Cardfight!! Vanguard Comprehensive Rules ver. 1.47.1
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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 fulfils any losing conditions during a check timing (refer to 3.5), then that player loses the game by rule action (Section 9).
  - 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.

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
12) Nation

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” (Section 7) 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.
2.2.5. <<Cray Elemental>> cards are from all clans and nations.

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” (refer to 8.5) 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” (refer to 8.5) 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” (Section 7) for further details.
2.5.2. In card text, the power is indicated by a icon.
2.5.3. Some cards have a “+” after the numerical value. It has no meaning in terms of rules.
2.5.4. If a unit’s power becomes larger than its current value, its power is “increased”, and if becomes smaller, its power is “decreased”.
2.5.4.1. If the value of the increase or decrease is 0, no increase or decrease will occur.
2.5.4.2. If the value of the increase in power refers to some value, and the value decreases.

2.6. Shield

referred to is negative, the power

2.6.1. The numeric value that expresses the combat strength while a card is used as a guardian (refer to 3.11). The higher this value is, the better it is able to defend your units (refer to 3.8). See “Attack and Battle” (Section 7) 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 (refer to 3.9). See “Attack and Battle” (Section 7) 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 for a card’s effect when that card with the icon is revealed in a drive check or a trigger check. See “Attack and Battle” (Section 7) and “Damage Process” (refer to 9.6) for further details.

2.8.1.1. Each icon means, and has the following effects;

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 can be normal units and G 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!!” (refer to 11.2).

2.10.1.2. indicates the card has “Intercept” (refer to 11.3).

2.10.1.3. indicates the card has “Boost” (refer to 11.4).

2.10.1.4. indicates the card has “Triple Drive!!!” (refer to 11.2.4).

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 is part of the text, but it is just for explanatory purposes, and does not affect the game.

2.11.4. In the case where some text refer to specific zones, if the master of that zone is not specified, it refers to the zone of the master of that card. This applies to all cards released after 13th November 2015.

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.

2.16. Drive

2.16.1. The numeric value that determines the number of drive checks resolved during the battle that a card attacks, if it is a vanguard, or if it is in a legion state, if it is a Legion Leader.

2.16.2. The drive is not indicated on a card, but is one of the characteristics of a card. Also, it may be increased or modified by effects or abilities such as .

2.17. Nation

2.17.1. The name of the nation a card belongs to.

2.17.2. The nation is referred to by some abilities and effects.

2.17.3. There are 6 nations, and their respective icons are listed below.

United Sanctuary	
Dragon Empire	
Star Gate	
Dark Zone	
Magallanica	
Zoo	

2.17.3.1. Cards with icons that are not any of the 6 listed above, do not belong to any nation, and do not have any nation information.

2.17.4. There are cards without the nation icon. If they belong to a clan, they belong to the following nations.

2.17.4.1. Cards without a nation icon, and cards that do not belong to any of the following clans nor <<Cray Elemental>>, do not belong to any nation.

Royal Paladin	United Sanctuary
Oracle Think Tank	
Angel Feather	
Shadow Paladin	
Gold Paladin	
Genesis	
Kagero	Dragon Empire
Nubatama	
Tachikaze	
Murakumo	
Narukami	
Nova Grappler	Star Gate

Dimension Police	
Etranger	
Link Joker	
Spike Brothers	Dark Zone
Dark Irregulars	
Pale Moon	
Gear Chronicle	
Granblue	Magallanica
Bermuda Triangle	
Aqua Force	
Megacolony	Zoo
Great Nature	
Neo Nectar	

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" (Section 8) 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 "Zones of the Game" (Section 4) for further descriptions.

3.1.1.3.1. The card text after 】is active only while the card is on a vanguard circle.

3.1.1.3.2. The card text after 】is active only while the card is on a rear-guard circle.

3.1.1.3.3. The card text after 】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. The card text after【Deck】is active only while the card is in the deck.

3.1.1.3.10. 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 [ ] are the cost. Regarding the cost, please refer to "Play and Resolve Cards and Abilities" (Section 8).

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. For an automatic ability that has a cost, if the action written in the cost is not performed, the actions after "you may pay the cost. If you do" will not be performed, unless there was a fork due to a condition before the payment of the cost or the usage restriction in 8.1.1.2.3.1.

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" (Section 8) 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 (Section 4) 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 "Rule Action") or play automatic abilities (refer to 8.6).

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” (refer to 8.4) 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 (Section 9) or automatic abilities (refer to 8.6) 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.

E.g. 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.

3.7.1.2. If the text states “original”, refer to the text written on the card.

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 (refer to 4.5) excluding locked cards.

3.8.1.1. When the type (2.9) is being referred to by card effects, they can be referred to as units. For types, there are G units, trigger units, and normal units, broadly referred to as “units” at times.

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 (4.6.4).

3.9.1.1.A vanguard is a special unit and each player can have only one vanguard. However, if the vanguard is in a legion state (10.25), a single vanguard circle can have two vanguards, the Legion Leader and the Legion Mate.

3.9.2. Each vanguard has a value called “vanguard damage”. It is the amount of damage dealt to that vanguard that has yet to undergo the “Damage Process” (9.6).

3.10. Rear-guard

3.10.1. A rear-guard is a unit on a rear-guard circle (4.6.6).

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.

3.11.1.1.A guardian is a unit on a guardian circle (4.6.5).

3.11.1.2. 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.

3.11.1.3. When guardian(s) is/are put on the guardian circle, increase the power of the chosen unit being attacked by the total amount of shield of the guardian(s) (7.5.1.2).

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

3.12. Drawing, and moving cards

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 designated player 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”, if [number] is 0, nothing happens. If [number] is 1 or more, perform the following.

3.12.4.1. The player can choose to end this set of actions.

3.12.4.2. The player draws a card.

3.12.4.3.If the number of times 3.12.4.2 has been performed in this set of actions has reached [number] of times, end this set of actions. Otherwise, return to 3.12.4.1.

3.12.5. Unless otherwise stated, for moves like “put it into your drop zone” and “bind”, moving the top card of your deck to another zone shall be performed as usual.

3.13. Looking at Cards from the Top of the Deck

3.13.1. “Looking at cards from the top of the deck” is an action that checks the characteristics of cards in the deck.

3.13.2. If an effect says “look at [number] cards from the top of [player's] deck”, if [number] is 0, nothing happens. If [number] is 1 or more, the player checks the characteristics of the top [number] cards of [player's] deck.

3.13.3. If an effect says “look at up to

[number] cards from the top of [player's] deck", if [number] is 0, nothing happens. If [number] is 1 or more, perform the following.

3.13.3.1. The player can choose to end this set of actions.

3.13.3.2. The player adds 1 to the number of times 3.13.3.3 has been reached in this set of actions to get N, and looks at the Nth card from the top of [player's] deck.

3.13.3.3. If the number of times 3.13.3.2 has been performed in this set of actions has reached [number] of times, end this set of actions. Otherwise, return to 3.13.3.1.

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 (Section 9) 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 (4.5) 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 on the field, in a damage zone or in the G 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.

3.18. Types of Circles

3.18.1. Circles on the field can be classified as having 1 of the following 4 types, namely "Vanguard", "Rear-guard", "Guardian", "Lock".

3.18.2. A circle that is classified will have the name of "(Type) circle".

E.g.: A circle that is classified under vanguard type is called vanguard circle.

Section 4. Zones of the Game

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, unless otherwise specified, the order of the cards to be moved to the new zone is decided by the owner of those cards, and those cards are moved to the new zone simultaneously.

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, or the master of the effect that caused the move in the case of movement due to card effects, can decide the order in which to place them, players other than that player 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 generally see the information of the cards.

4.1.8. When the effect of a single card moves a card to another zone, if any action would be performed on the card that was moved, that

ability follows the card that was moved, and performs the action on it.

4.1.9.

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
10) G Zone

4.2. Deck Zone

4.2.1. The zone you put your main 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 other than by striding, 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.

4.6.5.1. When a card is placed on this zone, unless otherwise specified, it is placed in the rest state.

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. If there are no cards or a face up card on those circles, they are rear-guard types.

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.

4.6.9. Other than moving between rear-guard circles, when a G unit on a circle moves to another area, after moving, or after finishing a chain of moving, that G unit is put back into the owner's G zone in a face up state.

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. If the vanguard is in a legion state (10.25), they are stacked under the Legion Leader.

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 only hold card information and does nothing else.

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 have possess any card information and cannot be given any information.

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 during the game.

4.10.2. Cards revealed by a drive check (7.5.1) 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 (9.6) 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.

4.11. G Zone

4.11.1. The zone you put your G deck in at the beginning of a game.

4.11.2. The G zone is a hidden zone, but you can see the information of, and change the order of cards in your G zone. The face down cards in this zone are stacked, and other players cannot see the information of the face down cards.

4.11.3. When cards in this zone are put to face up, they are placed separately from the face down cards, and only stacked with face up cards. All players can see the information of, and change the order of face up cards in the G zone.

4.11.4. At the beginning of a game, all cards in the G deck are placed face down on the G zone in a hidden state.

4.12. Removal Zone

4.12.1. The zone you put cards that are removed from game (10.36).

4.12.2. The removal zone is a public zone. Cards in this zone are stacked face up, and all information is open to all players.

Section 5. Setting Up the Game

5.1. Preparing the Decks

5.1.1. Each player prepares his or her own main deck and up to 1 G deck before the game.

5.1.2. Continuous abilities regarding deck construction of the main deck and G deck, are applied as a replacement effect that changes the rules below (see "Play and Resolve Cards and Abilities", Section 8).

5.2. Preparing the Main Deck

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

5.2.2. Constructed main deck

5.2.2.1. A main deck must contain exactly fifty cards.

5.2.2.2. Each deck can only contain up to four copies of cards with the same name. You can put up to four copies of cards with the

same name in your main deck and G deck each.

5.2.2.2.1. Even if any other information is different, if two cards have the same name, your main deck can only have up to four cards in total among them.

5.2.2.3. A main deck must contain exactly sixteen cards with a trigger. These cards must follow the “up to four” rules at the same time.

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

5.2.2.5. A main deck can only contain up to four cards with the “Sentinel” ability.

5.2.2.6. A main deck must be constructed of normal units and trigger units.

5.3. Preparing the G Deck

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

5.3.2. A G deck must be constructed of 0 to 16 cards.

5.3.2.1. Each deck can only contain up to four copies of cards with the same name. You can put up to four copies of cards with the same name in your main deck and G deck each.

5.3.3. A G deck must be constructed only of G units.

5.4. Preparing the game

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

5.4.2. Present the main deck and G deck you will use for this game to your opponent. The main deck and G deck will need to fulfill rule 5.1.1 and 5.3 at this time.

5.4.3. Choose a grade 0 card from your main 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”.

5.4.3.1. Each player places all the cards in his or her G deck in his or her G zone face down in a stack, and shuffles his or her main deck. Then, each player may shuffle his or her opponent's main deck. Each player puts his or her main deck face down on his or her deck zone afterwards.

5.4.3.2. Randomly determine which player goes first.

5.4.3.2.1. 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.

5.4.3.3. Each vanguard’s vanguard damage is set to 0.

5.4.3.4. 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.

6.2.2. Usually, the phases and steps of each phase will proceed in the order below

- Stand Phase
- Draw Phase
  - Draw Step
  - G Assist Step
- Ride Phase
  - Ride Step
  - Stride Step
- Main Phase
- Battle Phase
  - Attack Sub Phase
    - Start Step
    - Attack Step
    - Guard Step
    - Drive Step
    - Damage Step
    - Close Step
- End Phase

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 active 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 next 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. Draw Step

6.4.1.1.1. Each active automatic ability with the timing “at the beginning of draw phase” becomes stand by. Resolve a check timing.

6.4.1.1.2. The turn player draws a card.

6.4.1.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the G assist step.

6.4.1.2. G Assist Step

6.4.1.2.1. The step in which the turn player can search his or her deck for a card.

6.4.1.2.1.1. Each active automatic ability with the timing “at the beginning of G

assist step" becomes stand by. Resolve a check timing.

6.4.1.2.1.2. The turn player can search his or her deck for a card. This is called "G Assist", and is done according to the steps below.

6.4.1.2.1.3. If the turn player does not search his or her deck for a card, proceed to 6.4.1.3.

6.4.1.2.2. If you search your deck for a card, the following 3 conditions must be fulfilled.

6.4.1.2.2.1. Your vanguard is not grade 3 or greater.

6.4.1.2.2.2. There are 2 or more cards in your G zone.

6.4.1.2.2.3. Your hand does not have any card that is 1 grade greater than your vanguard.

6.4.1.2.3. If any of the above conditions is not fulfilled, proceed to 6.4.1.3.

6.4.1.2.4. The turn player reveals his or her hand, and after his or her opponent confirms that the conditions in 6.4.1.2.2 are fulfilled, the revealed hand returns to being a hidden zone.

6.4.1.2.5. The turn player looks at 5 cards from the top of his or her deck, chooses up to 1 card that is 1 grade greater than his or her vanguard from among them, shows it to his or her opponent, and puts it in his or her hand. If the turn player put a card in his or her hand, the turn player chooses 2 cards from his or her hand, chooses 2 cards from his or her G zone, reveals those 4 cards, and removes them from the game. Even if no card was put into his or her hand, shuffle the deck.

6.4.1.2.5.1. Both players can refer to cards that have been removed from the game.

6.4.1.2.5.2. When cards are removed from the game by this method, if each of the zones has less than 2 cards, remove all of the cards in each zone.

6.4.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the next phase.

6.5. Ride Phase

6.5.1. The phase in which the turn player can normal ride (8.5.1.1) or normal stride (8.5.1.3) his or her vanguard. This phase is done in the following order:

6.5.1.1. Ride Step

6.5.1.1.1. Each active automatic ability with the timing "at the beginning of ride phase" becomes stand by. Resolve a check timing.

6.5.1.1.2. The turn player can normal ride (8.5.1.1) the vanguard, or vanguard in a legion state, that he or she is the master of. This can only be performed once per turn.

6.5.1.1.3. The only circle that you can play a card on during the ride step is the vanguard circle.

6.5.1.1.4. Resolve a check timing. After completing all actions in the check timing, advance to the stride step.

6.5.1.2. Stride Step

6.5.1.2.1. Each active automatic ability with the timing "at the beginning of stride step" becomes stand by. Resolve a check timing.

6.5.1.2.2. The turn player can normal stride (8.5.1.3) a G unit with a stride condition of "stride step" on the vanguard, or vanguard in a legion state, that he or she is the master of. This can only be performed once per turn.

6.5.1.2.3. The only circle that you can play a card on during the stride step is the vanguard circle.

6.5.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the next 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 active 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 (refer to 8.5.1.2). The normal called card is placed onto 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 (refer to 8.5) 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 next 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" (Section 7) 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 performs the following in the order shown.

6.8.1.1.1. Put all G units on the vanguard and rear-guard circles to the G zone in a face up state.

6.8.1.1.2. Return all locked cards and deleted units on that player's field to a normal state by turning the cards face up.

6.8.1.2. Each active automatic ability with the timing "when a card is unlocked", "when a card is put to face up", and "when put to G zone" triggers are put to stand by. Then, resolve a check timing.

6.8.1.3. Each active 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 6.8.1.1.

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 7.4.1.1 to 7.8.1.4 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.

7.1.2.2. If the unit chosen in 7.3.1.4 for a battle includes a vanguard, it is referred to as "a battle where (this unit) attacked (is attacking) a vanguard" and "a battle where a vanguard is attacked (being attacked)" till the close step. If the unit chosen includes a rear-guard, it is referred to as "a battle where this unit attacked (is attacking) a rear-guard" and "a battle where a rear-guard is attacked (being attacked)" till the close step.

7.1.2.3. If an effect causes all of the "units being attacked" in "a battle where (this unit) attacked (is attacking) a vanguard" or "a battle where a vanguard is attacked (being attacked)" to change from a vanguard to a rear-guard after 7.3.1.4, that battle is no longer "a battle where (this unit) attacked (is attacking) a vanguard" or "a battle where a vanguard is attacked (being attacked)", and becomes "a battle where this unit attacked (is attacking) a rear- guard" and "a battle where a rear-guard is attacked (being attacked)". Similarly, when all of the "units being attacked" in "a battle where this unit attacked (is attacking) a rear-guard" or "a battle where a rear-guard is attacked (being attacked)" are changed from a rear-guard to a vanguard, that battle is no longer "a battle where this unit attacked (is attacking) a rear-guard" or "a battle where a rear-guard is attacked (being attacked)", and becomes "a battle where (this unit) attacked (is attacking) a vanguard" and "a battle where a vanguard is attacked (being attacked)". If the unit chosen in 7.3.1.4 for a battle includes a vanguard, it is referred to as "a battle where a vanguard is being attacked" till the close step. If the unit chosen includes a rear-guard, it is referred to as "a battle where a rear-guard is being attacked" till the close step.

7.1.2.4. Following 7.3.1.4, should the "unit being attacked" be changed from vanguard to rear-guard, abilities with "the battle that your vanguard was attacked" will not occur, and abilities with "the battle that your rear-guard was attacked" will occur. Likewise, should the "unit being attacked" be changed from rear-guard to vanguard, abilities with "the battle that your rear-guard was attacked" will not occur, and abilities with "the battle that your vanguard was attacked" will occur.

7.2. Attack Resolution

7.2.1. Resolution of the steps from Attack Step to Close Step are known as Attack Resolution, and is referred to according to

Specific Action "To Attack" (10.34).

7.2.2. For an attack, both the attacking unit and the unit being attacked must exist, and they are either specific units or non- specific units.

7.3. Start Step

7.3.1. The step in which the turn player chooses whether to attack or not. This step is done in the following order:

7.3.1.1. In the situation where this step is the first Start Step of this Battle Phase, Each active automatic ability with the timing "at the beginning of start step" and "at the beginning of your battle phase" becomes stand by. Resolve a check timing.

7.3.1.2. The turn player chooses whether to attack or not.

7.3.1.2.1. If he or she chooses to attack, then resolve a check timing. After completing all the actions in the check timing, both the specified attacking unit and the specified unit being attacked are no longer specified, and advance

to the attack step.

7.3.1.2.2. If he or she chooses not to attack, then advance to the next phase.

7.3.1.3. 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.

7.4. Attack Step

7.4.1. 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:

7.4.1.1. The battle begins.

7.4.1.2. Each active automatic ability with the timing “at the beginning of attack step” becomes stand by. Resolve a check timing.

7.4.1.3. If the specified attacking unit becomes unspecified, the turn player chooses one of his or her standing units, not restricted by rules nor effects, on a vanguard or rear- guard circle in the front row (or if the vanguard is in a legion state (10.25), both units on a vanguard circle) as the unit to attack with for this battle, and the unit(s) chosen become the specified attacking unit.

7.4.1.4. Confirm if the specified attacking unit(s) may attack.

7.4.1.4.1. If the specified attacking unit(s) becomes unspecified, or rested, or unable to attack due to any effect, proceed to the close step.

7.4.1.5. Rest the attacking unit(s).

7.4.1.5.1. Between the time when the attacking unit is chosen till the close step, the chosen unit in 7.4.1.3. will be referred to as the “attacking unit”.

7.4.1.5.2. 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.

7.4.1.6. If the specified unit being attacked becomes unspecified, the turn player chooses one of his or her opponent's units on a vanguard circle that is not a Legion Mate, or on a rear-guard circle in the front row as the unit, not restricted by rules nor effects, as the specified unit being attacked.

7.4.1.7. Confirm if the specified unit being attacked may be attacked.

7.4.1.7.1. If the specified unit being attacked becomes unspecified, or the attacking unit becomes unable to attack due to some combination of rules or effects, proceed to the close step immediately.

7.4.1.8. 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”.

7.4.1.8.1. Between being chosen for the attack until the end of battle, if the unit being attacked changes, or ceases to exist, the process of the battle still proceeds.

7.4.1.8.2. 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.

7.4.1.8.2.1. Even if the “attacking unit” or the “unit being attacked” cease to exist, they will continue to be referred to as the “attacking unit” and the “unit being attacked” during this Attack Sub Phase

7.4.1.8.3. 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”.

7.4.1.8.4. If a “this unit (may) battle(s)” effect increases the number of units chosen for the attack, or changes the method of choosing the unit for the attack, those effects are applied.

7.4.1.8.5. If there are multiple units being attacked, all of those units are referred to as “units that are being attacked”, and proceed with the battle phase.

7.4.1.8.6. A Legion Mate cannot be forced to be attacked by an effect.

7.4.1.9. Between 7.3.1.3 and the close step, if another unit is placed on a circle with a unit that is being attacked, that unit does not become a unit that is being attacked.

7.4.1.10. 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 (if it is a vanguard in a legion state, it boosts either of those units).

7.4.1.10.1. 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”.

7.4.1.10.1.1. 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”.

7.4.1.11. 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”. At the same time, if a vanguard in a legion state is “attacking”, the power of the Legion Mate will continuously be added to the power of the Legion Leader.

7.4.1.12. Resolve a check timing. Automatic abilities with the timing “when unit attacks” and “when unit boosts” resolve during this timing.

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

7.5. Guard Step

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

7.5.1.1. Each active automatic ability with the timing “at the beginning of guard step” becomes stand by.

7.5.1.2. 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 4 actions from 7.5.1.2.1. to 7.5.1.2.4.

7.5.1.2.1. The non-turn player may choose to pass. If pass was chosen, proceed to drive step for the vanguard is attacking, and proceed to damage step if the rear-guard is attacking.

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

7.5.1.2.2. The non-turn player may choose a card from his or her hand and normal call (8.5.1.2.) it to his or her guardian circle. At this time, the non-turn player chooses which unit it will guard among the units being attacked.

7.5.1.2.3. The non-turn player may, if both players’ vanguards are grade 3 or greater, and if the number of face up cards in the non-turn player’s G zone with G GUARDIAN is 3 or less, and there is a card with G GUARDIAN among the face down cards in his or her G zone, choose one of those face down cards, pay the cost specified by that card’s G Guardian ability, and superior call it to his or her guardian circle as face up. At this time, the non-turn player chooses which unit it will guard among the units being attacked.

7.5.1.2.4. 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.

7.5.1.3. Resolve a check timing. After finishing all actions in the check timing, return to 7.5.1.2.

7.6. Drive Step

7.6.1. The step to check for additional effects during the attack by a unit. This step is done in the following order:

7.6.1.1. Each active automatic ability with the timing “at the beginning of drive step” becomes stand by. Resolve a check timing.

7.6.1.2. If the attacking unit is a vanguard, or a rear-guard that gained drive, the turn player checks for additional effects for the attack. This action is called a “drive check” and resolves in the following order from 7.6.1.2.1 to 7.6.1.3.

7.6.1.2.1. The attacking vanguard, or Legion Leader in legion, or unit that gained drive due to effects, is referred to as a drive unit.

7.6.1.2.2. If the drive of the drive unit is 0 or less, proceed to 7.5.1.4. If it is not, proceed to 7.5.1.2.3.

7.6.1.2.3. The turn player puts the top card of his or her deck into the trigger zone face up.

7.6.1.2.4. 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.

7.6.1.2.5. Resolve a check timing.

7.6.1.2.6. 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.

7.6.1.3. Resolve a check timing. If the number of drive checks resolved during this battle’s drive step is less than the drive of the drive unit, go back to 7.1.5.2. Otherwise, proceed to 7.1.5.4.

7.6.1.4. Resolve a check timing. After completing all actions in the check timing, advance to the damage step.

7.7. Damage Step

7.7.1. The step to resolve the damage to the attacked unit. This step is done in the following order:

7.7.1.1. Each active automatic ability with the timing “at the beginning of damage step” becomes stand by. Resolve a check timing.

7.7.1.2. Compare the power of the attacking unit (the combined power for a vanguard in a legion state) 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.

7.7.1.3. 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.

7.7.1.4. Resolve a check timing. Abilities with the timing “when attack hits” and “when attack did not hit” do not become stand by at this point. They will become stand by in 7.7.1.7.

7.7.1.5. If the attack hits, and the attacked unit is a vanguard, then the attacking unit deals damage equal to its critical (if it is a vanguard in a legion state (10.25), it deals damage equal to the Legion Leader’s critical).

7.7.1.5.1. If the attacking unit's critical (if it is a vanguard in a legion state (10.25), the critical of the Legion Leader) is 0 or less, then it does

not deal damage. Zero or negative damage will not be dealt.

7.7.1.5.2. 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.

7.7.1.6. Resolve a check timing.

7.7.1.7. With regards to the unit, the event of whether the attack "hits" or "does not hit" occurs at this time.

7.7.1.8. Resolve a check timing.

7.7.1.9. Retire all GUARDIAN, put them to the G zone according to 4.6.9, then retire all guardians, then retire all rear-guards that were hit.

7.7.1.10. Resolve a check timing. After completing all actions in the check timing, advance to the close step.

7.8. Close Step

7.8.1. The step to resolve all actions that happen at the end of an attack. This step is done in the following order:

7.8.1.1. Each active 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.

7.8.1.2. 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. At the same time, attacking units stop being "attacking units", and attacked units stop being "attacked units".

7.8.1.3. At this point, if there are no automatic abilities standing by, no rule actions (Section 9) to resolve, and no active automatic abilities with the timing "at the beginning of close step" and "at the end of battle" which have not become stand by in this close step, proceed to 7.8.1.4. Otherwise, go back to 7.8.1.1.

7.8.1.4. Attacking units stop being "attacking units", and attacked units stop being "attacked units".

7.8.1.5. If the specified action "To Attack" is ongoing, this will complete the attack resolution. If it is not, 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 effects "This ability cannot be used for the rest of that turn." and "This ability cannot be used for the rest of the game." are still applied even if the requirement of the ability is not met.

8.1.1.1.2.2. The portion of an ability with a requirement that resolves only if the requirement is met, is only the text that is before the next succeeding full-stop.

8.1.1.1.2.3. There are cases where abilities with requirements indicated by "if" will refer to text prior to it as a basis for determining if the requirement is met.

8.1.1.1.2.4. There are cases where after the full stop succeeding a portion of an ability with a requirement indicated by "if", the text starts with an "if". If that text refers to the result of text prior to it, if the requirement of the prior text is not met, it will not resolve.

8.1.1.1.2.5. There are cases where portions of text start with "Then". In these cases, there will be text prior to it. If the text prior to it has a requirement, if that requirement is not met, it will not resolve.

8.1.1.1.2.6. If the activated ability does not have a cost, declaring that the ability is being played will play the ability.

8.1.1.1.2.6.1. Activated abilities without a cost are not automatically played.

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 (requirement)". These abilities will trigger if the event happens, even if the requirement is not met.

8.1.1.2.3.1. The effects "This ability cannot be used for the rest of that turn." and "This ability cannot be used for the rest of the game." are still applied even if the requirement of the ability is not met.

8.1.1.2.3.2. The portion of an ability with a requirement that resolves only if the requirement is met, is only the text that is before the next succeeding full-stop.

8.1.1.2.3.3. There are cases where abilities with requirements indicated by "if" will refer to text prior to it as a basis for determining if the requirement is met.

8.1.1.2.3.4. There are cases where after the full stop succeeding a portion of an ability with a requirement indicated by "if", the text starts with an "if". If that text refers to the result of text prior to it, if the requirement of the prior text is not met, it will not resolve.

8.1.1.2.3.5. There are cases where portions of text start with "Then". In these cases, there will be text prior to it. If the text prior to it has a requirement, if that requirement is not met, it will not resolve.

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.

8.2.1.3.1. 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.

8.2.1.3.2. 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 (Section 9) 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 non-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".

8.5.1.2. The status of the vanguard that rode does not depend on the status of the ridden vanguard, and is placed on that circle

standing.

8.5.1.3. Playing a card on to a rear-guard circle or guardian circle is called “normal call”.

8.5.1.4. Playing a G unit on to a vanguard circle is called “normal stride”.

8.5.1.4.1. When a G unit is put on a vanguard circle by “normal stride”, it is put in the same stand or rest state as the unit that was stridden over. Other states do not depend on the status of the unit that was stridden.

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. When you choose a card in the G zone, you can only choose and reveal a card that meets the requirement.

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

8.5.2.1.1.1. When you normal ride, the grade of the card you ride needs to be the same grade as or one grade higher than your current vanguard (or if your vanguard is in a legion state, your Legion Leader).

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

8.5.2.1.1.3. When you normal stride, the grade of both players' vanguards needs to be 3 or greater.

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.

8.5.2.2.2. If you play a card from your G zone, choose your vanguard circle if it is for striding, and choose your guardian circle if it is a G guardian.

8.5.2.3. When you play a card other than a card from your G zone due to striding, 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.

8.5.2.3.1. If the activated ability to be played originates from a hidden zone, and the cost does not specify that the card with the ability needs to be revealed, the origin of the activated ability needs to be specified from the corresponding hidden zone by revealing that card.

8.5.2.4. When you play a card from your G zone due to striding, check the cost to play it, and if you can pay all costs, put the card from your G zone onto your vanguard circle, and pay for all costs simultaneously. If payment for any part of the cost, or payment for all of the costs cannot be fulfilled, the cost cannot be paid, and the play of that card is cancelled.

8.5.3. Resolve the card or ability.

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

8.5.3.2. 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 (Section 9).

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

8.5.3.4. If you stride, put that unit on your vanguard circle. The unit that is already on that circle becomes the heart.

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

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

8.5.4.1. 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.

8.5.4.1.1. 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.

8.5.4.1.2. 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.

8.5.4.1.3. 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.

8.5.4.1.4. 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"(12.2) 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. When an automatic ability requires a cost to be paid, 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.

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

8.6.5.1. 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:

8.6.5.1.1. 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.

8.6.5.1.2. 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.

8.6.5.1.3. Excluding the case mentioned in 8.6.5.1.2., 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.

8.6.5.1.4. 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.

8.6.5.1.5. If a unit has an automatic ability that triggers when becoming a heart by any type of stride, then that card has the ability as though it were a unit until that automatic ability is resolved.

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

8.6.6.1. Timed triggers trigger only once if not specified.

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

8.6.7.1. 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.

8.6.8. 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.

8.7.3.1. Continuous effects that are applied from an ability other than a continuous ability, other than the continuous effects mentioned in 8.7.3, are continuous effects that change the rules of the game. These continuous effects will apply to cards that changed zones 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 had 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.

9.2.4. If a player has no vanguards on his or her vanguard circle, and has no cards in his or her soul, 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 that are not in a legion state, then move all units other than the one last placed to your soul.

9.3.2. If you have two or more Legion Mates on your vanguard circle, then move all Legion Mates other than the one last placed to your soul.

9.3.3. If you have multiple units that are not in a legion state that were placed last on your vanguard circle, then choose one of them and move all others to your soul.

9.3.4. If you have multiple Legion Mates that were placed last on your vanguard circle, then choose one of them and move all others to your soul.

9.3.5. If you have units that are in a legion state and units that are not in a legion state placed on your vanguard circle, then choose one of the units last placed and move all the other units to your soul.

9.3.6. 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.

9.3.7. 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.

9.5. Having No Vanguard

9.5.1. If you have no vanguards on your vanguard circle, choose a card from your soul, and ride it.

9.5.1.1. If a player has no vanguards and no cards in his or her soul, that player loses the game by rule action.

9.6. Damage Process

9.6.1. When any vanguard’s vanguard damage is 1 or greater, and there currently are no other rule actions to be performed, carry out the damage process for that vanguard.

9.6.1.1. If there are multiple vanguards whose vanguard damage is 1 or more, only carry out the damage process for the turn player’s vanguard.

9.6.2. Reduce that vanguard’s vanguard damage by 1.

9.6.3. The master of that vanguard puts the top card of his or her deck into his or her trigger zone (4.10) face up.

9.6.4. Perform a damage check.

9.6.5. If the master of that vanguard has a unit on his or her vanguard circle or rear-guard circle with the same clan as the card put into his or her trigger zone from this process, carry out the action indicated by the trigger icon of the card that was put into the trigger zone.

9.6.6. If the card put into the trigger zone is still in the trigger zone, put that card into the damage zone.

9.6.7. If that vanguard’s vanguard damage is still 1 or more, return to 9.6.2. If not, end the damage process for that vanguard.

Section 10. Specific Actions

10.1. Some actions are defined as specific actions.

10.2. Draw

10.2.1. “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

10.3. Discard

10.3.1. “To discard” is a specific action to move a card from your hand to your drop zone.

10.3.1.1. Discarding a card can happen as a cost or an effect.

10.3.1.2. Discarding a card includes discarding

a card you chose, discarding a card your opponent chose and discarding a card at random.

10.4. Retire
10.4.1. “To retire” is a specific action to move a card from your field to your drop zone.
10.4.2. If a unit moved from your field to your drop zone, then that unit is considered to have been “retired”.

10.5. Place
10.5.1. “To place on (a circle)” is a specific action to move a card from a non-circle zone to a circle zone.
10.5.1.1. 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.

10.6. Ride
10.6.1. “To ride” is a specific action to move a card from a non-field and non-G zone to a vanguard circle.
10.6.1.1. 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.
10.6.1.2. If you ride over your vanguard that is in a legion state, the cards that were the Legion Leader and Legion Mate move to the soul.
10.6.1.3. If you ride over your vanguard when it is a G unit, the G unit does not move to soul, and is returned to the G zone.
10.6.1.4. When there are heart cards on the vanguard circle when you ride, the heart cards move to soul.
10.6.1.5. When a card is placed on the vanguard circle due to legion, it is not a ride.

10.7. Call
10.7.1. “To call” is a specific action to move a card from a non-field zone to a rear-guard circle or guardian circle.
10.7.1.1. This action is performed in the following manner:
10.7.1.1.1. Choose the specified number of your cards to call and choose the circles on which each of them will be placed.
10.7.1.1.1.1. 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.
10.7.1.1.1.2. If you are normal calling, only one card is chosen at 10.7.1.1.1.
10.7.1.1.2. Place all units to call simultaneously.
10.7.1.2. 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”.
10.7.1.2.1. There are two kinds of normal calls: Calls made during the main phase and calls of guardians made in a guard step during the battle phase.
10.7.1.3. Calls besides normal calls are called “superior call”.
10.7.1.3.1. Units superior 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.
10.7.1.4. The cards are called face up unless specified otherwise by an effect. Also, the characteristics of that card become known when it is being called.
- For example, if an ability has a text that says “call the top card of (player’s) deck to a rear-guard circle” or “choose a random card from (player’s) hand, and call it to a rear-guard circle”, the player calling the card would know the characteristics of the card, before choosing which rear-guard circle to call it to.

10.8. Heal
10.8.1. “To heal” is a specific action to move a card from your damage zone to your drop zone.

10.9. Reveal
10.9.1. “To reveal” is a specific action to show cards to all players for a certain time.
10.9.1.1. When revealing cards as a cost, decide all costs first, and reveal the cards at the same time (8.5.2.3) that all other costs are paid.
10.9.1.2. If an effect asks you to reveal cards, then show them until the end of the effect.
10.9.1.2.1. Cards return to being hidden after the end of the revealing period.
10.9.1.3. Revealing cards do not change the zones that they are in.

10.10. Search
10.10.1. “To search” is a specific action to look through cards in that zone to find a card.
10.10.1.1. 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.
10.10.1.2. If the zone is a public zone, if you have any appropriate cards there, then you must find them.

10.11. Shuffle
10.11.1. “To shuffle” is a specific action to randomize the order of cards in a hidden zone.
10.11.1.1. When a “to shuffle” instruction follows a “to search” instruction, unless otherwise specified, the card that was found is not randomized, while the rest of the cards are randomized.

10.11.1.2. When shuffling, even if the cards in a hidden zone are made public or a player is able to look at it due to an effect, the information of the cards should not be revealed, or looked at while shuffling.

10.12. Stand/Rest

10.12.1. 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.

10.13. Turn face up/down

10.13.1. 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.

10.14. Drive Check

10.14.1. “To drive check” is a specific action to check the trigger in a drive step. See “Basic Concept” (Section 3) for more details.

10.15. Damage Check

10.15.1. “To damage check” is a specific action to check the trigger when your vanguard is dealt damage. See 7.7 for more details

10.15.1.1.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.

10.16. Counter Blast

10.16.1. 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.

10.16.1.1. 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.

10.16.1.2. If it is written as (number)” not as a cost but as a part of an effect, the player specified by that effect, or the master of the card that was chosen, chooses a number of face up cards in his or her damage zone equal to the number specified, and turn them face down. If the number of face up cards equal to the number specified cannot be chosen, that action cannot be performed.

10.17. Soul Blast

10.17.1. 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.

10.17.1.1. 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.

10.18. Soul Charge

10.18.1. 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.

10.19. Bind

10.19.1. “To bind” is a specific action to move cards from a specific zone to the bind zone of the owner of that card.

10.20. Battle

10.20.1. “To battle” is a specific action to change the unit to be attacked in 7.4.1.6.

10.21. Give/Lose/Get

10.21.1. “To give (abilities)” is a specific action that treats as though a specific text is on a specific card during a specific time.

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

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

10.22. Lock

10.22.1. “To lock” is a specific action to change the state of a card. By locking a card, the card changes to the locked state.

10.22.2. A locked card is turned face down, put it to stand and this card is regarded as a different card from the original one.

10.22.3. 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.

10.22.4. When a locked card is to be referenced as standing or resting, it will not be referenced as it is neither standing nor resting.

10.22.5. When a locked card ceases to be in a locked state, the card is turned face up. Also, when a locked card is turned face up due to any reason, it will cease to be a locked card, and can be regarded as being unlocked (10.24), and the lock type circle shall revert back to its circle type.

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

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

10.22.8. If a G unit on a rear-guard circle is locked, right after that card is turned face down, put that card to the owner’s G zone face up.

10.22.9. If the text says “put it as a locked card”, that card is put face down as a locked card and not as a unit.

10.22.10. A card in the locked state does not reference any other card.

10.23. Declare

10.23.1. “To declare” is a specific action to point out information specified by the card.

10.23.2. 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.

10.24. Unlock

10.24.1. “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.

10.24.2. An unlocked card is not treated as the same card as the original card.

10.24.3. When unlocked, the card is in stand. It is not regarded as standing from rest state, and cannot be used for abilities and effects that require units to become standing.

10.24.4. An unlocked card is not considered placing the card on a circle.

10.25. Legion

10.25.1. “To legion” is to put the card specified by a Seek Mate ability, to the left of a vanguard that is not in a legion state with that Seek Mate ability, in the same orientation as that vanguard, and making them in a legion state.

10.25.1.1. In card text, legion may be indicated as LEGION.

10.25.1.2. If vanguards that are already in a legion state and vanguards that do not have the Seek Mate ability wish to legion, it does not occur.

10.25.2. As long as they are in a legion state, the unit with the Seek Mate icon is referred to as the Legion Leader, the unit named by the Legion Leader's Seek Mate icon is referred to as the Legion Mate, and those units are associated with each other. If either of them should change zones, they will no longer be in a legion state.

10.25.3. Both the Legion Leader and the Legion Mate are vanguards.

10.25.4. The Legion Leader and Legion Mate are two different cards, and each have their own card characteristics.

10.25.5. When a unit that is in legion attacks, rest both the Legion Leader and the Legion Mate, and both of them become the attacking unit. Neither can attack alone, nor can they be forced to attack by an effect.

10.25.6. The power of a unit that is in legion while it attacks, is equal to the sum of the power of the Legion Leader, the Legion Mate and the boosting unit. If the sum is greater than the power of your opponent’s unit, the attack only hits once, and if it hits, it deals damage equal to the critical of the Legion Leader.

10.25.6.1. If for any reason, a Legion Leader or Legion Mate that is attacking is unable to deal damage, the Legion Leader or Legion Mate associated with that unit will be unable to deal damage as well.

10.25.7. If for any reason, a unit that is in legion would be dealt damage, you only perform damage checks equal to the damage dealt.

10.25.8. When a unit that is in legion is attacked, the power of the Legion Leader is referred to.

10.25.9. During your ride phase, if your vanguard is in legion, you can only ride a card with the same grade as or one grade higher you’re your Legion Leader.

10.25.10. When a Legion Leader or Legion Mate is put to stand or rest, the state of the Legion Leader or Legion Mate associated with that unit changes to be the same.

10.25.11. If a Legion Leader or Legion Mate is prevented from changing its state, the Legion Leader or Legion Mate associated with that unit is also prevented from changing its state.

10.25.12. “When (unit) LEGION” refers to when a unit changes from not being in legion, to being in legion.

10.25.13. “If (unit) is LEGION” refers to whether that unit is in a legion state at that point of time.

10.25.14. “During the turn that this unit LEGION” refers to the turn in which a unit changed from not being in legion, to being in legion.

10.25.15. The Legion Mate cannot attack, nor can it be forced to attack by any effect.

10.25.16. The Legion Mate vanguard cannot activate its Legion ability. The Legion Mate vanguard cannot LEGION as a Legion Leader.

10.25.17. If referencing card A as “card that can legion”, either card A as the card specified by the seek mate ability, or the card specified by card A’s seek mate ability is referenced.

10.25.18. If specified to become legion state while card A is in heart state (10.27) and card B is a possible legion mate, the procedure is as follows. If card A has the seek mate ability, and card B has been specified in the seek mate ability, they become in legion state with card A being the legion leader and card B being the legion mate, and both cards become associated with the current vanguard that does not have a legion mate. If not, they become in legion state with card B being the legion leader and card A being the legion mate, and both cards become associated with the current vanguard that does not have a legion mate.

10.25.18.1. If card A is already in legion state, it will not become in legion state with other cards.

10.26. Delete

10.26.1. “To delete” is a special action to change the state of a unit. By deleting a card, the card changes to the deleted state.

10.26.2. When a unit changes to the deleted state, it maintains its orientation, and is turned face down. That unit is considered to be the same unit as the original unit.

10.26.3. A unit in the deleted state is known as a

"deleted unit". A deleted unit is a type of unit, but its original power becomes 0, and it loses the text that is written on the face up side. Skill icons and other card characteristics are maintained. However, effects of the continuous abilities of a deleted unit that modify its power, or gives it or has it lose abilities, are not maintained.

- For example, when a "King of Knights, Alfred" vanguard that gets +2000 power from the ability of "Starlight Unicorn", is deleted, its power becomes 2000. Also, since it has no text, it can be boosted.

10.26.4. A deleted unit has a stand/rest orientation, and battles as a unit that is not deleted would.

10.26.5. When a deleted unit ceases to be in a deleted state, the unit is turn faced up. Similarly, when a deleted unit is turned face up for any reason, it ceases to be in a deleted state.

10.26.6. All players can check the face up side of a deleted unit.

10.26.7. If a deleted unit is given or gets an ability, it is given or gets the ability as per normal.

10.26.8. If the power of a unit in the deleted state is reduced, it is reduced as per normal.

10.26.9. If a deleted unit has its characteristics modified by any continuous effect, and ceases to be in a deleted state during the duration of that effect, that modification continues to be in effect.

10.26.10. A unit in a legion state maintains its legion state regardless of whether it is in a deleted state.

10.26.11. When a deleted unit is ridden on, that unit (and that unit's associated Legion Mate if it exists) are put into the soul face up.

10.27. Becoming a Heart

10.27.1. "Becoming a heart" is a special action that changes the state of a card on the vanguard circle. By becoming a heart, a card changes to the heart state. Even when a card changes to the heart state, it does not change zones.

10.27.2. A card that changes to the heart state does not maintain its orientation, and is put in a face up standing state, but its legion state persists.

10.27.3. A card in the heart state is known as a "heart card". A heart card is a type of card, but it is not a unit, and only has its card name and power. However, when being referred to as a card, all the information written/given/gained on its front can be referred to.

10.27.4. When cards in the legion state changes to the heart state, both cards become heart cards. When the heart cards lose their heart state, they become a vanguard in the legion state. However, this is not considered as "to legion".

10.27.5. Cards that change to the heart state are associated with a new vanguard which is a vanguard that is not a Legion Mate.

10.27.5.1. Choose 1 of the associated cards in a heart state that is not a G unit. The vanguard gains the card name of the chosen card, and the power written on the chosen card is added to the vanguard's power.

10.27.5.2. If an associated card in the heart state is moved from the vanguard circle, if it was a card that was chosen in 10.27.5.1 or 10.28.3.2, the vanguard loses the card name and power it had gained. After that, if there are other cards in the heart state that are not G units, choose 1 card from among them, and the vanguard gains the card name of that card, and the power written on the chosen card is added to the vanguard's power. Also, if that card is not associated with the G unit it becomes associated with it.

10.27.6. When a card in the heart state loses that state, it is not considered as "being placed on".

10.28. Stride

10.28.1. "To stride" is a special action puts a face down G unit from your G zone on your vanguard circle. It is may be indicated as STRIDE in card text.

10.28.2. The conditions for stride are as follow.

10.28.2.1. If this stride is due to the ultimate stride skill (11.42), it requires the master of that skill to have three or more face up cards in his or her G zone, and the card with the ultimate stride skill to be of the same nation as the unit on the master's vanguard circle.

10.28.2.2. If the stride is not due to the ultimate stride skill, it can only be performed when both players' vanguards are grade 3 or greater.

10.28.3. Stride is done with the following steps.

10.28.3.1. The player chooses a G unit from his or her G zone, and places it on his or her vanguard circle.

10.28.3.1.1. When a G unit is placed on the vanguard circle by stride, it is placed in the same stand or rest orientation as the stridden unit. All other orientations do not persist.

10.28.3.2. All of the vanguards that were originally on the vanguard circle become a heart. The cards that change to a heart state are associated with the G unit that became the new vanguard.

10.28.3.3. Choose 1 of the associated cards in a heart state that is not a G unit. The G unit that was placed on the vanguard circle gains the card name of the chosen card, and the power written on the chosen card is added to the G unit that was placed on the vanguard circle.

10.28.4. When a G unit is to be placed in the G zone, all of the cards in a heart state associated with it change to no longer in a

heart state, and to be in the same orientation as the G unit. After that, the G unit is placed in the G zone.

10.28.5. To stride is not a ride or call.

10.28.6. When a G unit that was placed on the vanguard circle by ultimate stride is returned to the G zone, after returning it to the G zone, remove all of the cards from that G zone.

10.29. Losing cost

10.29.1. "To lose its cost" is a specific action where for the specified duration, when the cost for the applicable ability is to be paid, the actions indicated by the cost are not performed.

10.30. Counter Charge

10.30.1. Counter charge is indicated by an icon like (1)". This means to choose a specific number of cards in your damage zone, and turn them face up.

10.31. Time leap

10.31.1. "To time leap" is a special action.

10.31.2. "To time leap" is to bind the chosen rear- guard if a rear-guard is chosen, or that unit itself if that is the case. If it was bound, for each card that was bound, search your deck for up to one card with a grade that is 1 grade greater than the card that was bound and call it, and shuffle your deck. At the end of that turn, put the unit that was called on the bottom of your deck. If it was put this way, call that card that was bound by time leap.

10.32. To move

10.32.1. When "move" or "put a unit on a circle" is written in text, it refers to a unit placed within the field being placed on another circle within the field.

10.32.2. When intercepting or exchanging the position of cards placed on circles, with regards to the text, the cards are considered as being moved.

10.32.3. With regards to the text, riding and calling units are not considered as moving.

10.32.4. When other units are moved to a vanguard circle with a G unit, the original G unit is not put into the soul, and is returned to the G zone.

10.33. Dealing damage

10.33.1. When a rule or text says "deal (number) damage" to a vanguard, increase that vanguard's vanguard damage by the specified number.

10.33.2. The damage process for damage dealt here, is carried out in the damage process within the rule action.

10.34. To attack

10.34.1. If "(unit A) attacks (unit B)" is specified in the text, after concluding the process of effects currently in play, it is resolved in the following manner.

10.34.1.1. Unit A is a specified attacking unit in the standing state that is not restricted from attacking by effects, and unit B is a specified unit being attacked that is not restricted from being attacked by effects. If this combination cannot be specified, the action to attack concludes.

10.34.1.2. Attack resolution (7.2) occurs.

Then, return to 10.34.1.1.

10.34.1.3. After the battle begins, if there is text during that battle that states "attack a unit", after the ongoing battle ends, the resolution for that "attack a unit" occurs.

10.35. To dominate

10.35.1. If "dominate" a unit is specified in the text, the master of the effect that contains those text will become the master of that unit and can use that unit temporarily.

10.35.1.1. During this period while the master is changed, with regards to the master of that effect, that unit becomes in "dominated state", and that master is now regarded as the "dominating player" of that unit. The master of that unit before it became dominated is regarded as the "original master". 10.35.1.1.1. While in dominated state, the unit in dominated state is not referenced as a rear-guard of the original master.

10.35.1.1.2. A unit in dominated state cannot further become in dominate state.

10.35.1.2. If the duration of domination is not specified, that card is in dominated state only during the resolution of the effect that contains the "dominate" action.

10.35.1.3. If the master of a unit in dominated state is referenced at specified points of time from then on, the master of that unit at those points in time will be confirmed, and referenced. As a result, players other than the dominating player may be referenced as the master at those points of time.

E.g.: If a rear-guard in dominated state uses a "You do not stand on your next stand phase" effect, and it is no longer in dominated state after that effect, the original master of that rear-guard cannot stand it during the next stand phase.

10.35.1.4. If a legion leader or legion mate in the legion state becomes in dominated state, the associated unit becomes in dominated state as well.

10.35.2. When referencing units whose master is a dominating player, the units in dominated state are included. At the same time, when referencing the master of a unit in dominated state or related information, the dominating player and those related information are referenced.

10.35.2.1. When referencing the number of units whose master is a dominating player, the units in dominated state are included.

10.35.2.2. Effects applied by the units whose master is a dominating player can be applied by the units in dominated state.

10.35.2.3. The dominating player can use the abilities of the units in dominated state as though he or she is the master.

10.35.2.3.1. If a unit in dominated state activates an automatic ability with a specific event (8.6.6), and the conditions are fulfilled, the dominating player at the time that automatic ability is activated can play the ability.

10.35.2.4. When a unit in dominated state is locked, it is no longer in dominated state.

10.35.2.5. When the dominating player's deck is to be shuffled during an effect of a unit where the master is a dominating player after moving cards to the dominating player's deck and other decks, all fighters will shuffle their decks.

10.35.3. The position of units in dominated state will reference the dominating player as a standard.

10.35.3.1. If the rear-guard on the opponent's right column is dominated, it becomes a rear-guard on the left column of the dominating player, and is considered to be in the same column as the other rear- guards of the dominating player in his or her left column. Vice versa for the opponent's left column.

10.35.3.2.A circle of different master is not considered as another circle in the front or back row of either side.

10.35.4. If a unit in dominated state is moved to other areas due to rule or effect, the rules are as follows.

10.35.4.1. If it is moving to an area that is not a circle, it will move to that area of its owner.

10.35.4.2. If it is moving to another rear-guard circle or the vanguard circle, and the master of that circle is different from the owner of that unit, that move cannot occur.

10.35.4.3. All other movements aside from the above will be resolved according to the usual ruling.

10.35.5. The master of the circle that the unit in dominated state is in does not change.

10.35.5.1. If riding or calling a rear-guard whose owner is different from the master of the circle that the unit in dominated state is on, it does not occur.

10.35.6. A rear-guard in dominated state cannot boost nor intercept.

10.35.7. If a vanguard in dominated state is attacking, the dominating player reveals cards from his or her deck onto his or her trigger zone during the drive check of the drive step.

10.36 To remove

10.36.1. When the text requires you "to remove" cards, those cards will be placed in the removal zone of the owner.

Section 11. Keywords

11.1. Some actions are defined as keyword abilities.

11.2. Drive Abilities

11.2.1. A collective term for abilities that increase a unit's drive, and are indicated with skill icons.

11.2.2. If a unit has multiple drive abilities, only the drive ability with the largest increase to drive is in effect. If there are multiple drive abilities with the largest increase, only the drive ability that was most recently obtained is in effect.

11.2.3. Twin Drive!!( )

11.2.3.1 ."Twin Drive!!" is a drive ability. "Twin Drive!!" gives the unit with the ability +1 drive.

11.2.4. Triple)

11.2.4.1 ."Triple Drive!!!" is a drive ability. "Triple Drive!!!" gives the unit with the ability +2 drive.

11.3. Intercept( )

11.3.1. "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.

11.4. Boost( )

11.4.1. "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 7.4.1.10 for more details

11.5. Restraint

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

11.6. Limit Break

11.6.1. 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 LB 4 or LB 5. The ability with limit break becomes active when the specified number or more cards are in the master's damage zone.

11.6.2. Units that have the ability with the icon defined in 11.6.1. are defined as units "with LB 4" or "with LB 5".

11.6.3. Limit break can be divided into the following 3 categories according to the type of ability.

11.6.3.1. 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".

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

11.6.3.2. 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. "

11.6.3.2.1. If the condition of an automatic ability is met but the number of cards in your damage zone is less than then specified number, 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.

11.6.3.3. 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.

" 11.6.3.3.1. 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.

11.7. Forerunner

11.7.1. "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.

11.8. Lord

11.8.1. "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.

11.9. Sentinel

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

11.9.2. Cards with the sentinel ability are referred to as "Sentinels".

11.10. Seek Mate

11.10.1. "Seek Mate" is a collective term for abilities with the Seek Mate icon directly after a ":". The Seek Mate icon is indicated with icons similar to LEGION 20000 and LEGION 21000, with the "Legion" word and a number, and one or more [card characteristics] directly after it. As there are multiple types of Seek Mate icons, within this document, it will be represented by LEGION 20000.

11.10.1.1. The [card characteristic] written directly after a Seek Mate icon is the card name of the card that the unit with the Seek Mate icon can legion with, or the limits on the cards that can be searched by that Seek Mate ability.

11.10.2. ACT 】LEGION 20000 "[card characteristic]" has the meaning of "If this unit has never been in a legion state, and your opponent's vanguard is grade 3 or greater, "ACT 【】:[Choose four cards from your drop zone, and put them on the top of your deck in any order] Search your deck for up to one card that matches [card characteristic], Legion, and shuffle your deck. This ability cannot be used for the rest of that game."".

11.10.2.1. Multiple [card characteristics] and 'or' may be written directly after the Seek Mate icon in the form of "[card characteristic] or [card characteristic]". You can only Legion with, or search for with Seek Mate, one card that matches one or more of the [card characteristics] written.

- For example, if a unit has the ability "Blaster Blade" or "Blaster Blade Seeker", it can Legion with, or search for with Seek Mate, either "Blaster Blade" or "Blaster Blade Seeker".

11.10.3. The number written in the Seek Mate icon is the sum of the power that is written on the cards of the Legion Leader and Legion Mate that are attacking.

11.11. Stride Skill

11.11.1.1. Stride Skill is a collective term for abilities that begin with STRIDE. It specifies the timing and cost for that card to normal stride, as well as provide a simple explanation of how to stride.

11.11.1.2. The stride skill is written as "STRIDE (Released when both players' vanguards are grade 3 or greater!)-(timing)-(cost) STRIDE this card on your from face down".

11.11.1.3. It specifies the timing at which the G unit can perform stride as well as the cost that needs to be paid then, and has a simple explanation of stride enclosed in the ().

11.11.1.3.1. If the timing and cost of a stride skill are not specified, the timing is the Stride Step, and the cost is "Choose one or more cards with the sum of their grades being 3 or greater from your hand, and discard them".

11.12. Generation Break

11.12.1. Generation break is a collective term for abilities with the generation break icon directly following CONT, AUTO, ACT, or 【(zone)】". The generation break icon is indicated as GB 1 or GB 2. The ability with generation break becomes active when the total number of face up G units on the master's and G zone is equal to or more than the specified number.

11.12.2. Units that have the ability with the icon defined in 11.11.1 are defined as units "with GB 1" or "with GB 2".

11.12.3. Generation break can be divided into the following 3 categories according to the type of ability.

11.12.3.1. If it is written as "CONT GB

(number):", then it means "CONT As long as you have (number) or more face up G units on your and G zone".

11.12.3.1.1. Generation break on continuous abilities check the number of face up G units on your and G zone continuously.

11.12.3.2. If it is written as "AUTO GB (number)", then it means "AUTO This ability is active while you have (number) or more face up G units on your and G zone".

11.12.3.2.1. If the condition of an automatic ability is met but the number of face up G units on your and G zone is less than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of face up G units in your and G zone changes after that point.

11.12.3.3. If it is written as "ACT GB (number)", then it means "ACT You can activate this ability while you have (number) or more face up G units in your and G zone".

11.12.3.3.1. It checks the number of face up G units in your and G zone when it is played. If it is played, then it resolves even if the number of face up G units in your and G zone changes after that point.

11.13. Resist

11.13.1. "Resist" is an ability. A card with "resist" cannot be chosen by your opponent's effect that says "choose".

11.14. G Guardian

11.14.1. G guardian is a continuous ability that allows the card with that ability to be called to the guardian circle under certain conditions. It is written as G GUARDIAN-Opponent Turn's Guard Step-[(Cost)] Call this card to your from face down."

11.14.2. During the guard step, the non-turn player may, if the conditions specified in 7.4.1.2.2 are fulfilled, pay the cost specified for the G GUARDIAN ability of a face down card in his or her G zone, and call it to his or her guardian circle.

11.14.3. When your card with G GUARDIAN is to be moved to another zone, it is placed in your G zone face up instead.

11.15. Brave

11.15.1. Brave is an ability. Abilities with brave refer to the number of cards in the master's hand, and are processed according to the type of ability specified by brave when it is 3 or less. Brave can be divided into the following 3 categories according to the type of ability.

11.15.2. If it is written as "CONT Brave:", then it means "CONT As long as you have 3 or less cards in your hand".

11.15.2.1. Brave on continuous abilities check the number of cards in your hand continuously.

11.15.3. If it is written as "AUTO Brave:", then it means "AUTO This ability is active when you have 3 or less cards in your hand".

11.15.3.1. If the condition of an automatic ability is met but the number of cards in your hand is more than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in your hand changes after that point.

11.15.4. If it is written as "ACT Brave:", then it means "ACT You can activate this ability while you have 3 or less cards in your hand".

11.15.4.1. It checks the number of cards in your hand when it is played. If it is played, then it will resolve even if the number of cards in your hand changes after that.

11.16. Oracle

11.16.1. Oracle is an ability. Abilities with oracle refer to the number of cards in the master's hand, and are processed according to the type of ability specified by oracle when it is 5 or more. Oracle can be divided into the following 3 categories according to the type of ability.

11.16.2. If it is written as "CONT Oracle:", then it means "CONT As long as you have 5 or more cards in your hand".

11.16.2.1. Oracle on continuous abilities check the number of cards in your hand continuously.

11.16.3. If it is written as "AUTO Oracle:", then it means "AUTO This ability is active when you have 5 or more cards in your hand".

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

11.16.4. If it is written as "ACT Oracle:", then it means "ACT You can activate this ability while you have 5 or more cards in your hand".

11.16.4.1. It checks the number of cards in your hand when it is played. If it is played, then it will resolve even if the number of cards in your hand changes after that.

11.17. Rescue

11.17.1. Rescue is a keyword that specifies an ability where part of the effect is "Heal your damage, and deal damage to your vanguard".

11.17.1.1. Abilities with the "Rescue (number)" keyword have effects where part of it is "Choose (number) cards from your damage zone, heal them, choose

one of your vanguards, and deal (number) damage.".

11.17.1.2. Abilities with the "Rescue (number)" keyword are considered to have the "Rescue" keyword.

11.18. Ritual

11.18.1. Ritual is an ability. Abilities with ritual refer to the number of grade 1 cards in the player's drop zone, and are processed according to the type of ability specified by ritual. Ritual can be divided into the following 3 categories according to the type of ability.

11.18.2. If it is written as "CONT Ritual (number):", then it means "CONT If there are (number) or more grade 1 cards in your drop zone".

11.18.3. If it is written as "AUTO Ritual:", then it means "AUTO This ability activates if there are (number) or more grade 1 cards in your drop zone".

11.18.3.1. The auto ability of ritual triggers when a card is put into the drop zone from your field, and the card placed into the drop zone is added to the number of cards in drop zone for ritual.

11.18.3.2. When resolving the ritual ability, even if the number of grade 1 cards in your drop zone becomes insufficient to the specified number of cards, that ability resolves.

11.18.4. If it is written as "ACT Ritual:", then it means "ACT You may activate this ability if there are (number) or more grade 1 cards in your drop zone".

11.18.4.1. When resolving the ritual ability, even if the number of grade 1 cards in your drop zone becomes insufficient to the specified number of cards, that ability resolves.

11.19. Unite

11.19.1. Unite is an ability. This ability refers to the number of cards the master of the card with this ability has called to his or her rear-guard circles or guardian circle, and is divided into the following 3 categories according to the type of ability.

11.19.1.1. If it is written as "CONT Unite:", then it means "CONT If you have called 2 or more cards to your rear-guard circles or guardian circle during this turn".

11.19.1.1.1. Unite on continuous abilities check the number of cards called continuously.

11.19.1.2. If it is written as "AUTO Unite:", then it means "AUTO This ability is active if you have called 2 or more cards to your rear- guard circles or guardian circle during this turn".

11.19.1.3. If it is written as "ACT Unite:", then it means "ACT You can activate this ability if you have called 2 or more cards to your rear-guard circles or guardian circle during this turn".

11.20. Revelation

11.20.1. Revelation is an auto ability that is triggered when units are placed on the field.

11.20.2. "Revelation-(circle)" means "When this unit is placed on the specified circle, look at the top card of your deck, and you may put that card into your soul. If you do, ▶ one of your rear-guards".

11.20.2.1. If all of the rear-guards are ▶ when resolving the revelation ability for any reason, the part of the revelation ability that requires you to ▶ a rear- guard does not occur.

11.20.3. When resolving the revelation ability, if the top card of the deck is put into soul, it is treated as a card "put into soul due to the effect of the revelation ability.

11.21. Blaze

11.21.1. Blaze is an automatic ability with the text "At the beginning of each of your attack steps, if the number of rear-guards you are the master of is greater than the number of rear-guards your opponent is the master of, your vanguard becomes blazing until end of turn.".

11.21.1.1. If your vanguard is in the legion state when the blaze ability resolves, both your legion leader and legion mate become blazing.

11.22. Afterimage

11.22.1. Afterimage is an automatic ability with the text "When a card is put into your opponent's hand from the bind zone, if the number of cards in your hand is six or less, you may return this unit to your hand."

11.23. Dominate

11.23.1. Dominate is an ability text. It may be referenced in card text.

11.24. Engorge

11.24.1. Engorge is an automatic ability with the text "When this unit attacks, choose one or more of your other rear-guards, and you may retire them. If one or more were retired, this unit becomes engorged until end of turn."u

11.24.2. The retiring of units due to engorge is an effect. Abilities that change the paying of cost, do not affect the retiring of units due to engorge.

11.25. Shadowstitch

11.25.1. Shadowstitch is a keyword that resolves when the trigger condition "At the end of the battle that your unit attacked a

vanguard, if that attack did not hit" is fulfilled.

11.26. Thunderstrike

11.26.1. Thunderstrike is an ability. Thunderstrike is specified by "Thunderstrike (number)", it refers to the number of cards in your opponent's bind zone, and is processed according to the type of ability specified by thunderstrike when it is equal to or more than the specified number. Thunderstrike can be divided into the following 3 categories according to the type of ability.

11.26.1.1. If it is written as "CONT Thunderstrike:", then it means "CONT As long as your opponent's bind zone has (number) or more card Thunderstrike on continuous abilities check the number of cards in the bind zone continuously.

11.26.1.2. If it is written as "AUTO Thunderstrike:", then it means "AUTO This ability is active when your opponent's bind zone has (number) or more cards".

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

11.26.1.3. If it is written as "ACT Thunderstrike:", then it means "ACT You can activate this ability while your opponent's bind zone has (number) or more cards".

11.26.1.3.1. It checks the number of cards in the bind zone when it is played. If it is played, then it will resolve even if the number of cards in the bind zone changes after that.

11.27. Rush

11.27.1. Rush is an automatic ability with the trigger "When this unit stands due to an effect from one of your cards".

11.28. Burst

11.28.1. Burst is a keyword that specifies an ability where part of the effect refers to whether the power of a specified unit is above a particular amount.

11.29. Charge

11.29.1. Charge is an automatic ability with the text "When this unit is placed on due to an effect, you may have this unit become charging until end of turn."

11.29.2. A charging unit is placed on the bottom of the deck at the end of the battle that unit participates in.

11.30. Darkness

11.30.1. Darkness is an ability. Abilities with darkness refer to whether cards have been put into that master's soul other than by riding (11.33.2) during that turn, and are processed according to the type of ability specified by darkness if there were. Darkness can be divided into the following 3 categories according to the type of ability.

11.30.1.1. If it is written as "CONT Darkness:", then it means "CONT If cards have been put into your soul this turn other than by riding".

11.30.1.2. If it is written as "AUTO Darkness:", then it means "AUTO This ability activates if cards have been put into your soul this turn other than by riding".

11.30.1.3. If it is written as "ACT Darkness:", then it means "ACT You may activate this ability if cards have been put into your soul this turn other than by riding".

11.30.2. With regards to the darkness ability's "If cards have been put into your soul other than by riding", of the cases where cards are put into the soul, the cases where "the unit on the circle is put into the soul due to ride (8.5.3.1)" and "as there is a heart card present when riding, that heart card is put into the soul (10.6)" are excluded.

11.31. Magia

11.31.1. Magia is a keyword that specifies a series of abilities that include "call units from your soul, and at the end of that turn, put the units called with this effect into your soul".

11.32. Time Leap

11.32.1. Time Leap is a keyword that specifies that an ability is one that includes the special action "to time leap". See 10.31 for more details.

11.33. Hollow

11.33.1. Hollow is an automatic ability with the text "When this unit is placed on , you may have this unit become hollowed until end of turn".

11.33.2. At the end of turn, if there are hollowed units, move them to the owner's drop zone. If this movement is performed, it can be counted as being retired.

11.34. Harmony

11.34.1. Harmony is an automatic ability with the text "when your other unit is placed in the same column, until end of turn, as long as this unit and that unit that was placed remain on the field and belong to the same master, they are associated with each other in a harmony state".

11.34.1.1. If either of the units that are to be associated leaves the field before 11.34.1

resolves, they will not be in a harmony state.

11.34.1.2. Even when either of the units that are associated with each other in a harmony state is moved to another column, those units will continue to be associated with other in a harmony state.

11.34.1.2.1. Multiple associations are possible, such as when unit A with the harmony ability and in the harmony state moves to another column, and after that, another unit is placed in the same column as unit A. In that case, unit A will continue to be in the harmony state as long as there are units associated with unit A that have not left the field.

11.34.1.3. If an automatic ability that says “when (unit) becomes in harmony” is in stand by, even if the associated unit that became in the harmony state leaves the field, that automatic ability will resolve.

11.34.1.3.1. Even when a unit that is already in the harmony state becomes associated with yet another unit, abilities that say “when (unit) becomes in harmony” will not trigger.

11.35. Wave

11.35.1. Wave is an automatic ability that is “only active during the specified battles of each turn”.

11.35.2. The battles that wave is active is specified by “Nth time only”, or “Nth time”.

11.36. Dark Device

11.36.1. Dark Device is an ability. Abilities with dark device refer to the opponent’s units in the same column as the card with this ability, and are processed according to the type of ability specified by dark device. Dark device can be divided into the following 3 categories according to the type of ability.

11.36.1.1. If it is written as “CONT Dark Device:”, then it means “CONT If your opponent has no ▲ units in the same column as this unit”.

11.36.1.2. If it is written as “AUTO Dark Device:”, then it means “AUTO This ability activates if your opponent has no units in the same column as this unit”.

11.36.1.3. If it is written as “ACT Dark Device:”, then it means “ACT You may activate this ability when your opponent has no ▲ units in the same column as this unit”.

11.37. Success

11.37.1. Success is an auto ability that triggers when referring to your rear-guards’ power.

11.37.2. “Success (number)” represents “When this unit is not successful, and your rear- guard's power is (number) or greater during your turn, this unit becomes successful until end of turn”.

11.37.3. To trigger the success ability (8.6.7), the rule must be followed.

11.37.4. If the power of the rear-guard that triggers the success ability becomes lesser than the specified power before resolving, that unit does not become successful.

11.38. Bloom

11.38.1. Bloom is an automatic ability with the trigger “When your other specific unit is placed on the specified zone”.

11.39. Shinken Hissatsu

11.39.1. ”Shinken Hissatsu” is an ability. This ability refers to the number of cards in the master’s damage zone, and can be divided into the following 3 categories according to the type of ability.

11.39.1.1. If it is written as “CONT Shinken Hissatsu:”, then it means “CONT As long as you have 3 or more cards in your damage zoneageShinken Hissatsu on continuous abilities check the number of cards in your damage zone continuously.

11.39.1.2. If it is written as “AUTO Shinken Hissatsu:”, then it means “AUTO This ability is active while you have 3 or more cards in your damage zone”.

11.39.1.2.1. If the condition of an automatic ability is met but the number of cards in your damage zone is less than 3, 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.

11.39.1.3. If it is written as “ACT Shinken Hissatsu:”, then it means “ ACT You can activate this ability while you have 3 or more cards in your damage zone”.

11.39.1.3.1. 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.

11.39.2. Cards with the Shinken Hissatsu ability are referred to as “with the Shinken Hissatsu ability”.

11.40. Homare

11.40.1. Homare is an ability for which, out of all the abilities with Homare, the number of times the cost can be paid is restricted. If a player pays the cost for any Homare ▲ ability he or she is the master of in a turn, he or she cannot pay the cost for a Homare ability for the rest of that turn.

11.40.2. Cards with the Homare ability are referred to as “with the Homare ability”.

11.41. Nitou Kaigan

11.41.1. Nitou Kaigan is an auto ability that resolves when the trigger condition “When this unit is boosted by a specified unit” or “When this unit boosts a specified unit”.

11.41.1.1. Units with the Nitou Kaigan ability are referred to as “ability are reNitou Kaigan ability”.

11.42. Ultimate Stride Skill

11.42.1. Ultimate Stride Skill is an ability that is referred to by ULTIMATE STRIDE.

11.42.2. The text on the stride skill is written as ULTIMATE STRIDE -(timing)-[cost] STRIDE this card on your from face down.”

11.42.3. Though the ultimate stride skill is regarded as a stride skill (11.11), effects that modify the cost for stride will not be applied to the cost for ultimate stride.

Section 12. Miscellaneous

12.1. Loop

12.1.1. 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:

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

12.1.1.2. 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.

12.1.1.3. 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.

12.1.1.4. The actions in a loop action set are not resolved individually, but are all resolved at the same time, omitting the intermediate actions. However, even though the actions are omitted, they are considered to have been performed.

ex. If “gains Power +1000” is infinitely looped, and is chosen to be stopped after 200 times, the master of the effect does not perform Power +1000 200 times, but just performs Power +200000.

12.1.1.5. Great discretion should be exercised in recognizing a loop. Both players should agree, or a judge’s decision should be sought.

12.2. Abilities that “cannot be used”

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

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

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

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

12.3. Nullifying trigger effects

12.3.1. 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.

12.3.2. If there is an active ability which “nullifies trigger effect”, fulfill it to the furthest of it’s ability. Icons triggered during drive check or damage check cannot be partially resolved.

12.4. Extra Turn

12.4.1. When a player gets an “extra turn”, the a turn for that player is added immediately after the current turn.

12.4.2. If 2 or more turns are added within the same turn, the turns will take place from the turn that was added from the text that resolved last.
- For example, if each player resolves the text “you get an extra turn” in the order of turn player → non-turn player → turn player, the resulting order of turns would be “current turn → turn player’s extra turn → non-turn player’s extra turn → turn player’s extra turn → non- turn player’s turn”. “

12.5. Restriction Icons

12.5.1. “Restriction icons” are icons that indicate that there is a limit on the use of an ability, such as on the number of times it can be used.

12.5.1.1. 1/Turn is a usage restriction icon. For abilities with this icon directly following AUTO, ACT, or【(zone)】, regardless of whether requirements are met, “this

ability cannot be used for the rest of that turn" is in effect.

12.6. For each X do Y / Do Y equal to number of X

12.6.1. When Y is to be done for each X / equal to number of X, Y is done X number of times.

12.6.2. The value of X is set before beginning to do Y, and does not change from then until all of Y has finished resolution.

12.6.3. While doing Y X times, if Y includes an instruction to make a choice, until all the instructions of the Xth time have ended, you cannot choose the same object.

12.7. Cards with the same/different card name(s)

12.7.1. Cards with the same card name refer to multiple cards that when compared to each other, have a card name common to all of them. At the same time, cards with different card names refer to multiple cards that when compared to each other, have card names not common to all of them

12.7.2. Cards may have multiple card names due to effects like stride and "also regarded as a card with the same card name".

12.7.2.1. When a card with card name A, is also regarded as card with card name B, that card simultaneously has both card name A and B. The card name is not changed, such as having the names joined into the single name.

12.7.2.2. When a card with more than one card name is compared to other cards, even if there is only one card name common to both of them, they are considered as cards with the same card name. If there is no common card name between the two, they are considered as cards with different card names.

12.8. Enabling Keyword Abilities

12.8.1.1. When enabling a specific keyword ability, if the ability to be enabled holds more than one keyword ability, only the relevant part of the keyword ability becomes enabled.

12.9. Boosted

12.9.1. When the unit boosting a unit that attacked is moved to a different area, even if both the attacking unit and boosted unit are no longer associated as such, the attacking unit's "when boosted" condition during that attack sub phase is active.