CARDFIGHT!! Vanguard

FIRST GUIDE

Version 1.6

For more information, check out this QR code!!

Vanguard Cards

Unit Cards

The 2 types of cards you use in Vanguard are "Units" and "Orders", with "Units" having 2 main variations.

NORMAL UNIT

Wings of Aspiration, Soel

The basic unit.
The bottom of the card is **black**.

TRIGGER UNIT

Chivalmya

An icon on the top right, and the bottom of the card is **yellow**.
Activate various effects when it is revealed from your deck.
Make sure to put exactly **16** of these in your deck!
≫ For more information about Trigger Icons, go to page 18!

How to Read a Unit 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, shield, and power!

❶ **Grade**
This shows the power level of a card, and it is important for when you ride or call.

❷ **Skill Icon**
All units have abilities. The icon varies depending on the grade of the unit. ≫ For more information about Skill Icons, go to page 16!

❸ **Shield**
This shows a card's defensive ability when protecting unit cards. The higher the number, the easier it is to protect your allies.

❹ **Card Text**
Abilities that only this card has.

❺ **Card Type**
This shows this card's card type.

❻ **Card Name**

❼ **Card Number**

❽ **Power**
This shows this card's offensive ability. These values are compared during battle. ≫ For more information about Battles, go to page 13!

❾ **Critical**
This shows how much damage this card's attack deals to your opponent when it hits their vanguard.

❿ **Race**
This shows this card's race.

⓫ **Nation**
This shows the nation this card belongs to.

Order Cards

"Order Cards" do not have any Power nor Shield values, but have various powerful abilities instead. There are 3 main variations: "Normal Order", "Blitz Order", and "Set Order". The bottom of the card is **blue**.

NORMAL ORDER

A basic order you can play during your turn. Put it into the drop zone after play. "Normal Order" cards have a **blue icon**!

❶ **Grade**
❷ **Card Text**
❸ **Card Type**
❹ **Card Name**
❺ **Card Number**
❻ **Nation**

Play this with ⬛[BLAST ❶]!
Choose one of your units, and it gets ⚡+5000 until end of turn.
Choose a "Vairina" from your drop, and put it into your hand.

NORMAL ORDER **Sunburst Evolution**

D-SD01/015EN　　Dragon Empire　　design / 伊藤彰　illust / 前河悠一

With fiercely burning passion,
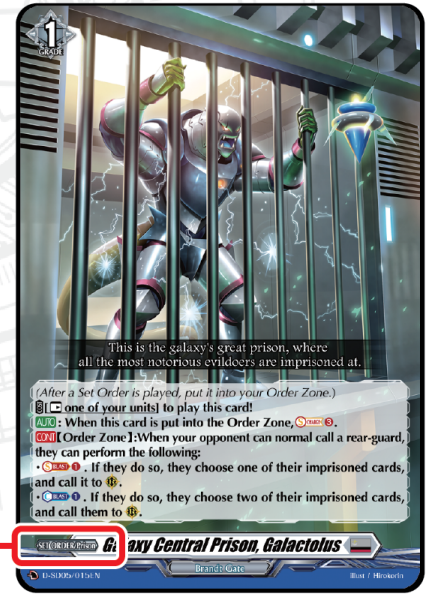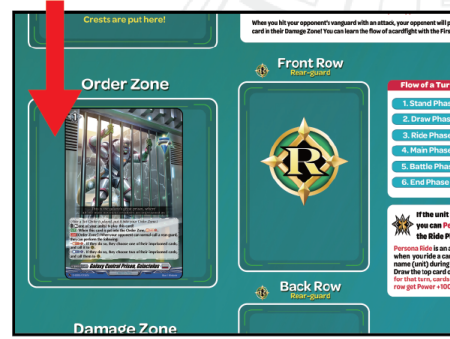the sprites forged their fighting spirits anew.

BLITZ ORDER

An order you play during your opponent's turn. Put it into the drop zone after play. "Blitz Order" cards have a **red icon**!

(Blitz order can only be played when you would call a guardian)
Choose one of your units, and it gets ⚡+5000 until end of that battle. If you have three or more back row rear-guards, it gets ⚡+15000 instead of +5000.

BLITZ ORDER **Call to the Beasts**　Stoicheia

D-SD04/015EN　　　　　　Illust / むなお丹

The Lettia Great Canyon is understood
to be the territory of the Sylvan Beasts.

SET ORDER

An order you play during your turn. Put it into the **order zone after play instead of the drop** zone. "Set Order" cards have a **white icon**!

Put them here!

(After a Set Order is played, put into your Order Zone.)
⬛[⬛ one of your units] to play this card!
[AUTO]: When this card is put into the Order Zone, ⏳③.
[CONT] Order Zone 1:When your opponent can normal call a rear-guard, they can perform the following:
・ BLAST ❶. If they do so, they choose one of their imprisoned cards, and call it to ⬛.
・ BLAST ❶. If they do so, they choose two of their imprisoned cards, and call them to ⬛.

SET ORDER **Galaxy Central Prison, Galactolus**　Brandt Gate

D-SD06/015EN　　　　Illust / Hirokorin

This is the galaxy's great prison, where
all the most notorious evildoers are imprisoned at.

Crests are put here!

Order Zone

Front Row
Rear-guard

Back Row
Rear-guard

Damage Zone

Flow of a Turn
1. Stand Phase
2. Draw Phase
3. Ride Phase
4. Main Phase
5. Battle Phase
6. End Phase

Parts of the Playmat

Learn more about the various zones and the 3 circles of the playmat!

Order Zone
Put your Set Order here.

Crest Zone
Put your Crest here.

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

Vanguard Circle
The card placed here becomes your vanguard. Power it up as you play!

Trigger Zone
Cards revealed from the top of the deck are placed here.

Deck
Place your deck here face down.

Ride Deck
Place your Ride Deck here face down.

Drop Zone
Cards discarded from hand, units retired from rear-guard circles (R) and guardian circles (G), and "Normal Order" cards or "Blitz Order" cards that are played are put 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 fight.

Rear-guard Circle
Place to call rear-guards that will fight for you. Units placed here are known as rear-guards. There are 2 rear-guard circles in the front row and 3 in the back row.

Crest Zone
Crests are put here!

Order Zone
Set orders are put into this area after being played!

Damage Zone
Cards revealed during Damage Check are put here!
You'll lose if there are 6 cards put here!

How to win?
You win when there are 6 cards in your opponent's Damage Zone!
When you hit your opponent's vanguard with an attack, your opponent will put a card in their Damage Zone! You can learn the flow of a cardfight with the First Guide!

Guardian Circle
Cards that you guard with are placed here!

Front Row
Rear-guard

Back Row
Rear-guard

Flow of a Turn
1. Stand Phase
2. Draw Phase
3. Ride Phase
4. Main Phase
5. Battle Phase
6. End Phase

If the unit on (☆) has this icon, you can **Persona Ride** during the Ride Phase!
Persona Ride is an ability that is activated when you ride a card with the same name (unit) during the Ride Phase! Draw the top card of your deck, and for that turn, cards (units) in your front row get Power +10000!

Front Row

Grade
Skill Icon
Shield

Drive Check when the unit on (☆) (vanguard) attacks!
If your opponent wishes to guard, Drive Check will occur **after your opponent guards!**

How to Drive Check
Put the top card of your deck face up into the trigger zone!
If a trigger unit is put, various trigger effects can occur!
After the **Drive Check**, put the card from the trigger zone into your hand!

If your vanguard has this icon, it can use **"Twin Drive!!"** when attacking!

What is "Twin Drive"?
It's an ability that lets the unit Drive Check twice!

Back Row

Trigger Zone
Cards flipped from the top of the deck are put here!

Deck
Put your Main Deck here!

Put your Ride Deck here!

Drop Zone
Cards discarded from hand, and units retired from (R) or (☆), are put here!

Scan this QR code for more information!
▼

All cards have various unique abilities! There are 3 types of abilities, and the ones with [ ] can only be activated in specified areas!

This ability is only active if it is on (R)!

ACT **Activated Ability:** You can activate this ability by paying the cost during your Main Phase!

AUTO **Automatic Ability:** When the conditions written on the card are met, this ability automatically activates!

CONT **Continuous Ability:** This ability is constantly active while on (☆), (R), or (G)!

There are other Special Action Icons as well!

BLAST **Counter-blast**
Turn cards in your damage zone from face up to face down!

BLAST **Soul-blast**
Put cards from underneath your vanguard into the drop zone!

CHARGE **Counter-charge**
Turn cards in your damage zone from face down to face up!

CHARGE **Soul-charge**
Put the top card of your deck underneath your vanguard!

BLAST **Energy-blast**
Consume energy!

CHARGE **Energy-charge**
Increase energy!

Turning cards vertical is known as **Stand**, and turning cards horizontal is known as **Rest! Stand** and **Rest** are represented by these icons!
Stand (Vertical)
Rest (Horizontal)

Preparation for Cardfight

First, let's prepare for a cardfight using the Trial Deck as is. Choose a Grade 0, 1, 2, 3 (cards with Card Numbers ending in 001EN, 002EN, 003EN, and 004EN), and "Energy Generator", a total of 5 cards from your deck of 55 cards (excluding cards with D-PR in their Card Numbers) for your Ride Deck. The remaining 50 cards will be for your Main Deck.

❶ Put your Ride Deck of 5 cards face down in the Ride Deck area.

❷ Choose a Grade 0 card from your Ride Deck, and place it on the Vanguard Circle (⬟) face down.

❸ Shuffle the Main Deck, and place it in the Deck area.

❹ Play rock-paper-scissors with your opponent, and the winner chooses who goes first.

❺ Draw 5 cards from the top of the deck without showing your opponent to form your hand.

❻ Just once, you may return any number of cards from your hand to the bottom of your deck face down, and draw the same number of cards you returned from the top of your deck. Then shuffle the deck.

POINT If you're uncertain of which cards to return…

As Trigger Units activate powerful effects when turned face up from your deck, it is recommended to return them to the deck!

Let the Cardfight Begin!

Preparations are complete when both players have reached step ❻. Just like in the animation and comics, turn the face down card in your vanguard circle (⬟) face up together with your opponent at the same time by saying "Stand up, Vanguard!" together and the game begins starting with the player going first.

Flow of a Cardfight

Once it's your turn, follow these steps to Cardfight!

❶ Stand Phase (➡p10)

● Turn all horizontal (Rest ▶) cards vertical (Stand ▲)

❷ Draw Phase (➡p10)

● Draw a card from the top of your deck

❸ Ride Phase (➡p11)

● Ride (Power up your Vanguard!)

❹ Main Phase (➡p11-12)

● Call a rear-guard

● Move a rear-guard

● Play a Normal Order or Set Order

● Use an Activated (ACT) ability   (➡p20)

❺ Battle Phase (➡p13-15)

● Attack
● Guard (Opponent)
● Drive Check (Vanguard only)
● Calculating Power
● Damage Check (Opponent)

Opponent's Turn

❻ End Phase

● Your turn ends, and your opponent's turn begins

Stand Phase

The first thing to do at the start of the turn is the Stand Phase! Turn all horizontal (Rest) cards on your vanguard circle (⚜) and rear-guard circle (Ⓡ) vertical (Stand). Units that are not in stand cannot attack, so make sure to put them in Stand!

Turning cards vertically is to stand them. Stand is referred to with a ⬆icon.

Turning cards horizontally is to rest them. Rest is referred to with a ▶icon.

Draw Phase

Draw a card from the top of your deck during the Draw Phase. Increasing the number of cards in your hand will allow you to call upon allies, and make it easier for you to guard from attacks, so make sure not forget to draw!

Ride Phase

You can power up your vanguard once every turn. This is called "Ride"! You can ride with the following two methods. Let's ride from the Ride Deck until your vanguard is grade 3!

Riding from the Ride Deck

❶ Discard a card from your hand

❷ Choose a unit from your Ride Deck that has a grade 1 larger than your vanguard

❸ Stack the chosen card on top of your vanguard!

Riding from Hand
(No need to put a card from hand into drop zone)

❶ Choose a unit from your hand that has the same grade or 1 larger than your vanguard

❷ Stack the chosen card on top of your vanguard!

Main Phase

You can freely perform the following actions during the main phase.

●Call a rear-guard   ●Move a rear-guard

●Play a Normal Order or Set Order   ●Use an activated ability (ACT)

Call a Rear-guard

If you have a unit card in your hand with a grade less than or equal to your vanguard, you can put it on your rear-guard circle (Ⓡ). This is known as "Call". You can call as many times as you want in a turn. Summon allies to fight together with you!

Move a Rear-guard

You can move units that are placed on rear-guard circles (Ⓡ) between the front and back row. If there's already a unit there, exchange their positions. You cannot move between left and right. You can move rear-guards as many times as you want.
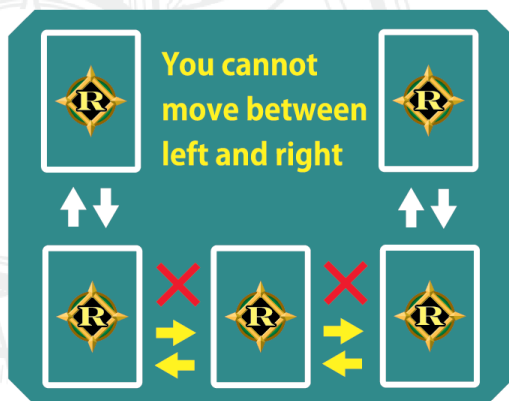
Play a Normal Order or Set Order

Once per turn, you can play a Normal Order or Set Order with a grade less than or equal to your vanguard. A Normal Order that is played is put into the drop zone, and a Set Order that is played is put into the order zone.

Use an Activated Ability (ACT)

You can use an activated ability written on the card text of a card. For more information about activated abilities, go to page 20!

Choose a unit card from your hand with a grade less than or equal to your vanguard, and put them on rear-guard circles (Ⓡ)!

You cannot move between left and right

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❺ Battle Phase

You can attack your opponent during the Battle Phase.
※You cannot attack during your first turn if you went first.

❶ Attack

Choose one of your units in stand (⬆) and rest (▶) it to attack one of your opponent's front row units. Perform boost (p13) and drive check (p15), and if the attacking unit's power (🗡) is greater than or equal to the power (🗡) of the unit being attacked, then you win the battle.

Only your **vanguard** and **rear-guards** in the front row can attack

Front Row

Back Row

❷ Boost

If you have a unit with boost (⬆) behind the attacking unit, rest (▶) it together with it to boost! The power (🗡) of the boosting unit is added to the power (🗡) of the attacking unit!

When a unit in the front row attacks, if you rest (▶) a unit in the back row with ⬆, you can add its power (🗡) to the front row unit.

Front Row — Attack with 10000 Power!

Back Row — Rest the back row unit as well to boost with 8000 power!

Total Power

Front Row Power 10000
+ Back Row Power 8000
= 18000

❸ Choose the unit you wish to attack from the units in your opponent's front row.

❹ Guard(Performed by your Opponent)

Your opponent being attacked chooses whether or not to perform this.

Steps to Guarding

Put units from your hand onto the guardian circle (🛡️) to add the value of their shield (🛡️) to the power (⚔️) of the unit being attacked and guard! You can put any number of units on the guardian circle (🛡️) each time you guard.

Guardian Circle

Front Row

Shield 15000

Power 10000

Put the units from your hand on the Guardian Circle (🛡️)! Add the value of the shield (🛡️) to the power (⚔️) of the unit!
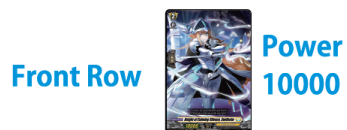
Total Power	
Front Row Power	10000
+ Shield of cards on	15000
=	25000

Intercept

Units with intercept (🔷) can guard by moving from a front row rear-guard circle (Ⓡ) to the guardian circle (🛡️). However, you can't Intercept (🔷) with the unit that is being attacked.

Blitz Order

When attacked, you can play a Blitz Order. Blitz Order cards are put into the drop zone after being played. You can only play one Blitz Order each turn.

❺ Drive Check(Only when your vanguard attacks)

Perform a drive check only when your vanguard attacks. Put the top card of your deck face up into the trigger zone. When a "Trigger Unit" with an icon on the top right corner of the card is put into the trigger zone, various effects will occur. Then, put the card from the trigger zone to your hand.

≫ For more information about trigger icons, go to page 18!

❻ Calculating Power

If the attacking unit's power (⚔️) is greater than or equal to the power (⚔️) of the unit being attacked, that unit's attack "hits". If the attack hits a vanguard, proceed to "❼ **Damage Check**". If the attack hits a rear-guard, **retire** that unit and proceed to "❽ **End of Attack**".

※Retire - To put a unit into the drop zone.

❼ Damage Check (Performed by your Opponent)

If an attack hits your opponent's vanguard, your opponent performs a damage check. Your opponent puts 1 card from the top of their deck into the trigger zone face up. If a trigger unit was put into the trigger zone, various effects will occur. Then, your opponent puts the card from the trigger zone into the damage zone face up. Perform this damage check for each critical (💠) of the attacking unit.

❽ End of Attack

The power of the defending unit returns to its original value and the cards on the guardian circle are retired and put into the drop zone. 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 reach 6, you win!

> ❻ **End Phase**

All increases in power (⚔️) and critical (💠) returns to its original value, and your opponent begins their turn.

Learn more about your cards!

Special Abilities (Keyword Abilities)

Sentinel

An ability that allows you to guard against your opponent's attacks. The sentinel included in this Trial Deck can negate your opponent's attack by discarding a card from your hand. It is an important card to have in dire situations. You may only put up to 4 pieces in a deck.

Types of Skill Icons

All units have 1 of the following "Skill Icons". On the top left corner of the card, depending on the grade, the unit will have one of the following skills. There are also units with the "Persona Ride" icon.

Boost (Grade 0, Grade 1)
When a unit in the front row attacks, rest this unit to add its power to the attacking unit in the same column.

Intercept (Grade 2)
Units with this icon on a front row rear-guard circle (®) can move itself to the guardian circle (🛡) to guard.

Twin Drive (Grade 3)
When attacking with the vanguard, you can drive check 2 times.

Persona Ride

When a unit with this icon rides on a unit with the same card name, draw a card from the top of your deck, and all of your front row units get power (🗡) +10000 until end of turn!

Persona Ride

When a unit with the Persona Ride icon rides on top of a unit with the same card name during the Ride Phase, activate Persona Ride!

Ride!

Same Card Name

If you activate Persona Ride, draw a card from the top of the deck…

Power +10000 **Power +10000** **Power +10000**

And all units in your front row get power (🗡)+10000 until end of turn!
※Units called after you Persona Ride, will still have their power (🗡) increased until end of turn if they are in the front row.

Type of Triggers

There are 5 different types of triggers. If these icons are revealed during a drive/damage check, they provide various effects until end of turn.

Critical Trigger
Choose 1 unit, and it gets Power+10000. Then choose another unit (you may choose the same unit), and when the unit's attack hits a vanguard, increase the damage by 1.

Draw Trigger
Choose 1 unit, and it gets Power+10000. Then, draw a card from the top of your deck.

Front Trigger
All of your front row units get Power+10000.

Heal Trigger
Choose 1 unit, and it gets Power+10000. Then, compare the number of cards in both you and your opponent's damage zone. If you have more cards than or the same number of cards as your opponent, you can move 1 card from your damage zone to your drop zone.

E.g. 1: When you have 4 damage, your opponent has 4 damage, and you reveal a heal trigger during your drive check → Heal!

E.g. 2: When you have 3 damage, your opponent has 4 damage, and you reveal a heal trigger during your damage check → As your damage is lesser than your opponent at the moment your heal trigger is revealed, you cannot heal.

Over Trigger
You can only have up to one unit with the Over Trigger in your deck. Remove this card when it is revealed as a trigger, draw a card, and one of your units gets Power+100 Million! If it is revealed during drive check, an additional effect activates.

Remove
Remove it from play, and it cannot be used until the end of that cardfight.

When they face themselves, man will realize an encounter with truth.

(You may only have one 🎲 trigger in a deck. When revealed as a trigger, remove that card, draw a card, choose one of your units, and it gets ⚔ +100 Million until end of turn! If revealed during drive check, activate its additional effect!)

Additional Effect-Choose one of your units, and it gets ⚔+100 Million until end of turn!

TRIGGER UNIT

Spiritual King of Determination, Olbaria

POWER 5000   CRITICAL 1   Elemental

-SD06/009EN 2021   illust / 麻谷知世

Additional Effect
An effect that activates when it is revealed during drive check. It doesn't activate during damage check.

Card Abilities & Types of Icons

Every card's individual ability, effect, conditions for activation, and cost are written in the translucent box in the middle part of the card. Once you get used to cardfight, try reading this portion and fulfilling the conditions to activate the abilities!

At the beginning of every ability, 1 of the following activation timing icons is shown. The place where the ability can be used, displayed in 【 】, is a condition as well.

ACT

Activated Ability
You can activate this ability by paying the cost before attacking.

AUTO

Automatic Ability
When all conditions are met, this ability is activated automatically.

CONT

Continuous Ability
This ability activates at the moment you place the card on the field.

E.g.

【ACT】【 🛡 】 1/Turn : ［ CBLAST 1 ］, search your deck for up to one card with the same card name as this unit, reveal it and put it into hand, shuffle the deck, and this unit gets 🗡+10000 until end of turn.

The cost requirement for the abilities are displayed in ［   ］. Some of the special action icons are listed below.

C BLAST

Counter-blast
One type of cost, requiring you to turn the number of cards as stated in the ◯ next to this icon, in your damage zone from face up to face down.

S BLAST

Soul-blast
One type of cost, requiring you to move the number of cards, as stated in the ◯ next to this icon, from the bottom of your vanguard (soul) to the drop zone.

C CHARGE

Counter-charge
Turn the number of cards, as stated in the ◯ next to this icon, in your damage zone from face down to face up. This enables you to use counter-blast.

S CHARGE

Soul-charge
Move the number of cards, as stated in the ◯ next to this icon, from the top of your deck to the bottom of your vanguard. This enables you to use soul-blast.

If this unit is on a vanguard circle, during your Main Phase, flip one face up card in your damage zone face down, search your deck for a card with the same card name as this unit and put it into hand, and it gets Power+10000 until end of turn.

New System 【Energy】

Energy Generator

Put it here!

When you first ride, put this card into the crest zone. If this card is in your crest zone, get 3 "Energy" at the start of your Ride Phase. You can have up to a maximum of 10 energy.

Like Counter-blast (**C BLAST**) and Soul-blast (**S BLAST**), Energy can be used to pay for the cost to use abilities or player order cards.

E BLAST

Energy Blast
One type of cost, requiring you to consume energy as stated in the ○ next to this icon.

E CHARGE

Energy Charge
Gain a number of energy as stated in the ○ next to this icon.

E.g. **ACT** **1/Turn** **[COST]** [**E BLAST 7**], and draw a card.

During your Main Phase, consume 7 energy to draw a card from the top of the deck.