

Tier 1 - Transcendent

These are the best SRs in the game, which many of which being on par with or outright superior to some SSRs. They're usually heavily versatile, extremely powerful, or both, and they can find themselves contributing to very powerful teams; even SSR-heavy groups can find a place for these guys. If you get one, you should check whether you have good link candidates for them, and consider seeing if you can build around them without hurting your existing teams.

Beerus - [Carnage Awakens](#)

One of the few single type +ATK leader skills that you could consider using, as 40% is a lot of damage, although +Ki leaders are almost always superior. Befitting of our feline overlord, his Super has the Extreme modifier, which is becoming increasingly common on SRs, but is nonetheless very rare, and he lowers DEF for good measure. His ATK is also quite high, and is supplemented by his good passive, giving him just over a base 8000 ATK. Godly Power isn't going to be found outside of SSR territory for now, and Connoisseur is exclusively with Whis so far, but he does share The Innocents with Infinite Fighting Spirit Android 17, Titantic Tag Team Mighty Mask, Elite Offspring Kid Trunks, and others, which is a nice surprise, and because his strengths aren't exclusive to being in an TEQ team, he can find a few spots in some multi-type teams with the same link. Prodigies also shows up on most Vegeta, Piccolo, and Frieza cards, the latter of which has two great units in TEQ. Carnage Awakens sets the stage for a new generation of great SRs.

Boujack - [Galaxy's Most Evil](#)

One of the few single type leader skills you can consider using in the SR tier, as 40% is quite a lot, but his passive is Ki-dependant, so you may want to be using a +Ki leader instead, unless you're able to get a +Ki Friend for the mission, as said passive is pretty good. Revival can be found in a number of places, such as SSR Terror Perfected Perfect Cell, A Monster Unleashed Majin Buu, Combative Will SS2 Vegeta, Reborn for Revenge Mecha Frieza, The Nightmare Returns Final Form Frieza, all Golden Friezas, and most notably Cyborg Tao, which supports his need for Ki through his leader skill, too. A lot of link skills debut with Galaxy's Most Evil; Galactic Warrior is shared exclusively with his crew, including Brutal Battlefield Diva Zangya, and Hera Clan is too, so much like Bardock, he functions best with his team. But moreso than Bardock's case, his links with them are extremely powerful -- although there are no other STR units with them except for one, limiting their effectiveness -- so it may be worth using Brutal Battlefield Diva even though she's not particularly great for this reason alone, even in an STR-focused team. Thirst for Conquest is shared by some SSR boss characters, such as all forms of Coora and Turles, and it also popped up on Chilled and Proud Royalty King Vegeta. Galaxy's Most Evil's greatest attribute is that he Dokkan Awakens into his full-powered self, SSR Full Strength Tremor, though;

he loses Revival and gains Coward, which is a flat downgrade -- although still allows him to link with Cyborg Tao -- but otherwise his stats and the effectiveness of his skills increase. Full Strength Tremor is also Galaxy's Most Evil's most notable link partner, because they're the same type, and can be used at once because they're different forms. If you get an extra, consider hanging onto him instead of raising his Super to use both him and his SSR self. He's not quite as good as his links make him look because they're mostly with Rs and/or off-types, but his ability to become a surprisingly strong SSR -- Full Strength Tremor's ATK is relatively high, even among SSRs, and his passive supplements this, putting him on par with some of the best damage dealers in the game -- means Galaxy's Most Evil's ability to D-Awaken and link with his other self if you have a spare also increases his value.

Frieza (1st Form) - [Emperor of Iniquity](#)

A good, versatile leader skill, higher-than-average ATK and DEF buffered by a good passive, the ever-destructive Universe's Most Malevolent link, and the Metamorphosis link make the Emperor of Iniquity an adaptable acquisition. He can go just about anywhere without holding the group back, and while he doesn't link with anyone within his own type well, except for his Second Form self, you may find that that 7500 ATK of his makes him stronger than most linked characters anyway. Prodigies is also an increasingly common link, and can be found on most forms of Piccolo and Vegeta, as well as Coora. Metamorphosis no longer has its associated glitch, but it's more common than it used to be, showing up on SSR Fusion Android 13, Mutating Monster Oolong, SSR Savage Battle Instinct Super Buu, and SSR Proudest in the Universe Final Form Coora. His leader skill is also a bit overvalued; +Ki leaders will almost always be more valuable, but he does head a multi-type team well, especially if there's another form of Frieza around for him to link with. Like all forms of Frieza, he can Dokkan Awaken into Golden Frieza via the associated event when it becomes available, but he's arguably one of the worst candidates to do so, ironically because he's so solid as he is. He unquestionably becomes much better as a unit, but if you have a Second Form, the latter is a better STR candidate to D-Awaken and pair with him, as that Frieza gains some utility via his improved passive. It's a tough call that boils down to what role you want him to have, but even without all of that to consider, this is still among the best SRs.

Frieza (Third Form) - [Savage Speed](#)

Here we have the specialist of Team Frieza. His passive is useful -- and also supports STR units, and thus the STR Friezas -- and his stats are good, but even more than other forms of Frieza, he's at his best when he's with one of them, in particular Horror From Hell Final Form Frieza, because of their shared Shocking Speed and Strongest Clan in Space passive for a huge 4 Ki, not to mention their shared typing. Shocking Speed is becoming increasingly common, and Western Galaxy Rivalry Paikuhon, TEQ Enigmatic Power Whis, STR Irreversible Judgement Beerus, Power

Awakened Ultimate Gohan, AGL Absolute Realm of God Super Saiyan God Goku, and AGL SR The Nightmare Returns Frieza each have it, among others, so he can have value on multi-type teams as well, but true horror is watching both TEQ Friezas team-tag on an unsuspecting foe. Like the other forms of Frieza, he can Dokkan Awaken into Golden Frieza when the content becomes available, and he's one of the Friezas you should consider keeping more than one of if you get it and also want to D-Awaken Third Form, because the Golden Frieza's passive remains the same in nature, but gives +2 Ki instead. He'll also count as a separate unit, and therefore can be on the same team as his old self. That way, you'd have two TEQ Friezas that both offer Ki support and link with each other, and it becomes even scarier if Horror From Hell is also in the fold, creating a trio of terror. It's also worth mentioning that the D-Awakened Savage Speed is also the best link candidate for the STR Super Saiyan God SS Vegeta, whom he shares powerful links with and provides a valuable +2 Ki to. As a result, he can be one of the best candidates to D-Awaken, even if it's just to support your TEQ team and/or STR teams. The original is definitely worth keeping if you have Horror From Hell to link him with, though, but it's worth mentioning that he's outstandingly rare.

Goku - Determined Defender

Determined Defender is good in a lot of ways, such as his high ATK, meaty HP, and strong passive, but what puts him over the top is the less obvious places, because of his typing and his link partners. He's great individually as the AGL of a multi-type team, but his true strength is as a striker on AGL-focused ones, as there are TWO solid event AGL cards that have Strongest Duo On Earth: Angel Goku and Strike Paikuhon. Stern Teacher Piccolo, himself a very good SR, also has Duo, and Z-Fighters, packing on a large amount of power. He also links with nearly all of his SSR selves through Kamehameha, which is a good, common link skill, and particularly well with Transcending Limits Kaioken Goku, which comes with The Saiyan Lineage as a bonus. Lastly, you can now raise his Super level easily by using the event "Enough Talk! Time for an Epic Showdown" to your advantage; Overflowing Resolve Goku is guaranteed to drop from the Z-Hard version of the first stage, and if you Z-Awaken him -- a feat made easier by the fact that you can farm Gregory medals from Normal of the same stage -- you'll have a good shot to raise Determined Defender's Super, and combined with his passive, deal some excellent damage. This has been one of the best SRs since the start of the game, and he's actually gotten better over time, because he keeps getting quality link partners and features in his favor. He, Western Galaxy Rivalry Paikuhon, Stern Teacher Piccolo, Angel Goku, Martial Guidance Master Roshi, and Saiyan Elite Vegeta would be one hell of an all-SR dream team.

Master Roshi (Max Power) - Miraculous Return

With a monstrous passive, and an Extreme Super modifier on top of it, this man is a professor in the school of pain, and class is always in session. Kamekameha is his teaching method of choice,

and it's a common and strong link that's on a number of STR units, such as The Saiyan Among Us Goku and Secret Arts Unleashed Yamcha, and Turtle School can be found on Secret Arts Unleashed too, as well as a couple of other places, like the STR SSR Exciting Adventure Kid Goku, who also has Kamehameha. He requires Ki support to make use of his full power, but he fortunately has Supreme Warrior, shared by Mercenary's Mettle Cyborg Tao, who's also a +Ki leader, and Contemplated Strategies Grandpa Gohan, who has Kamehameha and Turtle School, but because Max Power Roshis are different units from the non-buff ones, he can also hang out with the STR Secrets of the Turtle Style Master Roshi, who has several links to share, including Supreme Warrior and World Tournament Champion for 1 Ki each, and AGL Martial Guidance Master Roshi, who has his handy +1 Ki team passive on top of that, allowing Miraculous Return some flexibility in multi-type teams. Resurrection of F is a good link that pops up in a few places, but it's hard to make use of because of his affinity for STR-focused teams. Either way, if you've got a spot for him, especially if you missed out on Boujack, step aside and let the old man show you how it's done, and if you have any other non-Max Roshi cards, find room for him, too, made easier by the fact that Secrets of the Turtle Style can't D-Awaken, so you won't have to hope for a second to make use of him in that capacity.

Mecha Frieza - [Reborn For Revenge](#)

This guy has it all: valuable leader skill, good stats, great passive, and strong links, including Universe's Most Malevolent, so he can link with most other forms of Frieza, and has a high ATK stat to support it. He also has Bombardment, so his preferred role of heading up INT teams is backed by Proud Royalty King Vegeta, and Prodigies, which is shared by most Vegeta and Piccolo units, including the INT ones, and all forms of Coora. He can also link with SSR Terror Perfected INT Perfect Cell through Revival, giving him a variety of quality partners within his typing. On top of everything, he is one of the Friezas that can Dokkan Awaken into Golden Frieza when the Resurrection of F event returns, and while that gives him serious competition for who gets that honor on Frieza-focused teams, because you can only have one Golden Frieza on the same team, on INT teams it opens some possibilities, because you can use both the original Mecha Frieza and the D-Awakened Golden Frieza from him on the same team, and while Golden Frieza will no longer have Bombardment, he'll still have Universe's Most Malevolent, Prodigies, and Revival, contributing huge damage and Ki. Forward-thinking players keep two of him on hand for this very reason, and there's no denying the destructive capability, especially because while it's extremely tedious because of his garbage drop rate, his Super can be farmed to 10. It's honestly kind of silly how good this card is.

Super Saiyan Bardock - [A New Legend Begins](#)

Awful leader skill, but very high HP, and good ATK. No Golden Warrior is a drag, but Prepared for Battle is a valuable Saiyan-focused link that does and will show up on a lot of strong units,

including Last Minute Technique Super Saiyan Vegeta and both Turles units as of the time of his release. Saiyan Pride is also a strong link that shows up on Warrior of Daring Fasha, Never-Ending Battle Vegeta, Proud Royalty King Vegeta, and SSR A Warrior Obsessed Majin Vegeta, giving him several quality link partners. Of course, his relatively strong passive requires you to have his Super activate, so he's best served on an AGL-focused team with a Ki leader, and Fasha will make use of the bulk of his links to help out on that front. Not quite as good as he looks at first, but he can still contribute to a strong team as long as you don't make the extremely common mistake of keeping a Super-dependant passive away from Ki support.

Super Saiyan Gohan (Adult) - [Indomitable Sense of Justice](#)

High ATK and a solid passive, which won't come up for you right away, but will typically be there when you need it, which is generally good enough. His Super has the Extreme modifier, Super Saiyan and Golden Warrior are great as always, Kamehameha is a common link across types, and present on PHY Perfect Power Perfect Cell, Ultimate Gohan, and the long-awaited SSR State of God Super Saiyan God Goku, as well as the White Hot Face-Off SS Goku he D-Awakens from. Meanwhile, Resurrection of F is on a lot of units, but most notably PHY Tireless Training Vegeta. Regrettably, he doesn't have Saiyan Warrior Race, or Z-Fighters, so he doesn't link reliably with other SRs, though he does notably link well with Resolute Valor Teen Gohan, who's a different unit, and thus can be used with him, for a powerful SR tandem. A worse version of Resolute Valor in general, but still valuable, especially if you have Resolute Valor himself, or many of the other increasing number of PHY Super Saiyans.

Super Saiyan Gohan (GT) - [Proof of a Warrior](#)

Good HP and decent DEF, but surprisingly low ATK. His leader skill's decent, and his passive is good, as is the fact that he's a TEQ Super Saiyan, which is hard to find quality units of. The Saiyan Lineage is becoming more common, and a few good units have it, such as Ultimate Gohan, any Broly, either Kaioken Goku, and many non-Super Saiyans, like Determined Defender Goku, but unfortunately, he needs other TEQ units around to make the most of his passive, which is also a problem where his GT link is concerned, making GT Super Saiyan Trunks his optimal link partner. He almost receives the dubious distinction of being one of the Super Saiyan SRs not in the top tier, but his value in a TEQ team keeps him from dishonor.

Super Saiyan Gohan (Teen) - [Resolute Valor](#)

Our first SR Super Saiyan, Resolute Valor is Dokkan Awakened from R Grand Plan Gohan, who himself is exclusively attained through his related Boujack event, and he sets a high bar for SRs to come. While his leader skill is nothing to get excited about -- though the weird typing split

exists on Stern Teacher AGL Piccolo and Evil Elegance PHY Zarbon's passives -- his passive is excellent, and unconditional, and he has a solid stat line. His links are great, on par with other Super Saiyans, although he's notably missed out on Kamehameha, and his links are otherwise relatively uncommon among PHY units. Z-Fighters suffers that problem, though Namekian Rage SSR Piccolo does have it, Super Saiyan and Golden Warrior can be found on Super Attack Supreme, the PHY SSR Vegeta, as well as White Hot Face-Off SS Goku, and Saiyan Warrior Race is on any of the Saiyan invaders, most notably Saiyan Baptism Nappa, Extreme Elite's Pride Vegeta, and Tireless Training Vegeta. He's one of the few units that fits well in a multi-type team because he's not Ki-dependant, as Z-Fighters are common outside of PHY, Super Saiyans are, of course, very powerful, and he has every link one could want a Super Saiyan to have outside of Kamehameha, so he plays well with them. Extreme Elite's Pride Vegeta misses the top tier because of his links; Resolute Valor is a better version of him, has no conditions to get there, and has great links, even if not as many link candidates as I'd like, and on top of everything, Grand Plan Gohan can be farmed, so his Super can be raised to 10 before you D-Awaken him. This guy has SSR value in an SR package, and the fact that he's also free means everyone can take advantage of his immense power. Note that he's only available during his associated event, so if you don't have him, keep an eye out.

Super Saiyan Goku - [New Challenges](#)

Leader skill earns a shrug, but his ATK is alright, and he has the ever-appreciated Super Saiyan links, allowing him to get along with plenty of powerful units. His passive is nothing amazing, but it can save you a couple of support items. INT Super Saiyans are relatively rare -- though with Frieza and his crew running around, that doesn't bother the type as much as, say, PHY -- so he gets a little added value on that merit. To get this unit, you'll need to participate in the Battle of Gods series of story missions, the ninth and the last stage of which both potentially earning you an INT Base Goku that you then D-Awaken into this unit, and before you D-Awaken him, I strongly recommend you do a few runs to get that INT R Goku's Super to 10. This will allow your Super Saiyan Goku to deal some respectable damage -- he'll out-damage INT SSR SS Gohan and INT SSR SS Trunks if they're at Super 1, for example -- for relatively little effort, and it's with this in mind that this otherwise pretty good unit ends up in the top tier. If you don't have any use for him, he's free Super level attempts for whatever other Super Saiyan Goku you fancy, including the PHY one that D-Awakens into Super Saiyan God Goku, so consider grabbing a few extra copies and the appropriate medals if that interests you.

Super Saiyan Goku - [White Hot Face-Off](#)

One of the holders of an impressive +40% type ATK leader skills -- although as usual, you're usually better off with a +Ki leader -- he's otherwise solid all around, with enough punch to help put a dent in the things you don't like. He comes with the Super Saiyan Suite in terms of links,

with Kamehameha as a bonus, which finally has a few candidates in PHY these days. His passive is good, and not on an HP limit, but it pretty much requires you to use him on a team with the split it affects, and assuming you have Resolute Teen Valor Gohan, he's generally the better man for a multi-type team anyway. Regardless, good PHY units are a rarity, so if nothing else, your PHY-focused team will likely appreciate having him around. Of course, his most notable trait is that he Dokkan Awakens into Super Saiyan God Goku, which improves his leader skill, passive, and stats, but totally changes his links outside of Super Saiyan, which may interfere with your team synergy, depending. As mentioned, though, good PHY units aren't exactly all over the place, so it may be worth keeping an extra copy of this guy if you get him and you have a use for him, because you can use both units on the same team anyway. Note also that you can raise his Super via other Super Saiyan Goku cards before you Dokkan Awaken him, including the Super Saiyan Goku you can attain via D-Awakening from the "Enough Talk! Time for an Epic Showdown" event quest. It can take a lot of work -- you'll need to Z-Awaken the base Goku you get from that event, then D-Awaken it via 10 Goku medals obtained from story quests, Z-Awaken Angel Goku, D-Awaken *him* into Super Saiyan Goku via the medals obtained during the Z-Hard stage 2 of Showdown, then Z-Awaken *him* to maximize your chances of the Super sticking -- but if you're like me (read: insane), you want your units to hit as hard as possible. Insanity or not, this guy should be considered for a roster spot, even if you have designs on the godlier version.

Super Saiyan Goten (Kid) - [Promising Son](#)

Good leader skill if you don't have it elsewhere, and it supports the fact that one of his optimal link partners is a different type than him. Pretty good passive, as it goes off at about 50% chance, further making him a good candidate for multi-type teams because he doesn't necessarily need Ki support. He also has great, versatile links, as while no Saiyan Warrior Race or The Saiyan Lineage is a shame, Z-Fighters and Kamehameha are all over the place, including in AGL, and almost everyone with Super Saiyan and Golden Warrior are usable in some way. He of course also links excellently with Talented Son SS Kid Trunks, gaining +20% ATK, +500 ATK on top of that, and 1 Ki, and Talented Son itself is a good card, so if you have them both, consider using them on the same team. Overall, he's a poor man's Fruits of Training SS2 Goku, which is pretty darn good, all things considered, and it doesn't hurt that you can use them both, and link them.

Super Saiyan Trunks (Kid) - [Talent From Dad](#)

Leader skill's nothing special, but that's where the weaknesses end, really; he's got high ATK, the Super Saiyan Special in terms of links, and he's got an interesting passive that allows him to offer great utility in AGL teams, and perhaps even justifies booting out one or two of the lower-end AGL SSRs, as it makes it much easier to get Supers off. Obviously, his biggest claim to fame is his ability to assist in fighting Legendary Super Saiyan Broly, though; Blazing Battle nullifies the effects of Rampage for characters under its effects -- not for everyone that turn -- allowing them

to deal maximum damage while not taking increased damage themselves, and +15% ATK is always appreciated too, and works even if you're not fighting Broly. His passive also nullifies Rampage, allowing him to deal damage even if he doesn't get a Super off, so you may want him away from their other Blazing Battle characters to maximize their chances of nullifying Rampage. Of course, when not fighting Broly, by all means, make use of Blazing Battle however much as you want.

Super Saiyan Trunks (Kid) - [Talented Son](#)

Throwaway leader skill, but a good passive that's pretty reliable. The Saiyan Lineage or Saiyan Warrior Race would be nice, but otherwise his links are great, with Super Saiyan and Golden Warrior being on plenty of strong units, and Z-Fighters being all over the place, with good units like Burning Spirit Yamcha, Respect to the Strong Tien, and The Saiyan Among Us Goku all carrying it. The Vegeta Family is also more common than you'd think, albeit almost entirely outside of STR, although Reignited Fighting Spirit, the GT Vegeta, does have it. Most of his links are shared by Promising Son SS Kid Goten, giving them a nice 20% ATK, another 500 ATK, and 1 Ki, so if you have them both, consider it. Not a lot else to say; he's personally solid, he's got versatile links, he makes a lot of good units better, and he's self-sufficient. Easy to find a spot for.

Super Saiyan Trunks (Teen) - [A Slash of Respect](#)

The long-awaited -25% STR leader has arrived, and with a good passive, versatile links, hefty HP, and okay ATK. In most cases, you use a -Damage leader because of that leader skill -- you may run into occasions where it can help you win a fight even a +Ki leader can't help you burst down -- not necessarily because it's a strong card on its own, so the fact that this card is so solid on his own merits means he won't get in the way of a high level team. As always, Z-Fighters is a common link, and makes it easy to build fledgling teams around, and Super Saiyan and Golden Warrior help out stronger teams as well. Not too much to say here; he's basically an SR version of the SSR Super Saiyan From the Future Trunks, but unlike that card, he still has a role even after you've moved onto better units, so consider that before you use him to boost that card's Super.

Super Saiyan Vegeta - [Last Minute Technique](#)

Huge ATK among SRs, and a pretty decent passive backing it. He has the Super Saiyan suite of links, all of which are present on New Challenges, the INT Super Saiyan Goku obtained from the Battle of Gods event, providing an easy and consistent link partner. Saiyan Warrior Race and The Vegeta family are also found on Proud Royalty King Vegeta and Prince of Destiny Kid Vegeta, and on Never-Ending Battle, the INT SR Vegeta. Prepared for Battle is and will be present on a number of powerful units, including Super Saiyans, increasing its powerful effects, and INT SSR

Turles has it as well, increasing his outrageous Ki generation even further. Speaking of Ki, a lot of players fall into the trap of seeing this +40% ATK leader skills like this one's and thinking it trumps a Ki leader, and before you're the latest, consider the fact that a Super deals several times that, and rises the more a unit's Super is raised, although there are times it might prove useful to you, such as a friend leader skill having one already. With that in mind, Mecha Frieza, his D-Awakened form, or Proud Royalty King Vegeta are still your best everyday options for the job, unless you're in need of an ATK reduction leader. That doesn't change the fact that this unit is great otherwise, though, and only the strongest INT teams have no room for him.

Tien - [Respect to the Strong](#)

Decent ATK, and good passive that's easy to activate, supplemented by his good leader skill. He's best on STR teams, but he can have value on multi-type Z-Fighter teams that also have a Chiaotzu somewhere on them, too, because he's individually strong. The Saiyan Among Us STR Goku has Z-Fighters, Burning Spirit STR Yamcha has that and Rival Duo, which is surprisingly solid, and Cyborg Tao has Crane School. On top of his good offense, he's packing an Extreme Super modifier, which is rare among SRs, and increases his firepower, and the multitude of Tien cards means you have a pretty good chance to raise the level of that Super. Give him Ki support, and you have one of the most consistent strikers in the SR tier.

Vegeta - [Never-Ending Battle](#)

Great passive, and a good ATK stat to back it, this guy can lay down some consistent hurt with no babysitting at all. This is aided even further by his links; unlike a lot of Vegeta units, they're strong within his typing, giving him a good link partner in Prince of Destiny Kid Vegeta and Last Minute Technique Super Saiyan Vegeta, and an excellent one in Proud Royalty King Vegeta, the latter resulting in +15% ATK, +700 additional ATK, and +1 Ki. Saiyan Pride gives him versatility in multi-type teams as well, as all Bardocks have it, as do his crew members, including Fasha, and even A Warrior Obsessed SSR Majin Vegeta has it, and each of those units has Saiyan Warrior Race, which is otherwise very common itself. There are also a lot of base Vegeta cards out there, including the Strike event Saiyan Elite Vegeta, which you can farm, so you have a pretty good chance of raising his Super even if you don't summon additional copies of Never-Ending Battle -- just make sure you Z-Awaken each unit you plan to use to that effect to increase your chances. Don't make the mistake of thinking this unit is second-rate just because there's an INT Super Saiyan Vegeta SR; this guy at Super 10 is better than a couple of the SSR Super Saiyans.

Vegeta - [Saiyan Elite](#)

Great leader skill, excellent passive, and very good stat line. Bombardment is shared by Western Galaxy Rivalry Paikuhon, who's good with that fact in mind, but better under his best conditions -- see his entry for more about that -- Saiyan Warrior race is common, albeit mostly outside of AGL, and Prodigies is found on Stern Teacher AGL Piccolo, who's very good, and also on The Nightmare Returns SR Final Form Frieza, who's pretty good himself. He's individually very powerful, but he also contributes to some great teams, making him almost as versatile as he is useful, and on top of everything, his drop rate is high, making it easy to get his Super to 10 and increase his power even further. This was the best Vegeta card in the game for quite awhile Global, including his SSR counterparts, and while the former prince has gotten much stronger representation since those days, this is still a great unit. Shame he didn't get The Saiyan Lineage instead of Over 9000, but that would have just been the rich getting richer.

Yamcha - [Burning Spirit](#)

Bet you didn't expect to see this guy in this tier. Burning Spirit doesn't have time for your guff, though; he has a good leader skill, a good passive, and a solid stat line. What puts him over the top is who he can be linked up with, and that he makes those teammates stronger; Kamehameha is a very good link, and is shared by The Saiyan Among Us STR Goku, Miraculous Return Max Power Master Roshi, Contemplated Strategies Grandpa Gohan, and Secrets of the Turtle Style Roshi, the latter of which is also contributing more damage through his passive. He also has Z-Fighters, which he shares with Respect to the Strong STR Tien and The Saiyan Among Us, Turtle School, which he shares with Secrets of the Turtle Style, Miraculous Return and Contemplated Strategies, and Rival Duo, which he also shares with Respect to the Strong. He's deceptively strong, as while The Saiyan Among Us looks like he'd be the better candidate between the two to get his Super off, Burning Spirit will actually out-damage him at the same Super level, even if they're linked, because of the way damage multipliers work, and plus, Burning Spirit doesn't need to be at max Ki to have his passive trigger. There are also a ton of Yamcha cards, giving you a good chance to increase his firepower -- make sure you Z-Awaken each such unit to maximize your chances. He absolutely requires Ki support to make the most of his strengths, but you should generally be doing that anyway, and fortunately, he personally can fit the bill, at least until you find a superior option in that regard.

Tier 2 - Exceptional

These units are extremely capable, often providing utility uncommon or unheard of in the SSR tier, although many of them are here for their raw power. A lot of these cards don't work in every situation, but because of what many of them do, you're served well by hanging onto them

in the event that you need them. This is where you start to consider whether you should build around a certain unit.

Android 13 - [Evil-Borne Monster](#)

At first glance, it seems like this guy has everything going for him, as his hefty HP, good ATK, and great passive stand out right away. He has an interesting leader skill, although you won't be using it for long, if at all, partly because of his most notable trait: that he Dokkan Awakens into Super Android 13, who's better than him in every way, including his leader skill, and mostly solid on his own merits. There's no ignoring the giant blue elephant in the room, though -- this guy's links are *terrible*. RR Army does show up on most Dr. Gero cards, including the good Red Ribbon Army's Grudge and Pure Corruption, but neither of them are TEQ, which combined with how bad RR Army is itself potentially hurts your team building. DEF increasing passives just aren't that great, and Cold Judgement is also a weak link skill with few worthy owners. Like most D-Awakening units, you can use him with his D-Awakened self, and they link great... but again, those links are awful. The result is a really good card that can't contribute to a top-shelf team, either among SRs or SSRs, and neither will his Dokkan Awakened self, but he'll still get mileage with most players, even if it's just on a TEQ-focused team, especially because he requires Ki support to get the most out of. If he had just a couple more things break in his favor, like a +Ki leader skill, he'd be in the middle of Tier 1, but such is not the case. The value of being able to get a pretty good SR *and* SSR for free can't be understated, though, and neither can the fact that he hits really damn hard.

Android 17 - [Dauntless Runner](#)

The most versatile 17, and probably the best overall, this guy can hang on almost any AGL team even without the character he links best with because of his above-average stats and good passive, a better version of Innocent Challenger Kid Goku's. If he is paired with 18, however, especially Beautiful But Deadly, you have a powerful tandem with strong Ki support and good damage. He also pairs well with Alluring Assassin 18 in a multi-type team, but his value isn't quite as high there. The Innocents shows up in unexpected places, such as Titanic Tag Team Mighty Mask and Carnage Awakens Beerus, increasing his versatility.

Android 17 - [Infinite Fighting Spirit](#)

Links as well as any non-future 17 with any non-future 18, but because there's no TEQ 18, his value is dampened a bit on the team-building front. Incidentally, he does link with Titanic Tag Team Mighty Mask, Elite Offspring Kid Trunks, and Carnage Awakens Beerus via The Innocents, which is a good link. His passive is good when it triggers, but more often than not, it's a

non-factor. What makes this 17 interesting is his leader skill, as ATK reduction is very powerful against hard-hitting bosses, and 25% is the highest amount from a leader skill in the game at this point outside of The Weight of Hope SSR Goku. This can make him valuable to have along even if he doesn't have anyone to link with, as he can keep your team from wiping out against a nasty AGL opponent. If he isn't serving this role, or isn't with 18, though, you may be better off putting someone else on board.

Android 17 (Future) - [A Future Forsaken](#)

Decent passive, solid links, and the ever-valuable ATK reduction leader skill. Unfortunately, his most valuable links are with one other unit in the entire game, and it's a character that isn't even his type, and therefore some of his strengths play against each other; chances are if you have him leading your team, you're going to want another PHY type instead. Brutal Beatdown is a common link among PHY units -- Mightiest of Monarchs King Cold, Never-Ending Assault Recoome, Saiyan Baptism Nappa, and Pure Corruption Dr. Gero all have it, and Cold can stack damage reduction onto the enemy team -- so Future 18 isn't on his own on an all-PHY team, but it's rare that you'll be using him at full potential, and also not be in a situation where you were better off using someone other than Future 18. Again, he has a lot of quality partners, but his value isn't in a way you'd expect. Ultimately, he's a more useful Infinite Fighting Spirit 17, but versus a different type.

Android 18 - [Alluring Assassin](#)

Good passive, and the good links with her brother, of course. No STR 17 hurts her value, but Battlefield Diva is also on Heart of Innocence Chichi and Blazing Justice Videl, as well as Brutal Battlefield Diva Zangya. Not exactly a top-shelf team, but you could do a lot worse. Plus, Surging Rage Chi Chi, the R STR, eventually Dokkan Awakens into a Kid Chichi that has Battlefield Diva and can hang with her adult self, and SR STR Videl D-Awakens into a pretty solid SSR Great Saiyaman 2 that can co-exist with her former self, if you get an extra. As a result, Beautiful But Deadly 18 is a rare example of a unit that's actually going to get better as the game develops, because she'll have more powerful units to link with. As she is, she's both a solid single type and multi-type candidate if she has the right team.

Android 18 - [Beautiful but Deadly](#)

Dauntless Runner 17's slightly inferior counterpart. Her stats are notably lower than Dauntless', and her +2 Ki may be overkill if she's in an optimal team, but she won't be hurting to use her Super very often, at least. She's fine on her own, both in an AGL team and in a mixed team,

because of her self-sufficiency. If Dauntless is along for either ride, consider yourself the owner of one of the most flexible and effective pairs among SRs.

Broly - [Lurking Fear](#)

So here's all most people reading this care about: This guy is obtained during Z-Hard of the first stage of the associated Broly event, and he Dokkan Awakens into Super Saiyan Broly, who himself is actually pretty good, especially considering there aren't a lot of powerful PHY units to go around. No, that Super Saiyan Broly does not D-Awaken into Legendary Super Saiyan Broly, and for crying out loud, raise his Super to 10 before you D-Awaken him. For those of you still here, this particular Broly is actually pretty good himself, as he has high ATK, and again, he can be farmed, and thus brought to Super 10, increasing his power. His passive is good, Saiyan Warrior Race is everywhere, and common in PHY, Hardened Grudge is on Paragas, as well as every other Broly, including the one that D-Awakens from this one, and Saiyan Lineage is too, and also on Ultimate Gohan. Again, not a lot of great PHY units to go around, so if you're hurting for some, you should actually consider using this guy, as he's better than most SRs on his own, although it means you'll want to get 20 of him total.

Bulma (Bunny) - [Stimulating Beauty](#)

Another Bulma with good HP and DEF, and mediocre ATK, if a good Ki multiplier to offset it a bit. She has a very useful secondary effect on her Super, if you can pull it off, but her real claim to fame is that she has a surprisingly great passive out of nowhere, among the best of any SR. Consider this: Super Saiyan, considered a top-tier link, is giving its owners anywhere from 520 to 800-ish ATK before other boosts, depending on the unit, and even considering most of those units have Saiyan Warrior Race for another 700, this unit's passive -still- exceeds that ATK increase, and gives it to everyone on her turn regardless of the unit, which is a big deal. Even freaking Resolute Valor Super Saiyan Gohan, a top-flight SR, gets around 1800 ATK from his passive before other boosts, and it only affects him. Back to this unit, though, her links are identical to the other Dragon Ball World Tournament summon Bulma, Seeking Thrill and Romance, and they're different characters as far as the game's concerned, so they can link up for good benefits. Elsewise, you may have a hard time finding her a link partner, as while Mysterious Adventure is on all other units from the original Dragon Ball series, Mystical Wonderland is only on other units from the Dragon Ball World Tournament summon pool, and the rest of her links are either exclusive, or not great to begin with. Most people using her will be doing so for her looks, but the rest of you may want to give her a shot anyway; if it wasn't for her weaknesses, she'd be jockeying for a spot in the top tier, and that surprises me as much as it does you. She also works great with Marauding Bandit of the Wilds Yamcha, who has Rival Duo in addition to the other links, and with Launch, so if you're lucky enough to land one or both of those units,

you have some fantastic support on your hands. Failing that, she works well with Mutating Monster Oolong on TEQ teams, too.

Cell (Perfect Form) - [Perfect Power](#)

With a great stat line, a solid passive, and even an Extreme Super modifier, this could almost pass for an SSR, and he's actually a bit better than Envoy From Beyond SSR Xenoverse Trunks -- though he does link with this very unit -- and Namekian Rage SSR Piccolo, but given how bad they are, that's not quite the compliment it sounds like. Regardless, he's quite strong, but what holds him back is the same thing that keeps Terror Perfected SSR Cell from being near the top of his own food chain: bad links, and generally bad link candidates. Kamehameha is great, though, and a few PHY units have it, such as White Hot Face-Off Super Saiyan Goku, the SSR God Goku that D-Awakens from it, and Indomitable Sense of Justice SS Gohan. Gentleman is shared by Power Unleashed Android 16, but he's not good enough to keep around for it unless you have no better options, and Messenger From the Future is on Envoy From Beyond, who as mentioned isn't very good. He links great with the lauded Tiny Terror Cell Jr., the PHY R unit, but you won't be using any R cards once you get a ways into Z-Hard, no matter how good they are. Still, this unit is too powerful to harp on for long, and the only reason he's not in the top tier is because he doesn't improve the quality of his team outside of his raw strength.

Chiaotzu - [Power at the Eleventh Hour](#)

It seems almost anyone who sees Chiaotzu in their summons immediately wants to throw their phone out a window. They're usually silenced by those in the know, either jealous of their good luck, or grateful for their tiny benefactor's contributions. Eleventh Hour's packing a nice passive and serves a similar role to Heart of Innocence Chi Chi, and while it's not as consistent as a leader skill that serves the same role, you're also allowed to use another type of leader skill, or stack another of the same kind, such as with Dastardly Space Pirate Chilled or Infinite Fighting Spirit 17, to stack enemy ATK reduction. He can link up with other TEQ Z-Fighters, and Aura Unleashed Tien in particular may be worth freeing a spot for if you're using him. He can also make an interesting tandem with Master of Magic Guldo, who ruins enemy defenses, and his Ki multiplier is *gargantuan*, making up for his low ATK to an extent. He's highly specialized, so he may seem like he's ranked generously, but his ability to work with other units of his typing and role gives him some considerable value. You won't always need him on your TEQ team, unless he's a backbone of said team, but keep him ready.

Chiaotzu - [The Gifted One](#)

The Gifted One has an approximate 30% chance to lock down the entire enemy team for that turn, including bosses, and he's otherwise guaranteed to do so on the first turn of a battle. This can make him worth taking along against your toughest opponents, as even if he doesn't lock a Super, he'll probably still mitigate some damage. His links aren't great for his typing outside of Demonic Pride Piccolo, who's very good, and Strength of Trust Tien, whom he shares a couple links with for a boost in damage, but Z-Fighters is common across other types, so you may even consider bringing him along on teams other than INT just for his passive. You won't always need him, but he's likely going to save your ass more than once when you do. Just make sure he isn't the one taking the hits on the team.

Chilled - [Dastardly Space Pirate](#)

A decent passive that's generally easy to get off, and he has slightly better ATK and DEF than Infinite Fighting Spirit Android 17, who serves the same role as him. Of course, his ATK reduction is also 20%, though, 5% lower than usual from this category. That said, he's an event character, so you have some control over whether you get him, and his ability to stack ATK reduction, notably with Power at the Eleventh Hour TEQ Chiaotzu, means there are jobs only he can do... unless you have Infinite Fighting Spirit Android 17, anyway. His outlook has changed considerably with the release of Coora, though, as all forms of Coora have both Thirst for Conquest and Strongest Clan in Space, and the two combined is quite effective. In particular, his best case scenario is with the SSR Proudest in the Universe TEQ Final Form Coora on a TEQ-focused team, but Embodiment of Evil Frieza also has Thirst for Conquest and Strongest Clan in Space, and while that wasn't a good enough reason to use him before, having any of the three potential Coora cards around can, and that in turn drives Dastardly Space Pirate's value up, both for multi-type and TEQ-type teams. On top of that, Frieza (Final Form) - The Nightmare Returns, Frieza (Final Form) - Horror From Hell, Frieza (Second Form) - The Nightmare Transformed, Frieza (Third Form) - Savage Speed, and King Cold - Mightiest of Monarchs have received the Strongest Clan too, really opening up the possibilities for this unit.

Coora - [Coldhearted Invasion](#)

With very high HP and good ATK, bolstered by a decent passive, Coldhearted Invasion makes a good first impression. His leader skill gets a resounding shrug, but Prodigies gives him some good company in INT, such as Prince of Destiny Kid Vegeta, Reborn for Revenge Mecha Frieza, and Demonic Pride Piccolo, and Strongest Clan in Space is on multiple Frieza units as well as Mightiest of Monarchs King Cold. After that it starts getting specific, but interesting -- he links rather well with Dastardly Space Pirate Chilled and Embodiment of Evil Frieza via Thirst for Conquest and Strongest Clan in Space, driving up those units' value, and Thirst for Conquest also shows up on both forms of Boujack and Proud Royalty King Vegeta, giving the potential for an unconventional multi-type team, and the link will be showing up on some future movie villains

as well. He also links tremendously well with the TEQ version of his final form self, if you manage to snag him too. His most notable attribute is that that via the associated event, he Dokkan Awakens into his own version of Final Form Coora, though, and like most such characters, turns him into a better version of himself in every way, which means he has all the same linking benefits as before, with the exception of the TEQ Final Form, because they both have the same name, and thus can't be used on the same team. If you get two or more of Coldhearted Invasion, you should consider leaving one as his SR self, because you can use it and the D-Awakened version on the same team, leading to some very effective INT team possibilities. Just note that you should consider putting a few levels into his Super before D-Awakening him, or you may find units whose Supers can be farmed to 10 outdo him on that front.

Dabura - Demonic Lord of Darkness

Dabura sports some of the highest ATK among SRs, and it's supplemented by his good passive. He also has a lot in common with Carnage Awakens Beerus, as his 40% ATK leader skill is one of the few that are on par with the mighty +3 Ki ones, and his passive isn't Ki-dependant, which supports that. Brutal Beatdown isn't too common among AGLs, although Brutal Battlefield Diva Zangya has it, and she also has Loyalty, so that opens up a little wiggle-room in terms of team composition. Majin Revival Plan and Magic Consumer are both great links, but they're also both with very few units, mainly Malevolent Magician Babidi and A Monster Unleashed SSR Majin Buu, but neither of them are particularly amazing, and Demon Duo doesn't do anything yet, so that's not great. A surprisingly powerful unit, but his true strength isn't with particularly great units, and he doesn't synergize well with many units of his own typing.

Dr. Gero - Pure Corruption

Hey, another ATK reduction leader with exclusive links featuring one other guy in the whole game, of an off type... and also one he shares with Dastardly Space Pirate Chilled, all forms of Coora, both forms of Boujack, and even Proud Royalty King Vegeta. He stands out a bit on his own, though, as he has a decent, reliable passive -- he only has to have five turns throughout a mission to equal the value of a Cargo Support Item, which isn't bad -- and Brutal Beatdown can be found on a number of other PHY units, such as Mightiest of Monarchs King Cold, Saiyan Baptism Nappa, Never-Ending Assault Recoome, and A Future Forsaken Future 17. Meanwhile, Prodigies can be found on Extreme Elite PHY Vegeta. That said, this Gero's best role is identical to Future Forsaken's, in that you probably won't be using him for his exclusive links, unless you want to roll him with either of the above villain units and/or Engineered Evil 19 on a multi-type team. His ATK absolutely stinks, though.

Dr. Gero - [Red Ribbon Army's Grudge](#)

This guy full-on laughs in the face of another Gero of the exact same type, Cunning Strategy, by having a similar role and the same links; he's just better at his job, as his passive is stronger, and his ATK is higher, so you get more oomph out of it. He even has a 25% attack reduction leader skill, for crying out loud; there is literally no reason to use Cunning Strategy Gero if you have this guy. Like Cunning Strategy, he links with Demonic Pride INT Piccolo through Brainiacs, and if you somehow have this unit, Demonic Pride, and Call of Duty Nail on the same team, you've actually got some incredible survivability in place, especially if Gero is in the lead. One of the best cards of its kind among SRs, albeit partly because of his potential partners, but even on his own, his passive has great synergy with his leader skill. Gero's an all-star when it comes to keeping you alive -- just keep in mind you may be better served by just brute-forcing your target instead in most cases.

Fasha - [Warrior of Daring](#)

Fasha's solid statistically, and has a decent leader skill that supports her preferred role, which is as a member of a Saiyan-focused multi-type team. Saiyan Pride is a good link, and she can help out a team that's transitioning from R Bardock well. If she can somehow land on a team that has an SR or better Bardock and Proud Royalty King Vegeta, she'll have strong value. Her passive may as well not be there, but if it somehow gets you out of a jam, I suggest you buy a lottery ticket that day. She does have Battlefield Diva, so she can pinch-hit on an AGL team with room for Beautiful But Deadly Android 18 as you watch the latter breathe Supers, or on multi-type Diva teams in general, but her true value is with other Saiyans.

Frieza (Final Form) - [The Nightmare Returns](#)

A unit available during the Resurrection of F Special event. Passive is more or less useless, but he overcomes that with good stats overall, and very good links with multiple partners in his own typing, and across other types. His leader skill is also good, but with Saiyan Elite Vegeta and Western Galaxy Rivalry Paikuhon around, who have +3 Ki leader skills, and both link with The Nightmare Returns, it's pretty redundant for most people. Prodigies can be found on Stern Teacher Piccolo and Saiyan Elite Vegeta, as well as most other Piccolo and Vegeta cards, Shocking Speed can be found on Paikuhon and SSR Transcending Limits Kaioken Goku, as well as Third Form Frieza, Universe's Most Malevolent can be found on any Frieza other than Embodiment of Evil, and while Revival doesn't have any other units among AGL, it's found on powerful units, such as any Golden Frieza, SR Boujack, SSR Terror Perfected Cell, Reborn For Revenge Mecha Frieza, and SSR A Monster Unleashed Majin Buu for good measure, so there's potential to distribute Ki among multi-type teams. A bad passive is usually a glaring weakness, but with this many good links with strong characters, it's hard to deny The Nightmare Returns still has a place

in a lot of good teams. It's also worth mentioning that he personally can Dokkan Awaken into Golden Frieza, which vastly increases his stats, although it takes Shocking Speed away from him, trading it for two links with the Super Saiyan God Super Saiyan units. The effectiveness of his passive also increases greatly, and he will then be able to link with his old self for large amounts of power, Ki, DEF reduction to the enemy team, and links with the AGL SSR Super Saiyan God SS Goku, potentially making him one of the best candidates to give the honor to, even if it's just for your AGL team. Just make sure you get his Super to 10 before D-Awakening him to take full advantage of his new Extreme Super modifier, and also note that you cannot have more than one Golden Frieza on your team, even if they D-Awakened from different Friezas. Overall, The Nightmare Returns provides surprising value.

Frieza (Second Form) - The Nightmare Transformed

The utility man of Team Frieza, The Nightmare Transformed's passive means that AGL units can't block him anymore; he'll still deal reduced damage to Extreme AGL units, and neutral to Super AGL, but he'll probably still be able to take out junk enemies in one hit if he gets a little extra Ki. Because of this, he isn't shut out of almost any team, even Frieza-focused TEQ teams, where he'll still be contributing Universe's Most Malevolent and Brutal Beatdown, without being a dead weight on offense. On STR teams, he can deal with the occasional pesky AGL unit that shows up in random fights that otherwise decimate your group, and he also recently received Strongest Clan in Space along with both Final Form Friezas, Savage Speed Third Form Frieza, and Mightiest of Monarchs King Cold. Like all forms of Frieza, he can D-Awaken into Golden Frieza when that becomes available, and he's in the conversation for the best candidate among all of them; in addition to the usual boosts in stats and Super modifier, his guard break upgrades to also reduce the attacked opponent's Defense by 50%, even further increasing his value to a variety of teams. He can set up his allies' attacks, especially their Supers, providing great value. Remember, Frieza team users, you can only have one Golden Frieza on the same deck; this guy makes who to choose a tough decision.

General Blue - Deep Blue Gaze

Decent stat line, a throwaway leader skill, and a crapshoot passive that just might save your neck in a tough fight; the reason he and The Gifted One Chiaotzu get so high on this list is because of their frequency, and Blue's reported goes off more than half the time, which can bring big value against tough opponents. RR Army and Telekinesis suck, and Brutal Beatdown is on a lot of villain units, albeit not in INT, but Mysterious Adventure is on all other units from the original Dragon Ball, and Mystical Wonderland is on all other units from the Dragon Ball tournament summon. He likes hanging out with Elder King Piccolo or Teen Bulma in particular, but if you hit on any of the other Dragon Ball summon SRs or SSRs, you may want to give him a spin and see how he fares. Unfortunately, they're all obtained exclusively from that summon, and thus you have zero

control over whether you get them, so that hurts his potential value a bit, unless he's about to roll with those characters, or you simply don't need power in that spot.

Gohan (Adult) - Rocky Road to Peace

Good stats and a good passive means this unit can deliver some mighty hits, but his links are nothing special; The Saiyan Lineage's decent, and on a freaking ton of AGL Saiyans, and Z-Fighters is quite prolific, but Brainiacs isn't great, and All in the Family is terrible, and he doesn't have Kamehameha, so he doesn't have a lot to help out the team much other than his own strength. Unusually solid leader skill for an SR, offering good damage for multiple types if you don't have an SSR serving a similar purpose, which brings us to his most notable trait: his ability to Dokkan Awaken into SSR Great Saiyaman via the associated event, which raises the effectiveness of that leader skill, and his passive. Unusual among D-Awakening units, his links also get overhauled, meaning it's not necessarily worth keeping an extra copy of his original self around to link with him because again, Rocky Road to Peace is held back by his links. As such, whether you keep him boils down to whether you have a use for him as he is, because while he's quite strong on his own and can fill a number of team holes, his inability to greatly improve the strength of his team hurts him. Regardless, a heavy hitter that can put in some work. It's also notable that both D-Awaken Great Saiyaman units eventually get a uncommon link that specifically deals with a major event boss, so you should probably hang onto him for that alone.

Goku - Top-Tier Training

Leader skill gets a shrug, especially since his passive, which is very good and is buffered by his high ATK, requires Ki. His links are generally poor outside of Kamehameha and Resurrection of F, but because he prefers a Ki leader, you may find you have few candidates for them in TEQ, although he can hang out with Seasoned Sensei Jackie Chun, whom you should be using with him because of his Ki leader skill anyway. Lastly, you can now raise his Super level easily by using the event "Enough Talk! Time for an Epic Showdown" to your advantage; Overflowing Resolve Goku is guaranteed to drop from the Z-Hard version of the first stage, and if you Z-Awaken him -- a feat made easier by the fact that you can farm Gregory medals from Normal of the same stage -- you'll have a good shot to raise Top-Tier Training, buffered by his powerful passive. There's not a lot else to say; he doesn't offer his team much, and he has limited application, but he hits hard, so if you need damage in your TEQ team, you could do a lot worse.

Goku (Angel) - Messenger From Another World

Even a dead Goku is better than most of the other cards, as it turns out. At first glance, he may disappoint, as his stats are surprisingly low, but his passive has uncommon utility that can help

out to an extent; he only has to have five turns over the course of a mission to equal the healing of a Cargo card, which isn't bad. His leader skill has some value to fledgling players, or multi-type teams, although his strength is in AGL teams because of his links. He also has Kamehameha, which is strong and common, and Strongest Duo on Earth, shared by Western Galaxy Rivalry Paikuhon and Determined Defender Goku, which matters because Angel Goku is actually considered a separate Goku, and thus can co-exist with a "regular" Goku. Strongest Duo On Earth can also be found on Stern Teacher AGL Piccolo, who is very good, and he also has Z-Fighters. Also, Overflowing Resolve Goku, which comes from the "Enough Talk! Time For an Epic Showdown" event, is farmable, and guaranteed to drop, so get your Overflowing Resolve to Super 10 before Dokkan Awakening him into Messenger From Another World for some extra punch. The results are solid, and if he's got the right people on his team, his value rises considerably, taking theirs up with it. On top of everything, he can also Dokkan Awaken himself into SSR Legendary Super Saiyan Goku, who while not amazing, comes with Super Saiyan, Golden Warrior, Saiyan Warrior Race, and Kamehameha, and will carry over the level 10 Super if you were so inclined, making him a useful stopgap as you build your roster.

Grandpa Gohan - [Contemplated Strategies](#)

A long-overdue alternative to Cyborg Tao, Gohan Prime offers STR SRs what they've been waiting for for ages: a +3 Ki leader with Turtle School and Kamehameha, and that passive even facilitates the latter a little bit, ensuring he'll always have 4 Ki if he's in the lead. Kamehameha is on a freaking ton of units, including many STR SRs and SSRs, so they're going to love having him around. Any Roshi card has that and Turtle School, including the STR one, and Burning Spirit Yamcha also has both links, while STR Kid Chi Chi has Mysterious Adventure, so he's rarely hurting for someone to link with. His ATK is serviceable, and he can be farmed to 10 Super, and unlike Tao, he doesn't deal reduced damage, so he can put down some hurt if you need him to. So is there any reason to use Tao after getting this guy? Yes, and his name is Boujack. Tao's +1 Ki Coward link is on SSR Boujack, and Revival's +2 Ki is on SR, so on a Boujack-focused STR team, Tao's your man, but for *literally anything else*, you're going to want to talk to Gramps, unless you'd like to use Tao to *link* with Gohan to make use of Bombardment, which isn't a bad idea if you lack other options.

Great Saiyaman - [Hero of Love and Justice](#)

Good ATK and a great passive means this enemy of evil can deal heavy, consistent damage. Brainiacs is nothing to get excited about, and Z-Fighters is all over the place, but his true value comes in the other links, which he shares with either Great Saiyaman 2; a total +4 Ki and +25% ATK is impressive, and it guarantees that this unit's passive activates, meaning it comes out to 55% ATK for him. The result is a mack truck of justice, and it gets even more outrageous if his link partner is the STR Great Saiyaman 2, whose passive gives another 1000 ATK. On top of

everything, the R Gohan from which he Dokkan Awakens is an event drop, which means you could potentially get said Gohan's Super to 10 before D-Awakening him. Under those circumstances, this is one of the few SRs that can rival Resolute Valor Teen Gohan -- who can still make a play at being called best SR in the game -- even if he's linked with other Super Saiyans. Thus, if you've got Great Saiyaman 2, and *don't* have the SSR Great Saiyaman with an increased Super, put this guy to work, and watch evil tremble in terror. Even if you do have the SSR Saiyaman, you might want to hang onto this guy anyway for STR-focused teams. His placement in this list undersells him, and it's because his full power requires one of only two units in the entire game, neither of which you're guaranteed to get, but the SR Great Saiyaman is the real deal. It's also notable that both D-Awakening Great Saiyaman units eventually get a very uncommon link that specifically deals with a major event boss, so you should probably hang onto him even if you're not caving faces in with him.

Jaco - [Galactic Patrolman](#)

Leader skill's okay, but considering most people who have him also have the SR Super Saiyan God SS Goku, which is the same thing but unconditional, not a lot of people will have any use for it. His stats are alright, Resurrection of F is on Strength of Trust Tien, and Patrol is going to show up on all of the Great Saiyaman units, but the bulk of his value is through his passive, which can stun the whole enemy team relatively frequently, preventing them from doing anything that turn, including use their Supers. Basically The Gifted One Chiaotzu in a different, more fabulous package, and like Chiaotzu, most people won't be thrilled to see him -- unless they're familiar with the character himself, who's quite fun -- but he can make a tough fight a breeze if luck is on your side. Bring him along if you need that extra push to get you over the hump against a boss, or just want to save some support items here and there.

King Cold - [Mightiest of Monarchs](#)

Dismal DEF aside, this unit offers some good utility, a lot of HP, and a +3 Ki leader skill, which is extremely powerful. He also has good link candidates, as while most of them aren't great, there are a ton of PHY units with Tough as Nails, including Heir to the Evil King Piccolo Jr., who also has Bombardment. Brutal Beatdown is also common in PHY, as Saiyan Baptism Nappa, Never-Ending Assault Recoome, Cocky Counter Raditz, Pure Corruption Dr. Gero, and A Future Forsaken Future 17 have it. His passive is kind of forgettable, but it doesn't hurt, especially considering how beefy PHY units are by nature, and it stacks on top of additional damage reduction if you have it coming from other sources, such as another unit's leader skill. He bizarrely has no links specifically for Frieza, but that doesn't change that he's pretty solid overall. He frequently gets mistaken for worse than Heir to the Evil King, but Jr. has worse links, an unreliable passive, and nothing to make up for it outside of higher DEF, which is mostly irrelevant.

King Vegeta - Proud Royalty

The +3 Ki leader skill is always among your most valuable options, but Proud Royalty stands out more than most such leaders with his good stats and above-average links. One of his most notable partners is ironically INT Mecha Frieza because of Bombardment, and of course he also links well with Prince of Destiny Kid Vegeta, who has Saiyan Warrior Race and The Vegeta Family. His best link partner is Never-Ending Battle Vegeta, though, whom he shares three links with for an excellent +15% ATK, +700 additional ATK, and +1 Ki. Saiyan Warrior Race is a pretty common link otherwise, albeit not with many other INT units outside of Successor to the Strongest SSR Gohan, and Saiyan Pride is shared with some strong units, like any of the Bardocks, including his SSR selves, Warrior of Daring Fasha, A Warrior Obsessed Majin Vegeta, and the aforementioned Never-Ending Battle Vegeta. He also links with Super Saiyan From the Future SSR Trunks, which is notable because that Trunks links with Prince of Destiny too. Lastly, he recently received Thirst For Conquest, giving him a hefty hit of damage if he's linked to SSR Demon King Piccolo, Coora, Boujack, Dastardly Space Pirate Chilled, Pure Corruption Dr. Gero, and/or Embodiment of Evil 1st Form Frieza. This makes him either a good fit in his preferred role of INT teams, in a multi-type Saiyan team, or a multi-type villain team. All that really holds him back is that his passive isn't anything special. His latest claim to fame is his ability to assist in fighting Legendary Super Saiyan Broly, as well; Blazing Battle nullifies the effects of Rampage for characters under its effects -- not for everyone that turn -- allowing them to deal maximum damage while not taking increased damage themselves, and +15% ATK is always appreciated too, and works even if you're not fighting Broly. He's an INT unit, and thus not your best option against the STR Broly, but he can link with an AGL unit, who can take the hit, and he's free, and thus among your only surefire ways to do the job. All that really holds him back is that his passive isn't anything special, and the only thing that keeps this card out of the top tier is the abundance of units with passives that has the opposite condition of it.

Launch - Dual Personality

Surprisingly high ATK, and her +2 Ki passive is quite strong, affecting her entire team, albeit as long as you're above 50% HP. Mysterious Adventure is on all other units from the original Dragon Ball series, and Mystical Wonderland is on all other units from the Dragon Ball World Tournament summon pool, so you might be able to find a spot for her if you're playing to her strengths. She can get you off the ground otherwise with that hefty ATK, and you're always functioning at peak efficiency if you're getting Supers off. She's a great support tandem with the also-impressive Bunny Bulma -- although they're both sadly without Battlefield Diva -- and Marauding Bandit of the Wild Yamcha.

Majin Buu (Piccolo Absorbed) - Captured Wisdom

Good leader skill that can help you overcome a boss that's otherwise edging you out, he has a very similar role to Red Ribbon Army's Grudge Dr. Gero, and he even has a better version of that unit's passive, being unconditional as opposed to Ki-based. His links are also a little better, although a lot more exclusive; unless you're rolling with a Buu team, probably not something you're going to get a lot of use out of. Overall, his value lies in keeping you alive against a TEQ boss that's giving you grief, but otherwise, you may want to opt for pure power via another unit. Keep him handy just in case you run into a situation where brute-forcing doesn't get the job done.

Master Roshi - Martial Guidance

Token leader skill and mediocre stats outside of his HP, but everyone and their dog has Kamehameha, especially among the AGL type, so he has lots of candidates to use this powerful link with, and his nice passive facilitates it, because it isn't type-specific, so he can fill a role on multi-type teams. Turtle School pops up in a few places among AGL units, like Innocent Challenger Kid Goku and both AGL Yamchas, but he doesn't have many quality link partners otherwise outside of Max Power Miraculous Return Roshi, incidentally, and although he's STR, they'll be getting +2 Ki, 500 ATK, and the Kamehameha link, which is no joke. Martial Guidance also notably Dokkan Awakens into his outrageously buff self, and it raises his stats and the effectiveness of his passive to +2 Ki for the team, which is quite valuable, though note that if you've been pairing him with Miraculous Return, they will no longer be able to occupy the same team if you D-Awaken Martial Guidance.

Metal Coora - Endless Horror

This entry's going to be a little different, as each SR Metal Coora is pretty similar outside of their passives, so it's not really worth creating separate entries for each. Outside of their terrible leader skills, though, all of them deserve a spot here, even if not all of them are necessarily equally useful; the [AGL](#) and [STR](#) ones have the most universally valuable passives, the [INT](#) and [PHY](#) ones can recover HP for you, which is of purely situational but still considerable value, and the [TEQ](#) one can reduce the ATK of a boss, assuming he gets his hit in before said boss does, which is also useful, but also situational, and by far the least useful of the five. Either way, the true value of these units is in their fantastic links; they combine for HP recovery, +2 Ki, 500 ATK, and another 15% ATK on top of that, which is quite impressive. Combined, they can roll over quite a bit of the game, they're free, their Supers can be farmed, and they're all solid individually, although they *require* at least one other Metal Coora to reach their true value. Thus, if you plan to use one, strongly consider bringing another, even on your single-type teams, because of how good they are combined, and how solid the AGL and STR ones' passives are. It's

also worth mentioning that their best links are all found on the SSR Metal Coora as well, who's extremely powerful, and considered a different unit, although if you have an SSR Proudest in the Universe Coora, he's better served hanging out with him if you're not building a purely INT team. Overall, these guys are rated based on their potential, but the fact that you don't have to *pay* for that potential ultimately means they can be reliably brought into your teams.

Nappa - [Saiyan Baptism](#)

This is one of the reasons raw stats are one of the last things that matter; this guy has an absolutely ridiculous passive that explains why his ATK is low. If he gets his Super off, it's going to hit like a train, putting the damage of many of the current PHY SSRs to shame, and it'll reduce the unfortunate victim's defense on top of it. His blessing is also a bit of a curse; he looks like a good choice for Saiyan-focused multi-type teams, but there aren't any +Ki leaders that affect all types in Global yet outside of SR Zangya, SSR Elder Piccolo, and SSR Ultimate Gohan, so you'll almost never get his passive off, making Resolute Valor Gohan, Indomitable Sense of Justice Gohan, or Extreme Elite's Pride Vegeta better for that role. On the other hand, unlike his other cards, he has a lot of solid link candidates within his typing, like Resolute Valor, Extreme Elite's Pride, and also Tireless Training Vegeta, and either PHY Broly, who have Saiyan Warrior Race, Mightiest of Monarchs King Cold, Pure Corruption Dr. Gero, Never-Ending Assault Recoome, and A Future Forsaken Future 17, who have Brutal Beatdown, and Cocky Counter Raditz, who has both. Even Berserker got improved a bit, further increasing his power if the team is under 50% HP, but most other units with it stink, sadly. Most people aren't going to be thrilled to see Nappa in their summon list, but the only thing that keeps Saiyan Baptism out of the top tier is his lack of consistency and Ki links. Give him some Ki support and pity whoever gets in his way.

Piccolo - [Cultivated Technique](#)

About damn time there was a Piccolo sprite without his cape and turban. This is the first Piccolo made to deal damage, via his very good passive, and there are lots of good STR Z-Fighters, making it easy for him to find a home. Prodigies is scarce in STR, and Strongest Duo on Earth is only on Determined Defender Goku, Messenger From Another World Angel Goku, and Paikuhon, which are all AGL, so you may be best served putting him onto a multi-type team with either of those units, especially Goku.

Piccolo - [Demonic Pride](#)

By far the highest HP stat among SRs -- higher than most SSRs', even -- with okay ATK and good DEF. Leader skill will come up eventually, but on the whole isn't great. Where Demonic Pride really shines is in the little things: he has solid links, and a good amount of quality partners

within his typing, including either of the INT Dr. Gero cards or Wisdom Captured Buu through Brainiacs, Prince of Destiny Kid Vegeta and Reborn for Revenge Mecha Frieza through Prodigies, The Gifted One Chiaotzu and SSR Super Saiyan From the Future Trunks through Z-Fighters, and of course, Call of Duty Nail; though the formally powerful Namekians link no longer has its associated glitch, it can still come in handy. His passive kind of stinks because you'll rarely see it if he has teammates that support his role, but it can keep you on your feet otherwise.

Piccolo - [Stern Teacher](#)

Like Demonic Pride Piccolo, this guy is a team player, but unlike Demonic Pride, he's pure, unadulterated offense. His passive is great, Z-Fighters shows up in a lot of good AGL units, such as both SR Yamchas and the powerful Determined Defender Goku, and Prodigies is on Saiyan Elite AGL Vegeta. Even more damage comes from Strongest Duo On Earth, and it's shared by Determined Defender Goku, Messenger From Another World Angel Goku, and Western Galaxy Rivalry Paikuhun, all of which are AGL, and all of which are strong cards in their own right. The best cards SRs in the game make their team stronger, and while this guy needs specific teammates to offer his full value, he's pretty solid even without them.

Paikuhun - [Western Galaxy Rivalry](#)

High HP, and while his ATK is a bit low, it's supplemented by his passive, which works on everyone on his turn. 10% isn't much, but it's good for 500-700 extra ATK depending on who you have with you, so that's not bad to get for free. Shocking Speed shows up on Horror From Hell Final Form Frieza, and Savage Speed Third Form, as well as a few SSRs, such as the TEQ Whis, STR Beerus, and Ultimate Gohan, but it also shows up on the SSR Transcending Limits Kaiohen Goku, which is an AGL unit. His more easily utilized value is in Bombardment, which he shares with Saiyan Elite AGL Vegeta, and Strongest Duo On Earth, which gives another 10% damage, and shows up on Determined Defender Goku, Messenger From Another World AGL Angel Goku, AND Stern Teacher AGL Piccolo, giving him a lot of potential damage to contribute, and of course, he can be farmed to raise his Super to level 10, albeit with some difficulty because of his low drop rate, increasing his groin-kicking prowess. He needs a specific crew to realize his full strength -- and theirs -- but said strength is pretty damn good.

Super Saiyan God SS Goku - [Divine Evolution](#)

Leader skill's approaching token at this point, but if you don't have it somewhere else, he's not your worst candidate for it. His passive is absolutely terrible, although it's good for a more-than-likely free Super once it goes off, and combined with his Extreme modifier and the fact that he has the highest ATK of any SR in the game not named Beerus, whatever you hit it

with likely isn't getting back up. Super Saiyan is, as always, a good link, and Resurrection of F is too, and on a lot of good units, but he's not yet a good candidate for Super Saiyan-focused teams because he doesn't have Golden Warrior *or* Saiyan Warrior Race, and he has zero Ki links, which makes him all but require a +Ki leader, although if you have room for her, Zangya's +2 Ki leader skill can open up some possibilities for him. More than anything, though, he's a great candidate for an INT team that has that and either of the two SSR INT Golden Frieza units, as Resurrection of F and Super-God Combat are shared with them. He also links brain-breakingly well with either Super Saiyan God SS Vegeta, whom he shares *four* links with, and gains an unbelievable combined +25% ATK and +1900 ATK through them. Ultimately, he has similar strengths and weaknesses as his SSR self, as while he's very strong, he needs a very specific environment to reach his full strength, most of his link partners are SSRs, and thus hard to get, and in general, those partners are better off hanging out with someone else anyway. As such, much like his SSR self, he's not all he's hyped up to be, but he's still free, and still powerful, and nearly everyone will have *some* use for him; he's just not the king of SRs that you likely expected. Note that this unit was a gift from the 10 million downloads celebration that accompanied the Resurrection of F event, and is unlikely to become available again.

Super Saiyan Vegeta - [Inherited Honor](#)

Decent leader skill, okay ATK, and a lousy passive; you're not going to spend most of a stage above 80% HP, and while it kind of synergizes with the prolific above-50% HP passives out there, overall it's more trouble than it's worth, and it otherwise gets in the way of the less-than-80% HP passives. His links are great, of course, and the fact that you're absolutely guaranteed to get at least one TEQ Super Saiyan via the D-Awakened Legendary Super Saiyan Goku means he has one decent partner to hang out with, if only in TEQ, and he'll also find value hanging out with GT Gohan, although he's invalidated by Pride Regained SSR Super Saiyan Vegeta, who's better than this unit, although barely better than an SR himself. His tier undersells him -- it's easy to just put all Supers Saiyans in the top tier, but even a few base Vegetas are better than this one, and you can't farm his Super, so that passive sticks out even more -- but even bad Super Saiyans tend to overachieve because of their links, and Prepared for Battle is going to get more valuable as it increases in wielders, with most Saiyans, Super and otherwise, coming out with it around and after this unit.

Tien - [Proud till the Last](#)

One of few Tien's that doesn't have an Extreme Super modifier, he's also one of the two SRs with a 40% ATK PHY leader skill, the other being White Hot Face-Off Super Saiyan Goku. He has good ATK and a decent passive, although it's worth mentioning that less than 80% HP passives can seriously get in the way of over 50% HP passives, of which there are many, because of the small margin of effectiveness it creates. Otherwise, it'll go off eventually, and will have him provide

good damage. His links are typical for a Tien, but he has almost no candidates with them in his typing -- while he links with Resolute Valor Teen Gohan, you're better served finding one of the many Super Saiyan units to pair him with -- making this unit best served in multi-type teams.

Tien - [Strength of Trust](#)

Good stat line, and a very good passive that means he's not hurting for a +Ki leader, so he can hang out on multi-type Z-Fighter teams pretty comfortably. He links well with Chiaotzu through that, Crane School, and Telekinesis, including with the handy INT Gifted One. Resurrection of F is on a lot of units, notably Jaco and the SR INT Super Saiyan God SS Goku, and Z-Fighters is also found on the INT Super Saiyan Future Trunks. As usual, he's packing an Extreme modifier on his Super, letting him dish out some extra pain here and there. There are a ton of great INT units, but Strength of Trust still finds a way to muscle his way into the conversation with his versatility. His main weakness is that like The Gifted One, you still may not have a use for him, even if you have an entirely SR team, but the fact that they improve each other's value certainly helps.

Turles - [Superior Suppressor](#)

Leader skill can be valuable given the fact that there are no alternatives versus PHY bosses; you won't need it for most fights, but in the event brute strength can't get you through the day, an ATK reduction leader is sometimes the only way to help you beat a particularly tough boss. His passive is nothing special, except for the fact that it contributes to his leader skill, turning him from one of the lower ATK reduction leaders to the highest among SRs, at least when it's his turn. As a result, you should probably hang onto him even if you're not going to use him all the time, and the fact that you can get his Super to 10 via his event doesn't hurt for when you do need to use him. Unfortunately, there aren't many STR units with Saiyan Warrior Race outside of SSRs except for Reignited Fighting Spirit GT Vegeta, so that may make finding him someone to link with troublesome, but he does of course have powerful links with his minions, and Amond is a STR unit, supporting his role. Prepared For Battle is a powerful Saiyan-focused link that does and will show up on several units, notably A New Legend Begins Super Saiyan Bardock and Last Minute Technique Super Saiyan Vegeta as of this unit's release, and several SSRs will be carrying it as the game releases new units. Also note that he can be farmed to raise the Super of The Fearsome Tree of Might SSR Turles, who infamously hits like a like a foam bat, so it's highly recommended you do so to give that Extreme modifier some extra punch.

Vegeta - [Extreme Elite's Pride](#)

Great stats except for his ATK, but that passive more than makes up for it, whose conditions are mis-printed in the game; he actually only needs 6 Ki to get it off. As a result, Extreme Elite's

Pride does powerful, consistent damage that shames the PHY SSRs released around him, including his own Super Saiyan self -- whom he incidentally does link really well with -- and it also gives his Super some extra punch compared to most SRs. He's held back by not having too many quality link partners, although that's slowly changing; Saiyan Warrior Race is on Resolute Valor Super Saiyan Teen Gohan, White Hot Face-Off SS Goku, the PHY Broly units, and Saiyan Baptism Nappa, who are also great, and Cocky Counter Raditz, who's less so, Prodigies is on Pure Corruption Dr. Gero, and that's about it except for Big Bad Bosses being on Piccolo Jr., which may come in handy if you drop under 50% HP. He does fit well in a multi-type Saiyan team, and because his passive will come up most of the time, he's not hurt too much by having no Ki support in such an environment. Overall, just barely misses the top tier because he doesn't make his team significantly better outside of his own damage, but he's extremely strong. Note that because there's a Strike event that has a base form Vegeta, Saiyan Elite, you can farm that unit to increase the considerable punch of this unit; make sure you Z-Awaken each one you attempt this with to raise your chances.

Vegeta - [Tireless Training](#)

Essentially Extreme Elite's Pride Vegeta 1.1, Tireless Training trades that unit's bulk for a bit more ATK. His passive seems like a straight upgrade to Extreme Elite's Pride's +30% ATK, but Extreme Elite's passive is actually mis-printed, and he only needs 6 Ki to pull it off, so it ultimately comes out a wash. As a result, unlike Extreme Elite, he doesn't do well in multi-types teams because he needs a +Ki leader, but like that unit, is a strong contributor to a PHY-focused team with Ki support, especially if you have Indomitable Sense of Justice, the PHY SS Adult Gohan, who has Resurrection of F and gets along with Resolute Valor, the Boujack event SS Teen Gohan. Saiyan Warrior Race is also on Cocky Counter Raditz, Saiyan Baptism Nappa, and Resolute Valor himself, not to mention White Hot Face-off SS Goku and both of the PHY Broly units, although Prodigies is largely going to waste because there are no notable PHY units with it other than Pure Corruption Dr. Gero. Big Bad Bosses is on Piccolo Jr., and if you're under 50% HP, it might swing a battle in your favor, especially if you can pull off a Super. If you've got Extreme Elite's Pride and are debating whether to bother with Tireless Training, use Extreme Elite's Pride if you have a multi-type team that needs a PHY Saiyan and has no Ki leader, or on your PHY team if you got to raise his Super and are confident you can get that passive off. Note that because there's a Strike event that has a base form Vegeta, Saiyan Elite, you can farm that unit to increase the considerable punch of this unit; make sure you Z-Awaken each one you attempt this with to raise your chances.

Vegeta (GT) - [Reignited Fighting Spirit](#)

High HP and good ATK is a good start, but don't fall into the trap of that leader skill; more Ki is almost always better, as Supers deal significantly more damage than non-Supers, so unless

you've got a Friend leader on board supplying Ki, you're better off doing so yourself. Good passive, though, and he's also the only adult Vegeta with The Saiyan Lineage, an increasingly common link, with the likes of Ultimate Gohan, any Broly, either Kaioken Goku, and many fellow non-Super Saiyans, like Determined Defender Goku, and he's also the only STR Vegeta with The Vegeta Family until a certain Super Saiyan 2 Vegeta releases. Saiyan Warrior Race is common and easy keep up with, and Superior Suppressor Turles has it, as well as many of the tons of STR Super Saiyans around. The GT link is good on paper, but there aren't many good units that work well with this unit outside of GT Super Saiyan Trunks, who also has Vegeta Family and Warrior Race, and whose passive affects this unit, and is affected by this unit's passive for good measure, so if you've got them both and aren't rolling with a top-shelf team, team them up and let the Ki flow. Reignited Fighting Spirit is solid all around, regardless, although it stinks that he can't have his Super raised by other Vegeta units, hurting his value because of the overall high number of strong units in STR.

Videl - [Mesmerizing Might](#)

Good leader skill, albeit one that might be overshadowed by the +3 Ki Strike characters, Mighty Mask and Jackie Chun. Good ATK, and a passive that can help you take out tough AGL bosses if you're struggling otherwise. Like Blazing Justice, the SR STR Videl, her links stink outside of Battlefield Diva, but there's only one other TEQ Diva besides her, and it D-Awakens from this unit, who's better off hanging out with other units. Incidentally, she has Courage, a link that pops up on mostly mediocre units, but it does show up on Power at the Eleventh Hour Chiaotzu, who has the exact same passive as she does. However, you probably don't want to link them, because if they come on separate turns, you'll be allowed to spread their associated damage reduction. Of course, Mesmerizing Might can Dokkan Awaken into TEQ SSR Great Saiyaman 2 via its associated event, adding +2 STR Ki to her leader skill, and INT units to her passive, and a bunch of links with either Great Saiyaman 1. As mentioned, she keeps Diva, so she can link with her old self, but it'd introduce the same problem as linking with Chiaotzu, and you probably want her linking with a Great Saiyaman 1 anyway, although if you're gunning for AGL units, the STR Saiyaman will be a mostly dead weight. The bottom line is that if you don't have any other ATK reduction against AGL units, you should consider keeping a copy of Mesmerizing Might around for her specific purpose, but it's probably not worth keeping one just to link with SSR TEQ Great Saiyaman 2, so one way or another, keep her for her D-Awakened form, and regard it the same way; sometimes ATK reduction is the difference between winning a boss fight and using a Dragon Stone. It's also notable that both Great Saiyaman 2 units have Blazing Battle, a link designed to counter the special effects of the Broly boss during his associated event, as well as an additional link for a yet-unreleased boss, so you should probably hang onto them for that alone, just in case.

Yamcha - [Marauding Bandit of the Wild](#)

Valuable leader skill, and he's a better unit by himself than Pure Corruption Dr. Gero, one of the other units with it, while his passive is the same as Future Android 17's, but better, as it affects all units on his turn. The result is a rare case of a good defensive unit that also has some offense to go around, making him stand out more than most units from the Dragon Ball tournament summon, especially if you're struggling against an INT boss you can't beat with a +Ki leader alone. Like the others from that summon, though, he works best with units from it through Mystical Wonderland, and Mysterious Adventure is on all other original Dragon Ball series units, and since his passive isn't type-specific, he can hang out with either of them, or pinch-hit in other multi-type teams as well, if he's not serving his role on a PHY team. If you want to see some killer support and have killer luck to match it, have him hang around Bunny Bulma, whose passive is a better version of his, and Launch, who has a +2 Ki passive, and watch your units over-achieve like nobody's business.

Zangya - [Brutal Battlefield Diva](#)

Same passive as Pure Corruption Dr. Gero and Messenger From Another World Angel Goku, and it's solid enough; five turns of her in play equal the use of a Cargo card, which isn't bad. Good leader skill; being able to give 2 Ki to all types makes her a good candidate for leading multi-type teams, but the condition hurts it, as your toughest fights may not let you stay above 50% for long. Fortunately, her passive helps on that front a bit. Loyalty isn't doing her much good right now, but it is on Demonic Lord of Darkness Dabura, along with Brutal Beatdown, and will be showing up on a couple of SR minions of major movie villains, such as on Turles' crew. Galactic Warrior and Hera Clan are exclusively found on the rest of Boujack's crew, including Boujack himself, so while the links are amazing, they're quite limited in wide appeal. Thus, Zangya's only real viable long-term link partners are either form of Boujack to help offset her low ATK, although Battlefield Diva is of course on any of the Android 18 cards, including the AGL ones, and Warrior of Daring Fasha. She can also hang on a STR-focused Diva team, which has a few solid cards like Blazing Justice Videl and Heart of Innocence Chi Chi in addition to a solid 18, and her leader skill isn't type-specific. Overall, she's not as good as she looks, but she's not as bad as many units who need off-type partners to maximize their value because of her otherwise versatile skills. Her biggest problem is that even with Boujack along, she's remarkably weak, partly because of her low ATK, and partly because it's combined with her Extreme typing, and the majority of your opponents in the game are also Extreme, leading to her having difficulty pulling her weight at times. Still, there are some team compositions that run best while she's in the lead for now, especially with the increasing number of passives that activate on Super use, including the likes of Super Saiyan God Super Saiyan Goku and Vegeta, so her value wildly fluctuates depending on your needs.

Tier 3 - Very Good

Somewhat lacking in either skills, raw power, versatility, or any combination of them, these units will still put in the work and contribute to some strong teams. Don't sleep on them, but don't get too attached to them, either.

Amond - [Ferocious Physique](#)

Huge HP, but a mediocore ATK stat. That weakness can be mitigated via his fellow members of the Turles Crusher Corps, though, as can his passive, providing such units with a guaranteed +35% ATK, which is considerable. His Super has a low modifier, but the interesting ability to seal a Super afterward, which can be valuable if you're able to set it up, but generally not worth the trouble to try and set up unless you have a Ki leader. Turles' crew also has a bit more value than the average villain team, too, because SSR Turles' +2 Ki leader skill is excellent, as is his +2 Ki over 50% HP passive, ensuring that he can serve any multi-type team's Ki needs. As such, relatively new players can make good use of Amond and/or Cacao if they have someone else with their links, and the fact that you can nab SR Turles from the Tree of Might event for free at the very least ensures the opportunity to do so, although a lack of Saiyan Warrior Race or The Saiyan Lineage is a bummer.

Android 18 (Future) - [Dastardly Demoness](#)

Future 18 has a similar problem as her brother, in that she's not as flexible as her non-future selves, and only links optimally with one other card in the entire game. Unlike Future 17, though, her leader skill isn't anything worth using unless you literally have no other options, and she doesn't have quality link candidates within her typing, although there are plenty of units across various types that have Brutal Beatdown. Her passive is good, and unconditional, but she doesn't have too much to offer in terms of utility. Battlefield Diva is good as always, but no candidates of the same type to use it with yet, although again, potential in a multi-type team. A rare example of a unit that's worse on a team centered around their own type.

Android 19 - [Engineered Evil](#)

Given that every other Android 19 isn't worth using for long, this one's decent passive is surprising. Like Secret Arts Unleashed AGL Yamcha or The Nightmare Transformed Second Form Frieza, he can be a setup man for his allies, indirectly contributing additional damage. On an STR team with Ki support, you can consistently move him into position to drop the hammer with his

allies' Supers. His links have the same exact problem as the future androids, as the best one is designed for only one other unit, and it's an off-type. Brutal Beatdown is pretty common, albeit mostly outside of STR. Overall, he's hurt by his strengths playing against each other, but if you've got a spot open somewhere, consider using him; utility men are underrated.

Babidi - [Malevolent Magician](#)

Worthless leader skill, but decent stats outside of his HP. His passive is okay, but you'll need powerful units around him to make good use of it, but at least it's not limited to specific types. What makes him interesting is that his Super has a chance to stun its target on the next turn, which can be valuable, although with INT units like Reborn for Revenge Mecha Frieza and Proud Royalty King Vegeta running around, whose Supers can be farmed to 10, you may be hard-pressed to prioritize Babidi's. There's also a lot of good damage mitigation in INT, such as through Red Ribbon Army's Grudge Dr. Gero, or Demonic Pride Piccolo and Call of Duty Nail. Majin Revival Plan and Magic Consumer are great links, but they're rare, showing up on A Monster Unleashed Majin Buu and Demonic Lord of Darkness Dabura, but neither of them are the same type as Malevolent Magician. Overall, a lot of "but"s tend to undermine his strengths, but he's also more useful than he seems.

Cacao - [Dangerous Cyborg Fighter](#)

Decent leader skill, okay passive as long as you are able to make use of it, decent ATK. Destroyer of the Universe is strong as always, and it's relatively easy to make a solid Turles Crusher Corps-centric team if you're inclined. Loyalty can also be found on a couple of other AGL minions, such as Zangya and Dabura. He won't blow your mind, but he's pretty solid overall, and that armor looks super rad.

Chi Chi - [Heart of Innocence](#)

This Chi Chi serves a couple of uncommon purposes. She's a bizarro-blocker because of her great passive -- the best of its kind -- and she can roll in teams with Battlefield Divas, of which there are some solid STR candidates, such as Alluring Assassin 18 and Blazing Justice Videl. Despite her title, she doesn't have The Innocents as a link, but if she did, she'd gain a lot of value. As it is, her links are otherwise terrible, and her stats are quite poor, so it's hard for her to contribute damage. If there was a tier between 2 and 3, she'd be in it, but there isn't, so here we are. Note that this isn't the Chi Chi that can eventually Dokkan Awaken into SR Kid Chi Chi -- who incidentally does have The Innocents, but not as good a passive -- as that is Surging Rage, the R STR version. That Chi Chi will also have Battlefield Diva, though, as will SSR STR Great

Saiyaman 2, who D-Awakens from Blazing Justice Videl, so Heart of Innocence's value will actually increase a bit later, when she gets more quality link partners.

Chi Chi (Kid) - [A Girl's Rage](#)

This unit is obtained from Dokkan Awakening Earnest Passion R INT Chi Chi via the world tournament event. She has a decent stat line, with The Innocents being a solid link shared by a lot of usable units, such as non-Future Androids 17 and 18, Beerus, Mighty Mask, and some Buu cards. Battlefield Diva is on all female units except for the Teen Bulma from the Dragon Ball summon, and Mysterious Adventure is on all other cards from the original Dragon Ball series. The leader skill seems like it could be interesting because it's not type-specific, but 15% isn't going to replace the value of the Ki or damage you could have in its place, and you don't want to risk whatever conversation will take place if someone walks by and sees that image on your game's home screen anyway. There aren't many units that have either of her links in INT, though, and her passive is so small as to be of little help in anything but saving the occasional green health drink, so you're probably better off using the STR version if you're able, unless you're working on constructing an INT-focused team.

Chi Chi (Kid) - [A Girl's Rage](#)

This unit is obtained from Dokkan Awakening Surging Rage R STR Chi Chi via the world tournament event. She has a decent stat line, with The Innocents being a solid link shared by a lot of usable units. Battlefield Diva is on all female units except for the Teen Bulma from the Dragon Ball summon, and Mysterious Adventure is on all other cards from the original Dragon Ball series. The leader skill seems like it could be interesting because it's not type-specific, but 15% isn't going to replace the value of the Ki or damage you could have in its place, and you don't want to risk whatever conversation will take place if someone walks by and sees that image on your game's home screen anyway. There are a couple of units in STR that can make use of her links, like Android 18, STR Videl, STR Great Saiyaman 2, Grandpa Gohan, SSR Kid Goku, and... SSR Beerus, lord of destruction, so that could be interesting. Her passive probably won't be doing you a ton of good, but the idea of Broly being unable to attack for a turn out of shock because a little girl in a battle bikini slapped him in the face is relatively hilarious. I'm not responsible for whatever happens if you attempt that, by the way.

Chiaotzu - [Eternal Bond](#)

The ever-decent +15% All ATK leader skill, but his bad ATK really stands out. His passive is solid, and unconditional, kind of making up for the fact that his links don't necessarily provide too much damage unless you have a Tien card of some sort hanging around. There are several good

STR units that are Z-Fighters, such as Saiyan Among Us Goku, Cultivated Technique Piccolo, and Burning Spirit Yamcha, and Tien himself has one such unit in the form of Respect to the Strong. Eternal Bond isn't worth shaking up any over-the-top teams for, and STR has an absolute ton of great units, but those getting off the ground can get some good mileage out of him.

Cyborg Tao - [Mercenary's Mettle](#)

Here's an example of how one thing can totally change a unit's outlook; Mercenary's Mettle Tao is mediocre as all get-out, and he has the distinction of being one of the only cards to have a Super damage modifier below "Huge", so even though he has surprisingly high ATK, he's still potentially the worst damage dealer in the game. So why isn't he near the bottom, getting wedgies from Cui? That +3 Ki leader skill; +Ki rules nearly every worthwhile team you could possibly compose, and with no AGL ATK reduction leader at this point in the game, this card is even more valuable than most of his kind, because it's your only option against high-profile opposition. When another card -- damn near any card -- comes out with the same leader skill, this guy's going down a tier, but until then, you're probably stuck with him. On the bright side, he links with Respect to the Strong STR Tien, destroyer of worlds, as well as Secrets of the Turtle Style STR Master Roshi. He also links with both forms of Boujack, and being able to build around Boujack makes using Mercenary's Mettle a lot easier to stomach.

Daiz - [Daring Charger](#)

Decent leader skill, although there are plenty of stronger alternatives with something like it or better, unless you don't have them yet, of course. His ATK is pretty bad, which could make it hard for him to contribute damage, but he does have a +20% ATK passive to help offset that, and his links with the Turles Crusher Corps further reinforce him, which is easily achieved via the SR Turles attained through the Tree of Might event, at the very least. He's not mind-blowing, but he's free, so if you're just starting out, and you've got another member of Turles' crew, he can provide you some consistency.

Frieza (1st Form) - [Despair's Onslaught](#)

Bane of anyone who wanted Emperor of Iniquity Frieza, this version of him doesn't have a lot to offer in comparison, as his passive is unreliable, but useful in the rare instances it shows up. He still has Universe's Most Malevolent, which is powerful, and the ATK to back it up, so he can hang in Frieza-focused teams... but only if you don't have Emperor of Iniquity. Metamorphosis no longer has its associated glitch, but it's more common than it used to be, showing up on SSR Fusion Android 13, Mutating Monster Oolong, SSR Savage Battle Instinct Super Buu, and SSR Proudest in the Universe Final Form Coora. Finally, like all forms of Frieza, Despair's Onslaught

can Dokkan Awaken into Golden Frieza when the Resurrection of F event rolls back around, which raises the frequency of his passive, makes him statistically more powerful, and gives him better links, but also lets him keep Prodigies and Universe's Most Malevolent. You could argue D-Awakening him over Emperor of Iniquity, as Iniquity would still be good even without it, and they would link, becoming a good tandem on STR teams. Of course, you may be better served D-Awakening The Nightmare Transformed Second Form Frieza, as his passive is better, but if you don't have him, or just want to push Despair's Onslaught up to where he's usable with him and Emperor of Iniquity, the other option's there.

Frieza (1st Form) - Embodiment of Evil

Frieza has a lot of great cards, but not too long ago, this one was by far the worst. His passive is so small as to be insignificant, and his leader skill holds no value. Prodigies is his only value on AGL teams, which he shares with Stern Teacher Piccolo and Saiyan Elite Vegeta -- apparently he gets along well with survivors of races he's committed genocide against. With the release of Coora, however, he's becoming increasingly hard to ignore, as he links extremely well with him through Thirst for Conquest, Strongest Clan in Space, *and* Prodigies, and he also links great with Dastardly Space Pirate Chilled through Thirst for Conquest and Strongest Clan in Space. This provides good damage and Ki support, and both forms of Boujack also have Thirst for Conquest, opening the door for an unconventional multi-type team, although it plays against Boujack's strength of being in STR-focused teams. Like all forms of Frieza, Embodiment of Evil can also Dokkan Awaken into Golden Frieza, but this Frieza is put into a unique position because his links change completely outside of Prodigies if he's D-Awakened, meaning he would no longer link nearly as well with Coora, nor at all with Chilled or Boujack. Golden Frieza does have Revival, which is shared with Mecha Frieza, and also has Universe's Most Malevolent, which all other Friezas have except for the original Embodiment of Evil. It comes down to whether you want more good options for your Frieza-focused team, or have literally no other Frieza units, but it's out there.

Goku - The Saiyan Among Us

Individually solid, The Saiyan Among Us has a good leader skill, good stats, and an interesting passive. His problem is that while he has lots of strong STR link candidates -- Burning Spirit Yamcha, Respect to the Strong Tien, Secrets of the Turtle Style Master Roshi, Contemplated Strategies Grandpa Gohan, Miraculous Return Max Power Roshi -- he doesn't have particularly strong links outside of Kamehameha, so his potential is limited, and he struggles a bit to keep up with his team. That said, the aforementioned team is helped by his presence, and if he can get his Kamehameha link off, he'll gain a considerable 5000 ATK, on top of his link partner(s) gaining 2500 themselves. It's not quite as strong as it looks, though, because of the way ATK multipliers work; Burning Spirit Yamcha's Super will actually out-damage his at the same Super level, even if

they're linked, and Burning Spirit also doesn't have to get his Super off to take advantage of his passive. On the other hand, you can now raise his Super level easily by using the event "Enough Talk! Time for an Epic Showdown" to your advantage; Overflowing Resolve Goku is guaranteed to drop from the Z-Hard version of the first stage, and if you Z-Awaken him -- a feat made easier by the fact that you can farm Gregory medals from Normal of the same stage -- you'll have a good shot to raise The Saiyan Among Us' Super, which helps the nature of his passive to deal great damage. His best SR team is also outclassed by Determined Defender Goku's best SR team, but this is still a good unit; it ultimately just doesn't stand out as much as you might expect.

Goku (Kid) - [Innocent Challenger](#)

For a unit you're guaranteed to get, Kid Goku is pretty solid. He has a good passive that's guaranteed to go off -- effectively making his ATK 6186, but with 1 free Ki -- and decent links. Turtle School is alright and pops up in a few places, like any of the Master Roshi cards, TEQ Jackie Chun, any of the SR Yamchas, or either of the SR Krillins, and Kamehameha is very good, and pops up damn near everywhere. Despite being repeatedly referred to as innocent, he doesn't have The Innocents, which would actually make him REALLY good, which itself is probably why he doesn't have it. Regardless, Mostly Innocent Challenger is a rare unit that plays well in multi-type teams, but he's also a good contributor to AGL ones. You'll find better cards, but he'll treat you right until then.

Jackie Chun - [Seasoned Sensei](#)

Totally-Not-Master-Roshi has middling stats and kind of a fool's gold passive; 10% seems better than it is, and on average is only going to give 500 to 700 ATK to most units, but it does go to other TEQ units on the turn, so it's also not as bad as it seems. His true value is in that leader skill, and in Bombardment, which he shares with Titanic Tag Team Mighty Mask for good damage. Kamehameha isn't on a lot of other TEQ SRs -- the mediocre Time-Traveling Evil 1st Form Cell has it, as does Top-Tier Training Goku, who won't say no to using one of his few good links -- but his best link partner is Mind-Body Mastery TEQ Master Roshi, and more notably, the unit that Roshi D-Awakens into, for +2 Ki and Kamehameha. This is important, because while there are lots of other types that have Kamehameha, every single one of Seasoned Sensei's strengths are with a TEQ team. Still, given that you almost have to use +Ki leaders regardless of what else they offer, it's nice that he comes with a little extra.

Jeice - [Maximum Firepower](#)

This guy is exactly the opposite of what you'd expect, as his best role is in single type STR teams that have no other members of The Ginyu Force, because they go against his role due to his

leader skill. His passive is decent... if he's not on a multi-type team, because that will frequently put him in situations where he shouldn't attack second, but his true value is his leader skill, significantly reducing PHY enemies' damage. If you're getting clobbered by a PHY boss, he can tip the scales in your favor, especially if you also have Heart of Innocence STR Chichi along, who will mitigate even more damage. His links are invalidated by this role, but honestly, that's often better than a Ginyu-focused team, which is kind of a shame. Make no mistake, The Ginyu Force is an amazing link, and Signature Pose is great too and present on all Ginyu Force cards, but it's also misleading, because a lot of the Ginyu cards are weak on their own.

Master Roshi - [Mind-Body Mastery](#)

This unit was received exclusively as a participation prize for the world tournament, and this entire entry needs an asterisk because it more than likely isn't going to matter to you; he's a unit that Dokkan Awakens into an SSR of the same type that's better in every way, and if you have him, you probably have his D-Awakening medals, because they're attained during the tournament, so you'll probably never use him in this state. The exception is if you're looking for someone to link to either the STR or AGL Max Power Roshi units, or Seasoned Sensei Jackie Chun for TEQ teams, because they share many of the same links, or if you somehow couldn't figure out that you were supposed to D-Awaken this guy and are waiting until next tourney to get the medals to do so, ya knucklehead. Either way, he's not the best Roshi, but he's still pretty solid; unlike the other non-buff Roshis, he eschews team support to do the hurtin' himself with a good passive, and he has a decent ATK stat to support it. Both get better if he's D-Awakened, so again, there's little reason not to unless you just don't have a need for him in that state, but *do* need him to link with a Max Roshi for some Ki, some ATK, and the Kamehameha link. See any other Roshi entry for other potential uses of his links.

Master Roshi - [Secrets of the Turtle Style](#)

Good leader skill -- although nearly every member of the SR STR Dragon Ball crew has some variation of it -- a good passive that isn't type-specific, and an ATK stat that's a bit above average. Kamehameha is very common, albeit less-so among STR types, and Cyborg Tao -- whom you may be stuck using because of his leader skill -- has Supreme Warrior. Infighter is arguably the worst link skill in the game, even with Big Bad Bosses and Berserker in consideration, but he still links well with The Saiyan Among Us Goku through Kamehameha, and Burning Spirit Yamcha and Contemplated Strategies Grandpa Gohan, through Kamehameha and Turtle School, and Miraculous Return Max Power Master Roshi, his best link partner, who has Kamehameha, Turtle School, Supreme Warrior, and World Tournament Champion, for a nice hit of damage and +2 Ki. Note that this unit's passive changes when he is Z- Awakened, from +1 Ki to all allies to +1000 ATK to all allies. Which is better is debatable, but be advised. Note also that this is NOT one of the Master Roshi cards that can be Dokkan Awakened; you're looking for

Martial Guidance, the AGL Roshi, and the Mind-Body Mastery, the TEQ Roshi, the latter of which was one of the rewards in Global's first World Tournament event.

Mighty Mask - [Titanic Tag Team](#)

Great leader skill, high HP and a solid passive. Bombardment is shared by Jackie Chun, and you'll almost always need either one or the other because of the leader skill, so you may as well have both unless you have an exceedingly better option. Most of Mask's other links are utterly worthless, but he surprisingly links with Infinite Fighting Spirit TEQ 17 via The Innocents, who himself has a good leader skill, and Carnage Awakens Beerus, who... also has a good leader skill, and he also links with Elite Offspring Kid Trunks. The Innocents also puts him in consideration for multi-type teams featuring androids in general. If you have to choose, it's more or less a toss-up between which is better between Mask and Chun; Chun's better for bosses, but whether you have Elite Offspring, Infinite Fighting Spirit and/or Carnage Awakens is a consideration, because Titanic Tag Team will give them the same ATK boost as Chun's passive. Lastly is his latest claim to fame, in his ability to assist in fighting Legendary Super Saiyan Broly; Blazing Battle nullifies the effects of Rampage for characters under its effects -- not for everyone that turn -- allowing them to deal maximum damage while not taking increased damage themselves, and +15% ATK is always appreciated too, and works even if you're not fighting Broly. He's not AGL, so he's also not your first option to fight the STR Broly, but he can link with an AGL unit, who can take the hit. He's also free, and thus among your only guarantees of getting the link, so if you're hurting for options, you've got one.

Mr. Buu - [Beyond Human Intellect](#)

A lot of attack links, and while most Buus suffer from needing very specific units to make use of theirs, The Innocents is at least on a number of units, including the non-Future Android 17 and 18 ones, Beerus units, Kid Chi Chi, Mighty Mask, and others, and Master of Magic is on Malevolent Magician Babidi Demonic Lord of Darkness Dabura. Otherwise, it can be hard to find someone to link with him, and his passive is merely okay; he'd need to deal over 30,000 damage just to get 5000 HP back from it, and, well, good luck getting that to happen often. Leader skill's not bad, but in general, offense is superior unless you can't win otherwise.

Nail - [Call of Duty](#)

You don't get much more specialized than this: Call of Duty's sole purpose is to stall the enemy to death. He has high HP and good defense to facilitate this, but his passive is the meat of the act, and is great for its conditions, as it will give you a good hit of health back during prolonged boss fights. On top of that, he links with most Piccolo cards to provide even more healing, the

most valuable of which is Demonic Pride Piccolo because of his INT typing -- although the Namekians glitch is no longer in play -- but otherwise, his links aren't notable. If you wanted the stupidest combination possible, this guy, Demonic Pride, Red Ribbon Army's Grudge INT Dr. Gero in the lead, and The Gifted One INT Chiaotzu would make for the most unkillable team in the game versus TEQ units. It's not recommended because of how unnecessary it'd be -- little in the game merits that kind of damage mitigation, and the event Perfect Cell may still off you, so you'd be better off using some combination of them instead and opting for more damage to get the fight with over more quickly -- but it'd be good for a laugh.

Oolong - [Mutating Monster](#)

No one's more pumped to have a unit in the game than this guy -- just look at that art. More than just your hype man, though, he possesses an interesting passive that all but ensures he's going to get a Super off, and despite only going off once, most fights will be over within two or three turns anyway, so you'll probably barely notice the condition. He also has a surprisingly high HP and ATK, and some utility in his link skills; Metamorphosis shows up on the STR First Form Friezas, and also on Fusion Android 13, Savage Battle Instinct Super Buu, and Proudest in the Universe Final Form Coora, all of which are TEQ units, Mysterious Adventure is on all units that appear in the original Dragon Ball series, and Mystical Wonderland is on all units from the Dragon Ball world tournament summon, and in particular he likes hanging out with the excellent TEQ Stimulating Beauty Bunny Bulma, which is... appropriate, actually. Even his leader skill's kind of decent, and overall, Mutating Monster is a lot better than probably anyone expected. His sprite is also equally glorious and confusing to people who haven't seen the Dragon Ball series.

Paragus - [Ambitious Scheme](#)

Worthless leader skill, but good stat line, and decent links. His passive isn't anything special; it's useful when it lands, but uncommon enough that you'll probably forget he even has it. Saiyan Warrior Race is common, including among PHY, as the likes of Saiyan Baptism Nappa, Cocky Counter Raditz, either Broly or Vegeta, and most Super Saiyans have it. Thirst for Conquest is on a number of movie villains, such as Coora, King Vegeta, Boujack, Turles, Chilled, and also Pure Corruption Dr. Gero, which is PHY. Hardened Grudge is shared with all Broly units, two of which are PHY. Overall, he's not going to blow your mind, but he's better than you were probably expecting, too.

Piccolo Jr. - [Heir to the Evil King](#)

Good ATK stat, and while his links as a whole aren't good, he shares Bombardment with Mightiest of Monarchs King Cold, and given that you should be using one or the other on your

PHY teams most of the time because of their leader skills, it helps that both have a useful link and are both also solid. Big Bad Bosses activates under 50% HP for a strong ATK boost, and Extreme Elite's Pride Vegeta has it, as well as Tireless Training Vegeta, which are both PHY. His passive would be good if it went off more often, but it doesn't; you'll probably forget about it even when it activates. His tier undersells him a bit, but he's still quite good.

Raditz - [Cocky Counter](#)

Decent stats, borderline-useless passive. He has a lot of quality link partners in the PHY type, like Resolute Valor Teen Gohan, Tireless Training Vegeta, and Extreme Elite's Pride Vegeta through Saiyan Warrior Race, A Future Forsaken Android 17, Mightiest of Monarchs King Cold, Never-Ending Assault Recoome, and Pure Corruption Dr. Gero through Brutal Beatdown, and Saiyan Baptism Nappa, through both. +ATK leader skills with multiple types are uncommon among SRs, so that's a small bonus if it's relevant to your needs. Overall, he doesn't stand out, but his ability to link with so many strong PHY SRs keeps him from obscurity.

Recoome - [Never-Ending Assault](#)

Meaty defenses, below-average ATK, horrendous passive. He's better than he looks at first glance, though, as he has a kind of okay leader skill among SRs -- most +ATK ones have 25% -- and good link candidates, as Pure Corruption Dr. Gero, Cocky Counter Raditz, Saiyan Baptism Nappa, Mightiest of Monarchs King Cold, and A Future Forsaken Android 17 all have Brutal Beatdown, and a ton of PHY SRs have Tough-As-Nails. He also has an Extreme Super damage modifier, which is rare among SRs. The Ginyu Force link is, as always, a mixed bag, because while it's extremely good, a lot of the Force isn't, and chances are good you can make a better multi-type team, although Signature Pose helps this unit's role in throwing out Supers. Regardless, I want to hate on Never-Ending Assault because of his passive, but he's surprisingly decent.

Tien - [The True Value of Master Shen](#)

Solid leader skill if you're not packing a superior alternative, good ATK, and a decent passive, this Tien isn't quite as good as some of his other units, but he's also not as bad as you may have expected after seeing that face of his. Mysterious Adventure is on any unit that appears in the original Dragon Ball series, notably Innocent Challenger Kid Goku, and Mystical Wonderland is on all of the units from the Dragon Ball tournament summon. Like most such units, his value fluctuates pretty wildly depending on whether one got more than one SR or up from that

summon, but on his own, he's alright, and hits relatively hard. The lack of an Extreme Super modifier typical of Tien cards wielding Tri-Beam is a bummer, though.

Trunks (Teen) - [Future Hope](#)

The first sword-wielding base Trunks to not suck, this one has a meaty HP stat and mediocre ATK, but he has a decent leader skill -- remember, +Ki leaders are almost always better, but this would be just fine if you have a Friend leader with that -- and a decent, unconditional passive. He also has Z-Fighters, which is prolific, including in STR, and the likes of Burning Spirit Yamcha, The Saiyan Among Us Goku, Respect to the Strong Tien, and Eternal Bond Chiaotzu all pack it. Cold Judgment and Messenger From the Future are lame as usual, but The Vegeta Family is pretty common, and Reignited Fighting Spirit GT Vegeta has it. This unit's true claim to fame is being able to have a hand in defeating the event Perfect Cell, though, via the associated link. It disables his Regeneration effect for the turn, and gives +1 Ki for good measure, and can assist in defeating him if you're not fielding an overly powerful team. Being farmable to Super 10 doesn't hurt, giving Future Hope the chance to contribute to a number of possible teams.

Trunks (Adult) - [Honed for Battle](#)

Decent ATK stat, and an ATK passive is always appreciated; although 20% isn't the best, it does sort of make up for the lack of punch in his links. Most people who went hard into the SS3 Goku summon event also tended to get a hundred thousand of him, so his Super may have an extra couple levels in it as well, depending. There're not a lot of great PHY units, so you may have a use for him, but it does have a lot of non-SSR Super Saiyans compared to other types, so this unit may have a hard time making a name for himself. Note that this card is misnamed by the localization team of the game -- he's actually a "teen" Trunks, and thus can have his Super raised his other such units, or vice-versa.

Trunks (Kid) - [Elite Offspring](#)

Really good stat line, and a good leader skill, but that passive is awful. He joins Carnage Awakens Beerus, Titanic Tag Team Mighty Mask, and Infinite Fighting Spirit Android 17 among TEQ units with The Innocents, which is a solid link, and the rest of the non-future Android 17 and 18 cards have it too. Z-Fighters is on a number of units across multiple types, and Aura Unleashed Tien and Power at the Eleventh Hour Chiaotzu are TEQ units with it. The Vegeta Family is, of course, on any Vegeta unit, including Proud Royalty King Vegeta, and any other Trunks unit, all of which can be used at the same time as this one. Pretty solid card overall, but nothing that really stands out.

Vegeta (Kid) - Prince of Destiny

Worthless leader skill, forgettable passive, good stats. What keeps him out of the tier below this is that he links with some good units; Prodigies is on Demonic Pride Piccolo and Reborn for Revenge Mecha Frieza, and he links with Proud Royalty King Vegeta through Saiyan Warrior Race and The Vegeta Family, and with Never-Ending Battle Vegeta and Last Minute Technique Super Saiyan Vegeta by the same means. He also links with Super Saiyan From the Future SSR Trunks, which is notable because that Trunks links with Demonic Pride and Proud Royalty too, and with Successor to the Strongest SSR Gohan, who himself also links with Proud Royalty. Prince of Destiny is overrated because of how hard he is to get, but if you have a team that he plays well with, he can be valuable.

Videl - Blazing Justice

Poor stat line and mediocre leader skill, and while she has a lot of links, all of them are either poor, or with poor units, except for Battlefield Diva, which is great, and pops up on all of the female units, including Heart of Innocence Chi Chi, who is good at damage mitigation, and Alluring Assassin Android 18, who's pretty good overall. Her passive notably changes from the pretty solid +700 ATK and DEF for TEQ and STR types, to a wholly situational guard break. Guard break prevents AGL units from blocking her, allowing her to deal neutral damage to Extreme type enemies, and a magnitude below neutral damage to Super type; this keeps rogue AGL minions from otherwise wrecking havoc on a STR-focused team, but overall is inferior to the stat increase passive. Blazing Justice is a bit future-proofed, though, as she can Dokkan Awaken into SSR STR Great Saiyaman 2 -- who incidentally gets a +1000 ATK passive for her allies and the excellent all-type +25% ATK leader skill -- via the associated event. Either way, she's not great on her own, but she's potentially worth keeping around to turn into Great Saiyaman 2, depending on your needs. It's also notable that both Great Saiyaman 2 units have Blazing Battle, a link designed to counter the special effects of the Broly boss during his associated event, as well as an additional link for a yet-unreleased boss, so you should probably hang onto them for that alone, just in case.

Yamcha - Indomitable Human Spirit

Good leader skill, and while his passive isn't the best, it isn't the worst; you'll see it once or twice a mission, and it's not type-specific, making this Yamcha a good candidate for multi-type teams, also because Z-Fighters is quite common, as is Turtle School, which shows up on Kid Goku and Master Roshi cards, and because there's no SR AGL Tien to make use of Rival Duo. His best role is regardless in AGL teams, although there are a ton of good AGL SRs, so he may have

trouble finding a spot unless you have a unit that's Ki-dependent, giving potential additional value to his passive. The lack of consistency of that passive hurts his value, but his versatility keeps him from obscurity.

Yamcha - [Secret Arts Unleashed](#)

The specialist of the Yamchas, this guy hates DEF and everything to do with DEF. Enemy DEF is sort of a nebulous subject, because it's largely unknown how it works. What does seem obvious is that enemies have differing DEF values; Strike King Cold takes notably more damage than Strike Mecha Frieza, for example. As a result, -DEF is a trait that can either be useless or useful depending on a number of factors, but my own tests with this card suggest it does potentially have value -- those tests suggest this card's passive could add 15-25% extra damage depending on enemy DEF -- and that he can be a setup man for other teammates' Supers. This is one of the few units that, as of yet, are inconclusive and require further testing; reach out if you'd like to help on that front. For now, he's rated based on known quantities, in that he does seem to add damage and that he's otherwise pretty good, as he's mostly the same as Indomitable Human Spirit Yamcha, but he could go up or down a tier based solely on how valuable that passive really is. Don't bother with his leader skill regardless, though.

Tier 4 - Transitional

Generally best for newer players and those building up their single-type teams, you won't use these guys forever, but they can help you out until you graduate from them.

Android 16 - [The Warrior Awakens](#)

Poor links, poor link candidates within his own typing, a mediocre leader skill, and a bad passive; one attack isn't nearly enough to provide value to your team. He has a surprisingly good stat line, but overall, this is a unit that has no worth outside of getting players warmed up for something better. This warrior should have stayed asleep.

Android 16 - [Power Unleashed](#)

Not a particularly useful leader skill, but good defensive stats. There are a couple of PHY SRs that have Android Assault, further contributing to his defense, and Gentleman is shared by PHY

Perfect Power Perfect Cell, who's quite good. He's nothing to get excited about, but he's not hurting for company to link with, at least.

Android 19 - [Calculated Combat](#)

Okay leader skill, okay passive, but no offense whatsoever in his links, and low ATK. He can contribute to a somewhat durable PHY team, as good PHY units like Saiyan Baptism Nappa, Mightiest of Monarchs King Cold, and Heir to the Evil Throne Piccolo Jr. have Tough as Nails, and Android Assault can also be found among PHY units, but that's about it.

Bulma (Teen) - [Seeking Thrill and Romance](#)

We're nearly at the point where you could have a whole team of INT units with stun passives. This one stands out a bit because of her links; while Money Money Money and Brainiacs stink, and Rival Duo's a decent link found on many Yamcha and Tien units, oddly, Mysterious Adventure is on all units from the original Dragon Ball manga, even retroactively added to units like Innocent Challenger Kid Goku, and Mystical Wonderland is on all other units from the Dragon Ball tournament summon pool. This makes her most valuable link partners Elder King Piccolo and Deep Blue Gaze General Blue, and the latter can help out in locking down the enemy team. Her ATK is pretty low, and her gargantuan HP doesn't really offset it, but Wonderland is a strong enough link to, mostly. Unfortunately, without it, she's going to struggle to deal damage, potentially negating whatever value her passive could have, and the fact that the units in the Dragon Ball summon are obtained exclusively from it means you're not guaranteed to get anyone of value to pair her with.

Burter - [Speed Tactics](#)

Like a lot of Ginyu Force units, Burter's kind of fool's gold. His passive would be great if it was unconditional, but it isn't; you can't guarantee that's the best option available on a multi-type team, which is his optimal use, as there are no other AGL Ginyus. His links are good, but only with said Ginyu -- and Yamcha, for whatever reason, of which there actually are a couple of SR AGLs -- so he's merely a stopgap in anything but a Ginyu-focused multi-type team. Chances are good you'll never see him meet his full potential, and by the time you do, you'll probably have something lower-maintenance around, unless you went particularly nuts during the Ginyu summoning event, or have just been getting scammed with piles of their units in general. Still, The Ginyu Force and Signature Pose link combo is really good, and it's on all other Ginyu units.

Captain Ginyu - [Brilliant Battle Prowess](#)

Gargantuan HP, but low-ish ATK. As with most of the Force, he needs his teammates to be at full strength, so unless he's in a multi-type team with the Tokusentai, he may be hard to find a use for. His passive is extremely situational, but feedback suggests it hits relatively often, which can have high value if you've got luck on your side and manage some advance planning, as many boss characters have a pattern to their Super use. Respect and Gentleman are too obscure to be worth shooting for outside of SSR Terror Perfected INT Perfect Cell, but that's pretty damn specific. On the whole, the Ginyu Force is solid because of its links, especially its namesake one, but by themselves, they're almost worthless except for Maximum Firepower Jeice, and occasionally Master of Magic Guldo, and it hurts their overall value. If you're thinking of using his passive, you may also need to ask yourself if you'd be better off either using another form of mitigation, such as a damage reduction leader skill, or simply brute-forcing your way through it. If you can't do either of these, though, Brilliant Battle Prowess just might get you through a tough battle.

Captain Ginyu - [Honorable Fighter](#)

Potentially better than the nearly identical Brilliant Battle Prowess Ginyu depending on how his passive treats you, but otherwise almost the same unit. See Brilliant Battle Prowess for more.

Cell (1st Form) - [Android Evolution](#)

You might have this guy pegged as a candidate for an android team, and for that you'd be crazy, apparently, because he doesn't have any links with any other androids that aren't themselves named Cell. Instead, he can have a spot on Kamehameha teams, and there are several usable units that have this solid link skill, both of the AGL variety, and across the other types. His passive sounds good, but how often is he both going to take out an enemy and have someone worth hitting the next turn? At best, he'll have a bit more punch against bosses flanked by minions, but more often than not, it's going to waste. His other links aren't particularly great, and even if they were, most Trunks cards are bad, and his other forms' cards aren't AGL. This card consistently manages to shoot down any use you can think of for it unless you happen to have SSR Terror Perfected Cell hanging around, whom he can be an alright wingman for for awhile.

Cell (1st Form) - [Time-Traveling Evil](#)

His passive is decent and helps a bit to add a little extra health here and there, and there are few TEQ units with Kamehameha -- Seasoned Sensei Jackie Chun, Top-Tier Training Goku, and Legendary Super Saiyan Goku for example -- so he ends up about the same as his AGL

counterpart, which wasn't great to begin with. He does link with Blitz Blade TEQ Trunks, but Blitz Blade Trunks isn't anyone you should want in your team long-term. On the other hand, he can hang out with his SSR final form self, Terror Perfected, on a multi-type team for some decent results.

Cell (2nd Form) - [Strength Evolved](#)

Mediocre passive, poor stats, and poor links. If he had Kamehameha, he'd be an okay leader for STR teams, a type with tons of good units with the link skill, but he doesn't. The result is the worst Cell in the game, and a pretty mediocre unit in general.

Devilman - [Devilish Deception](#)

Woeful stats, including his ATK, and atrocious leader skill, but he has good links, at least; Mysterious Adventure is on all units that appeared in the original Dragon Ball, notably Innocent Challenger Kid Goku, who's also AGL, and a free unit, Demon Duo is a powerful link that is shared with Demonic Lord of Darkness Dabura, who himself is a very good unit, World Tournament Champion is most notably shared with Master Roshi units, including the AGL, and Mystical Wonderland is on all units from the Dragon Ball world tournament summon pool. He keeps coming up in discussions despite his mediocrity, though, and it's because of his passive: it can potentially take out any opponent in the game, including the likes of Legendary Super Saiyan Broly, and it's made him a hero of players with weaker rosters. Ask yourself whether a tiny chance to scam out one of those ten awakening medals is worth the trouble when you'd probably have an easier time just making use of the units with the appropriate link and/or passives, though. He's otherwise terrible outside of those links, and barely worth keeping around.

Dr. Gero - [Cunning Strategy](#)

His passive is alright, but his ATK is so low, you don't get much mileage out of it. The passive combined with Android Assault can have value on an android team in tandem with Calculated Combat Android 19, providing some heft and some healing, but this is something you work with if it's all you've got, not something you try to build around. Brainiacs is an okay link that he shares with Demonic Pride INT Piccolo, so he can also have value in a team that features him, but either way, you're waiting for someone better if he's on your team. Hell, he's outright replaced in every measurable way by another INT Dr. Gero, Red Ribbon Army's Grudge.

Gohan (Kid) - Exploding Rage

Every Kid Gohan SR ends up more or less the same, as it turns out: while he has a pretty solid stat line, he also has mediocre-at-best links, and an absolutely terrible passive. This one is the worst, though, as his ATK is lower than the other Kid Gohans, his leader skill is appalling -- seriously, look at it! -- and there are few other SR PHY Z-Fighters except, incidentally, for Resolute Valor, the SR PHY *Teen* Gohan, who has tons of better link candidates, and Honed for Battle Adult Trunks, although SSR Namekian Rage Piccolo has it as well. Berserker's recent change to being pretty usable is his only saving grace, as the powerful Saiyan Baptism Nappa has it, and it might almost be worth keeping Exploding Rage or another Kid Gohan around just to further raise Nappa's power... almost. Thus, Exploding Rage's only credible use is in a multi-type Z-Fighter team, a very specific pseudo Z-Fighter PHY team, or to make a brute who beat up a bunch of his dad's friends in front of him, and then him, look better.

Gohan (Kid) - Furious Impact

This is the closest SR Kid Gohan to decent. His leader skill isn't terrible and will probably be up by the time you get to the boss, his stats are alright, and he doesn't have to have one foot in the grave in order to use his poor passive -- it's not guaranteed to even come up in the first place, but at least you'll see it once in awhile. His links aren't good, but at least there are a couple of AGL Z-Fighter units that are, and there are a couple of decent AGL units that have The Saiyan Lineage, like R Raditz and R Bardock, and hey, SSR Kaioken Goku has it too. Berserker isn't as bad as it used to be, but it's exclusively with mediocre units, and the conditions still aren't the best.

Gohan (Kid) - Unrelenting Fighter

There are a good number of solid SR STR units with Z-Fighter -- The Saiyan Among Us Goku, Respect to the Strong Tien, Burning Spirit Yamcha, Eternal Bond Chiaotzu, Future Hope Trunks -- so this Gohan's typing puts him in good company, but Berserker isn't a great link, and his passive is absolutely horrendous. He does have unusually high HP, and +ATK leader skills to multiple types are rare among SRs, so there's certain value to having it here -- such as for certain Frieza teams, bizarrely -- but overall, he's warming the seat for someone better.

Guldo - Master of Magic

I think it's safe to assume that almost no one's pumped to see that they summoned Guldo, and that's not totally undeserved, as his stats kind of stink, and his preferred role is with other members of the Ginyu Force, who as a whole aren't great. He's a utility man, though, and while he isn't the best support character, but he can still prove valuable, because boy, does he hate

your opponents' DEF. Don't mistake his leader skill as +25% extra damage for your team, as DEF doesn't work that way, but his ability to reduce all opponents' DEF to 0 when he gets attacked can still help deal damage, and his own DEF is good enough to ensure he can probably take the hit. He oddly pairs best in his "annoy the shit out of the enemy team" role with Power at the Eleventh Hour, the TEQ Chiaotzu, as during their turn, the opponent will deal less damage, take a little additional damage because of the Telekinesis link, and take even more damage next turn. Make no mistake: Master of Magic is not a great card, but for players transitioning to them, he can have unexpected value.

Krillin (Kid) - [Endless Ambition](#)

A unit obtained by Dokkan Awakening Acclaimed Ability Krillin via medals obtained during the World Tournament. Low ATK, a painfully conditional passive, and while his links are solid -- Secrets of the Turtle Style Master Roshi and Miraculous Return Max Power Roshi link particularly well with him through Turtle School and Kamehameha, as does Contemplated Strategies Grandpa Gohan -- there are so many good STR units that it may not matter considering what little you have to work with elsewhere, and he won't last long on a multi-type team once you get rolling.

Krillin - [Martial Stability](#)

Much like Fruits of Labor Krillin, he has bad stats, okay links, and a forgettable leader skill, but it is for two types, so it can be decent in some situations. His passive is okay for drawn-out boss fights, and he links acceptably within his type, such as with Aura Unleashed Tien and Power at the Eleventh Hour Chiaotzu. He's better than Fruits of Labor, and you can get rid of Labor without a second thought if you get them both, but don't get too attached to him, either.

Master Shen - [Crane School's Prestige](#)

Serves a similar role to Mightiest of Monarchs King Cold because of his passive, allowing you to stack damage mitigation, but he's not nearly as valuable because his leader skill, links, and link candidates are all significantly worse. He notably links with The Gifted One, the INT Chiaotzu, one of the best damage mitigators in the game, and will reduce enemy damage a small amount on the turns Chiaotzu doesn't lock down the enemy. Little to offer on the whole, though.

Mercenary Tao - [Unrivaled Assassin](#)

Good leader skill, forgettable passive because of how rarely it'll show, and mediocre links, especially within his own type. He does share Supreme Warrior with Martial Guidance AGL Master Roshi, and if he's your only +Ki leader, you should keep him around, but you're waiting for a better unit on the whole.

Nappa - [Cruel Tactics](#)

Surprisingly decent leader skill, as the 20% extra HP is much more valuable than the 5% extra ATK you'd get from most leader skills at the SR level. Unfortunately, his passive is garbage, and he doesn't have many link candidates within his type outside of Genius of War Vegeta and Peerless Saiyan Raditz, who have similar problems as he does. Good secondary effect on his Super, though, and Berserker is pretty decent now.

Nappa - [Elite Warrior's Rage](#)

Good stat line, and surprisingly decent leader skill, as the 20% extra HP is much more valuable than the 5% extra ATK you'd get from most leader skills at the SR level. His passive isn't as good as it looks, as most fights aren't going to involve three opponents, and if they do, it'll generally be for one turn at most. There are few link candidates within his typing, although Unrelenting Fighter Kid Gohan has Berserker, which is pretty decent now, but he'll still have a hard time making his team better. His Super has a good secondary effect. He's come up in discussions about World Tournament play because of his passive, and that's a creative use for something otherwise worthless, supplemented by his good ATK. Not nearly enough to raise his overall value, but something to keep in mind if you're hurting for a STR in that situation.

Pan (GT) - [Curiosity for the Unknown](#)

Okay HP, okay DEF, but low-ish ATK, which is the most important stat. Don't mistake the leader skill for an extra 25% damage; DEF doesn't play a huge factor, and 25% isn't very much DEF reduction, so you're better off with pretty much anything else. Passive is standard stuff which may save you a couple support items, but overall isn't anything special. The Saiyan Lineage is becoming more common, and a few good units have it, such as Ultimate Gohan, any Broly, either Kaioken Goku, and many non-Super Saiyans, like Determined Defender Goku, and Prince of Destiny Vegeta is a fellow INT unit. Battlefield Diva is found on most female units, including Future Android 18 and INT Kid Chi Chi, and while GT is the same link with different units, there aren't many GT units, and most of them aren't great anyway. Here's hoping for Super Saiyan Pan one day.

Thouser - [Ruthless Intellect](#)

Determined to prove that not all new units are created to make a play at the higher tiers, Ruthless Intellect doesn't have much of anything going for him. His leader skill stinks, and his ATK is woefully low, and this matters doubly for him because of his Extreme typing, which deals reduced damage against other Extremes compared to Super-typed units, and most of the opponents in Dokkan Battle are Extreme. You'd think he links with his boss to help mitigate some of this, and you'd in turn be disappointed, as his exclusive links are with the other Coora minions, both of which are R, and therefore something you won't be using forever. The only thing that keeps him out of the bottom tier is that unlike everyone else down there, his passive may actually be of use to you.

Tien - [Aura Unleashed](#)

Awful leader skill, but there are a couple TEQ units with Z-Fighters. He notably links well with Power at the Eleventh Hour Chiaotzu, who's quite good. That passive pains me, because it's good on paper, but ridiculously situational in practice. Most really tough bosses will get two to three Supers off on you before you take them down, but that's still extremely rare, which means you won't come across many situations where Aura Unleashed is on the field AND a Super is going off, and even when you do, his passive probably won't even trigger. If it activated even a third of the time, or when Aura Unleashed's own Super went off, it might have value, but as it stands, it's worthless. Overall, probably warming a spot for a better unit unless Power at the Eleventh Hour's around, and even then you may not have room for him. Worth noting the Extreme modifier on his Super, though, which is rare among SRs.

Trunks (Teen) - [Blitz Blade](#)

Good leader skill, bad passive, low ATK stat, and his best SR link candidates are units that are themselves mediocre at best. There's not a lot else to say; if you get him and don't have a +3 Ki leader, you may want to consider using him, but you should go for a +3 as soon as you're able, as this guy has nothing else to contribute.

Trunks (Teen) - [Hawk Eyes](#)

Good stat line, but TERRIBLE Ki multiplier, and his passive is too situational to be in his favor; it is, at best, good for one use against a boss flanked by minions, because you don't want those hanging around for more than one turn. Even then, +25% ATK isn't anywhere near good enough

for something so specific. He has decent link candidates within his own type, like Android Evolution 1st Form Cell and Saiyan Elite Vegeta, and his leader skill is okay because it's on more than one type, so he weirdly works well with Stern Teacher AGL Piccolo, whose passive gives +1 Ki to AGL and PHY types, and Evil Elegance Zarbon, whose +500 ATK and DEF passive has the same strange typing split. I'm spit-balling here, but PHY Perfect Cell links with Hawk Eyes and has Kamehameha, which is shared by a lot of AGL types, and two PHY units have Bombardment along with Saiyan Elite Vegeta: Heir to the Evil Throne Piccolo Jr. and Mightiest of Monarchs King Cold, the latter of which has a passive that works on everything. Not exactly a dream team, but you could do a lot worse.

Vegeta - [Genius of War](#)

Most people are going to be happy to see this guy come up, and every single one of them are being played for a fool; Genius of War has a good stat line, and that's it for the positives. His leader skill is awful, and his passive is better only because it's not hampering the rest of the team. Think about it: You both have to be getting your ass handed to you, and have to avoid healing yourself against something that's handing you your ass, to make use of them. If you have 50,000 total HP, you need to be below 15,000 in order for his passive to go off, while Saiyan Elite AGL Vegeta only needs 8 Ki to do the exact same thing, AND doesn't risk being one-shot by a Super. Genius of War doesn't even have good links within his own type outside of Peerless Saiyan Raditz and Cruel Tactics Nappa, who have the exact same problems as he does. Big Bad Bosses got better recently, it plays to his need to get his ass kicked before he starts hurting people in turn, but you don't want a bad unit in the fold just for that unless you've got no choice. There seems to be a law that if you're an SR, a Saiyan, a TEQ type, and invaded the earth at some point, you are to be absolute garbage.

Zarbon - [Evil Elegance](#)

His leader skill isn't great, and his stats are low outside of his DEF, but his passive is solid because it affects everyone on his turn. It also has a weird typing split that other units actually possess -- Hawk Eyes Trunks' leader skill has it, and so does Stern Teacher Piccolo's passive -- which can result in some unconventional team setups, I suppose. He's otherwise forgettable; two of his three links are just about worthless because of who they're with, and Metamorphosis no longer has its associated glitch, though it's still decent as-is. Look elsewhere if you don't need that specific role filled, though, and even if you do, you may be better off just using stronger units.

Zarbon - [Hidden Strength](#)

His leader is token, his stats are low outside of his DEF, and his passive is poor. He's largely forgettable as a result; two of his three links are just about worthless because of who they're with, and Metamorphosis no longer has its associated glitch, though it's still decent as-is. Look elsewhere if you don't need that specific role filled, though, and even if you do, you may be better off just using stronger units.

Tier 5 - Training Fodder

The worst SR has to offer, in some cases beaten out by R cards. These guys are any combination of awful stats, links, or passives, and may actually make your team worse depending on what they replaced. Avoid unless you can't possibly put something better in their place, *and* you have an extremely specific team composition need.

Cui - [Imminent Showdown](#)

Now here's a guy who's earned his reputation; Imminent Showdown is as underwhelming as you can get. His stats are mediocre, his leader skill is a dime a dozen, his passive isn't good, and his links are among the worst in the game. You'd be forgiven for tossing him even if he were your strongest option, and if he is, I hope you're a new player. He's not the worst SR in the game -- probably -- but he just doesn't offer you anything.

Dodoria - [Reckless Rage](#)

An okay passive, low ATK, and mediocre links, and no utility. He needs Evil Elegance Zarbon to make use of his links and help his stats, and it doesn't hurt if he has either Despair's Onslaught or Emperor of Iniquity First Form Freeza along, but those are both STR, which may get in the way of team building. There's not much to salvage here, even under optimal circumstances.

Hercule - [Hero Chosen by Earth](#)

That passive looks good, but because Hero Chosen by Earth's ATK is so awful, it's only going to work on opponents with ATK that's even lower. Thus, the only time the champ shines is when he's fighting weak opponents, which isn't something you want anyone on your team to have as their sole bragging point. His leader skill also isn't something you'd ever want to use, his links are terrible, and the only way he stands out in a positive way is his higher-than-average HP,

representing his ability to get beaten up a surprising amount without dying. Thus, the best way to use Hero Chosen by Earth is to leave him at home, and honestly, that shouldn't surprise anyone except him. This is the most self-aware card in the game.

Krillin - [Fruits of Labor](#)

Below-average stats, an exceedingly bad passive, and a leader skill that isn't powerful enough for what it is. He links decently within his type, with good options like Aura Unleashed Tien and Power at the Eleventh Hour Chiaotzu, and across other types, but he's so underwhelming, you're not going to want to build a team around this fact.

Raditz - [Peerless Saiyan](#)

This laughably-titled card features an absolutely abysmal ATK stat, an awful leader skill, a garbage passive, and poor links. His only solid link candidates among SRs are the other TEQ Saiyan invaders, and they're also terrible. There's not a lot to say here; this is among the worst cards in the game, SR or otherwise.