

# **DRAGON BALL Z TCG CURRENT RULINGS DOCUMENT (CRD)**

V 2.0 (4/13/2015)



## Dragon Ball Z TCG Current Rules

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This document contains advanced rulings and clarifications for the DBZ TCG. If you're new to the game, many of these rules may seem superfluous or overly complex. For the most part, you'll only need to refer to the CRD for specific cards or intricate scenarios. For ordinary gameplay situations, refer to v1.1 of the rulebook (available for download [here](#)).

Despite the comprehensive nature of this document, novel interactions are sure to crop up and require additional explanation. Please contact [dbz@paniniamerica.net](mailto:dbz@paniniamerica.net) for any rulings inquiries, or refer to [dbztcg.com](http://dbztcg.com) for other supplemental information.

## General

**Rejuvenation:** When a single instance of Rejuvenation causes you to Rejuvenate multiple cards, they are Rejuvenated one at a time (starting with the top card).

**“Playing” vs. “Placing into play”:** Playing a card is different from placing a card into play. Whenever an effect allows you to “play” a card, treat it as though you played it from your hand. You must pay any costs, and if it is a Dragon Ball you must use its immediate effects. Conversely, “placing into play” does not require any costs, and you would not use a Dragon Ball’s immediate effects.

*Example – Orange Power Point’s HIT effect would not interact with Orange Devouring Drill. Placing a drill into play is not the same as playing a drill.*

**Personality:** Both MPs and Allies are considered personalities.

**Gaining/losing stages:** Whenever an effect causes you to gain or lose stages, you may choose any one personality you control to gain/lose the total amount. Whenever a personality would lose stages at a power level of 0, the remaining amount of stages are discarded from the Life Deck. Note that destroying/discarding directly from the Life Deck is different from taking damage (you may not use Endurance, and Dragon Balls do not require a replacement discard).

*Example – You play Saiyan Wrist Block, and your opponent’s MP is at one power stage above 0. Your opponent loses a stage, and then discards two cards from his or her Life Deck.*

**Styled Drills:** You may never attempt to play or place into play a Styled Drill that matches the name of a Drill you already control.

**Legal zones:** Cards that you do not own may only be controlled while they are in play. Cards that you do not own may never enter your Life Deck, Banished Zone, discard pile, or hand.

*Example – You play Black Reflection, targeting your opponent’s Devastating Blow. Your opponent defends with Black Delay, which attempts to return Devastating Blow to your hand. Since you do not own Devastating Blow, it is not returned to your hand.*

**Mandatory search effects:** Whenever an effect causes you to search your Life Deck for a card and you fail to find it, your opponent may search your Life Deck to verify its contents.

**Effects with stipulations:** Cards that have a stipulation “to” perform an effect require that stipulation to be met in order for the effect to occur.

*Example – You play Battle Pausing. You must banish a card from your hand in order to draw the top 2 cards of your discard pile.*

**Anger:** Whenever you cannot win by MPPV and would advance a level by gaining anger on Level 4, your anger resets to zero and your MP is raised to its highest power stage.

## Damage

**Dragon Balls:** When taking damage, Dragon Balls that are banished (due to another copy being in play) do not require a replacement discard.

**Discarding damage:** Life Cards of damage are always inherently discarded. When an attack such as Red Left Bolt or Saiyan Cheap Shot causes damage to be banished, you may use Endurance against that attack. Similarly, any Dragon Balls discarded during damage would still be placed on the bottom of your Life Deck and require a replacement discard.

**Damage calculation:** When taking damage, Power Stages that have been converted to Life Cards may be prevented by effects that prevent Life Cards of damage (such as Endurance). However, effects that modify damage calculation (such as Orange Hiding Drill) take place before the conversion, and they do not apply to power stages of damage.

**Defending attacks:** Whenever your opponent plays an attack, you may always play or use one “shield icon” card as a defensive action.

*Example – a) Your opponent plays an attack that would already be stopped by Time is a Warrior’s Tool. You may still play or use a “shield icon” card in defense. b) Your opponent plays Krillin’s Destructo Disk. You may still play or use a “shield icon” card in attempted defense.*

**AT values:** Cards may reference the value of the result from the Attack Table for calculations that are not power stage damage.

*Example – You play Black Lunge, dealing AT + 4 Life Cards of damage. When referencing the AT, the resulting value is 3. Black Lunge would deal 7 Life Cards of damage.*

## Timing

**Combat:** Effects that take place “when entering combat” are not considered to be “during combat.” Effects that take place “at the end of combat” are considered to be “during combat.”

### Attack sequence:

- 1) Pay any costs of the attack.
- 2) Use any immediate effects of the attack.
- 3) Opponent may play or use one defensive action (shield icon) and use its immediate effects. It is then discarded/banished (if applicable).
- 4) Calculate and deal any unstopped or un-prevented damage.
- 5) Use any HIT effects.
- 6) If Critical Damage was dealt, you may choose a Critical Damage effect.
- 7) The attack is then discarded/banished (if applicable).

**Order of effects:** When you play or use a card, resolve its immediate effects in the order listed on the card (one sentence at a time). Then, discard or banish the card (if applicable).

*Example - You play Namekian Wish. Resolve the first sentence, which is “End Combat.” Next, choose X cards in your discard pile and Rejuvenate them. You do not gain anger from the effect of Namekian Knowledge Mastery, as combat has already ended.*

**Special timings:** Effects that take place with a contextual timing (i.e. “whenever,” “if,” “after,” etc.) take place immediately after finishing the resolution of a sentence.

*Example 1 – You play Namekian Right Throw and resolve its first sentence by shuffling a Dragon Ball into your Life Deck. After completing that, Namekian Knowledge Mastery’s “whenever” effect raises your anger 1 level for shuffling a card into your Life Deck. Then, proceed to the next sentence of Namekian Right Throw and raise your anger 2 levels.*

*Example 2 –You activate Black Devious Mastery by discarding Black Corruption. Resolve the first sentence of Black Devious Mastery by banishing the bottom two cards of your opponent’s discard pile. Then, Black Corruption’s “if” effect banishes the top two cards of your opponent’s Life Deck. Finally, complete the next sentence of Black Devious Mastery and discard a card from your opponent’s hand.*

**Competing timings:** When you have multiple effects to resolve with the exact same timing, you may choose the order in which they occur. If both players have effects to resolve with the exact same timing, the player who initiated combat resolves all effects first.

*Example 1 – You have Blue Overpowering Drill and Blue Positioning Drill in play, and you stop an attack. You may resolve the effects of Blue Overpowering Drill and Blue Positioning Drill in any order you choose.*

*Example 2 – You declare combat and activate the Power of Krillin – Ready. On your opponent’s next action, he also activates the Power of his Krillin – Ready. Later in combat, a card is discarded from a hand. You would use the “next time” effect of Krillin – Ready first, then your opponent would do the same.*

## Individual Card Rulings

### *Premiere Set*

**S2 Vegeta – Villainous and S3 Vegeta – Empowered:** These Powers only apply to attacks that raise your anger as an immediate effect (HIT effects do not apply). If you are unable to raise your anger, the modifier is not applied.

**S8 Goku, Super Saiyan:** Treat this card as if it reads “Search your Life Deck, discard pile, and Banished Zone for a total of up to 5 Drills and place them into play.”

**S18 Frieza – Transformed:** This effect is considered a copied attack.

**S25/R145 Saiyan Empowered Mastery:** Raise your anger 1 level for each Styled card that is Rejuvenated.

**S30/R145 Namekian Knowledge Mastery:** Treat this card as if it reads “Whenever your effects Rejuvenate or shuffle cards into your Life Deck during combat, raise your anger 1 level. Whenever a Dragon Ball enters play, your opponent destroys the top card of his Life Deck. While you control 1 Dragon Ball, it cannot be captured by a critical damage effect.”

**S37 Black Targeting Drill:** Your effects that target specific cards to be discarded are not affected by Black Targeting Drill. For example, Stare Down would discard the chosen card.

**C19 Black Punishment:** Treat this card as if it reads “Energy attack costing 2 stages. DAMAGE: 4 life cards. Raise your anger 1 level. HIT: Until the start of your next turn, whenever a card banishes itself after use your opponent destroys the top card of his Life Deck.”

**U6 Captain Ginyu – Body Change and U7 Captain Ginyu – Frog:** These Powers only prevent “discarding” an Ally, such as using a Critical Damage effect. Effects that destroy or banish Allies are not prevented.

**U66 Blue Avoidance and S144 Blue Swift Block:** When you copy an attack, treat it as if you played an invisible copy of the card yourself. You do not receive any modifiers that the opponent applied to the attack, and AT damage is calculated from your personality’s power level. **If you copy an attack that stays on the table to be used again, it is not present on the table for a second use.** If you copy an attack that attaches, the invisible copy does not attach.

**U144 Quickness Drill:** Treat this card as if it is an Instant Power (thus it may only be used once per turn).

**R124 Black Disorienting Blow:** Hero/Villain Only cards and Named cards are for deck construction purposes only, and may be targeted regardless of your MP’s name or Alignment. You may not play Events that have a contextual timing, such as Time is a Warrior’s Tool or Heroic Energy Sphere.

**R125 Black Reflection:** After resolving the attack, treat the targeted card as though it was played by your opponent. If it is banished after use, it will return to your opponent’s Banished Zone. If it is discarded after use, it returns to your opponent’s discard pile. If it would be shuffled into a Life Deck after use, shuffle it into your opponent’s Life Deck. You may target any attack card, including Setups. You may not target cards that conditionally perform attacks, such as Allies.

**R126/P16 Black Scout Maneuver:** Treat this card as if it reads “(Banish after use.) POWER: Name a Physical Combat, Energy Combat, or Event card. Search your opponent’s Life Deck for all copies of that card and banish them.”

**R138 Orange Searching Maneuver:** Search for the drill immediately, and set it aside to be placed into play at the end of combat. If it is unable to enter play at that time, it remains outside of play (separate from the banished zone) until the game ends.

**R144 Red Observation:** This card has no cost to play, and may be used regardless of your MP's current power stages. If you are able to pay five or more stages for the first effect, you must. If you are unable to pay, move on to the next sentence and resolve the remaining effects normally.

**P17 Piccolo's Special Beam Cannon:** Treat this card as if it reads "Energy attack costing 2 stages. DAMAGE: 3 life cards. Rejuvenate 1. HIT: Name two different non-Dragon Ball cards. Search your opponent's Life Deck for 1 copy of each card and banish them."

### *Heroes & Villains*

**C42 Orange Nudge:** The drill is returned even if it is not in your discard pile at the end of combat. You may search your Life Deck, hand, or Banished Zone for the targeted drill and place it into play.

**C60 Combination Drill:** Treat this card as if it was both Instant Power and Continuous Power (thus it must be used whenever you enter combat). If your opponent uses the effects of this drill, it does not allow you to then choose a new drill to destroy.

**U71 Trunks – Bashful:** Treat this card as if it was both Instant Power and Continuous Power (thus it may be used even when your MP is more than one stage above zero).

**U100 Tenshinhan's Preparation:** The user of this card destroys the top 2 cards of his or her Life Deck first, then the opponent.

**R127 Saiyan Outrage:** Treat this card as if it reads "(Banish after use.) Power: Stops a physical or energy attack. If the defending personality has a higher power level than the attacking personality, then at the end of combat you may search your Life Deck for a card that can attach to your MP and place it into play attached." (*Note: this is reflected in the printing of P10 Saiyan Outrage*).

**R131 Isolation:** Treat this card as if it reads "(Banish after use.) Instant Power: Use when entering combat. Drills and Allies lose all effects until the end of combat. Allies cannot make actions nor have damage redirected to them this combat."

## Gold Title Reprints

The following cards are direct reprints from the DBZ CCG (2001), and you may use the original version.

### *Premiere Set*

- ~~Black Side Thrust~~
- Black Energy Web
- Blue Defensive Flight
- Blue Arm Blast
- Blue Round Throw
- ~~Orange Power Point~~
- Red Power Punch
- ~~Red Energy Defensive Stance~~
- Red Energy Shield
- Red Blocking Hand
- Saiyan Energy Toss
- ~~Saiyan Wrist Block~~
- Saiyan Energy Rupture
- ~~Saiyan Focus~~
- Saiyan Direct Strike
- Saiyan Lightning Dodge
- ~~Saiyan Surprise~~

### *Heroes & Villains*

- Black Fist Lock
- Black Overpowering Attack
- Black Upward Dodge
- Blue Face Crunch
- Blue Leverage
- Saiyan Blocking Technique
- Saiyan Hand Swipe