

CardNo.	Card Name	Card Category	Effect	Question	Answer
1	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	Does my Leader's "When this Leader attacks" effect activate before my opponent's [Blocker] or Counter activate?	Yes, it activates before your opponent's [Blocker] or Counter activate.
2	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	Does my Leader's "When this Leader...is attacked" effect activate before my Counter activates?	Yes, it activates before your Counter activates.
3	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	Does my Leader's "When this Leader...is attacked" effect activate before my opponent's [When Attacking] effects or "When...attacks" effects activate?	No. Your opponent's [When Attacking] effects or "When...attacks" effects activate first.
4	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	Does my Leader's "When this Leader...is attacked" effect activate before my [Blocker] activates?	No, it activates after your [Blocker] activates. However, if you activate your Character's [Blocker], that Character will become the target of the attack, so you will be unable to activate this Leader's "When this Leader...is attacked" effect.
5	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	After I activate a Counter during my Counter Step, can I activate my Leader's "When this Leader...is attacked" effect to increase its power?	No, you cannot.
6	OP03-001 Portgas.D.Ace	Leader	When this Leader attacks or is attacked, you may trash any number of Event or Stage cards from your hand. This Leader gains +1000 power during this battle for every card trashed.	If my Character is attacked, can I activate this Leader's "When this Leader...is attacked" effect?	No, you cannot.
7	OP03-005 Thatch	Character	[Activate: Main] [Once Per Turn] This Character gains +2000 power during this turn. Then, trash this Character at the end of this turn.	If this card is moved once to my hand or deck on the turn in which this [Activate: Main] effect is activated, should I trash this card at the end of the turn?	No, do not trash this card.
8	OP03-012 Marshall.D.Teach	Character	[When Attacking] You may trash 1 of your red Characters with 4000 power or more: Draw 1 card. Then, this Character gains +1000 power during this battle.	Can I activate the [On K.O.] effect of my Character trashed by this [When Attacking] effect?	No, you cannot.
9	OP03-012 Marshall.D.Teach	Character	[When Attacking] You may trash 1 of your red Characters with 4000 power or more: Draw 1 card. Then, this Character gains +1000 power during this battle.	Can I use this [When Attacking] effect to trash a Character with a base power of 3000 or less that had its power increased to 4000 or more, for example by the giving of DON!! cards?	Yes, you can.
10	OP03-016 Flame Emperor	Event	[Main] If your Leader is [Portgas.D.Ace], K.O. up to 1 of your opponent's Characters with 8000 power or less, and your Leader gains [Double Attack] and +3000 power during this turn. (This card deals 2 damage.) [Trigger] K.O. up to 1 of your opponent's Characters with 6000 power or less.	If I activate this [Main] effect and choose not to K.O. a Character, can my Leader [Portgas.D.Ace] gain [Double Attack] and +3000 power?	Yes, it can.
11	OP03-027 Sham	Character	[On Play] If your Leader has the {East Blue} type, rest up to 1 of your opponent's Characters with a cost of 2 or less and, if you don't have [Buchii], play up to 1 [Buchii] from your hand.	If my Leader does not have the {East Blue} type and I do not have [Buchii] on my field, can I use this [On Play] effect to play 1 [Buchii] from my hand?	No, you cannot.
12	OP03-028 Jango	Character	[On Play] Choose one: • Set up to 1 of your {East Blue} type Leader or Character cards with a cost of 6 or less as active. • Rest this Character and up to 1 of your opponent's Characters.	Can I use this [On Play] effect to set as active 1 of my Characters with a cost of 6 or less that does not have the {East Blue} type?	No, you cannot.
13	OP03-028 Jango	Character	[On Play] Choose one: • Set up to 1 of your {East Blue} type Leader or Character cards with a cost of 6 or less as active. • Rest this Character and up to 1 of your opponent's Characters.	If I activate this [On Play] effect and choose "• Rest this Character and up to 1 of your opponent's Characters.", can I decide not to rest this Character?	No, you cannot.
14	OP03-033 Hatchan	Character	[Trigger] If your Leader has the {East Blue} type, play this card.	If my Leader does not have the {East Blue} type, can I activate this [Trigger]?	Yes, you can. If you activate this [Trigger], you must trash this card without playing it.
15	OP03-036 Out-of-the-Bag	Event	[Main] You may rest 1 of your {East Blue} type Characters: Set up to 1 of your [Kuro] cards as active. [Trigger] K.O. up to 1 of your opponent's rested Characters with a cost of 3 or less.	Does "your [Kuro]" refer to my Leader [Kuro] or my Character [Kuro] cards?	It refers to both your Leader [Kuro] and your Character [Kuro] cards.
16	OP03-040 Nami	Leader	When your deck is reduced to 0, you win the game instead of losing, according to the rules. [DON!! x1] When this Leader's attack deals damage to your opponent's Life, you may trash 1 card from the top of your deck.	Does this "When this Leader's attack deals damage to your opponent's Life" effect activate before a [Trigger] resulting from that damage?	First, your opponent checks their Life in accordance with the damage dealt, and then this "When this Leader's attack deals damage to your opponent's Life" effect activates. After that, if the checked Life card has a [Trigger], your opponent can choose to activate it.
17	OP03-041 Usopp	Character	[Rush] (This card can attack on the turn in which it is played.) [DON!! x1] When this Character's attack deals damage to your opponent's Life, you may trash 7 cards from the top of your deck.	Does this "When this Character's attack deals damage to your opponent's Life" effect activate before a [Trigger] resulting from that damage?	First, your opponent checks their Life in accordance with the damage dealt, and then this "When this Character's attack deals damage to your opponent's Life" effect activates. After that, if the checked Life card has a [Trigger], your opponent can choose to activate it.

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18	OP03-043	Gaimon	Character	When you deal damage to your opponent's Life, you may trash 3 cards from the top of your deck. If you do, trash this Character.	Can I activate this "When you deal damage to your opponent's Life" effect when the attack of a Character or Leader other than this card deals damage to my opponent's Life?	Yes, you can.
19	OP03-043	Gaimon	Character	When you deal damage to your opponent's Life, you may trash 3 cards from the top of your deck. If you do, trash this Character.	Can I activate this "When you deal damage to your opponent's Life" effect when my opponent's Life card is moved to their hand or trashed due to the effect of another card?	No, you cannot.
20	OP03-043	Gaimon	Character	When you deal damage to your opponent's Life, you may trash 3 cards from the top of your deck. If you do, trash this Character.	If a Character with [Double Attack] deals 2 damage to my opponent's Life, can I activate this "When you deal damage to your opponent's Life" effect twice?	No, you cannot. You can only activate this effect once.
21	OP03-043	Gaimon	Character	When you deal damage to your opponent's Life, you may trash 3 cards from the top of your deck. If you do, trash this Character.	Does this "When you deal damage to your opponent's Life" effect activate before a [Trigger] resulting from that damage?	First, your opponent checks their Life in accordance with the damage dealt, and then this "When you deal damage to your opponent's Life" effect activates. After that, if the checked Life card has a [Trigger], your opponent can choose to activate it.
22	OP03-047	Zeff	Character	[DON!! x1] When this Character's attack deals damage to your opponent's Life, you may trash 7 cards from the top of your deck. [On Play] Return up to 1 Character with a cost of 3 or less to the owner's hand, and you may trash 2 cards from the top of your deck.	Can I use this [On Play] effect to return 1 Character with a cost of 3 or less to the owner's hand and choose not to trash 2 cards from the top of my deck?	Yes, you can.
23	OP03-047	Zeff	Character	[DON!! x1] When this Character's attack deals damage to your opponent's Life, you may trash 7 cards from the top of your deck. [On Play] Return up to 1 Character with a cost of 3 or less to the owner's hand, and you may trash 2 cards from the top of your deck.	Does this "When this Character's attack deals damage to your opponent's Life" effect activate before a [Trigger] resulting from that damage?	First, your opponent checks their Life in accordance with the damage dealt, and then this "When this Character's attack deals damage to your opponent's Life" effect activates. After that, if the checked Life card has a [Trigger], your opponent can choose to activate it.
24	OP03-051	Bell-mère	Character	[DON!! x1] When this Character's attack deals damage to your opponent's Life, you may trash 7 cards from the top of your deck. [On K.O.] You may trash 3 cards from the top of your deck.	Does this "When this Character's attack deals damage to your opponent's Life" effect activate before a [Trigger] resulting from that damage?	First, your opponent checks their Life in accordance with the damage dealt, and then this "When this Character's attack deals damage to your opponent's Life" effect activates. After that, if the checked Life card has a [Trigger], your opponent can choose to activate it.
25	OP03-054	Usopp's Rubber Band of Doom!!!	Event	[Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, you may trash 1 card from the top of your deck. [Trigger] Draw 1 card and you may trash 1 card from the top of your deck.	Can I use this [Counter] effect to give my Leader +2000 power and choose not to trash 1 card from my deck?	Yes, you can.
26	OP03-054	Usopp's Rubber Band of Doom!!!	Event	[Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, you may trash 1 card from the top of your deck. [Trigger] Draw 1 card and you may trash 1 card from the top of your deck.	To what extent is "Draw 1 card and you may trash 1 card from the top of your deck." optional according to this [Trigger] effect?	If you choose to activate the Trigger, you must draw 1 card. You can then choose whether or not to trash 1 card from the top of your deck.
27	OP03-055	Gum-Gum Giant Gavel	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader gains +4000 power during this battle. Then, you may trash 2 cards from the top of your deck. [Trigger] Return up to 1 Character with a cost of 4 or less to the owner's hand.	Can I use this [Counter] effect to give my Leader +4000 power and choose not to trash 2 cards from my deck?	Yes, you can.
28	OP03-066	Paulie	Character	[On Play] ☺ (You may rest the specified number of DON!! cards in your cost area.): Add up to 1 DON!! card from your DON!! deck and set it as active. Then, if you have 8 or more DON!! cards on your field, K.O. up to 1 of your opponent's Characters with a cost of 4 or less.	I had 7 DON!! cards on my field and activated this [On Play] effect to add a DON!! card from my DON!! deck. At this time, can I K.O. 1 of my opponent's Characters with a cost of 4 or less?	Yes, you can.
29	OP03-070	Monkey.D.Luffy	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.) You may trash 1 Character card with a cost of 5 from your hand: This Character gains [Rush] during this turn. (This card can attack on the turn in which it is played.)	Can I use this [On Play] effect to trash a Character card with a cost of 4 or less?	No, you cannot.
30	OP03-072	Gum-Gum Jet Gatling	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader or Character cards gains +3000 power during this battle. [Trigger] Add up to 1 DON!! card from your DON!! deck and set it as active.	Can I activate this card during the Counter Step and choose not to trash 1 card from my hand?	Yes, you can. In that case, none of your cards will gain +3000 power.

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31	OP03-076 Rob Lucci	Leader	[Your Turn] [Once Per Turn] You may trash 2 cards from your hand: When your opponent's Character is K.O.'d, set this Leader as active.	During my turn in which I have not yet activated this [Your Turn] effect, when my opponent's Character was K.O.'d, I did not trash 2 cards from my hand and chose not to activate this [Your Turn] [Once Per Turn] effect. During that turn, can I activate this effect the next time my opponent's Character is K.O.'d?	Yes, you can.
32	OP03-076 Rob Lucci	Leader	[Your Turn] [Once Per Turn] You may trash 2 cards from your hand: When your opponent's Character is K.O.'d, set this Leader as active.	When do I pay this "trash 2 cards from your hand" cost?	Trash 2 cards from your hand when your opponent's Character is K.O.'d.
33	OP03-078 Issho	Character	[DON!! x1] [Your Turn] Give all of your opponent's Characters -3 cost. [On Play] If your opponent has 6 or more cards in their hand, trash 2 cards from your opponent's hand.	If my opponent has 6 or more cards in their hand, who chooses which cards are trashed according to this [On Play] effect?	The player who activated this [On Play] effect chooses 2 cards from their opponent's hand of face-down cards.
34	OP03-078 Issho	Character	[DON!! x1] [Your Turn] Give all of your opponent's Characters -3 cost. [On Play] If your opponent has 6 or more cards in their hand, trash 2 cards from your opponent's hand.	When I am to choose 2 cards from my opponent's hand, can my opponent rearrange the order of the cards in their hand?	Yes, they can.
35	OP03-089 Brannew	Character	[On Play] Look at 3 cards from the top of your deck; reveal up to 1 {Navy} type card other than {Brannew} and add it to your hand. Then, trash the rest.	Can I use this [On Play] effect to add a card with the {Former Navy} or {Neo Navy} type to my hand?	No, you cannot.
36	OP03-090 Blueno	Character	[DON!! x1] This Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On K.O.] Play up to 1 Character card with a type including "CP" and a cost of 4 or less from your trash rested.	If this card and my Character with a type including "CP" and a cost of 4 or less are K.O.'d at the same time, can I use this [On K.O.] effect to play the card that was K.O.'d at the same time as this card?	Yes, you can.
37	OP03-091 Helmeppo	Character	[On Play] Set the cost of up to 1 of your opponent's Characters with no base effect to 0 during this turn.	I activated this [On Play] effect against my opponent's Character with a base cost of 6 when I had [OP02-121 Kuzan] on my field and the "[Your Turn] Give all of your opponent's Characters -5 cost." effect was active. If [OP02-121 Kuzan] then leaves the field on that turn, does this Character's cost become 0?	In this case, the cost becomes 0.
38	OP03-094 Air Door	Event	[Main] If your Leader's type includes "CP", look at 5 cards from the top of your deck; play up to 1 Character card with a type including "CP" and a cost of 5 or less. Then, trash the rest. [Trigger] Play up to 1 black Character card with a cost of 3 or less from your trash.	Does the [On Play] effect of the Character played according to this [Main] effect activate prior to the carrying out of this [Main] effect's "Then, trash the rest."?	No, the [On Play] effect activates after the rest of the cards are trashed.
39	OP03-095 Soap Sheep	Event	[Main] Give up to 2 of your opponent's Characters -2 cost during this turn. [Trigger] Your opponent trashes 1 card from their hand.	Can I use this [Main] effect to give -4 cost to 1 of my opponent's Characters?	No, you cannot.
40	OP03-097 Six King Pistol	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader or Character cards gains +3000 power during this battle. [Trigger] Draw 1 card. Then, K.O. up to 1 of your opponent's Characters with a cost of 1 or less.	Can I activate this card during the Counter Step and choose not to trash 1 card from my hand?	Yes, you can. In that case, none of your cards will gain +3000 power.
41	OP03-099 Charlotte Katakuri	Leader	[DON!! x1] [When Attacking] Look at up to 1 card from the top of your or your opponent's Life cards, and place it at the top or bottom of the Life cards. Then, this Leader gains +1000 power during this battle.	Can this [When Attacking] effect give this Leader +1000 power even if there are no Life cards to look at?	Yes, it can.
42	OP03-099 Charlotte Katakuri	Leader	[DON!! x1] [When Attacking] Look at up to 1 card from the top of your or your opponent's Life cards, and place it at the top or bottom of the Life cards. Then, this Leader gains +1000 power during this battle.	Can this [When Attacking] effect give this Leader +1000 power even if I look at a Life card that is placed face-up?	Yes, it can. In this case, after looking at the face-up card, you can place it face-up at the top or bottom of the Life cards.
43	OP03-100 Kingbaum	Character	[Trigger] You may trash 1 card from the top or bottom of your Life cards: Play this card.	If this 1 card is my only Life card, can I trash this card to pay the cost of the [Trigger] effect's "You may trash 1 card from the top or bottom of your Life cards:"?	No, you cannot.
44	OP03-108 Charlotte Cracker	Character	[DON!! x1] If you have less Life cards than your opponent, this Character gains [Double Attack] and +1000 power. (This card deals 2 damage.) [Trigger] You may trash 1 card from your hand: Play this card.	I had 1 less Life card than my opponent when this Character gained [Double Attack] due to this [DON!! x1] effect and dealt 2 damage to my opponent's Leader. At this time, after my opponent checks their first Life card according to the first of the two damage dealt and the number of Life cards becomes the same, what happens to the next damage?	In this case, after your opponent checks their first Life card, the [Double Attack] and +1000 power are lost. However, because the Leader has already taken 2 damage, the next damage is processed.

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45	OP03-112	Charlotte Pudding	Character	[On Play] Look at 4 cards from the top of your deck; reveal up to 1 [Sanji] or [Big Mom Pirates] type card other than [Charlotte Pudding] and add it to your hand. Then, place the rest at the bottom of your deck in any order.	Can I use this [On Play] effect to add a [Sanji] without the [Big Mom Pirates] type to my hand?	Yes, you can.
46	OP03-117	Napoleon	Character	[Activate: Main] You may rest this Character: Up to 1 of your [Charlotte Linlin] cards gains +1000 power until the start of your next turn. [Trigger] Play this card.	Does "your [Charlotte Linlin]" refer to my Leader [Charlotte Linlin] or my Character [Charlotte Linlin] cards?	It refers to both your Leader [Charlotte Linlin] and your Character [Charlotte Linlin] cards.
47	OP03-118	Ikoku Sovereignty	Event	[Counter] Up to 1 of your Leader or Character cards gains +5000 power during this battle. [Trigger] You may trash 2 cards from your hand: Add up to 1 card from the top of your deck to the top of your Life cards.	I have 1 Life card and take 2 damage from my opponent's [Double Attack]. This is the Life card I check for the first damage and I activate its [Trigger]. In this case, does adding 1 card to my Life cards according to this [Trigger] occur before processing the second damage of the [Double Attack]?	Yes. You will activate the [Trigger] before the second damage, add a card to your Life cards, and then process the second damage.
48	OP03-119	Buzz Cut Mochi	Event	[Main] If you have less Life cards than your opponent, K.O up to 1 of your opponent's Characters with a cost of 4 or less. [Trigger] Play up to 1 Character card with a cost of 4 or less and a [Trigger] from your hand.	Does "If you have less Life cards than your opponent," refer to the number of Life cards at the time this [Main] effect was activated?	Yes, it refers to the number of Life cards at that time.
49	OP03-122	Sogeking	Character	Also treat this card's name as [Usopp] according to the rules. [On Play] Return up to 1 Character with a cost of 6 or less to the owner's hand. Then, draw 2 cards and trash 2 cards from your hand.	Can I play this Character, activate the [On Play] effect and choose not to return a Character with a cost of 6 or less?	Yes, you can. In that case, you must still draw 2 cards and trash 2 cards from your hand.
50	OP03-123	Charlotte Katakuri	Character	[On Play] Add up to 1 Character with a cost of 8 or less to the top or bottom of the owner's Life cards face-up.	Can I use this [On Play] effect to add my Character to my Life?	Yes, you can.