

This guide is intended to help anyone who wants to improve their gameplay in Dragon Ball Legends ranked PvP. The barrier to entry in high rank PvP becomes increasingly difficult, and this guide aims to help players compete at the highest level as well as giving full insight into understanding all the PvP related combat mechanics.

I am a former rank 2 DBL player. I achieved this rank completely by myself through legitimate means. I grinded literally nonstop for 4-5 days to see how far I could get in the PvP ladder. This work has been reviewed by two former #1 players, whom all including myself has held the position of #1 on numerous occasions.

I recognize that the most important thing is to have fun when playing PvP. Play the game the way you find it fun and don't let others make you think otherwise. I gladly welcome any criticism or feedback of the content presented in this document. My wish is to provide the most accurate & useful information of the game to the whole DBL community. I apologize in advance for any errors in my guide which at the time of making was unknown to me.



Special thanks to Splendid Springtime Duel Champion & Super Space-Time Duel #58 Champion for reviewing this project

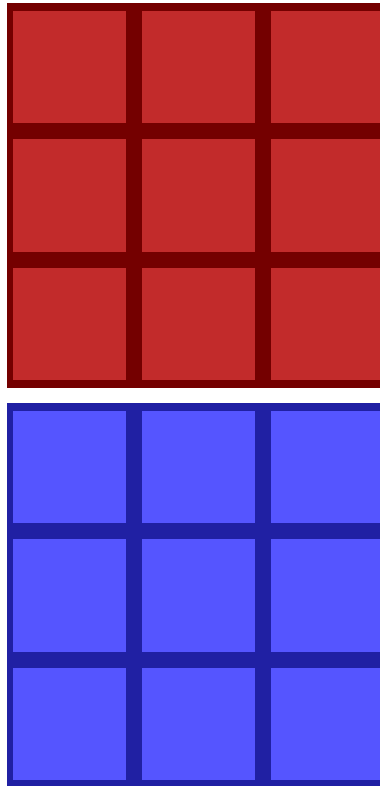
No rights reserved. I do **NOT** need nor desire accreditation for this work. This work is done solely by me and is my gift to the community. However, I will prohibit anyone from claiming this work to be of their own.

Terms that will be exchanged throughout this compendium

- Red cards = Strike arts cards
- Yellow cards = Blast arts cards
- Green cards/Blue cards = Special arts card
- Sidestepping = vanishing = evade =dodge
PV = Perfect vanish
- AoE = Area of effect. Affects the 3x2 landscape

NOTE: Projectile type blue cards, synchro gauge & purple cards won't be covered in detail

Landscape & motion



The red area is the opponents landscape & the blue area is the players landscape

Horizontal movement is infinite in this game. You're able to continuously move in this axis. Vertical movement is not infinite. The player is restricted to 3 positions in this axis, close range, mid range and long range. If you attempt to go out of long range, your vanishing gauge & ki depletes. If both you and your opponent move in the same direction upon this axis, vertical movement becomes infinite for both players.

Floating enables free movement and constant room for sidestepping, this favors passive play. Dashing is quicker but it is a fixed action/animation you cannot sidestep out of. This can f.ex make you vulnerable to beam type special arts cards.

Windup time (Time it takes to start an action)

Ranked from fastest to slowest

Stop time event green cards + counter green cards + main ability (of all types) + syncro gauge >
Tap attacks (close range) > Ultimate arts card = Self destruct arts card = Strike arts card = RR
Blast arts card = Tackles = Tap blast Long = range special arts

Unknown/undefined

AoE green card, this speed varies, YEL Majuub has a quick one compared to someone like LF Corrupt Merged Zamasu. The difference in activation speed may have to do with the animation itself.

Nameku's blue card counter falls under this category as it has two variations. If it is activated as a counter it's instantaneous, if it isn't it has a really long windup time.

AoE blue cards also have varying speeds. Z7 Majin Buu (good) or "Fatbuu" has a huge windup time before his blue card hits his opponents, whereas Z7 PUR Janemba's blue card has a shorter windup time.

Animation Length of arts cards (Endlag)

First & second hit of melee tap attack > blast arts cards (swipe up then sidestep) ≥ short animation blue cards ≥ Z7 Bardock Melee Ultimate type arts card ≥ short animation AoE Green cards > others.

The rest are complex or have too long endlag to be relevant.

Strike arts cards have different endlags, but this depends on several factors. If your strike arts get dodged by the opponent, the endlag can vary depending on when your opponent dodged your strike arts card.

Card arts priorities

In theory, by neglecting windup time or from long/mid range

Telekinesis/Flash special arts card > Beam special arts card > AoE Blue cards > RR > AoE Green cards > Blast arts card > Melee cards > tackle = tap actions

At close range the following applies:

RR > Tap attacks > Nameku blue card counter type arts cards > Self destruct card art = Melee type ultimate card art > Melee type special arts card > *Telekinesis/flash* > *blast arts card* > Beam type ultimate card art ≥ blue cards which cannot be nullified by other special card arts like LF 2nd anniversary VB or most overhead blue cards like FF PUR transforming Cooler > Beam type special arts cards ≥ *AoE special arts card*

Long Range Ultimate card > *Blue cards which cannot be nullified by other special arts card*

Telekinesis/Flash = *telekinesis/Flash* both players get hit

Flash > *Long range Blue*

Blast > *flash (close range)*

Strike > *Blast (close range)*

RR > *Flash (close range only)*

Nameku Blue card > *Self destruct*

Telekinesis > *Blue card which cannot be nullified*

Unique situation with regarding the above mentioned information

If any of these actions are performed/activated within the 1st panel and your opponent's attack has reached the 2nd panel, your action will always be overridden by your opponent's attack. Unless you use a RR which will win you this situation, however if you use a RR and your opponent is using a melee special arts card/ultimate card or RR which has reached the 2nd panel, even your RR will be overridden.

Long animation and short animation special arts card

Some special arts cards have what's called a long or a short animation. This is applicable for both AoE arts cards and beam-type arts cards. It all has to do with the end-lag of the animation of the arts card. If you're using a special arts card which is a short animation then you're likely to be able to evade after using it. Whereas if you'd use a long animation special arts card, you'll not be able to evade immediately afterwards. If you get PVED you become vulnerable regardless.

Examples of long animation special arts card

AoE: PUR LF UI Omen Goku & LF 3rd anniversary Corrupted Merged Zamasu

Beam-type: Z7 Ssj4 Goku Pur, Z7 LF 1st anniversary Super Vegito & LF 2nd anniversary SSB Vegito, SP Yel Perfect Cell green card & SP Red Revival Cell green card, SP BLU Gohan (Adult) Transforming from ToP green card

Examples of short animation special arts card

AoE: LF 3rd anniversary Revival Gohan PUR & UG4 AoE Green card

Beam-type: Z7 LF Ssj3 Goku GRN & Z7 LF SSB Vegeta GRN & Revival Pikkon

Melee type special arts cards are far more difficult to identify whether they're a long or a short animation. Most of them are long animations, but whether one can evade them depends on when they've been evaded. One example of a unit with a short animation dash type special arts card is LF PUR Tag Switch SSB Goku & Vegeta, but even they sometimes become vulnerable as they cannot quickly evade after using their blue card.

Sidenote Ultimate arts card

Most ultimate arts cards are melee type, with the exception of Z7 YEL SSJ3 Gotenks, LF Super Vegeta and LF Omega Shenron. Melee ultimate arts cards are generally long animations. One notable short animation melee type ultimate arts card is Z7 BLU SSJ Bardock.

Beam/Projectile-type ultimate arts cards won't be analyzed as only three units in the game have it.

Knockback Theory

Different actions in the game cause different forms of knockback

- 1st-2nd instance of tap attack inflict no knockback
- 3rd instance of close range tap attack inflict 1 panel worth of knockback
- Strike arts card inflict 2 panels worth of knockback
- Blast arts card inflict 1 panel worth of knockback
- Special arts cards inflicts 2 panels worth of knockback
- A successful RR inflicts no knockback but rather positions both you and your opponent at mid range
- An unsuccessful RR inflicts 2 panels worth of knockback to the user
- Tap blast inflicts no knockback
- Tackles inflict 2 panels worth of knockback
- Quick attacks inflict 1 panel worth of knockback

Positional Plays

Long range

- **Tap blast** affects no form of knockback. Only useful if you can successfully bait an enemy side step, causing them to use their vanish gauge. It is risky as it causes your character to perform a fixed action, meaning that you cannot evade until the tap blast reaches the 5th/6th panel of the landscape. It's slightly slow to connect with a blast arts card, as opposed to f.ex close range tap attack to a strike arts card. Tap blast can also be used to interrupt enemy float up, however this can be risky because if the enemy floats up first your tap blast can turn into an accidental tackle.
- **Blast arts cards** are reliable in long range, as it allows your character to combo if it hits your opponent, and if your opponent sidesteps it, your character will have enough time to respond back by either vanishing your opponent's attack, or counteract the enemy f.ex their AoE green cards. You're also able to swipe up and tap attack them to prevent an enemy counterattack and deplete their vanishing gauge. Blast arts cards are activated quickly in succession to other arts cards, especially itself. This gives it some sniping capabilities at killing your opponent if they're not attentive.
It has a huge drawback of being vulnerable to perfect vanishes. From an opponent's perspective, long range blast arts cards are easy to react to as they travel slowly towards them, so they can activate their long range blue cards, use blast armor, use green card counters if they have that built in. Opponents can dodge a blast card up till the 4th panel, so blast cards travel very far. This gives your opponent 4 panels to react to a blast arts card. Sometimes blast arts cards can be overridden by long range special arts cards depending on how quick the special arts card is being activated. If your opponent is shooting a blast arts card and you will override that with a long range special arts card, it will only work if the special arts card is activated within the 5th till 4th panel of the landscape. If the special arts card is being activated when the blast arts card is at the 3rd, 2nd panel, the enemy blast arts card will hit you and your special arts card will be wasted.
- In theory **strike arts cards** are as reliable as blast arts cards, but in practice they're not, since they can be overridden by opponents blast arts cards. In long range, if you were to use a strike arts card, and your opponent reacts by using a blast arts card, then you will get hit and your opponent can follow up with a combo. This is unless your unit has blast armor, but your opponent can cancel out of their blast arts card and dodge your full range strike arts card. Since most units do not have blast armor, I will discuss long range strike arts cards without blast armor.
There are two options when initiating with a strike arts card from long range, one is to sidestep by the time your character has reached the 3rd panel/mid range, strike cancel. The other is performing a full range strike arts card. I'll call this a full strike art card.

When performing a full strike art card, there are some pros and cons. The pros being that it's very unusual and your opponent is not likely to anticipate this action, hence you can

catch your opponent off guard and hit them with the full strike art card. This allows you to combo.

The cons being that you are completely vulnerable to opponents' blast arts card if they use it, or if they can sidestep and dodge your full strike art you are left completely vulnerable to being hit, but this instance has two scenarios. One where your opponent side steps while you're doing the full strike art card from the 1st-2nd panel, similar to a perfect vanish. This results in you being vulnerable to anything the opponent decides to do if they decide to attack.

The other being if your opponent dodges your full strike art card from the 3rd-5th panel, this allows you to sidestep your opponent's attack depending on the windup time of that attack. If it has a short windup time you'll most likely not have a window of opportunity to sidestep and successfully evade your opponent. If it has a long windup time, your character will most likely be able to be able to sidestep and dodge successfully if you anticipate this correctly. I will admit that this scenario is extremely complex and requires experience in order to know when these windows of opportunities are available.

When performing a half strike art card the pros are that it's a good way to farm dragon balls for a RR and recycle your hand. The cons are that it's far more anticipated by your opponent than a full strike art card, it leaves your character vulnerable depending on how your opponent makes use of the situation, for example with a long range blue card. Blast card, forcing you to use your vanish gauge, AoE green cards etc.

- **Long range special arts card at long range**

These are effective depending on whether you can anticipate your opponent's movements, for example if they spam sidestep, you can figure out the intervals of when to hit and when to NOT hit your opponents with a long range special arts card. However, there is also a risk factor related to this and it's dependent on whether the special arts card is a long animation or a short animation. If the arts card is a long animation, then this is a very risky thing to do in case your opponent successfully evades your long range special arts card as you are left completely vulnerable to anything your opponent does regardless of the windup time of their action. If the special arts card is a short animation, and your opponent has evaded it, you can always sidestep to dodge your opponent's attack if they decide to attack you. You can also dash forward and tap, but this is risky and depends on how swiftly you do this and if your opponent is aware of your short animation, and is anticipating for you to sidestep immediately.

- **Melee special arts card at long range**

Do not do these from long range. No point, it's a waste of scarce special arts cards. Leaves you vulnerable against a RR or a sidestep followed up by a combo. This just does way more harm than any good.

- **Quick Attacks**

Used to inflict moderate damage to the enemy. It forces your character to go from long range, attack in close range, thereafter this attack pushes your opponent back into mid range. Normally people use quick attacks to force passive players to engage or to deal moderate damage. People commonly also perform quick attacks thereafter using a blast arts card to force the enemy to dodge and deplete their vanishing gauge. This forces them into a CR-1 situation which is explained in detail below. This play is however risky since it gives your opponent a lot of time to react via a RR, blast armor arts card or a counter, so it's only optimal if you know your opponent cannot do any of those above mentioned things. It's also really common, therefore opponents are prepared to anticipate this.

- **Quick Dash**

Quick Dashes are similar to quick attacks, however the differences are that you don't deal damage to the enemy & instead position yourself from long range to immediately close range. This isn't really useful and it doesn't conveniently let you set the enemy up for a combo. If your opponent likes to spam sidesteps it can be useful to immediately position yourself in front of them and catch them in the middle of a sidestep. It can also be used as a means to buy time if your allies are on substitution counts via quick dashing then performing slow melee tap attacks. Can also perform an AoE arts card to punish your opponent from panicking seeing you up close. Most seasoned players either respond by melee tap attacking you back to mid range, or float back to mid range, since quick dashing can be risky for both them and you due to how complex the close range position is.

- **Rising Rush (RR)**

This is a high risk high reward scenario. Normally, people RR from long range only if they see the first few frames of a blast arts card or if their opponent is using a long range melee special arts card. Note that it's tricky to distinguish between a tap blast and a blast arts card, the timing of the long range RR has to be precise within the first few frames of the opponent's blast arts card. If you're too slow the opponent can dodge your RR. If your opponent fakes your RR out with a tap blast instead, they can dodge your RR. If your opponent decides to use a melee special arts card/ultimate arts card/self-destruct arts card, that WILL override your RR if they've reached the 2nd panel, and you've just activated your RR.

It's also become more common to initiate a RR if you can see that your opponent is in the midst of performing a quick attack. This scenario is visible f.ex when you activate your main ability and see your opponents in the middle of their quick attack animation.

Another increasingly common play is to RR immediately after PV'ing your opponent.

Mid range

This is the distance you and your opponent always start the game at. You're also always positioned at mid range after a unit is dead, a comeback mechanic is activated, a final counter is activated or a successful RR has ended.

It's highly recommended to only float at this range as it allows you to always be able to evade anything. You can sidestep regularly, but the only pro to this is the perfect vanish which is mostly random. Perfect vanish in this instance may be manipulated if you're an experienced player but it's something that you will never be able to control. Sidestepping also leaves you vulnerable to long range special arts cards, and if your opponent is smart they can manipulate your sidesteps to always avoid getting PV'ed and pressure you by making you use your vanish gauge up via a blast arts card. **In this scenario you** can either after dodging the attack immediately initiate a full tap melee attack to reset into mid range and switch to an ally unit, unless your tap gets dodged and you proceed to get completely vulnerable unless you somehow manage to then again tap (only works if your opponent blast cards or initiate with a move with similar windup time), or be aggressive and preferably use a strike arts card (due to its low windup time) to catch your opponent off guard and initiate a combo, however if this fails and your opponents dodges you're left completely vulnerable, it's also possible to initiate with a blast arts card however it has a much longer windup time and most of the time is easy to punish if your opponent's character has blast armor on strike/ blue card/green card/ult card, or you could switch to an ally unit to replenish your gauge and react to your opponents movement, whether they're going to sidestep and you're going to capitalize off of it or single tap, making them waste their vanish gauge, while being able to dodge their next action with your newly switched in ally. This is a very complex situation which I'll refer to as the "CR-1 situation" which is an abbreviation for close range 1 situation, as it's the most predominant position throughout every PvP match.

- In this range you can do the infamous mid range strike. Honestly this is a risky move which bear high risk and high rewards. The instances are, you either do a mid range strike and hit your opponent or your opponent dodges your mid range strike and you're left completely vulnerable to anything unless your opponent punishes you late.
- Mid range blast is a complex thing to cover, because it depends on how your opponent moves, whether they sidestep or have blast armor or float or have a form of counter or unique gauge etc. But in general only do mid range blasts if you can clash it with your opponents blast arts cards, as this will buy you time and indirectly buy time for your opponent, it will make both players use up cards in their hands which can lessen combo length if either player gets priority after this exchange (unless they have a standby unit ready which draws cards upon arrival or an ult of any kind via their main ability). It's possible to strike if you have blast armor, but then you have to anticipate that your opponent will do a Blast (clash)-> Blast and you'll have to react by doing a Strike (blast armor) -> Priority. And if you're short of blast arts cards or don't have red cards with blast armor in this exchange you must sidestep to avoid getting hit and then you're in a CR-1 situation.

Only do mid range blasts to pressure your opponent if you're confident, an example of this can be if you're in a 3v2 scenario where you have more room for making mistakes than your opponent since you have an extra dodge or an ally to switch to, but always be cautious of any form of blast armor the opponent has.

It's also wise to do mid range blasts if your enemy is stuck in a sidestep animation, there is a fixed frame where if you initiate a blast arts card your opponent can never PV you. This forces them to either do a normal vanish leaving them in the CR-1 situation. However, never do this against a unit with blast armor since your blast arts card may be overridden by the blast armor, meaning you'll get caught in an inescapable combo, making your opponent preserve their vanish gauge.

- In mid range tackling is very common since it's a very quick action and can be difficult to react to. The only way to always punish a tackle is if you can successfully react to it the very first frames of it, which is basically the 5th panel or the starting position of the tackle. This is nearly humanly impossible unless you pop a main ability or a stop time event green card which shows the exclamation mark that the enemy may be performing a tackle. However this can often be mistaken for an enemy strike arts card. Otherwise, if the tackle reaches the 4th or 3rd panel, your opponent will always be able to then react to your action, f.ex your strike arts card (assuming they have a complete vanish gauge) and successfully sidestep out of your strike arts card. And this causes the CR-1 situation for your opponent. In higher ranks, opponents that tackle you anticipate players to be able to respond with a strike arts card which overrides their tackle. Knowing this, they almost always sidestep after initiating a tackle, which drops the possibility of a combo unless they have a form of AoE special arts card. If they don't they're in a CR-1 situation. Therefore it is sometimes recommended to actually willingly take a threatful tackle because your opponent will likely sidestep after connecting it, meaning that you take a miniscule amount of damage unless they have a long range special arts card. However this is a risky play, but it has its benefits of buying you more time, distance yourself from the enemy into long range, gradual ki recovery etc.

In mid range, when it comes to **special arts cards** they serve only three purposes, one is to gain priority, the other is to deal damage, and lastly to create a stop time event. In this range, from experience, only AoE and beam type special arts cards are optimal, sometimes stop time event green cards can be useful.

- **For AoE special arts cards**

It's important to note that AoE special arts cards have varying windup time and end-lag, so you need to be aware of your characters' green card animation length/endlag.

For long animation AoE special arts cards in the mid range, these can almost always be evaded by the opponent, either by them backdashing to the 6th panel or rarely going up to you and tap attack you in time to cancel your AoE special arts card. Some long animation AoE special arts have too much endlag, meaning that after activating it by the time your opponent is safe from it, they can hit you with an arts card, so it may do more harm than good in this range.

- **Short animation AoE special arts card**

These can also be evaded by a quick backdash, extremely rarely can your opponent make it in time to successfully tap attack you in order to cancel it, in order to do that it has to be within the first few frames of the AoE special arts card. After activating a short animation AoE special arts card, by the time your opponent has backed up to the 6th panel and fires back with a blast arts card, your character can dodge that blast arts card in time, which causes you to be in the CR-1 situation.

An AoE special arts card will always be successful if your opponent is close range and is stuck in a fixed action, unless the action they're performing is the following. The below assumes that the opponent goes from mid range - > close range then the actions are listed below.

First hit of melee tap attack, this can be quickly followed up by a tap again > short animation blue cards this can be followed up by a quick dash up and taps ≥ Z7 Bardock Melee Ultimate arts card, this can be followed up by a quick dash up and taps.

It's worth mentioning that all AoE cards are always super useful against opponents that like to strike cancel. Strike cancels are commonly used to quickly farm dragon balls on your red cards. If you're able to anticipate your enemy strike canceling, the AoE card will always successfully hit your opponent and set you up for continuing a combo or deal dmg.

- **Beam type special arts card**

In mid range this method of gaining priority is commonly done when your opponent is sidestepping. This is important, because during the window of a sidestep there is a specific moment where the opponent is stuck and cannot do anything. Knowing this specific moment, you can launch a beam type special arts card, which will certainly hit. However, most beam type blue cards are long animations, meaning you're left vulnerable if this proves to be unsuccessful. It's a high risk and high reward situation.

- **Stop time event special arts card**

When it comes to mid range gaining priority through a stop time event green card is only optimal if your character has any form of blast armor. A good example of this can be USG. Assuming the enemy is going to attack, USG could use his green card, notice the exclamation point, and react by using a strike arts card/blue card/ultimate in order to initiate priority (strike only) or prevent the enemy's method of gaining priority. The only thing to be cautious about here is if your opponent has a form of anti blast armor (like LF TV) or UL Gohan's anti blast armor arts card or if your character's HP is too low where blast armor will certainly kill you in the process of doing such.

- **Tackles**

Tackles are something which can be done from mid range. Its role is to initiate an attack. Tackles can easily be overridden by opponent strike arts cards, however the tackler is able to sidestep out of this situation. The only scenario where a tackle is guaranteed to fail is if your opponent is able to react and respond to the first frames of the tackle with any melee arts card or a RR. Tackles are also easy to evade, making it easy to force your opponent into a CR-1 situation. However, if your opponent has any AoE special arts

cards, they are guaranteed to hit you. The only way to counteract this situation is by RRing your opponent in the midst of your tackle endlag.

Close range

The close range position is the most complex position. This is because there is a minimal amount of time to react, and this zone carries the highest risk for both parties, as neither you nor your opponent cannot carry out a strategy. The best advice to give in this position is to rely on your experience.

- **Close range red cards:** There are two outcomes after initiating a red arts card in this range. Either you hit your opponent, or the opponent dodges and ends up in a CR-1 situation. Strike arts cards are preferable over yellow arts cards in this range due to lower windup time. The only strategic play is if you are able to patiently predict your opponents sidestep and catch them with this arts card.
- **Close range yellow cards:** Completely nonoptimal unless your opponent has a unique gauge similar to UL Janemba or UL Gohan. In UL Janemba's case, this weakness of his can easily be negated since he has blast armor strikes, and those will always override blast arts cards from this range.
- **Close range taps:** Using tap attacks in this range is the most safe play. The only counter to this play would be if the opponent anticipates this and RR you or if they have a melee based counter green card. Both these scenarios are highly unlikely. Doing tap attacks in this range has some strategies.
One is to do all 3 instances of tap attacks to position your opponent from close range to mid range. The second strategy is to spam the tap attacks up to the 2nd instance, this won't distance you from your opponent, however it will buy you plenty of time and is repeatable with no risks. It's also highly disruptive as it deselects your opponents cards, forcing them to reselect their cards, which can easily be overlooked by them. The only potential disadvantage to this is if your opponent queues up a RR or a green card counter card as both will override your 2nd repetition of this action.
The third strategy is to do the same thing, but anticipate that your opponent vanishes. Most opponents dislike being spammed by tap attacks at this range whilst forcibly having to reselect their arts cards. This can sometimes lead your opponent to vanish out of your consecutive tap attacks. Your opponent ends up being in a CR-1 situation. You can RR your opponent and they'll be defenseless unless they're able to switch out to a standby character and thereafter dodge your RR attack. This strategy only works if you do not overtap, you must constantly spam the 1st and 2nd instances of the melee tap attacks repetitively until your opponent decides to vanish, otherwise this strategy is useless and leaves you completely vulnerable.

Another noteworthy thing to mention is while you're in a combo, naturally your opponent will continue their combo in close range. This is because they want to make it difficult for you to anticipate whether they'll use a strike or blast arts card, making it

difficult for you to make the correct cover changes. There are also some units which combo nonstop, for example super LF 17 & Z7 BLU LF SSJ Broly. These types of units like to maintain control of their combos, and by the time their combos are over, players won't notice so they'll misunderstand the enemy super 17 or LF broly's stop in combo. This in turn can cause players to mistakenly sidestep out of panic and impulse, which is something the opponent can capitalize off of, since by the time the player is in a sidestep, the opponent draws a card to continue the combo they just finished & it resets the combo compensation. To avoid this scenario, instead of panic sidestepping, rather do close range taps, as this will force your opponent completely out of control, and into the above mentioned situations.

Lastly, it is also fine to simply float back to mid range. This can however be inconsistent as moving between long, mid and close range can at times be janky or misinputted.

- **Close range Ults:** Utilizing close range ults in this range is only viable if you're able to catch your opponent in the middle of their sidestep, or if you're able to anticipate them attacking. In such a situation if you're able to simultaneously activate your melee ult with their attack, you'll always win, as your ultimate has higher priority than your opponent's attack.
- **Close range Blue cards:** Any beam type blue cards at this range is impractical unless you can catch them on a sidestep. Melee type blue cards follow the same logic as close range ults, but are inferior to ults.
- **Close range RR:** Using a RR in this range is high risk, high reward. It's only recommended to do so if you're confident in catching your opponent in the middle of their sidestep or a strike arts card. It can also be used as a last resort if you're certain that successfully landing the RR at this range guarantees you winning the match, but this is extremely risky.
- **Close range AoE special arts cards:** This has two variations. First, where you float up to your opponent, press the AoE special arts card and hope they panic sidestep and get hit. This can be negated if your opponent tap attacks you. Secondly, if you're in a CR-1 situation and initiate your attack with an AoE special arts card, you're guaranteed to hit your opponent unless your opponent melee tap attacks you in time.

Another noteworthy common play is tackling from mid range, hoping your opponent dodges your tackle, then switches and sidestep again. By the type your opponent switches characters and panic sidesteps, if you press an AoE arts card, you'll guarantee hitting them.

- **Close range stop time event green cards & main ability**
Utilizing stop time event green cards or using a main ability is a safe method in gauging the situation. There are some techs to this, as you can mid combo interrupt the flow of your combo, and instead sidestep or wait to anticipate a panic sidestep thereafter use

your green card or main ability. Commonly your opponent will panic and perform a sidestep, leaving them completely vulnerable for another combo or an ultimate arts card drawn from your main ability. The best way to negate this is by spamming the 1st instance of melee tap attack. *See below MX tech step.*

- **Timer counts and sub count**

Timer counts are important to pay attention to, below are some points to why:

- Buffs such as LF SSB Yel Gogetas anti cover change buff
- Sniping opportunities such as Z7 PUR 1st anniversary Vegeta
- Stalling for buffs which come with time, such as Z7 PUR Merged Zamsu 2nd anniversary or Z7 SSB 1st anniversary Goku

By default when a character is switched out, their sub count will always be 10 timer counts. You can use this to your advantage to know when to pressure your opponents and when to be more cautious of things such as cover changes.

Doing combos from long range is a great way to reduce sub counts passively, as opposed to close range combos. This is because the distance your attacks travel contributes to reducing the timer counts for both you and your opponent.

Close range melee tap attacks can maximum stall for 2 timer counts when you're in a tight situation

Miscellaneous

Note: Everything in the Miscellaneous section is mostly subjective, don't take it as fact

Equipment Pure vs Base

15% pure stat = 38% base stat

If you overstack base stats ex. via multiple zenkai buffs, there will be diminishing returns to your units overall stat increase.

Slice, Pierce, Impact & Explode Damage (Self-Destruct Damage)

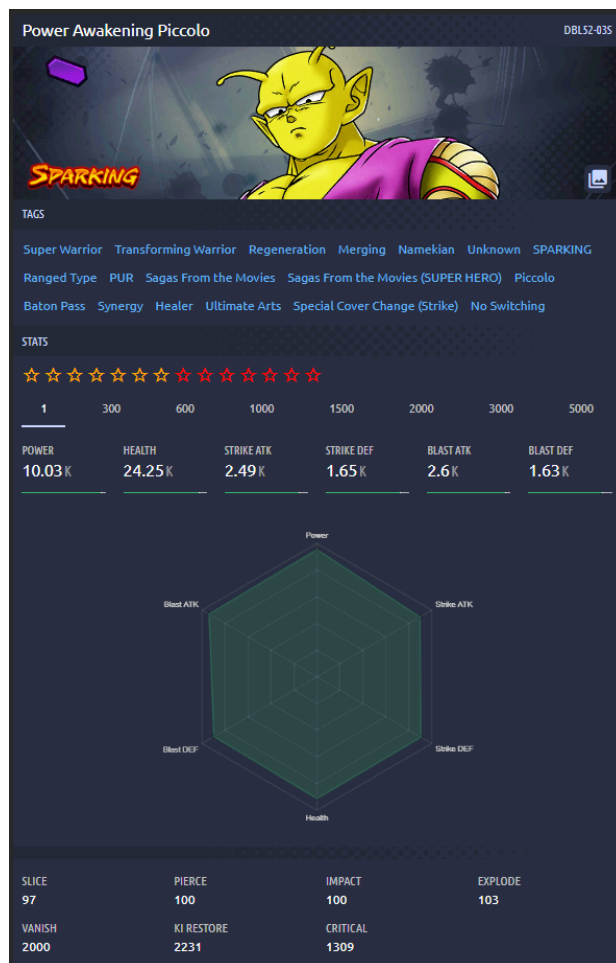
In addition to a units base stats, all red, yellow and blue cards deal either slice, pierce, impact or explode damage. Most units defensively have a base 100 stat points for each of these, however some units do not, an example of this can be PUR Power Awakening Piccolo. His defensive pierce and impact stat points are 100, however his slice stat is 97 and explode stat is 103. This unit is infamous for being vulnerable to units that deal slice damage. *Details & credits for this goes to legends.dbz.space*

These attributes can also work offensively. Unit's like SP GRN Metal Cooler's main apply attribute downgrade "+20% to Explode damage received" for 40 timer counts. This enhances all explode damage dealt by your units.

Self-Destruct Damage is only applicable for characters that hold this arts card variant and won't be discussed.

DBL being a game about priority

Traditionally, whoever manages to maintain the most priority throughout an entire match normally wins. Priority generally leads to faster RR buildup, more damage accumulation if the match lasts 180 counts, and more convenient means of activating your units main abilities. Of course there are several RNG factors in this game that influences this and there are notable plays that may completely alter the favor of the match.




Audio (Preferences)

English VA isn't nearly as high pitched nor as distinctive as JP VA. The audio queues for sidestepping and strike attacks are easier to distinguish in JP as opposed to ENG. It's also worth noting that some units have sound queues in their strike attack like BLU SP Ribrianne, something which may be mistaken for a sidestep.


Unique Gauges as of August 2024

Unique Gauge


The Unique Gauge is a special resource that some characters use to activate exclusive effects. There are various types of Unique Gauges that differ in how they are used and the activation conditions for their effects.

 **Attack Type**


When Arts are used, the Unique Gauge will increase.

 **Sustained Damage Type**


When characters are hit by enemy Arts attacks, the Unique Gauge will increase.

 **Charge Type**


While the character is on the battlefield, the Unique Gauge will increase when charging Ki.

 **Evade Type**


While the character is slide moving or standing still, they will consume a certain amount of their Unique Gauge to activate Evade against certain enemy attacks. Depending on the character, Evade might act as a counter and deal damage to the enemy.

 **Counter Type**


During specific actions, the character will consume a certain amount of their Unique Gauge to activate a counter against some enemy attacks. Depending on the character, this counter may deal damage to the enemy.

 **Time Type**

The Unique Gauge will increase over time. Depending on the character, the Unique Gauge may stop charging or decrease in certain situations.

 **Switch Ability Type**

Every time the character uses their Switch Ability, the Unique Gauge will increase.

 **Dragon Ball Type**

The Unique Gauge will charge every time you obtain a Dragon Ball.

Check the individual characters' details screens for more information on the various effects, number of activations, and more.

Credits: legends.dbz.space

Tier list of current unique gauge designs in my opinion

Broken	 
Godly Unique Gauge	  
Great Unique Gauge	  
Same unique gauge	      
Great Unique Gauge	    
Good Unique Gauge	    
Same unique gauge	    
Good Unique Gauge	
Decent Unique Gauge	      
Bad Unique Gauge	  
Terrible Unique gauge	    

Z7 FSK is just a placeholder for LF RED Beast Gohan Pre-transformed

- **Broken**

UL Janemba and UL Gohan forces your opponent to not engage or press a specific arts card mid combo. In return they have the potential to immediately retaliate via a blue card or ultimate arts card. I think UL Janemba is better since it has a permanent uptime once it is filled, but UL Gohan can be better for early game and if he's quickly comboed upon entering the field. But it's a preference thing and they're interchangeable.

- **Godly Unique Gauge**

USBKK, LF Cell and LF Beast all have fantastic unique gauges which bear no risks of being PV'ed, forcing you to meet a condition with no potential downtime. It's something you can constantly manage yourself on-field. The only downside is that while you're manually charging your ki you can be forced to sidestep an attack, but it's really easy to "exit" the ki charging animation as it has a short endlag, making this downside uncommon.

- **Great Unique Gauge**

UL UI can save you mid combo. UG4 can preserve his unique gauge against ult arts cards, but his gauge is practically at the mercy of your opponent comboing you. SpiritbomkuGT can build his gauge via hitting or taking dmg 2-in-1. LF S17 to 6th ani Ulthan share inherently the same unique gauge, differences are only caused by their kits. BLU Beast is inferior since he has to use a GRN/BLU arts card to reset his unique gauge. Dragon fist, Evoken, LF Nappa, and Rosé are probably the most difficult to rank since their unique gauges build up similarly, but they have distinct differences.

Dragonfist has a simple build up of his unique gauge once and it remains maxed out. Evoken has a simple unique gauge as well, and it automatically resets. However this process has to be repeated.

Rosé is the worst out of the bunch, since his unique gauge reset is locked behind activating a strike arts card. Also worth mentioning that most of these melee unique gauges have the downside of forcing your character to engage, so you're at risk of being PV'ed, however it's better than the other unique gauge types listed below.

- **Good Unique Gauge**

UIs protects you from being hit, LF Pikkon is higher than the others since his gauge fills up off-field at a faster rate than UL Hit. UL Hit is better than the others since they have to be on-field to build up their unique gauge whereas both UL Hit and LF Pikkon don't. MUI's unique gauge is inferior to UI's unique gauge since it restores enemy vanish gauge upon being activated.

- **Decent Unique Gauges**

UGB's unique gauge is completely reliant on the enemy hitting you, LF OHSB Goku is the only other 2-1 unique gauge filling character when he's below 50% HP, and can also build up his unique gauge both on-field and off-field, LF MVP 17's unique gauge also shares this trait. LF PTP Goku and 6th anniversary fusegito's Dragon Ball Unique gauge can indicate to your opponent how close you are to a RR, and if the unit is off-field this information is slightly limited since it only appears once the DB unique gauge is at max.

LF Omega Shenron's unique gauge design is inferior since it has a 10 timer count inactivity period, meaning for 10 timer counts the gauge is worthless.

Note: LF RED Beast Gohan Pre-transformed has a similar unique gauge to LF MVP 17, however his is superior since in addition to how LF MVP 17's unique gauge functions, LF RED Beast Gohan Pre-transformed gauge builds up when enemy BLU cards are activated while he's on-field, whereas MVP 17 has to be hit to build up his unique gauge.

- **Bad Unique Gauge**

Tag switching unique gauge units are forced to activate arts cards thereafter tag switching to build up their gauge. By design they're forced to activate arts cards, making them vulnerable to PV's and additionally they have to tag switching in order to build up their unique gauge. This can be nonoptimal if tag switching results in your character becoming type disadvantage.

- **Terrible Unique Gauge**

USV unique gauge only works against yellow arts cards or tap blasts. It's also something you have to manually do in order to make use of the gauge if the situation arises. The rest of the units in this tier are completely reliant on the enemy hitting them in order to build up their unique gauge. This is blatantly terrible design as your unique gauge is inherently reliant on your opponent.

TheLebra's Double sidestep tech

"Doublesidestep" prolongs the window of opportunity to evade an attack. It is a good way to "sync-out" of a sidestep loop with your opponent. However the end lag appears to be bigger from my experience. TheLebra is the first person I am aware of who did this successfully and used it efficiently. From an enemy's POV this action is undetectable, however from a player's POV it's visible. See URL 1. *Credits TheLebra*

URL 1:

https://drive.google.com/file/d/1vBzfM1bLJEtoTYcSCtRVfEwlbTgUzoRW/view?usp=drive_link

Clashes (Dokabki Impacts)

Most people tend to rush clashes, but you will always have 4 instances of being able to reach 999 each clash, so take your time. I recommend waiting for the 1st instance, just so that you can react/understand its speed. In high rank PvP I recommend completing Dokabaki impacts within the first instance. Both players can theoretically get the same score, but the winner in such cases is whoever reached the score the fastest.

Tap attacking a low hp opponent to instantly kill them

Prior to the 2nd anniversary, people generally weren't cautious of their hp and didn't fear the risk of being tap attacked to death when at miniscule hp. However, now the trend for most players is to pop main in case they're in that danger zone to avoid getting tapped to death. Some players continue to let their units die due to quick attacks.

Blast blast blast blast vs strike strike strike strike

BBB makes your character remain stationary. It is generally great at sniping people who expect you to follow up a B with a sidestep/chargestep then blast.

SSS is good at only bursting your opponent down knowing that their allies are locked behind a sub count. Your character isn't stationary like in a BBB scenario, so if you miss a SSS loop, your character actually re-adjusts themselves towards the direction of the opponent.

Know when you're guaranteed to get hit, and how it can be exploited

- *Tag switch mechanic and how to exploit the gauge*

Most players using tag switch units don't realize that they should welcome any form of tap attack as that contributes to the buildup of their tag switch gauge. This gauge can also be exploited if you know you're going to get hit, but can still perform an arts card as that will regardless build up your gauge or sometimes hold a dragon ball.

- *Dragon ball gain*

Normally when you're guaranteed to get hit, you may as well activate a card that has a dragon ball on it just to build up your RR.

Energy absorption for super 17, how it works

Energy absorption from Dr. Gero, super 17, android 19 all absorb energy blast based tap/arts cards. So if you shoot rocks/bullets they won't be absorbed or be detrimental to the attacker.

Z7 LF SV know which cards he draws

You can actually predict what kind of card arts LF SV draws based on his buffs he receives when drawing cards. Puts you at a huge advantage if you get comboed and can cover rescue.

How to estimate how many cards your opponent has (dependent on card draw speed)

A full hand consists of 4 cards. If a unit does not have any form of card draw speed, and have only strike/blast arts cards and they perform a full combo with sidesteps/chargesteps successfully, on their 4th card, they'll draw a 5th card. So you can always expect your opponent to have a minimum of 5 arts cards in total for each successful combo. If they have special arts cards which are drawn less frequently than strike/blast arts cards you can expect 3-4 hits with that hand.

Note: Some units hold special arts cards in their kits. Therefore some teams are more likely to draw special arts cards, f.ex LF Z7 1st form Frieza

MX tech step <https://www.youtube.com/watch?v=IM2vfEQzIbg>

Credits to Zakashi

Perfect Vanish (PV)

Pv is an opening for your character to perform any kind of arts card on your opponent which will guarantee hit them, regardless of whether they have a full vanish gauge. There is only one weird scenario where the game registers the interaction as a PV, despite it not playing out as a PV, and that is with Blast arts card clashes. *See Fake PV's*

Fake PV's

This is probably a bug and is very misleading. See URL 2.

URL 2:

https://drive.google.com/file/d/1ZErrhxK6xIuU-OQirWoZdWJ7cGblFRE8/view?usp=drive_link

How to take advantage of revive/comeback units by not restoring their vanishing gauge via tapping them to 0 HP instead of finishing them off with an arts card.

A revival/comeback does not inherently reset your vanish gauge. Therefore the best way to force a difficult situation on an enemy unit which has not revived/comeback yet is by getting them to low hp, force them use their vanish gauge, but get them to 0 HP via tap attacks. This will play the revival/comeback animation, however, not replenish their vanishing gauge, as any tap attack does not restore your opponents vanish gauge.

Responding to tackles by floating/maintaining distance

Strike cards always override tackles, so whenever you're being tackled you can always counter with a strike arts card. It is recommended to always be floating as this isn't a fixed action. You cannot respond to tackles with strike card arts if you're dashing cause that is a fixed action. I recommend always floating backwards as that can give you a bigger window to retaliate with a strike arts card as opposed to getting hit by the tackle followed up by a combo. However this normally is anticipated by the opponent and the abovementioned CR-1 scenario occurs.

Paralysis

This abnormal condition (debuff) is purely random and cannot be controlled by both you and your opponent. A tip is to have a unit in your party which is immune to abnormal debuffs. Hero Hercule BLU is a common paralysis inflictor, who paralyzes your entire team, but if you start off with a character which is immune to abnormal conditions, that effect by Hercule will have no impact. And if you're smart you try to maintain your immune character on-field as long as possible to minimize the duration of which your non-immune characters are debuffed by this abnormal condition, as paralysis is not a permanent debuff.

Extreme Bleed is underrated and why it can be a huge deal

There are 3 types of bleed, bleed, strong bleed and extreme bleed.

Bleed and strong bleed are not significant, whereas extreme bleed is heavily underrated. It scales off HP, and is a strong counter to HP oriented teams. It always deals damage based on a percentage of a unit's max HP regardless of type advantage/disadvantage/neutral. Over time it adds up significant damage each instance it is applied to the enemy. It can sometimes do more damage than close range tap attacks, and synergizes well with drawn out close range tap attacks to maximize its effects.

LF Nameku & UL Gohan special window to hit when he's using his counter

LF Nameku & UL Gohan has a specific window of vulnerability as he's performing his counter type blue card.

A sealed arts card can be used if it's activated before the seal is applied

Very rarely a sealed arts card can be used if the card is activated prior to being sealed, but this is only possible if the "sealed arts card" is used in immediate succession.

Main abilities being proceed earlier than intended

Rarely your main ability can be activated at 156 counts instead of 155, however this is extremely rare.

Instance where red cards overrides tap attacks

If your character is currently under a combo and your opponent decides to drop combo to f.ex reset combo compensation, if you decide to tap attack it will often be overridden if your opponent has queued up a red card. This is because red cards has a much shorter windup animation, and when your character tries to tap attack after being dropped comboed, your character has 2 animations to complete. The first is your character “recovering” from the combo that’s being dropped, second is your character winding up the tap attacks. This is the only exception to where tap attacks are overridden by strike arts cards. Otherwise if both characters are close range & neither has been combo’ed, you’re able to ensure that your tap attack will override your opponent's strike arts.

Health Restore and Health Restore Debuffs

Health restore buffs are becoming more common, and most units have some form of healing in their kits or receive HP via another unit. Health restore also affects how much HP a unit with endurance restores after the endurance has been used up.

Units which frequently apply health restore debuff’s are particularly strong against units with endurance, as they can sometimes completely eliminate the benefits of the opposing enemy’s endurance. An example of this can be LF Vegito Blue from the 2nd anniversary. His frequent strike arts card always applied attribute downgrade “-100% to Health Restoration” for 3 timer counts. This is extremely strong against any unit who has endurance and aren’t immune to this debuff. It’s also strong against units who recover a fraction of HP relative to the damage received after being hit with a damaging attack.

The risk of misinformation regarding day 1 showcases

A lot of content creators in the space showcase new units upon release. Most units are similar and can do identical things despite having different kits. However, the Dragon Ball Legends team has released units with unique mechanics f.ex unique gauges, tag switching, completely negating cover changes etc. It’s useful to have content creators showcase to the masses how these mechanics play out, however it’s unrealistic to expect characters to perform as well as they do in these types of early showcases. Any day 1 showcase unit, especially when the new unit has a brand new unique mechanic, it is completely unrealistic for the opponent to know how to play against these new characters. A good example of this is the release of the first LL tag switch unit, LF PUR G&V. The masses in PvP had no clue that all enemy tap attacks build up their tag switch gauge, any unsuccessful hit they perform builds up their tag switch gauge, the opening window they receive to initiate a combo when tag switching f.ex while anticipating an enemy sidestep in close range. Hell, most people still aren’t aware that LF G&V is the only tag switch unit in the game that does not build up their gauge via their green card. This form of inexperience and lack of information when playing against new units especially, when the unit has brand new mechanics makes it very easy for the opponent to become overwhelmed. As a result the opponent can make severely nonoptimal plays, consequentially exaggerating the successful performance of the showcase unit. This can mislead players into gauging how strong a unit is.

Lock in Vs Sub count up

Every character has a substitution count when they're switched out. The default is 10 timer counts. There are some units which have built in -1 to their own substitution count, or gain buffs affecting this duration like 3rd anniversary LF revival Gohan's pre-revival green card. With the current state of the game, a lot of modern units have ways to manipulate their allies' substitution counts, especially against blue cards, ultimate arts cards or RR. This can restrict your options to play conveniently. Lock in completely eliminates this restriction and problem. Lock in guarantees that your opponent is stuck with you until the lock in duration has ended. This can be extremely useful for securing a RR, getting in a big hit or sniping a unit to death. An example of this can be 1st anniversary Z7 SSB Vegeta and how he was always a potential threat to any GRN unit, f.ex GRN Z7 Kefla.

Drop comboing MUI and UI complications.

Drop comboing against units with auto dodging like MUI and UI can be particularly tricky. Their unique gauge is designed to automatically almost evade anything the instant they're no longer stuck in a fixed animation. This applies to both when you're dropping the combo, f.ex if you're comboing UI and decide to drop and immediately initiate, UI's unique gauge will evade your attack and reset both players to mid range. Or if you successfully drop a combo, but the opponent switches out from a unit and switches into UI, catching UI can be moderately more difficult because of his unique gauge. It's a very narrow window to catch UI in this circumstance since the unique gauge is "active" after the enemy UI has fully performed his swap in entrance animation.

How you can blast armor if your enemy has dodged and they initiate with a blast arts card.

See URL 3. This is useful to catch your opponent off-guard and potentially giving your character another chance to get out of a risky situation.

URL 3: https://drive.google.com/file/d/1PR-dhavQwUfhMgpkTCgpBs5EjCKbgtHe/view?usp=drive_link

This only works if your opponent PV's and immediately uses a blast arts card. Normally people don't anticipate this, however experienced players immediately queue up a strike or blast arts card whilst your character is blast armoring, this guarantees an enemy combo. See URL 4

URL 4: https://drive.google.com/file/d/1dHkEho9diQQOuC1JYusysh2k4pAnZE3K/view?usp=drive_link

Note that this interaction can be very inconsistent as it requires precise timing, otherwise errors can occur shown in URL 5 & 6.

URL 5:

https://drive.google.com/file/d/1Ip2XhRjRrrWzdzlcm3_M1ZksD_yP2dtK/view?usp=drive_link

URL 6:

https://drive.google.com/file/d/1J_85sr3au1bKkWGPwIDPxkcefXfGvHUx/view?usp=drive_link

Lastly, a similar occurrence can occur immediately after quick attacking, however using a strike arts card after a quick attack will not let your character blast through enemy blast arts card. See URL 7:

URL 7:

https://drive.google.com/file/d/1WThsJqCybgTbg_71nY5EomWOaSu_ahQ5/view?usp=drive_link

Revival vs Comeback vs Indestructible

Comeback > Revival > Indestructible > Endurance > Endurance via meeting a condition

From experience both comeback and revival are generally stronger than indestructible and endurance. It's because both comeback and revival puts a stop to any attack and will always position you and your opponent at mid range. Indestructible and endurance however lets the opponent continue with their combos, and if f.ex your indestructible is activated and the enemy successfully drop combos your unit, your indestructible is just a premium endurance and doesn't guarantee your unit to continue staying alive.

Ideas to improve the game's combat system

- Add a dragon ball “Resurrect” mechanic which can be activated when your character has collected 7 dragon balls. Similar to Dragon Ball FighterZ. This can be used at the expense of dismissing the RR mechanic each match, vica versa.
- Make all character's vanishing gauge automatically deplete if they're not performing an action for 4-5 counts in the battle field, this includes floating.
- Add a mechanic where your character's red and melee arts card can “Lock on” to the enemy. Meaning once the arts card is activated, the character automatically performs their arts card upfront in close range. This is inspired from the Megaman Battle Network and Staforce battle system.
- Allow your tap attacks to be supercharged if they havent been used for 30 timer counts. Allowing them to do more damage and set up or prolong combos in a creative way.
- Increase the character's Ki gauge. The max ki a character can hold is 100. It would be cool if a unit could “shatter” the ki gauge icon and have 200 ki max capacity, even if this was a short term thing. Combos have always been restricted to a units card draw speed, a hand of 4 arts cards and enemy debuffs which depletes ki or lowers card draw speed or destroys your cards.
- Make zenkai characters meta dominant again, but allow Ultra units to have an inherent damage & defense increase against any enemy zenkai unit. This would allow both Ultra units and old zenkai units to be meta relevant and coexist. Making both new Ultras, new regular modern sparking units and old units dominant and relevant.

Let me know if you want more, here are some things I could cover in the future

- Why and how the game is mainly decided by the early game (debatable)
- Ultra SSBKK Unique Double sidestep
- Late & early vanish
- Beast Gohan BLU, UG4 and UGB having the best cover changes in the game
- How a match is mainly about securing a guaranteed RR KO first (2022)
- Stop time event green cards vs AoE green cards (variables to consider when initiating an opponent)
- Pattern/rhythm sync with your opponent and how to see openings in order to attack
- UL Gohan Anti Blast armor card plays
- Tier list of all attribute upgrades and downgrades
- Tier list of all the game's combat mechanics

Let me know if you want my experienced insight to debates in this community

- What was the most toxic meta in DBL
- Which unit was more impactful, UGB or Beast Gohan?
- Unrealism with 14* Showcases with max equipment stats
- Is a passive playstyle the best playstyle? Why?
- Are good Zenkai awakened characters good because of the buff they received or because their initial kit was good enough and they needed a stat boost?

For inquiries contact me via email, mustshakegames@gmail.com

Thanks for reading!