

# 2 - Dragon Awaiting Awakening

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Timer:

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**[00:06]** ---

I'm so glad! Thank you Chrono!

**[00:10]** ---

I'm counting on you, Taiyou.

**[00:13]** ---

I can't believe I get to be in your team

**[00:16]** ---

and be able to participate in the  
glorious Under 20 Championship with you!

**[00:22]** ---

Under 20 is the gateway to  
becoming a pro-fighter, right?

**[00:26]** ---

I hope I'm good enough for it!

**[00:29]** ---

W-What? Is Under 20 that big of a deal?

**[00:33]** ---

I'll teach you, Chrono Shindou!

**[00:41]** ---

We are Trinity Dragon!

**[00:43]** ---

Phew, it's been a while.

**[00:46]** ---

It totally worked!

**[00:48]** ---

Get on with it.

**[00:50]** ---

Under 20 is...

**[00:52]** ---

The tournament that decides  
the best Vanguard fighters under 20.

**[00:58]** ---

Teams of three participate

**[01:00]** ---

and scouts around the world

show up looking for young talents!

**[01:06]** ---

By the way, the leader of the  
champion team of last year was...

**[01:10]** ---

Kazumi Onimaru!

**[01:12]** ---

Rumor says that he's been getting  
offers from numerous pro-teams.

**[01:19]** ---

And of course, we plan on entering  
and winning the tournament as a team!

**[01:24]** ---

We've got a shot too! Right, Chrono?

**[01:27]** ---

Well, about that...

I have no idea who else could join us.

**[01:32]** ---

Seriously?

**[01:34]** ---

That's so typical of you.

I guessed you were in a mess.

**[01:38]** ---

I wonder if he'll be  
able to gather a team?

**[01:41]** ---

I'm worried.

**[01:42]** ---

S-Shush!

**[01:44]** ---

I'll find a teammate in no time!

**[01:47]** ---

Really?!

**[01:48]** ---

Y-Yeah...

**[01:52]** ---

Of course!

**[03:25]** ---

One more teammate...

**[03:30]** ---

Welcome!

**[03:39]** ---

Welcome.

**[03:41]** ---

I wanna know the rules of Vanguard.

**[03:44]** ---

Shin-san, can I teach him?

**[03:46]** ---

Sure, go ahead.

**[03:49]** ---

What, you?

**[03:50]** ---

Don't worry. Chrono's a good player.

**[03:53]** ---

After all, he's the Generation Master.

**[03:57]** ---

Simply put, he's won  
a bunch of Vanguard tournaments!

**[04:02]** ---

Hey... Shin-san.

**[04:06]** ---

Alright then, teach me.

**[04:10]** ---

The Dragon That Awaits Awakening

**[04:16]** ---

The best way to learn the rules of  
Vanguard is through playing.

**[04:20]** ---

That's Harumi High's uniform, right?

**[04:24]** ---

I go there too.  
I'm in Class B of Grade 1.

**[04:28]** ---

Same grades, huh?

**[04:30]** ---

I'm Chrono Shindou. Nice to meet you!

**[04:33]** ---

Kazuma Shouji.

**[04:36]** ---

Did you make this deck yourself?

**[04:39]** ---

Back when I was a little kid.

**[04:41]** ---

So you have past experience.

**[04:44]** ---

Why'd you think of going back to the game?

**[04:47]** ---

My friends are getting into it.  
It's a social thing.

**[04:50]** ---

But I thought I'd rather be good at it.

**[04:53]** ---

Polish my deck later.  
Make it strong, will you?

**[04:58]** ---

You're supposedly strong, right?

**[05:01]** ---

Chrono, I'll be inventorying in the back  
so call me if you need me.

**[05:07]** ---

It's an important job as a shop assistant  
to teach the game to new customers.

**[05:12]** ---

Good luck!

**[05:13]** ---

Thanks!

**[05:17]** ---

First of all, choose one Grade 0 card.

**[05:21]** ---

Set it as your First Vanguard.

**[05:24]** ---

Then take five cards from your deck.

**[05:28]** ---

You can redraw your cards at this point.

**[05:31]** ---

Place the cards you want to redraw  
into the deck and shuffle your deck.

**[05:36]** ---

Then take the same number of cards.

**[05:39]** ---

The key is to have cards with  
all Grades 1 to 3 in your hands.

**[05:46]** ---

Usually we'll do rock-paper-scissors  
to pick who goes first,

**[05:50]** ---

but can I go first to make it  
easier to show you the rules?

**[05:53]** ---

Do as you please.

**[05:57]** ---

Now picture that we are going to go to  
Planet Cray to have a card fight.

**[06:04]** ---

Imagine it...

**[06:06]** ---

The world in which we'll battle.

**[06:10]** ---

We are here in Cray as  
astral bodies that possess no real body.

**[06:15]** ---

But we can't have a fight in this state.

**[06:19]** ---

That's why  
we're going to call units that...

**[06:23]** ---

Hey, enough of that.

**[06:26]** ---

I've heard all of that before.  
Just remind me of the rules.

**[06:30]** ---

No no, this is all important.

**[06:33]** ---

Vanguard requires imagination.

**[06:35]** ---

Knowing your units, the flow of battle,  
and reading your opponent.

**[06:40]** ---

Those who can imagine it all will win!

**[06:42]** ---

Alright, I'll take your  
word for it for now.

**[06:46]** ---

Go on.

**[06:48]** ---

First, call the units  
that will empower us.

**[06:53]** ---

That's the Vanguard.  
It means "the one who leads".

**[06:57]** ---

One who leads, huh?

**[06:59]** ---

We ride on Vanguards in order to  
possess the body to fight on Planet Cray.

**[07:05]** ---

Imagine it...

**[07:06]** ---

The moment the card becomes yourself.

**[07:10]** ---

So finally, we get to play.

**[07:14]** ---

Stand up!

**[07:15]** ---

Vanguard!

**[07:17]** ---

Chrono Dran G!

**[07:19]** ---

Dragprince, Rute.

**[07:22]** ---

Good.

**[07:23]** ---

My turn to Stand and Draw.

**[07:25]** ---

But as it's the first turn and  
they're already standing, I'll just draw.

**[07:30]** ---

Draw one card from the deck.

**[07:33]** ---

Next is the Ride Phase.

**[07:36]** ---

Evolve the Vanguard to a stronger unit.

**[07:39]** ---

Ride! Chronoethos Jackal!

**[07:42]** ---

Chrono Dran G moves using Forerunner.

**[07:44]** ---

Next is the Main Phase.

**[07:46]** ---

Call allies that will  
fight with the Vanguard.

**[07:50]** ---

Call! Chronoethos Jackal!

**[07:53]** ---

Rearguards are ally units  
that will fight with the Vanguard.

**[07:58]** ---

I've heard that stuff before.  
Enough with all the settings.

**[08:02]** ---

But hey!

**[08:03]** ---

It's important stuff so  
I wanted to remind you.

**[08:06]** ---

*Seems like this one's  
a pretty tough customer...*

**[08:11]** ---

The player going first can't attack  
so my turn ends here.

**[08:15]** ---

So it's my turn then.

**[08:17]** ---

Yeah, first do Stand and Draw.

**[08:20]** ---

But I already have a card standing  
so I just draw, right?

**[08:25]** ---

Good, and then...

**[08:26]** ---

Ride.

**[08:28]** ---

Dragwizard, Knies.

**[08:31]** ---

Some units possess skills.

**[08:35]** ---

This one can be called as a Rearguard  
when ridden by a unit of the same clan.

**[08:40]** ---

You can increase your ally  
without drawing from your deck.

**[08:45]** ---

Right, I'll move Rute.

**[08:48]** ---

Also my Abyssal Owl as well.

**[08:52]** ---

Now we're all set.

Let's start the Battle Phase.

**[08:56]** ---

Grade 0 and 1 units can use a boost.

**[09:00]** ---

They can strengthen  
a unit in front of them.

**[09:03]** ---

I'll use Rute's boost and

**[09:05]** ---

attack your Vanguard  
with Dragwizard, Knies.

**[09:10]** ---

No guard.

**[09:12]** ---

The Drive Check is activated  
when the Vanguard attacks.

**[09:15]** ---

Draw one card from the deck.

**[09:18]** ---

Seems like you got it.

**[09:20]** ---

Cards with a special sign here  
are called Triggers.

**[09:24]** ---

This gives you an advantage.

**[09:26]** ---

Ah, I can sort of recall something that.

**[09:29]** ---

First of all,  
every Trigger can increase 5000 power.

**[09:32]** ---

You can power up either  
a Vanguard or a Rearguard.

**[09:37]** ---

Additionally, each Trigger  
has different effects.

**[09:40]** ---

This is the Critical Trigger.

**[09:42]** ---

It can increase 1 damage  
towards the opponent.

**[09:46]** ---

You can place Power and Critical  
on different units, right?

**[09:51]** ---

Yeah...

**[09:52]** ---

I'll give the Power to Abyssal Owl  
and the Critical on my Vanguard.

**[09:59]** ---

So this makes it a 2 damage attack.

**[10:03]** ---

Right?

**[10:03]** ---

Yeah.

**[10:05]** ---

When a Vanguard is attacked,  
it results in a Damage Check.

**[10:09]** ---

The damage was 2  
so I take draw cards.

**[10:14]** ---

I could activate a Trigger if it has it,  
but I guess I was unlucky.

**[10:19]** ---

This shows the damage  
the Vanguard has received.

**[10:22]** ---

If you get six cards here, meaning that  
the Vanguard is damaged six times,

**[10:27]** ---

then you lose.

**[10:29]** ---

Now the Rearguards attack.

**[10:31]** ---

Right, I'll choose the card  
I just powered up and

**[10:35]** ---

attack your Vanguard.

**[10:37]** ---

Guard!

**[10:40]** ---

If the Shield and Power of the attacked  
unit is greater than the attacker's Power,

**[10:45]** ---

the guard is successful.

**[10:47]** ---

The unit used to guard  
goes to the Drop Zone.

**[10:51]** ---

That's the basic flow of the game.

**[10:54]** ---

Ride on the Vanguard every turn.

**[10:56]** ---

Strengthen its grade and  
make your battle situation better.

**[11:01]** ---

When both fighter's Vanguards  
reach Grade 3,

**[11:04]** ---

you'll be able to use even greater moves.

**[11:07]** ---

Greater moves?

**[11:08]** ---

Well, I'll show you that later!

**[11:12]** ---

Why can't you just tell me now?

**[11:14]** ---

Hey, don't be like that.

**[11:17]** ---

Wait, let me confirm.

**[11:19]** ---

What is it?

**[11:20]** ---

Weren't there four types of Triggers?

**[11:23]** ---

Critical, which I just used,  
as well as Draw, Heal, and Stand, was it?

**[11:29]** ---

Yeah.

**[11:30]** ---

The Stand Trigger allows a Rearguard that has already attacked to stand again

**[11:36]** ---

so it can attack again.

**[11:39]** ---

I can distribute the Effect and Power of the Stand to different units, right?

**[11:44]** ---

That's right.

**[11:45]** ---

Also, the Draw Trigger allows you to draw one card from the deck.

**[11:51]** ---

Don't show your opponent the card you drew because it's not a Trigger Check.

**[11:58]** ---

The Heal Trigger recovers 1 damage.

**[12:02]** ---

By the way, if both of our Vanguards have reached Grade 3,

**[12:06]** ---

the Heal Trigger releases a great move!

**[12:09]** ---

But you'll show me later, right?

**[12:13]** ---

I'll explain it to you later.

**[12:15]** ---

Yeah, yeah.

**[12:30]** ---

Turn end. It's your turn now.

**[12:34]** ---

Good, I finally get to...

**[12:37]** ---

Stand and Draw.

**[12:42]** ---

Ride.

**[12:44]** ---

Dragwizard, Liafail.

**[12:47]** ---

Hey, you can switch units if they're in the same row, right?

**[12:52]** ---

Yeah, that's right.

**[12:54]** ---

Then... I'll retreat Abyssal Owl.

**[12:57]** ---

Call.

**[12:59]** ---

Dragwizard Morfessa.

**[13:02]** ---

I'll use Abyssal Owl's boost on Morfessa  
and attack your Chronoclaw Monkey.

**[13:08]** ---

No Guard.

**[13:11]** ---

Retreat Chronoclaw.

**[13:15]** ---

Alright then,

**[13:17]** ---

I'll use Rute's boost on Liafail  
and attack your Vanguard!

**[13:22]** ---

No Guard.

**[13:24]** ---

Drive Check.

**[13:26]** ---

Critical Trigger.

**[13:29]** ---

Um... The Rearguard's finished attacking,

**[13:33]** ---

so I'll use both Power and Critical  
on your Vanguard.

**[13:39]** ---

That makes the damage 2,  
so I'll Damage Check twice.

**[13:43]** ---

First draw.

**[13:46]** ---

Second draw.

**[13:48]** ---

No Triggers.

**[13:56]** ---

Turn end.

**[13:58]** ---

Ride!

**[14:00]** ---

Chronojet Dragon G!

**[14:03]** ---

Call!

**[14:04]** ---

Chronofang Tiger G! Chronobeat Buffalo!

**[14:08]** ---

Attack your Vanguard  
with Chronofang Tiger G!

**[14:12]** ---

Guard!

**[14:16]** ---

Boost with Chronodran G and  
attack your Vanguard with Chronojet G.

**[14:22]** ---

Grade 3 units have Twin Drive  
and so they can Drive Check twice.

**[14:28]** ---

I see... Then that's No Guard for me.

**[14:31]** ---

By the way, if there are  
more than two Drive Checks,

**[14:35]** ---

you can choose how to distribute  
the Power and Effect for each card.

**[14:39]** ---

Here goes.

**[14:40]** ---

Twin Drive.

**[14:42]** ---

Second draw.

**[14:44]** ---

Heal Trigger.

This can reduce 1 damage.

**[14:48]** ---

But if your damage is less than  
the opponent's, then you won't recover.

**[14:53]** ---

My damage is higher this time  
so I recover 1 damage.

**[14:59]** ---

Then what happens  
when our damages are equal?

**[15:02]** ---

The damage will still recover.

**[15:04]** ---

I see.

**[15:06]** ---

Thanks for the lesson, prof.

**[15:11]** ---

Well, I'm giving the  
power of the Trigger to

**[15:14]** ---

the Rearguard Chronobeat

that hasn't attacked yet.

**[15:18]** ---

Tsk.

Well, at least it wasn't a Critical.

**[15:21]** ---

Damage Check. No Trigger.

**[15:24]** ---

Boost with Chronoethos and  
attack your Vanguard with Chronobeast.

**[15:31]** ---

No Guard.

**[15:34]** ---

Damage Check.

**[15:39]** ---

That's the end of the turn for me.

**[15:42]** ---

You've got the upper hand now.

**[15:46]** ---

But...

Thanks to that, I'm starting to remember.

**[15:49]** ---

Stand and Draw!

**[16:00]** ---

Ride!

**[16:03]** ---

Dragheart, Luard!

**[16:07]** ---

Now, about the thing I mentioned earlier.

**[16:11]** ---

You can call to release  
the Generation Zone

**[16:14]** ---

when both our Vanguards  
have reached grade 3.

**[16:18]** ---

You can stride this G Unit  
here on your Vanguard.

**[16:23]** ---

Stride...

**[16:24]** ---

G Units are "beings of possibilities"  
from the future.

**[16:29]** ---

They transcend spacetime to let you  
become who you really could have been.

**[16:35]** ---

To use them, choose cards in your hand

that sum up to at least Grade 3

**[16:41]** ---

and discard them in the Drop Zone.

**[16:44]** ---

Imagine it.

**[16:46]** ---

Your future self  
who's grasped the possibilities.

**[16:52]** ---

Unleash Generation Zone!

**[16:56]** ---

Stride Generation.

**[17:02]** ---

Dragdriver, Luard!

**[17:06]** ---

Dragheart, Luard's Stride Skill!

**[17:10]** ---

Counter Blast!

**[17:12]** ---

Retreat one Rearguard unit!

**[17:15]** ---

I call two units from my deck  
that are under Grade 1.

**[17:19]** ---

Additionally, Rute's Generation Break!

**[17:22]** ---

This gives 5000 power to the  
Knies in the front row during this turn!

**[17:30]** ---

Did I do something wrong?

**[17:32]** ---

N-No.

**[17:34]** ---

I thought I could use  
its skill when I stride it.

**[17:39]** ---

Y-Yeah.

**[17:42]** ---

That's the Stride Skill.

**[17:44]** ---

Also,

**[17:45]** ---

when a G Unit strides,  
the original Vanguard becomes a heart.

**[17:49]** ---

The G Unit gains the name and the power.

**[17:53]** ---

Alright, well then.

**[17:55]** ---

I'll attack your Vanguard with  
Dragdriver, Luard!

**[18:00]** ---

No Guard.

**[18:02]** ---

G Units possess Triple Drive  
as they're beings of new possibilities.

**[18:08]** ---

Triple?

**[18:10]** ---

So that means I can draw  
three cards for my Drive Check, right?

**[18:15]** ---

Here goes! Triple Drive!

**[18:20]** ---

Yeah! Critical Trigger!

**[18:23]** ---

I'll give the Power to Morfessa  
and Critical to my Vanguard!

**[18:45]** ---

Take that!

**[18:53]** ---

*Damn...*

**[18:55]** ---

Attack with Dragwizard, Knies!

**[18:59]** ---

Guard!

**[19:01]** ---

Abyssal Owl's boost!

**[19:04]** ---

Attack your Vanguard with  
Dragwizard, Morfessa!

**[19:09]** ---

Generation Guard!

**[19:11]** ---

Retroactive Time Maiden, Uluru!

**[19:18]** ---

She's a G Guardian,  
a unit that specializes in guards.

**[19:23]** ---

As a cost, I need to move one Heal Trigger  
from my deck to the Drop Zone.

**[19:28]** ---

Then I can call a G Guardian from  
the G Zone to the Guardian Circle.

**[19:34]** ---

The G Guardian returns face up  
to the G Zone after the battle.

**[19:39]** ---

G Guardians have a strong Shield  
and an additional skill.

**[19:44]** ---

But you can't use them  
if you have four G Guardians

**[19:47]** ---

that are faced up in the G Zone.

**[19:50]** ---

The G Unit of the Vanguard returns  
to the G Zone at the end of the turn.

**[19:56]** ---

But wow, you're pretty amazing.

**[19:59]** ---

That was close.

**[20:00]** ---

If I hadn't done a Generation Guard,  
I might have lost on that turn.

**[20:05]** ---

Stand and Draw.

**[20:07]** ---

Unleash Generation Zone!

**[20:10]** ---

Stride Generation!

**[20:14]** ---

Metapulsar, Split Pegasus!

**[20:18]** ---

Call!

**[20:26]** ---

*I'll need at least 25,000  
to guard the Vanguard's attack.*

**[20:30]** ---

*10,000 each to the Rearguards on the side.*

**[20:36]** ---

*I won't have enough  
if he draws just one Trigger.*

**[20:46]** ---

Here goes!

**[20:50]** ---

I quit.

**[20:53]** ---

That's enough. I give up.  
No wonder you're the Generation-whatever.

**[20:57]** ---

I'm impressed.

**[20:59]** ---

Hey, wait!

The fight's not over yet!

**[21:02]** ---

My loss is inevitable.

There's no point in playing anymore.

**[21:08]** ---

But you should try until the very end!

**[21:10]** ---

It's no time to give up!

**[21:13]** ---

You gotta believe in your possibilities!

**[21:16]** ---

What's the point in doing that?

**[21:21]** ---

Look, it's a Heal Trigger!

**[21:24]** ---

You still might have had a chance!

**[21:26]** ---

Don't touch it!

**[21:35]** ---

S-Sorry...

**[21:42]** ---

Chrono? Is something wrong?

**[21:45]** ---

N-No.

**[21:48]** ---

Nah, it was nothing.

**[21:51]** ---

Shindou, was it?

Good luck on your job.

**[21:54]** ---

H-Hey! Wait up!

**[22:02]** ---

*He could have won if he'd played on...*

**[22:06]** ---

*He had such a good imagination.*

**[22:16]** ---

*Why give up?*

**[23:53]** ---

*Why did he just quit?*

**[23:56]** ---

*Why?*

**[23:58]** ---

*Something wrong, Chrono?*

**[23:59]** ---

*N-No...*

**[24:01]** ---

*Oh yeah!*

*You wanna go eat Japanese pancakes?*

**[24:05]** ---

*It's half price for the*

*super deluxe large serving today!*

**[24:09]** ---

*Isn't that the one that's*

*like impossible to finish?*

**[24:13]** ---

*Fighters must have*

*the spirit to never give up.*

**[24:16]** ---

Kazuma's Ritual

- *Come on, let's go!*

- *Huh? Wait, Shin-san!*

**[24:20]** ---

Kazuma's Ritual

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Revision #1

Created 2026-01-29 02:56:13 UTC by whimsee

Updated 2026-01-29 02:56:13 UTC by whimsee