






















No./62:	62				
NTA/WE48-01		<p><b>(N) 0/0 Fate (Magic/Clone)</b></p> <p><b>ACT</b> - [(1) Send this Standing card to Memory] If you are Level 2 or higher, 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><b>ACT - BRAINSTORM</b> [(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.</p>		LCR	
NTA/WE48-02		<p><b>(N) 0/0 Nanoha &amp; Fate (Magic/Clone) - 1000 power</b></p> <p><b>CONT</b> - All of your other <a href="#">""Plasma Zanber Breaker" Fate - N2/W32-106"</a> and <a href="#">"Fate, Tense Moment - ND/W67-105"</a> gains the following ability,</p> <p><b>"AUTO</b> - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order."</p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <a href="#">""Plasma Zanber Breaker" Fate - N2/W32-106"</a> and <a href="#">"Fate, Tense Moment - ND/W67-105"</a> in your Waiting Room, add it to hand.</p>		LCR	
NTA/WE48-03		<p><b>(N) 0/0 Fate (Magic/Clone)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] 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 other &lt;Magic&gt; or &lt;Weapon&gt; characters.</p> <p><b>AUTO</b> - When this is sent from Stage to Waiting Room, if you have 2 or less Memory, choose 1 {<b>N 0/0 Nanoha - 20</b>} in your Waiting Room, you may send it to Memory.</p>		LCR	


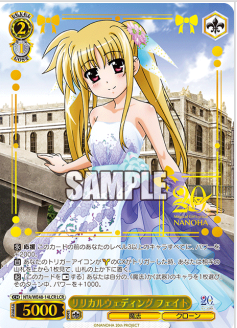







NTA/WE48-04		<p>(N) 0/0 Fate (Magic/Clone) - 1500 power</p> <p><b>AUTO</b> - [(1) Put 1 &lt;Magic&gt; or &lt;Weapon&gt; character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your characters, this turn, it gets +500 power.</p>			LCR & SP
NTA/WE48-05		<p>(N) 0/0 Nanoha &amp; Fate (Magic/Clone)</p> <p><b>CONT</b> - During your turn, if there is a Marker underneath this, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Magic&gt; or &lt;Weapon&gt; character, you may put it underneath this card Face-down as a Marker.</p> <p><b>AUTO</b> - [Discard 1 &lt;Magic&gt; or &lt;Weapon&gt; character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "<a href="#">Fate, Place to Return - ND/W67-001</a>", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		LCR	
NTA/WE48-06		<p>(N) 0/0 Nanoha &amp; Fate (Magic/Clone)</p> <p><b>AUTO</b> - [Put the top card of your deck into Clock, 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 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		LCR	












NTA/WE48-07	 <p><b>(N) 0/0 Fate (Magic/Clone)</b></p> <p><b>CONT</b> - All of your characters gain the following ability, "<b>CONT</b> - This cannot side attack."</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>	 <p>LCR</p>	
NTA/WE48-08	 <p><b>(N) 1/0 Fate (Magic/Clone)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "<b>CONT</b> - This cannot move to other slots."</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Cost 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> <p><i>Note: Has a Soul Trigger</i></p>	 <p>LCR</p>	
NTA/WE48-09	 <p><b>(N) 1/0 Fate (Magic/Clone)</b></p> <p><b>CONT - MEMORY</b> - During your turn, if you have a card in Memory, this gets +1 Level and +2500 power.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Choice CX (18)</b> in your CX Area, and you have 2 or more other &lt;Magic&gt; or &lt;Weapon&gt; characters, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and if you added a Level 3 or higher character, choose 1 of your characters, this turn, it gets +1 Soul.</p>	 <p>LCR</p>	
NTA/WE48-10	 <p><b>(N) 1/0 Nanoha &amp; Fate (Magic/Clone)</b></p> <p><b>AUTO - MEMORY</b> [Discard 1 card] When this is placed on stage from hand, if you have the <b>{N 0/0 Nanoha - 20}</b> in your Memory, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p>	 <p>LCR</p>	

NTA/WE48-11		<p>(N) 2/1 Signum (Magic/Weapon)</p> <p><b>AUTO</b> - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "<b>AUTO</b> - When this card's battle opponent is Reversed, send it to Memory."</p> <p><b>ACT</b> - BACKUP +3000</p>		LCR	
NTA/WE48-12		<p>(N) 2/1 Fate (Magic/Clone)</p> <p><b>CONT</b> - During your turn, this gets +10000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>		LCR	
NTA/WE48-13		<p>(N) 2/1 Fate (Magic/Clone)</p> <p><b>CONT</b> - If a CX with a Shot Trigger is in your CX Area, this card in any area gains Shot Trigger.</p> <p><b>CONT</b> - During your turn, if all of your characters are &lt;Magic&gt; or &lt;Weapon&gt;, this gets +6000 power.</p> <p><b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have "<a href="#">Hornet Javelin - NR/W58-016</a>" in your CX Area, choose up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character in your Waiting Room, send it to Stock, then search your deck for up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><a href="#">Old CX also combos with 1/0 Fate - NR/W58-002.</a></p>		LCR	



NTA/WE48-14		<p><b>(N) 2/1 Fate (Magic/Clone)</b></p> <p><b>CONT - ASSIST</b> +2000 to Level 3 or higher characters.</p> <p><b>AUTO</b> - When you Trigger a CX with a Choice Trigger, look at the top card of your opponent's deck, and put it on top or bottom of their deck.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Magic&gt; or &lt;Weapon&gt; characters, this turn, it gets +1000 power.</p>		LCR	
NTA/WE48-15		<p><b>(N) 2/2 Signum (Magic/Weapon)</b></p> <p><b>CONT</b> - For each of your other Blue or &lt;Magic&gt; or &lt;Weapon&gt; characters, this gets +1000 power.</p> <p><b>AUTO</b> - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p> <p><b>AUTO - ENCORE</b> [Discard 1 Blue or &lt;Magic&gt; or &lt;Weapon&gt; character]</p>		LCR	
NTA/WE48-16		<p><b>(N) 3/2 Fate (Magic/Clone)</b></p> <p><b>CONT - MEMORY</b> - If you have 2 or more <a href="#">"Lindy, as a Mother - NR/W58-019"</a> in your Memory, this gets -1 Level in hand.</p> <p><b>CONT</b> - If you have 2 or more other &lt;Magic&gt; or &lt;Weapon&gt; characters, this gets +1500 power and <b>"AUTO - ENCORE [Discard 1 &lt;Magic&gt; or &lt;Weapon&gt; character]"</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p>		LCR	
NTA/WE48-17		<p><b>(N) 3/2 Fate (Magic/Clone)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, it gets +2000 power.</p> <p><b>AUTO - {CX Combo} {1 Per Turn} [(3) Discard 1 card]</b> At the end of this card's attack, if you have the <b>Choice CX (19)</b> in your CX Area, and you have 2 or more other &lt;Magic&gt; or &lt;Weapon&gt; characters, you may pay cost. If you do, Stand this.</p>	 	LCR & SEC	

NTA/WE48-18		(N) Choice CX		LCR	
NTA/WE48-19		(N) Choice CX			LCR & SP
NTA/WE48-20		(N) 0/0 Nanoha (Magic/Weapon)  <b>AUTO</b> - When this is placed on stage from hand, choose 1 of your <Magic> or <Weapon> characters, this turn, it gets +1500 power.  <b>ACT</b> - [(1) Send this Standing Card to Memory] Choose 1 {3/2 Nanoha CXC - 39} or {1/0 Nanoha CXC - 30} in your Waiting Room, add it to hand.		LCR	
NTA/WE48-21		(N) 0/0 Fate & Vivio & Nanoha (Magic/Odd-Eye)  <b>AUTO</b> - {1 Per Turn} When you use an ACT, choose 1 of your <Magic> or <Weapon> characters, this turn, it gets +1000 power.  <b>ACT</b> - [(1) Rest this] Choose 1 of your <Magic> or <Weapon> characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."		LCR	











NTA/WE48-22		<p><b>(N) 0/0 Vita (Magic/Doll)</b></p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.</p> <p><b>AUTO</b> - [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>		LCR	
NTA/WE48-23		<p><b>(N) 0/0 Vivio (Magic/Odd-Eye)</b></p> <p><b>AUTO</b> - [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>		LCR & SP	
NTA/WE48-24		<p><b>(N) 0/0 Nanoha (Magic/Weapon)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your other &lt;Magic&gt; or &lt;Weapon&gt; characters, this turn, it gets +2000 power.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		LCR	
NTA/WE48-25		<p><b>(N) 0/0 Nanoha (Magic/Weapon)</b></p> <p><b>CONT</b> - All of your other &lt;Magic&gt; or &lt;Weapon&gt; characters get +500 power.</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Magic&gt; or &lt;Weapon&gt; character in your Waiting Room, add it to hand.</p>		LCR	









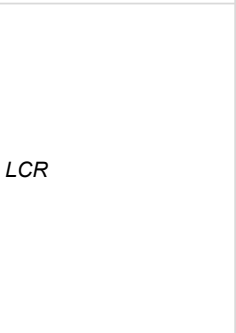
NTA/WE48-26		<p>(N) 0/0 Amirie (Magic/Formula)</p> <p><b>CONT</b> - If you are Level 3 or higher, this gains the following ability, "ACT - [Send this to Waiting Room] Choose up to 1 "<a href="#">Kirie, Treasured Time - ND/W67-047</a>" from your hand, place it on stage in this card's former slot."</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Magic&gt; or &lt;Formula&gt; character in your Waiting Room, add it to hand.</p>		LCR & SP
NTA/WE48-27		<p>(N) 0/0 Nanoha (Magic/Weapon)</p> <p><b>CONT</b> - If all of your characters are &lt;Magic&gt; or &lt;Weapon&gt;, this gets +1500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 &lt;Magic&gt; or &lt;Weapon&gt; character in your Waiting Room, add it to hand, then discard 1 card."</p>		LCR
NTA/WE48-28		<p>(N) 1/0 Nanoha (Magic/Weapon)</p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower &lt;Magic&gt; or &lt;Weapon&gt; character from your Waiting Room, add it to hand. X equals the number of {1/0 Fate - 09} in your Waiting Room.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your &lt;Magic&gt; or &lt;Weapon&gt; characters, this turn, it gets +1500 power.</p>		
NTA/WE48-29		<p>(N) 1/0 Signum &amp; Vita &amp; Shamal &amp; Zafira (Magic/Doll)</p> <p><b>AUTO</b> - [Discard 1 Blue or &lt;Magic&gt; or &lt;Weapon&gt; character] 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><b>AUTO</b> - When this attacks, choose 1 of your Blue or &lt;Magic&gt; or &lt;Weapon&gt; characters, this turn, it gets +1500 power.</p>		LCR









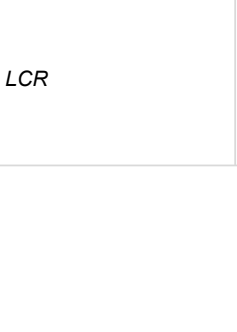




NTA/WE48-30		<p>(N) 1/0 Nanoha (Magic/Weapon)</p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO</b> - <b>{CX COMBO}</b> At the end of this card's attack, if you have the <b>Door CX (43)</b> in the CX Area, you have 2 or more other &lt;Magic&gt; or &lt;Weapon&gt; characters, and the slot across from this has either no character or a Reversed character, choose up to 1 &lt;Magic&gt; or &lt;Weapon&gt; character from your Waiting Room, add it to hand, then you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 <b>{this card}</b> from Memory, and place it on stage in any slot.</p>			<p>LCR &amp; SP</p>
NTA/WE48-31		<p>(N) 1/0 Nanoha (Magic/Weapon)</p> <p><b>CONT - MEMORY</b> - During your turn, if you have a card in Memory, this gets +2500 power and the following ability. <b>"AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p>			<p>LCR</p>
NTA/WE48-32		<p>(N) 1/0 Nanoha &amp; Fate (Magic/Weapon)</p> <p><b>ACT</b> - [(1) Rest this] Choose 1 card in your opponent's Waiting Room, place it on top of their deck.</p>			<p>LCR</p>
NTA/WE48-33		<p>(N) 1/1 Vita (Magic/Doll)</p> <p><b>AUTO</b> - When this is placed on stage from hand, mill 4. If there is a CX(es) among them, choose 1 of your opponent's level 3 or lower characters, you may return it to hand.</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character.</p>			<p>LCR</p>











NTA/WE48-34		<p><b>(N) 2/1 Nanoha &amp; Vivio (Magic/Odd-Eye)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling &lt;Magic&gt; or &lt;Weapon&gt; characters, this turn, it gets +2000 power.</p> <p><b>ACT - BACKUP</b> +2500</p>		LCR	
NTA/WE48-35		<p><b>(N) 2/1 Nanoha (Magic/Weapon)</b></p> <p><b>CONT - ASSIST</b> Level x 500</p> <p><b>AUTO</b> - [(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 CX with a Door Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		LCR	
NTA/WE48-36		<p><b>(N) 2/1 Nanoha (Magic/Weapon)</b></p> <p><b>CONT - MEMORY</b> - If you have 2 or &lt;Magic&gt; or &lt;Weapon&gt; characters in your Memory, this gets +1500 power and <b>"AUTO - ENCORE [Discard 1 &lt;Magic&gt; or &lt;Weapon&gt; character]"</b></p> <p><b>AUTO</b> - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.</p>		LCR	
NTA/WE48-37		<p><b>(N) 3/2 Nanoha &amp; Fate (Magic/Weapon)</b></p> <p><b>CONT - EXPERIENCE</b> - If you have <a href="#">"Nanoha, Important Things to Protect - ND/W67-021"</a> in your Level Zone, this gets -1 Level in hand.</p> <p><b>CONT - ASSIST</b> +2000 to &lt;Magic&gt; or &lt;Weapon&gt; characters.</p> <p><b>AUTO</b> - 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 &lt;Magic&gt; or &lt;Weapon&gt; characters.</p>		LCR	











NTA/WE48-38		<p><b>(N) 3/2 Einhard (Magic/Odd-Eye)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Magic&gt; or &lt;Weapon&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>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.",</p> <p>b) "[Discard 1 card] You may pay cost. If you do, put the top card of your Clock into Stock.",</p> <p><b>AUTO</b> - When this attacks, if you have another &lt;Magic&gt; or &lt;Weapon&gt; character, this turn, this gets +3000 power.</p>			LCR & SP
NTA/WE48-39		<p><b>(N) 3/2 Nanoha (Magic/Weapon) - 9000 power</b></p> <p><b>CONT - MEMORY</b> - If you have 2 or more {0/0 Nanoha - 20} in your Memory, this gets +2500 power and the following ability, "<b>AUTO</b> - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent."</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may heal 1.</p> <p><b>AUTO - {CX Combo} MEMORY</b> [(1) Discard 1 card] When this attacks, if you have the <b>Door CX (44)</b> in your CX Area, and you have 2 or more &lt;Magic&gt; or &lt;Weapon&gt; characters in your Memory, you may pay cost. If you do, deal 4 damage to your opponent.</p>			LCR & SEC
NTA/WE48-40		<p><b>(N) 3/2 Nanoha (Magic/Weapon)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Magic&gt; or &lt;Weapon&gt; characters, this gets +4000 power.</p> <p><b>AUTO - {CX Combo}</b> [(1) Discard 1 card] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent, and this turn, this gains the following ability, "<b>AUTO</b> - [(1) Discard 1 card] At the start of your Encore Step, if you have the <b>Standby CX (45)</b> in your CX Area, and this is in your front row, and the slot across from this has either no character or a Reversed character, you may pay cost. If you do, deal 3 damage to your opponent."</p>			LCR

NTA/WE48-41		<p>(N) 3/2 Nanoha (Magic/Weapon)</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - CHANGE</b> [Return this to hand] At the start of your CX Phase, you may pay cost. if you do, choose up to 1 <a href="#">""Starlight Breaker"" Nanoha - N2/W32-110</a> or <a href="#">"Nanoha, Careless Assault - ND/W67-106"</a> from your hand, place it on stage in this card's former slot.</p>		LCR	
NTA/WE48-42		<p>(N) 3/2 Nanoha (Magic/Weapon)</p> <p><b>AUTO</b> - (1) 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><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.</p>		LCR	
NTA/WE48-43		(N) Door CX		LCR	
NTA/WE48-44		(N) Door CX	 	LCR & SP	
NTA/WE48-45		(N) Standby CX		LCR	













NTA/WE48-46		<p><b>(N) 0/0 Hayate (Magic/Book)</b></p> <p><b>AUTO</b> - [Discard 1 card] When a CX is placed in your CX Area, 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><b>ACT - BRAINSTORM</b> [(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>		LCR	
NTA/WE48-47		<p><b>(N) 0/0 Hayate (Magic/Book)</b></p> <p><b>AUTO</b> - {1 Per Turn} When you use an ACT, choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your Blue or &lt;Magic&gt; or &lt;Weapon&gt; characters, until the end of your opponent's next turn, it gets +500 power.</p>		LCR	
NTA/WE48-48		<p><b>(N) 0/0 Stern (Magic/Weapon)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Magic&gt; or &lt;Weapon&gt; character or an Event, add it to hand and discard 1 card.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.</p>			LCR & SP
NTA/WE48-49		<p><b>(N) 0/0 Levi (Magic/Weapon)</b></p> <p><b>AUTO</b> - 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 or into your Waiting Room.</p> <p><b>AUTO</b> - When this attacks, if you have no other characters in your Back Row, you may mill 1. If that card is a Level 0 or lower character, place it on stage in any Back Row slot.</p>			LCR & SP








NTA/WE48-50		<p><b>(N) 0/0 Kyrie (Magic/Formula)</b></p> <p><b>AUTO</b> - {1 Per Turn} When you use ACCELERATE, you may draw 1 card. If you do, discard 1 card.</p> <p><b>ACT - BRAINSTORM</b> [(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 &lt;Magic&gt; or &lt;Formula&gt; character from your Waiting Room, and add it to hand.</p>		LCR & SP
NTA/WE48-51		<p><b>(N) 0/0 Shamal (Magic)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p><b>ACT</b> - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 Blue or &lt;Magic&gt; or &lt;Weapon&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		LCR
NTA/WE48-52		<p><b>(N) 0/0 Reinforce (Magic/Book)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may mill 3.</p> <p><b>AUTO</b> - [(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>		LCR
NTA/WE48-53		<p><b>(N) 1/0 Dearché (Magic/Book)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Magic&gt; or &lt;Weapon&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - [Send 1 of your other &lt;Magic&gt; or &lt;Weapon&gt; on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is a &lt;Magic&gt; or &lt;Weapon&gt; character, add it to hand.</p>		LCR & SP



NTA/WE48-54		<p>(N) 1/0 Nanoha &amp; Hayate &amp; Fate (Magic/Book)</p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your Blue or &lt;Magic&gt; or &lt;Weapon&gt; characters characters times 500.</p> <p><b>AUTO</b> - When this attacks, this turn, all of your character currently on stage gains the following ability, "<b>AUTO</b> - (1) When this card's Trigger Check reveals a Climax, you may pay cost. If you do, put the top card of your deck into Stock, then draw up to 1 card. If you draw 1 card, discard 1 card."</p>		LCR	
NTA/WE48-55		<p>(N) 1/0 Hayate (Magic/Book)</p> <p><b>AUTO</b> - This ability activates up to once per turn. When you use an ACT, this turn, this gets +1500 power.</p> <p><b>AUTO</b> - {CX Combo} [Discard 1 card] When this attacks, if you have the <b>Pants CX (60)</b> in your CX Area, and you have 2 or more other Blue or &lt;Magic&gt; or &lt;Weapon&gt; characters, you may pay cost. If you do, perform the following effect twice, "Mill 1, then choose up to 1 Level X or lower Blue or &lt;Magic&gt; or &lt;Weapon&gt; character from your Waiting Room, and add it to hand. X equals the Level of the milled card."</p>			LCR & SP
NTA/WE48-56		<p>(N) 1/1 Zafira (Magic/Familiar)</p> <p><b>AUTO</b> - When you use this card's BACKUP, reveal the top card of your deck. If that card is a Blue or &lt;Magic&gt; or &lt;Weapon&gt; character, add it to hand and discard 1 card.</p> <p><b>ACT</b> - BACKUP +2000</p>		LCR	
NTA/WE48-57		<p>(N) 2/2 Hayate (Magic/Book) - 8500 power</p> <p><b>AUTO</b> - <b>CHANGE</b> [(1) Discard 1 card, Send this to Memory] At the start of your CX Phase, you may pay cost. If you do, choose 1 "<a href="#">Hayate, Twin Cannon - NR/W58-055</a>" in your Waiting Room, place it on stage in this card's former slot.</p>		LCR	

NTA/WE48-58		<p>(N) 3/2 Hayate (Magic/Book)</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo}</b> [(1) Discard 1 card] When this attacks, if you have the <b>Pants CX (061)</b> in your CX Area, and you have another Blue or &lt;Magic&gt; or &lt;Weapon&gt; character, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent, and this turn, this gets +2000 power. X equals the number of Level 0 or lower cards sent to Waiting Room by this effect.</p>	 	LCR & SEC
NTA/WE48-59		<p>(N) 3/2 Hayate (Magic/Book)</p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO</b> - When this attacks, reveal the top card of your deck. Is that card is a Blue or &lt;Magic&gt; or &lt;Weapon&gt; character, deal X damage to your opponent. X is equal to the revealed character's level.</p>		LCR
NTA/WE48-60		(N) Pants CX		LCR
NTA/WE48-61		(N) Pants CX	 	LCR & SP



VS/WE48-62		<p><b>(N) 0/0 Fuka &amp; Rinne (Melee/Haouryu)</b></p> <p><b>AUTO</b> - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.</p> <p><b>AUTO</b> - [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 &lt;Melee&gt; or &lt;Clothes&gt; character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p> <p><i>Note: This card is Neo-standard with Vivid Strike</i></p>		<p>LCR</p>	
NTA/WE48-P01  July/August Shop Tournament PR Packs		<p><b>(PR) 0/0 Nanoha (Magic/Weapon)</b></p> <p><b>CONT</b> - If you have another &lt;Magic&gt; or &lt;Weapon&gt; character, this gets +1500 power.</p> <p><b>AUTO</b> - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.</p>			<p>Foil &amp; PR+</p>
NTA/WE48-P02  Climax Challenge PR		<p><b>(PR) 0/0 Fate (Magic/Clone)</b></p> <p><b>CONT</b> - All of your other characters with "Nanoha" in its name gets <b>"AUTO - ENCORE [Discard 1 character]"</b></p> <p><b>AUTO</b> - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +1 Soul.</p>		<p>PR+</p>	