

NIKKE DUEL ENCOUNTER 1st Entry Translation Sheets



Rapi

NK-001-01 ©SHIFT UP CORP.

Range:2
DMG+1

Rapi
Assault Rifle

NK-001-03 2/10 ©SHIFT UP CORP.

Range:2

If Rapi is in her Burst state, DMG + 2.

Rapi
FF Formation

NK-001-05 1/10 ©SHIFT UP CORP.

Discard any number of Rapi: Reload cards from your hand.

Rapi
Reload

NK-001-02 3/10 ©SHIFT UP CORP.

Range:2
DMG+1

Rapi
Assault Rifle

NK-001-03 2/10 ©SHIFT UP CORP.

Range:2
DMG+1

If the target Nikke's attack power is 3 or more, DMG + 1.

Rapi
Missile

NK-001-06 1/10 ©SHIFT UP CORP.

Discard any number of Rapi: Reload cards from your hand.

Rapi
Reload

NK-001-02 3/10 ©SHIFT UP CORP.

Range:2

Rapi
Assault Rifle

NK-001-04 2/10 ©SHIFT UP CORP.

Range:2

Burst:3

[Burst: III]
If Rapi is in her Burst state: Range + 1 & DMG + 2.

Rapi
Warhead Volley

NK-001-07 1/10 ©SHIFT UP CORP.

Discard any number of Rapi: Reload cards from your hand.

Rapi
Reload

NK-001-02 3/10 ©SHIFT UP CORP.

Range:2

Rapi
Assault Rifle

NK-001-04 2/10 ©SHIFT UP CORP.

Neon

NK-002-01 ©SHIFT UP CORP.

Range:2
DMG+1

Neon
Shotgun

NK-002-03 1/10 ©SHIFT UP CORP.

Range:2

If this attack knocks out a Nikke, draw 4 cards.

Neon
Neon特製弾

NK-002-05 1/10 ©SHIFT UP CORP.

Discard any number of Neon: Reload cards from your hand.

Neon
Reload

NK-002-02 3/10 ©SHIFT UP CORP.

Range:1
DMG+2

Neon
Shotgun

NK-002-04 3/10 ©SHIFT UP CORP.

Range:1
DMG+1

[Trigger] Next time your Nikke attacks in Burst,
DMG + 1.

Neon
火力最高!

NK-002-06 1/10 ©SHIFT UP CORP.

Discard any number of Neon: Reload cards from your hand.

Neon
Reload

NK-002-02 3/10 ©SHIFT UP CORP.

Range:1
DMG+2

Neon
Shotgun

NK-002-04 3/10 ©SHIFT UP CORP.

Range:1
DMG+1

Burst:1

[Burst: I]
If Neon is in her Burst state: DMG + 3.

Neon
Firepower Rules!

NK-002-07 1/10 ©SHIFT UP CORP.

Discard any number of Neon: Reload cards from your hand.

Neon
Reload

NK-002-02 3/10 ©SHIFT UP CORP.

Range:1
DMG+2

Neon
Shotgun

NK-002-04 3/10 ©SHIFT UP CORP.

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I Burst:2

10 9 8 7 6 5 4 3 2 1

ANIS TETRA

NK-003-01 ©SHIFT UP CORP.

[Trigger] [Non-Stackable] On Anis' next attack, DMG + 2

Anis Charge

NK-003-03 2/10 ©SHIFT UP CORP.

Range:2
AOE+2

[Trigger] Reduce the next DMG taken by Anis by 2.

Anis D.H. Formation

NK-003-05 1/10 ©SHIFT UP CORP.

Discard any number of Anis: Reload cards from your hand.

Anis Reload

NK-003-02 3/10 ©SHIFT UP CORP.

[Trigger] [Non-Stackable] On Anis' next attack, DMG + 2

Anis Charge

NK-003-03 2/10 ©SHIFT UP CORP.

Range:2
AOE+1

[Trigger] Reduce the next DMG your Nikke takes by 2.

Anis C.H. Formation

NK-003-06 1/10 ©SHIFT UP CORP.

Discard any number of Anis: Reload cards from your hand.

Anis Reload

NK-003-02 3/10 ©SHIFT UP CORP.

Range:2
AOE+1

Anis Rocket Launcher

NK-003-04 2/10 ©SHIFT UP CORP.

Range:2
AOE+2

I Burst:2

[Burst: I]
If Anis is in her Burst state: Range + 1 & DMG + 1

Anis Pinpoint Missile

NK-003-07 1/10 ©SHIFT UP CORP.

Discard any number of Anis: Reload cards from your hand.

Anis Reload

NK-003-02 3/10 ©SHIFT UP CORP.

Range:2
AOE+1

Anis Rocket Launcher

NK-003-04 2/10 ©SHIFT UP CORP.

I Burst:1

8 7 6 5 4 3 2 1

MIGHTY LITER **MISSILES** INDUSTRY

NK-004-01 ©SHIFT UP CORP.

Range:2
DMG+1

Liter Submachine gun

NK-004-03 2/10 ©SHIFT UP CORP.

Range:2

If Liter is in her Burst state:
[Trigger] Increase the DMG of your next Nikke's attack by 1.

Liter Liter Boost

NK-004-05 1/10 ©SHIFT UP CORP.

Discard any number of Liter: Reload cards from your hand.

Liter Reload

NK-004-02 3/10 ©SHIFT UP CORP.

Range:2
DMG+1

Liter Submachine gun

NK-004-03 2/10 ©SHIFT UP CORP.

Range:2

Restore one piece of cover.
[Trigger] Reduce the next DMG your Nikke takes by 1.

Liter Volt Boost

NK-004-06 1/10 ©SHIFT UP CORP.

Discard any number of Liter: Reload cards from your hand.

Liter Reload

NK-004-02 3/10 ©SHIFT UP CORP.

Range:1
DMG+1

Liter Submachine gun

NK-004-04 2/10 ©SHIFT UP CORP.

Range:2
DMG+2

I Burst:1

[Burst: I]
If Liter is in her Burst state:
[Trigger] Increase the DMG of your next Nikke's attack by 2.

Liter Double Boost

NK-004-07 1/10 ©SHIFT UP CORP.

Discard any number of Liter: Reload cards from your hand.

Liter Reload

NK-004-02 3/10 ©SHIFT UP CORP.

Range:1
DMG+1

Liter Submachine gun

NK-004-04 2/10 ©SHIFT UP CORP.

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II Burst:2
INFINITY Diesel
NIK-005-01 ©SHIFT UP CORP.

Range:2
MG
Diesel Machine gun
NIK-005-04 4/10 ©SHIFT UP CORP.

Range:2
DMG+1
If Diesel is in her Burst state:
[Trigger] Reduce the next DMG taken by Diesel by 2.
Diesel Strawberry Fields
NIK-005-05 1/10 ©SHIFT UP CORP.

Discard any number of Diesel: Reload cards from your hand.
Diesel Reload
NIK-005-02 2/10 ©SHIFT UP CORP.

Range:2
MG
Diesel Machine gun
NIK-005-04 4/10 ©SHIFT UP CORP.

Range:2
DMG+1
If this attack knocks out a Nikke:
[Trigger] [Ongoing] Hand size limit + 1.
Diesel Sweet Strawberry Goodness
NIK-005-06 1/10 ©SHIFT UP CORP.

Discard any number of Diesel: Reload cards from your hand.
Diesel Reload
NIK-005-02 2/10 ©SHIFT UP CORP.

Range:2
MG
Diesel Machine gun
NIK-005-04 4/10 ©SHIFT UP CORP.

Range:2
DMG+1
II Burst:2
[Burst:II]
If Diesel is in her Burst state: Deal 1 DMG to all opponents with an attack power of 2 or more.
Diesel Strawberry Shock
NIK-005-07 1/10 ©SHIFT UP CORP.

Range:2
DMG+1
MG
Diesel Machine gun
NIK-005-03 1/10 ©SHIFT UP CORP.

Range:2
MG
Diesel Machine gun
NIK-005-04 4/10 ©SHIFT UP CORP.

III Burst:3
Alice TETRA
NIK-006-01 ©SHIFT UP CORP.

[Trigger] [Non-stackable] On Alice's next attack, DMG + 2
Alice Charge
NIK-006-03 2/10 ©SHIFT UP CORP.

Range:3
SR
If Alice is in her Burst state:
Exchange any card from your hand for any one "Charge" card from your discard pile.
Alice Energizing Carrot
NIK-006-05 1/10 ©SHIFT UP CORP.

Discard any number of Alice: Reload cards from your hand.
Alice Reload
NIK-006-02 3/10 ©SHIFT UP CORP.

[Trigger] [Non-stackable] On Alice's next attack, DMG + 2
Alice Charge
NIK-006-03 2/10 ©SHIFT UP CORP.

Range:3
SR
If Alice has 4 HP or less, HP + 1.
Alice Healthy Carrot
NIK-006-06 1/10 ©SHIFT UP CORP.

Discard any number of Alice: Reload cards from your hand.
Alice Reload
NIK-006-02 3/10 ©SHIFT UP CORP.

Range:3
SR
Alice Sniper rifle
NIK-006-04 2/10 ©SHIFT UP CORP.

Range:3
SR
III Burst:3
[Burst:III]
If Alice is in her Burst state: DMG + 1
After the attack, activate one "Alice: Charge" card from your discard pile.
Alice Wonderland
NIK-006-07 1/10 ©SHIFT UP CORP.

Discard any number of Alice: Reload cards from your hand.
Alice Reload
NIK-006-02 3/10 ©SHIFT UP CORP.

Range:3
SR
Alice Sniper rifle
NIK-006-04 2/10 ©SHIFT UP CORP.