

# Ani-Mayhem Online

## Guide

February 2, 2012

	A-ko Magami	Character
Abilities	Attack: 4, Defense: 4, Movement: 4, Charm: 3, Energy: 0	
Skills	Student, Strength x3, Acrobatics, Communications	
Gender	Female	
Text	A lively seventeen-year old, no different from any other..	

	Adult Gohan	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 2, Energy: 4	
Skills	Martial Arts, Chi x2, Flying, Student, Teacher, Driving	
Gender	Male	
Text	Still torn between his studies and his love of adventure.	
Categories	Half-Saiyan	

	Afura Mann	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 4, Energy: 3	
Skills	Priest, Savoir-Faire, Flying, Air Element	
Gender	Female	
Instruction	+1 all air effects.	
Text	Most sophisticated of the Muldoon Priestesses.	

	Agent "D"	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Investigation, Survival, Swordsman, Hunter	
Gender	Female	
Instruction	Won't attack anyone with Royalty.	
Quote	"This is CD138621 S113, codename 'D'."	
Categories	Alien	

	Akane Tendo	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Martial Arts, Cooking -1, Student	
Gender	Female	
Text	The youngest Tendo, she is engaged to Ranma.	
Quote	"Hey, wait a minute here. Don't we get to have some say in who we're going to marry?"	

	AI	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Mech, Tech, Driving	
Gender	Male	
Instruction	Once per game, AI can prevent a non-flying vehicle from being destroyed.	
Quote	"Squad Leader, are we allowed to do this?"	

	Alielle	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Peeping, Seduction, Student, Streetwise	
Gender	Female	
Instruction	Will not be Attacked while another Character is at her Location.	
Quote	"Red hair!"	

	Annapuna	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Acrobatics, Streetwise, Seduction, Music	
Gender	Female	
Instruction	When at some Location with Unipuma, +1 to Anna's Defense.	
Quote	"Uni, it's been a while since we've had such nice lighting."	
Categories	Android	

	Armitage	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 0	
Skills	Police, Investigation, Strength	
Gender	Female	
Instruction	Damage 2x Health reduces attack to 2. 3x Bonks, 4x Kills.	
Text	Martian Police Officer. 3rd type android.	
Quote	"That's right, I'm a monster."	

	Atlia	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 3	
Skills	Survival, Strength, Weapons, Swordsman, Pure Heart	
Gender	Male	
Instruction	Count as Bugrom for Bonuses.	
Text	Leader of the rebellion on Planet Arlia. Reunited with his wife seconds before Vegeta vaporized the entire planet!	
Quote	"It doesn't matter what their size and shape are. They are our brothers!"	
Categories	Alien, Bugrom, Insect	

	Ayaka Kisaragi	Character
Abilities	Attack: 3, Defense: 2, Movement: 3, Charm: 3, Energy: 3	
Skills	Investigation, Climbing, Acrobatics, Magic, Blind Luck, Music -1	
Gender	Female	
Instruction	+1 Damage & Defense vs. Demon, Devil, and Spirit cards.	
Quote	"I'm getting too old for this. I've got to watch these all-nighters."	

	B-ko Daitokuji	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Student, Mech, Tech, Genius, Computer	
Gender	Female	
Text	The spoiled, brilliant daughter of a business tycoon.	
Quote	"If I'm the villain, then I'll settle this like a villain should!"	

	Baba	Character
Abilities	Attack: 1, Defense: 2, Movement: 4, Charm: 2, Energy: 5	
Skills	Magic, ESP, Flying, Communications, Investigation x2, Phase	
Gender	Female	
Instruction	Every third turn, Baba can revive either one of your Killed Characters or Defeated Disasters. Place it at any Location. It stays in play for 1 turn. (You will control the Character, but not the Disaster.)	
Categories	Dimensional	

	Baby Gohan	Character
Abilities	Attack: 1/6, Defense: 2/10, Movement: 2/4, Charm: 4/0, Energy: 2/6	
Skills	Pure Heart x2, Investigation, Chi, Student	
Gender	Male	
Instruction	Transforms at the Full Moon. When transformed treat as a Major Combat Disaster. If another Character in his group is reduced to Health < 2, Gohan is +4 Damage the following Combat round (not if he is in Were-form).	
Categories	Half-Saiyan	

	Bubbles	Character
Abilities	Attack: 0, Defense: 3, Movement: 3, Charm: 5, Energy: 0	
Skills	Strength, Speed	
Gender	Male	
Instruction	All other Characters in Bubbles' Party get +1 Attack & Defense	
Text	Perhaps not too bright, but strong & very fast. Catching Bubbles is the first step in Kai's training.	
Categories	Animal, Dimensional	

	Bulma	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Genius, Tech x2, Mech, Computer, Investigation, Communications, Pilot	
Gender	Female	
Instruction	Any player with Bulma in play may play 2 Equipment cards each turn during the Equip phase, instead of 1 (if available in hand).	
Text	A girl who knows what she wants.	
Quote	"I did it because I felt like it, okay?!"	
Categories	Science	

	Captain Napolipolita	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Military, Communications, Bureaucracy, Marksman -1	
Gender	Female	
Text	Captain of the aliens who have come to Earth to kidnap C-ko.	
Quote	"We have absolutely nothing insidious planned."	
Categories	Alien	

	Chaplain	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Priest, Streetwise, Savoir-Faire	
Gender	Male	
Quote	"God will rejoice if thou gatherest thy friends and guest to jail together rather than to heaven by thyself!"	

	Chi-Chi	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 3, Energy: 0	
Skills	Royalty, Teacher, Cooking, Medic, Weapons, Martial Arts, Driving -1	
Gender	Female	
Instruction	Chi-Chi wont attack Gohan. When at the same location as Gohan, Chi-Chi is +1 Attack. If Gohan is Attacked by another Character, Chi-Chi automatically attacks that Character at +3 Attack	
Quote	"I'm going to worry myself to death."	

	Chiao-Tzu	Character
Abilities	Attack: 1, Defense: 1, Movement: 2, Charm: 4, Energy: 5	
Skills	Royalty, Chi, Phase, ESP, Martial Arts, Flying	
Gender	Male	
Instruction	Every third turn, Chiao-Tzu can paralyze one Character at his location for 1 round of Physical Combat.	
Text	Gave up his throne to wander in search of adventure and wisdom and his life trying to stop Nappa.	

	Chief Servant Londs	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Savoir-Faire, Bureaucracy, Military, Police	
Gender	Male	
Instruction	Can use up to 3 Palace Guards, additional to Player's other allowance.	
Quote	"I simply will not take no for an answer. Come along."	

	Dailey Wong	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Police, Bureaucracy, Investigation, Savoir-Faire	
Gender	Male	
Instruction	Cancels Red tape Disaster.	
Text	Leon's partner in the A.D. Police.	
Quote	"Leon, You shouldn't get so steamed. I could help you relax tonight. We could go to a motel."	

	Detective Kiyone	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Investigation, Streetwise	
Gender	Female	
Text	Galaxy Police Detective assigned as Mihoshi's Partner.	
Quote	"My life was absolutely perfect up to that point."	

	Detective Mihoshi	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Investigation, Police, Blind Luck	
Gender	Female	
Text	Galaxy Police Detective	
Quote	"We don't have a budget big enough to spend any more money on her."	

	Dr. Tofu	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 4	
Skills	Medic, Martial Arts x2	
Gender	Male	
Instruction	While with a group, no Character can be Bonked or Killed. If Kasumi is in play, Dr. Tofu cannot perform any actions.	
Quote	"Why, hello Kasumi..."	

	Eddie	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Computer, Investigation, Police, Communications	
Gender	Male	
Quote	"Hey, you want some advice? Don't kill your partner this time."	
Categories	Science	

	Farmer with shotgun	Character
Abilities	Attack: 2, Defense: 1, Movement: 4, Charm: 1, Energy: 0	
Skills	Mech, Driving, Hunter, Blind Luck -1, Music	
Gender	Male	
Instruction	All Characters in the Farmer's party are at Movement = 4.	
Quote	"Your power level is puny!" (Raditz)	

	Future Trunks	Character
Abilities	Attack: 6, Defense: 6, Movement: 3, Charm: 3, Energy: 5	
Skills	Martial Arts, Chi x2, Streetwise, Computer, Flying, Mech, Strength, Swordsman x3	
Gender	Male	
Instruction	Stays in play a maximum of 3 turns, then is shuffled back into the owner's Draw pile.	
Quote	"I come from 20 years from now, and I saw the future you will never know."	
Categories	Half-Saiyan, Dimensional	

	Galus	Character
Abilities	Attack: 3/2, Defense: 3/2, Movement: 3/3, Charm: 4/1, Energy: 3/3	
Skills	Bureaucracy, Magic, Royalty, Seduction	
Gender	Male	
Instruction	Secondary stats used when Illusion Powers are lost.	
Text	Leader of the Shadow Nation on El Hazard.	
Categories	Illusion, Dark Tribe	

	Genma Saitome	Character
Abilities	Attack: 3/4, Defense: 3/3, Movement: 2/2, Charm: 2/3, Energy: 3/1	
Skills	Teacher, Martial Arts, Survival, Climbing	
Gender	Male	
Quote	"It's difficult to explain. Here, let me show you."	

	Gohan the Barbarian	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Martial Arts, Climbing, Survival, Hunter, Swordsman	
Gender	Male	
Instruction	Does not transform at Full Moon. +1 Attack & Defense against Animal.	
Quote	"I want Goku's son to come with me for special training." (Piccolo)	
Categories	Half-Saiyan	

	Goku	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 3, Energy: 4	
Skills	Martial Arts, Chi x2, Flying, Pure Heart, Strength, Speed	
Gender	Male	
Instruction	Does not transform at Full Moon. -1 Attack & Defense against Mecha and for all Equipment Bonuses.	
Quote	"Being mortal is what makes the impossible, possible."	
Categories	Saiyan	

	Goku	Character
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 3, Energy: 5	
Skills	Martial Arts, Chi x2, Flying, Pure Heart, Strength, Speed	
Gender	Male	
Instruction	Does not transform at Full Moon. -1 Attack & Defense against Mecha and for all Equipment Bonuses.	
Quote	"Being mortal is what makes the impossible, possible."	
Categories	Saiyan	

	Goten	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 4, Energy: 3	
Skills	Flying, Martial Arts x2, Chi, Blind Luck, Acrobatics, Pure Heart	
Gender	Male	
Text	Goku & Chi-Chi's younger son. Goten is far more like Goku than Gohan is. He loves training, and achieved the Super Saiyan level by the time he was only 8 years old.	
Categories	Half-Saiyan	

	Gregory	Character
Abilities	Attack: 1, Defense: 2, Movement: 4, Charm: 3, Energy: 2	
Skills	Flying, Magic, Teacher, Martial Arts, Speed x2	
Gender	Male	
Text	One of King Kai's T.A.'s	
Quote	"Fast? I'll show you fast!"	
Categories	Bugrom, Insect, Dimensional	

	Julian "Pluto" Moore	Character
Abilities	Attack: 1, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer x2, Genius, Communications, Student	
Gender	Male	
Instruction	Health 6.	
Text	Only male Third type android.	
Quote	"Don't call me by my handle. It's embarrassing."	
Categories	Android	

	Kami	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 6	
Skills	Magic, Flying, Chi x3, Splitting	
Gender	Male	
Instruction	All other Characters in Kami's Party are at +1 Energy.	
Text	When the evil within him manifested itself as Piccolo, Kami assumed the mantle of Earth's Guardian. He created the Earth's Dragon Balls from memories of those on his home planet Namek.	
Categories	Alien, Namek, Dimensional	

	Katsuhiko Jinnai	Character
Abilities	Attack: 1, Defense: 3, Movement: 2, Charm: 1, Energy: 1	
Skills	Communications x2, Streetwise, Bureaucracy, Student	
Gender	Male	
Instruction	Can not be Attacked by Combat Disasters. All Combat Disasters are +1 Attack & Defense when Jinnai is in play.	
Quote	"ha, hA, Ha, HA, hA, ha, HA, HA, Ha, ha, HA, hA, ha, HA, HA."	

	Kiriya	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 3, Energy: 3	
Skills	Marksman, Hunter, Streetwise, *Any Skill	
Gender	Female	
Instruction	*May declare any 1 additional skill during Equip Phase.	
Quote	"The Phantom Tribe live beneath El Hazard. They are merciless"	

	Kozo Karino	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Police, Investigation, Savoir-Faire, Streetwise	
Gender	Male	
Instruction	Kozo may Scavenge ANY police Location without meeting any requirements. Remove food Items from game that Kozo comes in contact with.	
Quote	"Sometimes the Police help you, right?"	



	Krillin	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 2, Energy: 3	
Skills	Martial Arts x2, Pure Heart, Flying, Chi, Priest	
Gender	Male	
Text	This noseless little monk is Goku's best friend and possibly the strongest human on Earth. His name means "Chestnut" which probably has nothing to do with that head.	
Quote	"But what if I do die? I haven't even had a girlfrie-EEP!, ahem."	

  

	Leon McNichol	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Driving, Police, Streetwise, Marksman, Survival	
Gender	Male	
Text	A.D. Police Detective.	
Quote	"Looks like the Knight Sabers have bitten off more than they can chew."	

  

	Leona Ozaki	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 0	
Skills	Police, Mech, Driving, Survival	
Gender	Female	
Instruction	Counts toward 1 "Male" requirement for Scavenging a Location.	
Quote	"Do you conduct that kind of torture all the time?"	

  

	Linna Yamazaki	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Acrobatics, Driving, Teacher	
Gender	Female	
Text	Professional class dancer and a Knight Saber.	
Quote	"...aren't they too big for us? Besides, I'm not too keen on this payment on delivery stuff."	

  

	Lisa Vannett	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Police, Student, Investigation	
Gender	Female	
Text	Budding investigative Reporter.	
Quote	"Aw, this is no fun, what with Nene gone and hardly any disasters happening..."	

	Little Washu	Character
Abilities	Attack: 2/3, Defense: 4/3, Movement: 2/3, Charm: 2/4, Energy: 6/5	
Skills	Computer, Genius x2, Mech, Tech, Teacher, Medical	
Gender	Female	
Instruction	All other characters in party are at +1 Health	
Quote	"I am the greatest scientific genius in the universe, and I'm cute too!"	
Categories	Dimensional	

	Lt. Randolph	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 2, Energy: 0	
Skills	Bureaucracy, Police x2, Streetwise	
Gender	Male	
Instruction	Can defeat any Legal Disaster. May choose not to be affected by any Legal card.	
Quote	"Survival. It's basic training."	

	Lunch	Character
Abilities	Attack: 3/1, Defense: 3/1, Movement: 2, Charm: 5/2, Energy: 0	
Skills	Streetwise, Driving x2, Acrobatics, Weapons, Seduction	
Gender	Female	
Instruction	Alternates from one set of stats to the other every other round.	
Text	When Lunch sneezes, she changes. Boy, does she change.	

	Mackie Stingray	Character
Abilities	Attack: 2, Defense: 2, Movement: 3, Charm: 2, Energy: 0	
Skills	Mech, Tech, Pilot, Computer	
Gender	Male	
Quote	"Crack into the A.D. Police databases. Mackie can help you with the passwords."	

	Magical Girl Pretty Sammy	Character
Abilities	Attack: 3/1, Defense: 3/2, Movement: 3/2, Charm: 4/4, Energy: 3/1	
Skills	Magic, Communications, Investigation	
Gender	Female	
Text	Uses her magic to make the world a happier place.	
Quote	"Pretty Mutation Magical Recall!"	

	Makoto Mizuhara	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 5, Energy: 2	
Skills	Savoir-Faire, Royalty, Student, Blind Luck	
Gender	Male	
Instruction	Can use any Equipment. Can Charm Battle for control of Power Key Staff.	
Quote	"Wow, if he's superhuman, maybe I am too... then again maybe not."	

	Mamoru Shimesu	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer, Investigation, Communications, Cooking	
Gender	Male	
Text	A bodyguard and servant sent to the Kisaragi family, Mamoru handles the financial management, cooking, and even the washing for the company.	

	Master Roshi	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 3	
Skills	Martial Arts, Chi, Priest, Savoir-Faire, Peeping	
Gender	Male	
Instruction	This island-livin', turtle-lovin' martial arts master gives a Chi Skill to all the Characters in his group.	
Quote	"I don't know what's worse, the power rating or the commentary that goes with it."	

	Miss Ayumi	Character
Abilities	Attack: 1, Defense: 2, Movement: 3, Charm: 4, Energy: 0	
Skills	Teacher, Driving, Seduction	
Gender	Female	
Instruction	Miss Ayumi may ignore any School Disaster.	
Quote	"B-ko, why did you stop?"	

	Miz Mishtal	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 4, Energy: 3	
Skills	Priest, Bureaucracy, Water Element	
Gender	Female	
Instruction	+1 all water effects.	
Text	Eldest of the Muldoon Priestesses.	
Quote	"Keeping beautiful as an unpicked flower is so tedious. Where is my valiant gardener?"	

	Mousse	Character
Abilities	Attack: 3/1, Defense: 3/2, Movement: 2/2, Charm: 2/2, Energy: 2/1	
Skills	Martial Arts, Marksman, Acrobatics	
Gender	Male	
Instruction	Can Equip anywhere and once per Turn anytime.	
Text	A hidden Weapons Master	
Quote	"Be careful. He has studied the dark arts."	

	Mr. Masamichi Fujisawa	Character
Abilities	Attack: 5/2, Defense: 5/2, Movement: 3/2, Charm: 3/3, Energy: 2/2	
Skills	Teacher, Climbing, Survival, Strength x2	
Gender	Male	
Instruction	Super-strength off Earth except when drunk. Use 1st stats and Strength skill 2 of 3 turns. Every third turn, Mr. Fujisawa has had a bit too much to drink. Use 2nd stats and no Strength skill.	
Quote	"What's this? Do you dare taste Fujisawa's fist of justice again?"	

  

	Mr. Panda	Character
Abilities	Attack: 4/3, Defense: 3/3, Movement: 2/2, Charm: 3/2, Energy: 1/3	
Skills	Survival, Climbing	
Gender	Male	
Text	Works for Dr. Tofu. Likes to play Go in his off hours.	
Quote	"This is the real me."	

  

	Mu-Mu Chan	Character
Abilities	Attack: 1/3, Defense: 2/3, Movement: 2/2, Charm: 2/2, Energy: 1/2	
Skills	Flying, Survival	
Gender	Male	
Quote	"No one ever go in Cursed Spring on purpose before."	

  

	Nabiki Tendo	Character
Abilities	Attack: 1, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Bureaucracy, Streetwise, Savoir-Faire, Investigation, Student	
Gender	Female	
Text	The most practical Tendo, she always keeps her eye on the bottom line.	
Quote	"I'm just making a little pocket money."	

  

	Nail	Character
Abilities	Attack: 4, Defense: 4, Movement: 2, Charm: 0, Energy: 3	
Skills	Weapons, Police, Military, Flying, Splitting	
Gender	None	
Text	Every Namek is born for a particular job. Nail is an exceptional Namek of the soldier class and the guardian of Guru. He is wounded in the battle with Freeza and merges with Piccolo.	
Categories	Alien, Namek	

	Nanami Jinnai	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 2	
Skills	Investigation, Student, Cooking, Survival	
Gender	Female	
Instruction	Cancels all disguises. All Disasters -2 Charm	
Quote	"Oh, why does my life have to be so hard in every world!"	

	Nanami Rokugo	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 4	
Skills	Student, Fire Element, Cooking	
Gender	Female	
Instruction	May only use Fire Energy effects. When Nanami plays an Energy Attack, everyone at Location except target plays Rock/Paper/Scissors. If they lose, they take 1/2 damage. Target always takes full damage. Nanami is unaffected.	

	Naomi Armitage	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 2, Energy: 0	
Skills	Police, Investigation, Strength, Marksman	
Gender	Female	
Instruction	Health 8. Can be brought back from Killed once per game.	
Text	Martian Police Officer.	
Quote	"Badge toting terror in hot pants."	
Categories	Android	

	Nene Romanova	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer x2, Police, Communications	
Gender	Female	
Instruction	+1 against all computers.	
Text	A Knight Saber and one of the A.D. Police.	
Quote	"I'll do it! I get a kick out of watching those A.D. Police clowns."	

	Oolong	Character
Abilities	Attack: 4/1, Defense: 4/1, Movement: 3, Charm: 0, Energy: 0	
Skills	Shape Change, Streetwise x2, Investigation, Driving, Peeping	
Gender	Male	
Instruction	Maintains higher "shape- changed" stats until a successful attack (i.e., takes Damage) is made on him. Then he reverts to lower stats.	
Text	Not just a pig, a cowardly one.	
Categories	Animal, Clothing	

	Ox-King	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 1	
Skills	Royalty, Strength, Weapons, Martial Arts	
Gender	Male	
Text	Goku's rather large father-in-law. He was a student of Master Roshi's with Goku's grandfather. A master of weapons, and one-time terror of the plains.	
Quote	"Now Chi-Chi, calm down..please"	

	P-Chan	Character
Abilities	Attack: 1/3, Defense: 2/4, Movement: 2/3, Charm: 4/2, Energy: 0/3	
Skills	Survival, Blind Luck	
Gender	Male	
Instruction	Head in random direction every 3rd Move. +2 Charm against all females	
Quote	"And that's when I realized I'd been cast into hell."	

	Piccolo	Character
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 2, Energy: 7	
Skills	Martial Arts, Strength x2, Flying, Teacher, Speed, Shape Change, Streetwise -1	
Gender	None	
Instruction	Piccolo will not attack Gohan and wont Protect Characters other than Gohan. If another Namek is Killed at a Location Piccolo is at, Piccolo adds half of that Character's Attack, Defense and Energy (rounded down) for the rest of the game.	
Categories	Alien, Namek	

	Princess Ayeka	Character
Abilities	Attack: 2, Defense: 3, Movement: 2, Charm: 3, Energy: 2	
Skills	Royalty, Pilot, Bureaucracy	
Gender	Female	
Text	Jurai Royal Family	
Quote	"That is an order!"	

	Princess Sasami	Character
Abilities	Attack: 1/3, Defense: 2/3, Movement: 2/3, Charm: 4/4, Energy: 1/3	
Skills	Cooking, Royalty, Student	
Gender	Female	
Text	The youngest Juraian princess, she is linked with Tsunami.	
Quote	"I'm Ayeka's sister. How do you do? Will you play a game with me?"	

	Priss Asagiri	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 4, Energy: 0	
Skills	Music, Driving, Streetwise, Survival	
Gender	Female	
Text	The loner of the Knight Sabers.	
Quote	"Remember Priss, no solo jobs."	
	Ranma Saotome (boy type)	Character
Abilities	Attack: 4/3, Defense: 3/4, Movement: 2/3, Charm: 3/4, Energy: 3/3	
Skills	Martial Arts, Climbing, Survival, Student, Acrobatics	
Gender	Male	
Instruction	Ranma can use ANY equipment for a +1 attack bonus once per turn	
Quote	"I'm Ranma Saotome. Sorry about this."	
	Ranma Saotome (girl type)	Character
Abilities	Attack: 3/4, Defense: 4/3, Movement: 3/2, Charm: 4/3, Energy: 3/3	
Skills	Martial Arts, Cooking, Seduction, Student, Acrobatics, Climbing	
Gender	Female	
Instruction	Ranma can use ANY equipment for a +1 attack bonus once per turn	
Quote	"I'm Ranma Saotome. Sorry about this."	
	Reika "Vision" Chang	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 5, Energy: 0	
Skills	Music, Driving, Marksman, Seduction	
Gender	Female	
Instruction	If GD-42 and Quincy are in play, you may opt to Bonk Vision to defeat both.	
Quote	"Miss Reika is too soft. She can't bring herself to kill people."	
	Rokkon	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 3	
Skills	Priest, Strength, Climbing, Magic	
Gender	Male	
Instruction	+1 Energy when attacking any Devil, Demon, or Spirit card.	
Quote	"Just as I thought, he was under contract."	
	Ross Sylibus	Character
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 3, Energy: 0	
Skills	Investigation x2, Police, Streetwise, Driving	
Gender	Male	
Text	He transferred to Mars from Earth after his partner was killed by a Robot.	
Quote	"Since I'm allowed a choice, I choose not to like something that pretends to be human."	
Categories	Cyborg	

	Ryo-Ohki (Cabbit)	Character
Abilities	Attack: 1/6, Defense: 2/7, Movement: 1/1, Charm: 5/1, Energy: 0/0	
Skills	Computer, Phase, Flying	
Gender	Female	
Instruction	Ship form can carry up to 4 characters and equipment.	
Quote	"According to this data, Ryo-Ohki is a ruthless pirate that destroyed 28 planets and 69 colonies."	

	Ryo-Ohki (Ship)	Character
Abilities	Attack: 6/1, Defense: 7/2, Movement: 1/1, Charm: 1/5, Energy: 0/0	
Skills	Computer x2, Flying	
Gender	None	
Instruction	Ship form can carry up to 4 characters and equipment.	
Quote	"Um, I guess we can travel in that."	
Categories	Planetary	

	Ryoga Hibiki	Character
Abilities	Attack: 3/1, Defense: 4/2, Movement: 3/2, Charm: 2/4, Energy: 3/0	
Skills	Strength x2, Survival, Acrobatics, Martial Arts	
Gender	Male	
Instruction	Head in random direction every 3rd Move.	
Text	The eternally lost boy.	
Quote	"Oh sure, you waited three days, but when I got there on the fourth day, you had already turned tail and run!"	

	Ryoko	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Pilot, Streetwise, Seduction, Flying, Phase, Strength	
Gender	Female	
Instruction	Will not attack Tenchi.	
Quote	"My I certainly am a pretty demon."	

	Shampoo	Character
Abilities	Attack: 3/1, Defense: 3/3, Movement: 2/3, Charm: 3/4, Energy: 2/2	
Skills	Martial Arts, Cooking, Hunter, Acrobatics	
Gender	Female	
Quote	"When he's a boy, she wants him, when he's a girl, she wants him dead."	



	Shampoo (Cat)	Character
Abilities	Attack: 1/3, Defense: 3/3, Movement: 3/2, Charm: 4/3, Energy: 2/2	
Skills	Climbing, Survival	
Gender	Female	
Text	Shampoo fell into the pool of drowned cat at Jusenkyo.	
Quote	"Meow."	

	Shayla-Shayla	Character
Abilities	Attack: 3, Defense: 3, Movement: 2, Charm: 3, Energy: 4	
Skills	Priest, Acrobatics, Fire Element	
Gender	Female	
Instruction	+1 all Fire effects.	
Text	Youngest and most violent of the Muldoon Priestesses.	
Quote	"They always have to learn the hard way."	

	Specs	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Investigation, Communications	
Gender	Male	
Instruction	Can use any Science card without fulfilling the requirements.	
Quote	"The deal is we offer you security."	

	Squad Leader Britain	Character
Abilities	Attack: 3, Defense: 2, Movement: 2, Charm: 2, Energy: 0	
Skills	Police, Survival, Blind Luck	
Gender	Male	
Quote	"I'm keeping myself on a leash. Just once in my life, I'd like to rob a bank, too!"	

	Super Saiyan (Goku)	Character
Abilities	Attack: 7, Defense: 9, Movement: 4, Charm: 0, Energy: 7	
Skills	Martial Arts x3, Chi x5, Strength x4, Flying x3, Speed x2	
Gender	Male	
Instruction	If Goku is bonked but not killed 3 times, he can be replaced by this card every 3rd turn for a turn at a time. Note: All Characters at the same Location as a Super Saiyan automatically take 1 point of Damage per round during Combat.	

	Super Saiyan (Goten)	Character
Abilities	Attack: 5, Defense: 6, Movement: 4, Charm: 0, Energy: 5	
Skills	Martial Arts x3, Ki x4, Strength x2, Flying x3, Speed x2	
Gender	Male	
Instruction	If Goten reaches Energy = 8, he can be replaced by this card every third turn for a turn at a time. Note: All Characters at the same Location as a Super Saiyan automatically take 1 point of Damage per round during Combat.	

	Super Saiyan (Trunks)	Character
Abilities	Attack: 6, Defense: 7, Movement: 4, Charm: 0, Energy: 5	
Skills	Martial Arts x3, Chi x4, Strength x2, Flying x3, Speed x2	
Gender	Male	
Instruction	If Trunks reaches Energy = 10, he can be replaced by this card every 3rd turn for a turn at a time. Note: All Characters at the same Location as a Super Saiyan automatically take 1 point of Damage per round during Combat.	

	Sylia Stingray	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 0	
Skills	Computer, Pilot, Tech, Bureaucracy, Genius, Mech, Streetwise	
Gender	Female	
Text	Leader of the Knight Sabers.	
Quote	"I've got a hunch Genom's involved and that today's explosion is related to it."	

	Sylvie	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 6, Energy: 0	
Skills	Pilot, Acrobatics, Seduction, Computer, Driving, Strength	
Gender	Female	
Instruction	Can not be attacked by the 33-S Disaster.	
Text	An escaped 33-S Sexaroid Boomer.	
Quote	"Be free Sylvie...free enough for all of us."	

	Tenchi Masaki	Character
Abilities	Attack: 2, Defense: 2, Movement: 2, Charm: 3, Energy: 5	
Skills	Student, Savoir-Faire, Royalty	
Gender	Male	
Text	Jurai Royal Family	
Quote	"Tenchi, same name as the sword. Tenchi can't be copied. Very clever Tsunami. You've won, boy."	

	Tien (Tenshinhan)	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 1, Energy: 4	
Skills	Strength, Pure Heart, Chi, Flying, Splitting, Martial Arts x2	
Gender	Male	
Instruction	If not Bonked, will heal 1 point of Health per round.	
Text	The serious, 3-eyed companion and protector of Chiao-Tzu is able to regenerate limbs and split himself into multiple forms.	

	Trunks	Character
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 3, Energy: 3	
Skills	Martial Arts, Streetwise, Chi, Strength, Flying	
Gender	Male	
Instruction	Does not transform at Full Moon.	
Text	Bulma and Vegeta's son combines all the qualities that make them so lovable.	
Categories	Half-Saiyan	

	Ukyo Kuonji	Character
Abilities	Attack: 3, Defense: 4, Movement: 2, Charm: 3, Energy: 2	
Skills	Martial Arts, Cooking x2, Student	
Gender	Female	
Instruction	Will not attack Ranma	
Quote	"How dare you force a woman to tell you something like that, you insensitive jerk!"	

	Unipuma	Character
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 4, Energy: 0	
Skills	Acrobatics, Streetwise, Seduction, Music	
Gender	Female	
Instruction	When at same Location with Annapuna, add 1 to Uni's Attack.	
Quote	"Anna, with this audience, it'll be worth our while."	
Categories	Android	

	Washu	Character
Abilities	Attack: 3/2, Defense: 3/4, Movement: 3/2, Charm: 4/2, Energy: 5/6	
Skills	Computer, Genius x2, Teacher, Medical, Seduction	
Gender	Female	
Instruction	All other characters in party are +1 Health.	
Quote	"I like you. Would you like to be a guinea pig for my experiments?"	
Categories	Dimensional	

	Yajirobe	Character
Abilities	Attack: 1, Defense: 2, Movement: 1, Charm: 1, Energy: 0	
Skills	Streetwise, Medic, Driving, Bureaucracy, Swordsman	
Gender	Male	
Instruction	Yajirobe can Run Away alone even if he is in a Group.	
Text	Korrin's assistant. He carries a big, samurai style sword.	
Quote	"Yes, even you Yajirobe, have a contribution to make." (Kami)	
Categories	Food	

	Yamcha (The Desert Bandit)	Character
Abilities	Attack: 4, Defense: 3, Movement: 2, Charm: 5, Energy: 2	
Skills	Martial Arts x2, Chi, Hunter, Pilot, Celebrity	
Gender	Male	
Instruction	Charm Attacks against females at -6. Charm Defense against females is normal.	
Quote	"I'm a little nervous around girls."	

	Young Belldandy	Character
Abilities	Attack: 1, Defense: 2, Movement: 2, Charm: 4, Energy: 4	
Skills	Magic, Phase, Music	
Gender	Female	
Instruction	May stay on the Field no more than 4 Turns without returning to Haven. If Still on Field at the end of 4th turn, Bonk.	
Quote	"One week of summer, that was fulfilling as a year, seemed as short as a day."	
Categories	Godling	

	Young Gohan	Character
Abilities	Attack: 4, Defense: 4, Movement: 3, Charm: 3, Energy: 4	
Skills	Martial Arts, Chi, Flying, Pure Heart, Student, Strength	
Gender	Male	
Instruction	Does not transform at Full Moon.	
Text	After Piccolo sacrifices himself to protect Gohan from the Saiyans, Gohan vows to resurrect his friend and journeys to Namek to locate the original Dragon Balls and wish Piccolo back to life.	
Categories	Half-Saiyan	

	A Goddess' Kiss	Enhancement
Bonus	Attack: +1, Movement: +1	
Instruction	Add 1 to Attack and Movement.	
Quote	"For luck. I guarantee it's effectiveness."	
Categories	Move	

	Akagiyama Missiles	Enhancement
Bonus	Attack: +3	
Requirements	Battlesuit or Robot or Android or Cyborg	
Uses	2	
Instruction	May only be played with battlesuits or on Robot, Android or Cyborg type Characters.	
Quote	"I see smoke! They must be over there!!"	
Categories	Missile, Weapon	

	Assassin Disguise	Enhancement
Instruction	Appear as oppsite sex. Hide 1 item so it is not detected by disasters. Lingerie.	
Quote	"It's a gift, a present for your boyfriend."	

	Better Off Dead	Enhancement
Instruction	By reducing 1 of your Character's Health to 1, you may remove any 1 Disaster from the Field and retrieve any Items it is carrying. This card may be discarded only when the Character is Killed.	

	Bump on the Head	Enhancement
Instruction	Attach to any 1 Combat Disaster with combined Attack & Defense < 13 on the turn it comes into Play. Play as your Character for the duration of the game. Note: No more than 2 Disasters can act together at any time.	
Quote	"Any other child would have died, but you recovered, and from then on you were a normal, loving boy." (Roshi)	

	Clean Livin'	Enhancement
Cost	Charm: -2	
Bonus	Attack: +1, Defense: +1	
Instruction	+1 Attack and Defense -2 Charm Mr. Fujisawa gains +2. 1 use per Character	
Quote	"I don't go on the wagon for nothing."	

	Data Stream	Enhancement
Requirements	Computer	
Instruction	Use any 1 skill from any of your Characters on the Field or in your Haven that have the Computer skill.	
Categories	Computer, Science	

	Don't Touch	Enhancement
Bonus	Charm: +1	
Instruction	Another Character may not initiate any Combat on this Character.	
Categories	Clothing, Android	

	Exorcism Circle	Enhancement
Cost	Energy: 4	
Uses	1	
Instruction	For the cost of 4 Energy, discard 1 Disaster.	
Categories	Magic	
	Fatora Disguise	Enhancement
Instruction	Gives 1 character Royalty skill or +1 to an existing skill.	
Quote	"Do you think I enjoy dressing like this?" "Quite possibly..."	
	Gene Doubling	Enhancement
Cost	Energy: -2	
Instruction	Double 1 Character's skills. -2 Energy.	
Quote	"Without further testing on the subject in question, the results will be unpredictable."	
Categories	Science	
	Good Deed	Enhancement
Instruction	Gives the Chi Skill to a Character who does not have it. Gives Chi x2 to a Character who already has Chi, Chi x3 to a Character who already has Chi x2, etc.	
	Heavy Gravity Training	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Instruction	+1 to Character's Attack or Defense for each turn Character remains in Haven (for up to 3 turns). Only 1 Heavy Gravity Training can be played on a Character.	
Text	Goku builds immense strength training at from 10 to 100g's in Dr. Brief's Gravity Ship on his journey from Earth to Namek.	
	I Like to Watch	Enhancement
Instruction	Gives the Investigation Skill, and the ability to pierce Illusions.	
Text	For some reason, Krillin is always looking out the window. Perhaps that's we he's the first to notice Raiichi & Zaakro and their "Namek" aren't what they seem to be.	
	I'm Buyin'	Enhancement
Instruction	Makes any 1 Character drunk. Stats -2 to a minimum of 1. Duration: 3 turns. If Mr. Fujisawa is in play, he is automatically affected.	
Quote	"Hey buddy, drink up!" -Shayla Shayla	
	Immortality	Enhancement
Instruction	Character cannot be Killed, only Bonked. This card stays with the Character if the Character is Bonked. It is not discarded as other Enhancements.	
Text	The demon lord Garlic, Jr. managed to collect all 7 Dragon Balls and gain his wish for immortality. May it serve you better than it did him.	

	Inhuman Strength	Enhancement
Instruction	Gives a Character the Strength skill or adds +1 to an existing Strength skill.	
Quote	"Shoot me. I don't mind"	
Categories	Science	

	Interdimensional Teleport	Enhancement
Cost	Energy: *	
Instruction	Allows a Character to visit Dimensional Locations. With "Power Key Staff" may transport 1 Character per point of Energy spent to any Location.	
Categories	Move, Magic, Dimensional	

	Jacking In	Enhancement
Requirements	Computer	
Instruction	Character with Computer skill may look at any card under a Location requiring a Computer skill to Scavenge.	
Quote	"I hate that this is the easiest way."	
Categories	Computer, Science	

	Jump	Enhancement
Instruction	Party can "jump" over 1 Location during Movement. Use twice, then discard.	
Quote	"Super-Fujiswaaaaaaaaaaaaa Jump!"	

	Juraian Battlesuit	Enhancement
Cost	Energy: +2	
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	+1 Attack, Defense and Movement. 2 Energy cost to use.	
Quote	"On this journey, you will have to go alone."	

	Juraian Ultra Battlesuit	Enhancement
Cost	Energy: 4	
Bonus	Attack: +2, Defense: +2, Movement: +1	
Instruction	+2 Attack and Defense, +1 Movement. 1/2 cost for Tenchi.	

	Leap of Faith	Enhancement
Instruction	Gives Pure Heart Skill to a Character without it or adds 1 Chi Skill to a Character who already has Pure Heart Skill.	
Text	Despite the incredible things she's seen with Goku, Bulma still finds it difficult to believe in many of them...flying carpets for instance. Luckily, she perseveres for the sake of her friends in need.	

	M.V.P.	Enhancement
Instruction	Gives Celebrity x2 Skill. +1 to Charm.	
Quote	"Twenty-thousand...how's that for a nice bonus? It's hard to believe that the entire season is resting on my shoulders. Boy, that's an awful lot of pressure." (Yamcha)	
	Maid Disguise	Enhancement
Instruction	Gives 1 character the Investigation skill or adds to an existing skill.	
Quote	"Be careful he doesn't jump you Nene."	
	Medical Disguise	Enhancement
Instruction	Gives 1 Character Medical skill or +1 to an existing skill.	
	Military Disguise	Enhancement
Instruction	Gives 1 Character Military skill or +1 to an existing skill.	
	Mind Scanner	Enhancement
Instruction	Card owner may copy 1 skill per turn from this Character to give to any other Character.	
Quote	"No! You can't check her memory without her permission..."	
Categories	Computer, Science	
	Mountain Man	Enhancement
Instruction	Give 1 character Climbing skill or +1 to an existing skill.	
Quote	"Don't give up. This is the most incredible alternate route I've ever seen!."	
	Pass Around	Enhancement
Instruction	Use any 1 Equipment or Item carried by opponent. Duration: 4 turns.	
	Patiently Waiting	Enhancement
Instruction	Hold a Disaster at your Location until another Character enters your Location. Maximum time Disaster can be held is 3 turns.	
Categories	Holding	
	Peep Hole	Enhancement
Instruction	Allows you to look at a random card in either your draw pile or an opponent's hand.	
Categories	View	
	Peeping Disguise	Enhancement
Instruction	Gives 1 character Peeping skill or +1 to an existing skill.	
Quote	"We're here at the Hot Springs, and there are beautiful women up there. It would be rude not to peek."	



	Personal Training	Enhancement
Bonus	Attack: +1, Defense: +1	
Instruction	Intense workouts increase Attack & Defense +1. Non-cumulative.	
Quote	"What's the matter, Ranma, weren't you willing to give your life for the art?" -Genma	
	Pleasure Treatment	Enhancement
Instruction	Boosts a Character's Health by 2 while in play.	
Quote	"Is this your Home Robotization plan?"	
Categories	Robot	
	Police Disguise	Enhancement
Instruction	Gives 1 character Police skill or +1 to an existing skill.	
	Police Forensics Expert	Enhancement
Instruction	Gives Computer and Medic skills to a Character.	
Quote	"The results of my investigation were, well.. interesting."	
Categories	Police, Medical, Science	
	Power Chi	Enhancement
Cost	Energy: 3	
Instruction	Use 3 energy to make 1 additional attack this combat round.	
	Robot Flight Crew	Enhancement
Instruction	Play on Flying Vehicle to satisfy Pilot requirement.	
Categories	Robot, Science	
	Robot Guard	Enhancement
Bonus	Attack: 4, Defense: 5	
Uses	1	
Instruction	Use to attack an Opponent's group of Characters as if it were a Disaster. It will not steal an Item.	
Quote	"Only Authorized personnel are allowed In the main computer room."	
Categories	Robot	
	Servant	Enhancement
Instruction	Equip at any Location. Number of uses is equal to Characters Charm. Or discard to pull 1 Equipment from Draw deck.	
	Speed	Enhancement
Bonus	Movement: x2	
Uses	3	
Instruction	Doubles a Character's movement.	
Quote	"Wait. It's to soon. Stick with the plan!"	
Categories	Move	

	Speed II	Enhancement
Instruction	Gives Speed skill to a Character that does not have it. Gives an additional Speed skill to a Character that already has the Speed skill.	
Quote	"Man, that guy oughtta get a ticket for reckless running!"	
	Spirit	Enhancement
Bonus	Energy: +1	
Instruction	+1 to Energy. Limit 6 per deck.	
Text	It is this raw energy of life, channeled through each individual's own Chi, which fuels most of the powers available to Goku, his friends and sometimes even his enemies.	
	Spirit Fighting	Enhancement
Instruction	Requires Chi x2 Skill. +2 to Attack and Defense against Demons, Ogres, Devils and Undead. Gives Dimensional Ability.	
Text	On the interstellar voyage from Earth to Namek, Gohan & Krillin rely on highly focussed meditation skills to maintain their training.	
Categories	Dimensional	
	Survey	Enhancement
Instruction	Requires Flying Skill. Look at the Disasters under any 1 Location adjacent to the Location you are at once per turn. Limit 2 uses.	
Quote	"Hmm, I sense a stronger power. That must be him...I'm coming Kakarot!" (Raditz's Arrival)	
Categories	Viewing	
	Survival Training	Enhancement
Instruction	Gives the Survival, Hunter & Climbing Skills, but does not increase existing Skills.	
Quote	"Survive out here a little while. If you can do that, then I'll teach you how to fight." (Piccolo to Gohan)	
	Teacher Disguise	Enhancement
Instruction	Gives 1 Character Teacher skill or +1 to an existing skill.	
Categories	Science	
	This Device	Enhancement
Instruction	Gives 1 Character the Genius skill or +1 to an existing skill.	
Categories	Science	
	Turbo Boost	Enhancement
Bonus	Movement: +1	
Instruction	Add 1 to the movement of any non-Flying Vehicle	
Quote	"Where are you going with my tank?"	
Categories	Move	

	Wedding Jewels	Enhancement
Bonus	Charm: +2	
Instruction	+2 to 1 Character's Charm.	

  

	Weighted Clothing	Enhancement
Bonus	Attack: +1*, Defense: +1*, Movement: +1*	
Instruction	Wear for 2 turns at -1 Attack and Defense, then permanently add +1 to Attack and Defense.	
Text	Goku and Piccolo both train with weighted clothing to increase their strength and speed.	
Quote	"Hah! I'm twice as fast now." (Goku)	
Categories	Clothing	

  

	Wings Of The Light Hawk	Enhancement
Cost	Energy: 6	
Bonus	Defense: +2	
Instruction	+2 Defense. Blocks 1 Attack per Combat, For Tenchi effect is doubled (+4 Defense and 2 Attacks blocked).	

  

	Wrist Lasers	Enhancement
Bonus	Attack: +2	
Requirements	Robot or Cyborg or Android	
Uses	4	
Instruction	Wrist Lasers may not be reloaded.	
Categories	Missile, Weapon	

  

	Yosho Masaki	Enhancement
Skills	Teacher, Priest, Masaki	
Instruction	Discard Yosho to prevent a Disaster from getting Attack on Character(s) that are running away.	

  

	Yukinojo	Enhancement
Instruction	Gives 1 Character or Vehicle a Pilot skill or +1 to an existing skill.	

  

	Airbus	Equipment
Bonus	Movement: 3	
Instruction	Requires Driving or Pilot. Gives Flying Skill. Carries up to 6 Characters and their Equipment, including 1 non-flying Vehicle.	
Text	Can I buy your magic bus?	
Categories	Flying Vehicle	

	Akagiya 23	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1, Charm: +1	
Requirements	Pilot or Mech	
Skills	Flying, Acrobatics	
Instruction	B-ko gets +2 to Attack & Defense.	
Quote	"The breathtaking "M" line. The Akagiya 23! This is what I'll take you on with!!"	
Categories	Flying, Battlesuit, Clothing	

	Algebra	Equipment
Instruction	Requires Student Skill. Add +1 to Attack or Defense or Movement (bonus is permanent and can't be changed to another Ability later).	
Quote	"Everything is connected. It takes the same kind of ingenuity to solve all problems." (Chi-Chi)	

	Armitage's Gun	Equipment
Bonus	Attack: +1	
Uses	6	
Instruction	Add 1 to Damage. Discard or Reload.	
Quote	"Freeze! Get your hands up."	
Categories	Missile, Weapon	

	Attack Pods	Equipment
Bonus	Attack: +1, Movement: 4	
Instruction	Able to carry one character with all equipment (no vehicles). +1 to Attack.	

	Bio-Ball Remover	Equipment
Instruction	Immediately remove Bio-Ball Disaster from a Character.	
Quote	"Give the girl the remover for the Bio-Ball."	
Categories	Medical, Science	

	Blasters	Equipment
Bonus	Attack: +1	
Instruction	+1 Attack. -2 Chi Skill.	
Text	These wrist-mounted Energy weapons are basic weaponry issued to Freeza's soldiers. They are effective, but surely, the taint of evil is upon them.	

	Bonaparte	Equipment
Bonus	Attack: 5, Defense: 5, Movement: 4, Charm: 3	
Requirements	Driving	
Instruction	Carries 2 Characters with Equipment. Bonaparte is unaffected by Move cards.	
Quote	"Oh, but I'm on my way to the Welfare Department!"	
Categories	Vehicle, Police	

	Comm Goggles	Equipment
Instruction	Skill: Communications Gives 1 Character the Communications skill.	
Quote	"It's them. The list of thirds."	
Categories	Computer, View	
	Comm Phone	Equipment
Uses	2	
Instruction	Bring back 1 Enhancement card from Discard Pile to your hand.	
	Discard or Reload.	
Categories	Computer	
	Computer Link	Equipment
Instruction	1 Character may access any Dimensional Location and gains 'Robot' category.	
Quote	"The Lieutenant was right. Humans don't go where I'm going. Only Robots."	
Categories	Computer	
	Control Cube	Equipment
Instruction	Able to Enter and Attempt Dimensional Locations. Can equip anywhere, any Phase, up to 3 pieces.	
Quote	"Why can't this thing just materialize me a cup of coffee?"	
Categories	Dimensional	
	Desert Skimmer	Equipment
Bonus	Movement: +4	
Instruction	Carries 4 characters and their equipment, excluding vehicles.	
Quote	"Heh, heh, heh. You either pay up or you can get out here!"	
	Dimensional Hammer	Equipment
Bonus	Attack: +2	
Instruction	Equip as Flash Effect. +2 to Attack. 3 uses. Can't be Stolen or Destroyed.	
	Dragon Radar	Equipment
Instruction	All players must reveal any Dragon Balls they have while Dragon Radar is in Play. Only 1 Dragon Radar can be in play at a time. Limit 1 per deck.	
Text	This was Bulma's first invention, and it's still the only way to track Dragon Balls.	
Categories	Viewing	
	Dream Mirror	Equipment
Instruction	Look at the first Disaster at this Location. If you wish, you may choose to confront the second Disaster first, or Discard to view another player's hand. Limit 1 per deck.	
Text	"His family!?! Hmph! This one's too tame to keep. I'll just eat him instead." (Princess Snake)	
Categories	Magic, Viewing	

	Electronic Day Planner	Equipment
Uses	2	
Instruction	On Locations requiring more than 1 skill, you may ignore any one skill requirement that you wish.	
Categories	Computer	

	Floating Car	Equipment
Bonus	Movement: 3	
Instruction	Requires Driving. Carries up to 4 Characters and their Equipment, excluding other Vehicles.	
Text	A low-end Capsule vehicle. It's economical and sturdy.	
Categories	Non-flying Vehicle	

	Giant's Toy Biplane	Equipment
Bonus	Movement: 2	
Instruction	Requires Mech. Gives Flying Skill. Carries up to 3 Characters and their Equipment, excluding other Vehicles.	
Text	Bulma, Krillin and Gohan escape in this from an illusory giant in the Illusory Castle (hey, wait a minute).	
Categories	Flying Vehicle	

	Goz' Flying Machine	Equipment
Bonus	Movement: 2	
Instruction	Requires Strength skill or Group of at least 3 Characters. Immediately Moves one Character two Locations in any direction. If used during combat, Final Attack damage is halved.	
Quote	"I made it myself. I jump on this end, and you go flying!" (Goz)	

	Gravity Ship	Equipment
Bonus	Movement: 1	
Instruction	Carries up to 5 Characters and their Equipment, including 1 non-Planetary Vehicle.	
Text	Custom-fitted with a heavy gravity training area (up to 100 G).	
Categories	Planetary Vehicle, Planetary	

	Hand Computer	Equipment
Instruction	Computer skill or +1 to existing skill.	

	Hand Gun	Equipment
Bonus	Attack: +1	
Instruction	Never needs winding...or reloading. It requires Tech or Robot or Android.	
Text	Dr. Kochin is Dr. Weelo's assistant...and one of his first creations. That fact and his "special modification" are revealed in deadly fashion.	
Categories	Mecha	

	Jet Pack	Equipment
Bonus	Movement: +1	
Instruction	Skill: Flying Give 1 Character the Flying skill and add 1 to Movement.	
Quote	"Wow Co-o-!! I wanna try that too!"	
Categories	Flying	
	K-12 Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Movement: 3	
Instruction	Stats increase to those listed. Gain Flying & Strength skills.	
	Kai's Dimensional Sedan	Equipment
Instruction	Gives Dimensional Ability. Carries up to 2 Characters and their Equipment excluding other Vehicles. Requires Driving and Royalty Skills.	
Quote	"Say, nice wheels." (Goku)	
Categories	Dimensional	
	Lamp of Fire	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Instruction	Muldoon Artifact. Gives Fire Element. Adds +1 to Attack, Defense and Energy.	
	Lamp of the Winds	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Instruction	Muldoon Artifact. Gives Air Element and Flying. Adds +1 to Attack, Defense and Energy.	
	Leon's Boomer Rifle	Equipment
Bonus	Attack: +2	
Instruction	+2 Attack Reload or Discard after 3 uses.	
Quote	"My gun is bigger."	
	Leon's Missile Gun	Equipment
Bonus	Attack: +3	
Instruction	+3 Attack. Discard after 1 use or Reload.	
	Light	Equipment
Instruction	Gives Investigation Skill. View the uppermost Item beneath the Location this Character is at.	
Text	No one know how old these ruins are, but it's been thousands of years since they've even been explored.	
	Linna's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	Flying skill. Linna's Bonuses are +2, and her "knuckle buster" concusser glove doubles all Combat card Attack bonuses.	

	Mackie's Battlesuit	Equipment
Bonus	Attack: 5, Defense: 5, Movement: 3	
Instruction	Stats increase to those listed. Gain Flying, Strength, and Computer skills.	
Quote	"Mackie, blow that door."	
	Mars Shuttle	Equipment
Bonus	Movement: 2	
Requirements	Pilot	
Instruction	Can carry 5 Characters plus 1 vehicle.	
Quote	"Attention ladies and gentlemen. We are now on final approach to our destination."	
Categories	Flying, Vehicle, Planetary	
	Medical Scanner	Equipment
Uses	3	
Instruction	Equip any weapon from your hand at Character's present Location as a Flash Effect.	
Quote	"What's going on? What's the meaning of this machine gun?"	
Categories	Medical, Computer, Science	
	Mihoshi's Laser Pistol	Equipment
Bonus	Attack: +2	
Instruction	+2 Attack. Discard after 6 uses or reload.	
Quote	"Surrender now, or I'll have to blast you, and that will really hurt!"	
	Namek Ship	Equipment
Bonus	Attack: 4, Defense: 4, Movement: 2	
Instruction	Requires Pilot skill or Namek. Carries up to 4 Characters and their Equipment, including one non- Planetary Vehicle.	
Text	Kami used this to remove himself and the evil within him from Namek. Years later, Bulma used it to return in search of the original Dragon Balls.	
Categories	Planetary Vehicle, Planetary	
	Nene's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	Computer skill. Nene's bonuses are +2	
Quote	"Not even wearing armor can hide these measurements!"	
	Pedal Copter	Equipment
Requirements	Strength	
Instruction	Can carry 5 Characters without Equipment or 3 Characters with Equipment.	
Quote	"Well!? Are you coming or not!?"	
Categories	Flying, Vehicle	



	Power Pole	Equipment
Instruction	Attack up to 2 Locations away from the Location Character is at, at -2 from your total Attack per Location, OR Double Movement for 2 Characters without Equipment.	
Text	This powerful weapon, which can extend many times its normal length was given to Goku by his adopted grandfather, Gohan, who won it in a card game from Korin.	

	Priss' Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	Strength skill. Priss' bonuses are +2, and her pin darts always do at least 1 point of Damage.	
Quote	"I got trashed. It was embarrassing."	

	Pruning Shears	Equipment
Bonus	Defense: -2	
Instruction	Use to reduce an opponent's Defense by 2.	
Text	Full Contact Combat Flower Arranging.	

	Razor Balls	Equipment
Cost	Attack: 2*	
Instruction	Place on a Location. Any Character who lands on the Location without Acrobatics or Speed who is not in a vehicle will take 2 damage to Health. Damage lasts until the end of the turn.	
Text	These were just the first of Dr. Weelo's sinister tests.	

	Red Dragon Spirit Capture Star Sword	Equipment
Cost	Energy: 1	
Bonus	Attack: +1	
Instruction	For a cost of 1 Energy, add 1 to your Attack. If Character has Magic skill, add 2 to your Attack instead of 1.	
Categories	Magic, Weapon	

	Ring of Water	Equipment
Bonus	Attack: +1, Defense: +1, Energy: +1	
Instruction	Muldoon Artifact. Gives Water Element. Adds +1 to Attack, Defense and Energy.	

	Robot Slave	Equipment
Instruction	Discard to prevent a Character from being Bonked or Killed once.	
Quote	"Well, one purpose of robots is to help turn human fantasies into realities."	
Categories	Robot	

	Rocket Launcher	Equipment
Bonus	Attack: +3	
Instruction	Requires Weapons Skill. +4 to Attack. 1 use without the Reload card.	
Text	How many times do I have to tell you...drive, then fire!!!	
Categories	Hand-held Weapon	

  

	Ross' Battle Suit	Equipment
Bonus	Attack: 6, Defense: 4, Movement: 3	
Requirements	Police or Pilot	
Instruction	When worn, use Battle Suit's stats instead of Characters. When Battle Suit has taken 8 points of Damage, discard.	
Categories	Battlesuit	

  

	Royal Flying Barge	Equipment
Bonus	Movement: 4	
Instruction	Requires: Pilot or Royalty Carries up to 6 characters and their Equipment including 1 vehicle.	

  

	Saiyan Space Pod	Equipment
Bonus	Defense: +1, Movement: 2	
Instruction	Carries 1 Character with Equipment, excluding other Vehicles.	
Text	Saiyan's travel the vast reaches of space held in suspended animation in these small, computerized craft.	
Categories	Planetary Vehicle, Planetary	

  

	Scouter	Equipment
Instruction	Requires Mech Skill or Freeza. Gives Communications Skill. View Items and Equipment carried by one Character at or adjacent to this Location (but not in a Haven) each turn.	
Text	Originally given to the Saiyans by Freeza, these devices read power levels of any being, and also serve as long-distance communicators.	
Categories	Mecha, Viewing	

  

	Shuttle Craft	Equipment
Bonus	Movement: 1	
Instruction	Character(s) can Enter and Attempt Planetary Location.	
Quote	"If the SDPC is involved, we might as well pack it in."	
Categories	Planetary	

  

	Swamp Boat	Equipment
Instruction	May Scavenge any Swamp or Water Location without the required skills.	
Categories	Vehicle	

	Sylia's Hardsuit	Equipment
Bonus	Attack: +1, Defense: +1, Movement: +1	
Instruction	Flying skill. Sylia's bonuses are +2. Every 3rd round of Combat, she is in close quarters and is able to use her cutting blade. Her Attack bonus increases to +4.	
Quote	"You surpass the K-12 in both mass & mobility."	
	The Masaki Van	Equipment
Bonus	Movement: +3	
Instruction	Carries up to 5 characters and their Equipment. Characters may equip from the van without returning to Haven.	
	Tracer Bug	Equipment
Instruction	Retrieve 1 piece of Equipment from your discard pile and place in your Haven.	
Categories	Computer	
	Transmitter Bra	Equipment
Instruction	Instantly move 1 Character to your Location from anywhere on the Field. 2 uses.	
	Lingerie & Computer	
	Tsunami	Equipment
Bonus	Attack: 9, Defense: 12, Movement: 3	
Instruction	With the Master Key and 3 Power gems, use as Haven. Carry up to 8 Characters.	
Quote	"Jurai Royal family's most powerful ship."	
Categories	Planetary	
	Ura, The Armor Cat	Equipment
Bonus	Defense: +2	
Instruction	+2 Defense and Climbing skill.	
Quote	"Aah, he looks even more like her royal highness when he has the cat around him."	
	Vision's Private Jet	Equipment
Bonus	Movement: 4	
Requirements	Pilot	
Instruction	Can carry up to 4 Characters. For Total Move, in any given turn, can jump over an open area on Field or exit one side of Field and enter another..	
	Yajirobe's Hog	Equipment
Bonus	Movement: 3	
Instruction	Gives Streetwise and Survival Skills. Carries up to 3 Characters and their Equipment, excluding Vehicles.	
Text	Get your Motor running. Heavy metal thunder.	
Categories	Non-flying Vehicle	

	Ambulance	Flash Effect
Instruction	Allows a group or Character to make another full movement.	
	Angel of Mercy	Flash Effect
Instruction	Re-shuffle any 2 discarded non-Character cards back into your Draw Pile OR bring 1 dead Character back into play.	
Quote	"I only need ONE more sample; the most important one!"	
	Assault with Intent to Kill	Flash Effect
Instruction	Gain access to any Haven. Limit 1 per deck. Remove from game after use.	
Quote	"They've lost it."	
	Assisted Flight	Flash Effect
Instruction	Gives 1 Character the Flying skill. Duration: 3 turns.	
Quote	"If I'd known I was going to die today, I wouldn't have done all that homework."	
	Assisted Shot	Flash Effect
Bonus	Attack: +2	
Instruction	+2 to attack with a missile weapon. +3 if Julian is at the Location. Or, gives Marksman skill for 1 Location Scavenge attempt.	
Quote	"If he gets Armitage, I won't last long."	
	Avoid Fire	Flash Effect
Instruction	Prevent any damage to any Equipment from Weapons.	
	Back to Reality	Flash Effect
Instruction	Cause Opponent to discard 1 random card from their hand.	
Categories	Computer	
	Bad Reputation	Flash Effect
Cost	Energy: 0	
Bonus	Charm: -2	
Instruction	Reduce opponent's Charm by 2.	
	Big Sucker Gas Slash	Flash Effect
Cost	Energy: 2	
Bonus	Attack: +2	
Instruction	+2 Attack. -2 Energy.	
Quote	"I hate that name! It's my attack, I wanna name it."	
	Blown Main CPU	Flash Effect
Instruction	Remove 1 random Science or Computer card from play.	
Categories	Computer, Science	

	Broken Back	Flash Effect
Instruction	Opponent unable to perform any action for 1 turn. May only use Equipment for defense (no combat cards allowed).	
	Call To God	Flash Effect
Requirements	Communications	
Instruction	Prevent any Spell type card or Effect when cast.	
Categories	Godling	
	Change Direction	Flash Effect
Instruction	Attach to any Moving Disaster during Disaster Phase. The Disaster permanently moves in the opposite direction from now on, beginning with the next Move phase.	
Quote	"Wow, that little guy's got some moves!" (Vegeta on Krillin)	
Categories	Move	
	Crazy Eyes	Flash Effect
Instruction	Draw 1 additional Combat card.	
Categories	Fear	
	Daylight	Flash Effect
Bonus	Attack: +3	
Instruction	Play this card on any Undead opponent to do 3 Damage or cancel any Undead effect card.	
Quote	"Okay, do it!"	
	Destructo Disk	Flash Effect
Instruction	Requires Chi Skill. Does 3 Damage directly to Health. Limit 1 per turn.	
Quote	"Nappa, don't touch it! You fool!" Vegeta	
	Divert Attack	Flash Effect
Instruction	Requires Chi x2. Direct as many points in Damage as you expend in Energy from 1 Attack to any Character or Disaster at this Location.	
	Dodonpa	Flash Effect
Cost	Energy: 1	
Bonus	Attack: +2	
Instruction	+2 Attack this round	
Text	Judge me by my size, do you?	
	Don't Move	Flash Effect
Instruction	Cancel the effect of 1 Move card.	
Quote	"I'm your punisher!"	
Categories	Holding	

	Emergency Stop	Flash Effect
Instruction	Use to discard an Enhancement or Global card with the Science symbol or category.	
	Equipment Breakdown	Flash Effect
Instruction	Choose 1 peice of Equipment to be discarded.	
	Fake Item	Flash Effect
Instruction	Return one Item Beneath the Location it was originally at. Fake Item cannot be played by anyone again this game. Note: Fake Item cannot be played on any Location where Nanami Jinnai is present.	
Text	The telepathic aliens Raiichi & Zaakro lead Gohan, Krillin and Bulma on an illusion-based wild goose chase.	
	False Moon	Flash Effect
Instruction	Requires Saiyan. Transforms all Saiyans in play to Were-form for 2 turns.	
Quote	"Let me show you a little trick we've learned." (Vegeta)	
	Female Jealousy	Flash Effect
Instruction	No opposing female Characters can work together this turn for Combat or Scavenging.	
	Fire Shield	Flash Effect
Cost	Energy: 3	
Bonus	Defense: 2	
Instruction	For Cost of 3 Energy, add +2 to defense.	
	Flying Block	Flash Effect
Instruction	No Damage from 1 Attack	
Quote	"Yo, Kuno, you feeling okay?"	
	Following Orders	Flash Effect
Instruction	Reverse the results of 1 Charm combat.	
Quote	"Are you trying to blackmail me?"	
Categories	Police	
	Forceful Passage	Flash Effect
Instruction	Allows group to free a blocked Location. Discard Blocking card.	
Quote	"A-ko, did we just hit something?"	
	Frozen	Flash Effect
Instruction	Target takes double damage from all Attacks during the next Combat round this turn. Cannot be played against Fire Element or Water Element.	
Text	Goku finds himself momentarily incapacitated during his battle with Ebi-Furiya and is saved only by the timely intervention of Gohan and Krillin.	

	Genki-Dama	Flash Effect
Cost	Energy: 8	
Bonus	Attack: +*	
Instruction	Requires Chi x3. Add all Energy scores of all Characters in play to your Attack this combat round. All other Characters in group are unable to Attack this round.	
Quote	"It gathers its energy from all life on the planet..." (King Kai)	
	Get Around	Flash Effect
Instruction	Scavenge any Location with Attack & Health (if Health is less than 10) without the necessary skills.	
	Go Fish	Flash Effect
Instruction	Draw 1 card from your Draw pile. If it is a Disaster, discard it.	
Quote	"No carrot unless you catch a fish."	
	Gohan is Angry...	Flash Effect
Cost	Energy: 1	
Bonus	Attack: +4	
Instruction	Add 4 to the Attack of any Character with base Attack < 3 for 1 round.	
Quote	"Impossible! But...my Scouter's indicating. There's no way a boy could have such a high power level! Piece of junk..." (Raditz)	
	Grab 'n Run	Flash Effect
Instruction	Take 1 Item from group in flying vehicle and send them back to Haven.	
	Haste	Flash Effect
Instruction	Adds 1 Movement to entire group this turn, or adds Speed skill to any 1 Character for 1 full turn.	
Quote	"I'm really going to have to motor..." (Goku on Snake Way)	
	Hey, you're not dead!	Flash Effect
Instruction	One Character Killed this round is Bonked instead.	
	Hidden Weapon	Flash Effect
Instruction	Equip any Character on the Field with any Weapon from your Draw Pile or your hand. Reshuffle Draw Pile if card is taken from it.	
Quote	"Ready, Anna? Ready and waiting, Uni!"	
	High Ground	Flash Effect
Bonus	Defense: +1	
Instruction	Requires Climbing or Flying or Genius. +1 to any one Character's defense, and -1 from the Defense of any Character(s) or Disaster(s) Attacking that Character.	

	I've Been Waiting for You	Flash Effect
Instruction	Prevent an opponent from running away from combat.	
Quote	"Shall we settle this fight now?"	
	Introduction	Flash Effect
Instruction	Delays opponent one combat round (no action except defense).	
Quote	"Here are two brand new friends for everyone."	
	Jail Break	Flash Effect
Instruction	Frees any jailed or captured Character.	
Quote	"That does it, this calls for some real action."	
	Jan-Ken-Pon	Flash Effect
Instruction	Play Rock/Scissors/Paper with the player to your left. If you win, Move any 1 Disaster 1 Location forward.	
Quote	"Let's fight it out, then! Loser does all the paperwork!" (Goz & Mez)	
	Just a Scratch	Flash Effect
Bonus	Attack: 0*	
Instruction	Requires Speed. Take 0 Damage from any 1 Attack this round.	
Quote	"You're pretty good. That almost got me!" (Raditz)	
	Kamehameha	Flash Effect
Cost	Energy: *	
Bonus	Attack: +*	
Instruction	Requires Chi x2. Add all of your base Energy to your Attack this round. No Attack and -2 Defense next round.	
Text	Kamehameha means "Turtle Destruction Wave," and is a play on the name of a Hawaiian King.	
Quote	"Darn him! He can raise his power level by concentrating his energy onto one point!" (Raditz)	
	Karaoke Taxi	Flash Effect
Instruction	Play on opponent to remove the Music skill for 2 of their turns.	
Categories	Vehicle, Music	
	Keen Observation	Flash Effect
Instruction	Destroys one random card from any one player's draw pile.	
Text	Hey, there's people out there!	
	Know When to Run	Flash Effect
Instruction	Group takes only half Damage from a Final Attack when Running Away.	
Text	Oh jeez, what was I thinking? Man, am I in for it now! Anybody want to trade a sword for some painkillers?	



	Laser Eyes	Flash Effect
Bonus	Attack: +2	
Instruction	Play on a Combat Disaster. +2 to the Disaster's Attack for the duration of the combat.	
Quote	"We don't want anybody watchin' us!" (Nappa to Naval Fleet)	
	Last Chance to Confess	Flash Effect
Instruction	Stops the effects of 1 Police type card except Disasters.	
Quote	"A suspect's got rights, you know? Like the right to remain silent!"	
Categories	Police	
	Loving You	Flash Effect
Bonus	Charm: +3	
Instruction	Add 3 to your Charm when combating Robots, Androids or Cyborgs.	
Quote	"I was so worried! Are you all right? Did they hurt you?"	
	Lucky Shot	Flash Effect
Instruction	Remove any Weapon from play.	
Quote	"Gotcha"	
	Makkankoupousou	Flash Effect
Instruction	Requires Chi Skill. Each successive Round Character remains out of Combat, store an additional 2 points of Character's available Energy for this Attack. Attack = twice total Energy stored. Disregard all of target's Equipment Defense bonuses.	
Quote	"I was saving it for you, Goku." (Piccolo)	
	Medical Treatment	Flash Effect
Instruction	Restore any non-discarded Character to full health.	
	Meltdown	Flash Effect
Instruction	Play before Attacking. A successful Attack (i.e., at least 1 Damage is done) Bonks Character or defeats Disaster.	
Text	Ack! Oop!	
	Mihoshi's Driving	Flash Effect
Instruction	Place 1 destroyed Vehicle back in hand.	
	Mindtap	Flash Effect
Instruction	Requires ESP Skill in play. Look at top 4 cards in another player's Draw pile. Then, put them back in the same order.	
Text	When Bulma, Gohan and Krillin crash-land on their planet, Raichi & Zaakro read Bulma's mind, learning of their mission to Namek and its Dragon Balls.	
Categories	Viewing	

	Minor Injury	Flash Effect
Cost	Defense: -1	
Bonus	Attack: +2	
Instruction	Add 2 to Damage and subtract 1 from defense for 1 combat round.	
Quote	"Yeah! Yeah! We were really close! Yeah, how do you think I got THIS?"	
	Misdirection	Flash Effect
Instruction	Control direction and distance of movement by any Character or Disaster in motion, within it's current motion limits.	
	Missile Walk	Flash Effect
Requirements	Movement 4+	
Instruction	Take no damage from weapons for 1 combat.	
Categories	Move	
	Moon Destruction	Flash Effect
Instruction	Requires Attack > 7 or Planetary ability & Attack > 4. Cancels 1 Full Moon or False Moon or defeats 1 Planetary Disaster.	
Quote	"The moon. . .they need the moon!" (Piccolo on witnessing Gohan's transformation)	
	Mother Instinct	Flash Effect
Bonus	Attack: +3	
Instruction	+3 Attack to any one (1) Character with Teacher skill.	
Quote	"Chi-Chi's pretty protective of Gohan." (Goku)	
	Motorcycle Getaway	Flash Effect
Instruction	Stop the actions of any Holding card.	
Quote	"No! Wake up! Eyes on the road!"	
Categories	Move	
	Out of the Frying Pan	Flash Effect
Instruction	Swap any one Combat Disaster in play with another Combat Disaster in play.	
Quote	"I'm going to be fondue if I don't get out of here!" (Gohan)	
Categories	Move	
	Over the Edge	Flash Effect
Instruction	Discard 1 Disaster. Remove this card from game after use. Limit 1 per player.	
Quote	"Bon Voyage."	
Categories	Unique	

	Panic Attack	Flash Effect
Cost	Energy: 2	
Bonus	Attack: +2	
Requirements	Fire Element	
Instruction	For the Cost of 2 Energy, add 2 to an attack.	
Categories	Fear, Fire	
	Pay Attention	Flash Effect
Instruction	Immobilize any 1 Character or Disaster for 1 Turn.	
Quote	"Was that part of the routine?" "No."	
	Pentacle	Flash Effect
Cost	Energy: 2	
Instruction	Play to negate 1 Energy Attack or remove an existing Energy effect for the cost of 2 Energy.	
Categories	Magic	
	Plotting	Flash Effect
Instruction	Discard any Horde or Illusion effect card.	
Quote	"Uh-oh! Class is starting!"	
	Possession	Flash Effect
Instruction	Use 1 of Opponent's Characters for 1 turn.	
	Power Push	Flash Effect
Instruction	Move an opponent 1 Location in any direction.	
Quote	"Good. Let's call it a day."	
Categories	Move	
	Regeneration	Flash Effect
Cost	Energy: 1	
Instruction	Requires Shape Change skill. Immediately restores any non-bonked, living Character's Health to full and grants one additional Attack this round.	
Quote	"Man, that's handy." (Krillin)	
	Reload	Flash Effect
Instruction	Restores any weapon to full number of uses.	
	Rescue	Flash Effect
Instruction	Choose two cards from your Discard pile and shuffle them back into your Draw pile. (You may not put an Item card into your Draw pile.)	
	Reverse Attack	Flash Effect
Instruction	Reverse the effects of one Attack.	

	Rock/Paper/Scissors	Flash Effect
Instruction	Play rock/paper/scissors with an opponent. If you win, delay opponent for 1 turn.	
Quote	"I won again!! You're not very good, are you? How cute!"	

  

	Royal Librarian	Flash Effect
Instruction	Take any 3 cards from Draw Pile. Place 1 in your hand, Place the other 2 at the top of the Pile. Remove Librarian from game.	
Quote	"Of course I'm sure. I'm Dr. Schtalubaugh."	

  

	'Scuse Us	Flash Effect
Instruction	Use to discard any Move or Holding card in play.	

  

	Shen Lon	Flash Effect
Instruction	Choose 1 of the following: Take any 1 card of your choice from your Draw Pile and play it immediately. Move 1 Disaster to any non-Haven Location. Draw 4 random cards from your Draw pile. Discard any Disasters. Place the rest in your Haven. 1 per deck. No Scavenging next turn.	

  

	Shi Chi Hokodan	Flash Effect
Cost	Energy: *	
Bonus	Attack: +4	
Instruction	For the entire amount of a Character's Energy (minimum of 3) gain +4 to 1 attack.	

  

	Shield	Flash Effect
Cost	Energy: 3	
Bonus	Attack: 0	
Instruction	Protects any 1 Character or Disaster from all Damage this round.	
Quote	"Gee, that felt good; kind of. . .refreshing." (Vegeta)	

  

	Split Form	Flash Effect
Bonus	Attack: 2x	
Instruction	Requires Shape Change or Splitting Skill. 2 Attacks per round for the remainder of this Combat.	
Text	Piccolo uses this technique for intense training in isolation. Krillin later also learns it from Kami.	
Quote	"Now where would I be hiding if I were me?" (Piccolo to Piccolo)	

  

	Spotlight	Flash Effect
Instruction	All players must play the next 3 turns with hands face up.	

  

	Stand Up Straight	Flash Effect
Instruction	Any Character at 0 is brought back to full health and can act this round.	

	Striptease	Flash Effect
Instruction	Males are unable to Scavenge or help in Combat.	
Quote	"Hey, boy.."	
Categories	Clothing, Holding	
	Sudden Recall	Flash Effect
Instruction	Return 1 Character to Haven immediately and restore Health to full if Damage has been taken.	
Quote	"Oh dear. Have I chosen a bad time to bring you back?"	
Categories	Move	
	Sunshine Daydream	Flash Effect
Instruction	Cancels any 1 Holding card. or gives either the Music or Pure Heart Skill to a Character that does not have it.	
Text	Gohan has a vivid imagination.	
	Supreme Battle Aura	Flash Effect
Instruction	Cast any 1 Energy effect with no Energy cost.	
	Take Your Best Shot	Flash Effect
Bonus	Attack: +1, Defense: +1	
Instruction	Add 1 to Attack and Defense.	
Quote	"Where the hell did you learn to shoot like that? The Academy."	
	Taunt	Flash Effect
Instruction	Causes opponent to be at -1 Attack and -2 Defense for 1 combat round.	
	Telekinese	Flash Effect
Cost	Energy: *	
Bonus	Movement: *	
Instruction	A Character may Move one Item from its current Location to an adjacent Location. Energy cost equals the distance to the target Item. The Energy is lost until your next turn. Limit 1 Telekinese per turn.	
Categories	Move	
	Temporal Disturbance	Flash Effect
Instruction	Characters or Disasters at 1 Location unable to move for 1 Turn.	
	Time Out!	Flash Effect
Instruction	Either all the Characters or all the Disasters at one Location perform no action for 1 turn.	
Quote	"We'll wait two hours. Let's see if Kakarot is really going to show." (Vegeta)	
Categories	Holding	

	Training Partner	Flash Effect
Instruction	If Personal Training is in play, use to increase 1 stat by +2 for 1 character for this combat round.	

  

	Ultimate Sacrifice	Flash Effect
Instruction	Kill 1 Character to destroy 1 Combat Disaster.	
Quote	"...fool! If that hits, it will destroy us both." (Raditz) "Then I guess we'll go together." (Goku)	

  

	Wake Up Call	Flash Effect
Instruction	Use to discard 1 Holding card in play.	
Quote	"To fool Ayaka Kisaragi, you've got to get up pretty early in the morning."	
Categories	Gift	

  

	Washu's Space Time Converter	Flash Effect
Instruction	Immediately cancel the results of 1 combat	

  

	Water Kettle	Flash Effect
Instruction	Allows a Character to transform instantly. You may have up to 6 in Draw deck.	

  

	Water Spear	Flash Effect
Cost	Energy: 2	
Bonus	Attack: +2	
Instruction	For a cost of 2 Energy, Add 2 to Attack.	

  

	Who Sows the Wind	Flash Effect
Cost	Energy: 3	
Instruction	Requires Chi x2 skill. -5 to Attack and Defense of 1 Character or Disaster at this Location for the duration of this Combat.	
Quote	"Wow! Piccolo did that?!" (Gohan)	

  

	Wrath of the Eye of God	Flash Effect
Instruction	Destroys any card in play except Havens.	
Quote	"When the Eye of God blinks, the path to the sky shall open up and the Shadow Nation becomes one."	

  

	Yoiko-no-taiso Step 1	Flash Effect
Instruction	Successful attack Bonks opponent and their Attack strength is added to yours next Combat round.	
Quote	"Behold, delinquent. Feel the power of the Anything Goes technique!"	

  

	Acrophobia	Global Effect
Uses	4	
Instruction	Remove Climbing or Flying from any Character for 1 turn.	
Categories	Fear	

	Alliance	Global Effect
Instruction	Requires Pure Heart or Blind Luck. At any time during a Combat, teleport any other Player's Character in play to the Location your Characters are at to Ally with your Characters. After Combat is over, the Characters teleports back (if it survives). Limit 3 uses.	
Quote	"There's only one chance you'll beat him...and that's if I go with you."	
	Breaking and Entering	Global Effect
Instruction	Enter any Location with only 1 of the required skills.	
Quote	"This year, we vacation on the Cote D'Azure again."	
	Briefing	Global Effect
Instruction	View top 4 cards of your Draw Pile. Replace in any order you wish. 2 uses.	
Quote	"You really should be listening to this, you know."	
	Broken Bonds	Global Effect
Uses	3 (special)	
Instruction	Free any Held Character or Defeat any Holding Card. If your Makoto Mizuhara is in play you get 4 uses.	
Categories	Computer, Magic	
	Classy Crooks	Global Effect
Requirements	Police or Streetwise	
Instruction	Disasters may not steal Gift or Clothing Items. Limit 1 per deck.	
Categories	Police	
	Combat Training	Global Effect
Bonus	Attack: +1, Defense: +1	
Instruction	All Characters gain +1 attack and +1 defense for each Combat Training in play up to 3.	
	Dr. Raven	Global Effect
Instruction	All Equipment destroyed while in play is reshuffled into Draw deck.	
Quote	"Call me Doctor! How many times do I have to tell you?"	
Categories	Science	
	Dr. Stingray	Global Effect
Instruction	All Boomers -2 Attack & Defense. Other Disasters -1 Attack & Defense. 3 uses.	
Quote	"It's been a whole week daddy. . . When are you coming home?"	
Categories	Science	

	Elite Medical Staff	Global Effect
Uses	2	
Instruction	Shuffle any Killed Character back into your Draw Pile.	
Quote	"Over fifty percent of his body will be replacement parts."	
Categories	Medical	
	Equipment Retrieval	Global Effect
Instruction	2 uses. Take any 1 Equipment from your Draw pile and give it to any Character. Re-shuffle Draw pile.	
	Final Stand	Global Effect
Instruction	Add 1 Health to all of your Characters at a Location for 1 round. 2 uses.	
	Frothy Mugs of Water	Global Effect
Instruction	Duration: 3 turns. All Killed Characters are Bonked instead, and all Defeated Disasters are re-shuffled into their owners Draw Pile. Limit 1 per deck.	
Text	You have been picked up for broadcast in the U.S. and are now being heavily censored.	
	Great King Yemma	Global Effect
Instruction	Gives access to any Dimensional Location. 3 uses.	
Text	Yemma is in charge of the check-in station to the afterlife.	
Quote	"Kami! I heard that! You little weasel. I'll remember that when I'm passing sentence on you! Ha, ha, ha!" (King Yemma)	
Categories	Ogre, Dimensional	
	Guardian of the Earth	Global Effect
Instruction	Any of your Characters with the Chi or Martial Arts Skill gain +1 Defense and the Splitting Skill.	
Quote	"The Guardian of the Earth. Goku knows him well. No doubt Kami has some special purpose in mind..."	
	Guru	Global Effect
Instruction	During the Equip phase, select any Enhancement card from your Draw Pile and Play it on any Character in a Haven. Re-shuffle your Draw pile. Limit 3 uses.	
Text	The asexual Namek reproduce by mitosis. Guru is the first Namek and progenitor of the entire race. Guru created the original Dragon Balls and can awaken the "sleeping power" in any being.	
	Happy Ending	Global Effect
Instruction	Owner wins any ties. If Disasters win the game by 1 Item, owner wins the game Instead.	
Categories	Cute	



	Happy Students	Global Effect
Instruction	All Students may ignore School Disasters and effects.	
Quote	"I'll remember this vacation forever!"	
Categories	School	
	Hiding Out	Global Effect
Instruction	2 uses. Choose a Group: Disasters will skip their Location during a Disaster phase. Limit 1 per deck.	
Quote	"You get yourself killed if you want, I'm staying right here." (Yajirobe to Krillin and Gohan)	
	Interference	Global Effect
Instruction	Cancels any card which views other cards. Discard after 3 uses.	
	Interrogation	Global Effect
Uses	2	
Instruction	Steal an Item from an opponent at your Location. Limit 1 per deck. Remove from game after 2nd use.	
Quote	"He confessed to 5 counts of rape without being asked."	
Categories	Fear, Police	
	Kasumi	Global Effect
Instruction	Gives 1 Character the Cooking skill and prevents any Items or Equipment from being stolen or destroyed. 3 uses.	
	King Kai	Global Effect
Instruction	Adds 1 Chi Skill, +1 Attack to your Character with Charm > 3 for the duration of the game. Limit 1 per deck. Gives ESP Skill to any 1 of your Characters once per turn.	
Quote	"Forget it! I won't train someone who has no sense of humor."	
	Late for School	Global Effect
Bonus	Movement: +1	
Instruction	All Students add 1 to Movement.	
Categories	Move	
	Masaki Comes Visiting	Global Effect
Instruction	Opposing character(s). unable to do ANYTHING except entertain Masaki for 1 turn. 3 uses	
Quote	"...but, but, I've been trying to tell you..."	
	Medical Regenerator	Global Effect
Instruction	Limit 1 Character at a time: Immediately after a Character of yours is Killed, place it in the Regenerator, rather than in the Discard pile. After 3 turns, you may return the Character to your Haven (with Enhancements), restored to full Health.	

	Mega Motoslave	Global Effect
Instruction	Allows 1 Character to Equip a Hardsuit anywhere or adds +5 to Defense for 1 combat. 2 uses.	
Quote	"I need more power to fight this guy. More than I've ever had before."	
	Palace Guard	Global Effect
Bonus	Attack: +1, Defense: +2	
Instruction	Must have Royalty in party to use. Adds to Attack and Defense of entire party. Use 1, plus 1 additional for each Haven in play.	
	Police Reinforcements	Global Effect
Bonus	Attack: +1, Defense: +1	
Requirements	Police	
Instruction	Only 1 Character per turn may gain the +1 Attack and Defense.	
Categories	Police, Horde	
	Power Grip	Global Effect
Instruction	Party can not be moved from current Location. 2 uses.	
	Power Sense	Global Effect
Instruction	3 uses. Force a player to show you all of the cards they have in play, in their Haven, or in their hand.	
Quote	"Hah! If you can't see your enemy feel him out." (Piccolo)	
	Power Up	Global Effect
Cost	Energy: -*	
Bonus	Attack: +*, Defense: +*	
Instruction	Keep a Character out of Combat. Get +1 Attack & Defense per Chi Skill the Character has. Bonus accumulates each successive round Character stays out of Combat at an Energy cost of 1 per round. Bonus lasts remainder of Combat. Limit 1 use per turn.	
Quote	"I don't believe it! His power level is incredible! And it keeps rising!" (Vegeta)	
	Ready to Go	Global Effect
Bonus	Movement: +3	
Uses	3	
Instruction	Add 3 to the Movement of a non-flying Vehicle	
Categories	Vehicle, Move, Police	
	Refuge	Global Effect
Instruction	You may store 2 Flash Effects here. Place during the Discard phase.	

	Relaxing Hot Springs	Global Effect
Instruction	Character(s) of the opposite sex of Player at one location drop all Equipment and Items and move 1 Location for 1 Turn. 2 uses, then remove from game.	
Quote	"I can feel the tension just drain out of me."	
	Satellite Observation	Global Effect
Uses	5	
Instruction	Cancels the effect of 1 View Card against owner for 1 turn.	
Categories	View	
	Security Camera	Global Effect
Uses	3	
Instruction	Look at top card of any Pile.	
Quote	"You better get out of here or I will call the security gadget."	
Categories	Computer, View	
	Shortcut	Global Effect
Instruction	Go directly to one Location. Limit two per deck.	
Quote	"There it is! We'll take a shortcut.."	
Categories	Move	
	Slow Moving Traffic	Global Effect
Bonus	Movement: 1	
Instruction	3 uses. Any 1 Disaster in play Moves just 1 Location during its next Move phase. Limit 1 per deck.	
Text	Hey don't ask me. That's not my job.	
	Spy Camera	Global Effect
Instruction	View any opponent's hand. 3 uses.	
Quote	"I have to track my son's development."	
	Surveillance	Global Effect
Instruction	View cards under any 1 Location. Discard after 2 uses.	
	Tender Moment	Global Effect
Bonus	Charm: +1	
Instruction	All Characters gain +1 to Charm. Non-cumulative.	
Quote	"A hope is a feeling, maybe you'll be OK."	
	Training with Kami	Global Effect
Instruction	All of your Characters with the Martial Arts Skill gain the Chi Skill for the duration of the game.	
Quote	"It's not often that you get to be trained by the Guardian of the Earth!" (Yamcha)	

	A-ko's House	Haven
Instruction	Allows 1 Character per turn to add the Strength skill for 1 turn.	
Categories	Haven	
	Floristica Palace Room	Haven
Instruction	1 Character from this Haven may add the Royalty skill any given turn.	
Categories	Haven	
	Gohan's Cave	Haven
Instruction	Each turn, one of your Characters may add the Survival, Hunter or Climbing Skill.	
Categories	Haven	
	King Kai's Bungalow	Haven
Instruction	Each turn, one of you Characters may add a Strength, Cooking or ESP Skill.	
Text	Martial Arts training and good eats.	
Quote	"That's the last of the bean tacos!"	
Categories	Haven	
	Lunch's House	Haven
Instruction	Each turn, one of you Characters may add the Communications or Weapons Skill.	
Categories	Haven	
	Masaki House	Haven
Instruction	1 Character from this Haven may add the Cooking or Priest skill any given turn.	
Categories	Haven	
	Mihoshi's Mothership	Haven
Instruction	1 Character from this Haven may add the Police skill any given turn.	
Categories	Haven	
	Otherworld Lounge	Haven
Instruction	Each turn, one of your Characters may add the Dimensional ability or Magic Skill.	
Text	Sometimes a hangout can be too hip for your own good.	
Categories	Haven	
	Phantom Quest Corporation	Haven
Instruction	One Character from this Haven may choose to ignore Spirit cards.	
Categories	Haven	
	Raven's Garage	Haven
Instruction	Characters from this Haven do not lose Equipment when it is destroyed. Return cards to draw pile.	
Categories	Haven	

	Roshi's Veranda	Haven
Instruction	Each turn, one of your Characters may add the Water Element or Chi Skill.	
Categories	Haven	
	Ross' Apartment	Haven
Instruction	Choose 1 Character per game from this Haven to be unaffected by Robot cards.	
Quote	"Oh, smells stale."	
Categories	Haven	
	Squad Bay	Haven
Instruction	Characters from this Haven may Equip any non-flying vehicle anywhere on the Field once per turn.	
Categories	Haven	
	The Silky Doll	Haven
Instruction	All Characters from this Haven may add +1 to Charm any given turn.	
Categories	Haven	
	The Tendo Dojo	Haven
Instruction	1 Character from this Haven may add the Martial Arts skill any given turn.	
Categories	Haven	
	West Side City Hospital	Haven
Instruction	Characters from this Haven may be placed here immediately when Bonked.	
Categories	Haven	
	2 Dragon Balls	Item
Instruction	Limit 2 per deck.	
	3 Dragon Balls	Item
Instruction	Limit 1 per deck. If another 3 Dragon Balls has already been turned up, that card is now 3 fake Dragon Balls (it still counts as an Item).	
	5 Yen Coin	Item
Instruction	Discard coin to defeat Miss Hinako or any money Disaster.	
	Alarm Clock	Item
Instruction	Use to Scavenge 1 Dream Location per game without meeting ANY requirements.	
Quote	"Look at the time! I'm gonna be late!!"	
	Ancient Pottery	Item
Instruction	One Character gains the Archaeology or adds 1 to an existing Archaeology skill when carrying this Item.	
Categories	Artifact, Gift	

	Antiques	Item
Instruction	Allows you to Scavenge any Museum Location without the required skills.	
Quote	"The other valuables are no concern of mine. But you have to put that painting back where you found it!"	
Categories	Gift, Money	
	B-ko's English Textbook	Item
Instruction	When in a Students possession, allows you to Scavenge any School Location.	
Quote	"I've finished translating... All of it."	
Categories	Knowledge	
	Baby Dragon	Item
Instruction	+1 Damage, Defense, Movement and Charm to any Character with base Attack of 1.	
Categories	Animal, Magic	
	Barbells	Item
Instruction	Gives Strength skill or +1 to existing skill	
Quote	"Such power, such strength... Truly a tigress among kittens."	
	Bills and Calculator	Item
Instruction	Holder cannot be attacked by Money Disasters.	
Quote	"The U Division will only pay this much.."	
Categories	Money	
	Breather Mask	Item
Instruction	User is unaffected by Vapor cards.	
Quote	"The gas masks and steam sterilization really don't do very much."	
Categories	Clothing	
	Bugrom Big Raid Medal	Item
Instruction	Scavenge Bugrom Homeland without required skills. All Bugrom opponents are -2 attack and defense.	
Quote	"An entire country crushed in your first battle!"	
	C-ko Kotobuki	Item
Cost	Attack: -1	
Instruction	While in possession minus 1 to all your Attacks. Counts as 2 Items for final Item tally.	
Quote	"Gee, I know I'm cute, but you all don't have to stare like that! How embarrassing!"	
Categories	Cute	

	C-ko's Lunch	Item
Quote	"And it came out so pretty, too .."	
Categories	Food	
	Capsule Army Knife	Item
Instruction	Once per game, retrieve any Equipment under a Location without Scavenging the Location.	
	Chang Tiger Clan Ring	Item
Instruction	Character with ring can not be attacked by GD-42. Discard ring to defeat GD-42.	
Quote	"I'm Scared...not that I might die, but of what I'm trying to do."	
	Cleaning Supplies	Item
Instruction	Priest Skill or +1 to an existing skill.	
	Compact	Item
Bonus	Charm: +1	
Instruction	Add 1 to Charm of a female Character in possession of this Item.	
Categories	Clothing	
	Cross	Item
Bonus	Defense: +2	
Instruction	Minus 2 damage from all Undead or Spirit Disaster attacks.	
Quote	"I'm not going to let you get away this time, buster!"	
Categories	Gift	
	Cute Little Dolly	Item
Instruction	+2 Charm while you have it.	
Quote	"I must ask you something serious." "What's that?" "It is a cute little dolly."	
	Cynthia	Item
Instruction	Stops Satellite Strike or discard to direct 1 strike within it's movement.	
	Defense Minister Callahan	Item
Instruction	Military Skill or +1 to an existing skill.	
Text	Callahan is a Genom puppet.	
	Dimensional Sleep Chamber	Item
Instruction	Travel to dimensional locations.	
Quote	"Through the endless years I have waited for you , my dear Makoto."	
Categories	Dimensional	
	Dirty Laundry	Item
Quote	"What is this place?" "Where did all these come from!?"	
Categories	Clothing	

	Dragon Ball	Item
Instruction	Limit 3 per deck.	
Quote	"On this planet we have something we call Dragon Balls. Whoever brings all 7 Dragon Balls together gets any one wish granted."	
	Earrings	Item
Text	Chain earrings are a punk fad on Mars.	
Categories	Clothing	
	Family Picture	Item
Text	One of the only known pictures of Armitage as a child. She is shown with her father, the famous scientist.	
	Firewood	Item
Instruction	Gives +2 Attack and Fire Element to the Character carrying it.	
Quote	"Yo Goku, you think you've got enough firewood there?"	
	Flying Nimbus	Item
Instruction	Any Character with Pure Heart skill carrying this card gets +4 Movement, Flying Skill and Speed while carrying the Nimbus.	
Text	Goku received this magic cloud as a boy from Master Roshi for helping Roshi's pet turtle.	
	Galaxy Destroyer Remote	Item
Instruction	Defeats Galaxy Destroyer Disaster or discard to direct 1 Attack by Galaxy Destroyer within its Motion.	
	Galaxy Police Flag	Item
Instruction	Police skill or +1 to existing skill	
Quote	"Tell me, what do the Galaxy Police want in a place like this?"	
	Glass of Wine	Item
Text	Captain Napolipolita does not function very well without her daily intake of wine.	
Quote	"Booze! I need booze!!"	
Categories	Food	
	Go Board	Item
Quote	"Where do those pieces keep disappearing to?"	
	Gohan's Dragon Ball	Item
Instruction	Limit 1 per deck.	
	Gohan's Supplies	Item
Instruction	You must show this Item. Gives Medic or Communications or Cooking Skill once per turn. -1 to Movement.	
Categories	Food, Clothing	



	Group Photo	Item
Instruction	When in your possession, group cannot be divided or members returned to Havens who aren't bonked or killed.	
	Horned Mongoose Whistle	Item
Instruction	Discard to defeat Yamata No Orochi Disaster	
Quote	"Blow on this. It will keep the monsters away."	
	Ifurita's Power Key Staff	Item
Instruction	Stops Ifurita Attack or discard to direct 1 Attack within her movement	
Quote	"Whoever holds the staff commands Ifurita."	
	Juraian Royal Teardrop	Item
Quote	"This flower shouldn't be used for happy occasions."	
	Kelly McCanon Poster	Item
Instruction	Use to Scavenge Country Bar Location. Defeats any Music Disaster.	
Quote	"She was the most popular Country singer in the Universe. The last one, in fact."	
Categories	Music	
	Keys	Item
Text	Keys make it much easier to get in.	
	King Yemma's Fruit	Item
Instruction	Discard to Double your Health for 3 turns.	
Quote	"Just one piece will double a man's strength and keep him full for 3 months." (Mez)	
Categories	Food	
	Kodachi's School Dress	Item
Text	The Uniform for St. Hebereke School For Girls. Kodachi rarely uses hers....	
	Lab Computers	Item
Text	Used in the creation and development of artificial lifeforms.	
Quote	"Destroy everything! Delete it all."	
Categories	Computer, Medical	
	Lemlia	Item
Instruction	Gives Royalty Skill. +1 to Charm. +1 Attack against Insect or Bugrom.	
Text	The most beautiful Arlian female. Wife of Atlia. Separated by a tyrant king, are reunited courtesy of Vegeta, just before he blows up their planet.	
Categories	Insect, Alien, Bugrom	
	Lingerie	Item
Instruction	Seduction skill or adds +1 to an existing skill.	

	Lisa Vanett's Camera	Item
Instruction	View objects carried by Character(s) at any 1 Location.	
Quote	"Of course! I'm going to uncover the identities of the Knight Sabers!"	
	Mecha Plans	Item
Bonus	Attack: +1	
Instruction	Adds 1 to Attack to 1 Mecha / Battlesuit in party.	
Quote	"I'm confiscating these."	
Categories	Science	
	Mighty Fridge	Item
Instruction	Discard this to Defeat any 1 Minor Combat Disaster.	
Text	A HEAVY-duty appliance.	
	Mountain Sign Post	Item
Instruction	Cancels any card that moves your group to another Location.	
Quote	"Don't ever fall in love with a mountain man. Your heart's left in a valley as he climbs again."	
	Mrs. Tendo's Cookbook	Item
Instruction	Cooking Skill or +1 to an existing skill.	
	Musical Instrument	Item
Instruction	Music skill, or +1 to existing skill.	
	Okonomiyaki (Ukyo's Pizza)	Item
Instruction	Discard to remove Hungry Disasters	
	Phobian	Item
Instruction	Allows you to complete any Tree Location.	
Quote	"The professor wishes to complete the original terraforming plans."	
Categories	Android, Science	
	Piece of Cake	Item
Instruction	Discard to remove Hungry Disasters	
Quote	"Oh no, I knew I shouldn't have eaten it all. What do I do now?"	
	Power Gem	Item
Instruction	+1 to Energy stat. limit 2 gems per Character. Ryoko's gains +1 Attack.	
Quote	"Now I have all the Gems. Marvelous power...SPLENDID!"	
	Presents	Item
Instruction	Once per game, during the Draw phase, you may take one Item from your Discard pile and place it beneath any Location with an unrevealed Disaster.	

	Priss' First Live Concert Poster	Item
Instruction	Defeats Priss & The Replicants Disaster.	
Quote	"Are you sure you want to throw this away? It was your first live concert."	
	Project Greenpeace	Item
Text	Project Greenpeace was terminated by the Government before being completed.	
Quote	"I was right, it wasn't a dream. Up there. That must be where I was."	
Categories	Science	
	Reference Books	Item
Skills	Student	
Instruction	Look at 1 Item under any Location once every 4 turns while Character is carrying this Item.	
Categories	Knowledge	
	Refreshing Drink	Item
Instruction	Discard to heal 1 Damaged character to full Health	
	Royal Painting	Item
Instruction	Will allow you to enter City of Foristica without required skills	
	Ryu-Oh's Seed	Item
Instruction	Will allow you to Scavenge The Juraian Royal Trees Location without the required skills.	
	Sake Tub	Item
Instruction	Hot Tub card.	
Text	A nice item to relax with while bathing.	
	Samurai Gohan	Item
Instruction	Gives the Weapons, Swordsman and Military Skills to a Character that does not have them.	
	Senzu Beans	Item
Instruction	Discard to restore up to 3 Character to full Health	
Text	Korrrin, the 800 year-old cat- wizard, grows these.	
Categories	Magic, Medical, Food	
	Sexaroid Data Disk	Item
Instruction	Defeats 33-S Sexaroid and recovers articles it is carrying.	
Quote	"Soon, we'll be able to live under our own power"	
	Ship's Auto-Toilet	Item
Instruction	Once per game, play 1 Equipment as a Flash Effect.	
Text	Bulma does her best to get the hang of the Namek ship's controls. It takes a while.	

	Sleepy Grass	Item
Instruction	Discard to gain first Attack (rather than simultaneous as normal) for the duration of one Combat.	
Quote	"It's a little crude, but it should work."	
Categories	Magic, Food	
	Soft Bath Towel	Item
Instruction	Enter any Location with Hot Spring, Hot Tub or Bathing Area without the required skills	
	Spirit Protection Tablet	Item
Cost	Energy: *	
Bonus	Attack: *, Defense: 1	
Instruction	Adds 1 to Defense for bearer against Spirit, Demon or Devil type cards. Use Energy to add to Attack, where the Damage bonus is Equal to the Energy expended.	
Categories	Spirit, Magic	
	Tail Steak	Item
Instruction	+1 to total Health.	
Quote	"Hey! Tail steak for breakfast again!"	
Categories	Food	
	Technological Artifact	Item
Instruction	Gives Archaeology Skill. Discard to defeat 1 Non-Combat Disaster.	
Text	Gohan found this ancient Construction Robot stuck in a desert cave. When the cave collapses, the noble machine sacrificed itself to save Gohan.	
Categories	Robot	
	Tenchi the Master Key	Item
Requirements	Royalty	
Instruction	+2 Attack. Hold up to 3 Power Gems.	
Quote	"It is said that sword holds the greatest energy in the universe when held by a suitable owner. Are you that owner?"	
	Tortoise	Item
Instruction	Gives Pure Heart Skill to a Character that does not have it. Gives access to the Kame House Location.	
Quote	"All right, Mr. Tortoise, put up your dukes."	
	Training Book	Item
Instruction	+1 Damage while in your possession.	
Categories	Police, Knowledge	

	Washu's Baby Formula	Item
Instruction	Discard to defeat Baby Disaster	
Quote	"Makes you big, makes you strong. Yes, this is it."	
	A.D. Police HQ	Location
Abilities	Attack: 3, Defense: 16	
Requirements	Police & Bureaucracy or Seduction & Computer	
Quote	"What about Nene?" "She'll be at A.D. Police HQ, updating us on the situation."	
	Alien Jungle	Location
Requirements	Hunter or Survival or Strength	
Quote	"...and that's all right by me."	
Categories	Planetary	
	Alien Landing Site	Location
Requirements	Military & Police & Investigation or Investigation & Tech or Tech & Genius or Alien	
	Alien Ship	Location
Requirements	Flying & Strength & Weapon or Flying & Strength x2	
Quote	"Forgive the intrusion, but you're needed on the bridge."	
Categories	Alien, Planetary	
	Arena	Location
Requirements	Swordsman or Chi x3	
Text	It is here that Goku must face the creations of Dr. Weelo.	
	B-ko's Bath	Location
Requirements	Seduction & Peeping or Card	
Quote	"Wow, what a big bathtub!"	
Categories	Hot Tub	
	Baseball Stadium	Location
Requirements	Streetwise or Celebrity or Non-flying Vehicle	
Quote	"Fighting doesn't pay the rent, Yamcha. You have to make money somehow." (Puar)	
	Beware: Bathroom!	Location
Requirements	Investigation or Archaeology	
Instruction	Characters without Fire Element are at -1 Attack & Defense their 1st round of Combat while Scavenging this Location.	

	Bugrom Homeland	Location
Abilities	Attack: 5, Defense: 16	
Requirements	Flying or Streetwise or Strength x2	
Instruction	With Jinnai, Big Raid Medal and Power Key Staff, capture as Haven. Add stats to your own against adjacent Locations.. Bugrom will not attack you.	
Quote	"Beyond the holy river of God, lies a mysterious and forbidden world, long shrouded in ancient legend"	
	Cafe	Location
Requirements	Streetwise & Celebrity or Music & Cooking	
Quote	"They have no idea..." (Raditz)	
	Campground	Location
Requirements	Vehicle or Other	
	Capsule Corporation	Location
Requirements	Genius & Tech & Computer or Police & Bureaucracy	
Instruction	A Player who enters this Location may choose 1 piece of Equipment from their Draw pile and play it on any Character here. Re-shuffle the Draw pile.	
	Cathedral	Location
Requirements	Investigation or Priest	
Quote	"There's no room for religion on Mars anymore."	
	Cest Lavie	Location
Abilities	Defense: 5	
Requirements	Streetwise or Seduction	
Instruction	Sylia may view Disasters, then call a special parlay before attempting to Scavenge	
Quote	"This is a messy job, and it's not going to come cheap"	
	City of Floristica	Location
Requirements	Royalty or Streetwise	
Quote	"It might as well be never-never land...I hope we get back before I run out of smokes"	
	Computer Core	Location
Requirements	Computer & Investigation or Computer x2 & Genius	
Quote	"Well, you took your own sweet time."	
Categories	Computer, Dimensional	

	Conception Building	Location
Requirements	Computer x2 or Computer & Communications	
Text	Developers of the 'Second' type robots.	
Quote	"They were the first to develop humanoid robots, until their competition at Hu-Gite passed them up. But that's the way it always happens."	
Categories	Robot, Computer	
	Country Bar	Location
Requirements	Music or Investigation	
Text	Kelly McCanon's first gig on Mars was going to be here.	
Categories	Music	
	Crystal Tunnels	Location
Requirements	Survival & Streetwise or Blind Luck	
Instruction	Character(s) who cannot attempt location will be stuck 1 turn. Water element characters cannot pass this location.	
Quote	"...the wind from Crystal Mountains, it does something.... oh right, that's the something"	
	Danich Hill Dome	Location
Requirements	Genius & Tech & Computer or Police x2 & Investigation	
Text	Conception's main research center for Robots. It was destroyed by Martian Security Forces.	
Categories	Science	
	Desert Battleground	Location
Requirements	Flying x2 or Survival & Strength	
Quote	"At least out here no one else will get hurt." (Goku)	
	Desert of Bleached White Bones	Location
Requirements	Survival & Flying or Water Element	
Quote	"It would have to be called that."	
	Deserted Island	Location
Requirements	Flying Vehicle & Survival or Flying	
Quote	"Do you think we will ever get off this island and get back to Japan again?"	
	Dr. Weelo's Fortress	Location
Abilities	Attack: 6, Defense: 6	
Requirements	Survival & Vehicle or Fire Element or Genius & Mech or Mecha	
Text	This maleficent dome in the frozen wastes is the stronghold of robotic mastermind Weelo and his deadly arena.	

	Floristica Marketplace	Location
Requirements	Streetwise or Phase	
Instruction	Each Character in party must have Survival or Phase to enter Location.	
	Forest Glade	Location
Requirements	Climbing or Flying or Seduction or Pure Heart	
Instruction	No Vehicles may land on or be used to Scavenge this Location	
Text	Leave it like you found it.	
	Freeza's Ship	Location
Abilities	Attack: 9, Defense: 20	
Requirements	Computer x4 & Genius or Other	
	Frozen Wastes	Location
Requirements	Survival x2 & Vehicle or Flying & Chi x2 or Fire Element	
Quote	"Oh, this is fun. Why didn't I just keep my big mouth shut?" (Oolong)	
	Funaho, The Holy Tree	Location
Requirements	Computer & Priest	
Quote	"The tree is the brain of the ship, the heart of the ship. This one has taken root. It can't become a spaceship anymore."	
	Furinkan High	Location
Requirements	Student x2 or Teacher or Bureaucracy or Martial Arts	
	Galaxy Police HQ	Location
Abilities	Attack: 4, Defense: 17	
Requirements	Police x2 or Bureaucracy & Royalty	
Instruction	With Mihoshi, Kiyone and Galaxy Police Flag, use as Haven. Add stats to Attacks on adjacent Locations. All Characters gain Police skill.	
Categories	Planetary	
	Garlic Jr.'s Palace	Location
Abilities	Attack: 7, Defense: 19	
Instruction	Cannot be Scavenged with Skills. You must Attack.	
Text	A demonic lair at the end of the world.	
	Genaros Station	Location
Abilities	Attack: 5, Defense: 12	
Requirements	Pilot or Police	
Quote	"It's almost all Boomers on that station." "I'm not looking forward to this... feminine intuition perhaps?" - Daily Wong	
Categories	Planetary	



	Genom Military Lab	Location
Abilities	Attack: 5, Defense: 25	
Requirements	Military & Tech or Computer & Seduction	
Quote	"We must act cautiously. If it becomes known we were directly involved in these coups d'etat..."	
	Genom Research Center	Location
Abilities	Defense: 14	
Requirements	Seduction & Computer or Genius & Tech	
Quote	"Talk about a mixed blessing... they're the source of all the boomer trouble..."	
	Genom Tower	Location
Abilities	Defense: 20	
Requirements	Computer & Tech or Police & Strength 4+	
Quote	"Having once experienced these heights, one might not be able to go back."	
	Goku & Chi-Chi's House	Location
Requirements	Pure Heart or Royalty or Demon	
Instruction	If Chi-Chi is at this location, Combat Disasters' Defense is reduced by half.	
Quote	"It's right by Mount Paoz in the forest."	
	Graviton City	Location
Requirements	Tech & Computer or Communications & Movement 3+	
Quote	"Sixteen years ago, a giant meteor landed here, reducing this city of six million to a mountain of rubble in an instant."	
	Graviton High School for Girls	Location
Requirements	Student & Mech or Student & Tech or Teacher	
Quote	"Anyway, I just love this school. This is so much fun!"	
Categories	School	
	Hong Kong	Location
Requirements	Martial Arts & Celebrity or Bureaucracy x3 or Bureaucracy & Tech	
	Hot Legs	Location
Abilities	Defense: 8	
Requirements	Music & Streetwise or Police x2 or Savoir-Faire	
Quote	"How many times do I have to put up with you standing me up... you'll never work here again!"	
	Hot Springs House	Location
Requirements	Female x3 or Peeping	
Instruction	Hot Tub Location	
Quote	"Aaah, now that's what I call HEAVEN."	

	Hu-Gite Manufacturing	Location
Requirements	Robot & Android & Cyborg or Computer & Bureaucracy	
Quote	"We're very proud of our philosophy Are you familiar with it?"	
Categories	Computer, Android	
	Ifurita's Tomb	Location
Requirements	Priest & Any Element or Blind Luck & Survival or Card	
	Illusionary Castle	Location
Requirements	Investigation x2 or Blind Luck or Other	
Instruction	If Magic, ESP or Nanami Jinnai not present, first Combat Disaster encountered while Scavenging will gain +2 Defense while Characters are distracted by imaginary giant.	
	Island Restaurant	Location
Requirements	Cooking & Acrobatics or Cooking & Survival	
	Julian's Gravesite	Location
Requirements	Police x2	
Instruction	You may discard Julian to discard 1 random Disaster from under this Location.	
Quote	"Didn't Julian say he had his memory back up stored somewhere?"	
	Junk Yard	Location
Requirements	Police & Mech or Police & Priest	
Quote	"He did love that tank of his, though. Like it was his own kid."	
	Jusenkyo	Location
Requirements	Martial Arts & Blind Luck	
Quote	"But no... you had to drag me off to some crazy training ground in China, and you didn't speak a word of Chinese!"	
	Kami's Floating Palace	Location
Requirements	Martial Arts x3 or Chi x2 & Magic or Card	
	King Kai's Planetoid	Location
Requirements	Flying & Chi x2 or Bureaucracy & Strength 4+ or Card	
Instruction	All Characters without Strength are -1 Attack & Defense due to heavy gravity.	
Categories	Dimensional	
	King Yemma's Palace	Location
Requirements	Phase or Magic or Ogre or Card	
Quote	"Everyone has to go before King Yemma and he decides what happens to them." (Kami)	
Categories	Dimensional	

	Martian Police Department	Location
Requirements	Police & Investigation or Police & Bureaucracy or Military & Bureaucracy	
Text	Situated in St. Lowell, the MPD oversees all laws in force on Mars.	
Categories	Police	
	Masaki Shrine	Location
Requirements	Priest or Masaki	
Quote	"Remember your name and what it means... Heaven and Earth. Respect your ancestors and remember... remember..."	
	Memory Bank IO Room	Location
Requirements	Computer x2 & Genius or Robot & Computer & Investigation	
Quote	"We're lost. Can you tell me where Magnetic North is?"	
Categories	Computer	
	Mt. Muldoon	Location
Requirements	Climbing or Acrobatics or Flying	
Quote	"The few who've returned can barely speak of their journey"	
	Murder Scene	Location
Requirements	Police x2 & Investigation	
Quote	"She hates robots used in crimes, so she tries to kill them quickly."	
Categories	Police	
	Museum	Location
Requirements	Police & Vehicle or Archaeology	
Quote	"Okay, if anything happens we meet at the usual place in 24 hours."	
Categories	Museum	
	Nobuki Inn	Location
Requirements	Teacher & Student or Masaki	
	Pendulum Training Room	Location
Requirements	Martial Arts & Magic or Military & Tech or Computer & Phase	
Instruction	After Scavenging, draw 1 random previously discarded Combat Disaster. If you defeat it, your Characters add +1 Attack & Defense the remainder of the game.	
Quote	In this room, past, present and future are linked..."	
	Pioneer LDC - Mars	Location
Requirements	Music or Tech	
Text	Anything and everything in Electronics. For a price!	
Categories	Planetary	

	Phone Booth	Location
Requirements	Communications & Non-flying Vehicle	
Text	Found almost anywhere, Phone Booths can be quite useful.	
Categories	Money	
	Planet Arlia	Location
Requirements	Swordsman or Insect or Saiyan	
Quote	"Hmmm...the reconnaissance report gave this planet an "A" rating. A lot can happen in three years." (Vegeta)	
Categories	Planetary	
	Planet Freeza	Location
Abilities	Attack: 10, Defense: 24	
Requirements	Weapons x3 or Royalty & Military or Hunter & Seduction	
Text	This planet, ruled by King Cold is home to the planet threatening Freeza and other scum of the universe.	
Categories	Planetary	
	Planet Jurai	Location
Abilities	Defense: 22	
Requirements	Royalty & Bureaucracy or Card & Card	
Instruction	With member of Jurai Royal Family, Master Key and Ryo-Oh's seed, use as Haven. All characters gain + 1 Energy.	
Categories	Planetary	
	Planet Namek	Location
Requirements	Shape Change or Namek or Pure Heart	
Instruction	Any Player who successfully Scavenges this Location may add 1 Dragon Ball into his or her Haven.	
Categories	Planetary	
	Planet Vegeta	Location
Requirements	Saiyan or Archaeology & Strength or Genius & Mech & Pilot or Magic	
Quote	"A huge comet smashed into it. . .killing everyone. . .only four of us survived." (Raditz)	
Categories	Planetary	
	Princess Snake's Palace	Location
Abilities	Attack: 7, Defense: 13	
Requirements	Other or Priest x2	
Quote	"Our guest won't be leaving. You'll make sure of that, won't you?" (Princess Snake)	
Categories	Dimensional	

	Priss' Trailer	Location
Requirements	Music & Streetwise & Survival or Card	
Text	The abandoned RV where Priss makes her home.	
Categories	Music	
	Royal Trees of Jurai	Location
Requirements	Royalty & Computer or Card	
Categories	Planetary	
	Ryoko's Prison Cave	Location
Requirements	Priest or Genius or Card or Martial Arts & Strength x2	
Quote	"Now the demon sleeps, held prisoner in this shrine. The sword watches over it."	
	Ryugenzawa	Location
Requirements	Survival & Martial Arts & Female	
Quote	"Go home. The forest isn't safe. It's full of monster traps."	
	Seito Bridge	Location
Requirements	Tech & Vehicle or Mech & Vehicle	
Instruction	Using a Planetary Vehicle wrecks the bridge (Remove Location) and loses the vehicle.	
Quote	"An object thought to be a meteor destroyed the Great Seito Bridge this morning."	
	Sewer	Location
Requirements	Streetwise or Strength	
Quote	"Quit complaining and concentrate on this job! Paddle faster!"	
Categories	Swamp, Water	
	Shinjuku Police Building	Location
Requirements	Police or Investigation or Blind Luck	
Instruction	Kozo Karino cannot Scavenge this Location.	
Quote	"He's never been at that desk as far as I know."	
Categories	Police	
	Shinonome High School	Location
Requirements	Student or Teacher	
Quote	"The gates of El Hazard will always be open to you."	
Categories	Dimensional	
	Shinora Hospital	Location
Requirements	Medic & Police or Medic & Military	
Text	The Martian Government keeps all dangerous criminals who have been injured here for security reasons.	
Categories	Medical	

	Snake Way	Location
Requirements	Flying & Speed & Chi x2 or Ogre or Magic	
Quote	"Take care, my friend. I'm afraid you're in much greater danger than you realize. But you're the only one who can help us." (Kami)	
	Space Pirate Ryoko's Hideout	Location
Abilities	Attack: 6, Defense: 16	
Requirements	Police x2 or Streetwise x2 or Card	
Quote	"Do you think that's it?" "Well, that's what the sign says."	
Categories	Planetary	
	Space Station	Location
Requirements	Military or Alien	
Quote	"All personnel, please leave the ship immediately."	
Categories	Planetary	
	Spring of Arliman	Location
Requirements	Priest x2 or Female x3 & Survival	
Instruction	Hot Tub Location	
Quote	"This isn't what I expected at all. It looks more like a resort than a temple."	
	Spring of Life	Location
Requirements	Strength x2 & Survival	
Quote	"It's no ordinary water, mind you. It's magic. Haven't you wondered why the animals are so unusually large in this area?"	
	St. Lowell Spaceport	Location
Requirements	Pilot or Mech & Savoir-Faire or Mech & Streetwise	
Text	The only Spaceport on Mars. All Earth flights arrive and leave from here.	
	Survival Shot	Location
Requirements	Marksman or Streetwise or Hunter	
Quote	"Leave it to Sylia to sacrifice Nene to win."	
	Swimming Pool	Location
Requirements	Student & Survival or Peeping	
Quote	"I wonder what happened to A-ko? I wonder if she's okay?"	
Categories	Hot Tub	
	Tank Police HQ	Location
Requirements	Police or Male x2	
Instruction	Over 1/2 the Characters Scavenging this Location must have the Police skill.	
Quote	"When things go wrong, this is the safest place to meet."	
Categories	Police	

	Tea Room Transylvania	Location
Requirements	Investigation or Student or Money	
Text	All right, even if you don't play by the rules of normal vampires, picking up on young girls.. in broad daylight..	
Categories	Food	
	Telephone Pole	Location
Requirements	Flying or Climbing or Martial Arts	
	The Citadel	Location
Requirements	Priest x2 & Climbing or Priest x2 & Flying	
Instruction	With 3 Muldoon Priestesses and 3 Muldoon Artifacts, use as Haven. Use "Wrath of the Eye of God" up to 3 times.	
	The Reversed World	Location
Requirements	Genius & Computer or Blind Luck	
Instruction	With Washu and Control Cube, use as Haven. You may pull 1 of your Characters per turn to World from any Location.	
Quote	"So there is no way out, absolutely none, get it?" "Um, nope, I don't get it at all!"	
Categories	Dimensional	
	The Ruined City	Location
Requirements	Survival & Climbing or Investigation & Climbing	
Quote	"One Demon brought all this devastation, and it's name... Ifurita"	
	Tokyo Mega Dome	Location
Requirements	Music & Tech or Police x2 or Savoir-Faire or Streetwise	
Quote	"Tickets to the Vision Concert?" "Right up front. These weren't easy to get"	
	Toma's Palace	Location
Requirements	Female x2 & Seduction	
Quote	"We're supposed to be potential brides, but they treat us like some kind of fairy princesses."	
	U.S.S.D. Military HQ	Location
Abilities	Defense: 18	
Requirements	Military & Communications or Mech & Computer or Other	
Quote	"We can't let it become public knowledge that this latest fiasco is a USSD military secret"	
	Ukyo's Restaurant	Location
Requirements	Cooking x2 or Card or Savoir-Faire	

	Unfinished Building	Location
Requirements	Tech & Climbing or Tech & Flying or Card	
Text	Many of these are found in St. Lowell. Martian expansion is still continuing as immigrants come from Earth.	
	Washu's Lab	Location
Requirements	Genius x2 & Computer & Tech or Blind Luck & Investigation	
Quote	"There was some room under the stairwell, so I just opened up a spare dimension."	
Categories	Dimensional	
	7 Lucky Gods Martial Artists	Major Disaster
Abilities	Attack: 4*, Defense: 4*, Movement: 3	
Instruction	Must defeat 3 times. * After each defeat, add +1 to Attack and Defense. Take 1 Item from each Location they land on.	
Quote	"A secret organization bent on world domination."	
	Alien Battleship	Major Disaster
Abilities	Movement: 5	
Instruction	If you have a planetary vehicle, you must play rock/paper/scissors against it to defeat. If it wins, discard your planetary vehicle. If Character wins, discard Disaster.	
Quote	"What was that collision just now!?"	
Categories	Alien, Flying, Vehicle, Planetary	
	Alien Invasion Force	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 2	
Instruction	Automatically attacks anyone with a Charm > 5 or Royalty.	
Quote	"Crush any who stand in our way!!"	
Categories	Alien, Horde	
	Assassin-Bot (Aqua Augmentation)	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 5	
Instruction	Add 1 to its Defense against Missile Weapons. When defeated, 1 random Character is Bonked unless Character can defeat a Holding card.	
Quote	"Time to meet our assassin."	
Categories	Android, Mecha	
	Assassin-Bot (Land Augmented)	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 5	
Text	The D'anclaude android interfaces with this mecha to become a machine of destruction and terror.	
Quote	"Not again."	
Categories	Android, Mecha, Science	



	Big Bug	Major Disaster
Abilities	Attack: 5, Defense: 4, Movement: 3	
Instruction	Attacks affect ALL Characters at Location.	
Quote	"Let me show you the results of our SPECIAL training."	
	Brian J. Mason	Major Disaster
Instruction	Play off field. Combat Disasters draw 2 Combat cards. Discard if Largo is in play.	
Quote	"The heights of Genom, where we now stand, look forward to my reign. And to becoming your gravesite."	
Categories	Science	
	DD J1 Battlemover	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Instruction	If below 3 Health 2 Combat rounds, D.D. J1 detonates 3rd round, destroying everything at Location.	
Quote	"A 33-S and a super-weapon. Stupid man, as you sow, so shall ye reap."	
	Deva, The Bugrom Queen	Major Disaster
Instruction	Play off Field. All Bugrom +2 Attack, Defense & Movement. All other Disasters +1. Duration: 3 of your turns	
Quote	"Oh, you make war sound so delicious."	
	Dobermans	Major Disaster
Abilities	Attack: 5, Defense: 8, Movement: 3	
Instruction	Seek & Destroy Boomer. Extremely nasty. Moves any direction directly for nearest Character. Discard 1 vehicle to defeat.	
Quote	"Let's ditch the car into it"	
	Dodoria	Major Disaster
Abilities	Attack: 9, Defense: 9, Movement: 2, Energy: 4	
Gender	Male	
Instruction	Moves toward nearest Character. Pursues that Character thereafter, gaining one point of Movement each turn.	
Text	Most brutal of Freeza's followers. Revels in inflicting pain on the most innocent victims.	
Categories	Alien, Freeza	
	Dr. Rene D'anclaude	Major Disaster
Instruction	Play off Field Stays in play for 3 turns. Gives Assassin-bots +3 to Attack, Robots +2 to Attack, and all other Disasters +1 to Attack. Bonk your Armitage to defeat or fight and Bonk another Armitage to defeat.	
Categories	Ruler, Science	

	Dracula	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3	
Instruction	Any Character Killed by this Disaster immediately comes back as an Undead Disaster. With any Equipment they had when killed and double the Damage and Defense scores.	
Categories	Undead	

	Everyone's After Me	Major Disaster
Abilities	Movement: 4	
Instruction	All Disasters immediately move to this Location.	
Quote	"No Doubt about it. That was Ranma and Happosai."	

	F.G. Frederick	Major Disaster
Abilities	Attack: 4, Defense: 4, Movement: 1	
Instruction	Disguised Boomer. Stats +1 each turn. Blocks ALL Locations he lands on until defeated (turn cards over).	
Quote	"THAT thing is a boomer?"	

	Freeza (1st form)	Major Disaster
Abilities	Attack: 9, Defense: 11, Movement: 4	
Gender	Male	
Instruction	If Freeza engages in Combat, all Freeza Disasters in play Move to him at 2 Moves per round. Any that reach him will Combat for him until they are Defeated.	
Quote	"He is the destroyer of worlds. To anger him is to jeopardize the universe." (King Kai)	

	Galaxy Destroyer	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 4	
Instruction	Every 4th Location Galaxy Destroyer lands on is removed from game. Discard everything at Location.	
Quote	"Now we were in a desperate situation. . . destruction of the universe and of course, Inspector Tenchi's chastity."	

	Garlic, Jr.	Major Disaster
Abilities	Attack: 5/9, Defense: 5/9, Movement: 4, Energy: 5	
Gender	Male	
Instruction	If Garlic, Jr. completes 1 circuit of the field, he becomes immortal and transforms. After that, if defeated, he is shuffled back into his owners draw pile unless Captured or Exorcised.	
Categories	Demon	

	GD-42 Crab Mech	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3	
Instruction	Will not attack Vision.	
Quote	"They took out a Boomer in one shot... it may be a bodyguard job, but you'll be risking your life."	
	Ginger	Major Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Gender	Male	
Text	One of the three servants of the demon lord Garlic, Jr. He carries two lethal scimitars embedded in his thighs. Saying "Sho-Gai-Aki" (Ginger BBQ) makes him big.	
Categories	Demon, Swordsman	
	Ginyu	Major Disaster
Abilities	Attack: 7, Defense: 8, Movement: 3, Energy: 6	
Gender	Male	
Instruction	At 1 or 0 Health, Ginyu will possess the Character with highest Attack at this Location. Discard Ginyu, but that Character now acts as a Major Combat Disaster unless freed by a Charm Attack >5.	
Categories	Alien, Freeza	
	Happosai	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 3, Charm: 5	
Instruction	Only initiates Attacks on females. Discard clothing Items or Equipment to defeat.	
Quote	"Never fear, Happy is here"	
	Jinnai's Strike Squad	Major Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Attack & Defense increase 1 with each movement.	
Quote	"Wanna teach some sailor-bugs the difference between a job and an adventure?"	
	Kagato	Major Disaster
Abilities	Attack: 6, Defense: 8, Movement: 3, Charm: 5	
Instruction	Destroys 1 Item each Location he lands on until defeated.	
Quote	"He is known as the Destroyer of Artifacts".	
	Kidnapped	Major Disaster
Abilities	Attack: 3, Defense: 8, Movement: 4	
Instruction	Kidnaps the first Character it passes with Attack < 4. Kidnapped Character moves with Disaster, but is not involved in combat. Rescue by Defeating.	
Quote	"It's high time the boy knew his uncle." (Raditz)	
Categories	Holding	

	Kids These Days	Major Disaster
Abilities	Attack: 6, Defense: 4, Movement: 4, Charm: 3	
Instruction	Successful Charm Attack against this Disaster halves its Damage and Defense for one Combat round.	
Text	After the destruction of their planet by Freeza, they learned to survive as refugees in the badlands of the galaxy.	
Categories	Alien, Horde	
	Kirin	Major Disaster
Abilities	Attack: 6, Defense: 5, Movement: 3, Charm: 5	
Instruction	Unaffected by Combat cards. Charm combat effects are normal.	
Quote	"Pickles. . .must have pickles."	
	Largo	Major Disaster
Abilities	Attack: 7, Defense: 7, Movement: 3	
Instruction	Satellite strike every 3rd movement destroys everything at Location except Largo.	
Quote	"For the crime of injuring me, a god, I demand atonement, death."	
	Mad Doctor	Major Disaster
Instruction	Play off Field. Duration: 3 turns. Blocks all Locations that require the Medic skill to Scavenge.	
Categories	Medical	
	Martian Security Forces	Major Disaster
Abilities	Attack: 7, Defense: 5, Movement: 4	
Instruction	Will attack Characters with Police skill or Robot or Android types before any others.	
Categories	Robot	
	Miss Hinako	Major Disaster
Instruction	1 Character is unable to perform any actions for 2 turns. Steals 1 Item (prefers 5 yen coin). Will Attack Ranma first, if in play.	
Quote	"All you bad kids better watch out!"	
	Nappa	Major Disaster
Abilities	Attack: 6/9, Defense: 8/12, Movement: 3, Energy: 5	
Gender	Male	
Instruction	Transforms if Full Moon is in play. If Genius present, reduce Nappa's Attack and Defense by 2 (no add'l reduction for add'l Genius).	
Quote	"Ah, the shiny-headed one is passionate."	
Categories	Saiyan, Military	

	Natsumi and Karume	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Instruction	No access to any Havens or any Cooking Location. Discard any 1 piece of food to defeat.	
	Nightmare	Major Disaster
Instruction	Play off Field. Duration: 3 turns. Reduce Attack and Defense of all Characters in play by 1.	
Quote	"Come on! Come Ahhhh!"	
Categories	Dream, Fear	
	On The Move	Major Disaster
Instruction	Unless 2 Police are present, all Character(s) at Location are captured. All Items present drop under Location. Place Character(s) off Field. When released, place in Haven. After capturing Character(s), discard Disaster.	
Categories	Holding	
	Political Investigation	Major Disaster
Instruction	Play off Field. Character with Police or Bureaucracy unable to do anything for 3 turns.	
Quote	"Think of me merely as a fly on the wall."	
Categories	Legal	
	Princess Snake	Major Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3, Charm: 6	
Gender	Female	
Instruction	Only Charm Attacks males. Charmed Characters drop all Items and Equipment and follow her until freed by Charm Attack >7. If she fails to Charm any males at a Location, she transforms and Attacks physically. If only females are present, she combats untransformed.	
Categories	Holding, Illusion, Dimensional	
	Principal Kuno	Major Disaster
Instruction	All Teachers and Students not in a Haven must report to this Location for 2 turns.	
	Quincy	Major Disaster
Instruction	Play off field. All boomers +2 Attack and Defense. All other Disasters +1. Duration: 4 of your turns.	
Quote	"Show me your support and I can guarantee the Prime Minister position." -Quincy	

	Raditz	Major Disaster
Abilities	Attack: 7/9, Defense: 7/12, Movement: 3, Charm: 3, Energy: 4/0	
Gender	Male	
Instruction	Transforms if Full Moon is in play.	
Quote	"I see the fire in you, brother... it's in your blood. You long for battle." (Raditz to Goku)	
Categories	Saiyan	
	Raiichi & Zaakro	Major Disaster
Abilities	Movement: 3	
Instruction	Characters must play Rock/Scissors/Paper. Losers have no further action this turn and are Captured by R&Z for 2 turns. Streetwise Defeats.	
Text	These aliens read Bulma's mind, then masqueraded as Nameks to steal the Namek ship and escape their dimensional prison.	
Categories	Alien, Illusion	
	Recoom	Major Disaster
Abilities	Attack: 5, Defense: 6, Movement: 4	
Gender	Male	
Instruction	Health = 14.	
Text	This big galoot & member of the Ginyu Force is a technique freak, but his main strength seems to be that he just won't drop. His name is a play on "Coo-reem".	
Categories	Alien, Freeza	
	Red Commandos	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Instruction	Red Commandos move until they reach a Location with an Item. They will not move again for 4 turns. When they start their next move, they destroy the Item at their present Location.	
	Sabre-toothed Tiger	Major Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Text	In the world of "Dragon Ball Z," prehistoric beasts exist alongside fantastic technology and mythological creatures.	
Quote	"Say, where'd you get that hat?" (Goku)	
Categories	Animal	
	Sahara Demon	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 3	
Instruction	Sahara Demon will steal an Item from a Character, then takes its full move again and places the Item under the Location it lands on.	
Categories	Spirit	

	Satellite Strike	Major Disaster
Abilities	Movement: 4	
Instruction	Destroys all non-Characters, Bonks all Characters at Location. Planetary or Computer x 4 to defeat.	
Quote	"The thought of 200 of those things floating over my head turns my stomach."	
Categories	Planetary	
	Space Pirate Attack	Major Disaster
Abilities	Attack: 6, Defense: 6, Movement: 5	
Instruction	Discard all Equipment and non-Planetary Vehicles in play.	
Quote	"After Ryoko's attack on Jurai, my brother Yosho pursued her, and never returned."	
	Tank Police on Patrol	Major Disaster
Abilities	Attack: 7, Defense: 6, Movement: 4	
Instruction	Moves for 3 maintenance phases. On the third move, double Movement score. On the last Location it lands on, it destroys itself and every card at the Location.	
Quote	"But that tank was so massive. It didn't handle like the motorcycles."	
Categories	Police, Vehicle	
	Tares	Major Disaster
Abilities	Attack: 5/11, Defense: 6/12, Movement: 3, Energy: 4/0	
Gender	Male	
Instruction	Transforms if the Shinseiju Fruit is in play.	
Text	A Saiyan of the same low soldier class as Kakarot/Goku. He has apparently lost the ability to transform to Were-form. He searches the universe for planets with abundant life force. He drains that life through the Shinseiju tree to vastly increase his own meager powers.	
Categories	Saiyan	
	The Dead Zone	Major Disaster
Instruction	Play on nearest non-Dimensional Location. All Characters without Strength within 2 Locations are Bonked. Magic & Streght defeats.	
Quote	"I can create a Dead Zone from which none can ever escape." (Garlic, Jr.)	
	The Demoness Ifurita	Major Disaster
Abilities	Attack: 5*, Defense: 8, Movement: 3	
Instruction	After 1 Combat round, Ifurita's attack equals that of all Characters Attacking her combined.	
Quote	"Though the power it weilds is invincable, Ifurita's strength is born of pure evil. No mortal could ever control such power."	

	The Mass	Major Disaster
Instruction	Duplicates most recent Disaster until defeated. Repeats twice for 2nd & 3rd most recent Disasters consecutively.	
Quote	"When the leader senses a will stronger than their own, they accept it as their brain and act accordingly."	
	Toma	Major Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3, Charm: 3	
Instruction	2 x Damage every other Combat round. Cancels 1 Boost per Combat (re-shuffle to Draw Pile).	
Quote	"I am Togenkyo Island's prince of illusion."	
	Under Age Smoking	Major Disaster
Instruction	Unless computer x3 is present, Kill 1 random Student or Robot Character.	
Quote	"Armitage, good-bye."	
	Vegeta	Major Disaster
Abilities	Attack: 8/11, Defense: 9/13, Movement: 3, Energy: 5/0	
Gender	Male	
Instruction	Takes and uses Enhancements from Character(s) he defeats.	
Text	He is the mightiest & most ruthless of the Saiyans.	
Quote	"So, how would you like to be immortal, my friend, and fight forever!" (Vegeta to Nappa)	
Categories	Saiyan	
	3 Way Rumble	Minor Disaster
Abilities	Attack: +2, Defense: +2	
Instruction	Place on nearest Combat Disaster and add 2 to its Damage and Defense.	
	33-S Sexaroid	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 7	
Instruction	Male Characters with charm < 7 can not Attack the 33-S.	
Quote	"Boomers drink blood?" "They might, if they were type 33-S with artificial blood supply."	
	55-C Bodyguard Boomer	Minor Disaster
Abilities	Attack: 3, Defense: +4, Movement: 5	
Instruction	Defense equals number of Characters at Location plus above bonus.	
Quote	"It's Genom's best-selling model. . ."	



	Acid Head	Minor Disaster
Abilities	Attack: 3, Movement: 4	
Instruction	Unless Held, Moves to 1 Location away from Character(s) with Item(s), and Attacks from there. Attacks for 3 rounds, then discard.	
Quote	"Bleeeehh, heh, heh!"	
Categories	Alien, Freeza	
	Akane's Cooking	Minor Disaster
Instruction	All Characters are overwhelmed and unable to do ANYTHING for 2 turns. Cooking x 2 reduces to 1 turn.	
Quote	"I don't have to eat it to know it's toxic."	
	Akane's Rage	Minor Disaster
Abilities	Attack: 3, Defense: 2, Movement: 2	
Instruction	Attacks nearest male Character. If Akane is in play, use her current stats, including all bonuses.	
Quote	"Look at the way this joint's twisted backwards. That's Akane's touch!"	
	Angry Schoolgirls	Minor Disaster
Abilities	Attack: 3, Defense: 6, Movement: 5	
Instruction	Pursue and attack nearest male Character. Take 1 Item if victorious.	
Quote	"Are we gonna let him get away with that?"	
	Asteroid	Minor Disaster
Instruction	Destroy nearest flying or planetary vehicle.	
Categories	Earth, Planetary	
	Asteroid Field	Minor Disaster
Instruction	Discard all Planetary Vehicles in play unless Pilot x2 is present at Location with Vehicle.	
Quote	"Zenshin, would a follower of Freiza have helped us through that Asteroid Field? Help them!" Space Ark Children (en masse)	
	Auntie Saotome	Minor Disaster
Instruction	Transformation Card. Play off field. All transforming Characters in play change form. Duration: 6 turns. Genma and Ranma remain in panda & girl form until effect is reversed by another transformation card.	
	Baby	Minor Disaster
Instruction	Attacks nearest Character(s). They are EXHAUSTED and unable to do ANYTHING 2 turns.	
Text	Baby's are so cute, come play with Mommy. . .hey, stop it. . .OW!	

	Baby Saiyan	Minor Disaster
Abilities	Attack: 3/7, Defense: 3/8, Movement: 2/3, Charm: 5/0	
Instruction	Transforms to Were-form (right hand Ability stats) if Full Moon is in play.	
Quote	"...for planets of weaklings, like Earth, one of our babies is sufficient." (Raditz)	
Categories	Saiyan	
	Bio Ball	Minor Disaster
Gender	Female	
Instruction	Incapacitates Character in 3 turns. Kills that Character in 6 turns.	
Quote	"Once the Bio-Ball's on you, you can never get it off."	
Categories	Science	
	BU-12B Cyberdroid	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	Rampages 3 turns, attacking anything it meets 1 round, then fleeing. On 4th movement, it destroys itself, Items & Equipment at Location.	
Text	Man, I tell you, that Boomer's got a lot of nerve, stomping around Sylia's building.	
	Bugrom Bridge Bashers	Minor Disaster
Abilities	Movement: 3	
Instruction	Moves Once You must have Flying, Flying vehicle, Jump or a bridge to cross Location.	
Quote	"A Jinnai blue plate special"	
	Bugrom Horde	Minor Disaster
Abilities	Attack: +2, Defense: +3, Movement: +3	
Instruction	Attack and Defense equal number of Characters at Location plus above bonuses.	
Quote	"They cast a long evil shadow across our land."	
	Bugrom, Type 1	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3	
Quote	"Your names from now on are. . . Harpo, Chico, Zeppo and Gummo. What's that Margaret?"	
	C-ko's Cooking	Minor Disaster
Instruction	Incapacitates nearest group (no action except Defense) until a Character with Cooking skill arrives. If "Akane's Cooking" is in play, moves to that Location and discard ALL cards except Location unless Cooking x3 is present. Remove "Kasumi" from game to defeat both Disasters.	
Quote	"What kind of lunch was that? Using sugar instead of salt? And steak sauce instead of soy sauce? Gross."	
Categories	Food, Holding	

	Captured!	Minor Disaster
Instruction	Your most powerful Character unable to move from Location until rescued by Character(s) with Computer, Genius and Survival, or a Rescue card.	
	Catch Bubbles	Minor Disaster
Abilities	Movement: 5(+1*)	
Instruction	Steals 1 Item from nearest Character having an Item. Defeat by catching; this Character gets the Item and gains +1 Attack for the remainder of the game.	
Quote	"Until you can move around that easily, you're not ready to start anything." (King Kai)	
	Class C Boomer	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Text	This one's different. . . a whole new breed.	
	Class C Female Boomer	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Steals 1 Equipment and runs. If not caught and defeated before it exits the Field, Equipment is discarded.	
Quote	"Let us make them welcome."	
	Cloud Monster	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3	
Instruction	Cloud Monster ignores 1 Attack per round of Combat.	
Quote	Oh, I forgot. . . I need a gem on my right wrist to control it!	
	Dai-Kokusei and Dai-Hakusei	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Character or Group must have a Defense of > 10 to defeat. Add +2 for each Martial Arts skill.	
	Defense Forces	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 3	
Instruction	When Defense Forces land on a Location with an Item, they will not move any more and they add 1 to Damage and Defense.	
Quote	"Why are Defense Forces guarding Shinora Hospital?"	
Categories	Robot	
	Demon Hordes	Minor Disaster
Instruction	Play Off the Field. Attaches to first Demon, Horde or Undead Disaster that comes into Play. Disaster gets +2 to all Abilities.	
Quote	"Once more the demon hordes shall march upon the Earth. And where my father failed, I shall succeed!" (Garlic, Jr.)	
Categories	Demon, Horde	

	Desert Skeletons	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	Each Character at Location must combat this Disaster individually, unless a card defeats as an Illusion.	
Quote	"Narita, I said I'd handle it!"	
Categories	Undead, Illusion	
	Dimensional Vortex	Minor Disaster
Abilities	Movement: 4	
Instruction	If on a Location with Characters, activates and sends all Characters & Items at Loc. to nearest Dimensional Loc. If no Dimensional Loc.s in play, Characters & Items sent to farthest possible Loc.	
Categories	Dimensional	
	Dinner with Mom and Dad	Minor Disaster
Instruction	All Student Characters in play must be placed in their Haven.	
Categories	Hungry	
	Disguise Revealed	Minor Disaster
Instruction	Discard all disguises.	
Quote	"I can explain."	
	Don't be a dummy	Minor Disaster
Instruction	All non-flying Vehicles in play drop below the Location they are at, and the Characters owning them are Moved 1 Location to the left (i.e., flung from the seat by an insane driver).	
Quote	"Now Chi-Chi...slow down!"	
Categories	Move	
	Dr. Weelo	Minor Disaster
Abilities	Attack: 2/8, Defense: 5/8, Movement: 2/5	
Gender	Male	
Instruction	If Dr. Weelo is reduced to <3 Health, he transforms to Planetary Attack form with higher Damage & Movement Stats, and becomes a Major Disaster.	
Text	Humanity for power-a fair trade?	
Categories	Mecha, Computer, Planetary	
	Dr. Weelo's Bio Men	Minor Disaster
Abilities	Attack: 3, Defense: 5, Movement: 3	
Text	The weakest of Dr. Weelo's creations. The Bio-men serve as advance scouts, and to run simple errands.	
Quote	"We are the Bio-Men of Dr. Weelo."	
Categories	Android, Horde	

	Ebi-Furiya	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Instruction	Each successful Attack by Ebi-Furiya reduces opponent's Movement by 1. If opponent's Movement drops to 0, opponent is frozen until freed by an Attack > 10 or Fire Element.	
Text	Name means "Fried Shrimp."	
Categories	Android	
	Excessive Gravity	Minor Disaster
Instruction	Characters without Strength x2 Skill or Movement > 5 are rendered unable to Attack or Move for 2 turns.	
Quote	"Man, what a bad case of gravity!" (Goku on Kai's Planetoid)	
Categories	Holding	
	Falling Debris	Minor Disaster
Abilities	Movement: 6	
Instruction	Moves once. Bonks any Character without Flying and blocks Location for 3 turns.	
	Falling I-Beam	Minor Disaster
Instruction	Unless Strength x2 or Blind Luck present, Bonk 1 random Character.	
Quote	"Gee, Miss, Sorry 'bout that. Who'd have thought the cable would break like that?"	
	Fire Fight	Minor Disaster
Instruction	All Characters in play are delayed 1 turn. All weapons with uses on Field are now empty, Discard or reload them.	
Quote	"Cowboys up the @\$\$ and not one of them's got a gun."	
	Forceful Impact	Minor Disaster
Abilities	Movement: 5	
Instruction	Move all Characters 1 Location to the right.	
	Full Moon	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves Once. All Saiyans in play transform to Were-form. Planetary & Attack > 3 or Attack > 7 to Defeat.	
Quote	"Wow. That's the biggest moon I ever..." (Gohan)	
	Funky Muggers	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 2	
Instruction	Destroys 1 Clothing card (players choice) that is carried by a Character that this Disaster does Health Damage to.	
Quote	"A bit late for such a lovely wench to be out strolling."	
Categories	Male	

	Furry Eyes	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	If Vehicle in Group and not defeated, Disaster will take Item and Vehicle.	
Categories	Spirit, Demon	
	Goons	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Text	Robot bodyguards are common on Mars.	
Quote	"Handle it."	
Categories	Robot	
	Goz	Minor Disaster
Abilities	Attack: 3, Defense: 4, Movement: 2	
Gender	Male	
Instruction	You may bribe Goz by giving him 1 Item or Equipment from a Character at his Location (he immediately takes a full Movement without attacking).	
Quote	"Hey buddy, would you like a little help there?" (Goz to Goku)	
Categories	Ogre	
	Guldo	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 1	
Gender	Male	
Instruction	Health = 2. If Guldo takes no damage for 2 rounds, two random Characters at the Location will have no action for the duration of Combat.	
Text	Abilities to stop time & bind opponent make the smallest member of the Ginyu Force lethal.	
Categories	Alien, Freeza, Dimensional	
	Happy Tanks	Minor Disaster
Abilities	Attack: 5, Defense: 7, Movement: 4	
Text	Criminals kept getting bigger and better weapons. The police had to keep up.	
Quote	"What scrap heap did you drag these things off of?"	
	Have a Nice Trip	Minor Disaster
Instruction	Reshuffle nearest combat suit back into your draw pile.	
	Homework	Minor Disaster
Instruction	Play Off the Field. Students in play cannot move. Duration: 3 turns.	
Quote	"He's a lot different than you, when you were a kid, Goku." (Krillin)	
Categories	Teacher, Holding	

	Hounded by the Press	Minor Disaster
Instruction	Any Character with Police or Investigation is unable to move for 1 turn.	
Quote	"Sir, sir. Are you with the MPD?"	
Categories	Horde	
	Hungry Cabbit	Minor Disaster
Instruction	Eats 1 piece of nearest Character's Equipment.	
Quote	Could you please not eat my gun?	
	Hungry Dinosaur	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	If you defeat this Disaster, you may keep it and use it as a Food card.	
Quote	"Say, you must be feeling lucky today." (Gohan)	
Categories	Animal	
	Ibuprofen And Quickly!	Minor Disaster
Instruction	All Characters at this Location are -2 Defense against the next Combat Disaster they meet. If Medic Skill is present, they will only be -1 Defense.	
Text	Oh, that HAD to hurt.	
	Impending Doom	Minor Disaster
Instruction	Draw until you get a Combat Disaster, then reshuffle your Draw pile, except the Disaster you just drew. That Disaster moves immediately to this Location and Attacks your group.	
Quote	"They'll arrive in 1 year. And the funny thing is, they're much stronger than I am." (Raditz)	
	In the Hall	Minor Disaster
Instruction	Place on nearest School Location and prevents use of the Student skill by any Character.	
Quote	"Just what do you think school is all about, anyway?!?"	
	Juraian Guardians	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3	
Instruction	Bonked Characters are jailed until Rescued or Guardians are defeated. Items carried by jailed characters are discarded.	
Quote	"Here we come! Here we come! Here we come!"	
	Kiriya, The Phantom Assassin	Minor Disaster
Abilities	Attack: 5, Defense: 5, Movement: 3	
Instruction	Shadow Nation Discard 1 card from your hand for every Character Bonked or Killed by Kiriya.	
Quote	"I haven't seen anyone with blue skin before".	

	Kishiime	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Instruction	Speed required to Damage Kishiime.	
Text	This Dr. Weelo creations is extremely fast, and can fire electrical "whips" from the vents in his chest and arms. His name refers to a style of noodles from Nagoye, which is also Akira Toriyama's home town.	
Categories	Android	
	Kodachi Kuno (The Black Rose)	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 3, Charm: 7	
Instruction	Moves immediately to Location of nearest Combat Disaster and allies with that Disaster.	
Quote	"Look, it's my twisted sister."	
	Lab Explosion	Minor Disaster
Instruction	Discard all Science cards in play and 1 random card from your hand.	
Quote	"No, don't touch. . .get away from . . .what are you? . Aggh!"	
	Lady Tokimi	Minor Disaster
Instruction	Play off Field. Tokimi prevents any type of Dimensional travel. Washu is unaffected. Stays in play 6 Turns.	
Quote	"I do not understand. Her very existence is impossible and yet she was there before us."	
	Locked Gate	Minor Disaster
Abilities	Movement: 2	
Instruction	Moves once Must have Keys, Phase or Attack >6 to cross or attempt Location.	
	Loner	Minor Disaster
Instruction	Your most powerful Character at this Location must leave the Group and cannot act in combination with any other Character's until it is at a Location with Characters that have a combined Charm > 12.	
Quote	"Don't lump me in with those pathetic weaklings." (Piccolo)	
	Max 5000	Minor Disaster
Abilities	Attack: 8, Defense: 3, Movement: 3	
Instruction	This Disaster has no attack for the first combat round.	
Quote	"Max 5000: Truly deserving of the name, The Blue God of Death!"	
Categories	Mecha, Vehicle	



	Mez	Minor Disaster
Abilities	Movement: 3	
Gender	Female	
Instruction	Stops Moving if he passes a Location with Characters. Characters must each have Speed x2, Movement > 3, (or be in a Vehicle with Movement > 3) to leave Location. Then he starts Moving again.	
Quote	"After King Yemma, I'm the fastest ogre here!"	
Categories	Ogre, Dimensional	

	Miso-Cutsun	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 3	
Instruction	Attacks on Miso-Cutsun which do not do at least 1 Damage to Health, do 2 Damage to its Attacker's Health.	
Text	This Dr. Weelo creation can stretch up to 10 times its normal size to absorb attacks. His name means "fried cutlet with soybean paste."	
Categories	Android, Shape Change	

	Murdered Music Star	Minor Disaster
Instruction	All Music Items or Equipment are discarded. Any Character with Music skill is Killed.	
Quote	"It's McCanon!"	

	Mystery Foe	Minor Disaster
Instruction	Allies with nearest Combat Disaster. That Disaster gets 2 Attacks per round during its next Combat.	
Text	A surprise attack by this dark trio inflicted a rare defeat on Piccolo. Eventually, that momentary triumph exacts a heavy price.	

	Najato (Phantom Prince)	Minor Disaster
Abilities	Attack: 2, Defense: 1, Movement: 3, Charm: 1	
Instruction	Shadow Nation Steals 1 Item and runs. Diverts Attacks to nearest opposing Character. Nanami, Genius, or Blind Luck cancels this ability.	
Quote	"Such a lovely child."	

	No Help!	Minor Disaster
Instruction	Play Off the Field. Duration = 2 turns. Characters can't join a Group they are not already in. Only 1 Character may enter the Field per Player per turn. No Group may help another in Scavenging or Combat.	
Quote	"There will be no help!"	

	No Way Out	Minor Disaster
Instruction	Characters cannot run from the next Disaster they encounter.	

	Observation Droid	Minor Disaster
Instruction	Affects nearest group of Character(s). Player of closest Character(s) must play with hand showing for 2 turns.	
Categories	Robot, View	
	Old Woman	Minor Disaster
Instruction	Transformation card. All transforming Characters in play change form. All others are -1 Attack and Defense next combat.	
	One World	Minor Disaster
Instruction	Play off Field No player can attack any other player's Characters. Each player can only Scavenge their own Locations.	
Quote	"This is a first step toward 'One World, One Nation.'"	
	Overload	Minor Disaster
Instruction	Nearest piece of Equipment is destroyed and Character carrying it is bonked. If multiple pieces of Equipment are equidistant, choose from among them randomly. Discard Disaster.	
Quote	"Their power readings are rising too fast. The sensor can't handle it!" (Bulma)	
	Power Suit	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Does not get to attack on the combat round it is defeated.	
Quote	"Well, let's see you beat the power suit I've designed."	
Categories	Mecha	
	Priss and the Replicants	Minor Disaster
Instruction	Character(s) caught in crowd. No movement 1 turn unless Priss or Priss Live Concert Poster is present.	
Text	We're all just lonely hearts in the big city. . A whisper transforms into a shooting star.	
	Property Damage	Minor Disaster
Abilities	Defense: 8, Movement: 4	
Instruction	Moves 3 times. On third movement, it Destroys everything at that Location, then Discard.	
Quote	"Hah! A little target practice..." (Nappa)	
	Pterodactyl	Minor Disaster
Abilities	Attack: 2, Defense: 3, Movement: 3	
Instruction	If in Combat you reduce this Disaster's Health to exactly 0, you may use it as a Flying Vehicle which can carry up to 3 Characters with their Equipment.	
Text	In Goku's world, fantastic technology and monstrous beasts exist side-by-side.	
Categories	Animal, Flying Vehicle	

	Puppet Bomb	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves Once Destroys itself and 1 random Item or Equipment at the Location that it stops on.	
Categories	Robot	
	Red Tape	Minor Disaster
Instruction	All players shuffle their hands back into Draw piles and re-draw an equal number of cards.	
Quote	"Upstairs said to remove you. I don't know any more than that."	
	Restricted Area	Minor Disaster
Abilities	Movement: 4	
Instruction	Moves once Must have Investigation to Scavenge Location. Duration: 4 turns.	
Quote	"You can imagine my surprise when this simple and humble student president found ancient ruins beneath our school."	
	Run Over	Minor Disaster
Instruction	Unless a Character with movement of 4+ is present, Bonk one random Character.	
Quote	"S-O-O-R-R-R-Y-Y-Y !!"	
Categories	move	
	Runaway Elevator	Minor Disaster
Instruction	Unless 1 Robot is at you Location, 1 random Character is Killed.	
Quote	"We're dropping pretty fast. At this rate, we're gonna die for sure."	
Categories	Move	
	Running Fight	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 4	
Instruction	If non-flying Vehicle is present at Location where Running Fight is defeated, Vehicle is destroyed (Turn card over).	
Categories	Move	
	Running Late	Minor Disaster
Instruction	If student is present, group cannot move for 1 turn.	
Quote	"Look at the time! I'm gonna be late!!"	
Categories	Move	
	Saibamen	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 1, Energy: 3	
Instruction	Will Attack two Characters (if present) simultaneously (at full Damage), per round. Draw a Combat card for each Attack.	
Text	These monsters are transported as tiny seeds that sprout when planted like Cadmus' dragon teeth.	
Categories	Alien, Horde	

	Shinseiju Tree	Minor Disaster
Instruction	Moves to nearest non-Planetary, non-Dimensional Location. All Characters in play lose 2 Energy. Fire Element x2 or Priest x2 or Energy > 15 at this Location to defeat. If Tares comes into play and is defeated, discard this card.	
	Shopping Spree	Minor Disaster
Instruction	Discard ALL Money Items, Equipment and Enhancement cards in play.	
Quote	"It was really cheap, so I bought a lot of other things as well."	
Categories	Money	
	Short Out	Minor Disaster
Instruction	Destroys nearest Computer card. If none on Field then it blocks nearest Location with Computer as a Requirement for 4 turns.	
Quote	"We're loggin out, NOW!"	
Categories	Computer, Science	
	Shot Down	Minor Disaster
Abilities	Movement: 4	
Instruction	Destroys 1 piece of Flying Equipment at every Location it passes. Remove Flying skill from all Characters that do not have Phase skill that it encounters until Disaster leaves Field.	
	Shuttle Crash	Minor Disaster
Instruction	Destroys nearest flying vehicle.	
Quote	"There's no way anyone could have survived that."	
	Soja Guardians	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 3	
Instruction	Attack all Characters they encounter.	
Quote	"I've only come to invite you to my ship, the Soja, a place where we can get to know each other."	
	Squeeeeeeeeeeeze!	Minor Disaster
Abilities	Movement: 3	
Instruction	Character with highest total Attack & Defense at this Location takes 5 Damage to its Health. If it survives, it is -3 Defense during its next combat.	
Quote	"Waaaaahhhh! Waaaaahhhh!"	
	Sudden Stop	Minor Disaster
Instruction	Remove 1 non-Flying Vehicle from the game.	
Quote	"I'm mad because you totaled my Tank Special."	

	Surgical Laser	Minor Disaster
Abilities	Attack: 4, Defense: 4, Movement: 6	
Instruction	Moves Once Will attack any Character that stops within 1 Location of where it is.	
Categories	Computer	
	Swat Team	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Discard all weapons to defeat without a fight. If you have no weapons, enjoy Combat.	
Quote	"You are completely surrounded! Give up your weapons and surrender!"	
Categories	Police, Horde	
	Tank Special	Minor Disaster
Abilities	Attack: 4, Defense: 8, Movement: 5	
Instruction	Health is 4. After tank is defeated, blocks Location for 3 turns.	
Quote	"Idiot! They're banging up my beautiful baby!"	
Categories	Vehicle	
	Tatewaki Kuno	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3, Charm: 5	
Instruction	Attacks nearest female Character first then males. Removes defeated opponent from play for 3 of your Turns.	
Quote	"I love you. I would date with you."	
	The Mass Humanoid Form	Minor Disaster
Abilities	Attack: 5, Defense: 6, Movement: 3	
Instruction	Moves any direction to nearest character. Automatically Defeated if Ryo-Ohki is Bonked (Ryo-Ohki may bonk herself).	
Quote	"When threatened, they have the habit of projecting parts of their bodies at the enemy."	
	The Pit	Minor Disaster
Abilities	Attack: 3, Defense: 3, Movement: 2	
Instruction	Moves Once. Only 1 Character may combat this Disaster at a time.	
Text	This is the fate of all those who displease the tyrant king of Planet Arlia.	
Quote	"This isn't fair!" (unfortunate guy in picture)	
	Toma's Guards	Minor Disaster
Abilities	Attack: 6, Defense: 6, Movement: 4	
Instruction	Defend against multiple Attacks as if each Attack was being made individually.	
Quote	"They're good men."	
	Towed Vehicle	Minor Disaster
Instruction	Discard nearest non-flying vehicle.	

	Training Ground of Cursed Springs	Minor Disaster
Instruction	Player's most powerful Character transforms to animal form with stats of Attack 1, Defense 1, Move 2. Must have transformation card to change forms. Stays on Character until end of game.	
Quote	"Oh sirs, is very bad to fall in spring."	
	Traffic Ticket	Minor Disaster
Instruction	Lowers Motion of all Characters at Location, to 1 for 3 turns.	
Quote	"Here you go!"	
	Trapped Door	Minor Disaster
Instruction	All Characters at Location teleported 4 Locations to the right.	
Quote	"What was that?!" "Oh, just two wet fools who forgot to knock."	
	Unwanted Guest	Minor Disaster
Abilities	Attack: 4, Defense: 5, Movement: 3	
Instruction	Will Attack Androids before any other Characters. All Androids are at -1 Defense.	
Quote	"Are you the one who contacted me?"	
Categories	Android	
	Vampiric Ambush	Minor Disaster
Abilities	Attack: 4, Defense: 3, Movement: 3	
Instruction	Will only initiate Attack against females. Do 3x Health to kill permanently or vampire will come back (treat as new Disaster) and pursue closest female Character in 2 turns.	
Categories	Undead	
	Watch that 1st step...	Minor Disaster
Instruction	Any Characters at this Location without Flying Skill immediately take 2 Damage directly to their Health. This damage does not heal until the end of the turn.	
	Willpower	Minor Disaster
Instruction	Play Off the Field. The next 3 Disasters turned up are shuffled back into their owner's Draw Piles when they are Defeated, rather than being Discarded.	
Quote	"You think I will be defeated by the likes of YOU?"	
	Wrong Button	Minor Disaster
Instruction	Remove ALL Computer Equipment and Enhancements from the Field and discard.	
Quote	"I hit the main power switch by accident."	
Categories	Computer	

	Yamato No Orochi	Minor Disaster
Abilities	Attack: 4, Defense: 6, Movement: 1	
Instruction	Attacks females before males. If defeated, keep and use to access Spring of Life Location.	
Quote	"He is the guardian of the forest, the legendary eight-headed serpent."	
	Zarbon	Minor Disaster
Abilities	Attack: 6/10, Defense: 6/10, Movement: 4, Charm: 5/-1	
Gender	Male	
Instruction	Transforms after 2 rounds of Physical Combat.	
Quote	"A great power sleeps within me. I am loathe to release it, for it is accompanied by a horrible transformation, and it is not fitting that a lover of beauty experience such ugliness. It seems to defeat you, I must do so. Be assured, you shall pay."	
Categories	Alien, Freeza	
	Assault / Shining Knight	Combat
Bonus	Attack: +2	
Instruction	Adds +2 to your Attack	
	Assistance / I Surrender	Combat
Bonus	Attack: +2, Defense: +1	
Instruction	Add 2 to your Attack and 1 to your Defense.	
	Avoid / Overdoing It	Combat
Bonus	Attack: +3	
Instruction	Add 3 to your Attack.	
	Back Kick / Sense of Wonder	Combat
Instruction	Add 3 to your Attack. Draw another Combat card.	
	Bash / Broken Heart	Combat
Bonus	Attack: +1	
Instruction	Adds +1 to your Attack	
	Be with you... / Hangin' Around	Combat
Instruction	Your Attack this round is 0. Add 1 to your Defense.	
	Bench Brawl / Tantrum	Combat
Instruction	Add 1 to your Attack, per Character at Location.	
	Berserk / Disco Groove	Combat
Instruction	Add 4 to your Attack. Subtract 2 from your Defense.	
	Blind Throw / Surprised	Combat
Bonus	Attack: +2	
Instruction	Add 2 to your Attack.	

	Blocking Rush / Halitosis	Combat
Bonus	Attack: +1, Defense: +2	
Instruction	Add 1 to your Attack and 2 to your Defense.	
	Call To Arms / Accost	Combat
Bonus	Attack: +1, Defense: +2	
Instruction	Add 1 to your Attack and 2 to your Defense	
	Charge / Scandal	Combat
Bonus	Attack: +3	
Instruction	Add +3 to your Defense	
	Charged Up / Ogle	Combat
Bonus	Attack: *, Energy: *1	
Instruction	For the cost of 1 Energy, add 2 to your Attack, otherwise add 1.	
	Club / Stunning Smile	Combat
Bonus	Attack: +2	
Instruction	Adds +2 to your Attack	
	Confusion / Voyeur	Combat
Instruction	Subtract 3 from your opponent's Attack.	
	Crushing Left / Say Cheese!	Combat
Instruction	Add 2 to your Attack.	
	Deception / Tied Up	Combat
Bonus	Attack: -2	
Instruction	-2 to opponents Attack, Draw another Combat card for this round	
	Desperate Shot / Terror	Combat
Bonus	Attack: +4	
Instruction	Add 4 to your Attack.	
	Devastating Attack / Sinister Beauty	Combat
Instruction	Subtract 2 from your Defense, 4 if opponent is Flying.	
	Dodge / Puppy Dog Eyes	Combat
Bonus	Defense: +1	
Instruction	Adds +1 to your Defense	
	Double Blow / Gusto	Combat
Instruction	1 additional Attack this round. Draw another Combat card.	
	Drop Kick / Sorrow	Combat
Instruction	Add 3 to your Attack.	



	Face Slam / Beautiful Queen	Combat
Cost	Attack: -2	
Instruction	Subtract 2 from your Attack	
	Fancy Dance / Sexy Teacher	Combat
Cost	Defense: -2	
Instruction	Subtract 2 from your Defense.	
	Films about gladiators / Dork	Combat
Instruction	Add 1 to your Attack.	
	Flying Kick / 15 Minutes	Combat
Instruction	Add 1 to your Attack.	
	Fried / Lead Balloon	Combat
Instruction	Subtract 4 from your Defense.	
	Gas Attack / Incomparable Beauty	Combat
Bonus	Defense: 0	
Instruction	Opponent has no action this round	
	Gone Crazy / Lovely Ladies	Combat
Cost	Defense: -1	
Bonus	Attack: +1	
Instruction	Add 1 to your Attack and Subtract 1 from your Defense.	
	Grace / Poise	Combat
Instruction	Subtract 2 from your Attack and Defense.	
	Gut Punch / Only a Mother	Combat
Instruction	Add 2 to your Attack.	
	Hammer / Lover's Kiss	Combat
Bonus	Defense: -1	
Instruction	Instantly remove opponents combat card. Reduce Defense by -1	
	Head Butt / Sad Eyes	Combat
Instruction	Add 3 to your Attack.	
	In my sights / Zen Experience	Combat
Instruction	Add 3 to your Attack, 5 if you have Weapons.	
	Incoming! / Cowardice	Combat
Instruction	Subtract 3 from your Defense.	
	It's Your Fault / Broad Shoulders	Combat
Cost	Attack: -1	
Instruction	Subtract 1 from your Attack.	

	Just A Trim / Say it, don't spray it!	Combat
Instruction	Add 2 to your Defense.	
	Kick / Awfully Cute	Combat
Bonus	Attack: +1	
Instruction	Adds +1 to your Attack	
	Knee Slam / Special Gift	Combat
Cost	Defense: -2	
Instruction	Reduce your Defense by -2	
	Knocked Out / Beauty	Combat
Cost	Attack: -3	
Instruction	Subtract 3 from your Attack.	
	Leg Sweep / Why, you little devil	Combat
Instruction	Divide your opponent's Defense by 2.	
	Lunch Break / All Dressed Up	Combat
Instruction	Restore both you and your opponent's health to full.	
	Ninja Defense / Getting Dressed	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Ooooh, I got me! / Tango	Combat
Instruction	Subtract your total Attack from your total Defense.	
	Panic / Enchanted View	Combat
Cost	Defense: -3	
Instruction	Reduce Defense by -3	
	Paralyse / Captivate	Combat
Bonus	Attack: -3	
Instruction	Reduce your opponents Attack by -3	
	Parry / Handsome Lad	Combat
Bonus	Defense: +2	
Instruction	Parry adds +2 To Defense	
	Pinned / Well, it's like this...	Combat
Instruction	Subtract 2 from your Defense, 4 if opponent has Strength.	
	Pummel / What'd YOU have for lunch?	Combat
Instruction	Add 4 to your Attack & 1 for every point of available Energy.	
	Punch / Lovely Hair	Combat
Bonus	Attack: +2	
Instruction	Adds +2 to Attack	

	Screw Kick / Comfy?	Combat
Bonus	Attack: *	
Instruction	If Character has Strength skill, add 3 to Attack. Otherwise add 2.	
	Screwed / Hero	Combat
Instruction	Divide your Defense by 3 for the rest of Combat.	
	Shaken Up / Singing Sensation	Combat
Bonus	Defense: +2	
Instruction	Adds +2 to your Defense	
	Shock / Flowers	Combat
Instruction	Your opponent gets an additional attack this Round.	
	Slam / Great Service	Combat
Cost	Defense: -1	
Instruction	Subtract -1 from your Defense	
	Slap / Beautiful Redhead	Combat
Bonus	Attack: +1	
Instruction	Adds +1 to your Attack	
	Smash / Stupefaction	Combat
Bonus	Attack: x2	
Instruction	Multiply your Attack by x2	
	Southern Cross Fist / Mournful Look	Combat
Bonus	Defense: *	
Instruction	If Character has Strength skill add 2 to Defense. Otherwise add 1.	
	Startled / Pretty Lady	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Subtract 1 from your Attack and Defense.	
	Stomp / Cool Dude	Combat
Bonus	Attack: +3	
Instruction	Add +3 to Attack. Effects entire group.	
	Surprise Attack / Happy	Combat
Cost	Attack: -1, Defense: -1	
Instruction	Lowers your Attack and Defense by 1.	
	Take Cover / Ecstasy	Combat
Bonus	Defense: +2	
Instruction	Add 2 to your Defense.	
	Too much sun / Nabbed	Combat
Instruction	Your Defense is 0.	

	Toss / Distraction	Combat
Bonus	Attack: +2, Defense: +2	
Instruction	Add 2 to your Attack and Defense.	
	Tracheotomy / Lovely Persuasion	Combat
Cost	Defense: *	
Instruction	Subtract 1 from Defense. If opponent has a Weapon, subtract 2.	
	Trip / Tears	Combat
Cost	Defense: -1	
Bonus	Attack: +1	
Instruction	Add 1 to your Attack and subtract 1 from your Defense.	
	Wild Swing / Begging for Mercy	Combat
Instruction	Add 2 to your Attack. Subtract 2 from your Defense.	
	Yipes! / Happy 2 CU	Combat
Instruction	Add 1 to your Defense.	
	15 Minutes / Flying Kick	Charm Combat
Instruction	Add 3 to your Charm.	
	Accost / Call To Arms	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	All Dressed Up / Lunch Break	Charm Combat
Instruction	Add 2 to your Charm.	
	Awfully Cute / Kick	Charm Combat
Cost	Charm: -1	
Instruction	Opponents Charm reduced by -1	
	Beautiful Queen / Face Slam	Charm Combat
Bonus	Charm: +3	
Instruction	Add +3 to your Charm	
	Beautiful Redhead / Slap	Charm Combat
Cost	Charm: -2	
Instruction	Reduce opponents Charm by -2	
	Beauty / Knocked Out	Charm Combat
Bonus	Charm: *	
Instruction	If Robot, Android or Cyborg, add 3 to your Charm. Otherwise add 2.	
	Begging for Mercy / Wild Swing	Charm Combat
Instruction	Subtract 2 from your Charm.	

	Broad Shoulders / It's Your Fault	Charm Combat
Bonus	Charm: *	
Instruction	If male Character, add 3 to Charm. Otherwise, add 2.	
	Broken Heart / Bash	Charm Combat
Cost	Charm: -1	
Instruction	Subtract -1 from your Charm	
	Captivate / Paralyse	Charm Combat
Cost	Charm: -1	
Instruction	Reduce your Charm by -1	
	Comfy? / Screw Kick	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Cool Dude / Stomp	Charm Combat
Bonus	Charm: +1	
Instruction	Adds +2 to Males Charm, adds +1 to Females Charm.	
	Cowardice / Incoming!	Charm Combat
Instruction	Subtract 2 from your Charm.	
	Disco Groove / Berserk	Charm Combat
Instruction	If Music skill, Add 3 to your Charm. If not, Subtract 1.	
	Distraction / Toss	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Dork / Films about gladiators	Charm Combat
Instruction	Add 3 to your Charm.	
	Ecstasy / Take Cover	Charm Combat
Bonus	Charm: +2	
Instruction	Add 2 to your Charm.	
	Enchanted View / Panic	Charm Combat
Bonus	Charm: x2	
Instruction	Multiply Charm attack by x2	
	Flowers / Shock	Charm Combat
Instruction	Add 2 to your Charm. Add 4 if you have Medic Skill.	
	Getting Dressed / Ninja Defense	Charm Combat
Bonus	Charm: *	
Instruction	If female Student, add 3 to Charm. Otherwise, add 2.	

	Great Service / Slam	Charm Combat
Bonus	Charm: +1	
Instruction	Adds +1 to your Charm	
	Gusto / Double Blow	Charm Combat
Instruction	Add 1 to your Charm. Add 3 if you have Pure Heart.	
	Halitosis / Blocking Rush	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Handsome Lad / Parry	Charm Combat
Cost	Charm: -1	
Instruction	Reduce Opponents Charm by -1	
	Hangin' Around / Be with you...	Charm Combat
Instruction	Add 3 to your Charm.	
	Happy / Surprise Attack	Charm Combat
Bonus	Charm: *	
Instruction	If male, add 3 to Charm, otherwise add 2.	
	Happy 2 CU / Yipes!	Charm Combat
Instruction	Add 3 to your Charm.	
	Hero / Screwed	Charm Combat
Instruction	Add 4 to your Charm.	
	I Surrender / Assistance	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Incomparable Beauty / Gas Attack	Charm Combat
Bonus	Charm: 0	
Instruction	Opponent has no action the round.	
	Lead Balloon / Fried	Charm Combat
Instruction	Add 2 to your Charm, 5 if you have Comedian.	
	Lovely Hair / Punch	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Lovely Ladies / Gone Crazy	Charm Combat
Bonus	Charm: +3	
Instruction	Add 3 to your Charm.	

	Lovely Persuasion / Tracheotomy	Charm Combat
Bonus	Charm: *	
Instruction	Add 1 to a male Character's Charm, 2 to a female Character's Charm.	
	Lover's Kiss / Hammer	Charm Combat
Bonus	Charm: +2	
Instruction	Adds +2 to your Charm	
	Mournful Look / Southern Cross Fist	Charm Combat
Bonus	Charm: *	
Instruction	If female Character, add 3 to Charm. Otherwise add 1.	
	Nabbed / Too much sun	Charm Combat
Instruction	Subtract 3 from your Charm.	
	Ogle / Charged Up	Charm Combat
Bonus	Charm: *	
Instruction	If opponent is male, opponent gets no action this round. Otherwise, subtract 2 Charm.	
	Only a Mother / Gut Punch	Charm Combat
Instruction	Subtract 2 from your Charm.	
	Overdoing It / Avoid	Charm Combat
Cost	Charm: *	
Instruction	Subtract 2 from female's Charm. Otherwise, subtract 1.	
	Poise / Grace	Charm Combat
Instruction	Subtract 2 from your Charm.	
	Pretty Lady / Startled	Charm Combat
Bonus	Charm: *	
Instruction	If female Character, add 3 to Charm. Otherwise add 2.	
	Puppy Dog Eyes / Dodge	Charm Combat
Bonus	Charm: +2	
Instruction	Adds +2 to your Charm	
	Sad Eyes / Head Butt	Charm Combat
Instruction	Your opponent gets an additional Attack this Round.	
	Say Cheese! / Crushing Left	Charm Combat
Instruction	Add 2 to your Charm.	
	Say it, don't spray it! / Just A Trim	Charm Combat
Instruction	Subtract 1 from your Charm.	

	Scandal / Charge	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm	
	Sense of Wonder / Back Kick	Charm Combat
Instruction	Add 2 to your Charm. Add 5 if Blind Luck.	
	Sexy Teacher / Fancy Dance	Charm Combat
Bonus	Charm: *	
Instruction	If Character has Teacher skill, add 3 to Charm. Otherwise add 2.	
	Shining Knight / Assault	Charm Combat
Bonus	Charm: +2	
Instruction	Adds +2 to your Charm	
	Singing Sensation / Shaken Up	Charm Combat
Bonus	Charm: +2	
Instruction	Adds +2 to your Charm	
	Sinister Beauty / Devastating Attack	Charm Combat
Instruction	Add 2 to your opponent's Charm.	
	Sorrow / Drop Kick	Charm Combat
Instruction	Subtract 1 from your Charm.	
	Special Gift / Knee Slam	Charm Combat
Cost	Charm: -2	
Instruction	Reduce your Charm by -2	
	Stunning Smile / Club	Charm Combat
Bonus	Charm: +1	
Instruction	Adds +1 to your Charm	
	Stupefaction / Smash	Charm Combat
Cost	Charm: 1/2	
Instruction	Reduce your Charm by 1/2	
	Surprised / Blind Throw	Charm Combat
Cost	Charm: -2	
Instruction	Subtract 2 from your Charm.	
	Tango / Ooooh, I got me!	Charm Combat
Instruction	Add 3 to your Charm if opponent is opposite sex, 4 if same.	
	Tantrum / Bench Brawl	Charm Combat
Instruction	Subtract 2 from your Charm.	



	Tears / Trip	Charm Combat
Cost	Charm: -1	
Instruction	Subtract 1 from your Charm.	
	Terror / Desperate Shot	Charm Combat
Cost	Charm: -3	
Instruction	Subtract 3 from your Charm.	
	Tied Up / Deception	Charm Combat
Cost	Charm: -2	
Instruction	Gives -2 to your Charm rating. No other actions.	
	Voyeur / Confusion	Charm Combat
Instruction	Add 2 to your Charm. Add 4 if you have Peeping Skill.	
	Well, it's like this... / Pinned	Charm Combat
Instruction	Subtract 2 from your Charm, 4 if opponent is a Character.	
	What'd YOU have for lunch? / Pummel	Charm Combat
Instruction	Subtract 2 from your opponent's Charm.	
	Why, you little devil / Leg Sweep	Charm Combat
Instruction	Add 2 to your Charm.	
	Zen Experience / In my sights	Charm Combat
Instruction	Add 1 to your Charm. Add 4 if Priest.	