

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

Panini V 6.0 (6/30/2017)  
FanZ V 1.9.0 (1/31/21)

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A Complete Resource  
for Current Rulings,  
Card Legality, and  
Errata for the Fan-  
Driven Continuation  
of the  
Dragon Ball Z TCG

## Dragon Ball Z TCG Combined Current Rules

*Final Panini update: June 20<sup>th</sup>, 2017*

*Latest FanZ update: January 31<sup>st</sup>, 2021*

This document contains advanced rulings and clarifications for the DBZ TCG and its fan-driven continuation, “FanZ”.

Since the game’s official retail demise in 2017, a dedicated group of former developers, judges, and pillars of the community came together to help the game live on through virtual card releases. This continuation has maintained the rulings and principles of the previous official rulings document, but with the release of more cards, it has also required the addition of new rulings and errata to maintain a fair, fun, and balanced game true to the intent of the original.

The purpose of this combined rulings document is to provide a single location for all official PanZ and FanZ current rulings. If you are new to the game, **the initial section will contain all essential “core rulebook” rules that have been added to the game with FanZ.** Beyond that section, many of these rules may seem superfluous or overly complex. For the most part, you will only need to refer to the CRD for specific cards, intricate scenarios, or balanced-based deck building restrictions. For ordinary gameplay situations, refer to Section 1 of this document as well as the Dragon Ball Z: Awakening rulebook (v3.0) – available for download here.

### Panini Rulings and FanZ Rulings

The rulings in this document are intended to be used in all gameplay environments where FanZ cards are legal. That said, in the interest of posterity, we have still decided to preserve an indication of which rulings originated in the official Panini CRD and which were added in the fan-driven continuation. To that end, all official Panini CRD elements will be presented with a light blue background, and all FanZ elements will have no background.

### Latest Additions

The latest additions to this document are noted with red text.

## I. New Core Rule Additions

*The following on-card elements have been added to the game with various FanZ releases.*

**Traits:** Beginning with Set 8, Celestial Tournament, all Main Personality and Ally cards have been assigned one or more Trait(s) representative of their heritage, origin, status, and/or fighting style. All Personalities printed in FanZ have any relevant Trait Icons printed on their cards. Traits have no inherent in-game effect, but are relevant in the following situations:

**Using a Saiyan or Namekian Mastery:** Traits replace the “heritage” rule from PanZ, meaning in order for a particular Main Personality to be used with a Saiyan or Namekian mastery, that Main Personality must have the relevant (Saiyan or Namekian, respectively) trait on all four of their MP’s chosen levels.

**Using a “Traited” Effect:** Some card effects will reference a particular trait, followed by a colon. In order to use that effect, the personality (MP, or Ally, in the case of attack cards with traited effects) using that effect must have the listed trait on their current level. Otherwise, that effect cannot be used.

**Fused MPs and Allies:** Main Personalities with the Fusion trait are unable to include Allies in their Life Deck that match the characters from which they are fused. The full list is as follows:

**Vegito:** Cannot include Goku or Vegeta allies.

**Gogeta:** Cannot include Goku or Vegeta allies.

**Gotenks:** Cannot include Goten or Kid Trunks allies.

**Kefla:** Cannot include Caulifla or Kale allies.

**Fused Zamasu:** Cannot include Goku Black or Zamasu allies.

The Traits are listed below, along with any pre-FanZ Personalities that have retroactively gained that Trait:



**Alien:** Burter, Captain Ginyu, Cell, Cell Jr., Cooler, Dodoria, Frieza, Garlic Jr., Guldo, Jiece, Recoome, Salza, Zarbon



**Android:** Android 13, Android 14, Android 15, Android 16, Android 17, Android 18, Android 19, Android 20, Cell, Cell Jr., Dr. Wheelo, Mercenary Tao



**Earthling:** Android 17, Android 18, Android 20, Baba, Bulma, Cell, Cell Jr., Chaozu, Chi Chi, Dr. Brief, Dr. Wheelo, Gohan, Goku, Hercule, Icarus, Jimmy Firecracker, Korin, Krillin, Maron, Master Roshi, Mercenary Tao, Puar, Oolong, Ox King, Tenshinhan, Trunks, Turtle, Yajirobe, Yamcha



**Fusion:** *(All Fusion Personalities have been released in FanZ)*



**God:** Beerus, Kami, *Goku – Super Saiyan God*, Mr. Popo



**Majin:** *(All Majin Personalities have been released in FanZ)*



**Namekian:** *Captain Ginyu – Frog*, Cell, Cell Jr., Gohan, Kami, Lord Slug, Nail, Piccolo



**Saiyan:** Broly, *Captain Ginyu – Body Change*, Cell, Cell Jr., Gohan, Goku, Nappa, Paragus, Raditz, Trunks, Turles, Vegeta

**New Text Changes and Keywords:** Beginning with Set 14, Showdown, present and future card text has seen some cleaning up to preserve space and improve readability, and new Keywords have been added to aid in this effort. These changes and keywords are listed below:

**Text Change - Stage Costs:** Attacks with a power stage cost now simply indicate this with a number and colon following the Attack Symbol rather than writing it out. e.g., “Energy attack costing 2 stages” has been replaced with “2: Energy Attack”.

**Text Change - Anger:** Instances that would have referred to “anger level” now simply refer to “anger”, e.g., “Lower your opponent’s anger 1 level” now simply reads “Lower your opponent’s anger 1.”

**New Keyword - Focused:** An attack with the new keyword **Focused** has the following effect: “This attack can only be stopped by a physical combat or energy combat card.”

**New Keyword - Remain X:** An attack with the keyword **Remain** followed by a number will, when played, stay in play to be used X additional times this combat. For example, a card with Remain 1 has “This card stays in play to be used a second time this combat”, while a card with Remain 2 would have “This card stays in play to be used a second and third time this combat”, and so on.

**New Keyword - Unstoppable:** An attack with the keyword **Unstoppable** has the following effect: “This attack cannot be stopped.”

**New Keyword - Unpreventable:** An attack with the keyword **Unpreventable** has the following effect: “Damage from this attack cannot be prevented.”

## II. General Rulings

*These rulings address a variety of general scenarios that can come up during play.*

*Rulings in **light blue** are from the final official Panini CRD, all other rulings have been implemented in FanZ.*

**Ally Uniqueness, Non-Unique Allies, and Naming Allies:** Some Ally characters have multiple cards available with the same name, but different subtitles. Your Life Deck may only contain one copy of an Ally by name, regardless of the subtitle.

*Example – You may not include both *Bulma – Genius* and *Bulma – Taking a Drag* in the same deck because they share the same Card Name.*

Cell Jr. Allies are considered Non-Unique – you may include 1 copy of each Cell Jr. Ally in your deck.

When a card effect requires naming an Ally, you do not need to name the Ally's subtitle. For example, "Bulma Ally" would be acceptable. When a Unique Ally is named in this way, any Ally with that name is considered a match. When a Non-Unique ally is named in this way, all allies that share that card name are considered a match.

**Considered to be Named or Styled:** Cards that are "considered to be Named" take on the name of your MP for all card effects. Similarly, cards that are "considered to be Styled" take on the Style of your Mastery.

*Example – If your MP is *Frieza*, *Black Back Strike* would count as a "Frieza Named card" for *Frieza's Supernova*. *Defiant Challenge* would be able to search for *Saiyan Freedom*.*

**Copied Attacks:** 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.

**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.

*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.*

**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.

**Drill Memory:** Instant Powers and "Activated" Powers of Styled Drills can only be used once per turn, regardless of them leaving play and re-entering play, even if a different copy of the card had been used previously and a new copy has replaced it. Non-Styled Drills with Instant or "Activated" Powers may only be

used once per combat, but do not have “memory” and may be re-used if they leave and enter play. Drills with Continuous powers may use their Continuous powers as long as the drill is in play, regardless of them leaving and re-entering play.

*Example – You use Orange Possession Drill. Orange Possession Drill is then destroyed, and in the same combat, you use an effect to search for another copy of Orange Possession Drill. Since it is a Styled Drill and you have already used a Drill with that name this turn, you may not use the power of Orange Possession Drill again.*

**Dragon Ball Immunity:** Whenever a card effect allows you to “name” a card, Dragon Balls may not be named.

*Example – You may not name a Dragon Ball with the immediate effect of Android 20’s Domination.*

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

**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.*

Similarly, effects that retroactively check for a specific condition must actually meet the requirement.

*Example – You discard Blue Guard to the effect of Blue Protective Mastery to stop an attack. You elect to use the replacement effect of Blue Guard to banish itself instead. You would not be able to raise or lower a player’s anger 1 level, as Blue Guard was not “discarded”.*

**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.*

**Future Gohan:** Future Gohan is a unique Main Personality – his Main Personality levels cannot be mixed with other Gohan personality levels that are not Future Gohan, however, his Life Deck may contain Gohan Named Cards.

**Naming Cards:** When naming non-Ally cards for a card effect, the exact card title must be named. For clarifications regarding naming Ally cards, see “Ally Uniqueness, Non-Unique Allies, and Naming Allies.”

**Non-visible Game Zones:** (AKA “The Hidden Zone Rule”) Whenever a card moves to a non-visible game zone (such as a player’s hand or Life Deck), it ceases to resolve any remaining sentences/effects. Similarly, you would cancel any referential floating effects that target a card that has moved into a non-visible game zone. However, effects or parenthetical text that specifically reference leaving play/changing zones in any way (such as Kami – Guardian, Namekian Knee Block, Tenshinhan’s Preparation, Cell Jr. – Escaping, etc.) still carry out their text.

*Example A – You discard Blue Lifting Drill to the effect of Piccolo – Combat Stance. Since Blue Lifting Drill has moved to a non-visible game zone (your Life Deck) while Rejuvenating from Piccolo’s effect, it ceases to resolve any remaining effects (and thus would not place itself into play).*

*Example B – You use Orange Nudge to stop an attack, and its immediate effect destroys one of your Drills and places it in your discard pile. At the end of combat, that copy of the destroyed Drill would be placed into play due to Orange Nudge’s floating effect. However, if that copy of the destroyed Drill had moved into a non-visible game zone (such as your hand), you would cancel the referential floating effects of Orange Nudge (and thus the destroyed Drill would not be placed into play).*

*Example C – Your Kami – Guardian is shuffled into your Life Deck by a card effect. Even though he is moving to a hidden zone, Kami’s “when leaving play” effect still allows you to search for a Dragon Ball.*

**Timing – Attack Sequence:** The sequence of an attack step is as follows:

- 1) Pay any costs of the attack.
- 2) Use any immediate effects of the attack.
- 3) Opponent may play or use one shield icon card and use its immediate effects. It is then discarded/banished (if applicable).
- 4) Calculate and deal any unstopped or unprevented damage.
- 5) Resolve any floating or card effects that refer to the damage being dealt, such as “If you are dealt damage” or “if you are dealt critical damage”, etc.
- 6) Use any HIT effects.
- 7) If Critical Damage was dealt, you may choose a Critical Damage effect to resolve.
- 8) The attack is then discarded/banished (if applicable).

**Timing – 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 A – 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 B – 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.*

**Timing – Entering and Leaving 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”.

**Timing – 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.*

**Timing – 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 A – 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 B – 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.*

## DEFUNCT RULINGS

These rules have been retired from the fan-driven continuation of the game. The reasoning for each rule’s retirement is listed below the rule.

**Defunct Ruling - Drill Powers:** Drill Powers may only be activated once per combat, but may be used again whenever they leave and re-enter play.

*The Drill Powers rule has been replaced with the Drill Memory rule as a check on the power of overly recyclable drills.*



### III. Individual Card Rulings and Errata

*A number of cards have benefited from specific ruling on how their effects are to be carried out, and another set of cards have required text modifications (Errata) to address either functionality or balance concerns. Cards are listed by set, and each card will either be a [RULING] or [ERRATUM], with the latter displaying a previous text followed by the updated version. Many cards with Errata have had Most Recent Printing (MRP) versions with corrected text – those versions will be noted alongside their Errata.*

*Rulings/Errata in light blue are from the final official Panini CRD, all other rulings have been implemented in*

#### Premiere Set

[RULING] **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.

[ERRATUM] **S8 Goku – Super Saiyan**

**Original Text:** “POWER: Search your Life Deck, discard pile, and Banished Zone for a total of 5 Drills and place them into play.”

**Updated Text:** “POWER: Search your Life Deck, discard pile, and Banished Zone for a total of up to 5 Drills and place them into play.”

(MRP: Evolution P11 Goku – Super Saiyan)

[ERRATUM] **S12 Gohan – Armored**

**Original Text:** “∞: Your Styled attacks deal +3 Life Cards of damage. When one of your effects raises your anger, you may shuffle 1 card with “anger” in the text box from your discard pile into your Life Deck.”

**Updated Text:** “∞: Your Styled attacks deal +3 Life Cards of damage. ↪ POWER: Use when one of your effects raises your anger. You may shuffle 1 card with “anger” in the text box from your discard pile into your Life Deck.”

(MRP: None)

[RULING] **S18 Frieza - Transformed:** This effect is considered a copied attack.

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

[ERRATUM] **S30/R131 Namekian Knowledge Mastery**

**Original Text:** “∞: Whenever you Rejuvenate or shuffle cards into your Life Deck, 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.”

**Updated Text:** “∞: Whenever one of your effects during combat Rejuvenates or shuffles cards into your Life Deck, raise your anger 1 level. After a Namek Dragon Ball enters play under your control, destroy the top card of your opponent’s Life Deck. While you control 1 Dragon Ball, it cannot be captured by a critical damage effect.”

(MRP: Evolution P1 Namekian Knowledge Mastery)

[RULING] **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.

[ERRATUM] **S65 Blue Guard**

**Original Text:** “(If this card is discarded from your hand by a card effect, you may banish it instead to draw a card.)”

**Updated Text:** “(If this card **would be** discarded from your hand by a card effect, you may banish it instead to draw a card.)”

(MRP: Evolution P9 Blue Guard, Awakening S50 Blue Guard)

**FanZ Updated Text:** “(If this card is discarded from your hand by a **personality or Mastery effect**, you may banish it instead to draw a card.)”

(MRP: Movie Collection 3 P38 Blue Guard)

[ERRATUM] **S96 Black Smoothness Drill**

**This Card Gains:** “(Limit 1 per deck.)”

(MRP: None)

[ERRATUM] **C15 Black Corruption**

**Original Text:** “(If this card is discarded from your hand, Banish the top 2 cards of your opponent’s Life Deck.)”

**Updated Text:** “(If this card is discarded from your hand **by one of your card effects during combat**, banish the top 2 cards of your opponent’s Life Deck.)”

(MRP: Evolution P3 Black Corruption, Awakening S125 Black Corruption)

[ERRATUM] **C19 Black Punishment**

**Original Text:** “HIT: Until the start of your next turn, whenever a card is banished your opponent destroys the top card of his Life Deck.”

**Updated Text:** “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.”

(MRP: Evolution P2 Black Punishment)

[ERRATUM] **C35 Namekian Right Throw**

**Original Text:** “You may shuffle a Dragon Ball you control back into its owner’s Life Deck. If you do, raise your anger 2 levels.”

**Updated Text:** “You may shuffle a Dragon Ball you control back into its owner’s Life Deck. If you do **and your MP has 2 or less Traits**, raise your anger 2 levels.”

(MRP: None)

[RULING] **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.

[ERRATUM] **U86 Namekian Flinch**

**Original Text:** “If your MP is level 3 or higher search your Life Deck for a Dragon Ball and play it.”

**Updated Text:** “If your MP is level 3 or higher, search your Life Deck for a Dragon Ball and **place it into play.**”  
(MRP: None)

**[ERRATUM] U113 Overpowering Attack**

**This Card Gains:** “(Limit 1 per deck.)”

(MRP: None)

**[ERRATUM] U114 Quickness Drill**

**Original Text:** “∞: When entering combat, you may discard a card from your hand to place the bottom card of your discard pile into your hand.”

**Updated Text:** “↪ **POWER: Use when entering combat.** You may discard a card from your hand to place the bottom card of your discard pile into your hand.

(MRP: None)

**[RULING] 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.

**[RULING] 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, your opponent shuffles it into their Life Deck. You may target any attack card, including Setups that perform attacks. You may not target cards that conditionally perform attacks, such as Allies.

**[ERRATUM] R126/P16 Black Scout Maneuver**

**Original Text:** “(Banish after use.) **POWER:** Name a Physical Combat, Energy Combat, or Event card. Your opponent searches his Life Deck for all copies of that card and banishes them.”

**Updated Text:** “**POWER:** Name a Physical Combat, Energy Combat, or Event card. **Search your opponent’s** Life Deck for all copies of that card and banishes them. (Banish after use.)”

(MRP: Evolution P7 Black Scout Maneuver)

**[ERRATUM] R129/P18 Blue Terror**

**Original Text:** “Search your Life Deck for a non-Dragon Ball card and place it into your hand.”

**Updated Text:** “[**God Trait**]: Search your Life Deck for a non-Dragon Ball card and place it into your hand.”

(MRP: Revelation R13 Blue Terror)

**[RULING] 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.

**[ERRATUM] R139 Orange Uppercut**

**Original Text:** “Physical attack. You may pay 2 power stages to search your Life Deck for an Energy Combat card and place it into your hand. **DAMAGE:** AT +4 stages. (Banish after use.)”

**Panini Updated Text:** “Physical attack. You may pay 2 power stages to search your Life Deck for a **Styled** Energy Combat card and place it into your hand. **DAMAGE:** AT +4 stages. (Banish after use.)”

**FanZ Updated Text:** “(Limit 1 per deck.) Physical attack. You may pay 2 power stages to search your Life Deck for a **Styled Energy Combat** card and place it into your hand. DAMAGE: AT +4 stages. (Banish after use.)”  
(MRP: None)

[RULING] **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 o to the next sentence and resolve the remaining effects normally.

[ERRATUM] **P17 Piccolo’s Special Beam Cannon**

**Original Text:** “HIT: Name two different cards. Search your opponent’s Life Deck for 1 copy of each card and banish them.”

**Updated Text:** “HIT: Name two different **non-Dragon Ball** cards. Search your opponent’s Life Deck for 1 copy of each card and banish them.”

(NOTE: This change matches the printed text of R158 – Piccolo’s Special Beam Cannon)

## *Heroes & Villains*

[ERRATUM] **C40 Orange Crashing Drill**

**Original Text:** “∞: When this card enters play during combat, your opponent destroys the top card of his Life Deck. When this card is leaving play during combat, your opponent destroys the top card of his Life Deck.”

**Updated Text:** “∞: When this card **is entering** play during combat, your opponent destroys the top card of his Life Deck. When this card is leaving play during combat, your opponent destroys the top card of his Life Deck.”

(MRP: Evolution P5 Orange Crashing Drill)

[ERRATUM] **C60 Combination Drill**

**Original Text:** “↵ POWER: Use when entering combat. Choose a Drill not named “Combination Drill” and destroy it. Your opponent may then use the effect of this drill.”

**Updated Text:** “∞ POWER: **When entering combat, choose** a Drill not named “Combination Drill” and destroy it. Your opponent may **choose a Drill not named “Combination Drill” and destroy it.** “

(MRP: Evolution P8 Combination Drill)

[ERRATUM] **U71 Trunks - Bashful**

**Original Text:** “[CARD TYPE: Ally] (Heroes only.) ↵ POWER: Use when entering combat. Look at the top card of a player’s Life Deck. You may place that card at the bottom of that player’s Life Deck.”

**Updated Text:** “[CARD TYPE: **Hero Ally**] (**You may use this power regardless of your MP’s power stage.**) ↵

POWER: Use when entering combat. Look at the top card of a player’s Life Deck. You may place that card at the bottom of that player’s Life Deck.”

(MRP: None – Evolution Promo P4 Trunks – Bashful is also incorrectly printed)

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

[ERRATUM] **R127 Saiyan Outrage**

**This Card Gains:** “(Banish after use.)”

(NOTE: This change matches the printed text of P10 – Saiyan Outrage)

[ERRATUM] **R131 Isolation**

**Original Text:** “(Banish after use.) ↪ POWER: Use when entering combat. Drills and Allies lose all effects until the end of combat. Allies cannot make actions nor have damage redirect to them to combat.”

**Updated Text:** “(Banish after use.) ↪ POWER: Use when entering combat. Drills and Allies lose all effects until the end of combat. Allies cannot make actions nor have damage redirect to them **this** combat.”

(MRP: None)

*The Movie Collection*

[ERRATUM] **C2 Master Roshi – Scouted**

**Original Text:** “(Heroes only.) ∞: Players cannot use card effects to search a player’s Life Deck.”

**Updated Text:** “(Heroes only.) ∞: Players cannot **use effects** to search a player’s Life Deck.”

(MRP: None)

[ERRATUM] **C5 Dr. Wheelo – Intelligent**

**Original Text:** “(Villains only.) POWER: Banish “Dr. Wheelo” to choose an Ally, Drill, Setup in play and shuffle that card into its owner’s Life Deck.”

**Updated Text:** “(Villains only.) POWER: Banish “Dr. Wheelo” to choose an Ally, Drill, **or** Setup in play and shuffle that card into its owner’s Life Deck.”

(MRP: None)

[RULING] **C14 Black Flying Knee:** You may name the same card twice, but two copies must be revealed.

[ERRATUM] **C28 Namekian Mouth Beam**

**Original Text:** “HIT: Choose a Styled block in your discard pile and Rejuvenate it.”

**Updated Text:** “HIT: Choose a Styled **card with a shield icon** in your discard pile and Rejuvenate it.”

(MRP: Evolution P10 Namekian Mouth Beam)

[ERRATUM] **C42 Orange Smash**

**Original Text:** “Banish up to 3 of your Drills and return them to play at the end of combat.”

**Updated Text:** “Banish up to **3 Drills you control. At the end of combat, place those Drills into play under their owner’s control from the Banished Zone.**”

(MRP: None)

[ERRATUM] **C60 Lookout Drill**

**Original Text:** “∞: The first time each turn an opponent’s card effect would destroy or banish cards from the top of your Life Deck, reduce that amount to 0.”

**Updated Text:** “∞: The first time each turn an opponent’s card effect would **cause you to** destroy or banish cards from the top of your Life Deck, reduce that amount to 0.”

(MRP: None)

**[ERRATUM] U96 Red Trailing Blast**

**This Card Gains:** "If the highest power level on your MP's Level 4 is more than 500,000 and this card would attach to your MP, banish it instead."

(MRP: None)

**[RULING] U100 Saiyan Upward Kick:** This effect also prevents your opponent from "raising" stages. Note that leveling up allows you to "set" your MP to 10 stages above zero.

**[RULING] R139 Pulverize:** You would search your Life Deck for the Physical Combat or Energy Combat attack card, reveal it, shuffle your Life Deck, and then place the chosen card on top.

**[ERRATUM] P4 Red Shoulder Grab**

**Original Text:** "Physical attack. DAMAGE: AT +3 stages. Raise your anger 1 level. For the remainder of combat, all of your successful attacks are considered to deal critical damage."

**Updated Text:** "[Sword Icon] Physical attack. DAMAGE: AT +3 stages. Raise your anger 1 level. For the remainder of combat, all of your other attacks are considered to deal critical damage."

(NOTE: This change matches the printed text of Premiere C50 Red Shoulder Grab)

**[ERRATUM] P8 Devastating Blow**

**This Card Gains:** "[Sword Icon]"

(NOTE: This change matches the printed text of Premiere U110 Devastating Blow)

**[ERRATUM] P9 Orange Stare Down**

**Original Text:** "Energy attack costing 2 stages. DAMAGE: 4 life cards. Banish an opponent's Setup, vDrill or Ally."

**Updated Text:** "[Sword Icon] Energy Attack costing 2 stages. DAMAGE: 4 life cards. Banish an opponent's Setup, Drill, or Ally."

(NOTE: This change matches the printed text of Premiere S117 Orange Stare Down)

## *Evolution*

**[ERRATUM] S35 Black Smoothness Drill**

**This Card Gains:** "(Limit 1 per deck.)"

(MRP: None)

**[ERRATUM] S81 Namek Dragon Ball 6**

**Original Text:** "CARD TYPE: Mastery"

**Updated Text:** "CARD TYPE: Dragon Ball"

(NOTE: This change matches the printed text of Premiere U63 Namek Dragon Ball 6)

**[ERRATUM] S97 Namekian Reinforced Block**

**Original Text:** "ENDURANCE 1"

**Updated Text:** "ENDURANCE 2"

(NOTE: This change matches the printed text of Movie Collection C29 Namekian Reinforced Block)

**[ERRATUM] S98 Namekian Right Throw**

**Original Text:** "You may shuffle a Dragon Ball you control back into its owner's Life Deck. If you do, raise your anger 2 levels."

**Updated Text:** "You may shuffle a Dragon Ball you control back into its owner's Life Deck. If you do **and your MP has 2 or less Traits**, raise your anger 2 levels."

(MRP: None)

**[ERRATUM] S105 Orange Calming Drill**

**This Card Gains:** "ENDURANCE 1"

(NOTE: This change matches the printed text of Heroes & Villains C39 Orange Calming Drill)

**[ERRATUM] S107 Orange Joint Restraint Drill**

**Original Text:** "∞: Your physical attacks deal +4 stages of damage."

**Updated Text:** "∞: Your physical attacks deal +2 stages of damage."

(NOTE: This change matches the printed text of Premiere C37 Orange Joint Restraint Drill)

**[ERRATUM] S109 Orange Cover Up**

**Original Text:** "ENDURANCE 2"

**Updated Text:** "ENDURANCE 1"

(NOTE: This change matches the printed text of Premiere S146 Orange Cover Up)

**[ERRATUM] S148 Red Lightning Slash**

**Original Text:** "HIT: You may lower your anger 1 level to destroy all of your opponent's Allies or all of his Drills."

**Updated Text:** "HIT: You may lower your anger **2 levels** to destroy all of your opponent's Allies or all of his Drills."

(NOTE: This change matches the printed text of Premiere U99 Red Lightning Slash)

**[ERRATUM] C42 Red Quick Jab**

**Original Text:** "⚡ Physical attack."

**Updated Text:** "[Sword Icon] Physical attack."

(MRP: None)

**[ERRATUM] C52 Saiyan Empowered Smash**

**This Card Gains:** "[Sword Icon]"

(MRP: None)

**[ERRATUM] U79 Red Forceful Strike**

**Original Text:** "⚡ Physical attack."

**Updated Text:** "[Sword Icon] Physical attack."

(MRP: None)

**[ERRATUM] U84 Saiyan Sword Strike**

**Original Text:** "If your opponent passed as his last action, this attack cannot be stopped nor have its damage prevented."

**Updated Text:** "If your opponent passed as his last action **this combat**, this attack cannot be stopped nor have its damage prevented."

(MRP: None)

**[ERRATUM] U97 Android 17 - Beckoning**

**Original Text:** "POWER: Physical attack."

**Updated Text:** "POWER: **[Sword Icon]** Physical attack."

(MRP: None)

**[ERRATUM] R122 Saiyan Tracking Blast**

**Original Text:** "↪ Energy attack costing 3 stages."

**Updated Text:** "**[Sword Icon]** Energy attack costing 3 stages."

(MRP: None)

**[ERRATUM] R126 Android 18's Toss**

**Original Text:** "↪ Energy attack costing 2 stages."

**Updated Text:** "**[Sword Icon]** Energy attack costing 2 stages."

(MRP: None)

**[ERRATUM] R130 Android 20's Domination**

**This Card Gains:** "CARD TYPE: Physical Combat"

(MRP: None)

**[ERRATUM] P4 Trunks - Bashful**

**Original Text:** "[CARD TYPE: Hero] (You may use this power regardless of your MP's power stage.) ↪ POWER: Use when entering combat. Look at the top card of a player's Life Deck. You may place that card at the bottom of that player's Life Deck."

**Updated Text:** "[CARD TYPE: Hero **Ally**] (You may use this power regardless of your MP's power stage.) ↪ POWER: Use when entering combat. Look at the top card of a player's Life Deck. You may place that card at the bottom of that player's Life Deck."

**(NOTE:** This card was also erroneously printed using the MP template rather than the Ally template)

(MRP: None)

*Perfection*

**[ERRATUM] C52 Saiyan Demolishing Beam**

**Original Text:** "HIT: You may use the immediate effects of a Dragon Ball in play. Rejuvenate this card."



**Updated Text:** "HIT: You may use the immediate effects of a Dragon Ball in play. **If you do, banish this card after use. If you do not,** Rejuvenate this card."

(MRP: None)

[RULING] **U91 Orange Charge:** If you fail to reveal a Styled attack, the revealed cards are shuffled into your Life Deck.

[ERRATUM] **R115 Overwhelming Power**

**Original Text:** "(Limit 2 per deck. This card is considered a Styled and Named card for your card effects. If this card is placed into your hand by a card effect, you may use a critical damage effect.)"

**Updated Text:** "(Limit 2 per deck. This card is considered a Styled and Named card for your card effects. If this card is placed into your hand by a **non-Mastery** card effect, you may use a critical damage effect.)"

(MRP: None)

[ERRATUM] **R119 Black Extreme Blast**

**Original Text:** "Attach to your MP. While attached, you may lower your opponent's anger 1 level whenever you destroy cards from your opponent's Life Deck. Banish this card when your opponent's MP changes levels."

**Updated Text:** "Attach to your MP. While attached, **once per turn** you may lower your opponent's anger 1 level whenever you destroy cards from your opponent's Life Deck. Banish this card when your opponent's MP changes levels."

(MRP: None)

[ERRATUM] **DR4 Cell - Unstoppable**

**This Card Gains:** "(This card's non-↪ power may only be used once per game.)"

(MRP: Awakening S14/DR14 Cell - Unstoppable)

[ERRATUM] **P9 Red Trailing Blast**

**This Card Gains:** "If the highest power level on your MP's Level 4 is more than 500,000 and this card would attach to your MP, banish it instead."

(MRP: None)

[ERRATUM] **P13 Red City Destruction**

**Original Text:** "[CARD TYPE: Energy Combat]"

**Updated Text:** "[CARD TYPE: **Event**]"

(NOTE: This change matches the printed text of Heroes & Villains U89 Red City Destruction)

[ERRATUM] **P14 Orange Uppercut**

**This Card Gains:** "(Limit 1 per deck.)"

(MRP: None)

## Vengeance

### [ERRATUM] C33 Orange Shopping Drill

**Original Text:** “∞: Your opponent cannot use effects that banish cards from a discard pile. When this Drill is leaving play, you may banish this card and your discard pile to banish 6 cards from your opponent’s discard pile.”

**Updated Text:** “∞: Your opponent cannot use effects that banish cards from **your** discard pile. When this Drill is leaving play, you may banish this card and your discard pile to banish 6 cards from your opponent’s discard pile.”  
(MRP: Movie Collection 3 PXX Orange Shopping Drill)

### [ERRATUM] U77 Icarus - Supportive

**Original Text:** “∞: Your other Allies cannot be destroyed or banished by your opponent’s card effects.”

**Updated Text:** “∞: Your other **[Earthling Trait]** Allies cannot be destroyed or banished by your opponent’s card effects.”

(MRP: None)

### [ERRATUM] UR142 Unleashed

**This Card Gains:** “(Banish after use.)”

(MRP: None)

**FanZ Updated Text:** “(You cannot win by MPPV if you use this card.) **POWER:** Search your Life Deck for a card that can attach to your MP and place it into play attached. **If your MP has a card attached to it, you may advance or lower your MP 1 level.** If your opponent cannot win by MPPV, destroy any number of cards attached to your MP. Lower your opponent’s MP level equal to the number of cards destroyed this way. (Banish after use.)”

(MRP: Movie Collection 3 P30 Unleashed)

### [ERRATUM] P1 Black Smoothness Drill

**This Card Gains:** “(Limit 1 per deck.)”

(MRP: None)

## Awakening

### [ERRATUM] S10/DR10 Orange Retribution Mastery

**This Card Gains:** “(You cannot activate the Power of a Drill with the same name as a Drill you have already activated this turn.)”

(MRP: None)

### [ERRATUM] S86 Namekian Right Throw

**Original Text:** “You may shuffle a Dragon Ball you control back into its owner’s Life Deck. If you do, raise your

anger 2 levels.”

**Updated Text:** “You may shuffle a Dragon Ball you control back into its owner’s Life Deck. If you do **and your MP has 2 or less Traits**, raise your anger 2 levels.”

(MRP: None)

**[ERRATUM] S101 Saiyan Back Crash**

**This Card Gains:** “ENDURANCE 0”

(NOTE: This change matches the printed text of Evolution U98 Saiyan Back Crash)

**[ERRATUM] C32 Orange Checkup Drill**

**Original Text:** “(When this Drill enters play during combat, you may search your Life Deck for a Styled “shield icon” card and place it into your hand.)”

**Panini Updated Text:** “(When this Drill enters play during combat, **if it is the first time a card titled “Orange Checkup Drill” has entered play this combat** you may search your Life Deck for a Styled “shield icon” card and place it into your hand.)”

**FanZ Updated Text:** “(Limit 1 per deck. When this Drill enters play during combat, **if it is the first time a card titled “Orange Checkup Drill” has entered play this combat** you may search your Life Deck for a Styled “shield icon” card and place it into your hand.)”

(MRP: None)

**[ERRATUM] U95 Red Scanning Drill**

**Original Text:** “∞: Whenever your anger is lowered, destroy the top card of your opponent’s Life Deck.”

**Updated Text:** “⚡ **POWER: Use when your anger is lowered.** Destroy the top card of your opponent’s Life Deck.”

(MRP: None)

**[ERRATUM] U97 Red Pummel**

**Original Text:** “HIT: At the end of combat, you may lower your anger to 0. If you do, search your Life deck or discard pile for a Drill and play it.”

**Updated Text:** “HIT: At the end of combat, you may **set** your anger to 0. If you do, search your Life deck or discard pile for a Drill and play it.”

(MRP: None)

**[ERRATUM] U98 Saiyan Clench**

**This Card Gains:** “(Limit 1 per deck.)”

(MRP: None)

**[ERRATUM] R133 Gohan’s Backlash**

**This Card Gains:** “(Limit 1 per deck.)”

(MRP: None)

**[RULING] R135 Hercule’s Dynamite Kick:** If you are taking damage and can only discard Dragon Balls and/or Hercule’s Dynamite Kick, your opponent wins by Survival Victory.

## Celestial Tournament

### [ERRATUM] C18 Orange Meditation

**This Card Gains:** "(Limit 2 per deck.)"

(MRP: None)

### [ERRATUM] C19 Orange Bicycle Kick

**Original Text:** "Lower a player's anger 2 levels. Rejuvenate any number of Drills you control. Search your Life Deck for X ∞ Drills and place them into play. X = the number of Drills you Rejuvenated."

**Updated Text:** "Lower a player's anger 2 levels. Rejuvenate **up to 3** Drills you control. Search your Life Deck for X ∞ **Styled** Drills and place them into play. X = the number of Drills you Rejuvenated."

(MRP: None)

### [ERRATUM] U40 King Cold – Caught Off Guard

**Original Text:** "(This card is considered Named for your effects. If your MP is Frieza or Cooler, you may use this Power regardless of your MP's power stage.)"

**Updated Text:** "(**If your MP is Chilled, Cooler, or Frieza, this card is considered Named and** you may use this Power regardless of your MP's power stage.)"

(MRP: This card is currently up to date in the Celestial Tournament card images.)

### [ERRATUM] R2 Black Absorption Drill

**Original Text:** "Whenever you discard, destroy, or banish cards from your opponent's Life Deck from a non-damage effect, you may place a card from either player's discard pile on top of its owner's Life Deck."

**Updated Text:** "Whenever you discard, destroy, or banish cards from your opponent's Life Deck **with** a non-damage effect, you may place a **Styled** card from either player's discard pile on top of its owner's Life Deck."

(MRP: None.)

## Legends

### [ERRATUM] U4 Black Punt

**Original Text:** "Attach to your MP. While attached, cards that you own are considered Styled. Banish this card when your opponent's MP advances a level."

**Updated Text:** "Attach to your MP. While attached, **your attacks** are considered Styled. Banish this card when your opponent's MP advances a level."

(MRP: None.)

### [ERRATUM] R26 Saiyan Pre-Game

**This Card Gains:** "(Limit 1 per deck.)"

(MRP: None)

## *Revelation*

### [ERRATUM] U58 Bulma – Taking a Drag

**Original Text:** “(If your MP is Kid Trunks, Trunks, or Vegeta, you may use this Power regardless of your MP’s power stage and you may play this card from your hand as an action to gain 5 stages and draw a card.)”

**Updated Text:** “(If your MP is Kid Trunks, Trunks, or Vegeta, you may use this Power regardless of your MP’s power stage and **once per combat** you may play this card from your hand as an action to gain 5 stages and draw a card.)”

(MRP: None.)

## *Escalation*

(No current rulings or errata)

## *Movie Collection 2*

### [ERRATUM] C9 Blue Sword Rush

**Original Text:** “Lower your opponent’s anger 1 level. Your Styled Setups this combat gain ‘Shuffle into your Life Deck after use.’”

**Updated Text:** “Lower your opponent’s anger 1 level. Your Styled Setups this combat **that are not banished after use** gain ‘Shuffle into your Life Deck after use.’”

(MRP: None.)

## *Fusion*

### [ERRATUM] S60 Vegito – Dominant

**This Card Gains:** “(You cannot win by MPPV.)”

(MRP: This card is currently up to date in the Fusion card images.)

### [ERRATUM] C21 Orange Sidestep

**Original Text:** “(If this card is discarded from your hand by a card effect, you may banish it instead to draw the bottom card of your discard pile.)”

**Updated Text:** “(If this card is discarded from your hand by a **personality or Mastery** effect, you may banish it instead to draw the bottom card of your discard pile.)”

(MRP: This card is currently up to date in the Fusion card images.)

## *Organized Play Promos*

### [ERRATUM] P2 Blue Stylish Pose

**This Card Gains:** "(Limit 1 per deck.)"

**(MRP:** None)

### [ERRATUM] P8 Raditz - Proud

**Original Text:** "(As an action, you may place this card into play from your hand to choose a Styeld card in your discard pile and Rejuvenate it.)"

**Updated Text:** "(**Once per combat, as** an action, you may place this card into play from your hand to choose a Styled card in your discard pile and Rejuvenate it.)"

**(MRP:** None.)

### [ERRATUM] P19 Namekian Straining Assault

**This Card Gains:** "(Limit 1 per deck.)"

**(MRP:** None)

## IV. Card Legality

*While the game was in print, a "Frozen List" was established which would render particular cards **illegal for tournament play** for an undetermined period of time. The fan-driven continuation has maintained and added to this list in an effort to keep tournament play varied and interesting. Below is the current form of that list, with Panini additions once again marked with a **light blue highlight**, and the most recent additions in **red text**.*

*In addition, a small set of cards printed in the Premiere and Heroes & Villains sets were printed with **gold text** names. These Gold Title Reprints were intended to be direct reprints from the original Dragon Ball Z Collectible Card Game (Score Entertainment, 2001), though several had to be redacted due to their text and functionality not perfectly aligning with updated text used in the new release. Any card name on this list that is ~~not crossed-out~~ is a card which may be replaced with the original Score Entertainment card of the same title in a tournament environment.*

### Current Frozen List

*Cards on this list may not be used in any official FanZ tournament.*

**Black Devious Mastery** (Premiere R122, Premiere S28)

**Red Enraged Mastery** (Premiere R140, Premiere S27)

**Saiyan Empowered Mastery** (Premiere R145, Premiere S25)

**Red Tactical Drill** (Premiere S43, Evolution S167)

**Visiting The Past** (Premiere U107, Perfection P4)

**Orange Focusing Drill** (Premiere R137)

**Namekian Restored Mastery** (Evolution S15)

**Orange Charge** (Perfection U91)

**Orange Retribution Mastery** (Awakening S10, Awakening DR10)

**Orange Checkup Drill** (Awakening C32)

**Ox King, Naming Genius** (Awakening U81)

## DEFUNCT RULE – Legacy Thawing Bonus

(This Rule is not active in any official FanZ event. Any Panini DBZ-only event may choose to use it at their discretion.) The following MPs may be paired with the corresponding Mastery Cards on the Frozen List in any non-FanZ event:

**Black Devious Mastery:** Krillin, Frieza, Piccolo, Captain Ginyu, Vegeta (Villain alignment only), Nail, Nappa, Raditz, Tenshinhan, Turles, Lord Slug, Garlic Jr., Dr. Wheelo, Android 16, Android 17, Android 18, Android 19, Mercenary Tao, Hercule, Cell Jr.

**Red Enraged Mastery:** Krillin, Frieza, Piccolo, Captain Ginyu, Vegeta (Villain alignment only), Nail, Nappa, Raditz, Tenshinhan, Turles, Lord Slug, Garlic Jr., Dr. Wheelo, Android 16, Android 17, Android 18, Android 19, Mercenary Tao, Cell, Cell Jr.

## Gold Title Reprints

*Cards on this list that have not been crossed out may be replaced with their title-matching Score Entertainment DBZ CCG card in official FanZ tournaments.*

## Premiere Set

~~Black Side Thrust~~  
~~Blue Arm Blast~~  
~~Red Power Punch~~  
~~Red Blocking Hand~~  
~~Saiyan Energy Rupture~~  
~~Saiyan Lightning Dodge~~

~~Black Energy Web~~  
~~Blue Round Throw~~  
~~Red Energy Defensive Stance~~  
~~Saiyan Energy Toss~~  
~~Saiyan Focus~~  
~~Saiyan Surprise~~

~~Blue Defensive Flight~~  
~~Orange Power Point~~  
~~Red Energy Shield~~  
~~Saiyan Wrist Block~~  
~~Saiyan Direct Strike~~

## Heroes & Villains

~~Black Fist Lock~~  
~~Blue Face Crunch~~  
~~Saiyan Hand Swipe~~

~~Black Overpowering Attack~~  
~~Blue Leverage~~

~~Black Upward Dodge~~  
~~Saiyan Blocking Technique~~