

Fate, Alternate Doll

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock.

Magic - Clone | N1/WE06-01 T: None

L0

C0

Arf, Equal Partner

[A] **BOND**/"Fate, Thinking of Mother" [Put the top card of your LB in your Clock]  
[A] **CHANGE** [(2) Discard a card from hand to your WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose an "Arf, Wolf Form" in your WR and put it in the Slot this was in.

Familiar - Animal | N1/WE06-02 T: None

L1

C0

Fate, the Other Magical Girl

[A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fate, Thinking of Mother" in your WR and put it in the Slot this was in.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Clone | N1/WE06-03 T: Soul

L1

C1

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Precia, Lost Past

[C] All your other ::Magic:: Charas gain +1500 Pow.  
[A] At the start of your Draw Phase, you may put the top card of your LB in your Clock. If not, Send this to Memory.

Magic - Illness | N1/WE06-04 T: Soul

L2

C1

Precia Testarossa

[C] For each Marker under this, this gains +1000 Pow.  
[A] When the Battle Opp. of your other Chara with "Fate" in name becomes Reversed, you may put the top card of your LB under this as Marker.  
[A] [(3)] When this becomes Reversed in battle, may pay. If so, Rest this.

Magic - Illness | N1/WE06-05 T: None

L0

C0

Rinis, Educator

[A] [Put a Chara with "Fate" in name from your Stage in Clock, Send this to Memory] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Fate, the Other Magical Girl" and put it in any Slot in the Back Row. Shuffle your LB.

Familiar - Animal | N1/WE06-06 T: None

L0

C0

Nanoha The Movie 1st Extra Pack

Fate, Focused

--No Text--

Magic - Clone | N1/WE06-07 T: None

L1

C0

Arf, Wolf Form

[C] All your other Charas with "Fate" in name gain +1000 Pow.  
[S] [(1)] This gains +1 Soul for the turn.

Familiar - Animal | N1/WE06-08 T: Soul

L2

C1

Fate, Thinking of Mother

[C] If you have another ::Familiar:: Chara, this gains +2000 Pow.  
[A] [(6)] When this attacks, if "Phalanx Shift" is in your CZ, may pay. If so, for each "Fate, Thinking of Mother" you have, perform the following action. "Deal 1 Damage to your Opp.." (DC can occur)

Magic - Clone | N1/WE06-09 T: Soul

L2

C2

Phalanx Shift

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

N1/WE06-10 T: 2 Soul

Alisa, Stubborn

[C] All your other Charas with "Nanoha" in name gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Animal | N1/WE06-11 T: None

L0

C0

Nanoha, Own Will

[C] If there are 5 or more cards in your Stock, this gains +1000 Pow.

Magic - Weapon | N1/WE06-12 T: Soul

L2

C2

Suzuka Shikimura

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas with "Nanoha" in name, and that Chara gains +1 Level for the turn.

Animal | N1/WE06-13 T: None

L0

C0

Amy, Top Operator

[C] **ALARM** If this is on top of your Clock, all your ::Magic:: Charas gain the following ability. "[S] [(1)] This gains +2000 Pow for the turn".

N1/WE06-14 T: None

L0

C0

Suzuka, Kind Girl

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Animal:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Animal | N1/WE06-15 T: None

L1

C0

Alisa Bannings

[C] If you have another Chara with "Nanoha" in name, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock".

Animal | N1/WE06-16 T: None

L1

C0

Lindy, Chief of Time-Space Administration Bureau

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, your Opp. may not use [S] abilities of Charas on the Stage until the next end of your Opp.'s turn.

Magic - Tea | N1/WE06-17 T: None

L1

C0

Chrono, Asura's Trump Card

[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Magic - Weapon | N1/WE06-18 T: Soul

L2

C1

Nanoha, Believing Thoughts

[A] When this attacks, if "Divine Buster" is in the CZ, choose 1 of your Charas with "Fate" in name, and for the turn, that Chara gains +2000 Pow, and this gains +2000 Pow for the turn.

Magic - Weapon | N1/WE06-19 T: Soul

L1C1

Nanoha, Full Power

[A] When this attacks, if "Starlight Breaker" is in the CZ, for the turn, this gains +X Pow and all Battling Charas gain the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand". X = 1000 times # of Climax cards in your WR.

Magic - Weapon | N1/WE06-20 T: Soul

L2C2

Nanoha & Fate, Shared Feelings

[C] All your other "Nanoha & Fate, Shared Feelings" gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Magic:: Chara in your WR and return it to your hand.

Magic - Clone | N1/WE06-21 T: Soul

L3C2

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Nanoha in Uniform

[C] If you have 2 or more other Charas with either ::Magic:: and/or ::Animal::, this gains +1500 Pow.

Magic - Weapon | N1/WE06-22 T: None

L0C0

Yuuno, Ferret Form

[S] [(1) Rest this] Choose 1 of your Charas with "Nanoha" in name, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand".

Magic - Animal | N1/WE06-23 T: None

L0C0

Nanoha, Talent for Magic

[A] **CHANGE** [Discard a card from hand to the WR, Put this in Clock] At the start of your Climax Phase, may pay. If so, choose a "Nanoha, Believing Thoughts" in your WR and put it in the Slot this was in.

Magic - Weapon | N1/WE06-24 T: None

L0C0

Nanoha The Movie 1st Extra Pack

Yuuno, Force Field Magician

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Magic - Animal | N1/WE06-25 T: None

L1C0

Divine Buster

[A] When this is placed from your hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

N1/WE06-26 T: 2 Soul

Starlight Breaker

[C] All your Charas gain +1000 Pow and +1 Soul.

N1/WE06-27 T: Salvage