

ZAARKA

ASTRA GALAXIA Play Test

AMAAR

1

30

LEADER

Invite one **Amerinion** token to your field(max. 1).

FSS-59 George Kilo

AMERINION

ASTRA GALAXIA Play Test

AMAAR

1

1

TOKEN

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

FSS-60 George Kilo

AMADER

ASTRA GALAXIA Play Test

AMAAR

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

Canva AI GENERATED

AMADER

ASTRA GALAXIA Play Test

AMAAR

1

1

2

UNIT

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

FSS-61 George Kilo

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VOWL SENTINEL

ASTRA GALAXIA Play Test

AMAAR

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

VOWL SENTINEL

ASTRA GALAXIA Play Test

AMAAR

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

JIRAI

ASTRA GALAXIA Play Test

AMAAR

2

3

2

UNIT

🌀 When recruited you can select one **unit**(lvl1-) from your bench; Return it to the field.

FSS-61 George Kilo

JIRAI

ASTRA GALAXIA Play Test

AMAAR

2

3

2

UNIT

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

FSS-61 George Kilo

VERIL

ASTRA GALAXIA Play Test

AMAAR

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

ASTRA GALAXIA Play Test

BYROCK

4

AMAAR

9

7



UNIT

To recruit, lose ♥ health(3).
 Enemies cannot choose an attack target other than Byrock.

FSS-63 George Kilo

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ASTRA GALAXIA Play Test

PLASMATOR BLASTER

3

PLASMA

9

1



UNIT

Gains 1 🔴 power for every other
 plasma character you control.

FSS-64 George Kilo

ASTRA GALAXIA Play Test

PLASMATOR BLASTER

3

PLASMA

9

1



UNIT

Gains 1 🔴 power for every other
 plasma character you control.

FSS-64 George Kilo

ASTRA GALAXIA Play Test

PLASMATOR BLASTER

3

PLASMA

9

1



UNIT

Gains 1 🔴 power for every other
 plasma character you control.

FSS-64 George Kilo

ASTRA GALAXIA Play Test

QUEETZ

1

ASTRAL

1

2



UNIT

When this character is recruited draw 1 card.

FSS-04 George Kilo

ASTRA GALAXIA Play Test

QUEETZ

1

ASTRAL

1

2



UNIT

When this character is recruited draw 1 card.

FSS-04 George Kilo

ASTRA GALAXIA Play Test

DEVASTATING RADIATION



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

FSS-30 George Kilo

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ASTRA GALAXIA Play Test

CAVING DARKNESS



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

FSS-43 George Kilo

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ASTRA GALAXIA Play Test

SUPERNOVA



Send all skills on the field to the bench.

FSS-46 George Kilo

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LATENIGHT SEARCH



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

FSS-38 George Kilo

REACTIVE ETHER



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

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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

AMBUSH



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

FSS-16 George Kilo

AMBUSH



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

FSS-16 George Kilo

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

PLASMA FRENZY



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

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

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

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

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

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

CANIS UGRAAL



 4  6  8  **AMAAR**

BOSS

 During the rest phase, you can change the battle position of this character.

 Retaliates even in defense position.

FSS-29 George Kilo

PLASMLOCS



 4  8  6  **PLASMA**

BOSS

 When this character is **recruited**, change the battle position of all enemies.

FSS-23 George Kilo

NYON DESTRUCTOR



 6  14  6  **PLASMA**

BOSS

 Cycle 1  **plasma unit** from your bench and target an enemy with level equal to your cycled unit's level plus 1;  **Defeat** them.

FSS-53 George Kilo

ELFARIN



 5  7  12  **AMAAR**

BOSS

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

FSS-56 George Kilo

ASTRA GALAXIA Play Test

RYROO

3

6

4

Any

BOSS

When battling a defense position character, defeat it.

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ASTRA GALAXIA Play Test

REACTIVE ETHER



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

FSS-30 George Kilo

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ASTRA GALAXIA Play Test

REACTIVE ETHER



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

FSS-30 George Kilo

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ASTRA GALAXIA Play Test

AMBUSH



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

FSS-16 George Kilo

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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

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STAND TOGETHER



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

FSS-41 George Kilo

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ASTRA GALAXIA Play Test

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

Canva AI GENERATED

ASTRA GALAXIA Play Test

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

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ASTRA GALAXIA Play Test

PLASMATOR SHOOTER

2

5

1

UNIT

During the next preparation phase this character arrived, you can dismiss them to invite 1 Plasmator Blaster from your deck, hand or bench.

FSS-22 George Kilo

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