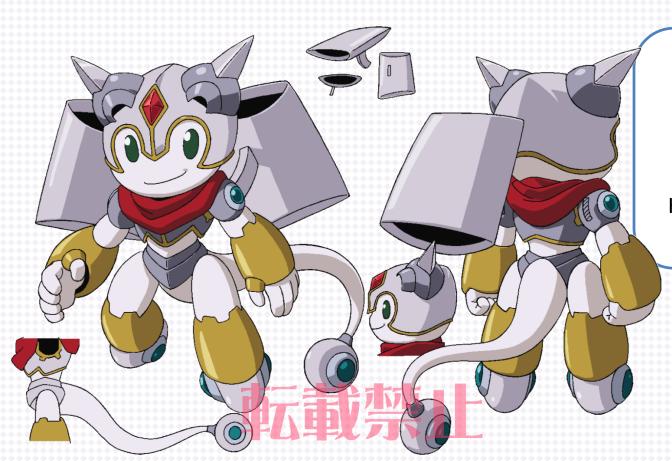


TURN 17: Land of Descent



Chrono managed to retrieve his G unit at the Land of Descent!

Moreover, Chrono Dran evolved!

He has powered up just in time for the final battle!



TURN 17: Land of Descent





Crunchyroll: http://www.crunchyroll.com/

YouTube: http://www.youtube.com/CARDFIGHTVanguard



Baleful Repressor

(Darkness)

When you attack, if you have 8 or more cards in your soul,

- · Power+10000
- Opponent cannot guard with grade 0 from hand





Fallen Angel of Disconnection, Akrasiel

Sentinel Put a card into your soul as cost.

(Darkness)

Bind a card with the same card name from your drop zone or soul.

→ Return this card to your hand from your drop zone!!





One who Hunts Souls, Balaam

Specify a rear-guard, and gain its power.
Retire that unit, and this unit gets drive+1.
Soul-charge 2 for each face up card in your G zone!

GB3 (Darkness)

- Active when you have 13 or more cards in your soul.
- → Opponent cannot guard with grade 1 for this turn.





Look forward to next week's episode too!



Cardfight!! Vanguard G Z TURN 18: **Dawn of the Decisive Battle**

NEXT UPDATE:

Cardfight!! Vanguard Weekly Bites NEXT

 \sim Episode 18 \sim