

Fate, Alternate Doll

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

Magic - Clone | N1/W32-001 T: None

L0

C0

Fate, Alternate Doll

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

Magic - Clone | N1/W32-001S T: None

L0

C0

Arf, Equal Partner

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

Familiar - Animal | N1/W32-002 T: None

L1

C0

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Arf, Wolf Form

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

Familiar - Animal | N1/W32-003 T: Soul

L2

C1

Fate, Thinking of Mother

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

Magic - Clone | N1/W32-004 T: Soul

L2

C2

Precia Testarossa

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

Magic - Illness | N1/W32-005 T: None

L0

C0

Nanoha the Movie 1st & 2nd A's Booster Pack

Rinis, Educator

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

Familiar - Animal | N1/W32-006 T: None

L0

C0

Fate, Focused

--No Text--

Magic - Clone | N1/W32-007 T: None

L1

C0

Fate, the Other Magical Girl

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

Magic - Clone | N1/W32-008 T: Soul

L1

C1

Fate, the Other Magical Girl

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

Magic - Clone | N1/W32-008S T: Soul

L1

C1

Precia, Lost Past

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

Magic - Illness | N1/W32-009 T: Soul

L2

C1

Phalanx Shift

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

N1/W32-010 T: 2 Soul

Alisa, Stubborn

[C] All your other Charas with "Nanoha" in name gain +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Animal | N1/W32-011 T: None

L0

C0

Suzuka, Kind Girl

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

Animal | N1/W32-012 T: None

L1

C0

Alisa Bannings

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

Animal | N1/W32-013 T: None

L1

C0

Suzuka Shikimura

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

Animal | N1/W32-014 T: None

L0

C0

Amy, Top Operator

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

No Traits | N1/W32-015 T: None

L0

C0

Lindy, Chief of Time-Space Administration Bureau

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

Magic - Tea | N1/W32-016 T: None

L1

C0

Chrono, Asura's Trump Card

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

Magic - Weapon | N1/W32-017 T: Soul

L2
C1

Nanoha, Own Will

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

Magic - Weapon | N1/W32-018 T: Soul

L2
C2

Nanoha, Own Will

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

Magic - Weapon | N1/W32-018S T: Soul

L2
C2

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Nanoha, Believing Thoughts

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

Magic - Weapon | N1/W32-019 T: Soul

L1
C1

Nanoha, Believing Thoughts

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

Magic - Weapon | N1/W32-019S T: Soul

L1
C1

Nanoha, Full Power

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

Magic - Weapon | N1/W32-020 T: Soul

L2
C2

Nanoha the Movie 1st & 2nd A's Booster Pack

Nanoha, Full Power

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

Magic - Weapon | N1/W32-020S T: Soul

L2
C2

Nanoha & Fate, Shared Feelings

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

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

Magic - Clone | N1/W32-021 T: Soul

L3
C2

Yuuno, Ferret Form

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

Magic - Animal | N1/W32-022 T: None

L0
C0

Nanoha in Uniform

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

Magic - Weapon | N1/W32-023 T: None

L0
C0

Nanoha, Talent for Magic

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

Magic - Weapon | N1/W32-024 T: None

L0
C0

Yuuno, Force Field Magician

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

Magic - Animal | N1/W32-025 T: None

L1
C0

Divine Buster

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

N1/W32-026 T: 2 Soul

Starlight Breaker

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

N1/W32-027 T: Salvage

Fate, Strongest Rival

[C] **ASSIST** All your Charas in front of this with either "Nanoha" or "Fate" in name gain +1500 Pow.

[A] When "Offense And Defense of the Fierce Battle" is placed in your CZ, choose 1 of the traits among the ones that your Opp.'s Charas have, and all your Opp.'s Charas lose all instances of that trait for the turn.

Magic - Clone | N1/W32-101 T: Soul

L2
C1

Fate, Strongest Rival

[C] **ASSIST** All your Charas in front of this with either "Nanoha" or "Fate" in name gain +1500 Pow.

[A] When "Offense And Defense of the Fierce Battle" is placed in your CZ, choose 1 of the traits among the ones that your Opp.'s Charas have, and all your Opp.'s Charas lose all instances of that trait for the turn.

Magic - Clone | N1/W32-101R T: Soul

L2
C1

Fate in Swimsuit

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

[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 Chara with either ::Clone:: and/or ::Familiar::, reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | N1/W32-102 T: None

L0
C0

Fate in Swimsuit

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

[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 Chara with either ::Clone:: and/or ::Familiar::, reveal it, put it in your hand, and shuffle your LB.

Magic - Clone | N1/W32-102R T: None

L0
C0

Nanoha, Strongest Rival

[A] When this attacks, if "Offense And Defense of the Fierce Battle" is in the CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: and/or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, and this gains +2000 Pow for the turn.

Magic - Weapon | N1/W32-103 T: Soul

L2
C1

Nanoha, Strongest Rival

[A] When this attacks, if "Offense And Defense of the Fierce Battle" is in the CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: and/or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, and this gains +2000 Pow for the turn.

Magic - Weapon | N1/W32-103R T: Soul

L2
C1

Nanoha in Swimsuit

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

Magic - Weapon | N1/W32-104 T: None

L0
C0

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Nanoha in Swimsuit

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

Magic - Weapon | N1/W32-104R T: None

L0
C0

Offense And Defense of the Fierce Battle

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

N1/W32-105 T: Salvage

Offense And Defense of the Fierce Battle

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

N1/W32-105R T: Salvage

Nanoha the Movie 1st & 2nd A's Booster Pack

Fate, Return of Lightning

[C] If there are 5 or fewer cards in your LB, this gets -1 Level in your hand.

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, this gains +1000 Pow.

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

Magic - Clone | N2/W32-028 T: Soul

L3
C2

Fate, Return of Lightning

[C] If there are 5 or fewer cards in your LB, this gets -1 Level in your hand.

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, this gains +1000 Pow.

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

Magic - Clone | N2/W32-028S T: Soul

L3
C2

Fate, Afterwards

[C] All your other Charas whose name includes "Nanoha" gain "[A] ENCORE [Discard a Chara from hand to the WR]".

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Magic - Clone | N2/W32-029 T: None

L0
C0

Fate, For Her Friends

[A] When this is placed from hand to the Stage, this gains +1 Level and +1000 Pow for the turn.

[A] [(1)] When this becomes Reversed during Battle, may pay. If so, send this to Memory.

Magic - Clone | N2/W32-030 T: None

L0
C0

Fate, New Power

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

[A] **CHANGE** [(1) Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Fate, Sonic Drive" in your WR and put it in the Slot this was in.

Magic - Clone | N2/W32-031 T: None

L1
C0

Fate, Victory Declaration

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] When this is placed from hand to the Stage, choose 1 of your Standing Charas with either "Fate" or "Arf" in name and Rest it.

Magic - Clone | N2/W32-032 T: None

L1
C0

Fate, Sonic Drive

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +1500 Pow.

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

Magic - Clone | N2/W32-033 T: None

L1
C1

Fate, Ideal Family

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.

Magic - Clone | N2/W32-034 T: Soul

L2
C1

Signum, Something to Protect

[C] During your turn, for each other ::Magic:: Chara you have, this gains +500 Pow.

[A] This ability may activate up to once per turn. During the turn when this is placed from hand to the Stage, if the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC may occur)

[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Magic - Weapon | N2/W32-035 T: Soul

L3
C2

Signum, Something to Protect

[C] During your turn, for each other ::Magic:: Chara you have, this gains +500 Pow.

[A] This ability may activate up to once per turn. During the turn when this is placed from hand to the Stage, if the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC may occur)

[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Magic - Weapon | N2/W32-035S T: Soul

L3
C2

Fate, Reunited After A Long Time

[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 - Clone | N2/W32-036 T: None

L0
C0

Signum, Mysterious Swordsman

[A] [(1) Rest 1 of your Standing Charas] When this attacks, if "Strong Enemy in the Way" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to the hand.

Magic - Weapon | N2/W32-037 T: None

L0
C0

Signum, Encounter on the Rooftop

[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 +1500 Pow and +1 Soul for the turn.

Magic - Weapon | N2/W32-038 T: None

L1
C0

Fate, Place Where She Should Be

[A] At the start of your Encore Step, if "End of the Dreams" is in the CZ, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Fate, Place Where She Should Be" in your Memory and put it in any Slot on the Stage. That Chara gains +1500 Pow and +1 Soul for that turn.

Magic - Clone | N2/W32-039 T: None

L1
C1

Signum, Declaration of a General

[A] When this is placed from hand to the Stage or via the effect of "Awakening of the Book of Darkness" to the Stage, if you have 2 or more other ::Magic:: Charas, this gains +1 Soul for the turn.

Magic - Weapon | N2/W32-040 T: None

L1
C1

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Arf, Feeling of Gratitude

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more cards in your Memory, choose 1 of your Battling Charas, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Familiar - Animal | N2/W32-041 T: Soul

L2
C1

Fate, Final Battle

[A] When this attacks, if "Strike of Lightning God" is in the CZ, your Opp. may not play Event or **BACKUP** from their hand for the turn.

Magic - Clone | N2/W32-042 T: Soul

L2
C2

Fate, Feeling Nice

[C] This cannot be chosen as target of Opp.'s effects.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Magic - Clone | N2/W32-043 T: None

L0
C0

Nanoha the Movie 1st & 2nd A's Booster Pack**Signum, Waking Up**

--No Text--

Magic - Weapon | N2/W32-044 T: None

L0
C0

Signum, Bureau Officer

[A] This ability may activate up to twice per turn. When your other ::Magic:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

Magic - Weapon | N2/W32-045 T: Soul

L2
C1

End of the Dreams

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

N2/W32-046 T: Soul Bounce

Strike of Lightning God

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

N2/W32-047 T: Soul Shot

Strong Enemy in the Way

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

N2/W32-048 T: 2 Soul

Lindy, Memory of the Past

[C] All your other Charas with either "Chrono" or "Lindy" in name gain +1000 Pow.

Magic - Tea | N2/W32-049 T: Soul

L1
C1

Lindy, Battle Stance

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

Magic - Tea | N2/W32-050 T: Soul

L2
C1

"Extremely Large Freezing Magic" Chrono

[C] If you have another Chara with "Lindy" in name, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Magic - Weapon | N2/W32-051 T: Soul

L2
C2

Chrono, Memories about the "Book of Darkness" Incident

[S] [(1) Rest 1 of your Charas] This gains +2500 Pow for the turn.

Magic - Weapon | N2/W32-052 T: None

L1
C0

Nanoha, Determined Look

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, if you have 3 or more other ::Magic:: Charas, you may put the top card of your LB in Stock.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of LB or in the WR.

Magic - Weapon | N2/W32-053 T: Soul

L3
C2

Nanoha, Determined Look

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, if you have 3 or more other ::Magic:: Charas, you may put the top card of your LB in Stock.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of LB or in the WR.

Magic - Weapon | N2/W32-053S T: Soul

L3
C2

Vita, Angry Look

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level in your hand.

[C] This cannot be Reversed by your Opp.'s Chara's [A] effects.
[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Magic - Doll | N2/W32-054 T: Soul

L3
C2

Nanoha, New Power

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

[A] **CHANGE** [(1) Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Nanoha, Accel Mode" in your WR and put it in the Slot this was in.

Magic - Weapon | N2/W32-055 T: None

L1
C0

Nanoha, Cartridge System

[C] If you have 3 or more other ::Magic:: Charas, this gains +1000 Pow.

[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 +1 Level and +3000 Pow for the turn.

Magic - Weapon | N2/W32-056 T: None

L1
C0

Nanoha, Accel Mode

[C] **RECOLLECTION** If there is at least 1 card in your Memory, this gains +1 Level and +1000 Pow.

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Magic - Weapon | N2/W32-057 T: None

L1
C1

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Vita, Heroic Determination

[A] [(1)] When this attacks, if "For Hayate" is in the CZ, may pay. If so, all your Charas gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot it was in."

Magic - Doll | N2/W32-058 T: None

L1
C1

Vita, Heroic Determination

[A] [(1)] When this attacks, if "For Hayate" is in the CZ, may pay. If so, all your Charas gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot it was in."

Magic - Doll | N2/W32-058S T: None

L1
C1

Nanoha, Exelion Mode

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, this gains +2000 Pow.

[A] [(2)] When this attacks, if "Exelion Buster A.C.S" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and this gains +3000 Pow for the turn. (DC may occur)

Magic - Weapon | N2/W32-059 T: Soul

L2
C2

Nanoha the Movie 1st & 2nd A's Booster Pack

Nanoha, Sudden Attack

[A] [(1)] Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in Battle, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand.

Magic - Weapon | N2/W32-060 T: None

L0
C0

Vita, Schwalbefliegen

[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] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand."

Magic - Doll | N2/W32-061 T: None

L0
C0

Nanoha, Cheerful

[A] When this attacks, if "Morning of Promise" is in the CZ, put the top 3 cards of your LB in the WR. If the cards put in the WR in this way are all ::Magic:: Charas, choose a Chara in your WR and return it to your hand.

Magic - Weapon | N2/W32-062 T: None

L0
C0

Vita, Eating

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Magic:: Chara, put it in Clock. (Otherwise put it back where it was)

Magic - Doll | N2/W32-063 T: None

L0
C0

Vita, Encounter on the Rooftop

[A] When this is placed from hand to the Stage or via the effect of "Awakening of the Book of Darkness" to the Stage, this gains +X Pow for the turn. X = 500 times number of ::Magic:: Charas you have.

Magic - Doll | N2/W32-064 T: None

L1
C0

Nanoha, Accel Shooter

--No Text--

Magic - Weapon | N2/W32-065 T: None

L1
C1

Vita, First Time Fighting Together

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

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Magic - Doll | N2/W32-066 T: Soul

L2
C1

Nanoha, Truth to be Told

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

[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +500 Pow for the turn.

Magic - Weapon | N2/W32-067 T: Soul

L2
C1

Vita, Present from Hayate

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

[S] [(1)] Choose 1 of your ::Magic:: Charas, and that Chara gains +500 Pow for the turn.

Magic - Doll | N2/W32-068 T: None

L0
C0

Nanoha & Fate, Oath Between Two

[A] **BOND**/"Fate, Place Where She Should Be" [Put the top card of your LB in your Clock]

Magic - Weapon | N2/W32-069 T: None

L0
C0

Nanoha, Reunited After A Long Time

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

Magic - Weapon | N2/W32-070 T: None

L0
C0

Vita, Happy Days

--No Text--

Magic - Doll | N2/W32-071 T: None

L0
C0

Yuuno, Advisor

[A] [(1) Rest 2 of your Standing ::Magic:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with "Nanoha" in name and return it to your hand.

Magic - Book | N2/W32-072 T: None

L1

C0

Vita, Bureau Worker

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

Magic - Doll | N2/W32-073 T: Soul

L2

C1

For Hayate

[C] All your Charas gain +2 Soul.

N2/W32-074 T: 2 Soul

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Exelion Buster A.C.S

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

N2/W32-075 T: Salvage

Morning of Promise

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

N2/W32-076 T: 2 Soul

Hayate, Unison in!

[C] All your other Charas with either ::Magic:: and/or ::Book:: gain +1000 Pow.
[S] [(2) Send 1 "Reinforce, Nap Time" and this from your Stage to Memory] Choose a "Hayate & Reinforce as One" in your WR and put it in the Slot this was in.

Magic - Book | N2/W32-077 T: Soul

L2

C1

Nanoha the Movie 1st & 2nd A's Booster Pack

Hayate, Unison in!

[C] All your other Charas with either ::Magic:: and/or ::Book:: gain +1000 Pow.
[S] [(2) Send 1 "Reinforce, Nap Time" and this from your Stage to Memory] Choose a "Hayate & Reinforce as One" in your WR and put it in the Slot this was in.

Magic - Book | N2/W32-077S T: Soul

L2

C1

Hayate & Reinforce as One

[C] **RECOLLECTION** During your Opp.'s turn, if there are 2 or more Charas in your Memory with either ::Magic:: and/or "Hayate" in the name, this gains +2000 Pow.
[A] [(1) Rest 2 of your Standing ::Magic:: Charas] When this attacks, if "Petrifying Lance, Mastiteinn" is in the CZ, may pay. If so, this gains +2000 Pow for the turn, and choose up to 2 of your Opp.'s Level 3 or lower Charas. Those Charas do not Stand during your Opp.'s next Stand Phase.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Magic - Book | N2/W32-078 T: Soul

L3

C2

Shamal, Support Role

[C] During your Opp.'s turn, all your other Charas with either ::Magic:: and/or ::Book:: gain +500 Pow.
[S] [(1) Choose 1 of your Charas with either ::Magic:: and/or ::Book::, and that Chara gains the following ability for the turn. "[C] During battles involving this card, your Opp. cannot play Event or **BACKUP** from hand."

Magic | N2/W32-079 T: None

L0

C0

Hayate, Making Breakfast

[A] When this attacks, if "Morning at the Hayate Household" is in the CZ, draw a card, discard a card from hand to the WR, and this gains +500 Pow for the turn.

Book | N2/W32-080 T: None

L0

C0

Reinforce, Overspilling Passion

[A] When this is placed from hand to the Stage, if you have 3 or more other Charas with either ::Magic:: and/or ::Book::, this gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Book | N2/W32-081 T: None

L1

C0

Reinforce, Moment of Farewell

[A] At the start of your Draw Phase, you may put the top card of your LB in your Clock. If not, Send this to Memory.

Magic - Book | N2/W32-082 T: Soul

L2

C1

Shamal, Overslept

[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:: and/or "Hayate" in name, reveal it, and put it in your hand. Shuffle your LB.

Magic | N2/W32-083 T: None

L0

C0

Hayate, Master of "Yagami Household"

[A] This ability activates up to twice per turn. When your other Chara with either ::Magic:: and/or "Hayate" in name is placed from hand to the Stage, this gains +1000 Pow for the turn.
[A] [(1)] When this becomes Reversed in Battle, may pay. If so, Send this to Memory.

Book | N2/W32-084 T: None

L0

C0

Reinforce, Nap Time

[A] **BOND/"Hayate, Unison in!"** [Discard a card from your hand to the WR]

Magic - Book | N2/W32-085 T: None

L0

C0

Zafira, Piercing

[C] All your other Charas with either ::Magic:: and/or ::Book:: gain +500 Pow.
[S] [(1) Rest this] Choose up to 2 of your Charas. They gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Familiar - Animal | N2/W32-086 T: Soul

L1

C1

Hayate, Moment of Farewell

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.

Magic - Book | N2/W32-087 T: Soul

L2

C1

Reinforce, Wishing Upon Friends

[C] If you have 3 or more other Charas with either ::Magic:: and/or ::Book::, this gains +1500 Pow.

Magic - Book | N2/W32-088 T: Soul

L2

C2

Reinforce II, Spring Winds

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

[S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Magic:: and/or "Hayate" in name, reveal it, and put it in your hand. Shuffle your LB.

Magic - Unison | N2/W32-089 T: None

L0
C0

Hayate, Looking for Something

[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, choose 1 of your Charas with either ::Magic:: and/or "Hayate" in name, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Book | N2/W32-090 T: None

L0
C0

"Reminiscence" Reinforce

--No Text--

Magic - Book | N2/W32-091 T: None

L0
C0

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Hayate, Free from Curse

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

Magic - Book | N2/W32-092 T: None

L1
C0

Shamal, Expert of Supporting Magic

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in the WR.

Magic | N2/W32-093 T: None

L1
C0

Hayate, Punishing Misbehaving Kids

[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Book | N2/W32-094 T: None

L1
C1

Nanoha the Movie 1st & 2nd A's Booster Pack

Shamal, Captured Core

--No Text--

Magic | N2/W32-095 T: None

L1
C1

Shamal, Bureau Worker

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

[S] [Rest 1 of your ::Magic:: Charas] This gains +1000 Pow for the turn.

Magic | N2/W32-096 T: Soul

L2
C1

Zafira, Full Speed Sprint

--No Text--

Familiar - Animal | N2/W32-097 T: Soul

L2
C2

Awakening of the Book of Darkness

If you don't have a Chara whose name includes "Hayate" in name, you cannot play this from hand.

Choose up to 1 "Signum, Declaration of a General", up to 1 "Vita, Encounter on the Rooftop", up to 1 "Shamal, Support Role", and up to 1 "Zafira, Piercing" from your WR and put them in separate Slots on the Stage.

N2/W32-098 T: None

L3
C2

Petrifying Lance, Mistilteinn

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

N2/W32-099 T: Draw

Morning at the Yagami Household

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

N2/W32-100 T: 2 Soul

"Plasma Zanber Breaker" Fate

[A] [(1) Discard a Chara with either "Fate" and/or "Art" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 of your Opp.'s Cost 1 or lower Charas and return it to hand, and this gains +1 Soul for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Magic - Clone | N2/W32-106 T: Soul

L3
C2

"Plasma Zanber Breaker" Fate

[A] [(1) Discard a Chara with either "Fate" and/or "Art" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 of your Opp.'s Cost 1 or lower Charas and return it to hand, and this gains +1 Soul for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Magic - Clone | N2/W32-106SSP T: Soul

L3
C2

"Guardian Knight" Signum

[A] When "For the Smile of Master" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a Chara with either ::Magic:: and/or ::Weapon::, you may choose 1 of your Opp.'s Charas and return it to hand.

[S] [(1)] This gains +3000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put it in Stock."

Magic - Weapon | N2/W32-107 T: None

L1
C0

"Guardian Knight" Signum

[A] When "For the Smile of Master" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a Chara with either ::Magic:: and/or ::Weapon::, you may choose 1 of your Opp.'s Charas and return it to hand.

[S] [(1)] This gains +3000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put it in Stock."

Magic - Weapon | N2/W32-107R T: None

L1
C0

Fate & Nanoha, Time Wished for

[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: and/or ::Clone::, reveal it, put it in your hand, and put the rest in the WR.

Magic - Clone | N2/W32-108 T: None

L0
C0

Fate, As a Senior

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: and/or ::Animal::, reveal it, put it in your hand, and put the rest in the WR.

[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Magic:: and/or ::Animal::, and that Chara gains +2000 Pow for the turn.

Magic - Clone | N2/W32-109 T: None

L1
C1

Fate, As a Senior

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: and/or ::Animal::, reveal it, put it in your hand, and put the rest in the WR.

[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Magic:: and/or ::Animal::, and that Chara gains +2000 Pow for the turn.

Magic - Clone | N2/W32-109R T: None

L1C1

"Starlight Breaker" Nanoha

[A] [Discard a Chara with "Nanoha" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +4000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may Deal 1 Damage to your Opp.. (DC can occur)

[A] [(2) Put this on top of the LB] When this is Front Attacked, may pay. If so, deal 1 Damage to your Opp.. (DC can occur. This attack does not become Direct Attack)

Magic - Weapon | N2/W32-110 T: Soul

L3C2

"Starlight Breaker" Nanoha

[A] [Discard a Chara with "Nanoha" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +4000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may Deal 1 Damage to your Opp.. (DC can occur)

[A] [(2) Put this on top of the LB] When this is Front Attacked, may pay. If so, deal 1 Damage to your Opp.. (DC can occur. This attack does not become Direct Attack)

Magic - Weapon | N2/W32-110SSP T: Soul

L3C2

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Nanoha, As a Senior

[A] When your other Chara with either ::Magic:: and/or ::Weapon:: Attacks, this gains +1000 Pow for the turn.

Magic - Weapon | N2/W32-111 T: None

L1C0

Nanoha, As a Senior

[A] When your other Chara with either ::Magic:: and/or ::Weapon:: Attacks, this gains +1000 Pow for the turn.

Magic - Weapon | N2/W32-111R T: None

L1C0

"Guardian Knight" Vita

[C] If there are no cards in your Clock, this cannot attack.

Magic - Doll | N2/W32-112 T: None

L1C1

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"Guardian Knight" Vita

[C] If there are no cards in your Clock, this cannot attack.

Magic - Doll | N2/W32-112R T: None

L1C1

"Ragnarok Breaker" Hayate

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from hand to the WR.

[A] [(2) Discard 2 Charas with either "Hayate" or "Rein" in name from hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot Deal Damage to players."

Magic - Book | N2/W32-113 T: Soul

L3C2

"Ragnarok Breaker" Hayate

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from hand to the WR.

[A] [(2) Discard 2 Charas with either "Hayate" or "Rein" in name from hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot Deal Damage to players."

Magic - Book | N2/W32-113SSP T: Soul

L3C2

Hayate, Happy Days

[A] [Put the top of your LB in Clock] When this attacks, if "Time for Just Us Two" is in the CZ, may pay. If so, draw a card, and this gains +2000 Pow until the next end of your Opp.'s turn.

Book | N2/W32-114 T: None

L1C0

Hayate, Happy Days

[A] [Put the top of your LB in Clock] When this attacks, if "Time for Just Us Two" is in the CZ, may pay. If so, draw a card, and this gains +2000 Pow until the next end of your Opp.'s turn.

Book | N2/W32-114R T: None

L1C0

"Guardian Knight" Shamal

[A] When this is placed from hand to the Stage, if your Opp. has 1 or fewer card in the Front Row, choose 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Magic | N2/W32-115 T: None

L0C0

"Guardian Knight" Zafira

[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Familiar - Animal | N2/W32-116 T: None

L0C0

Time for Just Us Two

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

N2/W32-117 T: Soul Gate

Time for Just Us Two

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

N2/W32-117R T: Soul Gate

For the Smile of Master

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

N2/W32-118 T: 2 Soul

For the Smile of Master

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

N2/W32-118R T: 2 Soul