

Leeron, Chief of the Science Bureau

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Mecha | GL/S52-011 T: Soul

L2
C1

Kinon, Secretary to the Second-in-Command

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your other ::Dai-Gurren Brigade:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Dai-Gurren Brigade | GL/S52-012 T: None

L0
C0

Attenborough

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] At the start of your Climax Phase, put the top card of your LB in the WR. If it's a Level 2 or higher Chara, choose 1 of your other Charas, and that Chara gains +1 Soul for the turn.

Dai-Gurren Brigade | GL/S52-013 T: None

L0
C0

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

Rossiu, Departing Adai Village

[A] When this is placed from hand to the Stage, choose 1 of your ::Dai-Gurren Brigade:: Charas, and that Chara gains +1500 Pow for the turn.

Dai-Gurren Brigade | GL/S52-014 T: None

L0
C0

Kamina, If You Are Undecided

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Dai-Gurren Brigade:: Charas among those cards.

Dai-Gurren Brigade - Sunglasses | GL/S52-015 T:

L0
C0

Jorgun & Balinbow

[C] You cannot play Events or **BACKUP** from hand.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Dai-Gurren Brigade:: Charas and this, then Stand and Swap them.

Dai-Gurren Brigade - Twins | GL/S52-016 T: None

L0
C0

Gurren Lagann Booster Pack

Dayakka, Ship Captain

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Dai-Gurren Brigade:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dai-Gurren Brigade | GL/S52-017 T: Soul

L2
C1

Kamina, Reject Common Sense to Make the Impossible

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Dai-Gurren Brigade - Sunglasses | GL/S52-018 T:

L2
C1

Yomako, Special Lesson

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "For the Sake of the Precious Children" is in the CZ and you have 4 or more other ::Dai-Gurren Brigade:: Charas, may pay. If so, all your Charas in the Front Row gain the following ability for the turn. [A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Teacher - Dai-Gurren Brigade | GL/S52-019 T: Soul

L2
C2

Kino & Kiyoh & Kiyal, Black Siblings

[A] **BOND/"Kittan, Black Siblings"** [Discard a card from your hand to the WR]
[S] [Rest this] Choose 1 of your "Kittan, Black Siblings", and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Dai-Gurren Brigade | GL/S52-020 T: None

L0
C0

Kiyal & Kiyoh, Interested in the Response-!

[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.
[A] [Put this in the WR] At the start of your MP, may pay. If so, choose a "Dayakka, Ship Captain" in your WR and return it to your hand.

Dai-Gurren Brigade | GL/S52-021 T: None

L0
C0

Maosha & Naakim, Yomako's Students

[A] **BOND/"Yomako, New Teacher"** [Discard a card from your hand to the WR]
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 YELLOW Chara, reveal it, put it in your hand, and put the rest in the WR.

Tree-Climbing | GL/S52-022 T: None

L0
C0

Leeron, Maiden's Heart

[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 ::Dai-Gurren Brigade:: Chara, reveal it, put it in your hand, and shuffle your LB.

Dai-Gurren Brigade - Mecha | GL/S52-023 T: None

L0
C0

Rossiu, New Commander-in-Chief of the New

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 0 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[S] [(1) Put this in your Clock] Choose up to 1 "Arc-Gurren" in your hand and put it in any Slot on the Stage.

Dai-Gurren Brigade | GL/S52-024 T: None

L1
C0

Leite, Reliable Mechanic

[C] During your turn, all your other ::Dai-Gurren Brigade:: Charas gain +1000 Pow.
[C] All your other ::Dai-Gurren Brigade:: Charas gain "[A] **ENCORE** [(2)]".

Dai-Gurren Brigade - Mecha | GL/S52-025 T: None

L1
C0

Kamina, Man's About Will!

[C] If you have another "Simon, Digging Holes", this gains +3000 Pow.

Dai-Gurren Brigade - Sunglasses | GL/S52-026 T:

L1
C0

Kittan, Black Siblings

--No Text--

Dai-Gurren Brigade | GL/S52-027 T: None

L1
C0

Yomako, New Teacher

[A] **CX COMBO** [Put this in your Stock] When "For the Sake of the Precious Children" is placed in your CZ, may pay. If so, choose a "Yomako, Special Lesson" in your WR and put it in the Slot this was in.

Teacher - Dai-Gurren Brigade | GL/S52-028 T: Soul

L2
C1

Flag of the Dai-Gurren Brigade

Search your LB for up to 2 ::Dai-Gurren Brigade:: Charas, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

GL/S52-029 T: None

L2
C1

Later, Buddy

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

GL/S52-030 T: Soul Shot

Later, Buddy

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

GL/S52-030R T: Soul Shot

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

For the Sake of the Precious Children

[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.

GL/S52-031 T: 2 Soul

So This Is the Power of the Spiral, Huh...

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

GL/S52-032 T: Soul Shot

So This Is the Power of the Spiral, Huh...

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

GL/S52-032R T: Soul Shot

Gurren Lagann Booster Pack

Nia

[A] [Put the top card of your Stock in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Dai-Gurren Brigade | GL/S52-033 T: None

L0
C0

Nia

[A] [Put the top card of your Stock in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Dai-Gurren Brigade | GL/S52-033SP T: None

L0
C0

Nia

[A] [Put the top card of your Stock in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Dai-Gurren Brigade | GL/S52-033SSP T: None

L0
C0

Viral, Beastman

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dai-Gurren Brigade - Beastman | GL/S52-034 T:

L0
C0

Viral, Beastman

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dai-Gurren Brigade - Beastman | GL/S52-034S T:

L0
C0

Viral, Captain of the Human Eradication Forces in the Far

[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] When this is placed from the Stage to the WR, discard a card from your hand to the WR. If so, return this to your hand.

Beastman | GL/S52-035 T: None

L0
C0

Nia, Cooking Chief of the Dai-Gurren Brigade

[C] ASSIST All your ::Dai-Gurren Brigade:: Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and for the turn, that Chara gains ::Cooking:: and gets -2000 Pow.

[S] [Rest this] Choose 1 of your Charas with "Simon" in name, that Chara gains ::Cooking:: for the turn, then Stand it.

Dai-Gurren Brigade | GL/S52-036 T: Soul

L1
C1

Nia, Cooking Chief of the Dai-Gurren Brigade

[C] ASSIST All your ::Dai-Gurren Brigade:: Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and for the turn, that Chara gains ::Cooking:: and gets -2000 Pow.

[S] [Rest this] Choose 1 of your Charas with "Simon" in name, that Chara gains ::Cooking:: for the turn, then Stand it.

Dai-Gurren Brigade | GL/S52-036S T: Soul

L1
C1

Cytomander the Swift, Spiral King's Four Supreme

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[A] [Put 1 "Thymilph the Crasher, Spiral King's Four Supreme General" and 1 "Adiane the Elegant, Spiral King's Four Supreme General" from your Memory in the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your Opp.'s Back Row and put it in the WR.

Beastman | GL/S52-037 T: Soul

L2
C1

Nia, Trusting Heart

[C] All your other ::Dai-Gurren Brigade:: Charas gain +1500 Pow.

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Dai-Gurren Brigade:: Charas.

[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a Chara in your WR and Send it to Memory.

Dai-Gurren Brigade | GL/S52-038 T: Soul

L3
C2

Nia, Trusting Heart

[C] All your other ::Dai-Gurren Brigade:: Charas gain +1500 Pow.

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Dai-Gurren Brigade:: Charas.

[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a Chara in your WR and Send it to Memory.

Dai-Gurren Brigade | GL/S52-038S T: Soul

L3
C2

Lazengann

[C] If there's a Marker under this, this gains +1500 Pow.

[A] When this is placed from hand to the Stage or via CHANGE to the Stage, reveal the top card of your LB. If it's a GREEN Chara, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock." (Put the revealed card back where it was)

[A] When this is placed from hand to the Stage or via CHANGE to the Stage, you may choose a "Lordgenome the Spiral King" in your WR and put it face-up under this as Marker.

Drill | GL/S52-039 T: Soul

L3
C2

Lordgenome the Spiral King

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Lazengann" in your WR and put it in the Slot this was in.

Drill | GL/S52-040 T: Soul

L3
C2

Old Coco, Elusive

[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 "Flag of the Dai-Gurren Brigade" in your WR and return it to your hand.
[A] **BOND/"Nia, Trusting Heart"** [Discard a card from your hand to the WR]

Dai-Gurren Brigade - Beastman | GL/S52-041 T:

L0
C0

Nia, Her Feelings

[A] When you use the **BACKUP** of this, if you have a ::Dai-Gurren Brigade:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Dai-Gurren Brigade | GL/S52-042 T: None

L1
C0

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

Lordgenome, Lord of Teppelin

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Leader of the Beastmen" is in your CZ, may pay. If so, search your LB for up to 1 GREEN Chara, reveal it, put it in your hand, shuffle your LB, and this gains +3000 Pow until the next end of your Opp.'s turn.

Drill | GL/S52-043 T: None

L1
C0

Enkidu, Fated Battle

[C] If there's no Marker under this, this gets -4500 Pow.
[A] When this is placed from hand to the Stage, you may choose either a "Viral, Captain of the Human Eradication Forces in the Far Eastern Theater" or a "Two-Faced Enki" in your WR and put it face-up under this as Marker.
[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Beastman | GL/S52-044 T: None

L1
C1

Mobile Fortress Gunmen Dai-Gunzan

[C] All your other "Gunmen, Mysterious Giant Mecha" gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Beastman | GL/S52-045 T: None

L0
C0

Gurren Lagann Booster Pack

Viral, Special Seat for the Former Rival

[A] **CX COMBO** [Put this in the WR] When "Fated Merge Gurren Lagann" is placed in your CZ, may pay. If so, choose up to 1 "Gurren Lagann, Merge!" in your hand and put it in the Slot this was in, and it gains the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, no player may play **BACKUP** from hand."

Dai-Gurren Brigade - Beastman | GL/S52-046 T:

L2
C1

Nia, First Time in Swimsuit

[C] All your other ::Dai-Gurren Brigade:: Charas gain +500 Pow.
[A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Dai-Gurren Brigade:: Chara, reveal it, put it in your hand, and shuffle your LB.

Dai-Gurren Brigade | GL/S52-047 T: None

L0
C0

Thymilph the Crasher, Spiral King's Four Supreme

[A] [(1)] Put the top card of your LB in your Clock. Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 GREEN Chara, reveal it, put it in your hand, and shuffle your LB.

Beastman | GL/S52-048 T: None

L0
C0

Two-Faced Enki

[A] **CX COMBO** When "It's the End This Time for Real..." is placed in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[S] **BRAINSTORM** [(1)] Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 GREEN Chara, reveal it, put it in your hand, and shuffle your LB.

Beastman | GL/S52-049 T: None

L0
C0

Lordgenome Head, Living Computer

[C] This cannot move to another Slot.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] Put this in the WR] Choose an "I've Been... Waiting for That!!" in your WR and return it to your hand.

Dai-Gurren Brigade | GL/S52-050 T: None

L0
C0

Gunmen, Mysterious Giant Mecha

--No Text--

Beastman | GL/S52-051 T: None

L0
C0

Adiane the Elegant, Spiral King's Four Supreme General

[C] **RECOLLECTION** During your turn, if "Thymilph the Crasher, Spiral King's Four Supreme General" is in your Memory, this gains +4000 Pow.
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Beastman | GL/S52-052 T: None

L1
C0

Viral, Standing in the Way

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Beastman | GL/S52-053 T: Soul

L2
C1

Guame the Immoveable, Spiral King's Four Supreme

[C] **RECOLLECTION** If "Thymilph the Crasher, Spiral King's Four Supreme General" and "Adiane the Elegant, Spiral King's Four Supreme General" are in your Memory, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[S] [(1)] Put a ::Beastman:: Chara from your Memory in the WR] This gains +2000 Pow until the next end of your Opp.'s turn.

Beastman | GL/S52-054 T: Soul

L3
C2

Spiral Energy

BRAINSTORM Put the top card of your LB in your Stock. Flip over the top 3 cards of your LB and put them in the WR. If there is at least 1 Climax card among them, put this in your Stock.

GL/S52-055 T: None

L1
C0

I've Been... Waiting for That!!

[Counter] If there are 4 or more cards in your Clock, you may discard 2 ::Dai-Gurren Brigade:: Charas from your hand to the WR. If so, perform each of the following effects once in any order.
"Choose a Level 3 Chara in battle, and that Chara gets -3 Soul for the turn."
"Choose a 'Giga Drill Break' in your WR and return it to your hand."
"Put up to 2 cards from top of your LB in your Stock."

GL/S52-056 T: None

L3
C0

Fated Merge Gurren Lagann

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

GL/S52-057 T: Treasure

It's the End This Time for Real...

[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.

GL/S52-058 T: 2 Soul

Leader of the Beastmen

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

GL/S52-059 T: Treasure

Simon, to Save His Beloved Woman

[C] All your other ::Dai-Gurren Brigade:: Charas with Marker gain +500 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, choose up to 1 ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-060 T: None

L0
C0

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

Simon, to Save His Beloved Woman

[C] All your other ::Dai-Gurren Brigade:: Charas with Marker gain +500 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, choose up to 1 ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-060S T: None

L0
C0

Gurren Lagann, Double Boomerang Spiral

[C] During your turn, for each of your other ::Dai-Gurren Brigade:: Charas, this gains +500 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Final Battle Against the Moon" is in the CZ, may pay. If so, choose 1 of your other Chara and this, and they gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Dai-Gurren Brigade - Drill | GL/S52-061 T: None

L1
C0

Gurren Lagann, Double Boomerang Spiral

[C] During your turn, for each of your other ::Dai-Gurren Brigade:: Charas, this gains +500 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Final Battle Against the Moon" is in the CZ, may pay. If so, choose 1 of your other Chara and this, and they gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Dai-Gurren Brigade - Drill | GL/S52-061S T: None

L1
C0

Gurren Lagann Booster Pack

Simon, Leader of the Dai-Gurren Brigade

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "On My Back, In My Heart," is in your CZ, may pay. If so, deal 4 Damage to your Opp. (DC can occur)
[S] [(1) Put a "Kamina" from your Memory face-up under this as Marker] This gains +2500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

Dai-Gurren Brigade - Drill | GL/S52-062 T: Soul

L3
C2

Simon, Leader of the Dai-Gurren Brigade

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "On My Back, In My Heart," is in your CZ, may pay. If so, deal 4 Damage to your Opp. (DC can occur)
[S] [(1) Put a "Kamina" from your Memory face-up under this as Marker] This gains +2500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

Dai-Gurren Brigade - Drill | GL/S52-062SP T: Soul

L3
C2

Simon, Leader of the Dai-Gurren Brigade

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "On My Back, In My Heart," is in your CZ, may pay. If so, deal 4 Damage to your Opp. (DC can occur)
[S] [(1) Put a "Kamina" from your Memory face-up under this as Marker] This gains +2500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

Dai-Gurren Brigade - Drill | GL/S52-062SSP T: Soul

L3
C2

Tengen Toppa Gurren Lagann

[A] When this is placed from hand to the Stage, choose up to 4 cards in your WR and put them face-up under this as Markers in any order.
[A] **CX COMBO** When "My Drill Is the Drill That Creates the Heavens!!!!" is placed in your CZ, if you have no other Charas, this gains the following ability for the turn. "[A] **SEPARATE/Super** Galaxy Gurren Lagann" [(2) Discard 4 cards from your hand to the WR]
[A] **SEPARATE/Super** Galaxy Gurren Lagann" [(2) Discard 4 cards from your hand to the WR]

Dai-Gurren Brigade - Drill | GL/S52-063 T: Soul

L3
C3

Tengen Toppa Gurren Lagann

[A] When this is placed from hand to the Stage, choose up to 4 cards in your WR and put them face-up under this as Markers in any order.
[A] **CX COMBO** When "My Drill Is the Drill That Creates the Heavens!!!!" is placed in your CZ, if you have no other Charas, this gains the following ability for the turn. "[A] **SEPARATE/Super** Galaxy Gurren Lagann" [(2) Discard 4 cards from your hand to the WR]
[A] **SEPARATE/Super** Galaxy Gurren Lagann" [(2) Discard 4 cards from your hand to the WR]

Dai-Gurren Brigade - Drill | GL/S52-063S T: Soul

L3
C3

Boota, Full Member of the Dai-Gurren Brigade

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Dai-Gurren Brigade - Animal | GL/S52-064 T: None

L0
C0

Lagann, Power of the Drill

[A] When this attacks, choose 1 of your other ::Dai-Gurren Brigade:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Dai-Gurren Brigade:: Charas.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Dai-Gurren Brigade - Drill | GL/S52-065 T: None

L0
C0

Simon, Strong Will

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Core Drill" in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-066 T: None

L0
C0

Simon, Leader of the Super Galaxy Dai-Gurren Brigade

[C] For each of your other ::Dai-Gurren Brigade:: Charas, this gains +500 Pow.

Dai-Gurren Brigade - Drill | GL/S52-067 T: None

L1
C0

Gurren Lagann

[C] If there's no Marker under this, this gets -4500 Pow.
[A] When this is placed from hand to the Stage, you may choose either a "Simon, to Save His Beloved Woman" or a "Lagann, Lagann Impact!" in your WR and put it face-up under this as Marker.
[A] When this is placed from the Marker Zone of "Arc-Gurren Lagann" to the Stage, this gains the following ability for the turn. "[A] **SEPARATE/Lagann, Lagann Impact!** [(1)]"

Dai-Gurren Brigade - Drill | GL/S52-068 T: None

L1
C0

Super Galaxy Dai-Gurren

[C] **ASSIST** All your ::Dai-Gurren Brigade:: Charas in front of this gain +2500 Pow.
[A] When this is placed from hand to the Stage, you may choose a ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.
[A] **CHANGE** [Return this to your hand] At the start of your Climax Phase, may pay. If so, choose up to 1 "Tengen Toppa Gurren Lagann" in your hand and put it in the Slot this was in.

Dai-Gurren Brigade - Drill | GL/S52-069 T: Soul

L3
C2

Super Galaxy Gurren Lagann

[C] If there's no Marker under this, this gets -3000 Pow.
[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 is placed from hand to the Stage, you may choose either an "Arc-Gurren Lagann" or a "Simon, to Save His Beloved Woman" in your WR and put it face-up under this as Marker.
[A] When this is placed from Marker Zone of "Tengen Toppa Gurren Lagann" to the Stage, this gains the following ability for the turn. "[A] **SEPARATE/Arc-Gurren Lagann** [(1)]"

Dai-Gurren Brigade - Drill | GL/S52-070 T: Soul

L3
C2

Simon, Commander of the New Government

[A] When your other Chara becomes Reversed in battle, choose 1 of your ::Dai-Gurren Brigade:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When "Dai-Gurren Brigade Way!!" is placed in your CZ, may pay. If so, choose up to 2 ::Dai-Gurren Brigade:: Charas in your WR and return them to your hand.

Dai-Gurren Brigade - Drill | GL/S52-071 T: None

L0
C0

Dai-Gurren

[A] [(1) Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas in your WR with "Lagann" in name and return them to your hand, choose 1 of your other ::Dai-Gurren Brigade:: Charas, and that Chara gains +1000 Pow for the turn.

Dai-Gurren Brigade | GL/S52-072 T: None

L1
C0

Boota, Evolution Via Spiral Power

[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dai-Gurren Brigade - Beastman | GL/S52-073 T:

L2
C1

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

Simon & Nia, Feelings Getting Across

[C] All your other ::Dai-Gurren Brigade:: Charas with Marker gain +1500 Pow.
[S] [Rest this] Choose 1 of your "Arc-Gurren Lagann", and that Chara gains +1 Soul for the turn.
[S] **CX COMBO** [Put 3 Charas from your Stage in the WR] Choose a "My Drill Is the Drill That Creates the Heavens!!!!" in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-074 T: Soul

L2
C1

Simon, Kamina's Partner

[C] All your other "Kamina, Leader of the Gurren Brigade" gain +500 Pow and the following ability. "[A] [(2) Discard 2 ::Dai-Gurren Brigade:: Charas from your hand to the WR] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, may pay. If so, deal 4 Damage to your Opp." (DC can occur)
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Dai-Gurren Brigade - Drill | GL/S52-075 T: Soul

L2
C1

Arc-Gurren Lagann

[C] If there's no Marker under this, this gets -8500 Pow.
[A] When this is placed from hand to the Stage, you may choose either a "Gurren Lagann" or a "Gurren Lagann, Double Boomerang Spiral" in your WR and put it face-up under this as Marker.
[A] When this is placed from Marker Zone of "Super Galaxy Gurren Lagann" to the Stage, this gains the following ability for the turn. "[A] **SEPARATE**/Gurren Lagann" [(1)]

Dai-Gurren Brigade - Drill | GL/S52-076 T: Soul

L2
C1

Gurren Lagann Booster Pack

Grapearl (Specifically Used by Gimmy & Darry)

[C] All your other "Mass-Produced Grapearl" gain +1 Level and +500 Pow.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Dai-Gurren Brigade - Twins | GL/S52-077 T: None

L0
C0

Lagann, Lagann Impact!

[C] If there's a Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Dai-Gurren Brigade: Chara or "Core Drill", you may put it face-up under this as Marker. (Otherwise put it back where it was)
[A] When this attacks, if you have no other Charas, this gains +1 Soul and the following ability for the turn. "[C] This does not Reverse."

Dai-Gurren Brigade - Drill | GL/S52-078 T: None

L0
C0

Mass-Produced Grapearl

--No Text--

Dai-Gurren Brigade | GL/S52-079 T: None

L0
C0

Simon, Discouraged

[C] If you have no other Charas with "Nia" in name, this does not Stand during your Stand Phase.
[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Dai-Gurren Brigade:: Charas.

Dai-Gurren Brigade - Drill | GL/S52-080 T: None

L1
C0

Gimmy, Ace of the Defense Squad of the New

[C] During your turn, if you have another "Darry, Expert Shooting Skills", this gains +2000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Darry, Expert Shooting Skills" and this, then Stand and Swap them.

Dai-Gurren Brigade - Twins | GL/S52-081 T: None

L1
C0

Darry, Expert Shooting Skills

[C] If you have another "Gimmy, Ace of the Defense Squad of the New Government", this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Dai-Gurren Brigade - Twins | GL/S52-082 T: None

L1
C1

Arc Gurren

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dai-Gurren Brigade - Drill | GL/S52-083 T: Soul

L2
C2

Core Drill

BRAINSTORM If you have no ::Dai-Gurren Brigade:: Charas, you cannot play this from hand. Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. X = # of ::Dai-Gurren Brigade:: Charas revealed this way.

GL/S52-084 T: None

L2
C0

Giga Drill Break

Choose either 1 of your Charas with "Gurren Lagann" in name or a "King Kitten", and that Chara gains the following ability for the turn. "[A] At the start of the Encore Step, if this is in the Front Row, you may deal 4 Damage to your Opp.." (DC can occur)

GL/S52-085 T: None

L3
C2

On My Back, In My Heart,

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

GL/S52-086 T: Salvage

On My Back, In My Heart,

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

GL/S52-086R T: Salvage

Final Battle Against the Moon

[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.

GL/S52-087 T: 2 Soul

My Drill Is the Drill That Creates the Heavens!!!!
[C] All your Charas gain +1000 Pow and +1 Soul.

GL/S52-088 T: Salvage

My Drill Is the Drill That Creates the Heavens!!!!
[C] All your Charas gain +1000 Pow and +1 Soul.

GL/S52-088R T: Salvage

Dai-Gurren Brigade Way!!
[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.

GL/S52-089 T: 2 Soul

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

Messenger Nia
[A] **CX COMBO** [Discard a card from your hand to the WR] When "Human Extermination System" is placed in your CZ, may pay. If so, choose up to 2 "Mugann" in your WR and put them in separate Slots on the Stage.
[S] **BRAINSTORM** ((1) Rest 2 of your Charas) Flip over the top 4 cards of your LB and put them in the WR. If there's at least 1 "Mugann" among them, search your LB for up to 1 ::Anti-Spiral:: Chara, reveal it, put it in your hand, and shuffle your LB.

Anti-Spiral | GL/S52-090 T: None

L0

C0

Granzeboma the Ultimate Galaxy Majin
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** ((1) Discard a card from your hand to the WR] When this attacks, if "The End of Evolution Is the Collapse of the Universe--" is in the CZ, may pay. If so, put the top 3 cards of your LB in the WR, look at up to X cards from top of your Opp.'s LB, choose up to X of them and put them in the WR, return the rest to the LB, and your Opp. shuffles that LB. X = 2 + # of Charas with "Mugann" in name put in the WR via this effect.

Anti-Spiral | GL/S52-091 T: Soul

L3

C2

Anti-Spiral, Anti-Spiral Tribe
[A] When this is placed from hand to the stage, reveal the top card of your LB. If it's an ::Anti-Spiral:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Anti-Spiral | GL/S52-092 T: None

L0

C0

Gurren Lagann Booster Pack

Ashtanga-Class
[C] All your other ::Anti-Spiral:: Charas gain +1000 Pow.
[A] At the start of the Climax Phase, if all your Charas are ::Anti-Spiral::, all players put all of his or her Charas whose Level is higher than his or her Level and put them on the bottom of the LB in any order.
(TL Note: Basically, each player puts all Charas whose Level is higher than the player's own Level on the bottom of the LB if the condition is met.)

Anti-Spiral | GL/S52-093 T: Soul

L2

C1

Mugann
[C] You may have as many copies of cards with the same name as this in your deck.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Anti-Spiral | GL/S52-094 T: None

L0

C0

Jokyu-Mugann
[C] If there's a Marker under this, this gains +4500 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Mugann" in your WR and put it face-up under this as Marker.

Anti-Spiral | GL/S52-095 T: None

L1

C0

Kuu Mugan
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Kyo Mugann" in your WR and put it in the Slot this was in.
[S] [Counter] **BACKUP 3000, Level 2** ((1) Discard this card from your hand to the WR]

Anti-Spiral | GL/S52-096 T: Soul

L2

C1

Kyo Mugann
[C] If there's a Marker under this, this gains +6000 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may choose a "Mugann" in your WR and put it face-up under this as Marker.

Anti-Spiral | GL/S52-097 T: Soul

L2

C1

Death Spiral Machine
[Counter] Choose 2 of your Opp.'s Charas that aren't in battle, then Stand and Swap them.

GL/S52-098 T: None

L3

C2

The End of Evolution Is the Collapse of the
[C] All your Charas gain +1000 Pow and +1 Soul.

GL/S52-099 T: Soul Gate

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

GL/S52-100 T: 2 Soul