illust. 伊藤彰

Cardfight!! Vanguard is a card game that players create their own decks from cards they have collected to battle with one another!
Power up your avatar and work together with your allied units, in a showdown against your opponent's deck!
Enjoy the exciting battle where you can turn the tides with the Trigger you draw!

Vanguard Cards

Compare with the cards that you use!

Unit Introduction

All cards used in Vanguard are referred to as Units, and there are 2 different variations.

Normal Unit
The Basic Unit. The banner at the bottom of the card is black.

Trigger Unit
The banner at the bottom is yellow. Activate various effects when it is revealed from your deck!

How to Read a Card

All cards have various information written on them that can influence a Vanguard cardfight, but let's first look at the meanings of these 3 numbers!

Grade
This shows the power level of a card, and is important when you ride or call. It ranges from 0 to 3.

Shield
This shows this card's defensive ability when protecting allies. The higher the number, the easier to protect your allies.

Power
This shows this card's strength in battle. The higher the number, the stronger the card can be said to be. Refer to this number for battle.
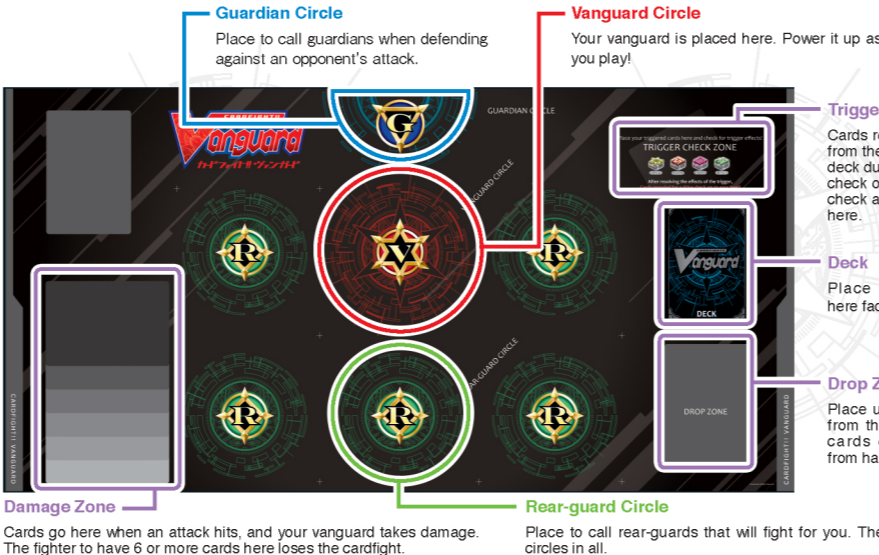
The race of the card. Refer to this when Race the ability text mentions <Race>.

Parts of the Playmat

Compare the various zones and the 3 circles of the playmat!

Guardian Circle
Place to call guardians when defending against an opponent's attack.

Vanguard Circle
Your vanguard is placed here. Power it up as you play!

Trigger Zone
Cards revealed from the top of the deck during a drive check or a damage check are placed here.

Deck
Place your deck here face down.

Drop Zone
Place units retired from the field and cards discarded from hand here.

Damage Zone
Cards go here when an attack hits, and your vanguard takes damage. The fighter to have 6 or more cards here loses the cardfight.

Rear-guard Circle
Place to call rear-guards that will fight for you. There are five circles in all.

Preparation for Cardfight

Once you've learnt about the cards and the playmat, let's prepare for the cardfight using the Trial Deck!

❶ Put the gift markers face down and ensure it does not mix with your main deck.
❶ Choose 1 grade 0 card from the deck of 50 cards, and place it on the vanguard circle face down.
❷ Shuffle the remaining 49 cards and place them here.
❸ Determine who goes first randomly with rock paper scissors.
❹ Draw 5 cards from the top of the deck without showing your opponent to form your hand.
❺ Just once, you may return any number of cards from your hand to the bottom of your deck, and draw the same number of cards you returned from the top of your deck. Then, shuffle your deck.

POINT
It is advantageous to have grades 1, 2, and 3 cards in your hand. Grade 0, or more than 2 cards of the same grade are recommended to be returned to the deck!

Let the Cardfight Begin!

When both players are ready, it's time to start the fight!

❶ Select 1 grade 0 unit from your deck and set it face down.
❷ Shuffle the remaining cards of your main deck and stack them here face down.
❸ Determine who goes first randomly.
❹ Draw 5 cards from your deck without showing your opponent.
Say "Stand up, Vanguard!" while turning your vanguard face up.

❺ Just once, you may return any number of cards from your hand to the deck, draw again until you have 5 cards in your hand, and shuffle your deck.

Turn your vanguard face up together with your opponent at the same time by saying "Stand up, Vanguard!" together. The turn starts as soon as the order of play is decided!

Stand & Draw Phases

Each player's turn begins with "Stand" and "Draw" phases. If there are any horizontal cards on the players field (rest), turn them vertical (stand), and draw 1 card from the top of your deck. If there are no cards to stand, drawing 1 card from the top of your deck would be fine.

Ride Phase

You can power up your vanguard once every turn. This is called "Ride". Choose a card from your hand that is grade+1 to the vanguard and stack it face up on your vanguard. Your card's power is increased as well!
E.g.: If the vanguard is grade 0, ride a grade 1 on top of it! (Units of the same grade can be ridden too)

If you have a unit behind the attacking unit with "Boost", you may turn it horizontal as well to add its attack power to the attacking unit.

Call Phase

Summon allies to fight together with your vanguard by "Calling" them to the rear-guard circle. You may call as many units as you want in a turn, but the unit's grade has to be less than or equal to the grade of your vanguard.
E.g.: You may call units of grades 2, 1, or 0, when your vanguard is of grade 2.

POINT
To make full use of the abilities, it is recommended to place units of grades 0 and 1 on the back row, and units of grades 2 and 3 on the front row!

Attack Step

After powering up your vanguard by "Riding" it, and "Calling" allies to your rear-guard circles, it is time to "Attack" your opponent's vanguard. The attacks occur for 1 card at a time.

❶ First, choose your attacking unit and turn it horizontal to show that the unit has attempted an attack. Only your vanguard and rear-guard units on the front row may attack.
❷ If you have a unit behind the attacking unit with "Boost", you may turn it horizontal as well to add its attack power to the attacking unit.
❸ Choose an opponent's unit to attack. You may only attack units on the front row of your opponent's field.
※ However, the player who starts first may not attack on his or her first turn.

Attack
Power 13000

Boost
Power 6000

Front row for grades 2 and 3

Back row for grades 0 and 1

Turn horizontal
Turn horizontal

Power 13000+6000= 19000

Drive Check (when a vanguard attacks)

When a vanguard attacks, you have a chance to "Drive Check"! Put 1 card from the top of your deck face up on the trigger zone. If it is a trigger unit with an icon on the top right corner of the card, an effect will occur. Add the card from the drive check to your hand!!

>>More information about trigger icons on page 17!

Power Calculation

Compare the power of the unit that attacked and the unit that is being attacked. If the attacking unit's power is higher than or equal to the unit being attacked, the attack will "Hit". If the attack hits a rear-guard, the rear-guard unit is put into the drop zone. If the attack hits a vanguard, "Damage Check" occurs!

Damage Check

When the attack hits an opponent's vanguard, the opponent puts 1 card from the top of his or her deck face up on the trigger zone. That card will go to the damage zone face up, but if it is a trigger unit, its effect will occur! After performing damage check, if there are still units that can attack, return to ❶

As you continue making hits on your opponent's vanguard, when the cards in your opponent's damage zone reaches 6, you win!