

"Blaze Form II" Fate

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Magic - Clone | NR/W58-001 T: None

L0
C0

"Blaze Form II" Fate

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Magic - Clone | NR/W58-001S T: None

L0
C0

"Hornet Javelin" Fate

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Hornet Javelin" is in your CZ, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Magic - Clone | NR/W58-002 T: None

L1
C0

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"Hornet Javelin" Fate

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Hornet Javelin" is in your CZ, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Magic - Clone | NR/W58-002SP T: None

L1
C0

"Hornet Javelin" Fate

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Hornet Javelin" is in your CZ, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Magic - Clone | NR/W58-002SSP T: None

L1
C0

Fate, Straightforward Eyes

[C] **RECOLLECTION** If there are 2 or more "Lindy, as a Mother" in your Memory, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

Magic - Clone | NR/W58-003 T: Soul

L3
C2

Nanoha Reflection Booster Pack

Fate, Straightforward Eyes

[C] **RECOLLECTION** If there are 2 or more "Lindy, as a Mother" in your Memory, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

Magic - Clone | NR/W58-003S T: Soul

L3
C2

Fate, Going Out on a Moonlit Night

[C] All your other Charas with "Fate" in name gain +500 Pow.
[C] During your turn, all your other Charas gain +500 Pow.

Magic - Clone | NR/W58-004 T: None

L0
C0

Fate, Going Out on a Moonlit Night

[C] All your other Charas with "Fate" in name gain +500 Pow.
[C] During your turn, all your other Charas gain +500 Pow.

Magic - Clone | NR/W58-004S T: None

L0
C0

Fate, New Story

[A] When this attacks, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Magic - Clone | NR/W58-005 T: None

L1
C1

Signum, Time-Space Administrative Bureau Air Force

[C] During your turn, if all your Charas either are BLUE or have either "Signum" or "Vita" in name, this gains +4000 Pow.
[A] **ENCORE** [Discard a Chara that either is BLUE or has either "Signum" or "Vita" in name from your hand to the WR]

Magic - Weapon | NR/W58-006 T: Soul

L2
C2

Signum, Heading of the Story

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] **CX COMBO** [(1) Put a "Purple Lightning Flash" from your CZ in the WR] When "Purple Lightning Flash" is placed in your CZ, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.

Magic - Weapon | NR/W58-007 T: None

L0
C0

Fate, Will of Each's Own

[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 ::Magic:: Chara in your WR and return it to your hand.

Magic - Clone | NR/W58-008 T: None

L0
C0

"During Battle" Fate

[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 "Plasma Zanber Breaker" Fate, reveal it, put it in your hand, shuffle your LB, and this gains +1000 Pow for the turn.
[A] **CX COMBO** [Put a "Love Between Mother And Daughter" from your CZ in your WR] When this attacks, may pay. If so, choose up to 2 Chara with either ::Magic:: or ::Weapon:: in your WR and put them in your Stock in any order, and this gains +2000 Pow and +1 Soul until the next end of your Opp.'s turn.

Magic - Clone | NR/W58-009 T: Soul

L2
C1

Fate, Firing Battle by the Waterside

[C] During your turn, all your other "Nanoha, Firing Battle by the Waterside" gain +2000 Pow.
[A] **BOND/"Nanoha**, Firing Battle by the Waterside" [Discard a card from your hand to the WR]

Magic - Clone | NR/W58-010 T: None

L0
C0

Fate & Nanoha, Gentle Light And Wind

[C] Your other Chara with either ::Magic:: or ::Weapon:: in your Front Row Center Slot gains +1500 Pow.
[A] When this Direct Attacks, choose 1 of your other Charas with either ::Magic:: or ::Weapon::, and that Chara gains +1 Soul for the turn.

Magic - Clone | NR/W58-011 T: None

L0
C0

Arf & Zafira, Reliable Partners

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Clone:: or ::Familiar::, this gains +1 Soul for the turn. (Put the revealed card back where it was)

Familiar - Animal | NR/W58-012 T: None

L0
C0

Fate, Flower Viewing Tea Time

--No Text--

Magic - Clone | NR/W58-013 T: None

L1
C0

Signum, Midsummer Leisure

[C] If you have 4 or more Charas that either are BLUE or have either "Signum" or "Vita" in name, this gets -1 Level while in your hand.
[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Magic - Weapon | NR/W58-014 T: Soul

L2

C1

Exciting Mid-Air Walk

If you don't have a Chara with either ::Magic:: or ::Weapon::, you cannot play this from hand.
Choose 1 of the following effects and perform it.
You may put the top 2 cards of your Stock in the WR. If so, choose up to 2 Charas in your WR and return them to your hand.
You may discard a 'Fate, Flower Viewing Tea Time' from your hand to the WR. If so, choose up to 2 Charas in your WR and return them to your hand.

NR/W58-015 T: None

L2

C0

Hornet Javelin

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

NR/W58-016 T: Soul Shot

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Hornet Javelin

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

NR/W58-016R T: Soul Shot

Purple Lightning Flash

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

NR/W58-017 T: 2 Soul

Love Between Mother And Daughter

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

NR/W58-018 T: 2 Soul

Nanoha Reflection Booster Pack

Lindy, as a Mother

[A] [Discard a Chara with either ::Magic:: or ::Familiar:: from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, if you have 2 or more other Charas with either ::Magic:: or ::Familiar:: and there are 2 or fewer cards in your Memory, may pay. If so, search your LB for up to 1 Chara with "Fate" in name, reveal it, put it in your hand, and shuffle your LB.

Magic - Tea | NR/W58-019 T: None

L0

C0

Chrono, Time-Space Administrative Bureau Branch

[A] When you use the BACKUP of this, if you have a Chara with either ::Magic:: or ::Weapon::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] BACKUP 1500, Level 1 [(1) Discard this card from your hand to the WR]

Magic - Weapon | NR/W58-020 T: Soul

L1

C1

Arisa, Peaceful Days

[A] [Clock] ALARM [Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand.

Animal | NR/W58-021 T: None

L0

C0

Suzuka, Peaceful Days

[A] BOND/"Arisa, Peaceful Days" [Discard a card from your hand to the WR]

Animal | NR/W58-022 T: None

L0

C0

Nanoha, New Power

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Magic - Weapon | NR/W58-023 T: None

L0

C0

Nanoha, New Power

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Magic - Weapon | NR/W58-023S T: None

L0

C0

"Fortress Mode" Nanoha

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Twin Breaker" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Magic - Weapon | NR/W58-024 T: None

L1

C0

"Fortress Mode" Nanoha

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Twin Breaker" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Magic - Weapon | NR/W58-024S T: None

L1

C0

"Formula Mode" Nanoha

[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 [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pow to Move Towards Hope" is in the CZ, may pay. If so, deal 4 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Magic - Weapon | NR/W58-025 T: Soul

L3

C2

"Formula Mode" Nanoha

[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 [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pow to Move Towards Hope" is in the CZ, may pay. If so, deal 4 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Magic - Weapon | NR/W58-025SP T: Soul

L3

C2

"Formula Mode" Nanoha

[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 [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pow to Move Towards Hope" is in the CZ, may pay. If so, deal 4 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Magic - Weapon | NR/W58-025SSP T: Soul

L3

C2

Amita, Variant Zapper

[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)] When this attacks, if "Magician of Salvation" is in the CZ and all your Charas are ::Formula::, may pay. If so, put up to 1 card from top of your Clock in the WR, and this gains +5000 Pow for the turn.

Weapon - Formula | NR/W58-026 T: Soul

L3

C2

Amita, Variant Zapper

[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)] When this attacks, if "Magician of Salvation" is in the CZ and all your Charas are ::Formula::, may pay. If so, put up to 1 card from top of your Clock in the WR, and this gains +5000 Pow for the turn.

Weapon - Formula | NR/W58-026SP T: Soul

L3
C2

Amita, Variant Zapper

[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)] When this attacks, if "Magician of Salvation" is in the CZ and all your Charas are ::Formula::, may pay. If so, put up to 1 card from top of your Clock in the WR, and this gains +5000 Pow for the turn.

Weapon - Formula | NR/W58-026SSP T: Soul

L3
C2

Nanoha, New Story

[A] [Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, if you have 2 or more other Charas with either ::Magic:: or ::Weapon:: and there are 2 or fewer cards in your Memory, may pay. If so, choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Magic - Weapon | NR/W58-027 T: None

L0
C0

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Amita, Disagreeing Sisters

[A] When you use **ACCELERATE**, choose 1 of your Charas, and that Chara gains the following ability. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Weapon - Formula | NR/W58-028 T: None

L0
C0

Vita, Friendly Bath Together

[A] When this is placed from hand to the Stage, choose 1 of your Chara that either is BLUE or has either "Signum" or "Vita" in name, and that Chara gains +1500 Pow for the turn.

Magic - Doll | NR/W58-029 T: None

L0
C0

Nanoha, Going Out on a Moonlit Night

[C] This cannot Side Attack.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Weapon::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Weapon | NR/W58-030 T: None

L0
C0

Nanoha Reflection Booster Pack

Nanoha, Going Out on a Moonlit Night

[C] This cannot Side Attack.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Weapon::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Weapon | NR/W58-030S T: None

L0
C0

"Formula Suit Type-A" Amita

[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Weapon - Formula | NR/W58-031 T: None

L0
C0

"Formula Suit Type-A" Amita

[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Weapon - Formula | NR/W58-031S T: None

L0
C0

"Strike Cannon" Nanoha

[A] When you use the **BACKUP** of this, if you have a ::Magic:: Chara, 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 - Weapon | NR/W58-032 T: None

L1
C0

Amita, for Family's Sake

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

[A] When this becomes Reversed in battle, choose 1 of your other ::Formula:: Charas, and that Chara gains +1000 Pow for the turn.

Weapon - Formula | NR/W58-033 T: None

L1
C0

Vita, Time-Space Administrative Bureau Armed Forces

[A] **CX COMBO** [(1)] When "City Defense" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Magic:: Charas and Stand it.

Magic - Doll | NR/W58-034 T: None

L1
C0

Amita, New Power Granted

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

[A] When your other ::Magic:: Chara is placed from hand to the Stage, that Chara gains +500 Pow and ::Formula:: until the next end of your Opp.'s turn.

[S] [(2) Rest this] Draw a card.

Weapon - Formula | NR/W58-035 T: None

L0
C0

Vita, Heading of the Story

[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 the LB or in the WR.

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, this gains +3000 Pow for the turn.

Magic - Doll | NR/W58-036 T: None

L0
C0

Nanoha, Flower Viewing Tea Time

[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 Cost 0 or lower Chara in your WR with "Nanoha" in name and return it to your hand.

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

Magic - Weapon | NR/W58-037 T: None

L1
C0

Amita & Kyrie, Friendly Sisters

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Formula:: Charas.

Weapon - Formula | NR/W58-038 T: None

L1
C0

Amita, Salvation of Her Little Sister

[C] If you have 2 or more other ::Formula:: Charas, this gains +2000 Pow.

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

Weapon - Formula | NR/W58-039 T: None

L1
C1

Amita, Eltrian Girl

[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, you may choose a "Young Amita" in your WR and put it in your Stock.

[A] This ability activates up to once per turn. When you use **ACCELERATE**, draw a card, and discard a card from your hand to the WR.

Weapon - Formula | NR/W58-040 T: Soul

L2
C1

Vita, Midsummer Leisure

[C] If there's no Marker under this, this gets -7500 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Vita, Midsummer Leisure" in your WR and put it face-up under this as Marker.

Magic - Doll | NR/W58-041 T: Soul

L2C1

Yuno, Support Role

[C] Your other Chara in the Front Row Center Slot gains +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effect."

Magic - Book | NR/W58-042 T: None

L0C0

Young Amita

--No Text--

Weapon - Formula | NR/W58-043 T: None

L0C0

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Nanoha, End of a Fierce Battle

[C] If you have no other Chara with either "Nanoha", "Fate", or "Hayate" in name, this does not Stand during your Stand Phase.

Magic - Weapon | NR/W58-044 T: None

L0C0

Nanoha, Firing Battle by the Waterside

--No Text--

Magic - Weapon | NR/W58-045 T: None

L1C0

Amita, Hurrying Savior

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Weapon - Formula | NR/W58-046 T: Soul

L2C1

Nanoha Reflection Booster Pack

Fate & Nanoha, Friendly Pose

[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.

Magic - Weapon | NR/W58-047 T: Soul

L2C1

Heart-Thumping Mid-Air Walk

[Counter] If you have 5 or more Charas with either ::Magic:: or ::Weapon::, choose 1 of your Opp.'s Charas and Rest it.

NR/W58-048 T: None

L2C3

Power to Move Towards Hope

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

NR/W58-049 T: Salvage

Power to Move Towards Hope

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

NR/W58-049R T: Salvage

Magician of Salvation

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

NR/W58-050 T: Salvage

Magician of Salvation

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

NR/W58-050R T: Salvage

Twin Breaker

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

NR/W58-051 T: 2 Soul

City Defense

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

NR/W58-052 T: Soul Standby

"Knight Armor Modified" Hayate

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara that is either BLUE or ::Magic::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] When this is placed from the Stage to the WR, 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 that is either BLUE or ::Magic:: among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Book | NR/W58-053 T: None

L1C0

"Knight Armor Modified" Hayate

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara that is either BLUE or ::Magic::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] When this is placed from the Stage to the WR, 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 that is either BLUE or ::Magic:: among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Book | NR/W58-053S T: None

L1C0

Kyrie, Determined Will

[C] If all your Charas are ::Formula::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] [(3)] Discard a ::Formula:: Chara from your hand to the WR. Rest 1 of your other Standing ::Formula:: Charas. This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when your Chara in the Front Row Center Slot attacks, may pay. If so, Stand this.

Weapon - Formula | NR/W58-054 T: Soul

L3C2

Kyrie, Determined Will

[C] If all your Charas are ::Formula::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] [(3)] Discard a ::Formula:: Chara from your hand to the WR. Rest 1 of your other Standing ::Formula:: Charas. This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when your Chara in the Front Row Center Slot attacks, may pay. If so, Stand this.

Weapon - Formula | NR/W58-054SP T: Soul

L3C2

Kyrie, Determined Will

[C] If all your Charas are ::Formula::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] [(3)] Discard a ::Formula:: Chara from your hand to the WR, Rest 1 of your other Standing ::Formula:: Charas This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when your Chara in the Front Row Center Slot attacks, may pay. If so, Stand this.

Weapon - Formula | NR/W58-054SSP T: Soul

L3
C2

Hayate, Twin Cannon

[C] If you have 2 or more other Charas that are either BLUE or ::Magic::, this gains +500 Pow and "[A] **ENCORE** [Discard a BLUE card from your hand to the WR]".
[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** When this attacks, if "Wonderful Combination" is in the CZ, put the top 5 cards of your LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. X = # of Climax cards put in the WR this way. (DC can occur)

Magic - Book | NR/W58-055 T: Soul

L3
C2

Hayate, Twin Cannon

[C] If you have 2 or more other Charas that are either BLUE or ::Magic::, this gains +500 Pow and "[A] **ENCORE** [Discard a BLUE card from your hand to the WR]".
[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** When this attacks, if "Wonderful Combination" is in the CZ, put the top 5 cards of your LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. X = # of Climax cards put in the WR this way. (DC can occur)

Magic - Book | NR/W58-055SP T: Soul

L3
C2

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Hayate, Twin Cannon

[C] If you have 2 or more other Charas that are either BLUE or ::Magic::, this gains +500 Pow and "[A] **ENCORE** [Discard a BLUE card from your hand to the WR]".
[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** When this attacks, if "Wonderful Combination" is in the CZ, put the top 5 cards of your LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. X = # of Climax cards put in the WR this way. (DC can occur)

Magic - Book | NR/W58-055SSP T: Soul

L3
C2

Rein, Sportswear

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] 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 Chara that either is BLUE or has either "Signum" or "Vita" in name, reveal it, put it in your hand, and shuffle your LB.

Magic - Unison | NR/W58-056 T: None

L0
C0

Rein, Sportswear

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] 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 Chara that either is BLUE or has either "Signum" or "Vita" in name, reveal it, put it in your hand, and shuffle your LB.

Magic - Unison | NR/W58-056S T: None

L0
C0

Nanoha Reflection Booster Pack

Levi, Thunder Mana

[S] **CX COMB BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each "King And Underlings" or "Devil that Kills the Star" revealed this way, search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Weapon | NR/W58-057 T: None

L0
C0

"Formula Suit Type-K" Kyrie

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Formula:: Chara in your WR and return it to your hand.

Weapon - Formula | NR/W58-058 T: None

L0
C0

"Formula Suit Type-K" Kyrie

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Formula:: Chara in your WR and return it to your hand.

Weapon - Formula | NR/W58-058S T: None

L0
C0

Hayate, Straightforward Eyes

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

Magic - Book | NR/W58-059 T: None

L0
C0

Hayate, Straightforward Eyes

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

Magic - Book | NR/W58-059S T: None

L0
C0

Kyrie, for Hometown's Sake

[A] When you use the **BACKUP** of this, if you have a ::Formula:: Chara, 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]

Weapon - Formula | NR/W58-060 T: None

L1
C0

Iris, Artificial Intelligence

[A] **CX COMBO** [(1)] When this attacks, if "Cruel Words" is in the CZ and you have 2 or more other ::Formula:: Charas, may pay. If so, search your LB for up to 1 Chara that either is ::Formula:: or has "Yun" in name, reveal it, put it in your hand, shuffle your LB, Rest all of your Opp.'s Standing Charas, and this gains +1000 Pow for the turn.
[A] When your Opp.'s Standing Chara Rests, this gains +1500 Pow for the turn.

Magic - Formula | NR/W58-061 T: None

L1
C0

Hayate, New Story

[A] When this is placed from hand to the Stage, if you have another Chara that is either BLUE or ::Magic::, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing Charas that is either BLUE or ::Magic::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara that is either BLUE or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Magic - Book | NR/W58-062 T: None

L1
C0

Kyrie, Will of Each's Own

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, search for up to 1 ::Formula:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Weapon - Formula | NR/W58-063 T: None

L1
C0

Kyrie, Will of Each's Own

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, search for up to 1 ::Formula:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Weapon - Formula | NR/W58-063S T: None

L1
C0

Kyrie, Disagreeing Sisters

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Plan to Save the World" is in your CZ, search your LB for up to 1 ::Formula:: Chara, reveal it, put it in your hand, and shuffle your LB.

Weapon - Formula | NR/W58-064 T: None

L1
C0

Dearche, Dark Mana

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, 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.
[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "King And Underlings" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them in the WR, return the rest to the LB, shuffle that LB, and this gains +1000 Pow for the turn.

Magic - Book | NR/W58-065 T: Soul

L3
C2

Hayate, Going Out on a Moonlit Night

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Magic:: or ::Book::, and that Chara gains +1500 Pow for the turn.

[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, draw a card.

Magic - Book | NR/W58-066 T: None

L0
C0

Iris, Girl Slept in Relict Tablet

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

[A] When this is placed from hand to the Stage, choose 1 of your other ::Formula:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Formula | NR/W58-067 T: None

L0
C0

Shamal, Time-Space Administrative Bureau Medical

[A] When this is placed from hand to the Stage, put the top 2 card of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put on top of the LB.

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas that either are BLUE or have either "Signum" or "Vita" in name.

Magic | NR/W58-068 T: None

L0
C0

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Kyrie, Day of Departure

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose an "Iris, Artificial Intelligence" in your WR and put it Rested in any Slot on the Stage.

Weapon - Formula | NR/W58-069 T: None

L0
C0

Stern, Questioning Determination

[C] During your turn, all your other "Levi, Childlike" gain +1 Level and +1500 Pow.

[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 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | NR/W58-070 T: None

L0
C0

Kyrie, Anger And Sadness

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

Weapon - Formula | NR/W58-071 T: None

L0
C0

Nanoha Reflection Booster Pack

Shamal, Mother Role in the Yagami Household

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

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic | NR/W58-072 T: None

L1
C0

Stern, Flame Mana

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.

[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "King And Underlings" is in your CZ, you have another Chara with either "Dearche", "Stern", "Levi", or "Yuri" in name, and your Opp. has 2 or more Reversed Charas, may pay. If so, draw up to 2 cards.

Magic - Weapon | NR/W58-073 T: None

L1
C0

Levi, Serious Stance

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.

[A] **CX COMBO** When "King And Underlings" is placed in your CZ, if this is in the Front Row, choose this and 1 of your other Charas with either "Dearche", "Stern", "Levi", or "Yuri" in name, and they gain +2000 Pow for the turn.

Magic - Weapon | NR/W58-074 T: None

L1
C0

Hayate, Surprise Attack

[A] [(2) Discard a Chara that is either BLUE or ::Magic:: 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 the Opp. and put it on the bottom of the LB.

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

Magic - Book | NR/W58-075 T: Soul

L2
C1

"Fusion Knight" Reinforce II

[C] **ASSIST** All your Level 3 and higher Charas in front of this gain +2000 Pow.

[A] This ability activates up to once per turn. When your other "Ragnarok Breaker" 'Hayate' is placed from hand to the Stage, search your LB for up to 1 Level 2 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Unison | NR/W58-076 T: Soul

L2
C1

Dearche, Grand Desire

[C] All your other Charas with either "Dearche", "Stern", "Levi" or "Yuri" in name gain +1000 Pow.

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Book | NR/W58-077 T: Soul

L2
C1

Kyrie, Variant Fencer

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may draw a card.

Weapon - Formula | NR/W58-078 T: Soul

L2
C1

Dearche, Soul of King

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

[A] When this attacks, if you have 4 or more other Charas with either "Dearche", "Stern", "Levi", or "Yuri" in name, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Magic - Book | NR/W58-079 T: Soul

L3
C2

Dearche, Frightening Darkness

[C] All your other Charas with either ::Magic:: or ::Weapon:: gains +500 Pow.

[A] When your Chara's Trigger Check reveals a Climax card, if it has a Book Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

Magic - Book | NR/W58-080 T: None

L0
C0

Young Kyrie

[C] All your other ::Formula:: Charas gain +500 Pow.

[A] [Rest this Standing Chara] When you use **ACCELERATE**, may pay. If so, put the top card of your Opp.'s LB in the WR, and choose a card in your Opp.'s WR and put it on top of the LB.

Weapon - Formula | NR/W58-081 T: None

L0
C0

Rein, Tiny Guardian

[C] During your Opp.'s turn, all your other "Hayate, Pitch Black Wings" gain +1 Level and +1500 Pow.

[A] **BOND/"Hayate, Pitch Black Wings"** [Discard a card from your hand to the WR]

Magic - Unison | NR/W58-082 T: None

L0
C0

Iris, Kyrie's Friend

[A] [Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, if you have no other Charas, may pay. If so, choose a Level 1 or lower Chara in your WR with either "Dearche", "Stern", "Levi", or "Yuri" in name and put it in the Slot this was in.

Magic - Formula | NR/W58-083 T: None

L0
C0

Levi, Trust in the King

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Magic - Weapon | NR/W58-084 T: None

L0

C0

Zafira, Heading of the Story

[A] When this is placed from hand to the Stage, choose 1 of your other Charas that either is BLUE or has either "Signum" or "Vita" in name, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas that either are BLUE or have either "Signum" or "Vita" in name.

Familiar - Animal | NR/W58-085 T: None

L0

C0

Hayate, Pitch Black Wings

--No Text--

Magic - Book | NR/W58-086 T: None

L0

C0

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Leby, Childlike

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Magic - Weapon | NR/W58-087 T: None

L0

C0

Stern, Serious And Loyal

[C] If you have 2 or fewer Charas with either ::Magic:: or ::Weapon::, you cannot play this from hand.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Magic - Weapon | NR/W58-088 T: None

L1

C0

Shtel, King's Right Hand

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

Magic - Weapon | NR/W58-089 T: None

L1

C1

Nanoha Reflection Booster Pack

Hayate, Flower Viewing Tea Time

[C] This cannot Side Attack.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Book | NR/W58-090 T: None

L1

C2

Shamal, Heading of the Story

[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, draw a card, and discard a card from your hand to the WR.

Magic | NR/W58-091 T: Soul

L2

C1

Yuri, Myserious Girl

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.
[A] **CX COMBO** When "Devil that Kills the Star" is placed in your CZ, if this is in the Front Row and you have another Chara with either ::Magic:: or ::Weapon::, search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, shuffle your LB, and all your other Charas gain +500 Pow for the turn.

Magic | NR/W58-092 T: Soul

L2

C1

Iris, Eltrian Girl

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Formula:: Charas.
[A] [Put a Chara with "Kyrie" in name from your Stage to the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Formula::, put it in your hand. (Otherwise put it back where it was)

Magic - Formula | NR/W58-093 T: Soul

L2

C1

Kyrie, Eltrian Girl

[C] For each of your other ::Formula:: Charas, this gains +1000 Pow.

Weapon - Formula | NR/W58-094 T: Soul

L2

C2

Beginning of the End

Search your LB for up to 2 ::Formula:: Charas, reveal them, put them in your hand, and shuffle your LB. Discard a card from your hand to the WR.

NR/W58-095 T: None

L2

C1

Wonderful Combination

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

NR/W58-096 T: Soul Gate

Wonderful Combination

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

NR/W58-096R T: Soul Gate

Plan to Save the World

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

NR/W58-097 T: Soul Gate

Plan to Save the World

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

NR/W58-097R T: Soul Gate

King And Underlings

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

NR/W58-098 T: Draw

Cruel Words

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

NR/W58-099 T: 2 Soul

Devil that Kills the Star

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

NR/W58-100 T: Draw

"Kind Yet Serious" Fate

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either **::Magic::** or **::Animal::**, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)

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

Magic - Clone | NR/W58-101 T: Soul

L2
C1

"What I Can Do" Nanoha

[A] When this attacks, put the top card of your LB in the WR. If it's a Chara with either **::Magic::** or **::Weapon::**, this gains +2000 Pow for the turn.

Magic - Weapon | NR/W58-102 T: None

L0
C0

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"For People's Sake" Hayate

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara that is either **BLUE** or **::Magic::**, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Magic - Book | NR/W58-103 T: None

L0
C0

"For the Sake of Own Goal" Dearché

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

[A] When this or your other Chara with either **::Magic::** or **::Weapon::** is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Magic - Book | NR/W58-104 T: None

L0
C0

"Seek the King" Shtel

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Admire the King" Leby', put it in any Slot on the Stage, and shuffle your LB.

Magic - Weapon | NR/W58-105 T: None

L0
C0

Nanoha Reflection Booster Pack

"Admire the King" Leby

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Magic - Weapon | NR/W58-106 T: None

L0
C0