

Ridget in Mourning

[A] [Put the top card of your LB in your Clock] When "New Alliance Leader" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 1 or lower Charas and put it in Stock.

Glasses - Key | GG/S23-001 T: Soul

L2
C1

Bellows, Salvager

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose up to 2 cards in your Opp.'s WR and return them to the LB. Your Opp. shuffles that LB.
[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

Pilot | GG/S23-002 T: Soul

L3
C2

Ridget, Vice Representative of the Fleet

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Sky Ladder" in your WR and return it to your hand.

Glasses | GG/S23-003 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Ridget, Vice Representative of the Fleet

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Sky Ladder" in your WR and return it to your hand.

Glasses | GG/S23-003S T: None

L0
C0

Bellows, Surprised Look

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Pilot:: Chara, reveal it, put it in your hand, and shuffle your LB.

Pilot | GG/S23-004 T: None

L0
C0

Ridget in Swimsuit

[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

Glasses - Swimsuit | GG/S23-005 T: None

L1
C0

Gargantia Booster Pack

Bellows, Offering Advice

[A] When this attacks, if "Whomever Catches Fish Gets Fresh Water" is in the CZ, all your other Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may put the top card of your LB in your Stock."

Pilot | GG/S23-006 T: None

L1
C0

Bellows, Carnival

[C] During your turn, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Pilot | GG/S23-007 T: Soul

L2
C2

Fairlock, Fleet Commander

[A] [(1) Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 "Ridget, Questioning", reveal it, put it in your hand, and shuffle your LB.
[A] **BOND/"Ridget in Swimsuit"** [(1)]

Will - Key | GG/S23-008 T: None

L0
C0

Bellows, Puzzled Eyes

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other YELLOW Charas and return it to your hand.

Pilot | GG/S23-009 T: None

L0
C0

Pinion, Barbeque Party

[S] [(1) Rest 1 of your other ::Mecha:: Charas] All your Charas gain +1000 Pow and ::Meat:: for the turn.

Science - Operator | GG/S23-010 T: None

L0
C0

Bellows, One Request

[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times the Cost of that Chara.
[A] **CHANGE** [(2) Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Bellows, Carnival" in your WR and put it in the Slot this was in.

Pilot | GG/S23-011 T: None

L1
C0

Pinion, Escaped

[A] When this attacks, if "Treasure Island Seen in the Dream" is in the CZ, look at up to 2 cards from top of your LB and search for up to 2 Level 2 or higher Charas, reveal them, and put them in your hand. Afterwards, put the rest in the WR.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Science - Operator | GG/S23-012 T: None

L1
C1

Pinion, Frivolous One

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

Science - Operator | GG/S23-013 T: Soul

L2
C1

Joe, Working

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Operator | GG/S23-014 T: None

L0
C0

Myta, Looking at the Sea of Fog

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Science | GG/S23-015 T: None

L0
C0

Bellows, Disappointed

--No Text--

Pilot | GG/S23-016 T: None

L0
C0

Pinion, Memory of Older Brother

--No Text--

Science - Operator | GG/S23-017 T: None

L1
C0

Ridget, New Alliance Leader
[S] [Rest 1 of your YELLOW Charas] This gains
+1000 Pow for the turn.

Glasses / GG/S23-018 T: None

L1
C1

Oldham, Doctor
 [A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

Ridget, Questioning
--No Text--

Glasses | GG/S23-020 T: Soul

L2
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Salvage
Look at up to 3 cards from top of your Library and search for up to 1 YELLOW card, reveal it, and put it in your hand. Put the rest in the WR.

GG/S23-021 T: None

L1
CO

Sky Ladder
 [Counter] Choose 1 of your YELLOW Charas, and that Chara gains +3500 Pow for the turn.

Whoever Catches Fish Gets Fresh Water
[C] All your Charas gain +1000 Pow and +1 Soul.

GG/S23-023 T: *Soul Bounce*

Gargantia Booster Pack

New Alliance Leader

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

GG/S23-024 T: 2 Soul

Treasure Island Seen in the Dream
[C] All your Charas gain +2 Soul.

GG/S23-025 T: 2 Soul

Chamber, Own Conclusion
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [(1) Rest this] Choose a GREEN card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Chamber, Machine Caliber

[C] If you have 2 or more other ::Army:: Charas, this gains +1000 Pow.
 [A] [(1)] During the turn this is placed from hand or via **CHANGE** to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [S] [(1)] This gains +2500 Pow for the turn. At the end of the turn, Send this to Memory.

Mecha - Army | GG/S23-027 T: Soul

L3
C2

Chamber, Machine Caliber

[C] If you have 2 or more other ::Army:: Charas, this gains +1000 Pow.
 [A] [(1)] During the turn this is placed from hand or via **CHANGE** to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [S] [(1)] This gains +2500 Pow for the turn. At the end of the turn, Send this to Memory.

Mecha - Army | GG/S23-027SP T: Soul

L3
C2

Striker, Battle Stance
[A] When this attacks, choose 1 of your other
::Army:: Charas, and that Chara gains +1000 Pow for
the turn.

Mecha - Army | GG/S23-028 T: None

	L0 C0
--	------------------------

Chamber, Fishing
 [A] [(2)] When "Deflector Beam" is placed in your CZ, if this is in the Front Row, may pay. If so, all your Opp.'s Charas get -1000 Pow for the turn.

Chamber, Carrying Luggage

[A] When you use the **BACKUP** of this, if the Level of your Opp.'s Chara in battle is 3 or higher, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Mecha - Army | GG/S23-030 T: Soul

L2
C1

Chamber, Tinplate General
 [C] **ASSIST** All your Charas in front of this gains +X Pow.
 X = 500 times the Level of that Chara.
 [A] **CHANGE** ([1] Put this in the WR) At the start of your Draw Phase, may pay. If so, choose a "Chamber, Machine Caliber" in your WR and put it in the Slot this was in.

Mecha - Army | GG/S23-031 T: Soul

L2
C1

Chamber, Tinplate General

[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times the Level of that Chara.

[A] **CHANGE** ([1] Put this in the WR) At the start of your Draw Phase, may pay. If so, choose a "Chamber, Machine Caliber" in your WR and put it in the Slot this was in.

Mecha - Army | GG/S23-031R T: Soul

L2
C1

Luggage, Wave Riding
[A] When "Wave-Riding Lobster" is placed in your CZ, if this card is in the Front Row, search your LB for up to 1 card that is either a GREEN Chara or a "Pinion, Frivolous One", reveal it, put it in your hand, and shuffle your LB.

Pilot - Pirate | GG/S23-032 T: Soul

L2
C1

Ledo & Chamber, Falling from the sky
[A] **BOND/"Chamber, Machine Caliber"** [(1)]

Pilot - Army | GG/S23-033 T: None

Chamber, Gathering Fresh Water

[C] If you have 2 or more other ::Army:: Charas, this gains +1000 Pow.

Mecha - Army | GG/S23-034 T: None

L0C0

Lukkage Yunboro

[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
[A] When this Side Attacks, your Opp. may not play Events from hand until the next end of your Opp.'s turn.

Mecha - Weapon | GG/S23-035 T: None

L1C0

Chamber, Responding

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your ::Army:: Charas, and that Chara gains +2000 Pow for the turn.

Mecha - Army | GG/S23-036 T: None

L1C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Chamber, Responding

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your ::Army:: Charas, and that Chara gains +2000 Pow for the turn.

Mecha - Army | GG/S23-036S T: None

L1C0

Chamber, Calm Day

[C] Chara Opposite this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Mecha - Army | GG/S23-037 T: None

L1C0

Chamber, Hunting Whalesquid

[C] For each of your other GREEN Charas, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Army | GG/S23-038 T: None

L1C1

Gargantia Booster Pack

Chamber, Hunting Whalesquid

[C] For each of your other GREEN Charas, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Army | GG/S23-038S T: None

L1C1

Chamber in Battle

[A] [Return a ::Pilot:: Chara in your Clock to your hand] When this attacks, if "Shove It, Tinplate Bastard!" is in the CZ, may pay. If so, this gains +4500 Pow for the turn, and at the start of the Encore Step, put this in your Clock.

Mecha - Army | GG/S23-039 T: Soul

L2C1

Lukkage, Great Pirate

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Pilot - Pirate | GG/S23-040 T: None

L0C0

Parinuri, Lukkage's Attendent

[C] If this is in the Front Row Right Slot, this gains +1000 Pow.

Operator - Pirate | GG/S23-041 T: None

L0C0

Paraem, Lukkage's Attendent

[C] If this is in the Front Row Left Slot, this gains +1000 Pow.

Operator - Pirate | GG/S23-042 T: None

L0C0

Chamber, Gravity Waver

--No Text--

Mecha - Army | GG/S23-043 T: None

L0C0

Lukkage, Rebellion

--No Text--

Pilot - Pirate | GG/S23-044 T: None

L1C1

Striker, Calling Itself God

[A] [Put a Level 0 or lower Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Mecha - God | GG/S23-045 T: Soul

L2C2

Steelplate Chamber

Look at up to 3 cards from top of your Lbrary and search for up to 1 GREEN card, reveal it, and put it in your hand. Put the rest in the WR.
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

GG/S23-046 T: None

L2C0

Maximize Neuro-plus-powered

Choose 1 of your ::Army:: Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.

GG/S23-047 T: None

L2C0

Deflector Beam

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

GG/S23-048 T: Treasure

Shove It, Tinplate Bastard!

[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.

GG/S23-049 T: 2 Soul

Wave-Riding Lobster

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

GG/S23-050 T: 2 Soul

Amy, Messenger

[C] For each of your other Level 0 or lower Charas, this gains +500 Pow.

Letter - Animal | GG/S23-051 T: None

L1C0

Amy, Messenger

[C] For each of your other Level 0 or lower Charas, this gains +500 Pow.

Letter - Animal | GG/S23-051R T: None

L1C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Amy, Realized Feelings

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] [(1)] When this attacks, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."
[S] [(2) Rest this] Choose a ::Letter:: Chara in your WR and return it to your hand.

Letter - Animal | GG/S23-052 T: Soul

L3C2

Amy, Realized Feelings

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] [(1)] When this attacks, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."
[S] [(2) Rest this] Choose a ::Letter:: Chara in your WR and return it to your hand.

Letter - Animal | GG/S23-052SP T: Soul

L3C2

Amy, Bright Smiles

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Choose a ::Letter:: Chara in your WR and return it to your hand.

Letter - Animal | GG/S23-053 T: None

L0C0

Gargantia Booster Pack

Amy, Bright Smiles

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Choose a ::Letter:: Chara in your WR and return it to your hand.

Letter - Animal | GG/S23-053R T: None

L0C0

Amy, Surprising Meeting

[A] When this attacks, if "Ceremony of Friendship" is in your CZ, choose up to 1 Chara with either ::Pilot:: or ::Letter:: in your WR and return it to your hand, and your Opp. chooses up to 1 Chara in his or her WR and return it to his or her hand.

Letter - Animal | GG/S23-054 T: None

L0C0

Amy, Surprising Meeting

[A] When this attacks, if "Ceremony of Friendship" is in your CZ, choose up to 1 Chara with either ::Pilot:: or ::Letter:: in your WR and return it to your hand, and your Opp. chooses up to 1 Chara in his or her WR and return it to his or her hand.

Letter - Animal | GG/S23-054S T: None

L0C0

Amy, Full of Interest

[S] [Discard a ::Letter:: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Letter:: Chara, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and Front Attack that Chara as the Defending Chara."
(Put the revealed card back where it was)

Letter - Animal | GG/S23-055 T: None

L1C1

Amy, Life on the Ship

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [Put this in the WR] When "Thus, Come Back!" is placed in your CZ, may pay. If so, choose up to 1 "Amy, Realized Feelings" in your hand and put it in the Slot this was in.

Letter - Animal | GG/S23-056 T: Soul

L2C1

Amy, Dancer

[C] For each of your other ::Letter:: Charas, this gains +500 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Letter - Animal | GG/S23-057 T: Soul

L2C2

Amy, Dancer

[C] For each of your other ::Letter:: Charas, this gains +500 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Letter - Animal | GG/S23-057S T: Soul

L2C2

Bebel, Admiration for the Universe

[A] BOND/"Amy, Realized Feelings" [Put the top card of your LB in your Clock]

Book - Science | GG/S23-058 T: None

L0C0

Amy, Running Up

[S] [Rest 2 of your ::Letter:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Letter - Animal | GG/S23-059 T: None

L0C0

Amy, Impressed

[S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR]

Letter - Animal | GG/S23-060 T: None

L1C0

Amy, Smiling

[A] [Put the top card of your LB in your Clock] When this attacks, if "Gargantia on the Verdurous Planet" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Letter - Animal | GG/S23-061 T: None

L1C0

Amy, Smiling

[A] [Put the top card of your LB in your Clock] When this attacks, if "Gargantia on the Verdurous Planet" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Letter - Animal | GG/S23-061S T: None

L1C0

Melty, Making a Joke

[A] [Rest 2 of your Standing Charas] When this becomes Reversed in battle, may pay. If so, Rest this, and this does not Stand during your next Stand Phase.

Letter | GG/S23-062 T: Soul

L2C1

Saaya, Relaxing

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

Letter | GG/S23-063 T: Soul

L2C1

Happy Amy

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

Letter - Animal | GG/S23-064 T: None

L0C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Grace, Following Amy

[A] [Put this in the WR] When your other ::Letter:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in Battle, and that Chara gains +1000 Pow for the turn.

Animal | GG/S23-065 T: None

L0C0

Melty, Mischievous Kid

[C] If there are 2 or more cards in your Opp.'s Stock, this gains +1000 Pow.

Letter | GG/S23-066 T: None

L0C0

Saaya in Swimsuit

--No Text--

Letter - Swimsuit | GG/S23-067 T: None

L0C0

Gargantia Booster Pack

Saaya, Composed Girl

[A] **ENCORE** [Discard a Chara from your hand to the WR]
[S] [(1)] This gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is Level 1 or lower, you may Reverse that Chara."

Letter | GG/S23-068 T: None

L1C0

Melty in Swimsuit

--No Text--

Letter - Swimsuit | GG/S23-069 T: None

L1C0

Amy in Swimsuit

--No Text--

Letter - Swimsuit | GG/S23-070 T: Soul

L2C1

Dried Foods

[Counter] Choose 1 of your ::Letter:: Charas and 1 of your ::Pilot:: Charas (must target different Charas), and they gain +2000 Pow for the turn.

GG/S23-071 T: None

L1C1

Escape!

Choose a Chara in your WR and return it to your hand.

GG/S23-072 T: None

L1C1

Gargantia on the Verdurous Planet

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

GG/S23-073 T: Salvage

Ceremony of Friendship

[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.

GG/S23-074 T: 2 Soul

Thus, Come Back!

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

GG/S23-075 T: 2 Soul

Ledo, Young Man from the Sky

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Pilot - Army | GG/S23-076 T: None

L0C0

Ledo, Young Man from the Sky

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Pilot - Army | GG/S23-076R T: None

L0C0

Ledo, Farewell to Galactic Alliance of Humankind

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "The Last Supporting Enlightenment" is in the CZ, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on bottom of the LB."

Pilot - Army | GG/S23-077 T: Soul

L3C2

Ledo, Farewell to Galactic Alliance of Humankind

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "The Last Supporting Enlightenment" is in the CZ, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on bottom of the LB."

Pilot - Army | GG/S23-077SP T: Soul

L3C2

Ledo & Chamber, Under the Sky
[C] Your other ::Pilot:: Chara in the Front Row Center Slot gains +1 Level, +500 Pow, and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Pilot - Army | GG/S23-078 T: None

L0
C0

Ledo & Chamber, Under the Sky
[C] Your other ::Pilot:: Chara in the Front Row Center Slot gains +1 Level, +500 Pow, and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Pilot - Army | GG/S23-078SP T: None

L0
C0

Ledo, Meditating
[A] When you use the **BACKUP** of this, choose 1 of your ::Pilot:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Pilot - Army | GG/S23-079 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Ledo, Meditating
[A] When you use the **BACKUP** of this, choose 1 of your ::Pilot:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Pilot - Army | GG/S23-079S T: None

L1
C0

Ledo, Unfamiliar Land
[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Army:: Charas and Rest it.

Pilot - Army | GG/S23-080 T: None

L1
C0

Ledo, Unfamiliar Land
[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Army:: Charas and Rest it.

Pilot - Army | GG/S23-080S T: None

L1
C0

Gargantia Booster Pack

Ledo, Farewell to the Favorite Ride
[C] All your other ::Army:: Charas gain +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Army:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

Pilot - Army | GG/S23-081 T: Soul

L2
C1

Ledo, Collapse of Will
[C] This cannot Side Attack.
[C] If the Level of the Chara Opposite this is 3 or higher, this gains +1500 Pow.

Pilot - Army | GG/S23-082 T: Soul

L2
C1

Ledo, Life on the Ship
[C] If you have 2 or more other ::Army:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this attacks, if "Young Man from the Sky" is in the CZ, search your LB for up to 1 ::Army:: Chara, reveal it, put it in your hand, and shuffle your LB.

Pilot - Army | GG/S23-083 T: Soul

L2
C2

Chamber, Mission to Fulfill
[A] When this attacks, all your other Charas with "Ledo" in name gain +1 Level for the turn.
[A] **BOND/"Ledo, Collapse of Will"** [Put the top card of your LB in your Clock]

Mecha - Army | GG/S23-084 T: None

L0
C0

Young Hideauze Lifeform
[C] You may have as many copies of cards with the same name as this in your Deck.
[A] When this attacks, choose 1 of your other ::Modification:: Charas, and that Chara gains +1000 Pow for the turn.

Modification | GG/S23-085 T: None

L0
C0

Kugel, Superior
[C] All your other ::Army:: Charas gain +500 Pow.

Pilot - Army | GG/S23-086 T: None

L0
C0

Whalesquid
[C] For each of your other ::Modification:: Charas, this gains +500 Pow.
[C] You may have as many copies of cards with the same name as this in your Deck.

Modification | GG/S23-087 T: None

L1
C0

Ledo, Strong Glare
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Pilot:: Charas, and that Chara gains +1500 Pow for the turn.

Pilot - Army | GG/S23-088 T: None

L1
C1

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

Pilot - Army | GG/S23-089 T: Soul

L2
C1

Ledo, Trial-And-Error Smile
--No Text--

Pilot - Army | GG/S23-090 T: None

L0
C0

Ledo in the Cockpit
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a Climax card, Send this to Memory. (Put the revealed card back where it was)

Pilot - Army | GG/S23-091 T: None

L0
C0

Ledo, Pondering
[A] [(2)] When "Confronting Pirates" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Charas and put it on bottom of the LB.

Pilot - Army | GG/S23-092 T: None

L1
C0

--No Text--

Pilot - Army | GG/S23-093 T: None

L1
C0

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

[S] [(2) Rest this] Search your LB for up to 1 **Modification**: Chara, reveal it, put it in your hand, and shuffle your LB.

Modification | GG/S23-094 T: Soul

L1
C1

[C] For each Marker under this, this gains +1000 Pow.

[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Modification:: Chara in your WR and put it face-down under this as Marker.

Modification | GG/S23-095 T: Soul

L2	
C2	

Search your LB for up to 2 **::Pilot::** Charas, reveal them, put them in your hand, and shuffle your LB.

GG/S23-096 T: None

$$\frac{L2}{C2}$$

Choose 1 of your Level 0 or lower Charas and put it in your Clock. If so, draw up to 2 cards.

GG/S23-097 T: None

L1
C0

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

GG/S23-098 T: Draw

[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.

GG/S23-099 T: 2 Soul

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

GG/S23-100 T: 2 Soul

--

[illegible]

—

--

--