

# DBFZ - Evaluating Team Synergy

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*\*\* Jump to the Basic Team Composition section below for the introductory guidelines to team building*

*\*\* Disclaimer: Synergy does help, but playing a low synergy team that you are good at is better than playing a high synergy team that you are bad at.*

## **Preface**

When evaluating Team Synergy the below criteria are the points of consideration. How valuable each aspect is will vary for individual teams and the meta. There may also be other very specific synergies between characters that may prove to bring additional value beyond what's listed.

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What goes into team synergy?

## **Assist Value**

How useful are your characters' assist attacks to each other?

Assists come in a variety of forms, but generally fall under at least one of the categories listed below, usually multiple. When evaluating an assist for synergy, make sure you look at not just how well the assist performs at each of these categories on its own, but also how well it does these specifically for the characters on your team using the assist and how meaningful that is for said characters.

- Neutral
- Defensive
- Lockdown
- Combo Extension
- Unique

*\*Note: As assists can be prevented from attacking, you also have to keep in mind the situations that it can be used in.*

## **Position Flexibility**

How well does your team work in different orders?

This is mostly in relation to mid-game switching rather than if you started out with one character over another. Bear in mind all of the other points described in this guide when evaluating Position Flexibility, but note that the standard order does have higher value in all of these aspects (though not much!). This also means considering how effective your team is in different

parts - you might never plan to play your Point character solo, but a game may come when he's the last one alive.

### **Meter Usage**

How much meter do all of your characters want/need?

Some characters thrive with meter and some barely use it. If all of your characters need or want a lot of meter, then you will never have enough. Another important consideration here is how much meter your point character wants; generally you want a point that doesn't use much meter, at least early on, as said character will always start the game with the initial 0. Similarly, your anchor will often have a good amount of meter at his disposal and, if he's your last character alive, will be the only one left to spend it.

### **Z Change / Ultimate Z Change Synergy**

How effective are my character's Z Changes?

Certain Z Changes and Z Change timings will cause some or all of the hits of a Z Change to miss. Having good Z Change synergy means that Z Changing between characters is easy and damaging.

#### **Safe Z Change**

An extension of the above. Safe Z Changes refer specifically to the usage of Z Change to simply swap characters outside of a combo, rather than for damage at the end of a combo. This is to keep your characters alive, safe, and healthy. Beyond simply safety on block, there is how well the Z Changes cover each other in relation to any of the opponent's potential answers, such as their own supers or vanish attack. Another consideration is how easily the character currently on point can initiate the Z Change.

# Basic Team Composition

## Position Vocabulary

You may hear different terminology for characters' positions in team compositions; these are the most common.

1. Point / First
2. Middle / Second / Battery / Support
3. Anchor / Third

## Basic Position Guide

These are only basic guidelines; they are by no means requirements. In Dragon Ball Fighterz specifically, Middle and Anchor roles are somewhat interchangeable; this is due to how often and easily one can switch character and how valuable it is to keep people alive, meaning you'd like for your characters to fit under both criteria.

- Point
  - Low meter usage, as you will start the game with 0
  - Excels with Assists/Teammates, as you will have access to both of them at the start of every game
- Middle
  - Can use meter but doesn't need it
  - Wants an Assist but doesn't need it
  - Good Z Change Synergy, as this is the character that you will often Z Change into and out of the most
- Anchor
  - Doesn't need Assists/Teammates, as this will often be your last character alive
  - Excels with Meter, as you will have a lot from playing out the game as your other characters and will have no one else to spend it on
  - Strong Assist, as this character will often be in the back as an Assist

## Example High Synergy Teams

[tbd]

18 / Kid Buu / Adult Gohan seems pretty good though, but can we get *even more* synergy on a team?! Stay tuned.

I'm liking Hit / Yamcha / Tien 's team synergy. Still need more time with the game before we can say anything for sure though.