COP. edition Vol. III. Nov Issue



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Latest information on merch to be available at the event!!

16 pages Mega Issue!! New deck tech column for Vanguard Standard!



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The much-awaited support for Genesis, Nubatama, Nova Grappler, and Angel Feather is coming to a friendly local game store near you!



V-BT07/SV02EN Quaking Heavenly Dragon, Astraios Dragon

Quaking Heavenly Dragon, Astraios Dragon is one of only two units (the other being "Gleaming Lord, Uranus" from Trial Deck 09: Shinemon Nitta) capable of activating the "Astral Plane". In addition, an Imaginary Gift can be earned once per turn!

Use this ability to chalk up imaginary gifts, and summon "Giant Deity of Distant World, Valkerion" onto the playfield to pulverize your opponent!

Pair me with: Giant Deity of Distant World, Valkerion (available in the same booster)!

V-BT07/SV03EN Evil Stealth Dragon Akatsuki, Hanzo

Evil Stealth Dragon Akatsuki, Hanzo is a good unit that allows you to greatly pressurize your opponent's field and hand. In addition, its return-to-hand tactic is also useful if you wish to re-use a particular rear-guard's on-place ability!

> ot only that, it gets +20000 power till the end of turn at the cost of retiring two rear-guards, which can be easily fulfilled with Evil Decoy tokens!

I go well with: Evil Stealth Dragon, Zangetsu (available in the same booster)!



Product Specifications

80 types of cards + Various Parallels 2 cards in every pack will definitely be R or above cards!







V-BT07/SV04EN Fighting Fist Dragon, God Hand Dragon

Fighting Fist Dragon, God Hand Dragon, paired with front triggers revealed during drive checks, is perfect for pressurizing your opponent to use up more units to guard off the wave of attacks. To top it off, when it attacks, it gets drive +1 (another chance to reveal the front trigger), and if your opponent's vanguard is grade 3 or greater, this unit gets 1 additional critical. All that's left, is to hit doubly hard!

I go well with: Fusing Striker (available in the same booster)!



NGEL FEATHER



V-BT07/SV01EN Cosmo Healer, Ergodiel

Cosmo Healer, Ergodiel is useful for the removal of opponent's resources, and allows for more aggressive play. Use its ability to put your opponent's key units into the damage zone and restrict their chance at performing combos while gaining 1 Critical! On top of that, it also gets +5000 power with every face up card in your opponent's damage zone!

I go well with: Freezing Granter (available in the same booster)!

https://en.cf-vanguard.com/

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Check out the following channels for the latest info!

CardfiahtVanauard

USED BY TATSUYA TACHIBANA!



FEATURE

The new powerful new cards from V-BTO7 Infinideity Cradle have our staff members itching to sling cardboard! While most have their sights on Valkerion and the Astral Plane mechanic, staff member Matt has his eyes on a different prize!

Check out his Nubatama list, upgraded with the devastating Evil Stealth Dragon Akatsuki, Hanzo and evil decoy token generators Evil Stealth Dragon, Zangetsu and Evil Stealth Dragon, Kurogiri!



Guard restriction abilities – while powerful - usually allow your opponents some wriggle room to guard, but they can't guard if they don't have any cards in hand!

The aim of this deck is to use Jamyocongo to suppress the opponent's hand size before using Hanzo to obliterate the opponent's field! The final nail in the coffin is Kokushigarasu's cruel ability, which tears down the last of your opponent's defenses and clears the path for a royal ninja beatdown! Even if your opponent survives the onslaught, they'll be left with too few cards in their hand to mount a comeback!



In order to combo, the triggers a and Sakur quickly th find the ca

In order to find this powerful combo, the deck runs 8 draw triggers alongside Magatsu Gale and Sakurafubuki to cycle quickly through the deck and find the cards you need.





Normally, Jamyocongo only becomes more powerful on turn 4 after your second ride, but you can use Tsunamasa to soul-charge and bring it online earlier.



Sakurafubuki ensures that you can use Zangetsu for free once. Using Hanzo to return Sakurafubuki to hand will allow you to activate Zangetsu more times in future turns.



Kokushigarasu's ability has a steep cost, so always keep track of your soul count. Additionally, it's almost always correct to pick up Protect I, as you need to discard 2 sentinels for its ability.



A high draw trigger count results in lower shield numbers, so Yukiouji is included to shore up the deck's defenses.





Get a box topper "Infinideity Cradle Campaign Pack" with every display purchased! 24 types of re-issued cards (1 from each clan)!





Welcome to our first ever Re:Collection series! Enjoy highly sought after cards from old sets and elusive PR cards in shiny holo foil treatment! In Re:Collection, the SPs will be frameless! But not just the SPs, but certain high rarity cards will also be different from before! How different? Read on to find out!



First ever look at the frameless SPs!

Did you think it was only the SPs? Feast your eyes on the full-art, frameless spells!

Look at these gorgeous artwork!



https://en.fc-buddyfight.com/

You The Catch the Animation







Dec 7th [Sat] - Dec 8th [Sun]

9=00am ~ 6=00pm

Anaheim Convention Center Hall D



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Weiß Schwarz returns to the CharaExpo this year, promising more excitement and fun for all!

In the previous issues, we have mentioned that the popular Band League from Japan will be making its inaugural debut at the event. Open to 64 participants a day, the tournament is strictly on a "first come, first served" basis and registration will close once all places are filled. Players are required to register with a band-specific deck.

You can learn how to construct one here! Click

Apart from the Band League, the Weiß Schwarz TCG booth has also gotten bigger with more floor space this year! There will be a showcase where you can check out the following secret rarity cards and SP cards from our latest release and more!

In addition, there will also be loads of activities with chances to win title-related merchandise.

Don't forget to drop by our Weiß Schwarz TCG booth if you're coming down to the event this year!

Rascal Does Not Dream of Bunny Girl Serpai



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Calling to all fans of JoJo's Bizarre Adventure: Golden Wind!

After much anticipation, JoJo's Bizarre Adventure: Golden Wind is finally making it way to the Weiß Schwarz line-up next year! Prior to that, the title will also making a grand appearance at our TCG booth at the CharaExpo this year!

For starters, pose with your favorite characters in our Instagram photo event and get a chance to walk away with a random JoJo sticker from below, exclusively designed for the event!



If that's not enough, we will also be giving away the 1:1 life-size character standees on Day 2 of the event, so don't forget to approach our staff for more details on how to get your hands on one!

The bottom line, regardless whether you're a fan of our trading card game or the anime, this is one booth that you don't want to miss out on if you're coming to the CharaExpo this year!

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bushirozd staff pick of the month

White Wall Sorcerer, Veiiva [V-BT07/053EN] Cardfight!! Vanguard Booster Pack Vol. 07: Infinideity Cradle

If you're looking to save your perfect guard for a heavier attack, Vejiva is just the card for the job, with its bonus shield at the cost of a counter blast - and cute artwork to boot! Also, you can potentially obtain an imaginary gift (as long as your vanguard is an Astral Poet), which is not too difficult in my opinion, since you'll always have an Astral Poet as your vanguard once you hit grade 3 (in particular, "Quaking Heavenly Dragon, Astraios Dragon" and "Gleaming Lord, Uranus" respectively). Not bad a unit to run multiple copies of As a last resort, it can serve as a regular boost unit too. Pretty versatile, right?



Rewriting the imagination, Serene - Bushiroad Marketina Team

> Wholesome Middle School Student, Shoko Makinohara: Blue-Filled Vision [SRY-W64-F083 R_SRY-W64-F100 CC] Rascal Does Not Dream of Bunny Girl Senpai



Just like her mysterious presence till the very end of the anime series, this Shoko Makinohara Character card is a force to be reckoned with. The first ability allows you to dig 3 cards deep into your deck, paving way for the CX combo if you don't already have it at hand. Besides a neat power boost, the CX combo also allows a reduction of up to 3 damages, depending on the level of the card you draw. In the event you hit a Level 0, you'll still get to tuck away a card that would otherwise be taken as damage, to the bottom of your deck, thereby increasing chances of canceling. A card that's truly capable of defending itself!

> Sky's the Limit, Chervl - Bushiroad Marketina Team

> > 1200

"Vile Demonic Dragon, Vanity Husk Destroyer", and "Dimension Draw" [S-RC01/S04EN SP, S-RC01/010EN RRR] BFE-S-RC01 Future Card Buddyfight Ace Re: Collection

Vile?团 Vain?团 Destruction? 团 Draw?团

"Vile Demonic Dragon, Vanity Husk Destroyer" & "Dimension Draw" returns in RC01 in Full Art! Ever since their release from BFE-S-BT02: Dimension Destroyer, they have been heavily played in the competitive scene. Even after the release of numerous Lost World cards, they have withstood the test of time seeing play at 3 to 4 copies even now. "Dimension Draw" provides the necessary draw power to dig deeper into your deck for answers without cost and condition. "Vile Demonic Dragon, Vanity Husk Destroyer" prevents your opponent from gaining life, it cannot be destroyed by your opponent's card effects. Most importantly, you put a card from your opponent's field into the drop zone when it attacks! Coupled with Double Attack, the field disruption caused from this card alone is off the charts!

They are truly, the Destroyers of Dimensions.

Dimension Huan Da - Bushiroad Loaistics Team



