




































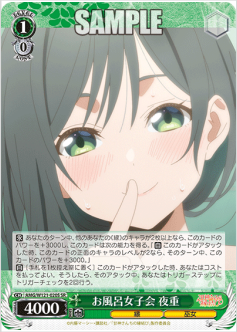

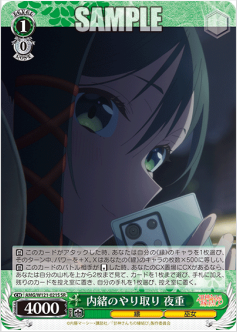
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AMG/W121-001		<p>(R) 2/1 Shirahi (Fate/Childhood Friend)</p> <p>CONT - During your turn, for each of your other <Fate> characters, this gets +1500 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, all players shuffle all cards from their Waiting Room into their deck.</p>		SR	
AMG/W121-002		<p>(U) 0/0 Shirahi (Fate/Childhood Friend)</p> <p>AUTO - [(1) Discard 1 <Fate> character] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>		SR	
AMG/W121-003		<p>(U) 0/0 Mahiru (Fate/Doctor)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your other <Fate> characters, this turn, it gets +2000 power.</p> <p>AUTO - [(1) Put the top card of your deck onto the bottom of your Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 Cost 0 <Fate> character whose Level is equal or lower than your Level, place it on stage in any slot Rested, and shuffle your deck afterwards.</p>		SR	


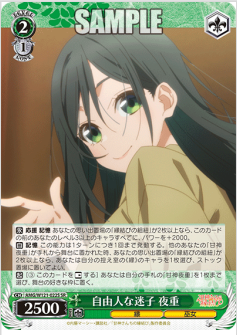

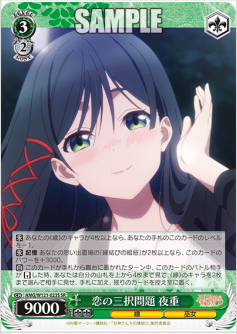


AMG/W121-004		<p>(U) 1/0 Shirahi (Fate/Childhood Friend)</p> <p>CONT - During your turn, if you have another <Fate> character, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (012) in your CX Area, and you have another <Fate> character, reveal the top card of your deck, then choose 1 Level X or lower <Fate> character from your Waiting Room, and add it to hand, and this turn, this gets +1000 power. X equals the Level of the revealed card.</p> <p><i>Note: Has a Soul Trigger</i></p>		SR	
AMG/W121-005		<p>(U) 1/0 Mahiru (Fate/Doctor)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p>AUTO - When this attacks, if you have a CX with a Choice Trigger in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, during the Trigger Step of this attack, perform Trigger Check twice.</p> <p><i>Note: Has a Soul Trigger</i></p>		SR	
AMG/W121-006		<p>(U) 3/2 Shirahi (Fate/Childhood Friend)</p> <p>CONT - If you have 2 or less, or 6 or more CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is Reversed, if you have 2 or more other <Fate> characters, and the battle opponent's Level is 3 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p> <p>AUTO - When this is sent from Stage to Waiting Room, you may return this to hand. If you do, choose up to 1 <Fate> character in your Waiting Room, send it to Stock.</p>		SR	









AMG/W121-007	<p>(U) 3/2 Mahiru (Fate/Doctor)</p> <p>CONT - For each of your other <Fate> characters, this gets +500 power.</p> <p>AUTO - {CX Combo} (1) When this attacks, if you have the Choice CX (013) in your CX Area, and you have another <Fate> character, you may pay cost. If you do, reveal the top card of your deck, deal X damage to your opponent, then send up to 1 card from the bottom of your clock to Waiting Room. X is equal to the Level of the revealed card +1.</p>	<p>SR</p>	
AMG/W121-008	<p>(C) 0/0 Shirahi (Fate/Childhood Friend)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them, search your deck for up to 1 <Fate> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><i>Note: Has a Soul Trigger</i></p>	<p>SR</p>	
AMG/W121-009	<p>(C) 0/0 Yomiko (Fate/Miko)</p> <p>AUTO - At the start of your CX Phase, choose 1 of your characters with "Yae", "Yuna" or "Asahi" in its name, this turn, it gets +X power. X is equal to that character's level times 1000.</p> <p>AUTO - At the start of your opponent's Draw Phase, reveal the top card of your deck. If that card is Level 2 or higher, you may return this card to hand.</p> <p>ACT - [Rest this] Choose 1 of your other characters, this turn, it gets +1 Soul.</p>	<p>SR</p>	
AMG/W121-010	<p>(C) 0/0 Mahiru (Fate/Doctor)</p> <p>AUTO - When this placed on stage from hand, choose 1 of your <Fate> characters, this turn, it gets +X power. X equals the number of your <Fate> characters times 500.</p> <p>AUTO - When a CX with a Choice Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +500 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p>	<p>SR</p>	



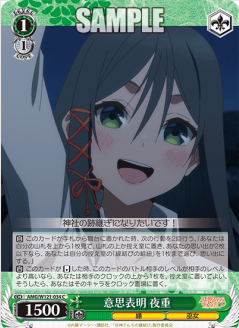
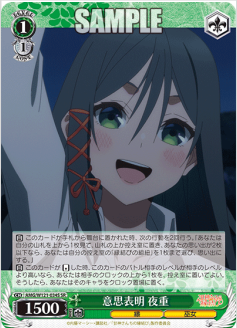




AMG/W121-011		(C) 1/1 Mahiru (Fate/Doctor) CONT - ASSIST Level x 500 to <Fate> characters. AUTO - When a CX with a Choice Trigger is placed in your CX Area, this turn, all of your characters currently on stage gets +1000 power. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice trigger among them repeat the following effect: "Look at up to 4 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."		SR	
AMG/W121-012		(CR) Choice CX		RRR	
AMG/W121-013		(CR) Choice CX		RRR	
AMG/W121-014		(RR) 0/0 Yae (Fate/Miko) AUTO - When this is placed on stage from hand, if you have another <Fate> character, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +1500 power. AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Fate> characters, Rest it, and move it to an empty Back Row slot.	 	SR & SP	

AMG/W121-015	 <p>(RR) 1/0 Yae (Fate/Miko)</p> <p>CONT - MEMORY - During your turn, for each "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (040) in your CX Area, and all of your characters are <Fate>, look at up to 4 cards from the top of your deck, choose up to 1 <Fate> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	  <p>SR & SP</p>
AMG/W121-016	 <p>(RR) 3/2 Yae (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card.</p> <p>AUTO - {CX Combo} MEMORY [Discard 2 cards] When this attacks, if you have the Bar CX (041) in your CX Area, and you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order, then declare any number, deal X damage to your opponent. X is equal to the number you declared.</p>	  <p>SR & SEC+</p>
AMG/W121-017	 <p>(R) 0/0 Yae (Fate/Miko)</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p>	 <p>SR</p>
AMG/W121-018	 <p>(R) 0/0 Yae (Fate/Miko)</p> <p>CONT - During your turn, this gets +2000 power.</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Fate> characters or "Matchmaking Braid" (Event - T18 or 038 or 066) from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	 <p>SR</p>












AMG/W121-019		(R) 0/0 Yae (Fate/Miko) AUTO - MEMORY - When this attacks, if you have the "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this turn, this gets +3000 power. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.	 	SR & SP
AMG/W121-020		(R) 1/0 Yae (Fate/Miko) CONT - During your turn, if you have 2 or more other <Fate> characters, this gets +3000 power and the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +3000 power." AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		SR
AMG/W121-021		(R) 1/0 Yae (Fate/Miko) AUTO - When this attacks, choose 1 of your <Fate> characters, this turn, it gets +X power. X equals the number of your <Fate> characters times 500. AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room, then discard 1 card.		SR











AMG/W121-022		(R) 2/1 Yae (Fate/Miko) CONT - ASSIST MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, all of your Level 3 or higher characters in front of this gets +2000 power. AUTO - MEMORY - This ability activates up to once per turn. When your other {TD 3/2 Yae (T03)} is placed on stage from hand, if you have 2 or more "Matchmaking Bride" (Event - T18 or 038 or 066) in your Memory, choose 1 <Fate> character in your Waiting Room, you may send it to Stock. ACT - [(3) Rest this] Choose up to 1 {TD 3/2 Yae (T03)} from your hand, place it on stage in any slot.		SR	
AMG/W121-023		(R) 3/2 Yae (Fate/Miko) CONT - If you have 4 or more <Fate> characters, this gets -1 Level in hand. CONT - MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets +3000 power. AUTO - During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, look at up to 4 cards from the top of your deck, choose up to 2 <Fate> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SR	
AMG/W121-024		(U) 0/0 Yae (Fate/Miko) CONT - All of your other <Fate> characters get +500 power. AUTO - [Discard 1 CX] When you Trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.		SR	

AMG/W121-029	 <p>(C) 0/0 Yae (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck.</p> <p>AUTO - When this attacks, reveal the top card of your deck. If that card is a <Fate> character or an Event, choose 1 of your characters, this turn, it gets +3000 power.</p>	 <p>SR</p>	
AMG/W121-030	 <p>(C) 0/0 Yae (Fate/Miko)</p> <p>AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Fate> character from your Waiting Room, and add it to hand.</p> <p>AUTO - When a CX is placed in your Opponent's CX Area, you may send this to Stock.</p>	 <p>SR</p>	
AMG/W121-031	 <p>(C) 0/0 Yae (Fate/Miko)</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 "Matchmaking Braid" (Event - T18 or 038 or 066) in your Waiting Room, add it to hand.</p> <p>ACT - MEMORY [Rest this] If you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, draw 1 card, then discard 1 card.</p>	 <p>SR</p>	
AMG/W121-032	 <p>(C) 0/0 Makoto (Fate/Best Friend)</p> <p>AUTO - When this is placed on stage from hand, if you have another character with "Yae" in its name, this turn, this gets +4000 power.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, choose 1 of your other characters with "Yae" in its name, return it to hand.</p>	 <p>SR</p>	









AMG/W121-033	 <p>(C) 1/0 Yae (Fate/Miko)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +2000 power.</p> <p>AUTO - MEMORY - At the start of your CX Phase, choose 1 of your characters, this turn, it gets +X power. X is equal to the number of "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory times 1000.</p>	 <p>SR</p>	
AMG/W121-034	 <p>(C) 1/1 Yae (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, perform the following effect twice. "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then if you have 2 or less Memory, choose up to 1 "Matchmaking Braid" (Event - T18 or 038 or 066) in your Waiting Room, send it to Memory."</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p>	 <p>SR</p>	
AMG/W121-035	 <p>(C) 1/1 Yae (Fate/Miko)</p> <p>AUTO - When a CX is placed in your CX Area, this turn, this gets +X power. X equals the number of your other <Fate> characters times 1000.</p> <p>AUTO - ENCORE [Discard 1 character]</p>	 <p>SR</p>	
AMG/W121-036	 <p>(C) 2/1 Yae (Fate/Miko)</p> <p>AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 2000.</p> <p>AUTO - When this card's Level 2 or higher battle opponent is Reversed, you may put the top card of your deck into Stock.</p>	 <p>SR</p>	







AMG/W121-037		(C) 2/1 Yae (Fate/Miko) CONT - During your turn, if you have 4 or more other <Fate> characters, this gets +5000 power and the following ability, " CONT - During this card's battle, your opponent cannot play Events or BACKUPS from hand." AUTO - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.		SR	
AMG/W121-038		(U) 1/1 Matchmaking Braid (Event) Choose 1 <Fate> character in your Waiting Room, add it to hand. Send this to Memory. Reveal the top card of your deck. If that card is Level 2 or higher, send it to Stock. <i>Same name as T18 and 066.</i>		SR	
AMG/W121-039		(U) 3/2 Event If all players are Level 3 or higher, and you have 5 or more characters with "Yae" in its name, all players send up to 4 cards from the bottom of their clock to Waiting Room. Send this to Memory. AUTO - ALARM (1) If this is on top of your Clock, at the start of your Climax Phase, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you - 1.		SR	
AMG/W121-040		(CR) Bar CX		RRR & RRR+	

AMG/W121-041		(CR) Bar CX			RRR & AGR
AMG/W121-042		(CR Level 1 or lower Stocksoul CX		RRR	
AMG/W121-043		(RR) 0/0 Yuna (Fate/Miko) CONT - If you have 5 or more hand, this gets +2500 power and the following ability, " AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot with a character in the slot across from it." AUTO - [Discard 1 <Fate> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.			SR & SP
AMG/W121-044		(RR) 1/1 Yuna (Fate/Miko) CONT - If you have 2 or more other <Fate> characters, this gets +1500 power and " AUTO - ENCORE [Discard 1 character]" AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Standby CX (068) in your CX Area, perform the following effect twice, "Reveal the top card of your deck. If that card is a <Fate> character or an Event, add it to hand."			SR & SP









AMG/W121-045	 <p>(RR) 3/2 Yuna (Fate/Miko)</p> <p>CONT - MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets +1500 power.</p> <p>AUTO - When this is placed on stage from hand, you may put the bottom card of your Clock to Waiting Room.</p> <p>AUTO - {CX Combo} MEMORY (1) When this attacks, if you have the Standby CX (069) in your CX Area, and you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, you may pay cost. If you do, deal 2 damage to your opponent.</p>	  <p>SR & SEC+</p>
AMG/W121-046	 <p>(R) 0/0 Yuna (Fate/Miko)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>	 <p>SR</p>
AMG/W121-047	 <p>(R) 0/0 Yuna (Fate/Miko)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Fate> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - MEMORY - When this is placed on stage from hand, if you have the "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room, then discard 1 card.</p>	  <p>SR & SP</p>
AMG/W121-048	 <p>(R) 0/0 Yuna & Urya (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, you may mill 3.</p> <p>AUTO - [Return this to hand] When your CX is placed on the CX Area, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top of your deck in any order, then choose 1 of your characters, this turn, it gets +1000 power.</p>	 <p>SR</p>

AMG/W121-049		(R) 1/0 Yuna (Fate/Miko)			
AMG/W121-050		(R) 1/0 Yuna (Fate/Miko)			
AMG/W121-051		(R) 2/2 Yuna (Fate/Miko)			
AMG/W121-052		(R) 3/2 Yuna (Fate/Miko)			

AMG/W121-053		<p>(U) 0/0 Yuna (Fate/Miko)</p> <p>AUTO - MEMORY - When this is placed on stage from hand, if you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, choose 1 of your other <Fate> characters, this turn, it gets +3000 power.</p> <p>ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SR	
AMG/W121-054		<p>(U) 0/0 Yuna (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 Event from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Matchmaking Braid" (Event - T18 or 038 or 066) in your Waiting Room, add it to hand.</p>		SR	
AMG/W121-055		<p>(U) 1/0 Yuna (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 "Matchmaking Braid" (Event - T18 or 038 or 066) in your Waiting Room, you may send it to Memory.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.</p>		SR	
AMG/W121-056		<p>(U) 1/0 Yuna (Fate/Miko)</p> <p>CONT - For each of your other <Fate> characters, this gets +500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (071) in your CX Area, and you have 3 or more other <Fate> characters, look at up to 5 cards from the top of your deck, choose up to 1 level 1 or higher card from among them, show it to your opponent, add it to hand, send the rest to Waiting Roo, and this turn, this gets +1000 power.</p>		SR	









AMG/W121-057		<p>(U) 3/2 Yuna (Fate/Miko)</p> <p>CONT - MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, all of your other <Fate> characters get +1500 power.</p> <p>AUTO - When this is placed on stage from hand, perform the following effect twice. "You may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swaps the two characters. X equals the Level of the character chosen by you -1."</p> <p>ACT - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.</p>		SR	
AMG/W121-058		<p>(C) 0/0 Yuna (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect: "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>		SR	
AMG/W121-059		<p>(C) 0/0 Mitsuko (Fate/Best Friend)</p> <p>AUTO - When your other character's battle opponent is Reversed, choose 1 of your characters with "Yuna" in its name, this turn, it gets +1000 power.</p> <p>ACT - [Rest this] Choose 1 of your characters with "Yuna" in its name, this turn, it gets +2000 power and <Dango>.</p>		SR	

AMG/W121-060		(C) 0/0 Yuna (Fate/Miko)		SR	
AMG/W121-061		(C) 1/0 Yuna (Fate/Miko)		SR	
AMG/W121-062		(C) 1/1 Yuna (Fate/Miko)		SR	
AMG/W121-063		(C) 2/1 Yuna (Fate/Miko)		SR	









AMG/W121-064		<p>(C) 2/1 Yuna (Fate/Miko)</p> <p>CONT - MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gains the following 2 abilities,</p> <ul style="list-style-type: none"> - "CONT - During your turn, this gets +5000 power." - "AUTO - ENCORE [Discard 1 <Fate> character]" <p>AUTO - When this card's battle opponent is Reversed, you may send that character to Memory.</p>		SR	
AMG/W121-065		<p>(C) 3/2 Yuna (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Fate> characters.</p> <p>AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent.</p>		SR	
AMG/W121-066		<p>(U) 1/1 Matchmaking Braid (Event)</p> <p>If all of your characters are <Fate>, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p> <p>Send this to Memory.</p> <p>Same name as T18 and 038.</p>		SR	
AMG/W121-067		<p>(U) 2/2 Event</p> <p>[Send 1 of your characters on stage to Waiting Room] If you have 6 or less hand, and you have 5 or more characters with "Yuna" in its name, you may pay cost. If you do, choose up to 1 character with "Yuna" in its name in your Waiting Room, add it to hand, then choose up to 1 character with "Yuna" in its name in your hand, place it on stage in any slot.</p> <p>AUTO - SHIFT Lv0.</p>		SR	





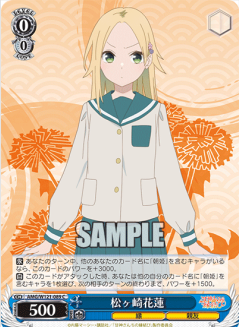



AMG/W121-068		(CR) Standby CX			RRR & RRR+
AMG/W121-069		(CR) Standby CX			RRR & AGR
AMG/W121-070		(CR) Door CX			RRR
AMG/W121-071		(CR) Door CX			RRR
AMG/W121-072		(RR) 0/0 Asahi (Fate/Miko) AUTO - When this is placed on stage from hand, if you have 2 or more other <Fate> characters, this turn, this gets +2500 power, and you have draw 1 card. If you do, discard 1 card. AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.			SR & SP









AMG/W121-073		(RR) 0/0 Asahi (Fate/Miko) AUTO - [Discard 1 CX] At the start of your Encore Step, if you have a CX in your CX Area, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.	 	SR & SP
AMG/W121-074		(RR) 3/2 Asahi (Fate/Miko) CONT - MEMORY - If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets -1 Level in hand. AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room." b) "[Discard 1 card] You may pay cost. If you do, put the bottom card of your Clock into Stock." AUTO - When this attacks, if you have 2 or more other <Fate> characters, this turn, this gets +2000 power.	 	SR & SP
AMG/W121-075		(RR) 3/2 Asahi (Fate/Miko) AUTO - When this is placed on stage from hand, you may put the bottom card of your Clock to Waiting Room. AUTO - {CX Combo} MEMORY [(1) Discard 1 card] If you have the Pants CX (098) in your CX Area, and you have 3 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, when this attacks, you may pay cost. If you do, resolve the following 2 effects in any order. If you did not pay cost, choose 1 of the following 2 effects and resolve it, a) "Look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room, and this turn, this gets +1000 power." b) "Deal 1 damage to your opponent."	 	SR & SEC+










AMG/W121-076	 <p>(R) 0/0 Asahi (Fate/Miko)</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p> <p>AUTO - MEMORY - When this is placed on stage from hand, if you have "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this turn, this gets +4500 power.</p>	 <p>SR</p>	
AMG/W121-077	 <p>(R) 0/0 Asahi (Fate/Miko)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "Matchmaking Braid" (Event - T18 or 038 or 066), show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - When this is sent from Stage to Waiting Room, if you have 2 or less Memory, choose 1 "Matchmaking Braid" (Event - T18 or 038 or 066) in your Waiting Room, you may send it to Memory.</p>	 <p>SR</p>	
AMG/W121-078	 <p>(R) 0/0 Asahi (Fate/Miko)</p> <p>CONT - If all of your characters are <Fate>, this gets +1500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 <Fate> character in your Waiting Room, add it to hand, then discard 1 card."</p>	 <p>SR</p>	
AMG/W121-079	 <p>(R) 1/0 Asahi (Fate/Miko)</p> <p>CONT - MEMORY - If you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets +1500 power and the following ability, "AUTO - (1) When you trigger a CX with a Pants Trigger, you may pay cost. If you do, put the top card of your deck into Stock, then you draw up to 1 card. If you drew 1, discard 1 card."</p>	 <p>SR</p>	











AMG/W121-080		(R) 1/0 Asahi (Fate/Miko)	<p>CONT - During your turn, if you have 3 or more other <Fate> characters, this gets +2500 power.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>	SR	
AMG/W121-081		(R) 2/1 Asahi (Fate/Miko)	<p>CONT - ASSIST +2000 to Level 3 or higher characters.</p> <p>ACT - MEMORY [Rest this] If you have 2 or more "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, choose 1 of your characters, this turn, it gets +1000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck."</p>	SR	
AMG/W121-082		(R) 3/2 Asahi (Fate/Miko)	<p>CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, search your deck for up to 1 <Fate> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - {CX Combo} When the Pants CX (099) is placed in your CX Area, if this is in your front row, and you have 4 or more other <Fate> characters, choose up to 2 <Fate> characters in your Waiting Room, add up to 2 of them to your Hand, and send the rest to Stock in any order.</p>	SR	








AMG/W121-083		<p>(U) 0/0 Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.</p> <p>AUTO - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to your opponent's Waiting Room.</p>		SR	
AMG/W121-084		<p>(U) 0/0 Asahi (Fate/Miko)</p> <p>AUTO - At the start of your CX Phase, choose 1 of your <Fate> characters, this turn, it gets +1000 power.</p> <p>AUTO - {CX Combo} [Send the Pants CX (100) from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <Fate> character, you may pay cost. If you do, search your deck for up to 1 <Fate> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	
AMG/W121-085		<p>(U) 0/0 Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Fate> character or "Matchmaking Braid" (Event - T18 or 038 or 066), choose 1 of your characters, this turn, it gets +2000 power.</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Fate> character in your Waiting Room, add it to hand.</p>		SR	
AMG/W121-086		<p>(U) 1/0 Asahi (Fate/Miko)</p> <p>CONT - All of your other {TD 1/0 Asahi CXC - T17} gains the following ability, "AUTO - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +1000 power."</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Fate> character from your Waiting Room, add it to hand. X equals the number of {TD 1/0 Asahi CXC - T17} in your Waiting Room.</p>		SR	

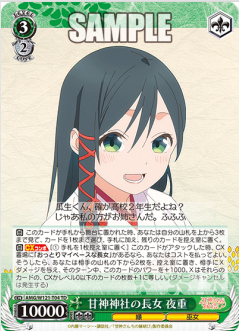








AMG/W121-087		<p>(U) 2/1 Asahi (Fate/Miko)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Fate> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p>ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.</p>		SR	
AMG/W121-088		<p>(U) 3/2 Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Fate> characters times 500.</p> <p>AUTO - [(2) Discard 1 card, Send 1 of your other characters on stage to Waiting Room] This ability can only be activated up to once per turn. During the turn this was placed on stage from hand, at the end of this card's attack, if you have 4 or more other <Fate> characters, you may pay cost. If you do, Stand this.</p>		SR	
AMG/W121-089		<p>(C) 0/0 Karen (Fate/Best Friend)</p> <p>CONT - During your turn, if you have another character with "Asahi" in its name, this gets +3000 power.</p> <p>AUTO - When this attacks, choose 1 of your other characters with "Asahi" in its name, until the end of your opponent's next turn, it gets +1500 power.</p>		SR	
AMG/W121-090		<p>(C) 0/0 Asahi (Fate/Miko)</p> <p>CONT - MEMORY - During your opponent's turn, if you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, all of your other characters get +1000 power.</p> <p>ACT - MEMORY [Rest this] If you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, choose 1 of your <Fate> characters, until the end of your opponent's next turn, it gets +1000 power.</p>		SR	









AMG/W121-091	 <p>(C) 1/0 Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Fate> characters times 500.</p> <p>AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p>	 <p>SR</p>	
AMG/W121-092	 <p>(C) 1/1 Asahi (Fate/Miko)</p> <p>AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Fate> character or "Matchmaking Braid" (Event - T18 or 038 or 066), add it to hand and discard 1 card.</p> <p>ACT - BACKUP +2000</p>	 <p>SR</p>	
AMG/W121-093	 <p>(C) 1/1 Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <Fate> characters, choose 1 <Fate> character in your Waiting Room, you may send it to Stock.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck.</p>	 <p>SR</p>	
AMG/W121-094	 <p>(C) 1/1 Asahi (Fate/Miko)</p> <p>CONT - MEMORY - If you have a "Matchmaking Braid" (Event - T18 or 038 or 066) in your Memory, this gets +500 power and "AUTO - ENCORE [Discard 1 character]"</p> <p>AUTO - When this attacks, if you have a CX in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.</p>	 <p>SR</p>	




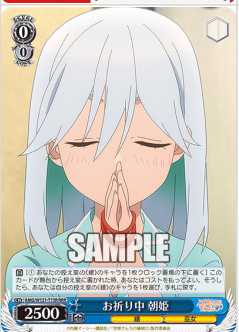




AMG/W121-095		(C) 2/1 Asahi (Fate/Miko) AUTO - When you use this card's BACKUP, if you have a <Fate> character, you or your opponent mills 3. ACT - BACKUP +3000		SR	
AMG/W121-096		(U) 1/0 Event If you have 5 or more characters with "Asahi" in its name, choose 1 <Fate> character in your Clock, add it to hand, and send this to Clock, then choose 1 of your characters, this turn, it gets +2000 power. AUTO - ALARM [(1) Discard 1 card] If this is on top of your Clock, at the start of your Encore Step, you may pay cost. If you do, choose up to 1 CX in your CX Area, send it to Waiting Room, then shuffle all cards from your Waiting Room into your deck.		SR	
AMG/W121-097		(U) 3/2 Event COUNTER - BRAINSTORM - This card can be played without meeting Color requirement. Flip over the top 4 cards of your deck, then send them to Waiting Room. If there is a CX among them, choose 1 of your opponent's characters, this turn, it gets -4 Soul.		SR	
AMG/W121-098		(CR) Pants CX	 		RRR & AGR










AMG/W121-099		(CR) Pants CX			RRR & RRR+
AMG/W121-100		(CR) Pants CX			RRR
AMG/W121-P01 May/June Shop Tournament PR Packs		(PR) 0/0 Yae & Yuna & Asahi & Shirahi CONT - All of your opponent's characters get "AUTO - ENCORE (2)". AUTO - When this is placed on stage from hand, mill 2. If there is a CX(es) among those cards, choose up to 1 <Fate> character in your Waiting Room, send it to Stock.			Foil, PR+
AMG/W121-P02 CX Challenge PR		(PR) 0/0 Yae & Yuna & Asahi (Fate/Miko) AUTO - When this is placed on stage from hand, if you have another <Fate> character, this turn, this gets +2000 power. AUTO - When this card's battle opponent is Reversed, if you have another <Fate> character, reveal the top card of your deck. If that card is Level 2 or higher character, add it to hand.			PR+

No./19:		19			
AMG/W121-T01		(TD) 0/0 Yae (Fate/Miko) AUTO - When a CX is placed in your CX Area, if you have another {TD 2/1 Yuna Level Assist - T10} or {TD 1/0 Asahi Bonder - T15} , choose 1 of your characters, this turn, it gets +1500 power. ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.		RRR	
AMG/W121-T02		(TD) 2/1 Yae (Fate/Miko) AUTO - When you use this card's BACKUP, if your opponent has a Climax in their Climax Area, choose 1 of your battling <Fate> characters, this turn, it gets +2000 power. ACT - BACKUP +2500		RRR	
AMG/W121-T03		(TD) 3/2 Yae (Fate/Miko) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - [(3) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage or 4 damage to your opponent.	 	RRR & SP	

AMG/W121-T04		(TD) 3/2 Yae (Fate/Miko)	<p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Level 1 or Lower Stock Soul CX (T05) in your CX Area, you may pay cost. If you do, send the bottom 2 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent, and this turn, this gets +1000 power. X equals the number of CXes or Level 0 or lower cards sent to Waiting Room by this effect +1.</p>		RRR	
AMG/W121-T05		(TD) Level 1 or Lower Stock Soul CX			RRR	
AMG/W121-T06		(TD) 0/0 Mahiru (Fate/Doctor)	<p>CONT - All of your other <Fate> characters get +500 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Vanilla Uryu - T14}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		RRR	
AMG/W121-T07		(TD) 0/0 Yuna (Fate/Miko)	<p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p> <p>AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p>	 	RRR & SP	

AMG/W121-T08	 <p>(TD) 0/0 Yae & Yuna & Asahi (Fate/Miko)</p> <p>AUTO - When this is placed on stage from hand, if you have another <Thread> character, this turn, this gets +2000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have another <Thread> character, reveal the top card of your deck. If that card is Level 2 or higher character, add it to hand.</p>	 <p>RRR</p>	
AMG/W121-T09	 <p>(TD) 2/1 Yuna (Fate/Miko)</p> <p>CONT - During your turn, this gets +10000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put the top card of your deck into Stock.</p>	 <p>RRR</p>	
AMG/W121-T10	 <p>(TD) 2/1 Yuna (Fate/Miko)</p> <p>CONT - ASSIST Level x 500.</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 {TD Brainstormer Yae - T01} or {TD 1/0 Asahi Bonder - T15} in your Waiting Room, you may send it to Stock.</p>	 <p>RRR</p>	
AMG/W121-T11	 <p>(TD) 2/2 Yuna (Fate/Miko)</p> <p>CONT - For each of your other <Fate> characters, this gets +1000 power.</p> <p>AUTO - ENCORE [Discard 1 character]</p>	 <p>RRR</p>	

AMG/W121-T12		(TD) +2 Soul CX		RRR	
AMG/W121-T13		(TD) 0/0 Asahi (Fate/Miko) AUTO - [(1) Put 1 <Fate> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Fate> character in your Waiting Room, add it to hand.		RRR	
AMG/W121-T14		(TD) 0/0 Vanilla Uryu		RRR	
AMG/W121-T15		(TD) 1/0 Asahi (Fate/Miko) CONT - During your turn, if you have 2 or more other <Fate> characters, this gets +4000 power. AUTO - BOND [Put 1 <Fate> character from your Waiting Room on the bottom of your Clock] to {TD Brainstorm Yae - T01} or {TD Level Assist Yuna - T10}.		RRR	

AMG/W121-T16		(TD) 1/0 Asahi (Fate/Miko) CONT - During your turn, this gets +4000 power. AUTO - This ability activates up to once per turn. When this is Reversed, reveal the top card of your deck. If that card is Level 2 or higher, you may Rest this.		RRR	
AMG/W121-T17		(TD) 1/0 Asahi (Fate/Miko) CONT - If you have 2 or more other <Fate> characters, this gets +2000 power. AUTO - {CX Combo} When this attacks, if you have the Pants CX (T19) in your CX Area, and you have 2 or more other <Fate> characters, choose 1 Level 1 or higher character or " Matchmaking Braid " (Event - T18 or 038 or 066) in your Waiting Room, you may add it to hand.	 	RRR & SP	
AMG/W121-T18		(TD) 1/1 Matchmaking Braid (Event) Search your deck for up to 1 <Fate> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. Send this to Memory. <i>Same name as 038 and 066.</i>		RRR	
AMG/W121-T19		(TD) Pants CX		RRR	