

	Card No.	Card Name	Card Category	Effect	Question	Answer
1	ST06-002	Koby	Character	[On Play] You may trash 1 card from your hand: K.O. up to 1 of your opponent's Characters with a cost of 0.	Can I play this Character if I have no cards in my hand?	Yes, you can. However, you cannot activate its [On Play] effect.
2	ST06-004	Smoker	Character	This Character cannot be K.O.'d by effects. [DON!! x1] If there is a Character with a cost of 0, this Character gains [Double Attack]. (This card deals 2 damage.)	During a battle in which this Character gained [Double Attack] due to this [DON!! x1] effect and attacked, the situation changed due to an Event [Counter] effect so there are no longer any Characters with a cost of 0 on the field. How much damage does this Character do?	If there is no Character with a cost of 0 on the field before the Damage Step, this Character loses [Double Attack] and therefore inflicts 1 damage to the Leader.
3	ST06-004	Smoker	Character	This Character cannot be K.O.'d by effects. [DON!! x1] If there is a Character with a cost of 0, this Character gains [Double Attack]. (This card deals 2 damage.)	Can this Character be K.O.'d by the [On Play] effect of "OP01-094 Kaido"?	No.
4	ST06-012	Monkey.D.Garp	Character	[Activate: Main] You may trash 1 card from your hand and rest this Character: K.O. up to 1 of your opponent's Characters with a cost of 4 or less.	For this [Activate: Main] effect, can I choose whether to 1) rest this Character without trashing 1 card from my hand or 2) trash 1 card from my hand without resting this Character?	No, you cannot. All the instructions before the colon are the activation cost, and you cannot choose to pay only part of the activation cost. Similarly, if you cannot pay the activation cost in full or in part, you cannot activate the corresponding effect.
5	ST06-015	Great Eruption	Event	[Main] Draw 1 card. Then, give up to 1 of your opponent's Characters – 2 cost during this turn.	Can I activate this [Trigger] effect if my opponent has no cards in their hand?	Yes, you can, but no effect will occur.

				[Trigger] Your opponent chooses 1 card from their hand and trashes it.		
6	ST06-015	Great Eruption	Event	[Main] Draw 1 card. Then, give up to 1 of your opponent's Characters – 2 cost during this turn. [Trigger] Your opponent chooses 1 card from their hand and trashes it.	For this [Main] effect, can I draw 1 card and then choose a target to give – 2 cost to?	Yes, effects are processed in the order in which they are written.
7	ST06-016	White Out	Event	[Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. [Trigger] Draw 1 card and none of your Characters can be K.O.'d during this turn.	During the turn when this [Trigger] effect is activated, are Characters I play after activating the effect prevented from being K.O.'d as well?	No, they are not. Only Characters that are in play when you activate this [Trigger] effect are prevented from being K.O.'d during this turn.
8	ST06-017	Navy HQ	Stage	[On Play] Give up to 1 of your opponent's Characters – 1 cost during this turn. [Activate: Main] You may rest this Stage: If your Leader has the {Navy} type, give up to 1 of your opponent's Characters – 1 cost during this turn.	Can I use this [On Play] effect and [Activate: Main] effect to reduce the costs of 2 different Characters?	Yes, you can.