

Rules

Section 1. Outline of the game

1.1. Number of players

- 1.1.1. This game is played by two players.
 These comprehensive rules do not apply to games played outside of two players.

1.2. Winning and losing

- 1.2.1. If any player loses, then the game ends immediately. If you do not lose and your opponent does, then you win the game.
- 1.2.2. If any player fulfills any losing conditions during a check timing, then that player loses the game by rule action.
- 1.2.2.1. During a game, if a player has six or more cards in his or her damage zone, then he or she fulfills a losing condition.
- 1.2.2.2. During a game, if a player has no cards in his or her deck, then he or she fulfills a losing condition.
- 1.2.3. If all players lose simultaneously, then the game ends in a draw.
- 1.2.4. **Any player may concede the game at any time. Any player who concedes the game is eliminated from it immediately, loses the game without proceeding to a check timing, and the game ends.**
- 1.2.4.1. No effects can interfere with conceding. No effects can force a player to concede, and no effects can replace losing the game with a concession.
- 1.2.5. Players may win or lose the game by an effect. In this case, that player wins or loses while resolving the effect, and the game ends before check timing (refer to 3.5).

1.3. Golden rules of the game

- 1.3.1. If the comprehensive rules and the text of a card contradict with each other, then the text takes precedence.
- 1.3.2. If anything attempts to make a player do something he or she cannot perform, then nothing happens. If anything attempts to make a player do something he or she can only partially perform, then the player only performs the part that he or she can.
- 1.3.2.1. If anything attempts to turn a game state into a state that it is already in, then it does not become the state again, and that action never happens.
- 1.3.2.2. If anything attempts to do a certain action zero or a negative number of times, then nothing happens. No reverse action will take place even if it is a negative number of times.
- 1.3.3. If an effect from a card attempts to do something, and at the same time an effect from a card stops the action from taking place, then the effect that stops the action takes precedence.
- 1.3.4. If anything asks more than one players to

make a choice at the same time, then the turn player makes the choice first. The non-turn player will make his or her choice after knowing the decision made by the turn player.

- 1.3.5. If anything asks a player to choose a number, then you must choose zero or a positive integer, if not specified. You cannot choose any fractions or negative numbers.

Section 2. Characteristics of a card

















- 1) Name
- 2) Clan
- 3) Race
- 4) Grade
- 5) Power
- 6) Shield
- 7) Critical
- 8) Trigger Icon
- 9) Type
- 10) Skill Icon
- 11) Text

2.1. Name

- 2.1.1. The proper name to identify a card.
- 2.1.1.1. Some Japanese cards have small letters above the name to help show how to read it. This is not a part of the name and has no meaning in terms of rules.
- 2.1.1.2. In text, the name of a card is expressed as "(card name)".

2.2. Clan

- 2.2.1. The name of the clan a card belongs to.

- 2.2.1.1. The clan is referred to during a trigger check. See "Attack and Battle" for further details.
- 2.2.2. The clan is referred to by some abilities and effects.
- 2.2.3. In text, the name of a clan is expressed as <<(clan name)>>.
- 2.2.4. "This card is also a <<(clan name)>>" is an effect that adds a clan to the card with the ability.
- 2.3. Race
- 2.3.1. The name of the race of a card.
- 2.3.1.1. The race is referred to by some abilities and effects.
- 2.3.1.2. In text, the name of a race is expressed as <(race name)>.
- 2.4. Grade
- 2.4.1. It is the numeric value that is referred to when you normal ride or normal call a card. See "Play and Resolve Cards and Abilities" for how to ride and call.
- 2.4.2. The grade can give limitations when playing a card. See "Play and Resolve Cards and Abilities" for further details.
- 2.5. Power
- 2.5.1. The numeric value that expresses the combat strength of a card. The higher this value is, the better it is in battle. See "Attack and Battle" for further details.
- 2.5.2. In card text, the power is indicated by a  icon.
- 2.6. Shield
- 2.6.1. The numeric value that expresses the combat strength while a card is used as a guardian. The higher this value is, the better it is able to defend your units. See "Attack and Battle" for further details.
- 2.6.2. In card text, the shield is indicated by a  icon.
- 2.6.3. Some cards do not have a shield.
- 2.7. Critical
- 2.7.1. The numeric value that determines how much damage this card deals to a vanguard. See "Attack and Battle" for further details.
- 2.7.2. In card text, the critical is indicated by a  icon.
- 2.8. Trigger Icon
- 2.8.1. The icon that indicates what to do when a card with the icon is revealed in a drive check or a trigger check. See "Attack and Battle" for further details.
- 2.8.1.1. Each icon means;
- 2.8.1.1.1. No icon: Nothing happens.
- 2.8.1.1.2.  (Critical Trigger): Choose one of your units and give it +1 critical until the end of this turn. Choose one of your units and give it +5000 power until the end of this turn. (You can choose different units for each effect.)
- 2.8.1.1.2.1. In card text, the critical trigger is indicated by a  icon.
- 2.8.1.1.3.  (Draw Trigger): You draw a card. Choose one of your units and give it +5000 power until the end of this turn.
- 2.8.1.1.3.1. In card text, the draw trigger is indicated by a  icon.
- 2.8.1.1.4.  (Stand Trigger): Choose one of your rear-guards and stand it. Choose one of your units and give it +5000 power until the end of this turn. (You can choose different units for each effect.)
- 2.8.1.1.4.1. In card text, the stand trigger is indicated by a  icon.
- 2.8.1.1.5.  (Heal Trigger): If you have equal or more number of cards in your damage zone than your opponent's damage zone, then choose one of your cards in your damage zone and heal it (i.e. put it into your drop zone). Choose one of your units and give it +5000 power until the end of this turn.
- 2.8.1.1.5.1. In card text, the heal trigger is indicated by a  icon.
- 2.8.2. If a trigger asks you to do more than one action, you can choose the order in which to do them.
- 2.9. Type
- 2.9.1. The type of this card. The type is written on the left of the name.
- 2.9.2. Units with a trigger icon are called trigger units, and units without them are called normal units.
- 2.10. Skill Icon
- 2.10.1. It shows the common abilities that many cards have. Each icon shows which ability the card has:
- 2.10.1.1.  indicates the card has "Twin Drive!!"
- 2.10.1.2.  indicates the card has "Intercept"
- 2.10.1.3.  indicates the card has "Boost"
- 2.11. Text frame
- 2.11.1. The set of abilities a card has is written inside the text frame. The contents within the frame is referred to as "text".
- 2.11.2. Some text is colored differently to put an emphasis on it. The difference in colors has no meaning in terms of rules.
- 2.11.3. Some cards have text in () to show the description of a keyword or a keyword ability. This is called reminder text. Reminder text are part of a text, but it is just for explanatory purposes, and does not affect the game.
- 2.12. Art
- 2.12.1. The image of this card.
- 2.12.2. The art is not a characteristic of a card and

has no meaning in terms of rules.

2.13. Collection ID

- 2.13.1. The ID of this card.
- 2.13.2. The collection ID is not a characteristic of this card and has no meaning in terms of rules.

2.14. Rarity

- 2.14.1. The rarity shows how often a card appears from a pack.
- 2.14.2. The rarity is not a characteristic of a card and has no meaning in terms of rules.

2.15. Artist's Name

- 2.15.1. The artist's name of a card's art. Some cards have multiple names of artists.
- 2.15.2. The artist's name is not a characteristic of a card and has no meaning in terms of rules.

Section 3. Basic Concept

3.1. Ability and Effect

- 3.1.1. An ability is an instruction generated by a card's text or an effect.
 - 3.1.1.1. Abilities are divided into three categories: continuous ability, activated ability, and automatic ability. See "Play and Resolve Cards and Abilities" for further details.
 - 3.1.1.2. If a card text says that an ability will activate, then the meaning will depend on which category the ability is in.
 - 3.1.1.2.1. "To activate" a continuous ability is to put the ability into effect.
 - 3.1.1.2.2. "To activate" an activated ability is to play the ability.
 - 3.1.1.2.3. "To activate" an automatic ability means that the ability was triggered by an event, and becomes "stand by".
 - 3.1.1.3. The card text after **[(zone name)]** is active only if the card is in that zone. See "Zone of Game" for further descriptions.
 - 3.1.1.3.1. The card text after **[V]** is active only while the card is on a vanguard circle.
 - 3.1.1.3.2. The card text after **[R]** is active only while the card is on a rear-guard circle.
 - 3.1.1.3.3. The card text after **[G]** is active only while the card is on a guardian circle.
 - 3.1.1.3.4. The card text after **[Hand]** is active only while the card is in the player's hand.
 - 3.1.1.3.5. The card text after **[Drop Zone]** is active only while the card is in the drop zone.
 - 3.1.1.3.6. The card text after **[Bind Zone]** is active only while the card is in the bind zone.
 - 3.1.1.3.7. The card text after **[Soul]** is active only while the card is in the soul.

3.1.1.3.8. The card text after **[Damage Zone]** is active only while the card is in the damage zone.

3.1.1.3.9. Card text without a zone specified is active while the card is in any zone.

3.1.1.4. Some card text have **[(zone 1)/(zone 2)]** as the active zone. This text is active while this card is in either of those zones.

3.1.1.5. The actions written within **[]** is the cost. Regarding the cost, please refer to "Section 8. Play and Resolve Cards and Abilities".

3.1.1.5.1. In order to play an activated ability that has a cost, the action written in the cost needs to be performed.

3.1.1.5.2. In order to resolve an automatic ability that has a cost, the action written in the cost needs to be performed.

3.1.1.5.3. If there are multiple costs that need to be performed at the same time, the costs are divided by a "&".

3.1.2. An effect is the instruction given by an ability.

3.1.2.1. Effects are divided into three categories; one shot effect, continuous effect, and replacement effect. See "Play and Resolve Cards and Abilities" for further details.

3.2. Player

3.2.1. The player (or "fighter") is a person playing the game.

3.3. Owner

- 3.3.1. The owner is the player who owns the card.
- 3.3.2. The owner of a card is the player who had it in his or her deck at the beginning of the game.
- 3.3.3. At the end of each game, each player retrieves each card that he or she owns.

3.4. Master

- 3.4.1. The master is the player who is currently using a card, ability, or effects.
- 3.4.2. The master of a card in a zone is the player whom the zone belongs to.
- 3.4.3. The master of an effect is the master of the ability that generated that effect.
- 3.4.4. The master of an activated ability is the player who played it.
- 3.4.5. The master of an automatic ability is the master of the card that has that ability, or the master of an effect that created that ability.
- 3.4.6. The master of a continuous ability is the master of the card that has that ability, or the master of an effect that created that ability.

3.5. Check Timing

- 3.5.1. The check timing is the time that is used to resolve rule actions (refer to section 9) or play automatic abilities.
- 3.5.2. In a check timing, resolve all rule actions, then, when there are no rule actions to resolve, play and resolve an automatic ability

that had been triggered. See "Check Timing/Play Timing, abilities, and effects" for further details.

3.6. Play Timing

3.6.1. The play timing is the time that a player can perform an action.

3.6.2. Whenever a player gets a play timing, just before he or she chooses to do something, there is always a check timing. After all rule actions and automatic abilities have been resolved, that player gets a play timing.

3.6.3. A player who gets a play timing chooses an action that can be chosen at that time and performs it, or chooses to pass and do nothing.

3.6.3.1. If he or she chooses an action, after it resolves and if it is not specified, then that player gets a play timing again.

3.6.3.2. If he or she chooses to pass, and if there are no rule actions or automatic abilities left to resolve, then the game progresses.

3.7. Characteristic and status

3.7.1. A characteristic is a value, phrase, or icon that has any meaning or is referred to during a game. Characteristics can be modified by some effects. See "Characteristic of cards" to find out what fall under characteristics.

3.7.1.1. Characteristics can be modified by some effects. If a card has multiple copies of a characteristic that is not an ability, then the overlapping ones are ignored.
ex. If an effect that says "This card is also a <<Royal Paladin>>" is applied to a unit that is already a <<Royal Paladin>>, then the second one is ignored, because it is multiple copies of the same characteristic.

3.7.2. A status is a situation of a card that can be referred to during a game.

3.7.2.1. Owner or master, orientation, and position of a card fall under status.

3.8. Unit

3.8.1. Units are cards put on the field **excluding locked cards**.

3.8.2. Units are categorized into vanguards, rear-guards, and guardians.

3.9. Vanguard

3.9.1. A vanguard is a unit on a vanguard circle.

3.9.1.1. A vanguard is a special unit and each player can have only one vanguard.

3.10. Rear-guard

3.10.1. A rear-guard is a unit on a rear-guard circle.

3.10.1.1. Each player can have up to five rear-guards, one on each of his or her rear-guard circles.

3.11. Guardian

3.11.1. A guardian is a unit on a guardian circle.

3.11.1.1. **If a unit does not have a shield value is placed on a guardian circle, it is considered to have a shield value of 0.**

3.11.1.2. There is no limit to how many guardians you may have.

3.12. Drawing

3.12.1. "Draw (cards)" is an action that moves cards from your deck to your hand.

3.12.2. If an effect says "draw a card", the master of the effect that made that instruction moves the top card of his or her deck to his or her hand without revealing it.

3.12.3. If an effect says "draw [number] cards", repeat "draw a card" that number of times.

3.12.4. If an effect says "draw up to [number] cards", repeat "draw a card" up to that number of times. If you choose not to draw cards at all, or each time you draw a card and the total number of cards drawn is lower than the number specified by that effect, you can stop drawing and end the process.

3.13. Damage Process

3.13.1. The damage process is the action of performing "deal [number] damage (to vanguard)". This action is done in the following order:

3.13.1.1. The master of the vanguard that received damage puts the top card of his or her deck into his or her trigger zone, face up. Then does a damage check. In a damage check, see if the card moved to the trigger zone has any triggers, and if it does, activate the damage trigger. See "Attack and Battle" for further details.

3.13.1.2. If you have repeated this process a number of times equal to the number of the damage, stop the damage process. If not, return to 3.13.1.1.

3.13.2. If a card or cards are moved to the damage zone outside of "dealing damage", it is not a damage process. Therefore, no damage check will be performed.

3.14. Source

3.14.1. Some effects will see where another effect came from. This is called the "source of an effect", and is defined as below:

3.14.1.1. If an ability generated the effect, then the card that has that ability is the source of the effect.

3.14.1.2. Rule actions are not effects, and have no sources.

3.15. Source of damage

3.15.1. Some effects will see where damage came from. This is called the "source of damage", and is defined as below:

3.15.1.1. During the damage step, if a unit deals another unit under the rules of battle, then that damage is called "battle damage". Source of battle damage is the card that dealt that damage.

3.15.1.2. If an effect from an ability on a card deals damage, then that damage is called

"skill damage". Source of skill damage, if not specified by that effect, is the source of the effect that generated the damage.

3.15.1.2.1. Even if the text can be read as if the source of damage is a player, the source is still that card itself.

3.16. At Random


3.16.1. To choose something "at random" means to choose from among the choices with even probability and with no intentions.

3.16.2. When choosing at random, you choose from among the specified cards or abilities with no intention.


3.17. Card Orientation

3.17.1. Each unit on the field has one of two orientation status.

3.17.1.1. Standing: cards placed vertically. Changing orientation of a card into a standing state is called "to stand (a card)".

3.17.1.1.1. In card text, the word "stand" or "standing" is indicated by a  icon.

3.17.1.2. Resting: cards placed horizontally. Changing orientation of a card into a resting state is called "to rest (a card)".

3.17.1.2.1. In card text, the word "rest" or "resting" is indicated by a  icon.

3.17.2. If a player is asked to stand standing cards or rest resting cards, then the player does nothing.

3.17.3. Each card in a damage zone or a bind zone is in one of the two following states.

3.17.3.1. Face up: cards placed with art side up. Changing a card into face up is called "to turn face up".

3.17.3.2. Face down: cards placed with back side up. Changing a card into face down is called "to turn face down".

3.17.4. If a player is asked to turn a face up card face up or turn a face down card face down, then the player does nothing.

3.17.5. Types of Circles

3.17.5.1. Circles on the field can be classified into 1 of the following 4 types.

3.17.5.1.1. Vanguard Type

3.17.5.1.1.1. A circle that is classified under vanguard type is called a vanguard circle.

3.17.5.1.2. Rear-guard Type

3.17.5.1.2.1. A circle that is classified under rear-guard type is called a rear-guard circle.

3.17.5.1.3. Guardian Type

3.17.5.1.3.1. A circle that is classified under guardian type is called a guardian circle.

3.17.5.1.4. Lock Type

3.17.5.1.4.1. A circle that is classified under lock type is called a lock circle.

4.1. General

4.1.1. For each zone, each player has his or her own one if not specified.

4.1.2. The number of cards in each zone is public to all players and can be verified at any time.

4.1.3. Whether information of cards are public or hidden will depend on the zone it is in. Zones with public information are called "public zones" and zones with hidden information are called "hidden zones".

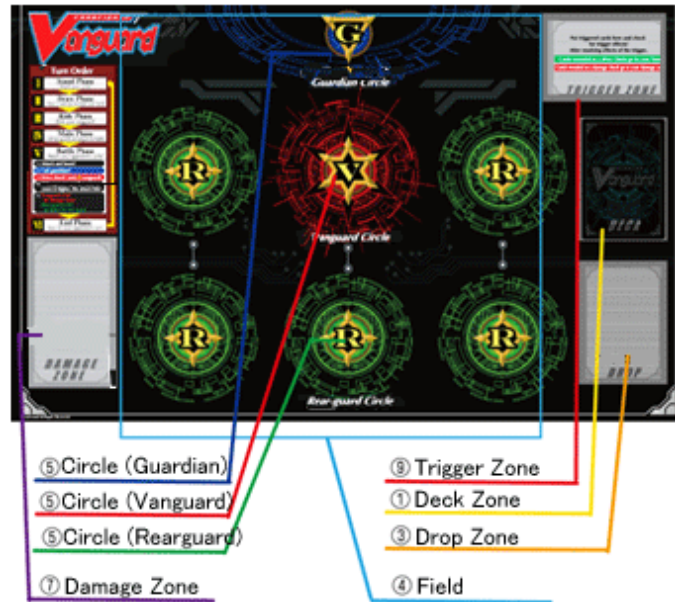
4.1.4. If a card moves from a zone to another zone, if it's not "from a circle to another circle" movement, then the card is considered as a new card in a new zone. All effects applied in previous zones do not apply in the new zone.

4.1.5. When multiple cards move from a zone to another zone at the same time, the order of the cards in the new zone is decided by the owner of those cards if not specified.

4.1.5.1. When multiple cards move from a public zone to a hidden zone at the same time, and the owner of those cards can decide the order in which to place them, the other players cannot know the order of those cards in the new zone.

4.1.6. If a card would move to a zone without the master of the zone specified, then the card moves to the zone of the owner.

4.1.7. If cards in a public zone are face down for some reason, then all players may see the information of the cards. While cards are revealed in a hidden zone, all players may see the information of the cards.



- 1) Deck Zone
- 2) Hand
- 3) Drop Zone
- 4) Field
- 5) Circle
- 6) Soul
- 7) Damage Zone
- 8) Bind Zone (refer to 4.9)
- 9) Trigger Zone

Section 4. Zones of the Game

4.2. Deck Zone

- 4.2.1. The zone you put your deck in at the beginning of a game.
- 4.2.2. The deck zone is a hidden zone. All cards in this zone are put face down, and no player can see the information or order of these cards, and cannot change the order.
- 4.2.3. When multiple cards move from the deck zone to another zone at the same time, move cards one by one.
- 4.3. Hand
- 4.3.1. The zone where you put the cards that you draw.
- 4.3.2. The hand is a hidden zone, but you can see information of cards in your own hand. You may not see information of cards in your opponent's hand. You may change the order of your cards in your hand.
- 4.4. Drop Zone
- 4.4.1. The zone you put cards that have left the field or have been discarded from hand if not specified.
- 4.4.2. The drop zone is a public zone. Cards in this zone are stacked face up, and the information of cards are open to all players. You can change the order of cards in your drop zone. When you put a card into this zone, put it on top of the already existing ones.
- 4.5. Field
- 4.5.1. The zone to put all your units on.
- 4.5.2. This zone has seven circles. A Card on a circle is also regarded as being on the field that the circle belongs to.
- 4.5.3. The field is a public zone.
- 4.6. Circle
- 4.6.1. The zone to put your unit on individually. Each player has 7 circles: left front, center front, right front, left back, center back, right back, and center far front.
- 4.6.2. Each pair of circles, left front and left back, center front and center back, and right front and right back, is called a column.
- 4.6.2.1. Your opponent's column directly across your own column is the same column. Specifically, your left column and your opponent's right column, your center column and your opponent's center column, your right column and your opponent's left column, are the same columns.
- 4.6.3. Each set of circles, left front, center front, and right front and left back, center back, and right back, is called a row.
- 4.6.4. **The type of the center front circle at the beginning of the game is a vanguard type.**
- 4.6.4.1. When a card is moved to the vanguard circle from anywhere, including a rear-guard circle, it is put there in the stand state.
- 4.6.5. The type of the center far front circle **at the beginning of the game is a guardian type.**
- 4.6.6. The type of each circle, other than the center front and center far front circles, **at the beginning of the game is a rear-guard type.**
- 4.6.6.1. When a card is moved to a rear-guard circle from anywhere other than another rear-guard circle, including a vanguard circle, it is put there in the stand state.
- 4.6.6.2. When a card is moved to a rear-guard circle from another rear-guard circle, it is put there in the same orientation as the previous circle.
- 4.6.7. **The type of circle with a locked card on it is a lock circle.**
- 4.6.8. Circles are public zones. The cards in these zones are face up, and all information is open to all players.
- 4.6.8.1. **Cards that are face down on a circle due to effects or costs are still in a public zone. The information is open to all players.**
- 4.6.8.2. Generally, only one card can be put on each vanguard, rear-guard, **and lock circles.** Multiple cards can be put on a guardian circle.
- 4.7. Soul
- 4.7.1. Some cards will go into this zone during a game. The soul is not a part of the field.
- 4.7.2. Cards in the soul are stacked under the vanguard.
- 4.7.3. The soul is a public zone. Cards in this zone are stacked face up, and all information is open to all players. You can change the order of cards in your soul.
- 4.8. Damage Zone
- 4.8.1. The zone you will put cards in as the game progresses. Generally, you will put cards in this zone when your vanguard is dealt damage.
- 4.8.2. The damage zone is a public zone. Cards in this zone are stacked face up, and all information is open to all players. You can change the order of cards in your damage zone. When you put a card into this zone, put it on top of the existing ones.
- 4.8.2.1. Even if an effect or cost turns cards in a damage zone face down, they are still public information. Each player may see the face of the cards.
- 4.8.2.2. **Cards that are put faced down in the damage zone do not possess any card characteristics and cannot be given any characteristics.**
- 4.8.3. If you have six or more cards in your damage zone, you lose the game by rule action. See "Rule Action" for more details.
- 4.9. Bind Zone
- 4.9.1. The zone that you put cards that have been bound.
- 4.9.2. The bind zone is a public zone. All players may see the information of face up cards in this zone.
- 4.9.2.1. Due to an effect, cards in the bind zone that are face up can be turned face down, and cards in other zones can be move to

the bind zone face down. Only the owner of the face down cards in a bind zone may see the face. Other players may not see the face of these cards.

4.9.2.2. **Bound cards that are faced down do not possess any card characteristics and cannot be given any characteristics.**

4.9.3. Bound cards or cards referring to bound cards may sometimes affect the game. As such, players are required to split the pile of bound cards so that they can be distinguished which effect they were bound by. You may change the order of your bound cards within the same pile.

4.10. Trigger Zone

4.10.1. The zone where cards are put in temporarily.

4.10.2. Cards revealed a by drive check are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's hand.

4.10.3. Cards revealed by a damage check are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's damage zone.

4.10.4. The trigger zone is a public zone. All the cards in this zone are placed face up, and any player may see the information or order of these cards, but may not change the order. When you put a card into this zone, put it on top of the existing cards.

Section 5. Setting Up the Game

5.1. Constructing a Deck

5.1.1. Each player prepares his or her own deck before the game.

5.1.2. Constructed deck

5.1.2.1. A deck must contain exactly fifty cards.

5.1.2.2. You can put up to four copies each of cards with the same name in a deck.

5.1.2.2.1. Even if any other information is different, if two cards have the same name, you can only have up to four cards total among them.

5.1.2.3. A deck must contain exactly sixteen cards with a trigger. These cards must follow the "up to four" rules at the same time.

5.1.2.4. A deck can only contain up to four cards with a {heal} trigger.

5.1.2.5. A deck can only contain up to four cards with the "Sentinel" ability.

5.1.2.6. If a card has a continuous ability regarding deck construction, then it is applied as a replacement effect that changes the rules above (see "Play and Resolve Cards and Abilities").

5.2. Preparing the game

5.2.1. Before the start of each game, prepare for the game in the following steps:

5.2.1.1. Present the deck you will use for this game to your opponent. The deck will only need to fulfill rule 5.1 at this time.

5.2.2. Choose a grade 0 card from your deck, and put it face down on your vanguard circle.

This card is not revealed until you begin the game. This unit is called your "first vanguard".

5.2.3. Each player shuffles his or her deck. Then, each player may shuffle his or her opponent's deck. Each player puts his or her deck face down on his or her deck zone afterwards.

5.2.4. Randomly determine which player goes first.

5.2.4.1. You may not determine who goes first in any other way, and you may not use a random method to decide who gets to choose who goes first.

5.2.5. Each player draws five cards from his or her deck and makes the initial hand. Then, from the player going first, each player chooses any number of cards in his or her hand and shuffles them back into his or her deck, then draws the same number of cards as he or she returned to the deck. If you choose not to put any cards back, then you do not shuffle.

Section 6. Game Procedure

6.1. Stand Up

6.1.1. At the beginning of the game, each player turns his or her vanguard face up. This is called "Stand Up".

6.2. Turn Procedure

6.2.1. During a game, players take turns progressing the game by becoming the turn player. The turn player performs actions in the following order of phases. This sequence of phases is called a turn.

6.3. Stand Phase

6.3.1. The phase in which the turn player stands units that he or she is a master of. This phase is done in the following order:

6.3.1.1. Each automatic ability with the timing "at the beginning of turn" or "at the beginning of stand phase" becomes stand by. Resolve a check timing.

6.3.1.2. The turn player stands all of his or her units on the field.

6.3.1.3. Resolve a check timing.

After completing all actions in the check timing, advance to the draw phase.

6.4. Draw Phase

6.4.1. The phase in which the turn player draws a card from his or her deck. This phase is done in the following order:

6.4.1.1. Each automatic ability with the timing "at the beginning of draw phase" becomes stand by. Resolve a check timing.

6.4.1.2. The turn player draws a card.

6.4.1.3. Resolve a check timing.

After completing all actions in the check timing, advance to ride phase.

6.5. Ride Phase

6.5.1. The phase in which the turn player can normal ride his vanguard. This phase is

done in the following order:

- 6.5.1.1. Each automatic ability with the timing "at the beginning of ride phase" becomes stand by. Resolve a check timing.
- 6.5.1.2. The turn player can normal ride the vanguard that he or she is the master of. This can only be performed once per turn.
 - 6.5.1.2.1. The only circle that you can play a card on during the ride phase is the vanguard circle.
- 6.5.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the main phase.

6.6. Main Phase

6.6.1. The phase in which the turn player can perform several actions. This phase is done in the following order:

- 6.6.1.1. Each automatic ability with the timing "at the beginning of main phase" becomes stand by.
- 6.6.1.2. The turn player gets a play timing. In this play timing, the turn player can do any of the actions below, in any order and any number of times.
 - 6.6.1.2.1. The turn player chooses a card in his or her hand and one of his or her rear-guard circles, and performs a normal call. The normal called card is placed on to the chosen circle.
 - 6.6.1.2.1.1. The only circle you can play a card on during the main phase is the rear-guard circle.
 - 6.6.1.2.2. The turn player can play any of the activated abilities on his or her cards.
 - 6.6.1.2.3. **If two circles in the same column are both rear-guard circles, the turn player can exchange the cards in those circles.**
If both of those circles have a card on it, then put both of them on the other circles simultaneously. If only one of those circles has a card, then put it on the other circle. If there are no cards in either of the circles, then nothing happens.
- 6.6.1.3. When the turn player chooses to do nothing, advance to the battle phase.

6.7. Battle Phase

6.7.1. The phase in which the turn player can attack his or her opponent's units with units that he or she is the master of. See "Attack and Battle" for the description of this phase.

6.8. End Phase

- 6.8.1. The phase in which several actions are resolved at the end of a turn. This phase is done in the following order:
 - 6.8.1.1. **The turn player returns all locked cards on that player's field to a normal state by turning the cards face up.**
 - 6.8.1.2. **Each automatic ability with the timing "when a card is unlocked" triggers and are put to stand by. Then, resolve a check**

timing.

- 6.8.1.3. Each automatic ability with the timing "At the beginning of end phase" and "at the end of turn" that have not become stand by in this end phase becomes stand by.
- 6.8.1.4. Resolve a checking timing. After completing all the actions in the check timing, all effects with "until end of this turn" will cease to exist.
- 6.8.1.5. At this point, if there are no automatic abilities standing by, no rule actions to resolve, and no active automatic abilities with "at the beginning of end phase" and "at the end of turn" that have not become stand by during this end phase, the opponent of the current turn player becomes the new turn player and the game advances to the next turn's stand phase. This turn ends. Otherwise, go back to 6.8.1.3.

Section 7. Attack and Battle

7.1. Basics

- 7.1.1. In each battle phase, the turn player can attack with his or her standing units in the front row against his or her opponent's units. During a battle phase, the turn player performs a progression of steps beginning with the start step.
- 7.1.2. The series of steps from the start step to the close step is called the "Attack Sub Phase". The process from 7.3.1.1 to 7.7.1.4 is called the "Battle".
 - 7.1.2.1. A battle is counted as one battle from the moment a battle begins. Even if the process of a battle is cut off midway and proceeds to the close step, it is still counted as one battle.

7.2. Start Step

- 7.2.1. The step in which the turn player chooses whether to attack or not. This step is done in the following order:
 - 7.2.1.1. Each automatic ability with the timing "at the beginning of start step" becomes stand by. Resolve a check timing.
 - 7.2.1.2. The turn player chooses whether to attack or not.
 - 7.2.1.2.1. If he or she chooses to attack, then resolve a check timing. After completing all the actions in the check timing, advance to the attack step. If he or she chooses not to attack, then advance to the end phase.
 - 7.2.1.3. If this is the very first turn of the game or there are units that cannot attack or be attacked, or by some combination which results in a situation where an attack is unable to take place, then the turn player cannot choose to attack. It is automatically regarded that the turn player chose not to attack.

7.3. Attack Step

7.3.1. The step in which the turn player chooses which unit he or she will attack with or not to attack. This step is done in the following order:

7.3.1.1. The battle begins.

7.3.1.2. Each automatic ability with the timing "at the beginning of attack step" becomes stand by. Resolve a check timing.

7.3.1.3. The turn player chooses one of his or her standing units on a vanguard or rear-guard circle in the front row as the unit to attack with for this battle, and rest it. If he or she cannot choose any units, then proceed to close step immediately.

7.3.1.3.1. Between when the attacking unit is chosen till the close step, the chosen unit in 7.3.1.3. will be referred to as the "attacking unit".

7.3.1.3.2. Only units that can attack at the point of 7.3.1.3 may be chosen be an attacking unit. Between when the attacking unit is chosen and the end of battle, if the chosen unit becomes unable to attack, the process of the battle still proceeds.

7.3.1.4. The turn player chooses one of his or her opponent's units on a vanguard or rear-guard circle in the front row as the unit to attack against for this battle.


7.3.1.4.1. Between being chosen for the attack until close step, the unit chosen at 7.3.1.4. is referred to as the "unit being attacked".

7.3.1.4.2. Between being chosen for the attack until the end of battle, if the unit being attacked cease to exist, the process of the battle still proceeds.

7.3.1.4.3. The "attacking unit" and the "unit being attacked" will only continue to be the "attacking unit" and the "unit being attacked" if they are in their present circles. Should the "attacking unit" leaves its current position, it will cease to be an "attacking unit", while a "unit being attacked" will cease to be a "unit being attacked" should it leave its current position.

7.3.1.4.4. For the attacking unit, the unit being attacked becomes the "battle opponent". At the same time, for the unit being attacked, the attacking unit becomes the "battle opponent".

7.3.1.4.5. Some effects make the turn player choose more than one unit as the target of the attack. These units are all treated as units being attacked during this attack sub phase.

7.3.1.5. The turn player may choose a unit with  in the back circle of the same column as the attacking unit, and rest it to make it boost the attacking unit.

7.3.1.5.1. From the time it is chosen until the end of the close step, the unit chosen in this step becomes a "boosting unit" and the attacking unit becomes a "boosted unit".

7.3.1.5.1.1. These two units shall continue to be the "boosting unit" and "boosted unit" in their respective circles. If one of these 2 units moves out of its original circle, the remaining unit will no longer be the "boosting unit" or "boosted unit".

7.3.1.6. Resolve a check timing. Automatic abilities with the timing "when unit attacks" and "when unit boosts" resolve during this timing.

7.3.1.7. Until the end of the close step, as long as both units stay the respective "boosting unit" and "boosted unit", the power of the "boosting unit" will continuously be added to the power of the "boosted unit".

7.3.1.8. Resolve a check timing. After finishing all actions in the check timing, advance to the guard step.


7.4. Guard Step

7.4.1. The step in which the non-turn player can call guardians to prevent the attack. This step is done in the following order:

7.4.1.1. Each automatic ability with the timing "at the beginning of guard step" becomes stand by.

7.4.1.2. The non-turn player gets one play timing (and a check timing before it). During this play timing, the non-turn player performs 1 of the following 3 actions from 7.4.1.2.1. to 7.4.1.2.3.

7.4.1.2.1. The non-turn player may choose a card from his or her hand and normal calls (8.5.1.2.) it to his or her guardian circle in the rest state. At this time, the non-turn player chooses which unit it will guard among the units being attacked. Then, go back to 7.4.1.2.

7.4.1.2.2. The non-turn player may choose a unit with  in his or her front rear-guard circle that is not being attacked during this battle, and put it into his or her guardian circle in the rest state. At this time, the non-turn player chooses which unit it will guard among the units being attacked. Then, go back to 7.4.1.2.

7.4.1.2.3. The non-turn player may choose to pass, then proceed to 7.4.1.3.

7.4.1.2.3.1. If the non-turn player cannot normal call or intercept, the non-turn player is automatically considered to have chosen to pass.


7.4.1.3. While guardian units are in the guardian circle, the power of the attacked unit is increased by the total shield of units guarding it.

7.4.1.4. Resolve a check timing. After finishing all actions in the check timing, if the attacking unit is in the vanguard circle, advance to the drive step. Otherwise, advance to the damage step.

7.5. Drive Step

7.5.1. The step to check for additional effects

during the attack by a vanguard. This step is done in the following order:

- 7.5.1.1. Each automatic ability with the timing "at the beginning of drive step" becomes stand by. Resolve a check timing.
- 7.5.1.2. The turn player checks for additional effects for the attack. This action is called a "drive check" and resolves in the following order:
 - 7.5.1.2.1. The turn player puts the top card of his or her deck into the trigger zone face up.
 - 7.5.1.2.2. If the card is the same clan as one of the units in the turn player's vanguard circle or rear-guard circle, then resolve the actions indicated by the trigger icon on the card.
 - 7.5.1.2.3. Resolve a check timing.
 - 7.5.1.2.4. If the card is still in the trigger zone, then the turn player puts the cards into his or her hand regardless of whether it has a trigger or not.
- 7.5.1.3. Resolve a check timing. If the attacking unit is a vanguard and has , then resolve a second drive check.
- 7.5.1.4. Resolve a check timing. After completing all actions in the check timing, advance to the damage step.

7.6. Damage Step

- 7.6.1. The step to resolve the damage to the attacked unit. This step is done in the following order:
 - 7.6.1.1. Each automatic ability with the timing "at the beginning of damage step" becomes stand by. Resolve a check timing.
 - 7.6.1.2. Compare the power of the attacking unit with the power of the attacked unit. If the attacked unit's power is less than or equal to the attacking unit, then the attack hits.
 - 7.6.1.3. If the attacking unit or the attacked unit had left the field, or if the master of any of these unit changed, or if any of these units moved to another circle, then the powers are not compared, and the attack does not hit.
 - 7.6.1.4. Resolve a check timing. Automatic abilities with the timing "when attack hits" do not become stand by at this point. They will become stand by in 7.6.1.9.
 - 7.6.1.5. If the attack hits, and the attacked unit is a vanguard, then the attacking unit deals damage equal to its critical.
 - 7.6.1.5.1. If the attacking unit's critical is 0 or less, then it does not deal damage. Zero or negative damage will not be dealt.
 - 7.6.1.5.2. If the attacking unit had left the field, or if the master of the attacking unit changed, or if the attacking unit moved to another circle, then the attacking unit does not deal damage.
 - 7.6.1.6. If the attack hits a vanguard, then the non-turn player checks for additional effects by that damage. This is called

"damage check" and resolved in the following order:

- 7.6.1.6.1. The non-turn player puts the top card of his or her deck into the trigger zone face up.
- 7.6.1.6.2. If the card is the same clan as one of the units in the non-turn player's vanguard circle or rear-guard circle, then resolve the actions indicated by the trigger icon on the card.
- 7.6.1.6.3. Resolve a check timing.
- 7.6.1.6.4. If the card is still in the trigger zone, then the non-turn player puts the card into his or her damage zone, regardless of whether it has a trigger or not.
- 7.6.1.6.5. Resolve a check timing.
- 7.6.1.6.6. If there are still any unresolved damage left, then go to 7.6.1.6.1.1. Otherwise, go to 7.6.1.8.
- 7.6.1.7. If the attack hits a rear-guard, or it does not hit at all, then no damage check will be performed.
- 7.6.1.8. Retire all rear-guards that were hit and all guardian.
- 7.6.1.9. Resolve a check timing. Abilities with "When attack hits" activate at this point. After completing all actions in the check timing, advance to the close step.

7.7. Close Step

- 7.7.1. The step to resolve all actions that happen at the end of an attack. This step is done in the following order:
 - 7.7.1.1. Each automatic ability with the timing "At the beginning of close step" and "at the end of battle" that have not become stand by in this close step becomes stand by.
 - 7.7.1.2. Resolve a check timing. After completing all actions in the check timing, the battle will end, and all effects with the duration of "until the end of that battle" and "during this battle" cease to exist.
 - 7.7.1.3. At this point, if there are no automatic abilities standing by, no rule actions to resolve, and no active automatic abilities with the timing "at the beginning of close step" and "at the end of battle" which has become stand by in this close step, proceed to 7.7.1.4. Otherwise, go back to 7.7.1.1.
 - 7.7.1.4. Attacking units stop being "attacking units", and attacked units stop being "attacked units". After this, return to start step.

Section 8. Play and Resolve Cards and Abilities

8.1. Categories of Abilities

- 8.1.1. Abilities are divided into three categories; continuous ability, activated ability, and automatic ability.
 - 8.1.1.1. Activated abilities are abilities that a player with a play timing can pay the cost to get the effect.
 - 8.1.1.1.1. Activated abilities are written on

cards as "**ACT** (Zone):[Cost] (effect)". The zone within the () indicates the zone in which the ability can be used, the text within the [] indicates the cost to play it, and the text that follows is the effect that occurs by resolving the activated ability.

8.1.1.1.2. Some activated abilities have a requirement stated as "If (requirement),".

8.1.1.1.2.1. The effect "This ability cannot be used for the rest of that turn." is still applied even if the requirement of the ability is not met.

8.1.1.2. Automatic abilities are abilities that are played automatically when a certain event happens during the game.

8.1.1.2.1. Automatic abilities are written on card as "**AUTO**(Zone):When (event), (effect)" or "**AUTO** (Zone):At the beginning of (phase or step), (effect)". If the automatic ability would be triggered by the movement of the card itself, then the ability is written as "**AUTO**:When (event), (effect)". The "event" or "phase" or "step" is called the "trigger condition", and when the "trigger condition" is fulfilled, the automatic ability is considered to be "triggered".

8.1.1.2.2. Some automatic abilities have the text "**AUTO** [cost] (effect)" instead of "**AUTO** (effect)". The cost here is the cost referred to and paid during resolution of the ability.

8.1.1.2.3. Some automatic abilities have the text "**AUTO** (zone) When (event), if (condition)". These abilities will trigger if the event happens, even if the condition is not met.

8.1.1.2.3.1. Abilities with the text "This ability will not be usable until end of turn" will be resolved even if the condition is not met.

8.1.1.3. Continuous abilities are abilities that affect the game as long as the ability is active.

8.1.1.3.1. Continuous abilities are written on cards as "**CONT** (Zone):(effect)". If it is a continuous ability that is active in all zones, it is written as "**CONT**:(effect)".

8.2. Category of Effects


8.2.1. Effects are divided into three categories; one shot effect, continuous effect, and replacement effect.

8.2.1.1. One shot effects are effects that do the instructed actions while resolving, and ends when the resolution is finished.

- For example, if an ability has a text that says "draw a card" or "retire an opponent's grade 1 or less rear-guard", then the effect from that ability

is a one shot effect.

8.2.1.2. Continuous effects are effects that are active for a specified duration (or, if it is not specified, "during this game").

- For example, if an ability has a text that says "this unit gets  +2000 until end of that battle", then the effect from that ability is a continuous effect.

8.2.1.3. Replacement effects are effects that replace an event that is about to occur with another event instead.

- For example, if an ability has a text that says "If you would do A, instead do B", then the effect from that ability is a replacement effect.
- For example, if an ability has a text that says "If you would do A, then you may (choose an option) instead. If you do, do B", then the effect from that ability is an optional replacement effect.

8.3. Active Effects and Inactive Effects

8.3.1. Some effects make an effect "active" or "inactive". If this happens, then follow the process below:

8.3.2. If a part of or the entire effect is inactive under a specific condition, then that part still exists under that condition, but simply does not do anything. If that part asks for a choice to be made, that choice is not made.

8.3.3. If a part of or the entire effect is active under a specific condition, then that part is inactive while the condition is not met.

8.4. Check Timing/Play Timing, Abilities, and Effects

8.4.1. When a check timing resolves, the game proceeds in the following order:

8.4.1.1. If there are any rule actions that need to be resolved, then resolve them simultaneously.

Next, if there are other rule actions to be resolved, then repeat this step until there are no rule actions left to be resolved.

8.4.1.2. If any automatic abilities controlled by the turn player are standing by, then the turn player chooses one of them, plays it, and resolves it. Then, go to 8.4.1.1.

8.4.1.3. If any automatic abilities controlled by the non-turn player are standing by, then the turn player chooses one of them, plays it, and resolve it. Then go to 8.4.1.1.

8.4.1.4. End the check timing.

8.4.2. When a play timing is given to a player, the game proceeds in the following order:

8.4.2.1. Resolve a check timing. The player gets the play timing at this point.

8.4.2.2. The player chooses to do an action that can be done at that time, or chooses to do nothing. If he or she chose an action, if not specified, then that player gets a play timing again.

8.4.2.3. If he or she chose to do nothing, then that play timing ends, and the phase or step advances.

8.5. Play and Resolve Cards and Abilities

8.5.1. Activated abilities, automatic ability, and cards in hand need to be played and resolved to get its effect. Continuous abilities are not played, and the effect is always in effect.

8.5.1.1. Playing a card on to a vanguard circle is called "normal ride".

8.5.1.1.1. The status of the vanguard that rode does not depend on the status of the ridden vanguard, and is placed on that circle standing. Playing a card on to a rear-guard circle or guardian circle is called "normal call".

8.5.2. When you play a card or an ability, process it in the following steps:

8.5.2.1. Choose an ability or a card in your hand. When you choose a card in your hand this way, you can only choose and reveal a card that meets the grade requirement.

8.5.2.1.1. The grade requirement is different between a normal ride and a normal call.

8.5.2.1.1.1. When you normal ride, the grade of the card needs to be the same grade as or one grade higher than your current vanguard.

8.5.2.1.1.2. When you normal call, the grade of the card need to be less than or equal to the grade of your current vanguard.

8.5.2.2. If the card or ability requires you to make any choices, then you need to make them.

8.5.2.2.1. If you play a card from your hand, then choose one of your circles.

8.5.2.2.1.1. During your guard step, you can only play cards in your hands to your guardian circle.

8.5.2.3. When you play a card or an activated ability, check the cost to play it and pay all costs simultaneously. If you cannot pay a part of or the entire cost, then you may not pay any of the cost and the card or activated ability that was attempted to be played is cancelled and rewound.

8.5.2.4. Resolve the card or ability.

8.5.2.4.1. If you are riding a card, then put that unit on to your vanguard circle. The current vanguard goes into your soul.

8.5.2.4.2. If you called the card to your rear-guard circle, then put that unit into that rear-guard circle standing. If you already had a unit in that circle, that unit is put into your drop zone by a rule action.

8.5.2.4.3. If you called the card into your Guardian circle, then put that unit into that guardian circle resting.

8.5.2.4.4. If you played an activated ability or automatic ability, then perform the effects indicated in that ability.

8.5.3. If the card or ability has a text that says "choose (something)", then you make the choice when the effect resolves.

8.5.3.1. If the number to choose is specified, then you need to make that many number of choices as much as possible. You cannot choose to not choose while it is possible for you to choose.

8.5.3.1.1. If the number is specified as "up to", then you can choose any number between 0 and the number written in the text. If you choose 0, then nothing is chosen.

8.5.3.1.2. If the number to choose is specified, but it is impossible to make that many choices, then you will make as many choices as possible, and apply the effects on them.

8.5.3.1.3. If the number to choose is specified, but cannot choose at all, then that choice is not made. Effects that rely on the choice is ignored.

8.5.3.1.4. If you need to choose any non-revealed cards in a hidden zone, and the condition to choose requires certain information of the card, then there is the possibility that the card in the hidden zone does not have that information. In this case, you can choose not to choose a card from that zone even if there are cards with the information in that zone.

8.6. Resolving Automatic Abilities

8.6.1. Automatic abilities are abilities that are played during the check timing right after a specific event happens.

8.6.2. If an automatic ability's trigger condition is met, then that automatic ability becomes stand by.

8.6.2.1. If an automatic ability's trigger condition is met multiple times, then that automatic ability becomes stand by that many times.

8.6.3. When a check timing resolves, a player that needs to play any automatic abilities chooses any standing by automatic abilities he or she is the master of and plays it, as long as it is not in a "cannot use"(11.2) state. After the ability resolves, one of the abilities that had been standing by ceases to exist.

8.6.3.1. You must play your automatic abilities that are standing by, and cannot choose not to play. However, if multiple automatic abilities that you are the master of is standing by, then you can choose the order in which to play them.

8.6.4. Some automatic abilities trigger when a card moves from one zone to another. This is called "zone changing trigger".

8.6.4.1. Some automatic abilities with zone changing triggers refer to the information of cards that triggered them. In that case, refer to the information in the following manner:

8.6.4.1.1. If the card that triggered the ability moved from a public zone to a hidden zone or vice versa, then the ability refers to the information while

the card is in the public zone.

8.6.4.1.2. If the card that triggered the ability moved from the field to any other zone, then the ability refers to the information while the card was on the field.

8.6.4.1.3. Excluding the case mentioned in 8.6.4.1.2., if the card that triggered the ability moved from a public zone to another public zone, then the ability refers to the information of the cards in the new zone.

8.6.4.1.4. If a unit has an automatic ability that triggers when moving itself to the soul by any type of ride, then that card has the ability as though it were a unit until that automatic ability is resolved.

8.6.5. Some effects create automatic abilities that trigger at a later point in the game. This is called a "timed trigger".

8.6.5.1. Timed triggers trigger only once if not specified.

8.6.6. Some automatic abilities have trigger conditions that is not an event but a situation (ex. "When you do not have any cards in your hand,"). This is called a "situation trigger".

8.6.6.1. Situation triggers trigger only once when the game meets that situation. If the automatic ability resolves, and the game is still in that situation, then the ability triggers again.

8.6.7. When you play an automatic ability, even if the card with that ability had changed its zone after triggering, you still need to play that automatic ability. However, if that automatic ability cannot legally resolve because the card had moved, then that effect fails to resolve.

8.7. Applying Continuous Effects

8.7.1. If any continuous effects are applied in the game and you need to refer to any information of cards, then apply each of effect in the following order:

8.7.1.1. Information printed on the card is the base value.

8.7.1.2. Next, apply all effects that do not change any numeric values.

8.7.1.3. Next, apply all effects that change a numeric value.

8.7.2. There will be cases where the order in which to apply two continuous effects, say effect A and B, cannot be decided by 8.7.1.1-8.7.1.3. If whether applying A first changes to what or how B applies, but is not true the other way around, then it is considered that effect B depends on effect A. If an effect depends on another, then the depending effect is applied later.

8.7.2.1. If it still cannot be decided which ability to apply first, then apply them in the order of time stamp.

8.7.2.1.1. If the source of a continuous effect is a continuous ability, the base time stamp is the time that the card with that ability came into the current zone.

However, if the source of a continuous effect is a continuous ability of a unit on the field, the base time stamp is the time that the card came on to the field from other zones.

8.7.2.1.1.1. All other abilities' base time stamp is the time that it was played.

8.7.3. If a continuous effect that changes information on a card is applied from an ability other than a continuous ability, then the effect does not apply to cards that changed zones (except for field to field movement) after the time stamp of the ability.

8.7.4. If a continuous effect changes information on cards in a certain zone, then the effect is applied to a card the moment the card comes into the zone.

8.7.5. If an automatic ability's trigger condition refers to certain information on cards that enter the zone, then the ability refers to that information after all continuous effects in that zone have been applied.

8.7.6. **There are automatic abilities that "nullify" continuous effects even after it has already been applied. A continuous effect which has been "nullified" will lose the effect at the point when it has been nullified.**

8.7.6.1. **A continuous effect that has been "nullified" will lose the entirety of the effect. Effects will never be partially nullified.**

8.8 Final Information

8.8.1. If an ability references a specific card's information and/or orientation, and during resolution of the ability that card is moved from the original zone to another zone, other than a circle to circle movement, the ability will reference the information and orientation from the zone it was originally in.

Section 9. Rule Action

9.1. General

9.1.1. Rule actions are actions made automatically by the game when specific situations are created.

9.1.2. Rule actions check the situation only during check timings, and performs the action if the situation is met. If the situation is met at any other time, then rule actions are not performed at that time.

9.1.3. If multiple rule actions are needed to be performed, then they are done simultaneously.

9.2. Losing the Game

9.2.1. If any player fulfills any losing conditions, then that player loses the game by a rule action.

9.2.2. If a player has six or more cards in his or her damage zone, then he or she fulfills a losing condition.

9.2.3. If a player has no cards in his or her deck, then he or she fulfills a losing condition.

9.3. Overloaded Units

- 9.3.1. If you have two or more units on your vanguard circle, then move all units other than the one last placed to your soul.
- 9.3.2. If you have multiple units that were placed last on your vanguard circle, then choose one of them and move all others to your soul.
- 9.3.3. If you have multiple units in a single rear-guard circle, then move the units other than the one last placed to your drop zone.
- 9.3.4. If you have multiple units that were placed last in your rear-guard circle, then choose one of them to keep on the rear-guard circle and move all others to your drop zone.

9.4. Illegal Guardians

- 9.4.1. If you have any units in your guardian circle other than during the battle phase, then move those units to your drop zone.

Section 10. Specific Actions and Keywords

- 10.1. Some actions are defined as specific actions. They are:

10.1.1. Draw

- 10.1.1.1. "To draw" is a specific action to move a card from the top of your deck to your hand. See 3. 12 for more details

10.1.2. Discard

- 10.1.2.1. "To discard" is a specific action to move a card from your hand to your drop zone.
 - 10.1.2.1.1. Discarding a card can happen as a cost or an effect.
 - 10.1.2.1.2. Discarding a card includes discarding a card you chose, discarding a card your opponent chose and discarding a card at random.

10.1.3. Retire

- 10.1.3.1. "To retire" is a specific action to move a card from your field to your drop zone.
- 10.1.3.2. If a unit moved from your field to your drop zone, then that unit is considered to have been "retired".

10.1.4. Place

- 10.1.4.1. "To place on (a circle)" is a specific action to move a card from a non-circle zone to a circle zone.
 - 10.1.4.1.1. If a unit is moved from a non-circle zone to a circle zone, then it is "placed on" that circle, regardless of whether it was played or not.

10.1.5. Ride

- 10.1.5.1. "To ride" is a specific action to move a card from a non-field zone to a vanguard circle.
- 10.1.5.2. If the card is played, then it is called a "normal ride". Otherwise, it is called a "superior ride". See 8.5.1.1 for more details.

10.1.6. Call

- 10.1.6.1. "To call" is a specific action to move a card from a non-field zone to a rear-guard circle.

- 10.1.6.1.1. This action is performed in the following manner:

- 10.1.6.1.1.1. Choose the specified number of your cards to call and choose the circles on which each of them will be placed.

- 10.1.6.1.1.1.1. If you need to call multiple units simultaneously due to an effect, then the effect and the requirements for the units to be called cannot contradict with each other, and you must choose as many units as possible according to 1.3.2.

- 10.1.6.1.1.1.2. If you are normal calling, only one card is chosen at 10.1.6.1.1.1.

- 10.1.6.1.1.2. Place all units to call simultaneously.

- 10.1.6.1.2. If the call is made during the main phase or guard step by a player with a play timing, then it is called a "normal call".

- 10.1.6.1.2.1. There are two kinds of normal calls: Calls made during the main phase and calls of guardians made in a guard step in during the battle phase.

- 10.1.6.1.3. Calls besides normal calls are called "superior call".

- 10.1.6.1.3.1. Units called to a guardian circle are called in the rest state. At this time, **for each of these units called, the non-turn player chooses which of his attacked units it guards.**

10.1.7. Heal

- 10.1.7.1. "To heal" is a specific action to move a card from your damage zone to your drop zone.

10.1.8. Reveal

- 10.1.8.1. "To reveal" is a specific action to show cards to all players for a certain time.
 - 10.1.8.1.1. When revealing cards as a cost, decide all costs first, and reveal the cards at the same time that all other costs are paid.
 - 10.1.8.1.2. If an effect asks you to reveal cards, then show them until the end of the effect.
 - 10.1.8.1.3. Revealing cards do not change the zones that they are in.

10.1.9. Search

- 10.1.9.1. "To search" is a specific action to look through cards in that zone to find a card.
 - 10.1.9.1.1. If the zone is a hidden zone, then you can choose not to find the cards even if you know that there are cards with the appropriate information.
 - 10.1.9.1.2. If the zone is a public zone, if

you have any appropriate cards there, then you must find them.

10.1.10. Shuffle

10.1.10.1. "To shuffle" is a specific action to randomize the order of cards in a zone.

10.1.11. Stand/Rest

10.1.11.1. To change the orientation of cards to a stand state is called "to stand", and to change cards to a resting state is called "to rest". See 3.17 for more details. Each of them is a specific action.

10.1.12. Turn face up/down

10.1.12.1. To change the state of a card to face up is called "to turn face up", and to change the state of a card to face down is called "to turn face down". See 3.17 for more details. Each of them is specific action.


10.1.13. Drive Check


10.1.13.1. "To drive check" is a specific action to check the trigger in a drive step. See 7.5 for more details.

10.1.14. Damage Check


10.1.14.1. "To damage check" is a specific action to check the trigger when your vanguard is dealt damage. See 7.6 for more details
10.1.14.1.1. A damage check is performed for any kind of damage, whether it be battle damage or skill damage, that has been dealt to a vanguard.


10.1.15. Counter Blast

10.1.15.1. In order to activate an ability, turning over a specific number of face up cards in your damage zone face down as a cost is called "to counter blast", and is indicated by the icon . This is a specific action to pay a cost.


10.1.15.1.1. If it is written as [ (number)–(requirement)], the specified number of face up cards in the damage zone that meets the requirement indicated after “-“ needs to be turned face down in order to pay the cost.

10.1.16. Soul Blast

10.1.16.1. In order to activate an ability, moving a specific number of cards in your soul to your drop zone as a cost is called "to soul blast", and is indicated by the icon . This is a specific action to pay a cost.

10.1.16.1.1. If it is written as [ (number)–(requirement)], the specified number of cards in the soul that meets the requirement indicated after “-“ needs to be put into the drop zone in order to pay the cost.

10.1.17. Soul Charge

10.1.17.1. Soul charge is indicated by an icon like " (1)". This means to move a specific number of cards from the top of your deck to your soul.

10.1.18. Bind

10.1.18.1. "To bind" is a specific action to move cards from a specific zone to the bind zone of the owner of that card.

10.1.19. Battle

10.1.19.1. "To battle" is a specific action to change the unit to be attacked in 7.3.1.3.

10.1.20. Give/Lose/Get

10.1.20.1. "To give (abilities)" is a specific action that treats as though a specific text is on a specific card during a specific time.

10.1.20.2. "To lose (abilities)" is a specific action that treats the text as though it is not on a specific card during a specific time.

10.1.20.3. "To get (abilities)" is a specific action that treats the text as though it is on a specific card during a specific time.

10.1.21. Lock

10.1.21.1. "To lock" is a specific action to change the state of a card. By locking a card, the card changes to the locked state.

10.1.21.2. A locked card is turned face down, and this card is regarded as a different card from the original one.

10.1.21.3. A card in the locked state is known as a "locked card". A locked card is classified as a type of card, but loses all card characteristics stated on the card, given to it as well as received.

10.1.21.4. Locked cards do not have standing or resting states. Physically, you are free to choose either state to place your locked cards.

10.1.21.5. When a locked card ceases to be in a locked state, the card is turned face up, and the lock type circle shall revert back to its circle type.

10.1.21.6. As long as a locked card is in a circle, it shall continue to be a lock type circle.

10.1.21.7. A lock type circle shall be classified as a different type from its original circle type.

10.1.21.8. If a circle ceases to be a lock type, it shall revert back to its original circle type unless otherwise stated.

10.1.22. Declare

10.1.22.1. "To declare" is a specific action to point out information specified by the card.

10.1.22.2. If declaring information, you must provide the information of what is specified.

- For example, when "declaring" a card name, you must refer to a card that is existing and be able to point out specifically and uniquely the card you

are referring to.

10.1.23. Unlock

- 10.1.23.1. "To unlock" is a specific action to change the state of a card. By unlocking a card, a card is put face up from a locked state.
- 10.1.23.2. An unlocked card is not treated as the same card as the original card.
- 10.1.23.3. When unlocked, the card is in stand.
- 10.1.23.4. An unlocked card is not considered placing the card on a circle.

10.2. Some actions are defined as keyword abilities. They are:

10.2.1. Twin Drive!!(🌀)

- 10.2.1.1. "Twin Drive!!" is an ability. When a vanguard with "Twin Drive!!" attacks, it drive checks twice in the drive step.

10.2.2. Intercept(🛡️)

- 10.2.2.1. "Intercept" is an ability. During your opponent's guard step, if your unit with "Intercept" is in a front rear-guard circle, the unit is not being attacked, and another of your units is being attacked, then you can move the card with intercept to your guardian circle. You can intercept with a unit even if it is resting.





10.2.3. Boost(📈)

- 10.2.3.1. "Boost" is an ability. If your unit attacks in a battle phase, you can rest your unit with "Boost" in the same column and boost the attacking unit. The power of the boosted unit increases by the power of the boosting unit. See 7.3.1.4 for more details

10.2.4. Restraint

- 10.2.4.1. Restraint is an ability. Units with restraint cannot be chosen as an attacking unit in an attack step.

10.2.5. Limit Break

- 10.2.5.1. Limit break is a collective term for abilities with the limit break icon directly following **CONT**, **AUTO**, **ACT**, or **[(zone)]**". The limit break icon is indicated as  or . The ability with limit break becomes active when the specified number or more cards are in the master's damage zone.
- 10.2.5.2. Units that have the ability with the icon defined in 10.2.5.1. are defined as units "with  " or "with  ".
- 10.2.5.3. Limit break can be divided into the following 3 categories according to the type of ability.
 - 10.2.5.3.1. If it is written as "**CONT** LB (number):", then it means "**CONT** As long as you have (number) or more cards in your damage zone".

10.2.5.3.1.1. Limit break on continuous abilities check the number of cards in your damage zone continuously.

10.2.5.3.2. If it is written as "**AUTO** LB (number):", then it means "**AUTO** This ability is active while you have (number) or more cards in your damage zone. "

10.2.5.3.2.1. If the condition of an automatic ability is met but the number of cards in your damage zone is less than four, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in your damage zone changes after that point.

10.2.5.3.3. If it is written as "**ACT** LB (number):", then it means "**ACT** You can activate this ability while you have (number) or more cards in your damage zone. "

10.2.5.3.3.1. It checks the number of cards in your damage zone when it is played. If it is played, then it resolves even if the number of cards in your damage zone changes after that.

10.2.6. Forerunner

- 10.2.6.1. "Forerunner" is an ability. When a unit of the same clan rides a unit with "Forerunner", you may call the unit with "Forerunner" to your rear-guard circle.

10.2.7. Lord

- 10.2.7.1. "Lord" is an ability. If a player has a unit with "Lord" and another unit without a same clan as the unit with "Lord", the unit with "Lord" cannot attack.

10.2.8. Sentinel

- 10.2.8.1. "Sentinel" is an ability. A deck can only contain up to four cards with the "Sentinel" ability.

Section 11. Miscellaneous

11.1. Loop

11.1.1. When some effects are applied, sometimes you can do a set of actions any number of times, or you must repeat a set of actions an infinite number of times. This is called a loop, and the cycle of actions is called a "loop action set". If it happens, then proceed in the following manner:

11.1.1.1. If nobody can stop the loop, then the game ends in draw.

11.1.1.2. If only one player can choose to stop the loop, then he or she chooses the number of times that loop repeats, assumes that the loop action set was performed that number of times, then chooses to stop at any action that can stop the loop. Then, if all game situations are

the same as when the loop had occurred, then players cannot choose to do the loop again except if it were to be forced by automatic abilities.

11.1.1.3. If both players can choose to stop the loop, then the turn player chooses the number of times that loop repeats, then the non-turn player chooses the number of times to repeat. The smaller number is chosen as the number of times to repeat the loop action set, and the player who chose the smaller number chooses to stop at any action that can stop the loop. Then, if all game situations are the same as when the loop had occurred (all cards in all zones are the same), then the player who chose the bigger number cannot choose to do the loop again except if it were to be forced by automatic abilities.

11.2. Abilities that "cannot be used"

11.2.1. If some effect says "you cannot use the ability", then it has the following meaning, and the following restrictions and resolutions apply:

11.2.1.1. If you cannot use an activated ability, then you cannot play it.

11.2.1.2. If you cannot use an automatic ability, then that ability cannot trigger, even if the event happens.

11.2.1.3. If you cannot use an automatic ability that has already become stand by, then that stand by is canceled.

11.3. Nullifying trigger effects

11.3.1. If there is an active ability which "nullifies trigger effect", icon effects of cards that are put to trigger zone by drive check or damage check will not occur.

11.3.2. If there is an active ability which "nullifies trigger effect", fulfill it to the furthest of its ability. Icons triggered during drive check or damage check cannot be partially resolved.