

Fate, Winter Day Off

[S] [(1) Send this Standing card to Memory] If you are Level 2 or higher, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Magic - Clone | NTA/WE48-01 T: None

L0
C0

Fate, Winter Day Off

[S] [(1) Send this Standing card to Memory] If you are Level 2 or higher, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Magic - Clone | NTA/WE48-01LCR T: None

L0
C0

Nanoha & Fate, Trail of Combat

[C] All your other "Plasma Zanber Breaker Fate" and "Fate, Tense Moment" gain the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, and put them on top of your LB in any order."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Plasma Zanber Breaker Fate" or "Fate, Tense Moment" in your WR and return it to your hand.

Magic - Clone | NTA/WE48-02 T: None

L0
C0

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Nanoha & Fate, Trail of Combat

[C] All your other "Plasma Zanber Breaker Fate" and "Fate, Tense Moment" gain the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, and put them on top of your LB in any order."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Plasma Zanber Breaker Fate" or "Fate, Tense Moment" in your WR and return it to your hand.

Magic - Clone | NTA/WE48-02LCR T: None

L0
C0

Fate, When I Want to See You

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Magic:: and/or ::Weapon:: Charas.
[A] When this is placed from the Stage to the WR, if there are 2 or fewer cards in your Memory, you may choose a "Nanoha, When I Want to See You" in your WR and send it to Memory.

Magic - Clone | NTA/WE48-03 T: None

L0
C0

Fate, When I Want to See You

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Magic:: and/or ::Weapon:: Charas.
[A] When this is placed from the Stage to the WR, if there are 2 or fewer cards in your Memory, you may choose a "Nanoha, When I Want to See You" in your WR and send it to Memory.

Magic - Clone | NTA/WE48-03LCR T: None

L0
C0

Nanoha 20th Anniversary Premium Booster

Fate, Bond Forged on the Day They Met

[A] [(1) Put a ::Magic:: or ::Weapon:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Clone | NTA/WE48-04 T: None

L0
C0

Fate, Bond Forged on the Day They Met

[A] [(1) Put a ::Magic:: or ::Weapon:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Clone | NTA/WE48-04LCR T: None

L0
C0

Fate, Bond Forged on the Day They Met

[A] [(1) Put a ::Magic:: or ::Weapon:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Clone | NTA/WE48-04SP T: None

L0
C0

Nanoha & Fate, Staying Together

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, you may put it face-down under this as Marker. (Otherwise put it back where it was)
[A] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Fate, Place to Return", reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | NTA/WE48-05 T: None

L0
C0

Nanoha & Fate, Staying Together

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, you may put it face-down under this as Marker. (Otherwise put it back where it was)
[A] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Fate, Place to Return", reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | NTA/WE48-05LCR T: None

L0
C0

Nanoha & Fate, Celebration Style

[A] [Put the top card of your LB in your Clock, discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX, reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | NTA/WE48-06 T: None

L0
C0

Nanoha & Fate, Celebration Style

[A] [Put the top card of your LB in your Clock, discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX, reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | NTA/WE48-06LCR T: None

L0
C0

Fate, Happy Valentine!

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic - Clone | NTA/WE48-07 T: None

L0
C0

Fate, Happy Valentine!

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic - Clone | NTA/WE48-07LCR T: None

L0
C0

Fate, New Year with Everyone

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic - Clone | NTA/WE48-08 T: Soul

L1
C0

Fate, New Year with Everyone

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic - Clone | NTA/WE48-08LCR T: Soul

L1
C0

Fate, Midchilda Style

[C] **RECOLLECTION** During your turn, if there's a card in your Memory, this gains +1 Level and +2500 Pow.
[A] **CX COMBO** When this attacks, if "Memories from Young Days" is in the CX Zone and you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Magic - Clone | NTA/WE48-09 T: None

L1
C0

[C] **RECOLLECTION** During your turn, if there's a card in your Memory, this gains +1 Level and +2500 Pow.

[A] **CX COMBO** When this attacks, if "Memories from Young Days" is in the CX Zone and you have 2 or more other :Magic: and/or :Weapon: Charas, look at up to 4 cards from top of your LB and search for up to 1 :Magic: or :Weapon: Chara, reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

$$\frac{L1}{C0}$$

[A] **RECOLLECTION** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "Nanoha, When I Want to See You" is in your Memory, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[A] **RECOLLECTION** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "Nanoha, When I Want to See You" is in your Memory, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

$$\frac{L2}{C1}$$

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

L2	
C1	

[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

L2
C1

[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

$$\frac{L2}{C1}$$

[C] During your turn, if all your Charas are either ::Magic:: and/or ::Weapon::, this gains +6000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Hornet Javelin" is in your CX Zone, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR, put it in your Stock, search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

L2
C1

[C] During your turn, if all your Charas are either ::Magic:: and/or ::Weapon::, this gains +6000 Pow.

(4) **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Hornet Javelin" is in your CX Zone, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR, put it in your Stock, search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

L2
C1

[S] [Rest this] Choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.

$$\frac{L2}{C1}$$

[S] [Rest this] Choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.

L2	
C1	

[A] **ENCORE** [Discard a BLUE or ::Magic:: or ::Weapon:: Chara from your hand to the WR]

L2
C2

[A] **ENCORE** [Discard a BLUE or ::Magic:: or ::Weapon:: Chara from your hand to the WR]

$$\frac{L2}{C2}$$

your Clock in the WR.

L3
C2

your Clock in the WR.

L3
C2

L3
C2

L3
C2

L3
C2

Memories from Young Days

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

NTA/WE48-18 T: Choice

Memories from Young Days

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

NTA/WE48-18LCR T: Choice

Call My Name

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

NTA/WE48-19 T: Choice

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Call My Name

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

NTA/WE48-19LCR T: Choice

Call My Name

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

NTA/WE48-19SP T: Choice

Nanoha, When I Want to See You

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.
[S] [(1) Send this Standing card to Memory] Choose a "Nanoha, Along with Staff of Mage" or "Nanoha, Bond Forged on the Day They Met" in your WR and return it to your hand.

Magic - Weapon | NTA/WE48-20 T: None

L0
C0

Nanoha 20th Anniversary Premium Booster

Nanoha, When I Want to See You

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.
[S] [(1) Send this Standing card to Memory] Choose a "Nanoha, Along with Staff of Mage" or "Nanoha, Bond Forged on the Day They Met" in your WR and return it to your hand.

Magic - Weapon | NTA/WE48-20LCR T: None

L0
C0

Fate & Vivio & Nanoha

[A] 1/Turn When you use an [S] ability, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Magic:: or ::Weapon:: Charas, 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 - Odd-Eye | NTA/WE48-21 T: None

L0
C0

Fate & Vivio & Nanoha

[A] 1/Turn When you use an [S] ability, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Magic:: or ::Weapon:: Charas, 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 - Odd-Eye | NTA/WE48-21LCR T: None

L0
C0

Vita, Knight of the Yagami Household

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Doll | NTA/WE48-22 T: None

L0
C0

Vita, Knight of the Yagami Household

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Doll | NTA/WE48-22LCR T: None

L0
C0

Vivio, St. Hilde Academy of Magic

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Odd-Eye | NTA/WE48-23 T: None

L0
C0

Vivio, St. Hilde Academy of Magic

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Odd-Eye | NTA/WE48-23LCR T: None

L0
C0

Vivio, St. Hilde Academy of Magic

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Odd-Eye | NTA/WE48-23SSP T: None

L0
C0

Nanoha Santa

[A] When this is placed from hand to the Stage, if you have another ::Magic:: or ::Weapon:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | NTA/WE48-24 T: None

L0
C0

Nanoha Santa

[A] When this is placed from hand to the Stage, if you have another ::Magic:: or ::Weapon:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | NTA/WE48-24LCR T: None

L0
C0

Nanoha, Winter Day Off

[C] All your other ::Magic:: and/or ::Weapon:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Weapon | NTA/WE48-25 T: None

L0
C0

Nanoha, Winter Day Off

[C] All your other ::Magic:: and/or ::Weapon:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Weapon | NTA/WE48-25LCR T: None

L0
C0

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Kirie, Treasured Time' in your hand and put it in the Slot this was in."
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Kirie, Treasured Time' in your hand and put it in the Slot this was in."
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

LO
CO

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Kirie, Treasured Time' in your hand and put it in the Slot this was in."
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

$$\frac{L0}{C0}$$

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

LO
CO

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = # of "Fate, Midchilda Style" in your WR.

[A] When this attacks, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = # of "Fate, Midchilda Style" in your WR.

[A] When this attacks, choose 1 of your ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] Discard a BLUE or ::Magic:: or ::Weapon:: Chara from your hand to the WR. When this is placed from hand to the Weapon, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your BLUE or ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] Discard a BLUE or ::Magic:: or ::Weapon:: Chara from your hand to the WR. When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your BLUE or ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[C] CX COMBO At the end of this card's attack, if "That Is An Incredible Encounter" is in the CX Zone, you have 2 or more other :Magic: and/or :Weapon: Charas, and either Chara Opposite this doesn't exist or is Reversed, choose up to 1 :Magic: or :Weapon: Chara in your WR and return it to your hand, and you may send this to Memory. If you sent this to Memory, at the start of your next Draw Phase, choose 1 "Nanoha, Bond Forged on the Day They Met" in your Memory and put it in any Slot on the Stage.

L1
C0

[C] **CX COMBO** At the end of this card's attack, if "That Is An Incredible Encounter" is in the CX Zone, you have 2 or more other :Magic: and/or :Weapon: Charas, and either Chara Opposite this doesn't exist or is Reversed, choose up to 1 :Magic: or :Weapon: Chara in your WR and return it to your hand, and you may send this to Memory. If you sent this to Memory, at the start of your next Draw Phase, choose 1 "Nanoha, Bond Forged on the Day They Met" in your Memory and put it in any Slot on the Stage.

L1
C0

C) **CX COMBO** At the end of this card's attack, if "That Is An Incredible Encounter" is in the CX Zone, you have 2 or more other :Magic: and/or :Weapon: Charas, and either Chara Opposite this doesn't exist or is Reversed, choose up to 1 :Magic: or :Weapon: Chara in your WR and return it to your hand, and you may send this to Memory. If you sent this to Memory, at the start of your next Draw Phase, choose 1 "Nanoha, Bond Forged on the Day They Met" in your Memory and put it in any Slot on the Stage.

L1
C0

[C] RECOLLECTION During your turn, if there is a card in your Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

L1
C0

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

L1
C0

[S] [(1) Rest this] Choose a card in your Opp.'s WR and put it on top of their LB.

L1

C0

[S] [(1) Rest this] Choose a card in your Opp.'s WR and put it on top of their LB.

$$\frac{L1}{C0}$$

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX among them, you may choose 1 of your Opp.'s Level 3 or lower Charas and return it to their hand.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

$$\frac{L1}{C1}$$

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX among them, you may choose 1 of your Opp.'s Level 3 or lower Charas and return it to their hand.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

$$\frac{L1}{C1}$$

Nanoha & Vivio, Matching Battle Outfits

[A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Magic:: or ::Weapon:: Charas in battle, and that Chara gains +2000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Odd-Eye | NTA/WE48-34 T: Soul

L2
C1

Nanoha & Vivio, Matching Battle Outfits

[A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Magic:: or ::Weapon:: Charas in battle, and that Chara gains +2000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Odd-Eye | NTA/WE48-34LCR T: Soul

L2
C1

Nanoha, Lyrical Wedding

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX with a Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | NTA/WE48-35 T: Soul

L2
C1

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Nanoha, Lyrical Wedding

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX with a Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | NTA/WE48-35LCR T: Soul

L2
C1

Nanoha, New Year with Everyone

[C] **RECOLLECTION** If there are 2 or more ::Magic:: and/or ::Weapon:: Charas in your Memory, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR]".
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic - Weapon | NTA/WE48-36 T: Soul

L2
C1

Nanoha, New Year with Everyone

[C] **RECOLLECTION** If there are 2 or more ::Magic:: and/or ::Weapon:: Charas in your Memory, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR]".
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic - Weapon | NTA/WE48-36LCR T: Soul

L2
C1

Nanoha 20th Anniversary Premium Booster

Nanoha & Fate, Overflowing Emotions

[C] **EXPERIENCE** If "Nanoha, Important Things to Protect" is in your Level Zone, this gets -1 Level while in your hand.
[A] **ASSIST** All your ::Magic:: and/or ::Weapon:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Magic:: and/or ::Weapon:: Charas.

Magic - Weapon | NTA/WE48-37 T: Soul

L3
C2

Nanoha & Fate, Overflowing Emotions

[C] **EXPERIENCE** If "Nanoha, Important Things to Protect" is in your Level Zone, this gets -1 Level while in your hand.
[A] **ASSIST** All your ::Magic:: and/or ::Weapon:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Magic:: and/or ::Weapon:: Charas.

Magic - Weapon | NTA/WE48-37LCR T: Soul

L3
C2

Einhalt, St. Hilde Academy of Magic

[C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR." "Discard a card from your hand to the WR] may pay. If so, put the top card in your Clock in your Stock."
[A] When this attacks, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow for the turn.

Magic - Odd-Eye | NTA/WE48-38 T: Soul

L3
C2

Einhalt, St. Hilde Academy of Magic

[C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR." "Discard a card from your hand to the WR] may pay. If so, put the top card in your Clock in your Stock."
[A] When this attacks, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow for the turn.

Magic - Odd-Eye | NTA/WE48-38LCR T: Soul

L3
C2

Einhalt, St. Hilde Academy of Magic

[C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR." "Discard a card from your hand to the WR] may pay. If so, put the top card in your Clock in your Stock."
[A] When this attacks, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow for the turn.

Magic - Odd-Eye | NTA/WE48-38SSP T: Soul

L3
C2

Nanoha, Along with Staff of Mage

[C] **RECOLLECTION** If there are 2 or more "Nanoha, When I Want to See You" in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, if "20 Years of Magic" is in the CX Zone and there are 2 or more ::Magic:: and/or ::Weapon:: Charas in your Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Weapon | NTA/WE48-39 T: Soul

L3
C2

Nanoha, Along with Staff of Mage

[C] **RECOLLECTION** If there are 2 or more "Nanoha, When I Want to See You" in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, if "20 Years of Magic" is in the CX Zone and there are 2 or more ::Magic:: and/or ::Weapon:: Charas in your Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Weapon | NTA/WE48-39EX T: Soul

L3
C2

Nanoha, Along with Staff of Mage

[C] **RECOLLECTION** If there are 2 or more "Nanoha, When I Want to See You" in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, if "20 Years of Magic" is in the CX Zone and there are 2 or more ::Magic:: and/or ::Weapon:: Charas in your Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Weapon | NTA/WE48-39LCR T: Soul

L3
C2

Nanoha, Midchilda Style

[C] During your turn, if you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, this gains +4000 Pow.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from your hand to the WR] At the start of your Encore Step, if "Daily Life of Magical Girls" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Magic - Weapon | NTA/WE48-40 T: Soul

L3
C2

Nanoha, Midchilda Style

[C] During your turn, if you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, this gains +4000 Pow.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from your hand to the WR] At the start of your Encore Step, if "Daily Life of Magical Girls" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Magic - Weapon | NTA/WE48-40LCR T: Soul

L3
C2

Nanoha, Peaceful Days

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE** [Return this to your hand] At the start of your CX Phase, may pay. If so, choose up to 1 "Starlight Breaker" Nanoha" or "Nanoha, Careless Assault" in your hand and put it in the Slot this was in.

Magic - Weapon | NTA/WE48-41 T: Soul

L3
C2

Nanoha, Peaceful Days

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE** [Return this to your hand] At the start of your CX Phase, may pay. If so, choose up to 1 "Starlight Breaker" Nanoha" or "Nanoha, Careless Assault" in your hand and put it in the Slot this was in.

Magic - Weapon | NTA/WE48-41LCR T: Soul

L3
C2

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose 1 CX in your WR and return it to your hand.

[A] ([1]) Discard a card from your hand to the WR! When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

L3
C2

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose 1 CX in your WR and return it to your hand.

[A] ([1]) Discard a card from your hand to the WR! When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

L3
C2

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

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Nanoha 20th Anniversary Premium Booster

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$$\frac{L0}{C0}$$
$$\frac{0}{0}$$
$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{-0}{CO}$$
$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{0}{0}$$

Levi, As a Subordinate

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.
[A] When this attacks, if there are no other Charas in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Magic - Weapon | NTA/WE48-49LCR T: None

L0
C0

Levi, As a Subordinate

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.
[A] When this attacks, if there are no other Charas in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Magic - Weapon | NTA/WE48-49SP T: None

L0
C0

Kirie, Thinking of Her Hometown

[A] 1/Turn When you use ACCELERATE, you may draw a card. If so, discard a card from your hand to the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

Weapon - Formula | NTA/WE48-50 T: None

L0
C0

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Kirie, Thinking of Her Hometown

[A] 1/Turn When you use ACCELERATE, you may draw a card. If so, discard a card from your hand to the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

Weapon - Formula | NTA/WE48-50LCR T: None

L0
C0

Kirie, Thinking of Her Hometown

[A] 1/Turn When you use ACCELERATE, you may draw a card. If so, discard a card from your hand to the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Magic:: or ::Formula:: Chara in your WR and return it to your hand.

Weapon - Formula | NTA/WE48-50SSP T: None

L0
C0

Shamal, Knight of the Yagami Household

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 BLUE or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic | NTA/WE48-51 T: None

L0
C0

Nanoha 20th Anniversary Premium Booster

Shamal, Knight of the Yagami Household

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 BLUE or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic | NTA/WE48-51LCR T: None

L0
C0

Reinforce, Taking a Breather

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Magic - Book | NTA/WE48-52 T: None

L0
C0

Reinforce, Taking a Breather

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Magic - Book | NTA/WE48-52LCR T: None

L0
C0

Dearche, As the King

[C] During your turn, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow.
[A] [Put another ::Magic:: or ::Weapon:: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, put it in your hand. (Otherwise put it back where it was)

Magic - Book | NTA/WE48-53 T: None

L1
C0

Dearche, As the King

[C] During your turn, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow.
[A] [Put another ::Magic:: or ::Weapon:: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, put it in your hand. (Otherwise put it back where it was)

Magic - Book | NTA/WE48-53LCR T: None

L1
C0

Dearche, As the King

[C] During your turn, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow.
[A] [Put another ::Magic:: or ::Weapon:: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, put it in your hand. (Otherwise put it back where it was)

Magic - Book | NTA/WE48-53SP T: None

L1
C0

Nanoha & Hayate & Fate, Beloved Close Friends

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your BLUE and/or ::Magic:: and/or ::Weapon:: Charas.
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If a card is drawn this way, discard a card from your hand to the WR."

Magic - Book | NTA/WE48-54 T: None

L1
C0

Nanoha & Hayate & Fate, Beloved Close Friends

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your BLUE and/or ::Magic:: and/or ::Weapon:: Charas.
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If a card is drawn this way, discard a card from your hand to the WR."

Magic - Book | NTA/WE48-54LCR T: None

L1
C0

Hayate, Bond Forged on the Day They Met

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
[A] CX COMBO [Discard a card from your hand to the WR] When this attacks, if "Daily Life of Yagami Household" is in the CX Zone and you have 2 or more other BLUE and/or ::Magic:: and/or ::Weapon:: Charas, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, choose up to 1 Level X or lower BLUE or ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = Level of that card." (CX are considered to be Level 0 for this effect)

Magic - Book | NTA/WE48-55 T: None

L1
C0

Hayate, Bond Forged on the Day They Met

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
[A] CX COMBO [Discard a card from your hand to the WR] When this attacks, if "Daily Life of Yagami Household" is in the CX Zone and you have 2 or more other BLUE and/or ::Magic:: and/or ::Weapon:: Charas, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, choose up to 1 Level X or lower BLUE or ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = Level of that card." (CX are considered to be Level 0 for this effect)

Magic - Book | NTA/WE48-55LCR T: None

L1
C0

Hayate, Bond Forged on the Day They Met

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
[A] CX COMBO [Discard a card from your hand to the WR] When this attacks, if "Daily Life of Yagami Household" is in the CX Zone and you have 2 or more other BLUE and/or ::Magic:: and/or ::Weapon:: Charas, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, choose up to 1 Level X or lower BLUE or ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = Level of that card." (CX are considered to be Level 0 for this effect)

Magic - Book | NTA/WE48-55SP T: None

L1
C0

Zafira, Knight of the Yagami Household

[A] When you use the BACKUP of this, reveal the top card of your LB. If it's a BLUE or ::Magic:: or ::Weapon:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Magic - Familiar | NTA/WE48-56 T: Soul

L1
C1

Zafira, Knight of the Yagami Household

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a BLUE or ::Magic:: or ::Weapon:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it ack where it was)
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Familiar | NTA/WE48-56LCR T: Soul

L1

C1

Hayate, Belka Style

[A] **CHANGE** [(1) Discard a card from your hand to the WR, send this to Memory] At the start of your CX Phase, may pay. If so, choose a "Hayate, Twin Cannon" in your WR and put it in the Slot this was in.

Magic - Book | NTA/WE48-57 T: Soul

L2

C2

Hayate, Belka Style

[A] **CHANGE** [(1) Discard a card from your hand to the WR, send this to Memory] At the start of your CX Phase, may pay. If so, choose a "Hayate, Twin Cannon" in your WR and put it in the Slot this was in.

Magic - Book | NTA/WE48-57LCR T: Soul

L2

C2

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Hayate, Tome of the Night Sky

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "End of the Night, End of the Trip" is in the CX Zone and you have another BLUE or ::Magic:: or ::Weapon:: Charas, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +2000 Pow for the turn. X = # of Level 0 or lower cards among those cards. (CX are considered to be Level 0 for this effect. DC can occur)

Magic - Book | NTA/WE48-58 T: Soul

L3

C2

Hayate, Tome of the Night Sky

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "End of the Night, End of the Trip" is in the CX Zone and you have another BLUE or ::Magic:: or ::Weapon:: Charas, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +2000 Pow for the turn. X = # of Level 0 or lower cards among those cards. (CX are considered to be Level 0 for this effect. DC can occur)

Magic - Book | NTA/WE48-58EX T: Soul

L3

C2

Hayate, Tome of the Night Sky

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "End of the Night, End of the Trip" is in the CX Zone and you have another BLUE or ::Magic:: or ::Weapon:: Charas, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +2000 Pow for the turn. X = # of Level 0 or lower cards among those cards. (CX are considered to be Level 0 for this effect. DC can occur)

Magic - Book | NTA/WE48-58LCR T: Soul

L3

C2

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Hayate, New Year with Everyone

[C] During your turn, this gains +2000 Pow.
[A] When this attacks, reveal the top card of your LB. If it's a BLUE or ::Magic:: or ::Weapon:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Magic - Book | NTA/WE48-59 T: Soul

L3

C2

Hayate, New Year with Everyone

[C] During your turn, this gains +2000 Pow.
[A] When this attacks, reveal the top card of your LB. If it's a BLUE or ::Magic:: or ::Weapon:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Magic - Book | NTA/WE48-59LCR T: Soul

L3

C2

Daily Life of Yagami Household

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

NTA/WE48-60 T: Soul Gate

Daily Life of Yagami Household

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

NTA/WE48-60LCR T: Soul Gate

End of the Night, End of the Trip

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

NTA/WE48-61 T: Soul Gate

End of the Night, End of the Trip

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

NTA/WE48-61LCR T: Soul Gate

End of the Night, End of the Trip

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

NTA/WE48-61SP T: Soul Gate

Fuka & Rinne, Each's Own Path

[A] At the start of your Opp.'s Attack Phase, if there's an Opp.'s Chara Opposite this, you may move this to an empty Slot in the Front Row.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Melee:: or ::Clothes:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Melee - Haouryu | VS/WE48-62 T: None

L0

C0

Fuka & Rinne, Each's Own Path

[A] At the start of your Opp.'s Attack Phase, if there's an Opp.'s Chara Opposite this, you may move this to an empty Slot in the Front Row.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Melee:: or ::Clothes:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Melee - Haouryu | VS/WE48-62LCR T: None

L0

C0