CARDFIGHT!! Vanguard G

PLAYBOOK

Before reading this playbook, you are recommended to first read the enclosed "Starter's Guide". If questions arise after actually playing, come back to this playbook.

About This Playbook

Before reading this playbook, you are recommended to first read the enclosed "Starter's Guide". You should be able to play right away.

If a question arises after actually playing, come back to this playbook. This playbook contains information to solve your questions. If you would like to know more comprehensive rules, check the official website.

With updates to the comprehensive rules, some of the items in this book may contradict each other. In such a case, the comprehensive rules take priority over this book.

"Cardfight!! Vanguard" Official Website
http://cf-vanguard.com/
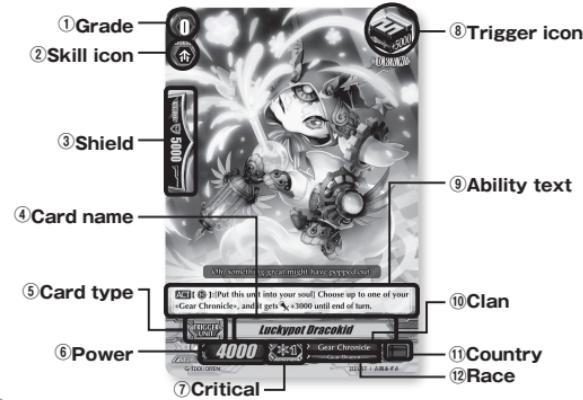
Play with good manners and have fun!

In tournaments, you'll play against people you've never met before. So you might need to know some in depth rules! When playing with friends, don't worry about the detailed rules and just have fun!

Chrono Shindou

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How to Read a Card

The only type of card in "Cardfight!! Vanguard" is units. Compare with actual cards you have.

① **Grade**
② **Skill icon**
③ **Shield**
④ **Card name**
⑤ **Card type**
⑥ **Power**
⑦ **Critical**
⑧ **Trigger icon**
⑨ **Ability text**
⑩ **Clan**
⑪ **Country**
⑫ **Race**

Luckypot Dracokid

① Grade
This shows the power level of a card, and it gives certain limitations during a cardfight. The grade restricts what card you can play when you normal ride or normal call.

② Skill icon   Go to page 6 for details
This indicates what skill the unit has. Skill icons differ according to grade.

③ Shield
The number here shows the defensive ability as a guardian. Units with a higher shield are more capable of defending.

④ Card name
The name of the card.

⑤ Card type
Other than the usual "normal units", there are "trigger units" with a trigger icon, and "G units" that can be used when special conditions are met.

⑥ Power
The number here shows the unit's strength in battle. A higher power is stronger both on attack and defense.

⑦ Critical
The number here shows the amount of damage it deals to an opponent's vanguard.

⑧ Trigger icon   Go to page 7 for details
This icon indicates the type of effect you get when this card is revealed during a drive check or damage check.

⑨ Ability text
The card's ability and its condition, cost, and effect is written here.

⑩ Clan
The clan of the card. It is sometimes referred to in an ability or effect.
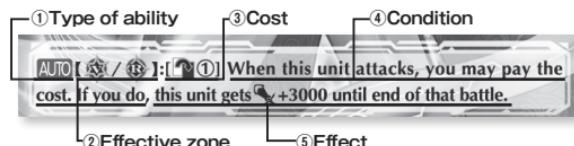
⑪ Country
The country of the unit. It is sometimes referred to in an ability or effect.

⑫ Race
The race of the card. It is sometimes referred to in an ability or effect.

How to Read an Ability Text
Card text is usually written in the order of ①type of ability ②effective zone ③cost ④condition ⑤effect.

① **Type of ability**
② **Effective zone**
③ **Cost**
④ **Condition**
⑤ **Effect**

AUTO【 / 】:[①] **When this unit attacks, you may pay the cost. If you do, this unit gets +3000 until end of that battle.**

● The 【　】 show what zone the ability is effective in. Some automatic abilities do not have this. If there are multiple zones here, the ability is effective in each of those zones.

● The [　] show the cost needed to use the ability. If there are multiple costs, each cost is separated by a "&". You need to pay all the costs to use the ability. Numbers inside ○ represent the number of cards you have to perform a certain action such as counter blast.

Icons that appear in ability text

Vanguard circle | Rear-guard circle | Guardian circle | Power | Shield | Critical | Stand | Rest

Icons

The icons on cards hold information important to a cardfight. Remember the ability of each card to get an edge.

Skill icons

Boost

When a unit in the front row attacks, a unit with this icon in the back row can boost. Until end of battle, the boosting unit's power gets added to the boosted unit. Grade 0 and grade 1 units have this ability.

Intercept

Units with this icon on a rear-guard circle of your front row can go to the guardian circle during the guard step of your opponent's turn to defend. "Intercept" can be used even if the unit is in the rest state. Grade 2 units have this ability.

Twin Drive!!

When a vanguard with "Twin Drive!!" attacks, you perform two drive checks during the drive step. Perform a trigger check one at a time. Grade 3 units have this powerful ability.

Triple Drive!!

When a vanguard with "Triple Drive!!!" attacks, you perform three drive checks during the drive step. Perform a trigger check one at a time. G units have this extremely powerful ability.

Icons that indicate the type of ability

ACT

Activated ability

This icon tells that the ability is an activated ability. It is an ability that you can activate freely by paying the cost. The ability can be activated any number of times as long as the cost can be paid.

AUTO

Automatic ability

This icon tells that the ability is an automatic ability. When a condition or timing is met, the ability activates automatically. If a condition is met multiple times, it will activate the same number of times. Some abilities have a cost and is optional.

CONT

Continuous ability

This icon tells that the ability is a continuous ability. If no conditions are mentioned in the text, this ability is in effect as long as the card is on the field. If there is a condition, the ability is effective as long as the condition is met.

Trigger icons

Critical trigger

Choose one of your units, and that unit gets +5000 power until end of turn. Also, choose one of your units, and that unit gets +1 critical until end of turn.

Draw trigger

Draw a card from the top of your deck. Also, choose one of your units, and that unit gets +5000 power until end of turn. You can increase your hand on both a drive check and a damage check.

Stand trigger

Choose one of your units, and that unit gets +5000 power until end of turn. Also, choose one of your rear-guards, and stand that unit to attack again. You can choose separate units for the two effects.

Heal trigger

Choose one of your units, and that unit gets +5000 power until end of turn. Also, if the number of cards in your damage zone is more than or equal to your opponent's, choose a card in your damage zone, and put it into your drop zone to heal.

Icons that represent special actions

Counter Blast

"Counter Blast" is a way of paying the cost to activate an ability by "turning over a number of face up cards in your damage zone face down, equal to the number indicated after the icon inside a circle". You can choose the cards to turn face down, but if [🔁 ○-condition] is shown as the cost, you can only choose the cards which fulfill the condition stated to turn face down.

Soul Blast

"Soul Blast" is a way of paying the cost to activate an ability by "putting a number of cards in your soul into your drop zone, equal to the number indicated after the icon inside a circle". You can choose the cards to put into your drop zone, but if [Ⅴ↗○-condition] is shown as the cost, you can only choose the cards which fulfill the condition stated to put into your drop zone.
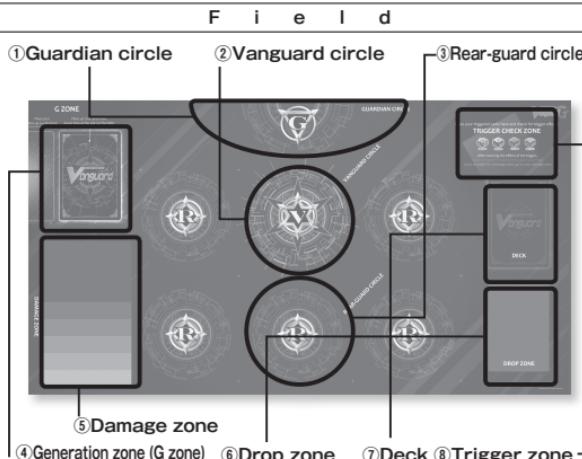
Soul Charge

"Soul Charge" is an action included in some abilities where you "put a number of cards from the top of your deck into your soul, equal to the number indicated after the icon inside a circle". This enables you to use abilities that use your soul such as soul blast.

Parts of the Play mat

The play mat for a cardfight consists of several zones. Remember what each zone is for.

Field

①Guardian circle   ②Vanguard circle   ③Rear-guard circle

⑤Damage zone

④Generation zone (G zone)   ⑥Drop zone   ⑦Deck ⑧Trigger zone

①Guardian circle   `Public zone`

Place to call guardians when defending against an opponent's attack. Guardians are called in the rest state. You can call multiple guardians at once.

②Vanguard circle   `Public zone`

Your vanguard is placed here. The vanguard will become more powerful as you ride. Usually, there can only be one vanguard, and the pile of cards under your vanguard is your soul.

③Rear-guard circle   `Public zone`

Place to call rear-guards that will fight for you. There are five in all, and only one rear-guard can be placed per rear-guard circle.

Field   `Public zone`

The 7 circles as a whole is called the field.

④Generation zone (G zone)   `Hidden zone`

Place up to 8 "G unit" cards here at the beginning of the cardfight. The owner can look at and change the order of these cards freely. G units that are placed on the field, return to the G zone face up at the end of the turn.

⑤Damage zone   `Public zone`

Cards go here when an attack hits, and your vanguard takes damage. The fighter to have 6 or more cards here loses the cardfight. Face down cards placed here can be looked at any time.

⑥Drop zone   `Public zone`

Units retired from the field and cards discarded from hand go here. Stack the cards face up in your drop zone.

⑦Deck   `Hidden zone`

Place your deck here at the beginning of the cardfight. Cards in your deck are stacked face down. When multiple cards move from your deck, perform the action one card at a time.

⑧Trigger zone   `Public zone`

Cards revealed from the top of the deck during a drive check or a damage check is placed here. Perform one trigger at a time.

⑨Hand   `Hidden zone`

Your hand is the group of cards that you can use. You can look at and shuffle cards in your hand freely, but your hand is hidden to your opponent.

⑩Soul   `Public zone`

It is the pile of cards under your vanguard. Even though they are physically on the vanguard circle, they are not included as being on the field.

⑪Bind zone   `Public zone`

This is a zone outside of the play mat where bound cards are placed. When a card is bound face down, only the owner of the card can check what it is.

Vanguard Circle

Out of PLAYMAT

Rules for Deck Building

There are rules for building a deck for cardfight. Build your original deck by following the 4 rules listed below.

①A deck must contain exactly 50 cards

A main deck for cardfight must contain exactly 50 cards. No more, no less, so count your cards carefully.

②Up to 4 cards with the same name

There can only be 4 cards with the same card name in a deck. Even if the cards have different illustrations or abilities, if the names are the same, you can only have up to 4 of them altogether.

③Must have 16 trigger units

You must have exactly 16 trigger units in your deck. Trigger units also must follow the above rule that you can only have up to 4 cards with the same name in a deck.

④You can only have up to 4 heal triggers

You cannot have more than 4 heal triggers in your deck. Even if you have units with different names, you may only have up to 4 heal triggers total.

⑤You can only have up to 4 "Sentinel" cards

You cannot have more than 4 "Sentinel" cards in your deck. Even if you have units with different names, you may only have up to 4 "Sentinel" cards total.

⑥You can only have up to 8 "G unit" cards

Place up to 8 "G unit" cards in your G zone at the beginning of the cardfight. You can also put 0 cards. You can only use up to 4 cards with the same card name here. The G unit cards placed here are referred to as your "G deck"

Build a deck with good balance in grade

When building your own deck, try to have a good balance in grade. That is, have a fair number of cards from each grade so that you can consistently ride up to grade 3. On the right is an example of a balanced deck.

A basic example of a balanced deck

③	Grade 3	8
②	Grade 2	10
①	Grade 1	15
⓪	Grade 0	17

The Difference in Ability Text

Understand the difference in effect according to the wording in ability text.

●**"until end of that battle"**
The effect lasts until the close step within a battle phase.

●**"until end of turn"**
The effect lasts until the end phase (when you end your turn).

●**"do…"**
when an effect asks you to perform a certain action, you must do it. If an effect asks you to do something that is impossible or partially impossible to do, just do part of the action that is possible.

●**"you may…"**
You can choose whether to perform the action or not.

●**"draw a card"**
Put the top card of your deck into your hand.

●**"discard a card"**
Put cards in your hand into your drop zone.

●**"bind"**
Put the unit into the bind zone.

●**"greater/more/less than"**
The effect only activates if the number is greater/more/less than the specified amount.

●**"…or greater/more/less"**
The effect only activates if the number is equal to or greater/more/less than the specified amount.

●**"draw…cards"**
Repeat the process of "draw a card" until you have drawn the specified number of cards.

●**"draw up to…cards"**
You can choose to perform the process of "draw a card" within the specified number of times. You can choose whether to continue after drawing each card. You can also choose to draw 0 cards.

●**"choose…cards/units"**
Choose the specified number of cards/units. This is not optional, and you must choose. If there are not enough cards/units to choose, then you choose as much as possible.

●**"choose up to…cards/units"**
You can choose from between 0 to the specified number of cards/units. You can also choose 0 cards/units.

●**"look at up to…cards"**
Look at the cards from the top of your deck, and if it is not specified, return them in the same order. You can choose the number of cards to look at from 0 to the specified number. Decide the number before you actually look. If there are not enough cards in your deck, look at your entire deck.

Order of a Cardfight

If you have understood the basic order of the cardfight, win condition, and timing of abilities, let's look into the detailed rules.

Prepare for cardfight

①Place a grade 0 unit face down
②Shuffle the rest of your deck
③Place your G deck on your G zone
④Randomly decide who goes first
⑤Draw 5 cards from your deck
⑥You can exchange your hand once
⑦Stand up to start the cardfight

Win condition

Deal 6 damage to opponent
When a fighter has 6 or more cards in his or her damage zone, that fighter loses the cardfight.

Opponent's deck runs out
When a fighter has no cards in his or her deck, that fighter loses the cardfight immediately.

Order of a turn

	Ability timing
Stand phase	●At the beginning of the turn ●At the beginning of the stand phase
Draw phase	●At the beginning of the draw phase
Ride phase	●At the beginning of the ride phase ●When "card" rides ●When "card" is placed on 🔁 ●When "card" strides
Main phase	●`ACT` <<activated ability>> ●At the beginning of the main phase ●When "card" is placed on 🔁 ●During the main phase
Battle phase	
End phase	●At the beginning of the end phase ●At the end of that turn

Order of a battle phase

	Ability timing
Start step	●At the beginning of the start step
Attack step	●At the beginning of the attack step ●When "card" attacks ●When "card" boosts (is boosted)
Guard step	●At the beginning of the guard step ●When "card" intercepts ●When "card" is placed on 🔁
Drive step	●At the beginning of the drive step ●When "fighter" drive checks ●When "card's" drive check reveals
Damage step	●At the beginning of the damage step ●When "fighter" damage checks ●When "cards" damage check reveals ●When "cards" attack hits ●When "cards" attack does not hit ●When "card" is put into the drop zone
Close step	●At the beginning of the close step ●At the end of the battle

Prepare for Cardfight

Before a cardfight, you need to prepare your hand and deck. When you are ready, "stand up" to begin.

Prepare a deck that meets the rules on page 10.

[1] Choose a grade 0 unit from your deck, and place it face down on your vanguard circle.
[2] Shuffle the rest of the cards, and put it face down as your deck.
[3] Place your G deck (0-8 G unit cards) face down on your G zone.
[4] Determine who goes first randomly.
[5] Each fighter draws 5 cards for his or her opening hand.
[6] Beginning with the fighter going first, each fighter may exchange his or her hand once.
　①Return any number of cards from your hand to your deck and shuffle it.
　②Draw cards from your deck until you have 5 cards in hand again.
[7] Each fighter declares stand up, and turns his or her first vanguard face up.
[8] Begin the cardfight with the turn of the fighter going first.

■Order of cardfight preparation

Place a grade 0 unit from your deck face down on your vanguard circle. This unit is called the "first vanguard".
↓
Shuffle the rest of the cards, and put it face down as your deck
↓
Place your G deck face down on your G zone
↓
Determine who goes firsts randomly
↓
Draws 5 cards for your opening hand
↓
You may exchange your hand once
↓
Declare "stand up", and turn your first vanguard face up
↓
To stand phase

Stand Phase

Ability timing
● At the beginning of the turn
● At the beginning of the stand phase

[1] Automatic abilities with the timing at the beginning of the turn and at the beginning of the stand phase activate.

[2] The turn fighter stands all of his or her units on the field.
If there are no units in the rest state, skip this step.

[3] After resolving all rules and abilities, proceed to the draw phase.

Draw Phase
● The turn fighter draws a card from his or her deck during this phase. It is divided into the Draw Step and G Assist Step.

Draw Step

Ability timing ● At the beginning of the draw phase

[1] Automatic abilities with the timing "at the beginning of the draw phase" activate.

[2] The turn fighter draws a card from the top of his or her deck.
● The fighter going first draws a card on the first turn as well.

[3] Proceed to the G Assist Step.

G Assist Step
● A step where the turn fighter may draw a card if he or she fulfills the 3 conditions to use G Assist.

[1] Condition ❶ Your vanguard is not grade 3 or greater. ❷ You have no cards in your hand that is 1 grade higher than your vanguard. ❸ You have two or more cards in your G zone. If any of these conditions are not met, skip this step.

Procedure of G Assist

① To show that you have no cards in your hand that are 1 grade higher than your vanguard, reveal your hand to your opponent.
② Look at five cards from the top of your deck.
③ Search for up to one card that is 1 grade higher than your vanguard from among them, reveal it to your opponent, put it into your hand, and shuffle your deck.
④ If you put a card in your hand in ③, choose two cards from your hand and two cards from your G zone, reveal them, and those cards cannot be used until the end of the fight.

[2] After resolving all rules and abilities, proceed to the ride phase.

■ **Order of the stand phase**

Automatic abilities with the timing "at the beginning of the turn" and "at the beginning of the stand phase" activate
→ No units in the rest state

There is a unit in rest state ↓

Stand all of your units
↓
To draw phase ←

■ **Order of the draw step**

Automatic abilities with the timing "at the beginning of the draw phase" activate.
↓
Draw a card from your deck
↓
To G assist step

■ **Order of the G assist step**

Check if all 3 conditions for G assist are met
↓
Reveal your hand to your opponent
↓
Look at five cards from the top of your deck, and you can add up to one card to your hand that is 1 grade higher than your vanguard. Return the rest of the cards to your deck and shuffle it.
→ Have a unit you can normal ride

↓

If you added a card to your hand, two cards from your hand and two cards in your G zone cannot be used until the end of the fight
↓
To main phase ←

Stand phase
⌄
Draw phase
⌄
Ride phase
⌄
Main phase
⌄
Battle phase
⌄
Start step
⌄
Attack step
⌄
Guard step
⌄
Drive step
⌄
Damage step
⌄
Close step
⌄
End step

Ride Phase   ● It consists of 2 steps, the Ride Step and the Stride Step.

Ride Step   **Ability timing**   ● At the beginning of the ride phase
● When "card" rides
● When "card" is placed on 🌀

The turn fighter can normal ride the vanguard during this step.

[1] Automatic abilities with the timing "at the beginning of the ride phase" activate.

[2] The turn fighter can normal ride his or her vanguard.
  ● The unit to normal ride must be the same grade or one grade higher than the current vanguard.
  ● This action can only be performed once per turn.
  ● If a normal ride is not performed, proceed to step [4]

[3] Automatic abilities with the timing "when 'card' rides" and "when 'card' is placed on 🌀" activate.

[4] After resolving all rules and abilities, proceed to the stride step.

Stride Step   **Ability timing**   ● When "card" strides
● When "card" is placed on 🌀

The turn fighter can stride a G unit during this step.

[1] When both players vanguards are grade 3 or greater, by paying the specified cost, you can choose a face down G unit in your G zone, and stride it. The G unit is placed on top of the vanguard.
  ● You cannot stride a G unit that is face up..
  ● This action can only be performed once per turn.
  ● If a stride is not performed, proceed to step [4]

[2] When you stride, the original vanguard becomes the "heart". The G unit gains the name of the heart, and adds the power of the heart unit to its power.

[3] Automatic abilities with the timing "when 'card' 🅶🆁🅸🅳🅴" and "when 'card' is placed on 🌀" activate.

[4] After resolving all rules and abilities, proceed to the main phase..

■Order of the ride step

Automatic abilities with the timing "at the beginning of the ride phase" activate.

Will not normal ride

Will normal ride

Normal ride your vanguard

Automatic abilities with the timing "when 'card' rides" and "when 'card' is placed on 🌀 " activate.

To stride step

■Order of the stride step

Stride a G unit

Automatic abilities with the timing "when 'card' 🅶🆁🅸🅳🅴" and "when 'card' is placed on 🌀 " activate.

Will not stride

Automatic abilities with the timing "at the end of the ride phase" activate

To main phase

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Main Phase `Ability timing`

● ACT <<activated ability>>
● At the beginning of the main phase
● When "card" is placed on ⊕
● During the main phase

The turn fighter can take several actions during this phase

[1] Automatic abilities with the timing "at the beginning of the main phase" activate.

[2] The turn fighter can perform the following actions as many times as possible in any order.

①Normal call units in hand to a rear-guard circle.

● The unit's grade has to be less than or equal to the grade of your vanguard.

● You can call a unit to a rear-guard circle with a unit already on it. If you do so, the pre-existing unit will go to the drop zone as a rule.

②Move or exchange places of rear-guards vertically. Rear-guards cannot move or exchange places horizontally.

③Use an activated ability of a unit you have on the field.

● If it requires a cost, you have to pay it.

● You may activate it multiple times as long as you can pay the cost.

[3] If the turn fighter has no more actions to perform, and all rules and abilities have been resolved, proceed to the battle phase.

Battle Phase Repeat the 6 steps from the start step to the close step until the end of turn.

Start Step `Ability timing` ● At the beginning of the start step

The turn fighter decides whether to attack or not during this step.

[1] Automatic abilities with the timing "at the beginning of the start step" activate.

[2] The turn fighter decides whether to attack or not.

● If there are no units that can attack, the "not to attack" is automatically chosen.

● On the first turn of the fighter going first, the "not to attack" is automatically chosen.

[3] If the turn fighter chooses to attack, and all rules and abilities have been resolved, proceed to the attack step.

[4] If the fighter chooses not to attack, and all rules and abilities have been resolved, proceed to the end phase.

■Order of the main phase

Automatic abilities with the timing "at the beginning of the main phase" activate

↓

Perform the following actions any number of times in any order

①Normal call a unit from hand
Automatic abilities with the timing "when 'card' is placed on ⊕ activate
②Move or exchange units vertically
③Use activated abilities of units

No more actions to perform ↓

To battle phase

■Order of the start step

Automatic abilities with the timing "at the beginning of the start step" activate

↓

Choose whether to attack or not

Choose to attack ↓

To attack step

Choose not to attack

To end phase

Stand phase
≫
Draw phase
≫
Ride phase
≫
Main phase
≫
Battle phase
≫
Start step
≫
Attack step
≫
Guard step
≫
Drive step
≫
Damage step
≫
Close step
≫
End step

Attack Step

Ability timing

● At the beginning of the attack step
● When "card" attacks
● When "card" boosts (is boosted)
● When "card" is attacked

The turn fighter chooses which unit to attack with during this step.

[1] Start of the battle.

[2] Automatic abilities with the timing "at the beginning of the attack step" activate.

[3] By selecting a unit in the opponent's front row, and resting one of his or her standing units in the front row, the turn fighter can attack the selected unit.
   ● You can only attack with your standing unit in the front row.
   ● You can only target an attack towards a unit in the opponent's front row.
   ● If no unit can attack, proceed to the close step.

[4] The turn fighter can "boost" the attacking unit by resting a unit with "boost" that is in the back row of the same column as the attacking unit.
   ● You can also choose not to boost.

[5] If the unit that boosted is still on the rear-guard circle, check that the attacking unit and boosting unit are still on their original circles, and the amount of power equal to the power of the boosting unit gets added to the power of the attacking unit until end of that battle.
   ● Between this step to the close step, the power of the boosting unit will continue to be added to the attacking unit.
   ● During this same period of time, if the power of the boosting unit changes, the power added to the attacking unit will reflect this change as well.
   ● Even if the boosting unit stands for any reason before the close step, the power added to the attacking unit will continue.
   ● If the boosting unit moves from its original circle for any reason before the close step, the power added to the attacking unit will be lost, and reverts to a power without the added power from the boosting unit.

[6] Automatic abilities of attacking and boosting units with the timing "when 'card' attacks" and "when 'card' boosts (is boosted)" as well as automatic abilities of the opponent's unit with the timing "when 'card' is attacked" activate.

[7] After resolving all rules and abilities, proceed to the guard step.

■Order of the battle step

Start of battle

↓

Automatic abilities with the timing "at the beginning of the attack step" activate

→ No unit to attack with ⟶

Choose to attack ↓

Rest a unit in your front row to attack an opponent's unit in his or her front row

Choose not to boost ⟶

Choose to boost ↓

Rest a unit with "boost" that is in the back row of the same column as the attacking unit

↓

Ensure that both attacking unit and boosting unit are present, and add the boosting unit's power to the attacking unit's power
● Any changes to the boosting unit's power will be reflected on the power added to the attacking unit's power.

↓

Automatic abilities with the timing "when 'card' attacks", "when 'card' boosts (is boosted)", and "when 'card' is attacked" activate

↓

To guard step

To close step ⟵······

Stand phase
Draw phase
Ride phase
Main phase
Battle phase
Start step
Attack step
Guard step
Drive step
Damage step
Close step
End step

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Guard Step

Ability timing
●At the beginning of the guard step
●When "card" intercepts
●When "card" is placed on ⑨

The fighter being attacked (non-turn fighter) can call guardians to defend against the attack during this step.

[1] Automatic abilities with the timing "at the beginning of the guard step" activate.

[2] The non-turn fighter can perform the following actions as many times as desired.

①Declare one of your units to guard for, choose a card from your hand and normal call it as rest to the guardian circle. After that, that unit's automatic abilities with the timing "when 'card' is placed" will activate.

②Declare one of your units to guard for, choose a rear-guard in your front row with intercept that is not being attacked, and move it as rest to the guardian circle. After that, that unit's automatic abilities with the timing "when 'card' intercepts" will activate.

[3] As long as units are on the guardian circle, an amount of power equal to the total shield of those units gets added to the power of the unit being attacked.
●Cards without shields are considered as "0".

[4] If a vanguard is attacking, proceed to the drive step after resolving all rules and effects.

[5] If a rear-guard is attacking, proceed to the damage step after resolving all rules and effects.

■Order of the guard step

Stand phase
↓
Draw phase
↓
Ride phase
↓
Main phase
↓
Battle phase
↓
Start step
↓
Attack step
↓
Guard step
↓
Drive step
↓
Damage step
↓
Close step
↓
End step

```
┌──────────────────────────────────────┐
│ Automatic abilities with the timing    │  ....No guard
│ "at the beginning of the guard step"   │
│ activate                               │
└──────────────────────────────────────┘
                 │ Guard
                 ▼
┌──────────────────────────────────────┐
│ Perform any of the following actions.  │
│ Repeat this step as many times as      │
│ you like.                              │
│ ①Normal call a unit from hand to ⑨     │
│ at rest.                               │
│ ②Move a rear-guard with "intercept"    │
│ in the front row that is not being     │
│ attacked to ⑨ at rest.                 │
│ ③Automatic abilities with the timing   │
│ "when 'card' is placed" and "when      │
│ 'card' intercepts" of units placed on  │
│ ⑨ in ① and ② activate                 │
└──────────────────────────────────────┘
                 │                    ↑
No more actions  │                    Performing
to perform       ▼                    more actions
┌──────────────────────────────────────┐
│ Add the shield of the guardians to the │
│ power of the unit being attacked       │
└──────────────────────────────────────┘
                 │
Vanguard is attacking  ◄·····
                 ▼
┌──────────────────────────────────────┐
│ To drive step                          │
└──────────────────────────────────────┘
                 │                Rear-guard is
                 ▼                attacking
┌──────────────────────────────────────┐
│ To damage step                         │◄
└──────────────────────────────────────┘
```

Drive Step

Ability timing
● At the beginning of the drive step
● When "fighter" drive checks
● When "card's" drive check reveals

If a vanguard is attacking, you check for additional effects during this step. This action of checking for additional effects is called the "drive check".

[1] Automatic abilities with the timing "at the beginning of the drive step" activate.

[2] The turn fighter performs a "drive check" in the following order.
　①Reveal the top card of your deck, and put it face up into the trigger zone.
　②Check if the card is a trigger unit as well as any trigger conditions.
　　● A trigger unit has a trigger icon.
　　● The condition for a trigger to have effect is to "have a unit on a vanguard or rear-guard circle with the same clan as the trigger unit". If you do not meet the condition, the trigger has no effect.
　　● If it is not a trigger unit or if the condition for the trigger is not met, skip to step ④.
　③Perform actions indicated on the trigger, and choose the units to give the effect.
　④Automatic abilities with the timing "when "fighter" drive checks" and "when "card's" drive check reveals" activate.
　⑤After resolving all effects and abilities, put the revealed card into your hand.

[3] If the attacking unit has "Twin Drive!!", perform 2 drive checks. If it has "Triple Drive!!!", perform 3 drive checks.
　● If you perform multiple "drive checks", resolve each trigger effect one at a time.

[4] After resolving all "drive checks", rules, and abilities, proceed to the damage step.

Damage Step

Ability timing
● At the beginning of the damage step
● When "fighter" performs a damage check
● When "fighter's" damage check reveals
● When "card's" attack hits
● When "card's" attack does not hit
● When "card" is put into the drop zone

The damage of the attacking unit is resolved during this step.

[1] Automatic abilities with the timing "at the beginning of the damage step" activate.

[2] Compare the powers of the units attacking and being attacked to determine the outcome of the battle.
　①If the attacking unit's (attacker's) power is greater than or equal to the unit being attacked (defender's), the attack will hit.
　②If the attacking unit's power is less than the unit being attacked, the attack will not hit.

■Order of the drive step

Automatic abilities with the timing "at the beginning of the drive step" activate
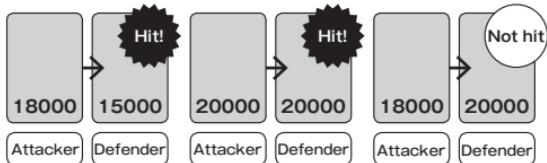
↓

Perform a "drive check" in the following order
　①Put the top card of your deck face up into the trigger zone
　②Check if the card is a trigger unit
　③Resolve the action and effect of the trigger
　④Automatic abilities with the timing "when "fighter" drive checks" and "when "card's" drive check reveals" activate
　⑤Put the revealed card into hand

↓

If the attacking unit has "Twin Drive!!", perform a second "drive check"

Has "Twin Drive!!"

Resolve all "drive checks" ↓

To damage step

■Result of battle

18000	15000		20000	20000		18000	20000
Attacker	Defender		Attacker	Defender		Attacker	Defender

Hit! — Attacker has higher power

Hit! — Same power

Not hit — Attacker has lower power

● Compare the powers of the units including boost and all effects of the attacker and all shields and effects of the defender.
● If the attacking unit is a vanguard, include all effects from the "drive check."
● The attacking and boosting units neither take damage nor retire as a result of battle.

Stand phase

Draw phase

Ride phase

Main phase

Battle phase

Start step

Attack step

Guard step

Drive step

Damage step

Close step

End step

Continued from the damage step

[3] The steps afterwards depend on the result of battle and the unit being attacked.

①If the attack hit a vanguard, proceed to step [4].

②If the attack hit a rear-guard, proceed to step [8].

③If the attack did not hit, proceed to step [8].

[4] Deal an amount of damage equal to the attacking unit's critical to the vanguard.

[5] Check for additional effects as a result of damage. This action of checking for additional effects is called the "damage check". The non-turn fighter performs the "damage check" in the following order.

①Put the top card of your deck into the trigger zone.

②Check if the card is a trigger unit.

● A trigger unit has a trigger icon.

● The condition for a trigger to have effect is to "have a unit on a vanguard or rear-guard circle with the same clan as the trigger unit". If you do not meet the condition, the trigger has no effect.

● If it is not a trigger unit or if the condition for the trigger is not met, skip to step ④.

③Perform actions indicated on the trigger, and choose the units to give the effect.

④Automatic abilities with the timing "when 'fighter' damage checks" and "when 'card's' damage check reveals" activate.

⑤After resolving all effects and abilities, put the revealed card face up into your damage zone.

[6] If 2 or more damage had been dealt, repeat the "damage check" as many times.

● If multiple damage checks are performed, resolve each one separately.

● If a fighter has 6 or more cards in the damage zone, he or she loses the fight.

[7] After resolving all effects and abilities, proceed to step [8].

[8] Retire all guardians.

● If the attack hit a rear-guard, retire that unit as well.

● If the attack did not hit, proceed to step [10].

[9] Automatic abilities of the attacking unit with the timing "when 'card's' attack hits" and "when 'card's' attack did not hit", and automatic abilities of the retired unit with the timing "when 'card' is put into the drop zone" activate.

[10] After resolving all effects and abilities, proceed to the close step.

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■Order of the damage step

Automatic abilities with the timing "at the beginning of the damage step" activate — Rear-guard was hit

↓

Determine result of battle — Did not hit

Vanguard was hit ↓

Deal an amount of damage equal to the attacking unit's critical to the vanguard

↓

Perform a "damage check" in the following order

①Put the top card of your deck face up into the trigger zone
②Check if the card is a trigger unit
③Resolve the action and effect of the trigger
④Automatic abilities with the timing "when 'fighter' damage checks" and "when 'card's' damage check reveals" activate
⑤Put the revealed card into the damage zone

↓

If 2 or more damage had been dealt, repeat the "damage check" as many times

Resolve all "damage checks" ↓

Retire all guardians
※If a rear-guard was hit, retire it as well

↓

Automatic abilities of the attacking unit with the timing "when 'card's' attack hits" and "when 'card's' attack did not hit", and automatic abilities of the retired unit with the timing "when 'card' is put into the drop zone" activate

↓

To close step

Stand phase
Draw phase
Ride phase
Main phase
Battle phase
Start step
Attack step
Guard step
Drive step
Damage step
Close step
End step

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Close Step

Ability timing ●At the beginning of the close step
●At the end of the battle

All procedures that occur at the end of an attack are performed during this step.

[1] Automatic abilities with the timing "at the beginning of the close step" and "at the end of battle" activate.

[2] The attacking unit's power returns to its original value.
   ●The added power from boost cease to have effect.

[3] All effects with the duration of "during the battle" and "until end of that battle" disappear.

[4] Return to the start step, and the turn fighter choose whether to attack with another unit or not.
   ●If there are no units able to attack, the turn automatically proceeds to the end phase.

End Phase

Ability timing ●At the beginning of the end phase
●At the end of that turn

All procedures that occur at the end of a turn are performed during this phase.

[1] If the turn fighter's vanguard is a G unit, the G unit card is returned to the G zone face up.
   ●When the G unit is returned to the G zone, the "heart" becomes the vanguard.

[2] If the turn fighter has "locked cards" or "deleted units", turn them/it face up
   ●When locked cards are turned face up it is called being "unlocked"

[3] Automatic abilities with the timing "when a locked card is unlocked" activate.

[4] Automatic abilities with the timing "at the beginning of the end phase" and "at the end of turn" activate

[5] The turn ends when the turn fighter declares "turn end".

[6] The opponent begins his or her turn from the stand phase.

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■Order of the close step

Automatic abilities with the timing "at the beginning of the close step" and "at the end of battle" activate
↓
The attacking unit's power returns to its original value
↓
Effects with "during the battle" and "until end of that battle" disappear
↓
To start step
Choose not to attack or no unit can attack ⋰⋱
To end phase

■Order of the end phase

Turn fighter's G unit is returned to the G zone face up
↓
Turn fighter will turn locked cards and deleted units face up
↓
Automatic abilities with the timing "when a locked card is unlocked" activate
↓
Automatic abilities with the timing "at the beginning of the end phase" and "at the end of turn" activate
↓
Effects with "during the turn" and "until end of turn" disappear
↓
Turn fighter declares turn end
↓
To stand phase of next turn

Stand phase

Draw phase

Ride phase

Main phase

Battle phase

Start step

Attack step

Guard step

Drive step

Damage step

Close step

End step

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The Basis and Definitions

If you are uncertain about something during a cardfight, come to this page to check the basis and definitions.

The basis

①If the card text contradicts with the rules, the card text takes precedence.
②If a fighter is asked to do something he or she cannot, the action is not performed.
③If a fighter is asked to do something he or she can partially perform, the fighter performs the action as much as possible.
④If one effect asks for a certain action to occur, but another effect states that the action cannot occur at the same time, the later effect takes precedence and the action does not occur.
⑤If multiple fighters are asked to make a choice at the same time, the turn fighter (the current turn's fighter) makes the choice first.

Card text and zones

Cards never move to an opponent's zone. For example, if an effect from your card returns an opponent's unit to hand, the unit returns to your opponent's hand, not yours. The following phrases that appear in card text indicate the actions and timings that follow.

● "ride" To place a unit on the vanguard circle from a zone outside the field.
● "call" To place a unit on a rear-guard circle or guardian circle from a zone outside the field.
● "retire" To put a unit into the drop zone from the field.
● "when 'card' is placed on" The timing of when a unit enters the field from a zone outside the field.
● "heal" To put a card from the damage zone into the drop zone.

Moving cards during a cardfight

When cards move, it is resolved in the following way.

● From vanguard circle to soul
When a unit is placed on the vanguard circle, the pre-existing unit moves below the new vanguard. The zone beneath the vanguard is called the "soul".

● From rear-guard circle to drop zone

①If a rear-guard is hit, the unit goes to the drop zone during the damage step.
②When multiple units exist on a rear-guard circle, the pre-existing unit goes to the drop zone. If multiple units are placed at the same time, choose 1 card, and the rest of the cards will all go to the drop zone.

● From guardian circle to drop zone

Units on the guardian circle go to the drop zone during the damage step.

Order of cards

You cannot freely change the order of your deck. The order of cards in the soul, damage zone, drop zone, and the G zone can be freely changed by the owner of the cards.

● If a card would be placed on a deck, the card is placed on top of the pre-existing cards unless stated otherwise.
● If multiple cards would be placed on a deck at the same time, the owner of the cards chooses what order to place the cards.
● If cards would move from a deck, move cards from the top unless stated otherwise.

Ride or call from rules actions and ride or call from effect of cards

● Normal ride

To ride according to grade restrictions during the ride phase.

● Superior ride

To ride as a result of an effect from a card. There are no grade restrictions, so it is possible to quickly reach a higher grade.

● Normal call

To call units according to grade restrictions during the main phase.

● Superior call

To call as a result of an effect from a card. There are no grade restrictions, so it is possible to call a rear-guard with a higher grade than the vanguard.
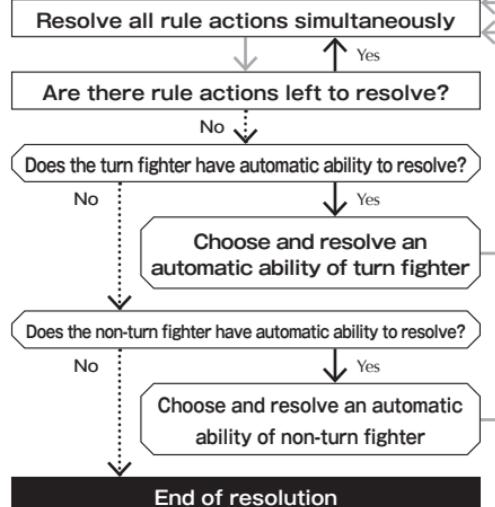
Handling Multiple Rules and Abilities

When multiple resolutions of rules and abilities occur at the same time, they are resolved in a fixed order.

When multiple resolutions of rules and abilities occur at the same time, they are resolved in the following order.

[1] Each fighter resolves rule actions at the same time. Take notice of the following points.
  ①Check if a fighter meets a condition to lose a cardfight, and if a fighter does, he or she loses.
  ②Check if there are overlapping units on the field, and if there are, move the units according to the rules.

[2] Resolve all automatic abilities of the turn fighter in the order he or she chooses.
  ●If multiple automatic abilities exist, the turn fighter can freely choose the order.
  ●If another automatic ability activates during resolution of abilities, treat the ability as if it activated at the same time as the other abilities, and continue resolution.
  ●Return to step [1] after resolving each automatic ability.
  ●If no more rule actions and automatic abilities of the turn fighter exist, proceed to step [3].

[3] Resolve all automatic abilities of the non-turn fighter in the order he or she chooses.
  ●The order and rules for resolution are the same as the turn fighter.
  ●Return to step [1] after resolving each automatic ability.
  ●If an automatic ability of the turn fighter activates during resolution of abilities, resolve the ability of the turn fighter before continuing with resolution of the non-turn fighter.
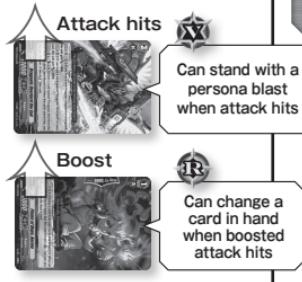 ●If no more rule actions and automatic abilities of the turn fighter exist, it is the end of resolution.

■Resolution order of multiple rule actions and abilities

Resolve all rule actions simultaneously

Are there rule actions left to resolve? — Yes

No ↓

Does the turn fighter have automatic ability to resolve?

No ↓ / Yes →

Choose and resolve an automatic ability of turn fighter

Does the non-turn fighter have automatic ability to resolve?

No ↓ / Yes →

Choose and resolve an automatic ability of non-turn fighter

End of resolution

Example of resolving multiple automatic abilities

When an attack by "Dragonic Overlord the End" boosted by "Flame of Hope, Aermo" hits, automatic abilities of both units activate at the same time. When this happens, the turn fighter can choose which ability to resolve first. By using the ability of "Flame of Hope, Aermo" to change a card in hand, and another "Dragonic Overlord the End" is added to hand, it is possible to use the persona blast and stand "Dragonic Overlord the End" again.

Attack hits

Can stand with a persona blast when attack hits

Boost

Can change a card in hand when boosted attack hits

Glossary of Important Terms

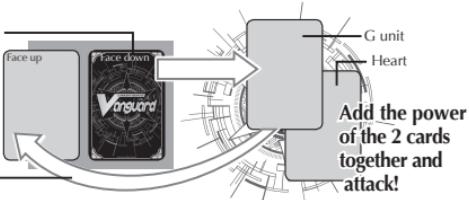An explanation of specially important terms for a cardfight

What is stride?

STRIDE

It is an ability that makes a "G unit" that surpasses time and space your vanguard. Your original vanguard becomes the "heart", and the G unit gets that unit's name and power. However, the heart is not in the soul. At the end of the turn, the unit you strode is returned to the G zone face up.
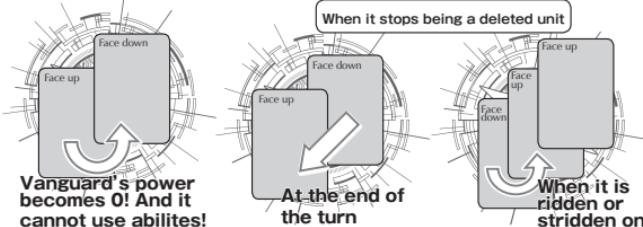
At the beginning of the game, put up to 8 cards here face down. This is called your G deck.

A G unit that strode is returned to the G zone at the end of the turn face up.

G unit
Heart

Face up
Face down

Add the power of the 2 cards together and attack!

What is delete?

It is an ability that special "Deletor" units have, that renders a vanguard powerless. A unit that has been deleted is turned face down and is called a "deleted unit", and has "0 power" and "no ability text". Its grade and card name remain. You can ride and stride on a deleted unit. When another unit rides or strides on a deleted unit (the deleted unit is turned face up and put into the soul), or at the end of the owner's turn, the deleted unit is turned face up and put in a stand orientation.

When it stops being a deleted unit

Face up
Face down
Face up
Face up
Face down

Vanguard's power becomes 0! And it cannot use abilites!

At the end of the turn

When it is ridden or stridden on

What is legion?

LEGION

It is an ability that lines up 2 units on the vanguard circle to battle together. A "legion leader" with this ability can once per game, during the main phase, choose 4 cards from the drop zone and return them to the deck, search for the specified "legion mate" and line it up on its left, and legion (shuffle the deck). Legioned units stand and rest together, and for that fight, add their power together when they attack. When another unit rides on a legioned unit, both units are put into the soul.

Has the **LEGION** icon

Legion Mate

Legion Leader

The Legion Leader can be attacked by your opponent, but even when the attack hits, the Legion Mate will not be retired.

What is lock?

It is an ability that seals all actions (attack, boost, moving) of a rear-guard. A unit that has been locked is turned face down and becomes a "locked card", and the circle that the locked card is on becomes a "lock circle". Other units cannot be called to a lock circle. At the end of the turn of the owner of a locked card, it is turned face up and placed in a standing orientation, and becomes a unit. This is called "unlock".

Public zones and hidden zones

Public zones are zones in which the cards are open to each fighter. Cards are usually placed face up in a public zone, and the cards can be looked at freely at any time. Hidden zones are zones in which the cards are hidden information to one or more fighters. If a zone is hidden to a certain fighter, that fighter can neither see what the cards are nor check the order of the cards, but he or she can count how many cards are in that zone. Ask for permission before handling your opponent's cards.

Frequently Asked Questions

Here, rules and card abilities that may be hard to get a grasp of have been picked out. See the Q&A pages about order of a cardfight.

The timing of when effects from abilities are generated Rule points

The timing of paying costs and when effects are generated differ according to the type of ability (the ability icon). Be careful not to get the abilities mixed up.

ACT Activated ability

This ability can be used during the main phase by paying the cost. You can use this ability multiple times as long as you can pay the cost. You cannot use this ability outside of the main phase.

AUTO Automatic ability

This ability activates automatically and only once when the indicated timing is met such as "when 'card' attacks" or "at the beginning of". The ability does not activate if the timing is not met. If there is a cost, you can only pay it once, so it is not possible to use it multiple times in one activation. It is still possible to use it multiple times if the timing to activate it is met multiple times.

CONT Continuous ability

This ability is active as long as the card with this ability is on the field. If a certain condition is indicated, the ability takes effect the moment the condition is met.

Paying the cost Rule points

To pay the cost in order to use an ability, you must do all the actions written between the [   ]. If you cannot pay all the cost, the ability cannot be used. If the cost is divided with a "&" such as [⚑8 & ⚑5], both costs must be payed.

Also check the official website for cards and rules!!

The official website also has information on individual cards and rules, and is updated regularly.

Official website http://cf-vanguard.com/

Explanation of cards with frequent questions from fighters Individual cards

Weather Forecaster, Miss Mist

When your opponent's vanguard attacks, if your opponent's Legion Mate vanguard is grade 2, this card's ability can prevent your opponent's attack from hitting.

Dauntless Drive Dragon

During the turn that this unit was rode on, if your vanguard legions, and uses the ability to stand once more, the 2 units that are in legion both stand at the same time.

Star-vader, "Omega" Glendios

If you use its limit break ability, your opponent's locked units at the end of his or her next turn. They will only unlock in his or her turn following that.

Dragonic Overlord (BT15/004EN)

At the end of the first battle that this unit attacked a rear-guard, even if you do not pay the cost, at the end of the second battle or more that this unit attacked a rear-guard, you cannot use the ability that was gained.

Metalborg, Blackboi

Even when your vanguard is deleted, if you activate this unit's skill, you can search for a unit from your soul that can Legion with your vanguard and ride it, and Legion.

Brawler, Big Bang Knuckle Buster

Even if you use its activated ability twice, it will only battle a maximum of 4 units. Perform 2 drive checks as per normal.

Eradicator, Egghelm Dracokid

When you have this unit as a rear-guard, your [Limit Break 4] ability can be used even if you have 0 damage. However, it does not affect [Limit Break 5] abilities.

Star-vader, Blaster Joker

A vanguard that had its Legion Mate retired by this unit's effect, is unable to Legion any more times. If another unit that can Legion rides over it, that unit will be able to Legion.

Q01 Do I draw on my first turn even if I am going first?
Yes, you have to. But, you cannot attack on your first turn if you are going first.

Q02 If the vanguard is grade 2, can I ride a grade 1 unit?
No, you cannot. You cannot ride a unit that is a grade lower than your current vanguard. You can though, superior ride a unit with a lower grade by an ability.

Q03 Can I call a grade 2 unit when my vanguard is grade 1?
No, you cannot. You cannot call a rear-guard with a higher grade than your vanguard, unless it is a superior call by an ability.

Q04 Can I call a unit to a rear-guard circle with a unit already on it?
Yes, you can. After calling the new unit, the pre-existing one will be retired.

Q05 Can I move a rear-guard in the front row to the rear-guard circle directly behind it?
Yes, you can. If there is a unit already on the rear-guard circle, that unit will move to the front row.

Q06 Can I move units in the rest state?
Yes, you can.

Q07 Can I use ACT <<activated ability>> multiple times during my main phase?
Yes, you can if it is your main phase. But, you must be able to pay the cost within the [ ] for each time you use it.

Q08 Can I Stride in the ride phase that I ride a grade 3 unit?
Yes, you can. You can only normal ride once a turn, but Stride is not a normal ride, so if the conditions are fulfilled and you pay the cost, in the same turn after you normal ride, you can stride. However, you can only stride a maximum of one time a turn.

Q09 When paying for the cost of Stride, can I add the grades of multiple cards?
Yes, you can. A grade 2 card and a grade 1 card, or a grade 3 card, are both valid ways to pay the cost as the sum of their grades is 3 or greater.

Q10 I Stride on my vanguard that is in Legion. What happens?
Both units become the heart. However, choose either of the units, and the G unit only gains the name of that unit, and only adds that unit's name.

Q11 A vanguard that is in Legion is deleted. What happens?
Both cards are turned face down while still being lined up. The power of both cards becomes 0, and they lose their card text. At the end of your turn, they are returned to face up in a legion state.

Q12 When is the timing of automatic abilities with "when 'card' attacks"?
It is after resting the units to attack and boost with. It is the same for the timing of "when 'card' boosts".

Q13 Can I attack an opponent's unit that is either [↑] (stand state) or [→] (rest state)?
Yes, you can. They only have to be in the front row.

Q14 If a unit gets attacked, do I have to [→] (rest) it?
No, you do not. Only units on the attacking side [→] (rest).

Q15 Can I boost a unit that is being attacked?
No, you cannot. You can only boost a unit to attack.

Q16 If the powers of both the attacking unit and the unit being attacked are 8000, what happens?
When the powers are the same, the attack will hit.

Q17 When rear-guard is hit with an attack from a unit with critical 2, what happens?
Regardless of the critical, the rear-guard will retire, and the vanguard will not take any damage.

Q18 When attacking unit's power is 8000, and the opposing unit's power is 10000, what happens?
The attack will not hit, and the battle will end. The attacking unit will not retire nor take damage.

Q19 Can Locked cards attack or boost?
No, they cannot. Locked cards can neither attack, nor boost.

Q20 Can I attack my opponent's deleted vanguard?
Yes, you can. A locked rear-guard cannot be attacked, but a deleted vanguard can be attacked.

Q21 Can I attack a Legion Mate that is in Legion?
When you attack a Legioned unit, you can only attack the Legion Leader, and are unable to attack the Legion Mate. You only compare power with the Legion Leader.

VANGUARD G PLAY BOOK

Q22 **How many guardians can I call at once?**
You can call any number of them. Guardians retire after each battle, so be careful not to use too many of them.

Q23 **Can units without shield become guardians?**
Yes. Although they can be called as guardians, the shield is considered as 0.

Q24 **How long does the power bonus from guardians last?**
As long as the guardian is in the guardian circle. Which is until the guardian retires.

Q25 **Can ⟳ units (rested units) intercept?**
Yes, as long as they have the ability.

Q26 **I was attacked by a unit with 8000 power, and I called a unit with 10000 shield. Do I still have to retire the guardian after battle?**
Yes, you do. Guardians retire after battle regardless of the battle result.

Q27 **Do units that intercepted retire after battle as well?**
Yes, they do. They retire after battle at the same timing as other guardians.

Q28 **Can the attacking fighter call guardians to increase the power of the attacking unit?**
No, only the defending fighter can call guardians.

Q29 **After the attacking unit's power increases with a trigger, can I call additional guardians?**
No, you cannot. Guardians can only be called during the guard step. So, you cannot call them after the drive check.

Q30 **Can I stop after performing 2 drive checks for Triple Drive?**
No, you cannot. You must perform 3 drive checks for Triple Drive, and you must perform 2 drive checks for Twin Drive.

Q31 **How long does the effect from a trigger last?**
It lasts until the end of turn. The increased power and critical return to its original value during the end phase.

Q32 **When I received 2 damage, I revealed a 🂠 (draw trigger) with the first damage. Do I draw before or after I take the second damage?**
You draw before taking the second damage. Trigger effects are resolved one at a time, so resolve all effects of the first damage and put it into the damage zone before performing the second damage check. Same goes for "Twin Drive!!".

Q33 **When I received 2 damage, I revealed a 🂠 (draw trigger) with the first damage. If I give +5000 power to my vanguard and the power exceeds that of the attacking unit, does the second damage cancel?**
No, it does not. Even if you increase its power with the first damage check, it has already been hit, so you must take the second damage as well.

Q34 **I received 1 damage when I already had 5 cards in my damage zone, but a 🂠 (heal trigger) was revealed. Do I still lose?**
No, you do not. The effect of the trigger will resolve while the card is in the trigger zone. So, the card will go to your damage zone after you have healed 1 damage.

Q35 **What happens when I have no cards left in my deck?**
You lose the fight at that moment.

Q36 **Is there a limit to how many cards I can hold in my hand?**
No, there is none.

Q37 **How many cards does a G unit that has stridden count as?**
It counts as 1 card. The 'heart' is not considered a unit, and only the 'G unit' is counted.

Q38 **What is a deleted unit unable to do?**
It cannot activate the abilities of the original unit. It can attack, and be rode over. If the original unit had 'Twin Drive!!', that is not lost.

Q39 **What happens when the power of a deleted unit is decreased?**
A deleted unit has the power written on the card changed to 0. All other reductions are resolved as per normal.

Fighter's Rules

When you participate in official or sanctioned tournaments, there are rules you have to follow in addition to the cardfight rules.

The "fighter's rules" are a set of rules that a fighter must follow when participating in official or sanctioned tournaments. Read these carefully before you participate. The "figher's rules" may be updated appropriately according to the state of tournaments.For the list of current rules, please refer to the official portal site stated below.

Official Portal Site

【Fighter's Rules】

Terms Used in "Cardfight!! Vanguard"

There are terms with certain meanings in "Cardfight!! Vanguard". Try to remember them to enjoy cardfighting.

Limit break

Abilities with limit break become active when you have 4 or more cards in your damage zone. These abilities will have the icon shown on the right.

Restraint

Units with this ability cannot attack. These units will become able to attack by paying costs or meeting certain conditions. Because of this down side, they usually have a relatively high power.

Sentinel

Abilities that make it hard for your opponent's attack to hit when placed on the guardian circle. A deck can only have up to 4 cards with "Sentinel". Even if the names of the cards are different, the total number of cards must be 4 or less.

Mega Blast

Special abilities with the cost of a soul blast of 8 cards plus a counter blast of 5 cards. They are written as[8 & 5] in card text.

Especial intercept

An ability that gives a unit +5000 shield when it intercepts.

Generation Break

An ability that can be activated if the number of face up G unit cards on your vanguard circle and G zone is equal to or more than the designated number. These abilities will have icons like the one shown on the right.

Persona Blast

An ability that can be used by discarding a card with the same name. It may require additional costs such as counter blast.

Cross ride

To ride a grade 3 unit with another grade 3 unit that benefits by having the unit it just rode in its soul.

Bind

The ability to make an opponent's card unusable for a period of time. Bound cards are placed outside the play mat.

Lord

A unit with this ability cannot attack if you have other units without a same clan as this unit.

Forerunner

When a unit of the same clan rides this unit, you can call the unit with this ability to rear-guard. Highly suitable as a first vanguard.

Especial Counterblast
Especial Soulblast

Cards with certain conditions for the counterblast or soulblast. The conditions refer to keywords like specific clans or card names.

If you have questions about products, rules, and tournaments, contact us! Our staff will do their best to answer them.

sg_support@bushiroad.com

To find out more about "Cardfight!! Vanguard", check the official website!

Official website   http://cf-vanguard.com/