

AMAAR

3

2

UNIT

When recruited you can select one unit(lvl-) from your bench; Return it to the field.

FSS-61 George Kilo

ASTRA GALAXIA Play Test

**JIRAI**

2

AMAAR

3

2

UNIT

When recruited you can select one unit(lvl-) from your bench; Return it to the field.

FSS-61 George Kilo

ASTRA GALAXIA Play Test

**MASQUERADE LADY**

3

ROVVA

6

1

UNIT

When this character is sent from the field to the bench, it leaves a Masked Spirit token in its place.

FSS-31 George Kilo

ASTRA GALAXIA Play Test

**MASQUERADE LADY**

3

ROVVA

6

1

UNIT

When this character is sent from the field to the bench, it leaves a Masked Spirit token in its place.

FSS-31 George Kilo

ASTRA GALAXIA Play Test

**MASKED SPIRIT**

ROVVA

3

0

TOKEN

Can be brought to the field by the effect of Masquerade Lady.

FSS-32 George Kilo

ASTRA GALAXIA Play Test

**DEVASTATING RADIATION**

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

FSS-30 George Kilo

ASTRA GALAXIA Play Test

**SUPERNOVA**

Send all skills on the field to the bench.

FSS-46 George Kilo



**CAVING DARKNESS**



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

FSS-43 George Kilo

Canva AI GENERATED

**PLASMA FRENZY**



Lose **health(4)**. Upon activation; **Deafeat** all enemies whose **armor** is 2 or lower. Your opponent cannot attack. Countdown is reduced during your opponent's end phase.

FSS-66 George Kilo

Canva AI GENERATED

**AN UNEXPECTED FIND!**



Choose to activate one of the following:

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

FSS-26 George Kilo

Canva AI GENERATED

**AN UNEXPECTED FIND!**



Choose to activate one of the following:

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

FSS-26 George Kilo

Canva AI GENERATED

**REACTIVE ETHER**



When an enemy attacks; If it's a unit, **deafeat** them. Otherwise, **stun** them.

FSS-30 George Kilo

Canva AI GENERATED

**REACTIVE ETHER**



When an enemy attacks; **stun** them. Also, if it's a unit, **deafeat** them.

FSS-30 George Kilo

Canva AI GENERATED

**AMBUSH**



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

FSS-16 George Kilo

Canva AI GENERATED

**AMBUSH**



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

FSS-16 George Kilo

Canva AI GENERATED

**SKY FALL**



**Deafeat** the enemy with the highest **armor**.

FSS-42 George Kilo

Canva AI GENERATED



ASTRA GALAXIA Play Test

### SKY FALL



Defeat the enemy with the highest armor.

FSS-42 George Kilo

ASTRA GALAXIA Play Test

### FOCUSED TRAINING



The selected character gains 4 power and is unaffected by your opponent's counter skills until the end phase. You can lose health(s) to add a Focused Training from your deck during the end phase.

FSS-18 George Kilo

ASTRA GALAXIA Play Test

### FOCUSED TRAINING



The selected character gains 4 power and is unaffected by your opponent's counter skills until the end phase. You can lose health(s) to add a Focused Training from your deck during the end phase.

FSS-18 George Kilo

ASTRA GALAXIA Play Test

### FOCUSED TRAINING



The selected character gains 4 power and is unaffected by your opponent's counter skills until the end phase. You can lose health(s) to add a Focused Training from your deck during the end phase.

FSS-18 George Kilo

ASTRA GALAXIA Play Test

### GOLEM TU



4 5 9

BOSS

While this character is defending, your opponent cannot attack any other ally.  
Unaffected by the effects of skill cards.

FSS-06 George Kilo

ASTRA GALAXIA Play Test

### TILOONBAIL



4 12 2

BOSS

While in defense position, cannot be defeated by enemy units.  
Cannot be targeted.

FSS-35 George Kilo

ASTRA GALAXIA Play Test

### REILCO



3 5 5

BOSS

Reilco's power and armor is increased by 1 on for every non-leader enemy on the field.

FSS-15 George Kilo

ASTRA GALAXIA Play Test

### ELFARIN



5 7 12

BOSS

The maximum amount of armor ALL enemies can have is 5.

FSS-56 George Kilo

ASTRA GALAXIA Play Test

### ZINSTAR



6 11 9

BOSS

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

FSS-14 George Kilo



ASTRA GALAXIA Play Test

## ASYRIA

5

ASTRAL

7

12

BOSS

Can attack all enemies. Cannot attack the leader on the same turn.  
If defeated while attacking, draw 1 card.

FSS-50 George Kilo

ASTRA GALAXIA Play Test

## CANIS UGRAAL

4

2+

6

8

BOSS

During the rest phase, you can change the battle position of this character.  
Retaliates even in defense position.

FSS-29 George Kilo

ASTRA GALAXIA Play Test

## QUEETZ

1

ASTRAL

2

UNIT

When this character is recruited draw 1 card.

FSS-04 George Kilo

ASTRA GALAXIA Play Test

## AMBUSH

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

FSS-16 George Kilo

ASTRA GALAXIA Play Test

## VOWL SENTINEL

3

AMAAR

10

UNIT

When this character defeats another character while attacking draw a card.  
Cannot attack the leader. After attacking it is changed to defense position.

FSS-55 George Kilo

ASTRA GALAXIA Play Test

## VOWL SENTINEL

3

AMAAR

10

UNIT

When this character defeats another character while attacking draw a card.  
Cannot attack the leader. After attacking it is changed to defense position.

FSS-55 George Kilo

ASTRA GALAXIA Play Test

## AMADER

1

AMAAR

2

1

UNIT

Damage is increased by 2 for any other ally Amader or Amerinon. If defeated by battle, you can invite 1 Amaar unit(lvl 3-) from your deck or hand in attack position.

FSS-61 George Kilo

ASTRA GALAXIA Play Test

## AMADER

1

AMAAR

2

1

UNIT

Damage is increased by 2 for any other ally Amader or Amerinon. If defeated by battle, you can invite 1 Amaar unit(lvl 3-) from your deck or hand in attack position.

FSS-61 George Kilo

ASTRA GALAXIA Play Test

## REACTIVE ETHER

When an enemy attacks; stun them. Also, if it's a unit, defeat them.

FSS-30 George Kilo