

Yoko, Supporting Role
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-T01 T: None

L0
C0

Yoko, Supporting Role
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-T01R T:

L0
C0

Yoko, Woman From the Surface
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Dai-Gurren Brigade - Weapon | GL/S52-T02 T: None

L0
C0

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Yoko, Woman From the Surface
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Dai-Gurren Brigade - Weapon | GL/S52-T02SP T:

L0
C0

"Big Bro" Kamina
 [C] This cannot Side Attack.

Dai-Gurren Brigade - Sunglasses | GL/S52-T03 T:

L0
C0

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

Dai-Gurren Brigade - Weapon | GL/S52-T04 T: None

L1
C0

Gurren Lagann Trial Deck

Kamina, Unwavering Oni Leader
 [C] If you have another "Simon, Digging Holes", this gains +2000 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Dai-Gurren Brigade - Sunglasses | GL/S52-T05 T:

L1
C1

Yoko, On the Cruel Surface
 [C] All your other ::Dai-Gurren Brigade:: 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, choose 1 of your Opp.'s Cost 0 or lower Charas in the Back Row and put it in Stock.

Dai-Gurren Brigade - Weapon | GL/S52-T06 T: Soul

L2
C1

Yoko, On the Cruel Surface
 [C] All your other ::Dai-Gurren Brigade:: 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, choose 1 of your Opp.'s Cost 0 or lower Charas in the Back Row and put it in Stock.

Dai-Gurren Brigade - Weapon | GL/S52-T06S T:

L2
C1

Kamina, Leader of the Gurren Brigade
 [C] During your turn, for each of your other ::Dai-Gurren Brigade:: Charas, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Dai-Gurren Brigade - Sunglasses | GL/S52-T07 T:

L3
C2

Kamina, Leader of the Gurren Brigade
 [C] During your turn, for each of your other ::Dai-Gurren Brigade:: Charas, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Dai-Gurren Brigade - Sunglasses | GL/S52-T07R T:

L3
C2

Who the Hell Do You Think I Am!!
 [C] All your Charas gain +1000 Pow and +1 Soul.

GL/S52-T08 T: Soul Bounce

Boota, Small Pig-Mole
 [C] All your other "Simon, Youth of Giha Village" gain +1000 Pow.
 [A] **BOND/"Simon, Youth of Giha Village"** [(1)]

Dai-Gurren Brigade - Animal | GL/S52-T09 T: None

L0
C0

Simon, Digging Holes
 [A] At the start of your Climax Phase, if you have another Chara with "Kamina" in name, choose 1 of your other Charas, and that Chara gains +1000 Pow for the turn.
 [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.

Dai-Gurren Brigade - Drill | GL/S52-T10 T: None

L0
C0

Lagann
 [S] [Rest this] Choose 1 of your ::Dai-Gurren Brigade:: Charas, and that Chara gains +1500 Pow for the turn.

Dai-Gurren Brigade - Drill | GL/S52-T11 T: None

L0
C0

Lagann
 [S] [Rest this] Choose 1 of your ::Dai-Gurren Brigade:: Charas, and that Chara gains +1500 Pow for the turn.

Dai-Gurren Brigade - Drill | GL/S52-T11R T: None

L0
C0

Lagann, Drill That Pierces the Heavens
 [C] If you have 2 or more other ::Dai-Gurren Brigade:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Pierce the Heavens With Your Drill!!!" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-T12 T: None

L1
C0

Simon, Youth of Giha Village
 --No Text--

Dai-Gurren Brigade - Drill | GL/S52-T13 T: None

L1
C0

Gurren Is the Name
 [C] If there's no Marker under this, this gets -4000 Pow.
 [A] When this is placed from hand to the Stage, you may choose either a "Big Bro" Kamina or a "Kamina, Leader of the Gurren Brigade" in your WR and put it face-up under this as Marker.

Dai-Gurren Brigade - Sunglasses | GL/S52-T14 T:

L1
C0

Gurren
 [A] When this is placed from hand to the Stage, choose up to 2 "Gurren Lagann, Merge!" in your WR and put them on the bottom of your LB in any order.
 [S] **MERGE** [Put a "Lagann" from your Stage face-up under this as Marker" Search your LB for up to 1 "Gurren Lagann, Merge!", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Gurren Lagann, Merge" as Markers in any order, and shuffle your LB.

Dai-Gurren Brigade - Sunglasses | GL/S52-T15 T:

L2
C1

Simon, Rescuing Big Bro!
 [A] This ability activates up to twice per turn. When your other ::Dai-Gurren Brigade:: Chara is placed from hand to the Stage, you may put the top card of your LB in the WR. If it's a ::Dai-Gurren Brigade:: Chara, this gains +3000 Pow for the turn.

Dai-Gurren Brigade - Drill | GL/S52-T16 T: Soul

L2
C1

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Gurren Lagann, Merge!
 [A] When this is placed from hand to the Stage or via **MERGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Dai-Gurren Brigade - Drill | GL/S52-T17 T: Soul

L3
C2

Gurren Lagann, Merge!
 [A] When this is placed from hand to the Stage or via **MERGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Dai-Gurren Brigade - Drill | GL/S52-T17S T: Soul

L3
C2

Cross-Counter
 [Counter] Choose 1 of your "Gurren Lagann, Merge!" in battle, and that Chara gains +3000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 4 Damage to your Opp.." (DC can occur)

GL/S52-T18 T: None

L3
C2

Gurren Lagann Trial Deck

Pierce the Heavens With Your Drill!!!
 [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-T19 T: 2 Soul

Of Course There's a Surface!
 [C] All your Charas gain +2 Soul.

GL/S52-T20 T: 2 Soul