

**LVL 1 DARISTI**  
UNIT

80HP

WEAKNESS X2  
RESISTANCE X2

A dark entity of the Deimonyxis species, known as the judge of justice.

**Skill Pure Fragment**

If this unit would be knocked out by damage from an attack, flip a coin, if heads then switch this unit with one of your front line units and place the damage on the new unit.

**Skewed Scales**

For each additional resource on the opponent's unit compared to Daristi, do 40 damage.

31/1

**LVL 2 ELITE MECH-SNIPER**  
UNIT

120HP

WEAKNESS X2  
RESISTANCE X2

An expert in picking off his target. With a high tech plasma sniper, if the shot lands, it's critical.

**Stun Blast**

Opponent's unit is confused

10

**Target Marked**

This attack does 100 damage to the same unit if Elite Mech Solider was not successfully attacked on your opponent's last turn.

50

**LVL 1 KOCYTE**  
UNIT

100HP

WEAKNESS X2  
RESISTANCE X2

It has the ability to drift between worlds, taking what it can, and disappearing as if never there.

**Power Sagacious Shift**

Once per turn you may move 1 resource from an allied unit within range to another.

**Swipe**

20

**Dark Grasp**

The opponent is now confused. If the opponent retreats on their turn they give the resources to you instead of discarding it.

32/1

**LVL 2 BLADE STORM**  
UNIT

120HP

WEAKNESS X2  
RESISTANCE X2

High skilled assassin of the human race, kitted out with high tech.

**Target Locked**

On your next turn you don't need to flip a coin for Leap of Faith.

**Leap of Faith**

Do 50 damage to any unit in range or choose to flip a coin to do 100 damage. Heads the attack lands, tails it misses.

**LVL 1 VACUONE**  
UNIT

70HP

WEAKNESS X2  
RESISTANCE X2

Its cloned and transformed so many times its forgotten its original form, now stuck forever in a state of chaos

**Skill Clone**

When attacked, flip a coin, if heads, Vacuone doubles its health before taking damage. Discard a resource from Vacuone. If you can't discard a resource you can't use this ability

**Terror Trepidation**

Vacuone can only use this move if attacked on the last turn.

100

**Chaos Ensues**

If Emptys double its health on the last turn you may use this move. Opponent's unit is panicked.

60

42/1

**LVL 2 OBSCURAS**  
UNIT

90HP

WEAKNESS X2  
RESISTANCE X2

A terrifying demonic like entity. With the ability to change its form, its true form has never been seen

**Skill False Appearances**

Flip a coin, if heads this unit can become the type of another unit in range until the end of your turn.

**Inner Reflection**

If this unit is attacked during your opponent's next turn you may reflect half of the damage rounded up, to another unit of the same type.

50

33/1

**LVL 3 SPECTRE SENTRY**  
UNIT

190HP

WEAKNESS X2  
RESISTANCE X2

A ground and air defence unit of the humans. Works as an incredible support unit to other nearby units.

**Skill Sentry lock**

Any units that attacked on the last turn within range of spectre sentry take double damage from attacks of Spectre Sentry

**Bulletstorm**

Do 60 damage to 2 of your opponent's units within range.

**LVL 2 BEING**  
UNIT

90HP

WEAKNESS X2  
RESISTANCE X2

With incredible mind and spirit control, it allows it to be present at multiple places at once

**Power Linked**

Any status effects done to Being are also done to any other units in range.

**Mimic**

Become another unit within range, copying its health and attacks as this attack and resetting at the start of your next turn. Any attacks done by your opponent on their next turn, will be done to the unit you are mimicking instead. This move can not be used on your next turn.

**LVL 3 BEING**  
UNIT

90HP

WEAKNESS X2  
RESISTANCE X2

53/1