



Vanguard

CARD FIGHT!!

PLAYBOOK

version 2.0

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.

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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.

"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!

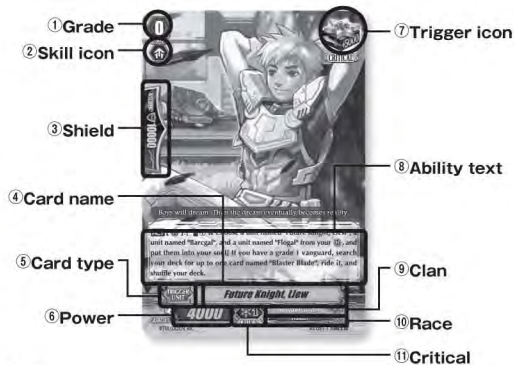
Aichi Sendou

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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

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 next page 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

There are “trigger units” with a trigger icon and “normal units” without.

⑥ Power

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

⑦ Trigger icon Go to next page for details

This icon indicates the type of effect you get when this card is revealed during a drive check or damage check.

⑧ Ability text

The card’s ability and its condition, cost, and effect is written here.

⑨ Clan

The clan of the card. It is sometimes referred to in an ability or effect.

⑩ Race

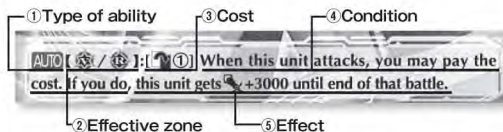
The race of the card. It is sometimes referred to in an ability or effect.

⑪ Critical

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

How to Read an Ability Text

Card text is usually written in the order of ①type of ability ②effective zone ③cost ④condition ⑤effect.



● 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



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.

Trigger icons



Critical trigger

Choose one of your units, and that unit gets +5000 power until end of turn. Then, choose one of your units, and that unit gets +1 critical until end of turn. You can choose separate units for the two effects.



Draw trigger

Draw a card from the top of your deck. Then, 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. Then, 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. Then, 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 indicate the type of ability



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.



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.



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.

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.



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.



Soul Charge

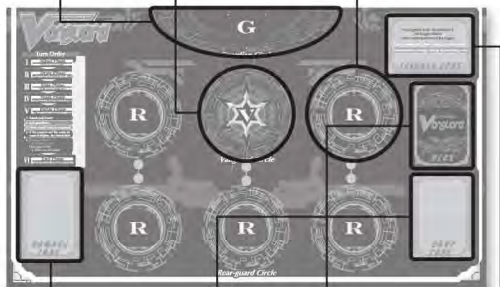
"Soul Charge" is an action included in some abilities where you "put a number of cards from the top of your deck into your soul, equal to the number indicated after the icon inside a circle". This enables you to use abilities that use your soul such as soul blast.

Parts of the Play mat

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

F i e l d

- ① Guardian circle ② Vanguard circle ③ Rear-guard circle



- ④ Damage zone ⑤ Drop zone ⑥ Deck ⑦ Trigger zone

- ① **Guardian circle** **Open 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.

- ② **Vanguard circle** **Open 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.

- ③ **Rear-guard circle** **Open 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** **Open zone**

The 7 circles as a whole is called the field.

- ④ **Damage zone** **Open 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.

- ⑤ **Drop zone**

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

- ⑥ **Deck**

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.

- ⑦ **Trigger 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.

- ⑧ **Hand**

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.



- ⑨ **Soul**

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.



- ⑩ **Bind 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.

Open zones and hidden zones

Open zones are zones in which the cards are open to each fighter. Cards are usually placed face up in an open 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.

Rules for Deck Building

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

① A deck must contain exactly 50 cards

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



Exactly 50

② Up 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.



Knight of Silence, Gallatin



Archlord of the Undead



Beast of the East

③ Must 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.

④ You 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.

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

	Grade 3	8
	Grade 2	10
	Grade 1	15
	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

- Place a grade 0 unit face down
- Shuffle the rest of your deck
- Randomly decide who goes first
- Draw 5 cards from your deck
- You can exchange your hand once
- "Stand up" to start the cardfight

Order of a turn

Stand phase	Ability timing
	<ul style="list-style-type: none"> At the beginning of the turn At the beginning of the stand phase
Draw phase	Ability timing
	<ul style="list-style-type: none"> At the beginning of the draw phase
Ride phase	Ability timing
	<ul style="list-style-type: none"> At the beginning of the ride phase When "card" rides When "card" is placed on
	Ability timing
	<ul style="list-style-type: none"> At the beginning of the main phase When "card" is placed on During the main phase
Battle phase	
End phase	Ability timing
	<ul style="list-style-type: none"> At the beginning of the end phase

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 battle phase

Start step	Ability timing
	<ul style="list-style-type: none"> At the beginning of the start step
Attack step	Ability timing
	<ul style="list-style-type: none"> At the beginning of the attack step When "card" attacks When "card" boosts (is boosted)
	Ability timing
Guard step	Ability timing
	<ul style="list-style-type: none"> At the beginning of the guard step When "card" intercepts When "card" is placed on
	Ability timing
	<ul style="list-style-type: none"> At the beginning of the drive step When "fighter" drive checks When "cards" drive check reveals
Drive step	Ability timing
	<ul style="list-style-type: none"> At the beginning of the drive step When "fighter" drive checks When "cards" drive check reveals
Damage step	Ability timing
	<ul style="list-style-type: none"> When "cards" attack hits When "cards" attack does not hit When "card" is put into the drop zone
	Ability timing
Close step	Ability timing
	<ul style="list-style-type: none"> At the beginning of the close step

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.

- Choose a grade 0 unit from your deck, and place it face down on your vanguard circle.
- Shuffle the rest of the cards, and put it face down as your deck.
- Determine who goes first randomly.
- Each fighter draws 5 cards for his or her opening hand.
- Beginning with the fighter going first, each fighter may exchange his or her hand once.
 - Return any number of cards from your hand to your deck and shuffle it.
 - Draw cards from your deck until you have 5 cards in hand again.
- Each fighter declares "stand up", and turns his or her first vanguard face up.
- 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



Determine who goes first 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

The turn fighter stands his or her units during this 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

Ability timing

- At the beginning of the draw phase

The turn fighter draws a card from his or her deck during this 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] After resolving all rules and abilities, proceed to the ride phase.

Ride Phase

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 phase

- [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 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.

There is a unit in rest state ↓

Stand all of your units

To draw phase

No units in the rest state

Order of the draw phase

Automatic abilities with the timing “at the beginning of the draw phase” activate

Draw a card from your deck

To ride phase

Order of the ride phase

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

Will normal ride ↓

Normal ride your vanguard

Automatic abilities with the timing “when ‘card’ rides” and “when ‘card’ is placed on ☆” activate.

To main phase

Will not normal ride

Stand phase

Draw phase

Ride phase

Main phase

Battle phase

Start step

Attack step

Guard step

Drive step

Damage step

Close step

End step

Main Phase

Ability timing

- ACT <<activated ability>>
- At the beginning of the main phase
- When "card" is placed on-④-
- 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.
 - ① Normal 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.
 - ② Move or exchange places of rear-guards vertically. Rear-guards cannot move or exchange places horizontally.
 - ③ Use 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

- ① Normal call a unit from hand
- Automatic abilities with the timing "when 'card' is placed on-④- activate
- ② Move or exchange units vertically
- ③ Use 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



Attack Step

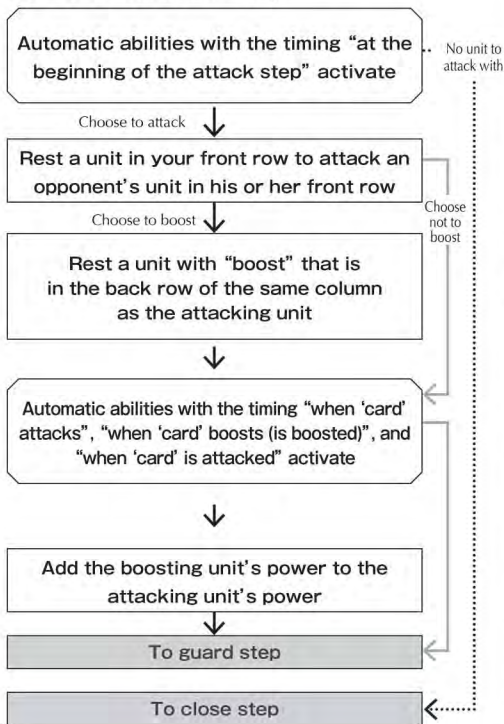
Ability timing

- 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] Automatic abilities with the timing "at the beginning of the attack step" activate.
- [2] 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 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.
- [3] 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.
- [4] 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.
 - If the unit that boosted in step [3] is still on the rear-guard circle, an 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.
 - After this step, even if the boosting unit moves to another zone or the boosting unit's power changes, it does not affect the power of the attacking unit.
- [5] After resolving all rules and abilities, proceed to the ride phase.

Order of the attack step



Guard Step

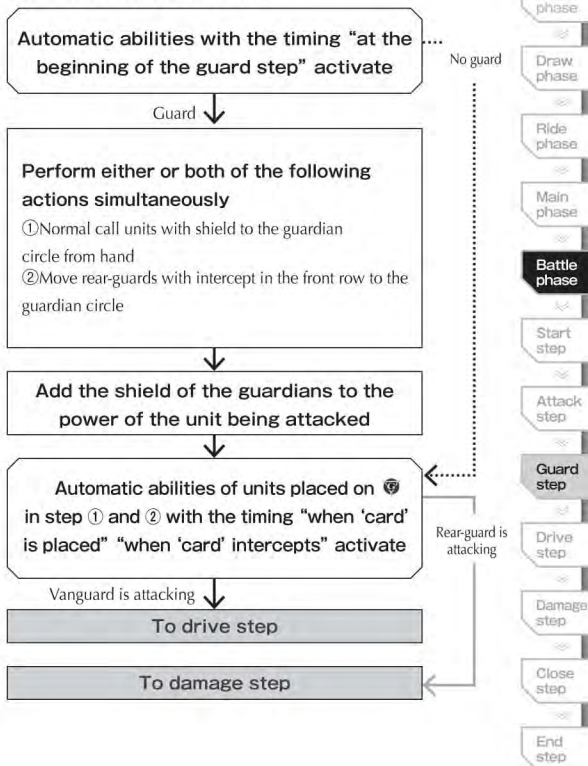
Ability timing

- At the beginning of the guard step
- When "card" intercepts
- When "card" is placed on ⑦

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 either or both of the following actions simultaneously.
 - ① Normal call any number of units with shield to the guardian circle from hand as the rest state.
 - The grade of the units to normal call have to be less than or equal to that of your vanguard.
 - ② Move any number of rear-guards in the front row with intercept that is not being attacked to the guardian circle as the rest state.
 - Units can intercept regardless of your vanguard's grade.
- [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.
- [4] Automatic abilities of units called in step ① of [2] with the timing "when 'card' is placed" and of units that intercepted in step ② of [2] with the timing "when 'card' intercepts" activate.
- [5] If a vanguard is attacking, proceed to the drive step after resolving all rules and effects.
- [6] If a rear-guard is attacking, proceed to the damage step after resolving all rules and effects.

Order of the guard 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".

- Automatic abilities with the timing "at the beginning of the drive step" activate.
- The turn fighter performs a "drive check" in the following order.
 - Reveal the top card of your deck, and put it face up into the trigger zone.
 - Check 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.
 - Perform actions indicated on the trigger, and choose the units to give the effect.
 - Automatic abilities with the timing "when "fighter" drive checks" and "when "card's" drive check reveals" activate.
 - After resolving all effects and abilities, put the revealed card into your hand.
- If the attacking unit has "Twin Drive!!", perform a second "drive check".
 - If you perform multiple "drive checks", resolve each trigger effect one at a time.
- After resolving all "drive checks", rules, and abilities, proceed to the ride phase.

Damage Step**Ability timing**

- At the beginning of the damage step
- When "fighter" performs a damage check
- When "fighters" 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.

- Automatic abilities with the timing "at the beginning of the damage step" activate.
- Compare the powers of the units attacking and being attacked to determine the outcome of the battle.
 - If the attacking unit's (attacker's) power is greater than or equal to the unit being attacked (defender's), the attack will hit.
 - If 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

- Put the top card of your deck face up into the trigger zone
- Check if the card is a trigger unit
- Resolve the action and effect of the trigger
- Automatic abilities with the timing "when "fighter" drive checks" and "when "card's" drive check reveals" activate
- Put the revealed card into hand

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

Resolve all "drive checks"

To damage step

Has "Twin Drive!!"

Result of battle

Attacker has higher power

Same power

Attacker has lower power

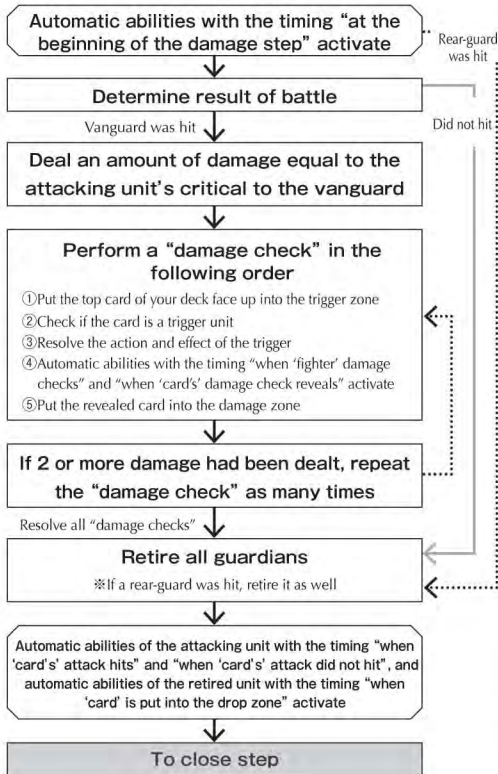
- Compare the powers of the units including boost and all effects of the attacker and all shields and effects of the defender.
- If the attacking unit is a vanguard, include all effects from the "drive check."
- The attacking and boosting units neither take damage nor retire as a result of battle.



Continued from the damage step

- [3] The steps afterwards depend on the result of battle and the unit being attacked.
- ① If the attack hit a vanguard, proceed to step [4].
 - ② If the attack hit a rear-guard, proceed to step [8].
 - ③ If 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.
- ① Put the top card of your deck into the trigger zone.
 - ② Check 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.
 - ③ Perform actions indicated on the trigger, and choose the units to give the effect.
 - ④ Automatic abilities with the timing "when 'fighter' damage checks" and "when 'card's' damage check reveals" activate.
 - ⑤ After 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.

Order of the damage step



Close Step

Ability timing

●At the beginning of the close step

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

- Automatic abilities with the timing "at the beginning of the close step" activate.
- The attacking unit's power returns to its original value.
 - The added power from boost cease to have effect.
- All effects with the duration of "during the battle" and "until end of that battle" disappear.
- 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.

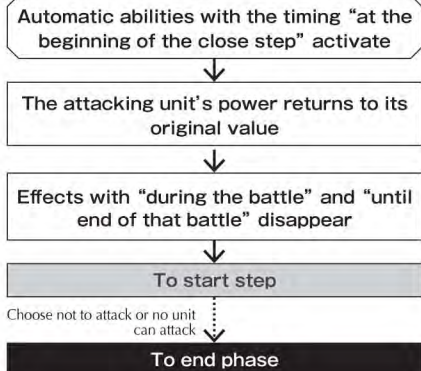
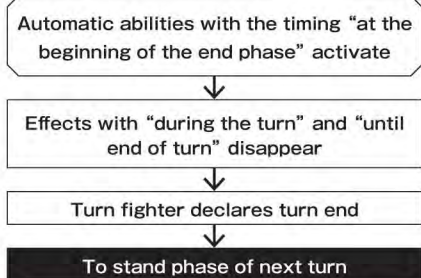
End Phase

Ability timing

●At the beginning of the end phase

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

- Automatic abilities with the timing "at the beginning of the end phase" activate.
- All effects with the duration of "during the turn" and "until end of turn" disappear.
- The turn ends when the turn fighter declares "turn end".
- The opponent begins his or her turn from the stand phase.

Order of the close step**Order of the 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

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

- ① If the card text contradicts with the rules, the card text takes precedence.
- ② If a fighter is asked to do something he or she cannot, the action is not performed.
- ③ If a fighter is asked to do something he or she can partially perform, the fighter performs the action as much as possible.
- ④ If 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.
- ⑤ If 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.

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

- ① If a rear-guard is hit, the unit goes to the drop zone during the damage step.
- ② When 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, they 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, and drop 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.

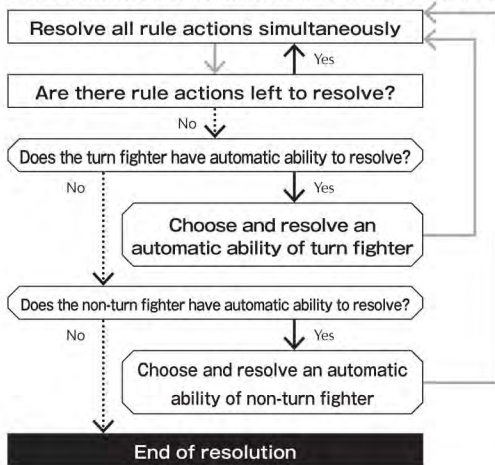
Handling Multiple Rules and Abilities

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.
 - ① Check if a fighter meets a condition to lose a cardfight, and if a fighter does, he or she loses.
 - ② Check 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



Example of resolving multiple automatic abilities

When an attack by "Stealth Dragon, Voidmaster" boosted by "Stealth Dragon, Dreadmaster" hits, automatic abilities of both units activate at the same time. When this happens, the turn fighter can choose which ability to resolve first. If the turn fighter has 3 cards in hand as opposed to 4 cards for the non-turn fighter, and the ability of "Stealth Dragon, Voidmaster" is used to discard a card from the non-turn fighter's hand first, the ability of "Stealth Dragon, Dreadmaster" cannot be used, because both fighters have the same number of cards at that point.



Attack hits



Can discard opponent's hand when attack hits.



Boost



Can discard opponent's hand when boosted attack hits.

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.

CONTI 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.

Explanation of cards with frequent questions from fighters Individual cards

Dragonic Overlord



The second ability is an activated ability, so you need to activate it during your main phase in order to use it. It will lose "Twin Drive!!", but it will still get to perform one "drive check" if it is your vanguard.

CEO Amaterasu



The ability to give +4000 power is a continuous ability, so if your hand goes above 4 cards after performing "Twin Drive!!", the ability will take effect from that point. When attacking, it would be kind to declare the power it would reach with the bonus from the ability.

Young Pegasus Knight



During your main phase, if multiple cards are put into your soul at the same time, the ability will activate for each card. For example, if 4 cards are put into your soul simultaneously, the ability will activate 4 times to give it +12000 power.

Dudley Dan



When searching for a card from your deck, there are no restrictions except that it has to be a <<Spike Brothers>>. It is a superior call from an effect of an ability, so it is possible to call a unit with a higher grade than your vanguard.

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/>



"Stand & draw!!" "Ride!!" "Call!!"

Cardfight Q&A

- 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 normal 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 In order to call grade a 1 unit, do I have to ride a grade 0 rear-guard?**
No, rear-guards can be called without riding another unit. It only has to be a grade that is less than or equal to your vanguard.
- Q04 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.
- Q05 When my vanguard is grade 2, can I call a grade 2 rear-guard?**
Yes, you can. You can call a rear-guard with the same grade as your vanguard.
- Q06 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.
- Q07 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.
- Q08 Can I move units in the rest state?**
Yes, you can.
- Q09 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.


"Attack!!" (result of battle)

Cardfight Q&A

- Q10 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".
- Q11 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.
- Q12 If a unit gets attacked, do I have to **▢** (rest) it?**
No, you do not. Only units on the attacking side **▢** (rest).
- Q13 Can I boost a unit that is being attacked?**
No, you cannot. You can only boost a unit to attack.
- Q14 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.
- Q15 If a rear-guard is hit, does the rear-guard directly behind it also retire?**
No, it does not. The battle is only between the units in the front row.
- Q16 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.
- Q17 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.




"Guard!!!"

Cardfight Q&A

- Q18 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.
- Q19 Can units without shield become guardians?**
No, you cannot call units without shield as guardians.
- Q20 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.
- Q21 Can  units (rested units) intercept?**
Yes, as long as they have the ability.
- Q22 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.
- Q23 Do units that intercepted retire after battle as well?**
Yes, they do. They retire after battle at the same timing as other guardians.
- Q24 Can the attacking fighter call guardians to increase the power of the attacking unit?**
No, only the defending fighter can call guardians.
- Q25 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.

"Drive check!!" "Damage check!!"

Cardfight Q&A

- Q26 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.
- Q27 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!!".
- Q28 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.
- Q29 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.

Other

Cardfight Q&A

- Q30 What happens when I have no cards left in my deck?**
You lose the fight at that moment.
- Q31 Is there a limit to how many cards I can hold in my hand?**
No, there is none.

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 rules carefully before you participate. The “fighter’s rules” may be updated appropriately according to the state of tournaments.

Effective since August 2, 2011

[Using triple or more card sleeves]

- You may not put cards in triple or more card sleeves.
- You may only put cards in up to double card sleeves.

※ Even if you are using double or less card sleeves, if it is seen that it interferes with the play of the game, the tournament manager or judge may ask you to remove those card sleeves.

[On manners during a cardfight]

- Fight fairly by following the rules and paying respect to your opponent.
- Communicate with your opponent by speaking and making actions clearly. Also, when your opponent makes a move, give a response to express that you understand his or her action.
- Do not touch your opponent’s card without his or her permission. If you handle your opponent’s cards, handle them with care.

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.

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 [CB 8 & ⚡ 5] in card text.

Especial intercept

An ability that gives a unit +5000 shield when it intercepts. It requires your vanguard to be a certain clan.

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.

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/>