

BLACK FACE OFF C1



SETUP

(If this card is destroyed from your Life Deck or discarded from your hand, gain 5 stages.)

⚡ **POWER:** Use when entering combat. Allies and Events cannot be played and lose all effects this combat. Raise your anger 1 level.

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BLACK ABSORPTION DRILL R2



DRILL

(Limit 1 per deck. If this card is destroyed from your Life Deck, choose 2 cards in your opponent's discard pile, banish them and gain 2 stages. If this card is discarded from your hand, rejuvenate the bottom 2 cards of your discard pile.)

∞: 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.

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BLACK RESTORATION C3



EVENT

Choose up to 3 Styled cards in your discard pile and shuffle them into your Life Deck. Choose 3 Styled cards in your opponent's discard pile and banish them.

(Banish after use.)

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BLACK GUT CRUSHER U4



PHYSICAL COMBAT

(If this card is destroyed from your Life Deck by one of your effects, search your Life Deck for a Styled Drill and place it into play.)

✖ Physical attack.

If you have destroyed cards from your Life Deck from a non-damage effect this combat, damage from this attack cannot be prevented or modified.

DAMAGE: 5 life cards.

HIT: Lower your opponent's anger 2 levels.

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(If this card is destroyed from your Life Deck by one of your effects, search your Life Deck for a Styled Drill and place it into play.)

✕ Physical attack.

If you have destroyed cards from your Life Deck from a non-damage effect this combat, damage from this attack cannot be prevented or modified.

DAMAGE: 5 life cards.

HIT: Lower your opponent's anger 2 levels.

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BLACK CONSTANT BARRAGE U5



ENERGY COMBAT 1 **ENDURANCE**

✕ Energy attack costing 1 stage.

Raise your anger 1 level.

For the remainder of combat, whenever you use a critical damage effect, destroy the top 2 cards of your opponent's Life Deck.

DAMAGE: 4 life cards.

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BLUE OFF-BALANCED PUNCH C6



SETUP 1 **ENDURANCE**

POWER: ✕ Physical attack.

Raise or lower a player's anger 1 level.

DAMAGE: 3 stages.

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BLUE ARRIVAL DRILL R7



DRILL

∞: Whenever an Ally enters play under your control during combat, **DESTROY** the top card of your opponent's Life Deck.
 ♣ **POWER:** Use at the end of combat. Choose an Ally in your discard pile and shuffle it into your Life Deck.

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BLUE QUICK SAVE C8



EVENT

(Limit 2 per deck.)
 ♣ **POWER:** Use when one of your Allies would leave play from an opponent's effect. Rejuvenate it instead. Your opponent must pass for their next action this combat.
 (Banish after use.)

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BLUE EASY KNEE U9



PHYSICAL COMBAT

✕ Physical attack.
 If stopped, you may use a critical damage effect.
DAMAGE: AT +4 stages.

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BLUE QUICK SHOT C10



ENERGY COMBAT

✕ Energy attack costing 2 stages.
Lower your opponent's anger 1 level.
You may discard a card from your hand to draw a card. If you discarded an Ally, you may place it into play instead.
DAMAGE: 4 life cards.
(Banish after use.)

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NAMEKIAN GREED U11



SETUP 1 ENDURANCE

(Villains only. Limit 1 per deck.)
POWER: Search your Banished Zone for a Dragon Ball and Rejuvenate it.
(Banish after use.)

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NAMEKIAN AGGRESSIVE DRILL U12



DRILL

(When this card enters play during combat, you may shuffle a Dragon Ball from your Banished Zone into your Life Deck.)
∞: Your physical attacks deal +1 stage of damage.
POWER: If you can win by MPPV, raise your anger 1 level. If your MP is not a Saiyan, lower your opponent's anger 2 levels and you may destroy a Setup.

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NAMEKIAN CHASE C13



EVENT 2 ENDURANCE

Lower your opponent's anger 2 levels. You may shuffle a Dragon Ball in play back into its owner's Life Deck to search your Life Deck for a Dragon Ball and place it into play.
(Banish after use.)

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NAMEKIAN GRAB C14



PHYSICAL COMBAT **2** ENDURANCE

× Physical attack.
If the highest power level on your MP's Level 4 is 500,000 or less, destroy an opponent's Setup, Drill, or Ally in play.
DAMAGE: 3 life cards or 3 stages.
HIT: Lower your opponent's anger 1 level.

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NAMEKIAN RESOURCEFUL SHOT R15



ENERGY COMBAT **1** ENDURANCE

(Limit 2 per deck. If this card is in your discard pile, you may banish a card from your hand to play it as an action.)
× Energy attack costing 1 stage.
Use a critical damage effect.
DAMAGE: 4 life cards.
(Banish after use.)
(Created by Cory Aguilar, 2017 World's Qualifier)

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ORANGE ASSISTANCE DRILL C16




DRILL

∞: Attacks performed by your Allies deal +1 life card of damage. If an Ally you control would be banished by an opponent's effect, shuffle it into its owner's Life Deck instead.

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C16

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ORANGE JUKE **U17**



EVENT

▼ **POWER:** Stops a physical or energy attack.

Search your discard pile for a Styled Drill and Rejuvenate it. If you control less than 3 Drills, you may place it into play instead.

(Banish after use.)

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ORANGE MEDITATION **C18**



EVENT **2 ENDURANCE**

(As an action, you may discard this card from your hand to perform a Styled energy attack costing 2 stages and dealing 5 life cards of damage.)

⚡ **POWER:** Use when a player would raise their anger level. Change that amount to 0. Both players set their anger level to 0.

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ORANGE BICYCLE KICK **R19**



ENERGY COMBAT

✖ Physical attack.

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.

DAMAGE: AT +5 stages.

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ORANGE SWEEPING BLAST  U20



 ENERGY COMBAT

✕ Energy attack costing 2 stages.

You may Rejuvenate a Styled Drill you control.
If you do, your opponent cannot play non-Styled cards this combat.

DAMAGE: 5 life cards.

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C21 



 SETUP

(If this card is banished from your Life Deck or discard pile by one of your effects and you have not searched your Life Deck this turn, search your Life Deck or Banished Zone for a Dragon Ball and place it into play.)

POWER: Search your Life Deck, discard pile, or Banished Zone for a Drill and play it.
(Banish after use.)

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C21 



 SETUP


(If this card is banished from your Life Deck or discard pile by one of your effects and you have not searched your Life Deck this turn, search your Life Deck or Banished Zone for a Dragon Ball and place it into play.)

POWER: Search your Life Deck, discard pile, or Banished Zone for a Drill and play it.
(Banish after use.)

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R22

RED SPEEDY DRILL



ooc: Your opponent's attacks deal -1 stage and -1 life card of damage.

POWER: Rejuvenate a Styled Drill from your discard pile to destroy the top 2 cards of your opponent's Life Deck.

DRILL

1 ENDURANCE

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DRILL

1 ENDURANCE

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DRILL

1 ENDURANCE

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RED REVERSE **C23**



PHYSICAL COMBAT **2** ENDURANCE

(You may only have one "Red Reverse" attached. If this card is banished from your Life Deck, attach it to your MP.)

♥ Stops a physical attack.

Your opponent's MP loses 3 stages. While attached, your Styled energy attacks deal +2 life cards of damage.

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RED BRACE **U24**



ENERGY COMBAT **2** ENDURANCE


(If this card is banished from your Life Deck, gain 2 stages and your opponent's MP loses 2 stages.)

♥ Stops an energy attack.

Raise your anger 1 level. Lower your opponent's anger 1 level. (Rejuvenate after use.)

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RED BRACE **U24**



ENERGY COMBAT **2** ENDURANCE

(If this card is banished from your Life Deck, gain 2 stages and your opponent's MP loses 2 stages.)

♥ Stops an energy attack.

Raise your anger 1 level. Lower your opponent's anger 1 level. (Rejuvenate after use.)

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RED BRACE U24



ENERGY COMBAT 2 ENDURANCE

(If this card is banished from your Life Deck, gain 2 stages and your opponent's MP loses 2 stages.)
 ♥ Stops an energy attack.
 Raise your anger 1 level.
 Lower your opponent's anger 1 level.
 (Rejuvenate after use.)

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RED ENHANCED BEAM U25



ENERGY COMBAT 1 ENDURANCE

(If this card is banished from your Life Deck, gain 2 stages and your opponent's MP loses 2 stages.)
 ✕ Energy attack costing 2 stages.
 Raise your anger 1 level.
 Damage from this attack is banished.
 DAMAGE: 6 life cards.

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 ✕ Energy attack costing 2 stages.
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 Damage from this attack is banished.
 DAMAGE: 6 life cards.

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 ✕ Energy attack costing 2 stages.
 Raise your anger 1 level.
 Damage from this attack is banished.
 DAMAGE: 6 life cards.

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SAIYAN DISRUPTION U26



SETUP 0 ENDURANCE

(Limit 2 per deck. This card is considered Named.)
 ♣ POWER: Use when entering combat.
 Destroy a Setup in play.

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SAIYAN TACTICS C27



SETUP 0 ENDURANCE

(Villains only. Limit 2 per deck. You may not search for Saiyan Tactics with this card's effect.)
 POWER: If the highest power level of your MP's Level 4 is 500,000 or less, search your Banished Zone for 2 Styled Setups and Rejuvenate them. If your opponent's MP has lost stages from one of your effects this combat, you may place one of them into play instead.
 (Banish after use.)

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(Villains only. Limit 2 per deck. You may not search for Saiyan Tactics with this card's effect.)
 POWER: If the highest power level of your MP's Level 4 is 500,000 or less, search your Banished Zone for 2 Styled Setups and Rejuvenate them. If your opponent's MP has lost stages from one of your effects this combat, you may place one of them into play instead.
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U28

SAIYAN SHOWDOWN DRILL




DRILL

(If your MP is a Hero, this Drill is not discarded when you advance a level.)
 ∞: Your Styled physical attacks deal +2 stages of damage. Damage from your attacks cannot be redirected to Allies.

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U28

SAIYAN SHOWDOWN DRILL




DRILL

(If your MP is a Hero, this Drill is not discarded when you advance a level.)
 ∞: Your Styled physical attacks deal +2 stages of damage. Damage from your attacks cannot be redirected to Allies.

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SAIYAN BURST **C29**



ENERGY COMBAT **3** **ENDURANCE**

✕ Energy attack costing 2 stages.
 Raise your anger 1 level.
 Lower your opponent's anger 3 levels.
 DAMAGE: 5 life cards.
 HIT: Choose a Styled card in your discard pile and Rejuvenate it.

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SAIYAN BURST **C29**



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✕ Energy attack costing 2 stages.
 Raise your anger 1 level.
 Lower your opponent's anger 3 levels.
 DAMAGE: 5 life cards.
 HIT: Choose a Styled card in your discard pile and Rejuvenate it.

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ENERGY COMBAT **3** **ENDURANCE**

✕ Energy attack costing 2 stages.
 Raise your anger 1 level.
 Lower your opponent's anger 3 levels.
 DAMAGE: 5 life cards.
 HIT: Choose a Styled card in your discard pile and Rejuvenate it.

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SAIYAN LEGENDARY STRIKE **PREVIEW R2**



PHYSICAL COMBAT **2** **ENDURANCE**

(If this card is revealed from your hand, you may use a critical damage effect. You may play this card to prevent 3 stages and 3 life cards of damage from an attack.)
 ✕ Physical attack.
 Lower your opponent's anger 2 levels.
 DAMAGE: AT +4 stages.
 (Created by Tyler Martin, 2016 Gen Con Champion)

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SAIYAN LEGENDARY STRIKE **PREVIEW R2**



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 ✕ Physical attack.
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SAIYAN LEGENDARY STRIKE PREVIEW R2



PHYSICAL COMBAT 2

(If this card is revealed from your hand, you may use a critical damage effect. You may play this card to prevent 3 stages and 3 life cards of damage from an attack.)

✕ Physical attack.

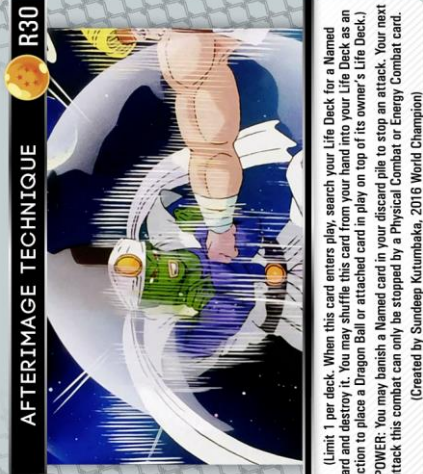
Lower your opponent's anger 2 levels.

DAMAGE: AT +4 stages.

(Created by Tyler Martin, 2016 Gen Con Champion)

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AFTERIMAGE TECHNIQUE R30



SETUP

(Limit 1 per deck. When this card enters play, search your Life Deck for a Named card and destroy it. You may shuffle this card from your hand into your Life Deck as an action to place a Dragon Ball or attached card in play on top of its owner's Life Deck.)

POWER: You may banish a Named card in your discard pile to stop an attack. Your next attack this combat can only be stopped by a Physical Combat or Energy Combat card.

(Created by Sundeeep Kutumbhaka, 2016 World Champion)

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PUZZLER R31



EVENT 1

(Limit 1 per deck. You may banish this card from your hand as an action to destroy the top 2 cards of each player's Life Deck.)

POWER: Use when a "when entering combat" effect is used. Cancel that effect. Draw a card.

(Banish after use.)

(Created by Elmer Walter, 2017 World's Qualifier)

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THE IMPLICATION UR32



EVENT 1

POWER: Use when a Setup or Drill Power is used. Cancel that effect.

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THE IMPLICATION UR32



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THE IMPLICATION UR32

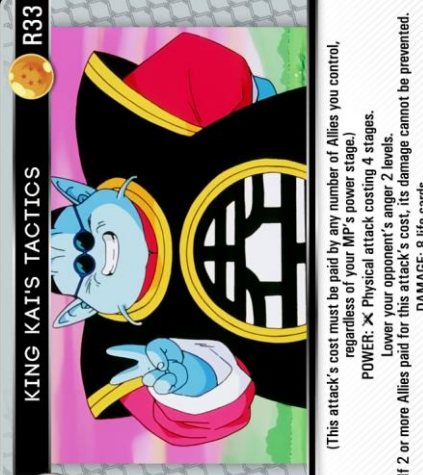


EVENT 1

POWER: Use when a Setup or Drill Power is used. Cancel that effect.

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KING KAI'S TACTICS R33



SETUP

(This attack's cost must be paid by any number of Allies you control, regardless of your MP's power stage.)

POWER: ✕ Physical attack costing 4 stages.

Lower your opponent's anger 2 levels.

If 2 or more Allies paid for this attack's cost, its damage cannot be prevented.

DAMAGE: 8 life cards.

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POWER: ✕ Physical attack costing 4 stages.


Lower your opponent's anger 2 levels.

If 2 or more Allies paid for this attack's cost, its damage cannot be prevented.

DAMAGE: 8 life cards.

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KING KAI'S TACTICS R33




SETUP

(This attack's cost must be paid by any number of Allies you control, regardless of your MP's power stage.)
POWER: X Physical attack costing 4 stages.
 Lower your opponent's anger 2 levels.
 If 2 or more Allies paid for this attack's cost, its damage cannot be prevented.
DAMAGE: 8 life cards.

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KING KAI'S JOY RIDE R34




EVENT **1** ENDURANCE

(When this card is discarded or destroyed from your Life Deck, your opponent reveals their hand.)
POWER: Search your Life Deck or discard pile for a non-∞ Ally and place it into play. Search your Banished Zone for an Ally with "Bubbles" or "Gregory" in the title and Rejuvenate it. Your opponent skips their next action this combat.

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PIKKON'S HYPER TORNADO R35



EVENT

(If this card is in your discard pile, you may banish it as an action to Rejuvenate 2.)
 ▼ **POWER:** Stops a physical or energy attack.

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PIKKON'S HYPER TORNADO R35



EVENT

(If this card is in your discard pile, you may banish it as an action to Rejuvenate 2.)
 ▼ **POWER:** Stops a physical or energy attack.

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 ▼ **POWER:** Stops a physical or energy attack.

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PIKKON'S THUNDER FLASH R36



ENERGY COMBAT

(If this card is Rejuvenated during combat, raise your anger 1 level and lower your opponent's anger 1 level.)
 X Energy attack costing 1 stage.
 Raise your anger 1 level. Rejuvenate 1. Banish a card from your opponent's discard pile. If that card was an Event, search your opponent's Life Deck for a copy of that card and banish it.
DAMAGE: 6 life cards.

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PIKKON'S THUNDER FLASH R36

ENERGY COMBAT

(If this card is Rejuvenated during combat, raise your anger 1 level and lower your opponent's anger 1 level.)

✕ Energy attack costing 1 stage.

Raise your anger 1 level. Rejuvenate 1. Banish a card from your opponent's discard pile. If that card was an Event, search your opponent's Life Deck for a copy of that card and banish it.

DAMAGE: 6 life cards.

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PIKKON'S THUNDER FLASH R36

ENERGY COMBAT

(If this card is Rejuvenated during combat, raise your anger 1 level and lower your opponent's anger 1 level.)

✕ Energy attack costing 1 stage.

Raise your anger 1 level. Rejuvenate 1. Banish a card from your opponent's discard pile. If that card was an Event, search your opponent's Life Deck for a copy of that card and banish it.

DAMAGE: 6 life cards.

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FRIEZA'S ARROGANCE R1

EVENT

1 ENDURANCE

(Limit 2 per deck. If this card is Rejuvenated during combat, search your Life Deck for an Ally and play it.)

▼ **POWER:** Stops a physical or energy attack.

You may Rejuvenate a Named card in your discard pile or Banished Zone.

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FRIEZA'S ARROGANCE R1

EVENT

1 ENDURANCE

(Limit 2 per deck. If this card is Rejuvenated during combat, search your Life Deck for an Ally and play it.)

▼ **POWER:** Stops a physical or energy attack.

You may Rejuvenate a Named card in your discard pile or Banished Zone.

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1 LEVEL **BUBBLES** U37

CURIOUS

HERO ALLY

| |
|-----|
| 400 |
| 350 |
| 300 |
| 250 |
| 200 |
| 150 |
| 100 |
| 50 |
| 25 |
| 5 |
| 0 |

1 PUR

(If Bubbles would leave play and your MP is King Kai, you may shuffle him into your Life Deck instead. You may use this Power regardless of your MP's power stage.)

⚡ **POWER:** Use when entering combat. Discard a card from your hand. If your MP is King Kai, name a card. Your opponent cannot play that card this turn.

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1 LEVEL **GREGORY** U38

SPEEDY

HERO ALLY

| |
|-----|
| 800 |
| 700 |
| 600 |
| 500 |
| 400 |
| 300 |
| 200 |
| 100 |
| 50 |
| 20 |
| 0 |

1 PUR

(If Gregory would leave play and your MP is King Kai, you may Rejuvenate him instead.)

POWER: ✕ Physical attack.

If your MP is King Kai, this attack gains "HIT: You may use this attack a second time this combat."

DAMAGE: 2 life cards.

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1 LEVEL **OLIBU** U39

LEGENDARY

HERO ALLY

| |
|---------|
| 200,000 |
| 100,000 |
| 60,000 |
| 40,000 |
| 15,000 |
| 10,000 |
| 9,000 |
| 7,000 |
| 5,000 |
| 2,000 |
| 0 |

1 PUR

(If your MP is Pikkon, you may use this power regardless of your MP's power stage.)

▼ **POWER:** Prevent all damage from a physical attack. Rejuvenate 1.

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1 LEVEL **KING COLD** U40

CAUGHT OFF GUARD

VILLAIN ALLY

| |
|---------|
| 500,000 |
| 300,000 |
| 200,000 |
| 100,000 |
| 50,000 |
| 25,000 |
| 10,000 |
| 5,000 |
| 1,000 |
| 500 |
| 0 |

1 PUR

(This card is considered Named. If your MP is Frieza or Cooler, you may use this Power regardless of your MP's power stage.)

∞: If your MP is Frieza, your opponent cannot use effects that lower your MP 1 or more levels.

POWER: ✕ Physical attack.

DAMAGE: 1 life card.

HIT: Rejuvenate a Named card in your discard pile or Banished Zone.

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1 LEVEL **GOHAN**
A NEW HOPE  \$41



HERO

300,000
200,000
100,000
80,000
70,000
50,000
30,000
20,000
15,000
1,000
0

3 PUR

∞: Your opponent's attacks deal -1 life card of damage.


POWER: × Physical attack.


Choose a personality in play. It loses all effects this turn. You may set both players' anger level to 2.

DAMAGE: 2 life cards.



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2 LEVEL **GOHAN**
STRIKES BACK  \$42



HERO

1,000,000
800,000
600,000
500,000
400,000
200,000
50,000
30,000
15,000
9,000
0


3 PUR

∞: Your opponent's attacks deal -1 life card of damage.

POWER: × Physical attack.


Lower your opponent's anger 2 levels. If your opponent has used a non-∞ personality Power this turn, damage from this attack cannot be prevented.

DAMAGE: 6 life cards.



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3 LEVEL **GOHAN**
EMPOWERED  \$43



HERO

1,500,000
1,300,000
1,200,000
1,000,000
80,000
60,000
50,000
30,000
20,000
10,000
0


5 PUR

∞: Your opponent's attacks deal -1 life card of damage.

POWER: × Physical attack.

Rejuvenate 2. If your opponent has used a non-∞ personality Power this turn, you may use this attack a second time this combat.

DAMAGE: 5 life cards.



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4 LEVEL **GOHAN**
MARTYR  \$44



HERO

1,850,000
1,500,000
1,400,000
1,300,000
1,100,000
700,000
400,000
200,000
50,000
25,000
0


5 PUR


∞: Your attacks deal +2 life cards of damage. Your opponent cannot use the effects of personality cards. Lower your MP 1 level at the end of combat.

POWER: Your opponent discards a card from their hand. Banish the bottom 2 cards of your opponent's discard pile.



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1 LEVEL **KING KAI**
MENTOR  \$45



HERO


3,000
2,500
1,500
1,250
1,000
900
800
700
500
100
0

2 PUR


(At the end of your Planning Step, if you control no Allies, search your Life Deck for an Ally with "Bubbles" or "Gregory" in the title and play it.)


POWER: Use when entering combat. Choose a Bubbles or Gregory Ally in play. That Ally can make actions regardless of your MP's power stage this combat. Raise your anger 1 level.

POWER: Draw a card. Discard a card from your hand.



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2 LEVEL **KING KAI**
JOYFUL  \$46




HERO

5,000
4,500
3,500
3,250
2,000
1,500
1,000
700
600
300
0


3 PUR


(Your Bubbles and Gregory Allies can make actions regardless of your MP's power stage.)

POWER: Rejuvenate 2. Raise an Ally to its highest power stage. For the remainder of combat, attacks performed by that Ally deal +3 life cards of damage.



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3 LEVEL **KING KAI**
ON THE MOVE  \$47



HERO

6,000
5,500
4,500
3,250
3,000
2,500
2,000
1,700
1,000
500
0

4 PUR


(Your Bubbles and Gregory Allies can make actions regardless of your MP's power stage.)

POWER: Use when entering combat. Search your Life Deck for an Ally with "Bubbles" or "Gregory" in the title and play it.


POWER: × Physical attack.


If this attack is stopped and you control a Bubbles and Gregory Ally, destroy the top 3 cards of your opponent's Life Deck.

DAMAGE: 6 life cards.



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4 LEVEL **KING KAI**
NORTH KAI  \$48



HERO

8,000
7,500
6,500
6,250
6,000
4,500
3,700
2,000
1,500
0


5 PUR

(When one of your Allies would leave play, you may choose to have it stay in play instead. Your Allies without ∞ Powers can make actions regardless of your MP's power stage.)

POWER: × Physical attack.


DAMAGE: 5 life cards.

HIT: For the remainder of combat, attacks performed by your Allies deal +5 life cards of damage.



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1 LEVEL **PIKKON**
HERO OF THE WEST **S49**



1,000,000
800,000
600,000
400,000
200,000
100,000
15,000
9,000
3,000
1,500
0

2 PUR

HERO

⚡ **POWER:** Use when an Event is played as an action. Banish the top card of your Life Deck to cancel the effects of that card.
POWER: ✕ Energy attack.
Search your discard pile for a card and Rejuvenate it.
DAMAGE: 1 life card.

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2 LEVEL **PIKKON**
NEW RIVAL **S50**



1,500,000
1,000,000
700,000
500,000
300,000
100,000
80,000
50,000
30,000
9,900
0


3 PUR

HERO

∞: Whenever your opponent plays an Event, Rejuvenate 1 and banish the top card of their Life Deck.
POWER: Rejuvenate 3. You may discard a card from your hand. If you do, your opponent's next attack this combat deals no damage.

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3 LEVEL **PIKKON**
FIGHTING STANCE **S51**



1,800,000
1,600,000
1,300,000
1,000,000
700,000
500,000
250,000
150,000
75,000
10,000
0

4 PUR

HERO

∞: Whenever your opponent plays an Event, banish the top 2 cards of their Life Deck.
POWER: ✕ Energy attack.
Rejuvenate 2. If your opponent has played an Event this combat, this attack deals +5 stages of damage.
DAMAGE: 5 life cards.

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4 LEVEL **PIKKON**
PRIZED FIGHTER **S52**



2,500,000
2,000,000
1,700,000
1,500,000
600,000
300,000
100,000
50,000
30,000
15,000
0


5 PUR

HERO

∞: Whenever your opponent plays an Event, Rejuvenate 5.
POWER: ✕ Energy attack.
This attack can only be stopped by an Energy Combat card.
DAMAGE: 1 life card.
HIT: Banish the bottom 5 cards of your opponent's Life Deck.

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1 LEVEL **ANDROID 16**
FOCUSED **S53**



250,000
200,000
150,000
100,000
50,000
25,000
10,000
5,000
1,000
500
0


2 PUR

VILLAIN

(Your Life Deck may include non-Personality cards that are "Heroes only.")
POWER: ✕ Physical attack.
Raise or lower a player's anger 2 levels. You may Rejuvenate a card that is Alignment-restricted from your discard pile.
DAMAGE: 2 life cards.
HIT: If you have changed levels this combat, search your discard pile for a card that is Alignment-restricted and place it into your hand.

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1 LEVEL **ANDROID 17**
ENTERTAINED **S54**



100,000
90,000
80,000
60,000
50,000
25,000
15,000
10,000
5,000
1,500
0


3 PUR

VILLAIN

⚡ **POWER:** Use after your opponent draws any number of cards from a card effect. Discard a card at random from your opponent's hand.
POWER: ✕ Physical attack.
Lower your opponent's anger 1 level.
DAMAGE: 4 stages.
HIT: Search your Life Deck or discard pile for "Android 17's Van" and place it into play.

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2 LEVEL **ANDROID 18**
PREPARED **S55**



650,000
500,000
450,000
300,000
250,000
150,000
100,000
80,000
60,000
9,999
0

3 PUR

VILLAIN

∞: Your attacks deal +1 life card of damage. At the start of each turn, you may look at the top 2 cards of your Life Deck and place any number of them on the top or bottom of your Life Deck.
POWER: ✕ Energy attack.
Rejuvenate a card with "Android" in the title from your discard pile to use a critical damage effect.
DAMAGE: 0 life cards.

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1 LEVEL **FRIEZA**
RESIDENT OF HFIL **S56**



1,000,000
800,000
650,000
400,000
200,000
150,000
10,000
5,000
1,000
0

3 PUR

VILLAIN

(You cannot win by MPPV if you advance a personality level with this ⚡ Power.)
∞: Your first successful attack each combat gains "HIT: Destroy an opponent's Ally and raise your anger 1 level."
⚡ **POWER:** Use when entering combat. Search your Life Deck for 7 Named cards and banish them to advance a personality level.
POWER: ✕ Energy attack.
DAMAGE: 2 life cards.

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