

Nanoha & Fate & Hayate
 [C] Your Opp. may not play Events from hand during battles involving this.

Magic - Weapon | NS/W04-101 T: Soul

L2
C1

Mother of Two
 [C] If you have another Chara with "Vivio" in its name, this gains +1500 Pow.

Magic - Weapon | NS/W04-102 T: Soul

L1
C1

Arf, Familiar
 [C] All your other Charas with "Fate" in the name gain +500 Pow.
 [C] All your other Charas gain +500 Pow during your turn.

Familiar - Magic | NS/W04-T01 T: None

L0
C0

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Fate & Arf
 --No Text--

Magic - Familiar | NS/W04-T02 T: None

L0
C0

Signum, Vice Captain
 [C] This gains +1000 Pow during your turn.

Magic - Weapon | NS/W04-T03 T: None

L0
C0

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

Magic - Weapon | NS/W04-T04 T: Soul

L1
C1

Nanoha StrikerS Trial Deck

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

Magic - Weapon | NS/W04-T05 T: Soul

L1
C1

Erio & Caro
 --No Text--

Magic - Dragon | NS/W04-T06 T: Soul

L2
C1

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

Magic - Unison | NS/W04-T07 T: Soul

L2
C2

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

NS/W04-T08 T: None

L2
C0

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

NS/W04-T09 T: 2 Soul

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

Magic - Weapon | NS/W04-T10 T: None

L0
C0

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

Magic - Unison | NS/W04-T11 T: None

L0
C0

Nanoha, Battle Techniques Instructor
 --No Text--

Magic - Weapon | NS/W04-T12 T: None

L0
C0

Nanoha & Vivio
 [A] When this attacks, if "A Promise with Mama" is in the CZ, you may choose a card in your Opp.'s WR and put it on top of the LB.

Magic - Odd-Eye | NS/W04-T13 T: None

L1
C0

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

Magic - Weapon | NS/W04-T14 T: Soul

L1
C1

Nanoha & Vita
 [A] **ENCORE** [Discard a Chara from your hand to the WR]
 [S] [(2)] Choose an Opp.'s Front Row Chara whose Cost is 0 or lower. Put it in the WR.

Magic - Weapon | NS/W04-T15 T: Soul

L1
C1

Zest Grangaitz
 --No Text--

Magic - Unison | NS/W04-T16 T: Soul

L2
C2

Mama, Good Child

Choose up to 3 Charas in your WR and return them to your hand, then discard 2 cards from your hand to the WR.

NS/W04-T17 T: None

L1
C2

A Promise with Mama

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

NS/W04-T18 T: 2 Soul

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Nanoha StrikerS Trial Deck

