

Misaka's Little Sister, Clone

[A] When this attacks, if "Siblings" 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 ::ESP:: Charas, search your LB for up to 1 ::ESP:: Chara, reveal it, put it in your hand, and Shuffle your LB.

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Clone - ESP | RG/W26-001 T: None

L0C0

Misaka's Little Sister, Clone

[A] When this attacks, if "Siblings" 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 ::ESP:: Charas, search your LB for up to 1 ::ESP:: Chara, reveal it, put it in your hand, and Shuffle your LB.

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Clone - ESP | RG/W26-001S T: None

L0C0

Accelerator, Level 6 Shift Project

[C] **RECOLLECTION** If there are 2 or more ::ESP:: Charas in your Memory, this gains +2000 Pow.

[A] This ability activates up to once per turn. During the turn in which this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

ESP | RG/W26-002 T: Soul

L3C2

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Accelerator, Level 6 Shift Project

[C] **RECOLLECTION** If there are 2 or more ::ESP:: Charas in your Memory, this gains +2000 Pow.

[A] This ability activates up to once per turn. During the turn in which this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

ESP | RG/W26-002S T: Soul

L3C2

"ITEM" Mugino

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When "Meltdown" is placed in your CZ, this gains the following two abilities for the turn. [C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara." [A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."

ESP | RG/W26-003 T: Soul

L3C2

"ITEM" Mugino

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When "Meltdown" is placed in your CZ, this gains the following two abilities for the turn. [C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara." [A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."

ESP | RG/W26-003R T: Soul

L3C2

Railgun S Booster Pack

Frenda, Inteferece Acts

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Doll Bomb" in your WR and return it to your hand.

Doll - Weapon | RG/W26-004 T: None

L0C0

Nunotaba, Genius Scientist

[C] All your other ::Clone:: Charas gain +500 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Testament" in your WR and return it to your hand.

Science | RG/W26-005 T: None

L1C0

Nunotaba, Genius Scientist

[C] All your other ::Clone:: Charas gain +500 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Testament" in your WR and return it to your hand.

Science | RG/W26-005S T: None

L1C0

Accelerator, Overwhelming Power

[C] For each Marker under this, this gains +1 Level and +2500 Pow.

[A] When the Battle Opp. of this becomes Reversed, if "Strongest And Weakest" is in your CZ and there are 3 or fewer Markers under this, you may put the top card of your LB under this as Marker.

ESP | RG/W26-006 T: None

L1C0

"ITEM" Kinuhata

[A] [(1) Send 1 ::ESP:: Chara in your hand to Memory] When this attacks, may pay. If so, for the turn, this gains +1500 Pow and your Opp. may not use "[A] **ENCORE**". (This includes "[A] **ENCORE** [(3)]" provided by rules)

ESP | RG/W26-007 T: None

L1C0

Misaka's Little Sister, Radio Noise Project

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[C] **RECOLLECTION** If there are 2 or more ::ESP:: Charas in your Memory, all your other ::ESP:: Charas gain +500 Pow.

Clone - ESP | RG/W26-008 T: Soul

L2C1

Misaka's Little Sister, Radio Noise Project

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[C] **RECOLLECTION** If there are 2 or more ::ESP:: Charas in your Memory, all your other ::ESP:: Charas gain +500 Pow.

Clone - ESP | RG/W26-008SP T: Soul

L2C1

"Level 5" Mugino

[C] **RECOLLECTION** During your turn, if there are 2 or more ::ESP:: Charas in your Memory, this gains +4000 Pow.

ESP | RG/W26-009 T: Soul

L2C1

"ITEM" Frenda

[A] [(1) Discard a ::Doll:: Chara or a "Doll Bomb" from hand to the WR] When "Bomb User" is placed in your CZ, if this is in the Front Row, may pay. If so, choose an Opp.'s Level 3 or lower Chara and put it in Stock.

Doll - Weapon | RG/W26-010 T: Soul

L2C1

"ITEM" Frenda

[A] [(1) Discard a ::Doll:: Chara or a "Doll Bomb" from hand to the WR] When "Bomb User" is placed in your CZ, if this is in the Front Row, may pay. If so, choose an Opp.'s Level 3 or lower Chara and put it in Stock.

Doll - Weapon | RG/W26-010R T: Soul

L2C1

Accelerator, First Experiment

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

ESP | RG/W26-011 T: None

L0C0

Touma, Incredible Power

[C] During battle involving this, if the Battle Opp. of this is ::Magic:: and/or ::ESP::, this gains +X Pow. X = 2500 times Level of the Chara Opposite this.

No Traits | RG/W26-012 T: None

L0C0

Accelerator, Experiment Candidate

[C] If you have no other Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

ESP | RG/W26-013 T: None

L0C0

"ITEM" Takitsubo

[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 ::ESP:: Chara, reveal it, put it in your hand, and shuffle your LB.

ESP | RG/W26-014 T: None

L0C0

Misaka, No. 9982 of the Mass Production

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not an ::ESP:: Chara, put it in Clock. (Otherwise put it back where it was)

Clone - ESP | RG/W26-015 T: None

L0C0

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Frenda Seivelun

[A] **ENCORE** [Put the top card of your LB in your Clock]

Doll - Weapon | RG/W26-016 T: None

L1C1

Accelerator, No-Mercy Personality

[A] **CHANGE** [(2) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose an "Accelerator, Level 6 Shift Project" in your WR and put it in the Slot this was in.

ESP | RG/W26-017 T: Soul

L2C1

"Meltdown" Mugino

[A] When you use the **BACKUP** of this, put the top 3 cards of your Opp.'s LB in the WR.

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

ESP | RG/W26-018 T: Soul

L2C1

Railgun S Booster Pack

"Touma Kamijou" Touma

[C] This gets -2 Level while on Stage.

[A] **ENCORE** [Put the top card of your LB in your Clock]

No Traits | RG/W26-019 T: Soul

L2C2

Nunotaba, Student of the Nagatenjouki Academy

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Science | RG/W26-020 T: None

L0C0

Mugino, Fourth of the Academy City

[C] During your turn, this gains +1000 Pow.

ESP | RG/W26-021 T: None

L0C0

Misaka's Little Sister, Loves Animals

--No Text--

Clone - ESP | RG/W26-022 T: None

L0C0

Sisters

[C] If you are Level 1 or lower and you have 4 or more other "Sisters", this gains +2500 Pow.

[C] If you are Level 2 or higher and you have 4 or more other "Sisters", this gains +1500 Pow and +1 Soul.

[C] You may have as many copies of cards with the same name as this in your deck.

Clone - ESP | RG/W26-023 T: None

L1C0

Mugino, Leader of the Dark Organization

--No Text--

ESP | RG/W26-024 T: None

L1C0

Touma, A Certain High School's Student

[C] This gets -1 Level while on Stage.

No Traits | RG/W26-025 T: None

L1C0

Accelerator, Path to Invincibility

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

[S] [Rest 1 of your ::ESP:: Charas] This gains +1000 Pow for the turn.

ESP | RG/W26-026 T: None

L1C1

"Radio Noise" Misaka's Little Sister

--No Text--

Clone - ESP | RG/W26-027 T: None

L1C1

Frenda, Bomb User

--No Text--

Doll - Weapon | RG/W26-028 T: Soul

L2C2

"Academy City" Misaka's Little Sister

[C] For each of your other ::Clone:: Charas, this gains +500 Pow.

Clone - ESP | RG/W26-029 T: Soul

L2C2

Doll Bomb

[C] You may have as many copies of cards with the same name as this in your deck.

If you don't have a ::Doll:: Chara, you cannot play this from your hand. Choose an Opp.'s Level 1 or lower Chara in the Front Row and put it in Stock.

RG/W26-030 T: None

L1C0

Testament

Send this to Memory.
[C] **RECOLLECTION** If this is in the Memory, your
::Clone:: Chara in the Front Row Center Slot
gains +1000 Pow.

RG/W26-031 T: None

L1

C1

Siblings

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

RG/W26-032 T: Soul Bounce

Meltdownwer

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

RG/W26-033 T: Soul Shot

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Strongest And Weakest

[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.

RG/W26-034 T: 2 Soul

Bomb User

[A] When this is placed from hand to the CZ, choose
up to 1 YELLOW card in your WR and put it in Stock,
and all your Charas gain +1 Soul for hte turn.

RG/W26-035 T: 2 Soul

"Academy City" Saten

[A] When this attacks, if "Escape from Dark Alleys" is
in the CZ, take up to 2 cards from top of your LB and
put them in Stock.

No Traits | RG/W26-036 T: Soul

L2

C1

Railgun S Booster Pack

"Academy City" Saten

[A] When this attacks, if "Escape from Dark Alleys" is
in the CZ, take up to 2 cards from top of your LB and
put them in Stock.

No Traits | RG/W26-036S T: Soul

L2

C1

"Passion Green" Saten

[C] Your other Chara in your Front Row Center Slot gains
+1000 Pow.
[A] When this is placed from hand to the Stage, you may
choose a Chara with "Saten" in name in your Clock and return
it to your hand. If so, choose a card in your hand and put it in
Clock.

No Traits | RG/W26-037 T: None

L0

C0

"Passion Pink" Uiharu

[A] When this is placed from hand to the Stage, this gains +1500 Pow for
the turn.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put
them in the WR. Search your LB for up to X ::ESP:: Charas, reveal
them, and put them in your hand, and shuffle your LB. Discard X
cards from your hand. X = the number of Climax cards revealed this
way.

ESP - Judgment | RG/W26-038 T: None

L1

C0

Uiharu, in Charge of Gathering Information

[A] When this is placed from hand to the Stage, if you
have another Chara with "Saten" in name, this gains
+2000 Pow for the turn.

ESP - Judgment | RG/W26-039 T: None

L1

C0

"Academy City" Uiharu

[C] **RECOLLECTION** If there are 2 or more ::ESP::
Charas in your Memory, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your
Clock]

ESP - Judgment | RG/W26-040 T: Soul

L2

C1

"Academy City" Uiharu

[C] **RECOLLECTION** If there are 2 or more ::ESP::
Charas in your Memory, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your
Clock]

ESP - Judgment | RG/W26-040S T: Soul

L2

C1

"Level 1" Uiharu

[A] When this attacks, when "Location Triangulation"
is placed in the CZ, choose 1 of your other Charas,
and that Chara gains +2000 Pow for the turn.

ESP - Judgment | RG/W26-041 T: None

L0

C0

Saten & Uiharu, Good Friend

[A] [(1)] When this is placed from hand to the Stage,
may pay. If so, choose a Climax in your Clock and
return it to your hand, and choose a card in your
hand and put it in Clock.

ESP - Judgment | RG/W26-042 T: None

L1

C0

Uiharu, Daydreaming

[C] **ASSIST** All your Charas in front of this gain
+X Pow. X = 500 times number of your Charas
with **ASSIST**.
[S] [Rest this] Choose 1 of your ::ESP:: Charas,
and that Chara gains +1 Level for the turn.

ESP - Judgment | RG/W26-043 T: Soul

L1

C1

Saten in Living Room Wear

[A] **CHANGE** [(2) Discard a card from hand to the
WR, Send this to Memory] At the start of your
Climax Phase, may pay. If so, choose a "Saten,
Gossiping" in your WR and put it in the Slot this
was in.

No Traits | RG/W26-044 T: None

L1

C1

Saten, Gossiping

[A] When this is placed from hand to the Stage, put
the top card of your LB in your Clock.

No Traits | RG/W26-045 T: Soul

L2

C2

Saten, Sharp-Nosed

[A] **BOND**/"Uiharu, in Charge of Gathering
Information" [(1)]

No Traits | RG/W26-046 T: None

L0

C0

Uiharu, Worrying

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::ESP:: and/or with "Saten" in name, reveal it, put it in your hand, and shuffle your LB.

ESP - Judgment | RG/W26-047 T: None

L0C0

"Musashino Milk" Konori

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

ESP - Judgment | RG/W26-048 T: None

L0C0

"Strawberry Oden" Uiharu

--No Text--

ESP - Judgment | RG/W26-049 T: None

L0C0

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Haruue, Munching

[C] All your other Charas gain +500 Pow.
[C] All your other Charas with either "Uiharu" and/or "Saten" in name gain +500 Pow.

ESP | RG/W26-050 T: None

L1C0

Saten, Seeking help

--No Text--

No Traits | RG/W26-051 T: None

L1C0

Saten at the Hospital

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

No Traits | RG/W26-052 T: Soul

L1C1

Railgun S Booster Pack

Searching for Stored Value Card

Look at the top card of your LB and put it either on top of the LB or in the WR. Put this in Stock.

RG/W26-053 T: None

L1C0

Escape from Dark Alleys

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

RG/W26-054 T: Treasure

Location Triangulation

[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.

RG/W26-055 T: 2 Soul

Mikoto, Where the Coin Goes

[A] [(1)] When the Battle Opp. of this becomes Reversed, if "Railgun" is in your CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

ESP - Frog | RG/W26-056 T: None

L1C0

Mikoto, Where the Coin Goes

[A] [(1)] When the Battle Opp. of this becomes Reversed, if "Railgun" is in your CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

ESP - Frog | RG/W26-056SP T: None

L1C0

Mikoto, Taking a Walk

[C] If you have 2 or more other ::ESP:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

ESP - Frog | RG/W26-057 T: None

L1C1

Mikoto, Taking a Walk

[C] If you have 2 or more other ::ESP:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

ESP - Frog | RG/W26-057R T: None

L1C1

"Academy City" Kuroko

[A] When this is placed from hand to the stage or via **CHANGE** to the stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] When this attacks, if "Eyewitness" is in the CZ, return up to 2 ::ESP:: Charas from your WR to your hand, and discard a card from your hand to the WR.

ESP - Judgment | RG/W26-058 T: Soul

L3C2

"Academy City" Kuroko

[A] When this is placed from hand to the stage or via **CHANGE** to the stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] When this attacks, if "Eyewitness" is in the CZ, return up to 2 ::ESP:: Charas from your WR to your hand, and discard a card from your hand to the WR.

ESP - Judgment | RG/W26-058SP T: Soul

L3C2

"Passion Orange" Mikoto

[A] When your Chara's Trigger Check reveals a climax card, choose 1 of your Charasm and that Chara gains +1000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

ESP - Frog | RG/W26-059 T: None

L0C0

"Passion Orange" Mikoto

[A] When your Chara's Trigger Check reveals a climax card, choose 1 of your Charasm and that Chara gains +1000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

ESP - Frog | RG/W26-059S T: None

L0C0

Kuroko, One Who Protects Peace

[A] When your other ::Judgment:: Chara becomes Reversed in battle, this gains +1500 Pow for the turn.

ESP - Judgment | RG/W26-060 T: None

L0C0

Kuroko, One Who Protects Peace
[A] When your other ::Judgment:: Chara becomes Reversed in battle, this gains +1500 Pow for the turn.

ESP - Judgment | RG/W26-060S T: None

L0
C0

"Mental Out" Shokuhou
[C] All your other ::ESP:: Charas gain +500 Pow.
[A] [(1) Rest this] At the beginning of your Opp.'s Attack Phase, if this is Standing, may pay. If so, all your Opp.'s Charas gain the following ability for the turn. "[C] This cannot Side Attack."

ESP - Gloves | RG/W26-061 T: None

L1
C0

"Mental Out" Shokuhou
[C] All your other ::ESP:: Charas gain +500 Pow.
[A] [(1) Rest this] At the beginning of your Opp.'s Attack Phase, if this is Standing, may pay. If so, all your Opp.'s Charas gain the following ability for the turn. "[C] This cannot Side Attack."

ESP - Gloves | RG/W26-061SP T: None

L1
C0

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Mikoto, A Certain Day Off
[A] When you use the **BACKUP** of this, if you have 2 or more ::ESP:: Charas, choose 1 of your Charas in Battle, and that Chara gains +X Pow for the turn. X = 500 times your Level.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from hand to the WR]

ESP - Frog | RG/W26-062 T: None

L1
C0

Mikoto, A Certain Day Off
[A] When you use the **BACKUP** of this, if you have 2 or more ::ESP:: Charas, choose 1 of your Charas in Battle, and that Chara gains +X Pow for the turn. X = 500 times your Level.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from hand to the WR]

ESP - Frog | RG/W26-062R T: None

L1
C0

"Passion Purple" Kuroko
[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times Level of that Chara.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

ESP - Judgment | RG/W26-063 T: Soul

L2
C1

Railgun S Booster Pack

"Passion Purple" Kuroko
[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times Level of that Chara.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

ESP - Judgment | RG/W26-063S T: Soul

L2
C1

Mikoto, Good Grade
[A] [(1)] When this attacks, may pay. If so, choose 1 of your other ::ESP:: Charas, and that Chara gains +1 Level and +2500 Pow for the turn.

ESP - Frog | RG/W26-064 T: None

L0
C0

Mikoto, Good Sport Reflexes
[A] When your other ::ESP:: Chara attacks, this gains +1000 Pow for the turn.

ESP - Frog | RG/W26-065 T: None

L1
C0

Kuroko, Full of Justice
--No Text--

ESP - Judgment | RG/W26-066 T: None

L1
C1

Kuroko, Serious about Work
[A] **CHANGE** [(2) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose an "Academy City" Kuroko" in your WR and put it in the Slot this was in.

ESP - Judgment | RG/W26-067 T: Soul

L2
C1

Mikoto, Determination on the Bridge
[C] If there's a Marker under this, this gains +3 Level and +500 Pow.
[A] When "Unchangeable Past" is placed in your CZ, if there's no Marker under this, you may put the top card of your LB under this as Marker.

ESP - Frog | RG/W26-068 T: Soul

L2
C1

Mikoto at the Hospital
[C] If you have 2 or more other ::ESP:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

ESP - Frog | RG/W26-069 T: Soul

L2
C2

"Academy City" Mikoto
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Rest 2 of your Standing ::ESP:: Charas] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Chara and put it in the WR.

ESP - Frog | RG/W26-070 T: Soul

L3
C2

Kuroko, Working
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

ESP - Judgment | RG/W26-071 T: None

L0
C0

Mikoto at the Library
[A] When another Chara of yours becomes Reversed in Battle, choose 1 of your ::ESP:: Charas, and that Chara gains +1000 Pow for the turn.

ESP - Frog | RG/W26-072 T: None

L0
C0

Mikoto, Admired Being
[A] [(1)] When the Damage Dealt by this is Cancelled, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from hand to the WR.

ESP - Frog | RG/W26-073 T: None

L0
C0

"Queen" Misaki Shokuhou
--No Text--

ESP - Gloves | RG/W26-074 T: None

L0
C0

"Pigtails" Kuroko
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
 [A] **BOND/"Mikoto**, Where the Coin Goes" [(1)]

ESP - Judgment | RG/W26-075 T: None

L1

C0

Mikoto, On the Way to School
 --No Text--

ESP - Frog | RG/W26-076 T: Soul

L2

C1

When the Cat's Away
 [Counter] Choose 1 of your ::ESP:: Charas, and that Chara gains +2000 Pow for the turn.

RG/W26-077 T: None

L1

C0

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

RG/W26-078 T: Salvage

Railgun
 [C] All your Charas gain +2 Soul.

RG/W26-079 T: 2 Soul

Unchangable Past
 [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.

RG/W26-080 T: 2 Soul

Railgun S Booster Pack