

**Caro Ru Lushe**

[A] When this attacks, choose an "Erio Mondial" on your Stage and return it to your hand.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

*Magic - Dragon | NS/W04-001 T: Soul*

**L1**  
**C1**

**Caro Ru Lushe**

[A] When this attacks, choose an "Erio Mondial" on your Stage and return it to your hand.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

*Magic - Dragon | NS/W04-001S T: Soul*

**L1**  
**C1**

**"True Sonic Form" Fate**

[A] [(2)] When this attacks, if "Hesitate No Longer" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in Stock.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

*Magic - Weapon | NS/W04-002 T: Soul*

**L2**  
**C2**

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**"True Sonic Form" Fate**

[A] [(2)] When this attacks, if "Hesitate No Longer" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in Stock.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

*Magic - Weapon | NS/W04-002S T: Soul*

**L2**  
**C2**

**Erio, Lance Knight Initiate**

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Dragon:: Chara, reveal it, and put it in your hand. Shuffle your LB.

*Magic - Weapon | NS/W04-003 T: None*

**L0**  
**C0**

**Caro, Dragon Summoner**

[A] **BOND/"Erio & Caro"** [(1)]  
[S] [Rest this] Choose 1 of your Charas with "Erio" in name, and that Chara gains +500 Pow for the turn.

*Magic - Dragon | NS/W04-004 T: None*

**L0**  
**C0**

**Nanoha StrikerS Booster Pack****Caro & Friedrich**

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, this gains +1000 Pow and +1 Soul for the turn.

*Magic - Dragon | NS/W04-005 T: None*

**L1**  
**C0**

**Nanoha & Fate**

[C] During your turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.  
[S] [(2) Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, and put it in you hand. Shuffle your LB.

*Magic - Weapon | NS/W04-006 T: Soul*

**L2**  
**C1**

**Nanoha & Fate**

[C] During your turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.  
[S] [(2) Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, and put it in you hand. Shuffle your LB.

*Magic - Weapon | NS/W04-006R T: Soul*

**L2**  
**C1**

**Arf, Familiar**

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

*Familiar - Magic | NS/W04-007 T: None*

**L0**  
**C0**

**Erio Mondial**

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

*Magic - Weapon | NS/W04-008 T: Soul*

**L1**  
**C1**

**Fate, Golden Flash**

[C] **ASSIST** All your ::Magic:: Charas in front of this gain +1 Level and +500 Pow.  
[S] [(1) Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +1 Soul for the turn.

*Magic - Weapon | NS/W04-009 T: Soul*

**L1**  
**C1**

**Signum, Flame General**

[C] If you have another "Fate, Golden Flash" and "Erio & Caro", all your Charas gain following ability. "[A] This cannot be chosen as target of your Opp.'s effects."  
[A] [(2)] When this attacks, if "Fire Dragon Flash" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in Stock.

*Magic - Unison | NS/W04-010 T: Soul*

**L2**  
**C2**

**Caro & Voltaire**

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(4)] When "Dragon Knight Summoning" is placed in your CZ, if you have no other Charas, may pay. If so, put all of your Opp.'s Charas in Stock.

*Magic - Dragon | NS/W04-011 T: Soul*

**L3**  
**C2**

**Amy, Mother of Two**

[A] [(1) Discard a ::Magic:: Chara from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Level 0 or lower Chara in your WR and put it in any Slot in the Back Row.

*NS/W04-012 T: None*

**L0**  
**C0**

**Fate & Arf**

--No Text--

*Magic - Familiar | NS/W04-013 T: None*

**L0**  
**C0**

**Signum, Vice Captain**

[C] This gains +1000 Pow during your turn.

*Magic - Weapon | NS/W04-014 T: None*

**L0**  
**C0**

**Lindy, Officer of General Affairs**

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Rest this] Choose 1 of your "Nanoha & Fate", and that Chara gains +2500 Pow for the turn.

*Magic | NS/W04-015 T: None*

**L0**  
**C0**

**Chrono, Captain of Claudia**  
[C] **ALARM** If this is on top of the Clock, all your Level 2 or higher Charas gain +1 Soul.

Magic | NS/W04-016 T: None

L1

C0

**Signum & Rein**  
--No Text--

Magic - Unison | NS/W04-017 T: Soul

L1

C1

**Erio & Caro**  
--No Text--

Magic - Dragon | NS/W04-018 T: Soul

L2

C1

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**Early Morning Training**  
All your Charas gain +1 Soul for the turn.

NS/W04-019 T: None

L2

C0

**F's Legacy**  
Look at the top 3 cards of your LB, choose up to 1 Chara with either "Fate" or "Erio" in name, reveal it, and put it in your hand. Put the rest in the WR.

NS/W04-020 T: None

L1

C0

**A Little Improvement**  
[Counter] If there are no Charas in your Back Row, you cannot play this from hand. Choose 1 Level 0 or Lower Chara in your Opp.'s Back Row and return it to hand.

NS/W04-021 T: None

L1

C1

Nanoha StrikerS Booster Pack

**Failed Landing**  
Choose 1 of your ::Weapon:: Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. Choose 1 of your ::Dragon:: Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

NS/W04-022 T: None

L2

C0

**Hesitate No Longer**  
[C] All your Charas gain +2 Soul.

NS/W04-023 T: 2 Soul

**Dragon Knight Summoning**  
[C] All your Charas gain +1000 Pow and +1 Soul.

NS/W04-024 T: Soul Bounce

**Dragon Knight Summoning**  
[C] All your Charas gain +1000 Pow and +1 Soul.

NS/W04-024SP T: Soul Bounce

**Fire Dragon Flash**  
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

NS/W04-025 T: 2 Soul

**Teana, Center Guard**  
[C] All your other ::Magic:: Charas gain +500 Pow.  
[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock with "Subaru" in name and return it to your hand. If so, choose a card in your hand and put it in your Clock.

Magic - Weapon | NS/W04-026 T: None

L1

C0

**Teana, Center Guard**  
[C] All your other ::Magic:: Charas gain +500 Pow.  
[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock with "Subaru" in name and return it to your hand. If so, choose a card in your hand and put it in your Clock.

Magic - Weapon | NS/W04-026S T: None

L1

C0

**Subaru, Front Attacker**  
[A] When this attacks, if "Last Simulation Battle" is in the CZ, put the top card of your LB in your Stock, and all your Charas gain +1000 Pow for the turn.

Magic - Mecha | NS/W04-027 T: Soul

L2

C2

**Subaru, Front Attacker**  
[A] When this attacks, if "Last Simulation Battle" is in the CZ, put the top card of your LB in your Stock, and all your Charas gain +1000 Pow for the turn.

Magic - Mecha | NS/W04-027S T: Soul

L2

C2

**Subaru Nakajima**  
[C] If you have another "Teana Lanster", this gains +1000 Pow.

Magic - Mecha | NS/W04-028 T: None

L0

C0

**Lutecia Alpine**  
[A] [(2) When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Mecha:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Magic - Mecha | NS/W04-029 T: None

L1

C0

**Uno, Scaglietti's Secretary**  
[C] **ASSIST** All your Charas with "[A] **ENCORE** [Discard a Chara from your hand to the WR]" in front of this gain +1000 Pow.  
[C] If you have another "Scaglietti, Dimensional Criminal" and "Quattro, Illusionist", all your other ::Mecha:: Charas gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Mecha - Secretary | NS/W04-030 T: Soul

L1

C1

**Ginga Nakajima**  
[S] [Rest 1 of your ::Mecha:: Charas] This gains +1000 Pow for the turn.

Magic - Mecha | NS/W04-031 T: Soul

L2

C1

**Genya Nakajima**  
[C] **ALARM** If this is on top of the Clock, all your Charas gain +500 Pow.

NS/W04-032 T: None

L0

C0

**Cinque, Bomber of Dancing Blades**  
[A] When this is placed from hand to the Stage, you may put the top card of your LB in your Clock.

Mecha - Eye Patch | NS/W04-033 T: None

L0

C0

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**Yuuno, Chief Librarian of Infinite Library**  
[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Magic - Book | NS/W04-034 T: None

L0

C0

**Nanoha & Subaru**  
[A] **BOND**/"Ginga Nakajima" [(1)]

Magic - Mecha | NS/W04-035 T: None

L1

C0

**Subaru & Teana**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "I Have Come to Help!" is placed to your CZ, choose a Level 2 or lower Chara in your Clock with "Nanoha" in name and put it in any Slot on the Stage.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Mecha | NS/W04-036 T: Soul

L3

C2

Nanoha StrikerS Booster Pack

**Subaru & Teana**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "I Have Come to Help!" is placed to your CZ, choose a Level 2 or lower Chara in your Clock with "Nanoha" in name and put it in any Slot on the Stage.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Mecha | NS/W04-036R T: Soul

L3

C2

**Mariel, Mechanic Maester**  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1)] Choose 1 of your ::Mecha:: Charas, and that Chara gains +500 Pow for the turn.

Glasses | NS/W04-037 T: None

L0

C0

**Teana Lanster**  
--No Text--

Magic - Weapon | NS/W04-038 T: None

L0

C0

**Dieci, Sniping Bomber**  
[S] **BRAINSTORM** [(2)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your Opp.'s Front Row, and that Chara gets -4000 Pow for the turn.

Mecha - Weapon | NS/W04-039 T: None

L0

C0

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

Mecha - Weapon | NS/W04-040 T: Soul

L1

C1

**Subaru & Ginga, Calibers**  
[A] When this attacks, if "Divine Buster" is in the CZ, all your Charas gain +1000 Pow for the turn.  
[S] [(1)] Choose 1 of your ::Mecha:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Mecha | NS/W04-041 T: None

L1

C0

**Lutecia & Hakutenou**  
--No Text--

Magic - Dragon | NS/W04-042 T: Soul

L2

C2

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

Mecha - Shield | NS/W04-043 T: Soul

L2

C1

**I Don't Want to Be Alone!**  
If you have 2 or more Charas, you cannot play this from hand. Choose a Chara in your Clock whose Level is equal to or lower than your Level and put it in any Slot on the Stage.

NS/W04-044 T: None

L2

C4

**Doing Whatever I Want?**  
Choose up to 2 of your Charas, and those Charas gain +3000 Pow for the turn.

NS/W04-045 T: None

L2

C1

**Wing Road**  
All your Charas gain "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock" for the turn.

NS/W04-046 T: None

L2

C1

**"Just Like Practice"**  
[Counter] Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

NS/W04-047 T: None

L1

C1

Last Simulation Battle

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

NS/W04-048 T: Stock

Divine Buster

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

NS/W04-049 T: 2 Soul

Divine Buster

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

NS/W04-049SP T: 2 Soul

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I Have Come to Help!

[C] All your Charas gain +2 Soul.

NS/W04-050 T: 2 Soul

Vivio

[C] All your other "Ace of Aces" Nanoha' and "True Sonic Form" Fate' gain +1000 Pow.

Odd-Eye - Royalty | NS/W04-051 T: None

L0C0

Vivio

[C] All your other "Ace of Aces" Nanoha' and "True Sonic Form" Fate' gain +1000 Pow.

Odd-Eye - Royalty | NS/W04-051S T: None

L0C0

Nanoha StrikerS Booster Pack

"Ace of Aces" Nanoha

[A] [(4)] When this attacks, if "Starlight Breaker" is in the CZ, may pay. If so, deal X damage to the Opp., where X = # of Climax cards in your WR. (DC can occur)

Magic - Weapon | NS/W04-052 T: Soul

L2C1

"Ace of Aces" Nanoha

[A] [(4)] When this attacks, if "Starlight Breaker" is in the CZ, may pay. If so, deal X damage to the Opp., where X = # of Climax cards in your WR. (DC can occur)

Magic - Weapon | NS/W04-052R T: Soul

L2C1

Vivio Takamachi

[C] All your other Charas with "Nanoha" in the name gain +500 Pow.  
[S] BRAINSTORM [(2)] 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.

Odd-Eye - Royalty | NS/W04-053 T: None

L0C0

Quattro, Illusionist

[C] ASSIST All your Charas in front of this gain [A] [(1)] When this becomes Reversed, if the Level of its Battle Opp. is equal to or thanlower than Level of this, may pay. If so, Reverse that Chara'.  
[S] [(1)] Choose 1 of your ::Mecha:: Charas, and that Chara gains +1000 Pow for the turn. At the end of the turn, put that Chara in the WR.

Mecha - Glasses | NS/W04-054 T: Soul

L1C1

Scaglietti, Dimensional Criminal

[C] For each other ::Mecha:: Chara you have, this gains +500 Pow.  
[C] If you have "Uno, Scaglietti's Secretary" in play, this gains [A] ENCORE [Discard a Chara from your hand to the WR]".

Science | NS/W04-055 T: Soul

L2C1

Vita, Knight of the Iron Hammer

[A] [(1)] When this attacks, if "Getting Out-!" is in the CZ, may pay. If so, deal 1 damage to your Opp.. (DC can occur)  
[A] When this becomes Reversed, if its Battle Opp. is Level 2 or Lower, you may Reverse that Chara.

Magic - Weapon | NS/W04-056 T: Soul

L2C1

Vita, Knight of the Iron Hammer

[A] [(1)] When this attacks, if "Getting Out-!" is in the CZ, may pay. If so, deal 1 damage to your Opp.. (DC can occur)  
[A] When this becomes Reversed, if its Battle Opp. is Level 2 or Lower, you may Reverse that Chara.

Magic - Weapon | NS/W04-056S T: Soul

L2C1

Vita, Battle Instructor

[A] When this becomes Reversed, if its Battle Opp. is Level 0 or lower, you may Reverse that Chara.

Magic - Weapon | NS/W04-057 T: None

L0C0

Agito, Sword Spirit of Fire

[A] BOND/"Zest Grañgaitz" [(1)]  
[S] [Rest this] Choose 1 of your ::Unison:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Unison | NS/W04-058 T: None

L0C0

Zest, Wandering Knight

[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Magic - Weapon | NS/W04-059 T: Soul

L1C1

Nanoha Takamachi

[C] If you have "Teana, Center Guard" and "Subaru & Ginga, Calibers" in play, this gains +2000 Pow.

Magic - Weapon | NS/W04-060 T: Soul

L1C1

Vivio, Saint King

[C] Chara opposite this gets -1 Soul.  
[A] When this becomes Reversed, if its Battle Opp. is Level 2 or Lower, you may Reverse that Chara.

Magic - Royalty | NS/W04-061 T: Soul

L3C2

**L3**  
**C2**

### Hayate & Rein

[C] If you have another "Signum, Flame General", "Vita, Knight of the Iron Hammer", "Shamal, Hand of the Healing Wind", and "Zafira, Fierce Guardian Beast", Chara Opposite this gets -4 Soul, and all your Charas gain "[A] **ENCORE** [(1)]".  
[A] When this attacks, if "Unbreakable Things" in your CZ, you may put the top card of your Clock in the WR.

Magic - Unison | NS/W04-077S T: Soul

L3  
C2

### Shamal, Hand of the Healing Wind

[C] All your other Charas with "Hayate" in name gains +500 Pow.  
[C] During your Opp.'s turn, all your other Charas gain +500 Pow.

Magic | NS/W04-078 T: None

L0  
C0

### Carim Gracia

[C] If "Limit Release" is in your CZ, all your other Charas with either "Fate", "Nanoha", or "Hayate" in name gain +1500 Pow.

Magic - God | NS/W04-079 T: None

L1  
C0

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### Guardian Knight Shamal & Guardian Beast Zafira

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times the Level of that Chara.  
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Magic - Familiar | NS/W04-080 T: Soul

L2  
C1

### Hayate, Lord of the Last Dark Sky

[C] If you have another "Guardian Knight Shamal & Guardian Beast Zafira" and "Carim Gracia", this gains +2000 Pow.  
[A] [(1)] When this attacks, if "Hraesvelgr" is in the CZ, may pay. If so, put the top card of your Clock in the WR.

Magic - Book | NS/W04-081 T: Soul

L2  
C2

### Hayate, Lord of the Last Dark Sky

[C] If you have another "Guardian Knight Shamal & Guardian Beast Zafira" and "Carim Gracia", this gains +2000 Pow.  
[A] [(1)] When this attacks, if "Hraesvelgr" is in the CZ, may pay. If so, put the top card of your Clock in the WR.

Magic - Book | NS/W04-081R T: Soul

L2  
C2

## Nanoha StrikerS Booster Pack

### Shario, Mechanic Designer

[C] All your other Charas with either "::Weapon::" or "::Mecha::" gain +500 Pow.

Glasses | NS/W04-082 T: None

L0  
C0

### Alto & Lucino, Communications

[A] [(1) Discard a "::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 "::Weapon::" Chara, reveal it, and put it in your hand. Shuffle your LB.

NS/W04-083 T: None

L0  
C0

### Reinforce II

[A] **BOND/"Hayate, Lord of the Last Dark Sky"** [(1)]

Magic - Unison | NS/W04-084 T: None

L0  
C0

### Zafira, Fierce Guardian Beast

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Magic - Familiar | NS/W04-085 T: None

L1  
C0

### Verossa & Schach

--No Text--

Magic - Secretary | NS/W04-086 T: Soul

L2  
C2

### Laguna Granscenic

[S] [(1)] Draw a card, and discard a card from your hand to the WR.

NS/W04-087 T: None

L0  
C0

### Hayate Yagami

--No Text--

Magic - Book | NS/W04-088 T: None

L0  
C0

### Griffith Lowran

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

Glasses | NS/W04-089 T: None

L0  
C0

### Sniper Vice

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Weapon | NS/W04-090 T: Soul

L1  
C1

### Inspector Verossa

[A] **ALARM** If this is on top of the Clock, all your Charas gain the following ability. "[A] When the Battle Opp. of this becomes Reversed, draw a card, and discard a card from your hand to the WR".

Magic | NS/W04-091 T: Soul

L1  
C1

### Schach Nouera

--No Text--

Magic - Weapon | NS/W04-092 T: Soul

L1  
C1

### Sister Schach

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

Magic - Weapon | NS/W04-093 T: Soul

L2  
C1

Can You Help Me?

Search your LB for up to 1 ::Magic:: Chara, reveal it, and put it in your hand. Shuffle your LB.

NS/W04-094 T: None

L1

C1

Pledge of Alto

[Counter] Choose 1 of your Charas, and that Chara gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may draw 2 cards."

NS/W04-095 T: None

L1

C2

Something to Protect

Choose up to 3 cards in your Clock and put them in the WR. Send this to Memory.

NS/W04-096 T: None

L2

C4

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Prophetinschriften

Draw a card, then choose a card in your Clock and put it in the WR. Send this to Memory.

NS/W04-097 T: None

L2

C2

Hraesvelgr

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

NS/W04-098 T: Draw

Hraesvelgr

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

NS/W04-098SP T: Draw

Nanoha StrikerS Booster Pack

Unbreakable Things

[C] All your Charas gain +2 Soul.

NS/W04-099 T: 2 Soul

Limit Release

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

NS/W04-100 T: 2 Soul