

ASTRA GALAXIA Play Test

CELINA

ASTRAL

3

24

LEADER

Increase your **level** by 1 until the end phase.

FSS-72 George Kilo

ASTRA GALAXIA Play Test

ARKTO

6

PURO

6

10

UNIT

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

FSS-71 George Kilo

ASTRA GALAXIA Play Test

ARKTO

6

PURO

6

10

UNIT

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

FSS-71 George Kilo

ASTRA GALAXIA Play Test

ALUMI

0

PURO

0

0

UNIT

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.

FSS-70 George Kilo

ASTRA GALAXIA Play Test

MUNIELLE

3

PURO

0

10

UNIT

During your opponent's end phase, **heal**(3).

FSS-02 George Kilo

ASTRA GALAXIA Play Test

MUNIELLE

3

PURO

0

10

UNIT

During your opponent's end phase, **heal**(3).

FSS-02 George Kilo

ASTRA GALAXIA Play Test

JARQUADE

6

APHELION

6

12

UNIT

When a single ally is about to be defeated, you can discard this character; They are not defeated.
Upon arrival **heal**(2).

FSS-25 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

QUEETZ

2

ASTRAL

1

2

UNIT

When this character is recruited draw 1 card.

FSS-04 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

LAPLUU

0

MINUIT

1

UNIT

Upon arrival increase your level by 1 until the end of this turn.

FSS-34 George Kilo

ASTRA GALAXIA Play Test

VOWL SENTINEL

3

AMAAAR

0

0

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

GLOMB

2

ASTRAL

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

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

DEVASTATING RADIATION

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

FSS-30 George Kilo

ASTRA GALAXIA Play Test

CAVING DARKNESS

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

FSS-43 George Kilo

ASTRA GALAXIA Play Test

SUPERNOVA

Send all skills on the field to the bench.

FSS-46 George Kilo

ASTRA GALAXIA Play Test

PLASMA FRENZY



1

Lose ♥health(4). Upon activation;
 🗡️Defeat 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

ASTRA GALAXIA Play Test

REACTIVE ETHER



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

FSS-30 George Kilo

Canva AI GENERATED

ASTRA GALAXIA Play Test

REACTIVE ETHER



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

FSS-30 George Kilo

Canva AI GENERATED

ASTRA GALAXIA Play Test

WALKING IN THE DARK



★

Lose ♥health(5). Send all the materials necessary from your deck to the bench to invite a boss of level equal or less to your ♦current level.

FSS-67 George Kilo

Canva AI GENERATED

ASTRA GALAXIA Play Test

AMBUSH



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

FSS-16 George Kilo

ASTRA GALAXIA Play Test

AMBUSH



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

FSS-16 George Kilo

ASTRA GALAXIA Play Test

AN UNEXPECTED FIND!



⚡

Choose to activate one of the following:

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

FSS-26 George Kilo

ASTRA GALAXIA Play Test

AN UNEXPECTED FIND!



⚡

Choose to activate one of the following:

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

FSS-26 George Kilo

ASTRA GALAXIA Play Test

SKY FALL



★

🗡️Defeat the enemy with the highest 🛡️armor.

FSS-42 George Kilo

SKY FALL

Defeat the enemy with the highest armor.

FSS-42 George Kilo

LATENIGHT SEARCH

Lose ♥ health(2). Add a unit(lvl. 4-) from your deck to your hand.

FSS-38 George Kilo

PARADE OF THE SMALL ONES

Invite 1 unit(lvl 0) from your deck, or return it from your bench.

FSS-10 George Kilo

YEEL

5 PURO

17

3+ /

BOSS

When defending, enemies cannot choose an attack target other than Yeel.
The first time Yeel is about to be defeated, he is not, and his stats become 1/♥5.

FSS-13 George Kilo

ZAIA

6 PURO

11

13

3+ + 0+ /

BOSS

Cannot be defeated by the effects of skill cards.
During your preparation face, reveal your opponents hidden skills.

FSS-29 George Kilo

ELFARIN

5 AMAAR

7

12

2+ /

BOSS

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

FSS-56 George Kilo

CLAMOON

4 ASTRAL

1

13

1+ + 0+ + 2

BOSS

You can use an enemy unit as the third material for this boss, but then your leader loses ♥ health(2).
During your end phase, draw 1 card.

FSS-40 George Kilo

MIMIKA

3 MINUIT

5

7

0+

BOSS

Cannot be defeated by the opponent's normal skills.
Retaliates even in defense position.

FSS-36 George Kilo

FILITIO

3 MINUIT

9

3

0+

BOSS

Cannot be defeated by the opponent's counter skills.
When attacking, enemies do not retaliate.

FSS-39 George Kilo

AMBUSH

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

FSS-16 George Kilo

REACTIVE ETHER

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

FSS-30 George Kilo

CANIS UGRAAL

4 6 8

2+ BOSS

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

FSS-29 George Kilo

REILCO

3 5 5

ASTRAL BOSS

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

FSS-15 George Kilo

DARK BARGAIN

Lose **half your health**. Invite a **boss** equal or less to your **current level** but send it to the bench during the end phase. Damage dealt to the enemy leader by that boss is halved.

FSS-38 George Kilo

VERIL

3 1 9

UNIT

During your end phase, your opponent's leader loses **health(2)**.
You can increase one ally's **power** by 2 until the end phase.

FSS-63 George Kilo

VERIL

3 1 9

UNIT

During your end phase, your opponent's leader loses **health(2)**.
You can increase one ally's **power** by 2 until the end phase.

FSS-63 George Kilo

AMADER

1 2 1

UNIT

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

FSS-61 George Kilo

VOWL SENTINEL

3 10 0

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