

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/W25-001 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/W25-001R T: Soul

L3
C2

Signum, Something to Protect

[C] During your turn, for each of your other ::Magic:: Charas, this gains +500 Pow.
[A] This ability activates up to once per turn. During the turn 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 can occur)
[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Magic - Weapon | N2/W25-002 T: Soul

L3
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Signum, Something to Protect

[C] During your turn, for each of your other ::Magic:: Charas, this gains +500 Pow.
[A] This ability activates up to once per turn. During the turn 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 can occur)
[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Magic - Weapon | N2/W25-002R T: Soul

L3
C2

Fate, Afterwards

[C] All your other Charas with "Nanoha" in name gain "[A] **ENCORE** [Discard a Chara from your 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/W25-003 T: None

L0
C0

Fate, Afterwards

[C] All your other Charas with "Nanoha" in name gain "[A] **ENCORE** [Discard a Chara from your 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/W25-003S T: None

L0
C0

Nanoha The Movie 2nd A's Booster Pack

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/W25-004 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/W25-004R T: None

L0
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/W25-005 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/W25-005SSP 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/W25-006 T: None

L1
C1

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/W25-006S T: None

L1
C1

Fate, Place Where She Should Be at

[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 at" in your Memory and put it in any Slot on the Stage, and that Chara gains +1500 Pow and +1 Soul for that turn.

Magic - Clone | N2/W25-007 T: None

L1
C1

Fate, Place Where She Should Be at

[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 at" in your Memory and put it in any Slot on the Stage, and that Chara gains +1500 Pow and +1 Soul for that turn.

Magic - Clone | N2/W25-007S 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/W25-008 T: Soul

L2
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/W25-008S T: Soul

L2
C1

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/W25-009 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/W25-010 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/W25-011 T: None

L1
C0

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/W25-012 T: None

L1
C1

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/W25-013 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

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/W25-014 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/W25-015 T: None

L0
C0

Signum, Schlangebeißer

[S] [Discard a card from hand to the WR, Rest 2 of your Charas] Choose a Level 0 or lower ::Magic:: Chara in your WR and put it in any Slot on the stage.

Magic - Weapon | N2/W25-016 T: None

L0
C0

Nanoha The Movie 2nd A's Booster Pack**Alicia, Pestering**

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

N2/W25-017 T: None

L0
C0

Signum, Waking Up

--No Text--

Magic - Weapon | N2/W25-018 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/W25-019 T: None

L1
C0

Precia & Rinis, Ideal Family

--No Text--

Magic - Animal | N2/W25-020 T: None

L1
C0

Signum, Bureau Worker

[A] This ability activates 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/W25-021 T: Soul

L2
C1

Walking Together Nicely

Send this to Memory.

[C] **RECOLLECTION** If this is in Memory, the Chara in your Front Row Center Slot with "Fate" in name gain +1000 Pow.

N2/W25-022 T: None

L1
C1

End of the Dreams

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

N2/W25-023 T: Soul Bounce

Strike of Lightning God

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

N2/W25-024 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/W25-025 T: 2 Soul

Lindy, Battle Stance

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

Magic - Tea | N2/W25-026 T: Soul

L2
C1

Lindy, Battle Stance

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

Magic - Tea | N2/W25-026S T: Soul

L2
C1

Lindy, Memory of the Past

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

Magic - Tea | N2/W25-027 T: Soul

L1
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/W25-028 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/W25-029 T: None

L1
C0

Alisa & Suzuka, Christmas Party
--No Text--

Animal - Book | N2/W25-030 T: None

L1
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

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/W25-031 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/W25-031R 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/W25-032 T: Soul

L3
C2

Nanoha The Movie 2nd A's Booster Pack

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/W25-032R T: Soul

L3
C2

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/W25-033 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/W25-033S 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/W25-034 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/W25-034SSP T: None

L0
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/W25-035 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/W25-035R 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/W25-036 T: None

L1
C1

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/W25-036SSP 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/W25-037 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/W25-037S 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 can occur)

Magic - Weapon | N2/W25-038 T: Soul

L2
C2

[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 can occur)

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

[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.

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

[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."

LO
CO

[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.

L1
C0

[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 the number of ::Magic:: Charas you have.

L1
C0

--No Text--

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

[A] When another Battling Chara of yours becomes Reversed, 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.

L2
C1

[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.

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

[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.

LO
CO

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

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

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

$$\frac{LO}{CO}$$

--No Text--

LO
CO

[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.

L1
C0

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

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

Choose a **::Magic::** Chara in your WR and return it to your hand.

Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L1
C1

[C] All your Charas gain +2 Soul.

[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.

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

N2/W25-055 T: Salvage

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 tis was in.

Magic - Book | N2/W25-056 T: Soul

L2C1

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 tis was in.

Magic - Book | N2/W25-056SSP T: Soul

L2C1

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, Mistltein" 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/W25-057 T: Soul

L3C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

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, Mistltein" 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/W25-057R T: Soul

L3C2

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/W25-058 T: None

L0C0

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/W25-058S T: None

L0C0

Nanoha The Movie 2nd A's Booster Pack

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/W25-059 T: None

L0C0

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/W25-059S T: None

L0C0

Hayate, Happy Phone Time

[C] **RECOLLECTION** During your Opp.'s 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]

Book | N2/W25-060 T: None

L1C0

Hayate, Happy Phone Time

[C] **RECOLLECTION** During your Opp.'s 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]

Book | N2/W25-060R T: None

L1C0

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/W25-061 T: None

L1C0

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/W25-061S T: None

L1C0

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/W25-062 T: Soul

L2C1

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/W25-062S T: Soul

L2C1

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/W25-063 T: None

L0C0

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/W25-064 T: None

L0C0

Reinforce, Nap Time

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

Magic - Book | N2/W25-065 T: None

L0C0

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/W25-066 T: Soul

L1C1

Hayate, Moment of Farewell

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

Magic - Book | N2/W25-067 T: Soul

L2C1

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/W25-068 T: Soul

L2C2

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/W25-069 T: None

L0C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

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/W25-070 T: None

L0C0

"Reminiscence" Reinforce

--No Text--

Magic - Book | N2/W25-071 T: None

L0C0

Hayate, Free from Curse

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

Magic - Book | N2/W25-072 T: None

L1C0

Nanoha The Movie 2nd A's Booster Pack

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/W25-073 T: None

L1C0

Hayate, Punishing Misbehaving Kids

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

Book | N2/W25-074 T: None

L1C1

Shamal, Captured Core

--No Text--

Magic | N2/W25-075 T: None

L1C1

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/W25-076 T: Soul

L2C1

Zafira, Full Speed Sprint

--No Text--

Familiar - Animal | N2/W25-077 T: Soul

L2C2

Awakening of the Book of Darkness

If you don't have a Chara with "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/W25-078 T: None

L3C2

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/W25-079 T: 2 Soul

Petrifying Lance, Mistilteinn

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

N2/W25-080 T: Draw