

# Episode 8

## **V G** Weekly Bites

**The  
Destructive  
Roar**  
EXTRA BOOSTER 01

# Image 8 “Turbulence!! Q4 VS now”



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

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



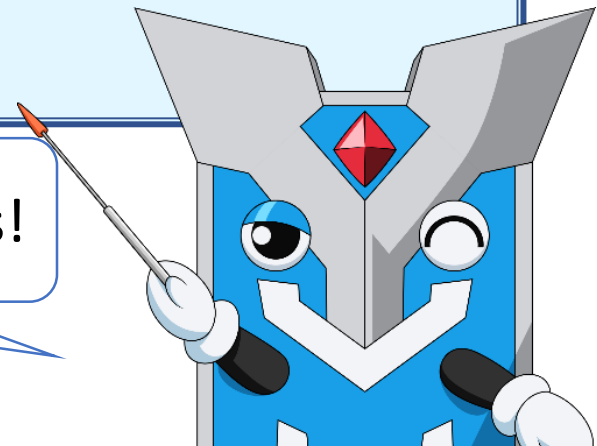
# Sneak Peeks of “Image 9”



## Image 9 “Kai Loses!”

The proud fighter, Toshiki Kai, and Emperor of the Card World, Kenji Mitsusada, face off in the third match of the shop battle. The two fighters with high potential are neck and neck in this climax fight where both of them use their trump cards.

Let's peek at some of the scenes!

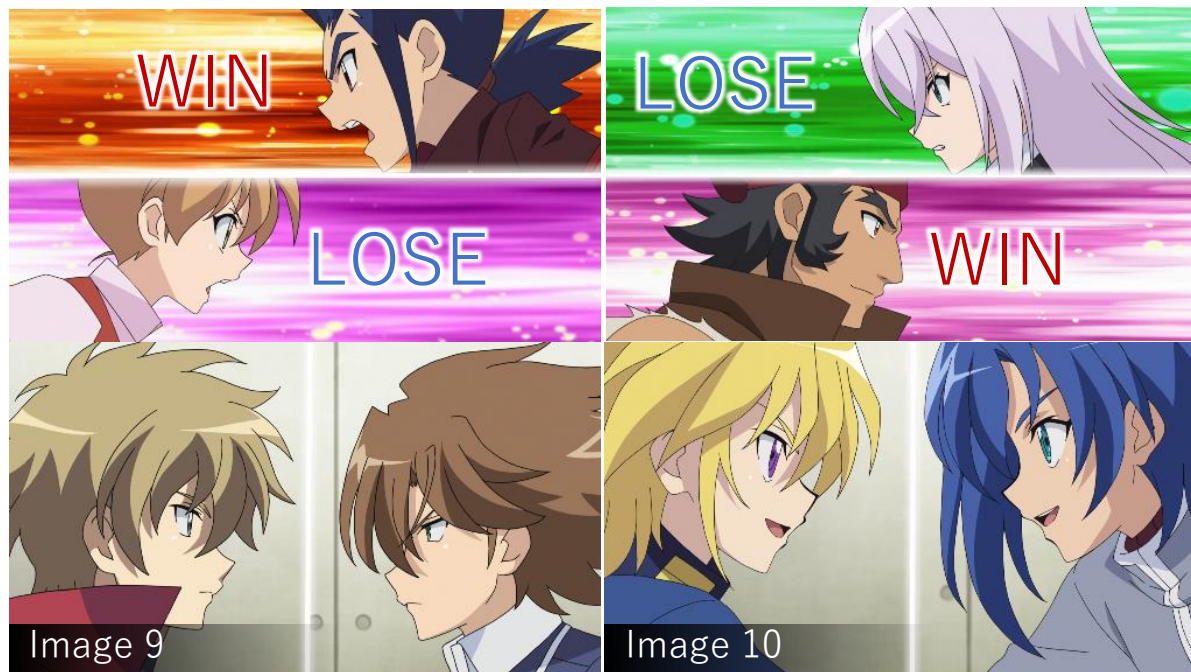


# Sneak Peeks of the Deciding Match!

On air Jul.14th Image 11 “Battle of men!”

Kamui Katsuragi and Gouki Daimonji battle in the deciding match. While trying to defeat Gouki, Kamui recalls what Gouki once said to him.

The previous fights



Deciding match between Gouki and Kamui!



## Q4VSNwO

Which team is going to win..?!



# Sneak Peeks of next week would be...?

*Special Edition on Team Asteroid!*

*They would make their first appearance in Image 12 !  
Who are they? What's their target?*



# Ravenous Dragon, Megarex

- When it attacks a vanguard, retire another rear-guard and **draw a card**.
- Then, if this unit is on rear-guard circle, put an equip gauge for this unit, and it gets power **+5000** for each gauge equipped to this unit.





# Ravenous Dragon, Gigarex

- When it attacks, put an equip gauge for each of your rear-guards. This unit gets power **+5000** for each of your rear-guards.
- Discard five equipped gauge, three of your front row rear-guards get power **+5000** and **deal one damage to your opponent's vanguard!**



# When putting multiple numbers of equip gauge...



Question:

When putting equip gauge to more than one card, how does the effect resolve?

Answer:

After choosing the rear-guards you want to put equip gauge, you have to put equip gauge for these rear-guards.

You cannot put equip gauge to rear-guards other than the ones you chose.



# General Seifried

- Counter Blast 1 and put a rear-guard into your soul to call a unit from your deck with the same card name as the card put into soul for cost. That unit and this unit both get **power +10000 until the end of turn!**  
It has no limitation of “Once per turn”!
- When its attack hits, Soul Blast 2 to **stand one of your rear-guards and retire an opponent’s rear-guard!**







2018.8.2(Thurs)  
**Stand Up!**

# The Destructive Roar

EXTRA BOOSTER 01

—Featured Clans—  
Spike Brothers,  
Tachikaze, Megacolony



Look forward to next week's episode too!



**NEXT UPDATE:**

Cardfight!! Vanguard Weekly Bites

～Episode 9～