

Fate, Place to Return

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level 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 | ND/W67-001 T: None

L0
C0

Fate, Place to Return

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level 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 | ND/W67-001SSP T: None

L0
C0

Fate, Barrier Defense

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard a card from hand to the WR] When this attacks, if "Reliable Ally" is in your CZ, and you have 2 or more cards in your Memory, may pay. If so, reveal the top 9 cards of your LB, put the cards back on top of your LB, deal X Damage to your Opp., shuffle your LB, and this gets +2000 Pow for the turn. X = # of Shot Trigger Icons on the revealed cards. (DC can occur)

Magic - Clone | ND/W67-002 T: Soul

L3
C2

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Fate, Barrier Defense

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard a card from hand to the WR] When this attacks, if "Reliable Ally" is in your CZ, and you have 2 or more cards in your Memory, may pay. If so, reveal the top 9 cards of your LB, put the cards back on top of your LB, deal X Damage to your Opp., shuffle your LB, and this gets +2000 Pow for the turn. X = # of Shot Trigger Icons on the revealed cards. (DC can occur)

Magic - Clone | ND/W67-002SP T: Soul

L3
C2

Fate, Bunny Girl

[C] Your other Chara in your Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 Charas] Flip over the top 6 cards of your LB and put them in WR. If there is a Climax among those cards with the Shot Trigger Icon, choose up to 1 Chara in your WR with "Nanoha" or "Fate" in name and return it to hand.

Magic - Clone | ND/W67-003 T: None

L0
C0

Fate, Bunny Girl

[C] Your other Chara in your Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 Charas] Flip over the top 6 cards of your LB and put them in WR. If there is a Climax among those cards with the Shot Trigger Icon, choose up to 1 Chara in your WR with "Nanoha" or "Fate" in name and return it to hand.

Magic - Clone | ND/W67-003S T: None

L0
C0

Nanoha Detonation Booster Pack

Fate, Commissioned by Time-Space Administrative

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or into the WR.
[A] **CX COMBO** [Put Double Shot] from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, choose 1 of your other Charas and this, and until the next end of your Opp.'s turn, they gain the following ability. "[A] When this is Front Attacked, you may return this to hand."

Magic - Clone | ND/W67-004 T: None

L1
C1

Fate, Commissioned by Time-Space Administrative

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or into the WR.
[A] **CX COMBO** [Put Double Shot] from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, choose 1 of your other Charas and this, and until the next end of your Opp.'s turn, they gain the following ability. "[A] When this is Front Attacked, you may return this to hand."

Magic - Clone | ND/W67-004S T: None

L1
C1

Fate, Whereabouts of Battle

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose 1 "Lindy, as a Mother" or "Nanoha, New Story" in your WR and put it to Memory.

Magic - Clone | ND/W67-005 T: Soul

L2
C1

Fate, Whereabouts of Battle

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose 1 "Lindy, as a Mother" or "Nanoha, New Story" in your WR and put it to Memory.

Magic - Clone | ND/W67-005S T: Soul

L2
C1

Fate, Respective Battle

[C] **EXPERIENCE** If "Fate, Respective Battle" and "Nanoha, Important Things to Protect" are in your Level Zone, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2500 Pow and +1 Soul until the next end of your Opp.'s turn.

Magic - Clone | ND/W67-006 T: Soul

L3
C2

Fate, Respective Battle

[C] **EXPERIENCE** If "Fate, Respective Battle" and "Nanoha, Important Things to Protect" are in your Level Zone, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2500 Pow and +1 Soul until the next end of your Opp.'s turn.

Magic - Clone | ND/W67-006S T: Soul

L3
C2

Fate, Back to my Friend

[A] [(1) Put top card of your LB into your Clock, put this to your Memory] When this becomes Reversed in battle, may pay. If so, choose one Chara with ::Magic:: or ::Weapon:: in your WR and return it to your hand.
[A] **BOND/"Nanoha, Maritime Offensive"** [Discard a card from your hand to the WR]

Magic - Clone | ND/W67-007 T: None

L0
C0

Fate, Aerial Mage

[C] All your other Charas with ::Magic:: and/or ::Weapon:: gain +500 Pow.
[A] [(1)] When your Chara's Trigger Check reveals a Shot Icon, may pay. If so, draw a card.

Magic - Clone | ND/W67-008 T: None

L1
C0

Fate, Farewell Salutation

[C] If you have 2 or more other Charas with either "Nanoha" and/or "Fate" in the name, this gains +1000 Pow.
[C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 1 or higher, this gains +1000 Pow and
[A] **ENCORE** [Discard a Chara from hand to the WR]."

Magic - Clone | ND/W67-009 T: None

L1
C0

Fate, Dependable Helper

[C] If there are 3 or fewer Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.
[C] During your turn, if you have another "Hornet Javelin" Fate, this gains +2000 Pow.
[A] [Discard a Chara with ::Magic:: and/or ::Weapon::] When this is placed from hand to the Stage, may pay. If so, search your LB for 1 "Hornet Javelin" Fate, place it to any Slot on the Stage, shuffle your LB, and this gains +3000 Pow for the turn.

Magic - Clone | ND/W67-010 T: Soul

L2
C1

Fate, At the End of the Battle

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with ::Magic:: and/or ::Weapon:: among those cards.
[A] **CX COMBO** When your Opp. Levels Up, if "Precious Person" is in your CZ, look at up to 4 cards from the top of your LB, choose 1 Chara with ::Magic:: and/or ::Weapon:: from among them, show it to your Opp., add it to hand, and put the remaining cards in the WR.

Magic - Clone | ND/W67-011 T: None

L0
C0

Signum, Maritime Offensive

--No Text--

Magic - Weapon | ND/W67-012 T: None

L0
C0

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.

[A] When this is placed from hand to the Stage, if there are fewer cards in your hand than in your Opp.'s hand, you may put the top card of your LB in your Stock.

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

Send this to Memory.
[C] **RECOLLECTION** If this is in Memory, during your turn, all of your Charas with "Fate" and or "Levi" in name gain +500 Pow.

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

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

Nanoha Detonation Booster Pack

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

[C] All your Charas gain +2 Soul.

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[A] [(4) Put the top card of your LB to Clock] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

Nanoha Detonation Booster Pack

[C] This gains +1000 ⁵ Pow during your turn.
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in your WR. If it's a ::Formula:: Chara, you may move this to an empty Slot in the Front Row.

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

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in your WR. If it's a ::Formula:: Chara, you may move this to an empty Slot in the Front Row.

LO
CO

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Reason to Fight" is in your CZ, you may choose a Chara in your WR and return it to your hand.

[A] **CX COMBO ACCELERATE** (1) Put the top card of your LB in Clock, discard a card from hand to the WR! At the beginning of your Attack Phase, if this is in your Front Row and you do not have a Climax in your CZ, CX may pay, If so, search your LB for 1 "A Reason to Fight" and place it in the CZ, shuffle your LB, and for the turn all your Charas gain +1500 PW.

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

[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "A Reason to Fight" is in your CZ, you may choose a Chara in your WR and return it to your hand.

[A] CX COMBO ACCELERATE[(1) Put the top card of your LB in Clock, discard a card from hand to the WR] At the beginning of your Attack Phase, if this is in your Front Row and you do not have a Climax in your CZ, may pay. If so, search your WR for 1 "A Reason to Fight" and place it in the CZ, shuffle your LB, and for the turn all your Charas gain +1500 Pow.

L1
C0

[A] CX COMBO EXPERIENCE When this Attacks, if "Double Shot!" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or more, you may choose 1 Chara with ::Magic:: and/or ::Weapon:: in your WR and return it to hand.

L1
C0

[A] **CX COMBO EXPERIENCE** When this Attacks, if "Double Shot!" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or more, you may choose 1 Chara with ::Magic:: and/or ::Weapon:: in your WR and return it to hand.

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

(C) This gains +1000 Pow during your turn.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

(C) **CX COMBO EXPERIENCE** [(2)] When the Battle Opp. of this is Reversed, if "Use of Magic" is in the CZ and "Nanoha, Important Things to Protect" is in Level 1 Zone, may pay. If so, choose 1 of your other Charas and that Chara gains +1000 Pow for the turn, and choose and perform 1 of the following abilities. "Deal 2 Damage to your Opp.," "Deal 4 Damage to your Opp.," (DC can occur)

$\frac{L3}{C2}$

(C) This gains +1000 Pow during your turn.

(A) When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

(A) **CX COMBO EXPERIENCE** [(2)] When the Battle Opp. of this is Reversed, if "Use of Magic" is in the CZ and "Nanoha, Important Things to Protect" is in Level Zone, you may pay. If so, choose 1 of your other Charas and that Chara gains +1000 Pow for the turn, and choose and perform 1 of the following abilities. "Deal 2 Damage to your Opp.," "Deal 4 Damage to your Opp.," (DC can occur)

L3
C2

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

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

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

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

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either "Nanoha" or "Fate" in name, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either "Nanoha" or "Fate" in name, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

Nanoha, Bunny Girl

[A] **RECOLLECTION** When this attacks, if there is at least 1 card in your Memory, this gains +X Pow for the turn. X = 500 times # of your Charas with ::Magic:: and/or ::Weapon::.

Magic - Weapon | ND/W67-024 T: None

L1C0

Nanoha, Bunny Girl

[A] **RECOLLECTION** When this attacks, if there is at least 1 card in your Memory, this gains +X Pow for the turn. X = 500 times # of your Charas with ::Magic:: and/or ::Weapon::.

Magic - Weapon | ND/W67-024S T: None

L1C0

Nanoha, Call of Warning

[S] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] This ability activates up to once per turn. When "Formula Mode" Nanoha' is placed from your hand to the Stage, you may draw 1 card.

Magic - Weapon | ND/W67-025 T: Soul

L2C1

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Nanoha, Commissioned by Time-Space Administrative

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Weapon | ND/W67-026 T: Soul

L2C1

Nanoha, Commissioned by Time-Space Administrative

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Weapon | ND/W67-026S T: Soul

L2C1

Amita, Words of Encouragement

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, choose up to 1 Chara in your WR with ::Formula::, put that Chara in your Stock, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose up to 1 Chara in your WR and return it to hand."

Weapon - Formula | ND/W67-027 T: Soul

L2C1

Nanoha Detonation Booster Pack

Amita, Words of Encouragement

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, choose up to 1 Chara in your WR with ::Formula::, put that Chara in your Stock, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose up to 1 Chara in your WR and return it to hand."

Weapon - Formula | ND/W67-027S T: Soul

L2C1

Nanoha, Respective Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] **RECOLLECTION** If you have 2 or more cards in Memory this gains +3000 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 card and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Magic:: and/or ::Weapon::.

Magic - Weapon | ND/W67-028 T: Soul

L3C2

Nanoha, Respective Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] **RECOLLECTION** If you have 2 or more cards in Memory this gains +3000 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 card and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Magic:: and/or ::Weapon::.

Magic - Weapon | ND/W67-028S T: Soul

L3C2

Amita, Respective Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] When this attacks, choose 1 of your other ::Formula:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Formula:: Charas.

Weapon - Formula | ND/W67-029 T: Soul

L3C2

Amita, Respective Battle

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] When this attacks, choose 1 of your other ::Formula:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Formula:: Charas.

Weapon - Formula | ND/W67-029S T: Soul

L3C2

Nanoha, Getting a Hit In

[C] All your other ::Magic:: and/or ::Weapon:: Charas gain +500 Pow.
[A] At the beginning of your Climax Phase, choose 1 of your Charas with "Nanoha" in name, and that Chara gains +500 Pow for the turn.

Magic - Weapon | ND/W67-030 T: None

L0C0

Amita, In Opposition to Their Master

[A] When this is placed from hand to the Stage, choose 1 of your Charas with ::Magic:: and/or ::Formula::, and that Chara gains +1500 Pow for the turn.
[S] [(1) Put this in the WR] Choose a "Valiant Zapper" in your WR and return it to your hand.

Weapon - Formula | ND/W67-031 T: None

L0C0

Amita, Maritime Offensive

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Discard a card from your hand to the WR] This ability activates up to once per turn. When you use **ACCELERATE**, if you are Level 1, may pay. If so, put the top card of your Clock in the WR.

Weapon - Formula | ND/W67-032 T: None

L1C0

Nanoha, Force Beyond Limits

[C] If this is on the Stage, this gains ::Formula::.
[A] **CX COMBO** [(1) Discard a "Valiant Zapper" from hand to the WR] When this attacks, if "Formula Fusion" is in your CZ, and you have another Chara with ::Magic:: and/or ::Weapon::, may pay. If so, deal 2 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Magic - Weapon | ND/W67-033 T: Soul

L2C1

Vita, Convergence of Affairs

[A] When your other "Signum, Maritime Offensive" is placed on the Stage from hand, this card gains +5000 Pow for the turn.

Magic - Doll | ND/W67-034 T: None

L0C0

Amita, With a Verdant Star

[C] All your other ::Formula:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Weapon - Formula | ND/W67-035 T: None

L0C0

Nanoha, Maritime Offensive

--No Text--

Magic - Weapon | ND/W67-036 T: None

L0C0

[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in their WR, choose 1 of your Opp.'s Level 0 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

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

L2
C2

L1
C0

ND/W67-041 T: Salvage

ND/W67-043 T: Soul Standby

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

LO
CO

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

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

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Formula:: Chara in your WR and return it to your hand.

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

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Formula:: Chara in your WR and return it to your hand.

LO
CO

[A] [(1) 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 Chara with ::Magic:: and/or ::Formula::, reveal it, put it in your hand, and shuffle your LB.

[A] When this attacks, choose 1 of your other Chara with ::Magic:: and/or ::Formula::, and that Chara gains +1 Level and 500 Pow for the turn.

LO
CO

[A] [(1) 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 Chara with ::Magic:: and/or ::Formula::, reveal it, put it in your hand, and shuffle your LB.

[A] When this attacks, choose 1 of your other Charas with ::Magic:: and/or ::Formula::, and that Chara gains +1 Level and 500 Pow for the turn.

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

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it on either top or bottom of your LB.
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

LO
CO

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it on either top or bottom of your LB.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

L0
C0

[C] All your thoughts "Dearchae, A Strike to Open Up Tomorrow" and "Dearchae, With My Thoughts" gain +500 Pow.

[S] CX COMBO **BRAINSTORM** ([1] Rest 2 Charas) Flip over the top 5 cards of your LB and put them in your WR. For each "We'll Give Back My Life" and/or "Regeneration of Eltria" among them, search your LB for up to 1 Chara with ::Magic:: and/or ::Weapon::, show it to your Opp., put it in your hand, and Shuffle your LB.

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

L0
C0

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

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

[A] **CK COMBO** When this attacks, if "Momentary Control" is in your CZ and you have 2 or more total other BLUE and/or ::Magic:: Charas, reveal the top 2 cards of your LB, your Opp. chooses 1 Chara or Event from among them, put the chosen card in your hand, and put the rest in your WR.

[A] When this attacks, if you have 2 or more total other BLUE and/or ::Magic:: Charas, this gains +2000 Pow for the turn.

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

[A] **CX COMBO** When this attacks, if "Momentary Control" is in your CZ and you have 2 or more total other BLUE and/or :Magic:: Charas, reveal the top 2 cards of your LB, your Opp. chooses 1 Chara or Event from among them, put the chosen card in your hand, and put the rest in your WR.

[A] When this attacks, if you have 2 or more total other BLUE and/or :Magic:: Charas, this gains +2000 Pow for the turn.

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

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
[A] When this is placed from hand to the Stage, for the turn this gains +1 Level and +1000 Pow.

L1
C0

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] This ability activates up to once per turn. When your other "Hayate, Twin Cannon" is placed from hand to the Stage, you may put the top card of your LB in your Stock.

**L2
C1**

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] This ability activates up to once per turn. When your other "Hayate, Twin Cannon" is placed from hand to the Stage, you may put the top card of your LB in your Stock.

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

[A] When this is placed from hand to the Stage, you may draw 1 card. If you draw at least 1 card in this manner, discard a card.

[A] **CHANGE** [Put this in the WR] At the beginning of your Climax Phase, if you have another Chara with ::Magic:: and/or ::Weapon::, may pay. If so, choose a "Dearche, A Strike to Open Up Tomorrow" from your WR and place it to the Slot this was in, choose up to 1 "Eltria's Cat" Stern' and up to 1 "Eltria's Cat" Levi' from your WR, and place them on the Stage in separate Slots.

L3	
C2	

[A] When this is placed from hand to the Stage, you may draw 1 card. If you draw at least 1 card in this manner, discard a card.

[A] **CHANGE** [Put this in the WR] At the beginning of your Climax Phase, if you have another Chara with *Magic: and/or *Weapon::, may pay. If so, choose a *Dearcha, A Strike to Open Up Tomorrow from your WR and place it to the Slot this was in, choose up to 1 "Eltria's Cat" Stern and up to 1 "Eltria's Cat" Levi from your WR, and place them on the Stage in separate Slots.

L3
C2

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.

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

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

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

Iris, Unstoppable Plan

[S] [(1) Put this in the WR] Search your LB for up to 2 "Iris, Mass Production Type" and put them in separate Slots, and shuffle your LB.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Formula:: Chara, reveal it, put it in your hand, and shuffle your LB.

Weapon - Formula | ND/W67-060 T: None

L0
C0

Yuri, Everyday Calm

[A] **CX COMBO** [Rest 1 of your Standing Charas] When "Regeneration of Elnia" is placed in your CZ, if this is in your Front Row and you have another ::Formula:: and/or ::Magic:: Chara, may pay. If so, choose 1 Level 0 or lower Chara with ::Formula:: and/or ::Magic:: in your WR and place it to any Slot on the Stage.

Magic - Book | ND/W67-061 T: None

L0
C0

Dearche, Everyday Calm

[C] If you have no other Chara with ::Magic:: and/or ::Weapon::, this does not Stand during your Stand Phase.
[C] This cannot Side Attack.

Magic - Book | ND/W67-062 T: None

L0
C0

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Shamal, Barrier Defense

[A] When you use the **BACKUP** of this, if you have a BLUE Chara or a Chara with "Signum" and/or "Vita" in name, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic | ND/W67-063 T: None

L1
C0

Yuri, Unforgettable Event

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with ::Magic:: and/or ::Formula::, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [(1) When this attacks, if you have "Tragic Memory" in your CZ, may pay. If so, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this is Reversed, search your LB for up to 1 Chara with ::Magic:: and/or ::Formula::, show it to your Opp., put it in your hand, and shuffle your LB."

Magic - Book | ND/W67-064 T: None

L1
C0

Childhood Iris

[C] For each of your other Charas with ::Magic:: and/or ::Formula::, this gains +500 Pow.

Weapon - Formula | ND/W67-065 T: None

L1
C0

Nanoha Detonation Booster Pack

"A Friend's Lie" Iris

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with ::Magic:: and/or ::Formula::, you may draw a card. If so, discard a card from your hand to the WR.

Weapon - Formula | ND/W67-066 T: None

L1
C0

Levi, Farewell Salutation

[A] When this is placed from hand to the Stage, if you have another Chara with "Fate" and/or "Levi" in name, this gains +2000 Pow for the turn.

[A] [Put this in the WR] When your other Chara with "Fate" and/or "Levi" in name is Front Attacked, may pay. If so, that Chara gains +1500 Pow for the turn.

Magic - Weapon | ND/W67-067 T: None

L1
C0

Levi, Honest and Straight

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "We'll Give Back My Life" is in your CZ, search your LB for up to 1 Chara with ::Magic:: and/or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | ND/W67-068 T: None

L1
C0

Rein, Ouroboros Activation Preparation

[A] When this is placed from hand to the Stage, if you have another BLUE Chara and/or a Chara with "Signum" and/or "Vita" in name, this gains +2000 Pow for the turn.

Magic - Unison | ND/W67-069 T: None

L1
C0

Stern, Farewell Salutation

[C] If you have no other Charas with ::Magic:: and/or ::Weapon::, this does not Stand during your Stand Phase.

[C] If all your Charas are ::Magic:: and/or ::Weapon::, this gains +1000 Pow.

Magic - Weapon | ND/W67-070 T: None

L1
C0

Iris, Ruthless Revenge

[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Weapon - Formula | ND/W67-071 T: Soul

L2
C1

Kirie, Ruthless Revenge

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] [Discard a card from hand to the WR] This ability activates up to once per turn. When you use **ACCELERATE**, if your Level is 2, may pay. If so, put the top card of your Clock in your WR.

Weapon - Formula | ND/W67-072 T: Soul

L2
C1

Iris, Satellite Gun

[C] The Chara Opposite this cannot Side Attack.

[A] When this is placed to the Stage by the ability of "Phil, Distorted Ideal", this gains the following ability until the next end of your Opp.'s turn. "[C] When this is Reversed in battle, if the Battle Opp. of this is Level 3 or lower, you may Reverse that Chara."

[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Weapon - Formula | ND/W67-073 T: Soul

L2
C1

Dearche, With My Thoughts

[C] For each of your other Level 0 or lower Back Row Charas, this gains +1000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Book | ND/W67-074 T: Soul

L2
C1

Phil, Distorted Ideal

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

[A] **CX COMBO** When "Phil's Trump Card" is placed in your CZ, if this is in the Front Row, this gains +6000 Pow and the following two abilities until the end of the turn. "[A] [(2) When this attacks, may pay. If so, during the trigger step of this card's attack, perform Trigger Check three times." "[A] [Put this in the WR] At the end of this card's attack, may pay. If so, choose an "Iris, Satellite Gun" in your WR and place it Rested to any slot on the Stage."

Weapon - Formula | ND/W67-075 T: Soul

L3
C2

Iris, Living Terraforming Unit

[A] **BOND/"Kirie, With a Verdant Star"** [Discard a card from your hand to the WR]

[A] **BOND/"Yuri, Warm Days"** [Discard a card from your hand to the WR]

Weapon - Formula | ND/W67-076 T: None

L0
C0

Phil, Confidence to Spare

[C] All your other "Iris, Mass Production Type" and "Excavator" gain +1000 Pow.

[A] When your Chara's Trigger Check reveals "Iris, Mass Production Type" or "Excavator", choose 1 of your Charas, and that Chara gains +1000 Pow until the end of the turn.

Weapon - Formula | ND/W67-077 T: None

L0
C0

"Power to Affect the War" Hayate

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it on either top or bottom of your LB.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Book | ND/W67-078 T: None

L0
C0

Zafira, Barrier Defense

[A] When this is placed from hand to the Stage, look at the top 2 cards of your LB and put them back on top in any order.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Magic - Familiar | ND/W67-079 T: None

L0
C0

Hayate, Bunny Girl

[A] When your other Chara that is BLUE and/or ::Magic:: attacks, this gains +1500 Pow for the turn.

Magic - Book | ND/W67-080 T: None

L0
C0

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"Eltria's Cat" Dearché

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with ::Magic:: and/or ::Weapon::, and that Chara gains +1000 Pow for the turn.
[A] When Direct Attacks, choose 1 of your other Charas with ::Weapon:: and/or ::Magic::, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Book | ND/W67-081 T: None

L0
C0

Hayte, Unexpected Encounter

[A] When this attacks, reveal the top card of your LB. If that card is a BLUE Chara and/or a ::Magic:: Chara, this gets +2000 Pow for the turn. (Put the revealed card back)

Magic - Book | ND/W67-082 T: None

L0
C0

Iris, Mass Production Type

[C] You may have as many cards with the same name as this in your Deck.
[C] You cannot play Events or **BACKUP** from your hand.
[C] For each of your other "Iris, Mass Production Type", this gains +1000 Pow.

Weapon - Formula | ND/W67-083 T: None

L0
C0

Nanoha Detonation Booster Pack

Yuri, After the Battle

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with ::Magic:: and/or ::Formula:: among those cards.

Magic - Book | ND/W67-084 T: None

L0
C0

Kirie, With a Verdant Star

--No Text--

Weapon - Formula | ND/W67-085 T: None

L0
C0

"No Matter What You Think" Kirie

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during the Trigger Step of this attack.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, put it on the top or bottom of your LB, and this gains +3000 Pow for the turn.

Weapon - Formula | ND/W67-086 T: None

L1
C0

Yuri, Eltria's Hope

[A] When this attacks, this gains +X Pow for the turn. X = 500 times the number of your Opp.'s Charas.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Book | ND/W67-087 T: None

L1
C0

Excavator

[C] You may have as many cards with the same name as this in your Deck.
[C] You cannot play Events or **BACKUP** from your hand.
[C] For each of your other "Iris, Mass Production Type" and/or "Excavator", this gains +1000 Pow.

Weapon - Formula | ND/W67-088 T: None

L1
C0

Stern, Calm Analysis

[A] When this is placed from hand to the Stage, if you have another Chara with ::Magic:: and/or ::Weapon::, this gains +2000 Pow for the turn.

Magic - Weapon | ND/W67-089 T: None

L1
C0

Yuri, Warm Days

--No Text--

Magic - Book | ND/W67-090 T: None

L1
C0

Kirie, Eye of Determination

[A] When this is placed from hand to the Stage, choose a Cost 1 or higher Chara in your Opp.'s WR and put it in an empty Slot in your Opp.'s Back Row.

Weapon - Formula | ND/W67-091 T: None

L1
C0

Levi, Key to Explore the Past

[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 | ND/W67-092 T: Soul

L2
C1

Stern, Giving Back to my Master

[A] **CX COMBO** When this attacks, if "We'll Give Back My Life" is in the CZ, reveal the top card of your LB, choose up to 1 ::Magic:: and/or ::Weapon:: Chara from among them, add it to hand, discard the rest to the WR, and until the next end of Opp.'s Turn, this gains the following ability.
[A] When this is Front Attacked, you may return it to hand."

Magic - Weapon | ND/W67-093 T: Soul

L2
C1

Yuri, Manipulated Intention

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

Magic - Book | ND/W67-094 T: Soul

L2
C2

We'll Give Back My Life

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

ND/W67-095 T: Draw

We'll Give Back My Life
[C] All your Charas gain +1000 Pow and +1 Soul.

ND/W67-095R T: Draw

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

ND/W67-096 T: Soul Gate

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

ND/W67-096R T: Soul Gate

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Memories of the Two
[C] All your Charas gain +1000 Pow and +1 Soul.

ND/W67-097 T: Soul Gate

Memories of the Two
[C] All your Charas gain +1000 Pow and +1 Soul.

ND/W67-097R T: Soul Gate

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

ND/W67-098 T: Draw

Nanoha Detonation Booster Pack

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

ND/W67-098R T: Draw

Tragic Memory
[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put in your Stock, and all your Charas gain +1 Soul for the turn.

ND/W67-099 T: 2 Soul

Phil's Trump Card
[C] All your Charas gain +1000 Pow and +1 Soul.

ND/W67-100 T: Draw