BT6		
No.	Q	A
BT6-001	DemiMeramon	
	I attack my opponent using a Digimon with this card in its digivolution cards. If they block it with one of their Digimon, does this Digimon's effect activate?	Yes. Even if the Digimon is blocked, if you declared an attack against your opponent, the effect activates.
BT6-002	Kyaromon	
	I activate an effect that reads "Return 1 of your opponent's Digimon to their hand. Trash all of the digivolution cards of that Digimon" to return an opponent's Digimon to their hand. When your opponent's digivolution cards are trashed as a result, can you activate this card's inherited effect?	No, you can't. "Trash all of the digivolution cards of those Digimon" is an explanation of what happens to the digivolution cards of the Digimon when it returns to their hand. It doesn't count as trashing digivolution for the purposes of this card's effect.
BT6-004	Pinamon	
	I attack my opponent using a Digimon with this card in its digivolution cards. If they block it with one of their Digimon, does this card's effect activate?	No, if you declared an attack against your opponent, this card's effect doesn't activate, even if they use another Digimon to block it.
BT6-006	Tsunomon	
	I activate an effect that reads "<Draw 1> (Draw 1 card from your deck.) Then, trash 1 card in your hand." Does this card's inherited effect activate?	Yes, it does.
BT6-007	Agumon	
	I have 2 copies of this Digimon in my battle area. If I play a Tamer with [Tai Kamiya] in its name, can I activate the effects on both Digimon to gain a total of 2 memory?	Yes. The effects on both Digimon activate, so you gain 2 memory.
	I play a Tamer with [Tai Kamiya] in its name from my security using its security effect. If this Digimon's effect causes the memory gauge to move to 1 or greater on my side, does it immediately become my turn?	No. The turn doesn't switch over until the attack completely finishes resolving.
BT6-008	Shoutmon	
	I make a normal, non-<Blitz> attack with this Digimon. Can I use this card's inherited effect to draw a card with <Draw 1>?	Yes. As long as a Digimon with <Blitz> is in this card's digivolution cards, <Draw 1> will activate even if you make a normal, non-<Blitz> attack.
BT6-009	Huckmon	
	This card's effect reveals 2 copies of the same card with [Huckmon], [Jesmon], or [Sistermon] in their names from the top of my deck. Can I add both copies to my hand?	Yes, you can.
BT6-011	BaoHuckmon	
	If I have 2 Digimon with [Sistermon] in their names in play, can I use this card's effect to delete 2 of my opponent's Digimon with 5000 DP or less?	No. Even if you have multiple Digimon with [Sistermon] in their names in play, you can only use this Digimon's effect to delete 1 of your opponent's Digimon.
BT6-013	Megadramon	
	Can this Digimon digivolve into a Digimon with "Black/Level 5" digivolution requirements?	Yes. During your turn, this Digimon is treated as both a red and black Digimon, so it can digivolve into a Digimon with black digivolution requirements.
	This card is in my breeding area. Can I digivolve it into a Digimon that requires a black Digimon?	No, you can't. [Your Turn] effects don't activate from breeding areas, so the card isn't treated as a black card. You can't digivolve it into a Digimon that requires a black Digimon.
BT6-016	Jesmon	
	I use this Digimon's [When Attacking] effect to play a Digimon card with [Sistermon] in its name. Does this Digimon's [Your Turn] effect activate?	Yes, it does.
BT6-017	MagnaKidmon	
	When this Digimon digivolves, can I intentionally choose not to use a 7-cost Option card in my hand to delete 1 of my opponent's Digimon with 4000 DP or less?	Yes, you can choose not to use an Option card. If you don't use one, you can delete 1 of your opponent's Digimon with 4000 DP or less.
	When using this card's [When Digivolving] effect to use an Option card, can I use any 7-cost Option card, regardless of its color requirements?	No, you can't ignore its color requirements.

BT6-018	Agumon - Bond of Bravery	
	If I use this card's [When Attacking] effect to delete 1 of my opponent's Digimon with 13000 DP or less, can I use this card's [Your Turn] effect to trash the top card of my opponent's security stack?	Yes, you can.
	My opponent has 1 card in their security stack. I attack my opponent with this Digimon and its [Your Turn] effect trashes their last security card, leaving them with zero cards in their security stack. If the attack isn't blocked and my attack is successful when they have zero cards in their security stack, do I win the game?	Yes, you do.
BT6-019	Gabumon	
	I have 2 copies of this Digimon in my battle area. If I play a Tamer with [Matt Ishida] in its name, can I activate the effects on both Digimon to gain a total of 2 memory?	Yes. The effects on both Digimon activate, so you gain 2 memory.
	I play a Tamer with [Matt Ishida] in its name from my security using its security effect. If this Digimon's effect causes the memory gauge to move to 1 or greater on my side, does it immediately become my turn?	No. The turn doesn't switch over until the attack completely finishes resolving.
BT6-020	Gizamon	
	Does this card's inherited effect activate when my opponent has no Digimon in play in their battle area?	Yes, it does.
BT6-021	ModokiBetamon	
	My opponent has this Digimon in play. What happens if an effect is activated that causes you to gain memory on activation and lose memory at end of turn? (i.e. [BT1-090 Gravity Crush], [BT1-021 MetalGreymon], [BT1-040 WereGarurumon], [BT1-058 Chirinmon], [BT1-075 Digitamamon], etc.)	You can't use Option/Digimon card effects to gain memory, but you can still lose memory if a card effect specifies as such. At the end of the turn, you'll lose memory as specified by each effect.
	My opponent has this Digimon in play. Can I gain memory from the security effect of [ST2-13 Hammer Spark]?	No, this Digimon prevents you from gaining memory from security effects.
BT6-024	Mojyamon	
	Does this card's effect activate when my opponent has no Digimon in play in their battle area?	Yes, it does.
BT6-027	Majiramon	
	Does this card's inherited effect activate when my opponent has no Digimon in play in their battle area?	Yes, it does.
BT6-028	Pukumon	
	"Your Digimon can't be blocked by your opponent's Digimon this turn." How does this effect work, exactly?	If you attack with a Digimon, your opponent's Digimon can't change the target of attack by activating <Blocker>.
BT6-032	Tapirmon	
	I have 2 Digimon with this card in their digivolution cards in my battle area, and a card is removed from my security stack. Do the inherited effects on both Digimon activate, activating <Draw 1> twice and drawing me 2 cards?	Yes. Both effects activate, so you can draw a total of 2 cards.
BT6-033	Pulsemon	
	When I play this card, does its [On Play] effect force me to trash cards from my security stack until there are 3 cards left?	No, this card's [On Play] effect allows you to trash any number of cards, from zero cards, up to however many cards you need to trash for you to have 3 cards left in your security stack.
	How does this card's [On Play] effect work if I have 3 or fewer cards in my security stack?	You can't trash any security cards, so the effect does nothing.
	I have 5 cards in my security stack. Can I use this card's [On Play] effect to only trash 1 security card and gain 1 memory?	Yes, you can.

BT6-034	Wizardmon	
	Does this card's inherited effect activate when a security card is removed from my security stack by one of my own effects?	Yes, it does.
BT6-040	Mistymon	
	Does this card's inherited effect activate when a security card is removed from my security stack by one of my own effects?	Yes, it does.
BT6-041	Manticoremon	
	Can I activate this card's effect when my security stack is empty?	No. You must trash a card from your security stack in order to have one of your opponent's Digimon get -5000 DP.
BT6-044	Dynasmon	
	Does this card's [When Digivolving] effect force me to trash the top card of my security stack?	No, this card's [When Digivolving] effect reads "you may," so you can choose whether or not to trash the top card of your security stack.
	Can I activate this card's [When Digivolving] effect when my security stack is empty?	No. You must trash a card from your security stack in order to activate it.
	I use this card's [When Digivolving] effect to trash a card from my security stack. If there are 3 or fewer cards left in my security stack, does this card's [All Turns] effect trigger?	Yes, it does.
	I have 2 or more copies of this Digimon in play. My opponent attacks with a Digimon, removing a card from my security stack. Do all of the effects on copies of this Digimon activate simultaneously, activating <Recovery +1 (Deck)> for each one?	Fundamentally, this is possible. However, the effects don't activate simultaneously, but one at a time in order. Once <Recovery> results in you having 4 cards in your security stack, any remaining copies of the effect don't activate. Any [Dynasmon] whose effects don't activate can still be activated later in the turn. (They don't count toward the [Once Per Turn] limit.)
	An opponent's Digimon performs a security check, flipping over a card with a [Security] effect. Which activates first: This card's [All Turns] effect, or the [Security] effect?	The [Security] effect activates first. After the [Security] effect and any effects triggered by its activation have finished activating, this card's [All Turns] effect activates.
BT6-047	Morphomon	
	I use this card's effect to reveal 5 cards. If the cards revealed only include either a card with [Menoa Bellucci] in its name or a Digimon card with [Eosmon] in its name, can I still add a card to my hand?	Yes, you can. As long as either a card with [Menoa Bellucci] in its name or a Digimon card with [Eosmon] in its name are among the cards revealed, you can add it to your hand.
BT6-049	Arbormon	
	If this card has a tamer card as a digivolution card, does the [Security] effect of that tamer card become an inherited effect?	No, Security Effects on Tamer cards don't become inherited effects.
	Can this card digivolve on top of a Level 3 Digimon that meets its requirements instead of a tamer card?	Yes, it can.
	If I use this card's effect to make a tamer card into a digivolution card, is that card affected by effects that say "trash digivolution cards"?	Yes, it is. However, if the effect specifies Digimon cards, Digi-Egg cards, or any other type of card that isn't a tamer card, it can't be targeted by that effect.
	If I digivolve this card on top of a tamer card, do I still get the digivolution bonus?	Yes, you do. Even if you digivolve using a tamer card, make sure to draw 1 card as the digivolution bonus.
	Can I attack the turn I digivolve this card on top of a tamer card?	Yes. Digivolution doesn't count as "playing" a card, so you can attack that turn.
	I play a Tamer card, then digivolve it into this Digimon. Can I then attack with that Digimon during that same turn?	No. Since it's the first turn the tamer was played, the limitation for attacking on the first turn a card is played still applies.
	If I've digivolved this card on top of a tamer card and the Digimon is deleted, what happens to the tamer card?	It's trashed.

BT6-050	Petaldramon	
	If this card has a tamer card as a digivolution card, does the [Security] effect of that tamer card become an inherited effect?	No, Security Effects on Tamer cards don't become inherited effects.
	Can this card digivolve on top of a Level 3 Digimon that meets its requirements instead of a tamer card?	Yes, it can.
	If I use this card's effect to make a tamer card into a digivolution card, is that card affected by effects that say "trash digivolution cards"?	Yes, it is. However, if the effect specifies Digimon cards, Digi-Egg cards, or any other type of card that isn't a tamer card, it can't be targeted by that effect.
	If I digivolve this card on top of a tamer card, do I still get the digivolution bonus?	Yes, you do. Even if you digivolve using a tamer card, make sure to draw 1 card as the digivolution bonus.
	Can I attack the turn I digivolve this card on top of a tamer card?	Yes. Digivolution doesn't count as "playing" a card, so you can attack that turn.
	I play a Tamer card, then digivolve it into this Digimon. Can I then attack with that Digimon during that same turn?	No. Since it's the first turn the tamer was played, the limitation for attacking on the first turn a card is played still applies.
	If I've digivolved this card on top of a tamer card and the Digimon is deleted, what happens to the tamer card?	It's trashed.
BT6-056	Chikurimon	
	Does this card's [Security] effect activate even if it loses the battle against the attacking Digimon?	Yes, it activates at the end of the battle, regardless of outcome.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Does this Digimon's effect activate first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon's [Security] effect activates after the battle with the attacking Digimon ends, and before the next check is performed.
BT6-058	Nanimon	
	If I use this card's effect to play a Digimon, is it treated as a Security Digimon even in my battle area?	No, it's treated as a normal Digimon once it comes into play.
	Can I play this Digimon with its [Security] effect even if it loses the battle against the attacking Digimon?	Yes, regardless of the battle's outcome, you get to play this Digimon at the end of the battle.
	This card is flipped over during a security check, but the attacking Digimon still has security checks remaining. Is this card played off its [Security] effect first, or do I have to wait until my opponent finishes the rest of their security checks?	This Digimon is played after the battle with the attacking Digimon, and before the next check is performed.
BT6-060	Deputymon	
	I use this card's effect to reveal 4 cards. If the cards revealed only include either a Digimon card with [Three Musketeers] in its type or a 7-cost Option card, can I still add a card to my hand?	Yes, you can. As long as either a Digimon card with [Three Musketeers] in its type or a 7-cost Option card are among the cards revealed, you can add it to your hand.
BT6-061	Gigadramon	
	Can this Digimon digivolve into a Digimon with "Red/Level 5" digivolution requirements?	Yes. During your turn, this Digimon is treated as both a red and black Digimon, so it can digivolve into a Digimon with black digivolution requirements.
	This card is in my breeding area. Can I digivolve it into a Digimon that requires a red Digimon?	No, you can't. [Your Turn] effects don't activate from breeding areas, so the card isn't treated as a red card. You can't digivolve it into a Digimon that requires a red Digimon.
BT6-062	Volcanomon	
	My opponent only has 1 unsuspended Digimon in play, and I attack with a Digimon that has this card in its digivolution cards. When my opponent activates <Blocker> and suspends their unsuspended Digimon, does my attacking Digimon immediately lose <Security Attack +1> from this card's inherited effect?	Yes. As soon as your opponent no longer has an unsuspeded Digimon in play, your attacking Digimon loses <Security Attack +1> from this card's inherited effect.

BT6-065	Gundramon	
	I use this card's [When Digivolving] effect to reveal cards from the top of my deck. If I reveal a 7-cost Option card, do I have to use it?	No, this card's [When Digivolving] effect reads "you may," so you can choose whether or not to use the Option card. If you don't use it, you delete 1 of your opponent's Digimon with a play cost of 4 or less.
	When using this card's [When Digivolving] effect to use an Option card, can I use any 7-cost Option card, regardless of its color requirements?	No, you can't ignore its color requirements.
	If I have 4 or fewer cards in my deck, does this Digimon's [When Digivolving] effect activate?	Yes, it does. Reveal as many cards from your deck as you can, then perform the rest of the effect as normal.
BT6-067	Gankoomon	
	What does "Delete all of your opponent's Digimon with the lowest play cost" mean, exactly?	The effect deletes your opponent's Digimon with the lowest play cost. If multiple Digimon are tied for lowest, all of them are deleted.
	My opponent only has 1 unsuspended Digimon in play, and I attack with this Digimon. When my opponent activates <Blocker> and suspends their unsuspended Digimon, does my attacking Digimon immediately lose <Security Attack +1> from this card's effect?	Yes. As soon as your opponent no longer has an unsuspended Digimon in play, your attacking Digimon loses <Security Attack +1> from this card's inherited effect.
BT6-068	Impmon	
	When I play this card, do I have to trash 1 card in my hand?	No, the effect reads "you may," so you can choose whether or not to trash the card. If you don't trash a card, you don't get to return a Digimon card with [Seven Great Demon Lords] or [Three Musketeers] in its type from your trash to your hand.
BT6-072	Ogremon	
	Can I activate this card's effect when my hand is empty?	No. You must trash a card in your hand in order to activate it.
BT6-075	Ginkakumon Promote	
	Can I use this card's [On Play] effect to place a [Ginkakumon Promote] from my trash in this card's digivolution cards?	No. This card's [On Play] effect can only be used to place cards whose names match either [Kinkakumon] or [Ginkakumon] exactly.
BT6-077	Rebellimon	
	This card is in my breeding area. Can I digivolve it into a Digimon that requires a black Digimon?	No, you can't. Effects don't activate from breeding areas, so the card isn't treated as a black card. You can't digivolve it into a Digimon that requires a black Digimon.
	Can I activate this card's effect when my hand is empty?	No. You must trash a card in your hand in order to activate it.
BT6-079	Murmukusmon	
	I have 9 cards in my trash when this Digimon is deleted. If this results in my having 10 cards in my trash, does this card's [On Deletion] effect activate?	Yes. The [On Deletion] effect activates after the card moves to your trash, meeting the requirement for you to have 10 cards in your trash.

BT6-081	Titamon	
	Does this card's [When Digivolving] effect force me to trash 1 card in my hand when this card digivolves?	Yes. If possible, you must trash 1 card in your hand for this card's effect. "Then, you may play 1 purple Level 4 or lower Digimon card from your trash without paying its memory cost" is phrased "you may," so you can choose whether or not to play a card using the effect.
	Can I use this card's [When Digivolving] effect to trash a purple Level 4 or lower Digimon card in my hand, then play it with this effect?	Yes, you can.
	I use this card's [When Digivolving] effect to trash a card in my hand. Does this card's [Your Turn] effect trigger?	Yes, it does.
	When happens when this card's [When Digivolving] effect activates while my hand is empty?	You can't trash a card in your hand, but since you don't need to trash a card to activate the second part of the effect, you can still play a purple Level 4 or lower Digimon card from your trash without paying its memory cost.
BT6-083	Eosmon	
	If I don't play a Tamer using this card's [On Play] effect, does that prevent my opponent from playing a Tamer card, as well?	No. Even if you choose not to play a Tamer, your opponent can still use this card's effect to play a Tamer of their own.
BT6-085	Eosmon	
	"You can include up to 50 copies of cards with this card's card number in your deck." How does this effect work, exactly?	Normally, you can only include up to 4 copies of a card with the same card number in your deck, but this card is different. Its effect allows you to include up to 50 copies of it in your deck.
BT6-111	Alphamon	
	Does this card's [Security] effect activate even if it loses the battle against the attacking Digimon?	Yes, it activates at the end of the battle, regardless of outcome.
	If I use this card's [Security] effect to prevent my opponent's currently attacking Digimon from attacking players, does the attack end immediately, or does my opponent get to perform their remaining security checks?	Even after using this card's [Security] effect to prevent your opponent's Digimon from attacking players, it only prevents them from declaring further attacks. The current attack proceeds normally.
	My opponent uses this card's [Security] effect to prevent one of my Digimon with <Piercing> from attacking players. If that Digimon attacks and deletes an opponent's Digimon and survives, do I still get to perform security checks with <Piercing>?	Yes, you do.
	I have 11 or fewer Digimon in play, and my opponent activates this card's [Security] effect, preventing all of my Digimon from attacking players for the turn. If I later play a Digimon with <Rush> during that same turn, can that Digimon attack players?	Yes, it can. This card's [Security Effect] only affects Digimon that are in play at the time it's activated.
	If this Digimon attacks and is deleted in battle, does its [End of Attack] effect activate at the end of the attack?	No, it doesn't.
BT6-112	BeelStarmon	
	When using this card's [On Play] effect to use an Option card, can I use any 7-cost Option card, regardless of its color requirements?	No, you can't ignore its color requirements.
	Does this card's [On Play] effect force me to use an Option card?	No. The cards in your hand count as private information, so you don't have to reveal whether you have an Option card you can use in your hand. As such, you can choose not to use an Option card regardless of whether you have one you can use in your hand. (For example, after using this card's [On Play] effect to return a 7-cost Option card from your trash to your hand.)
	I use this card's [On Play] effect to return an Option card from my trash to my hand. Do I have to use that card with this card's effect?	No, you can use a different card.

BT6-087	Tai Kamiya	
	I only have 1 or fewer cards left in my security stack. Can I activate this card's [Main] effect?	Yes, you can. If you do, trash as many cards from your security stack as you can.
	Can I use this card's [Main] effect on cards with [Agumon] in their name? (For example, [Agumon Expert], [ToyAgumon], etc.)	No, this card's [Main] effect only affects cards whose names are [Agumon].
	Can I use this card's [Main] effect to digivolve a non-red [Agumon] into [BT16-018 Agumon - Bond of Bravery]?	No, this card's effect only lets you ignore the level in a Digimon's digivolution requirements, not its color. [BT16-018 Agumon - Bond of Bravery] specifies a red Digimon in its digivolution requirements, so you can only use this card's effect to digivolve a red [Agumon].
	I activated this card's [Main] effect to digivolve into [Agumon - Bond of Bravery]. I had 1 or more cards in my security stack at the time of activation, but another effect causes my security stack to become empty later that same turn. Do I get to keep [Agumon - Bond of Bravery] in play at the end of the turn?	No. If you had 1 or more cards in your security stack at the time the effect finished activating, [Agumon - Bond of Bravery] will be deleted at the end of the turn, regardless of how many cards are in your security stack at that time.

	I have 2 copies of this card in play. I use the first copy's [Main] effect to digivolve a Digimon into an [Agumon - Bond of Bravery] while there are 1 or more cards in my security stack. I use the second copy's [Main] effect to digivolve a different Digimon into [Agumon - Bond of Bravery] while my security stack is empty.
	  What happens to each [Agumon - Bond of Bravery] at the end of the turn?
		The first copy's effect was used to digivolve into [Agumon - Bond of Bravery] while your security stack had 1 or more cards in it, so [Agumon - Bond of Bravery] will be deleted at the end of the turn.
		  The second copy's effect was used to digivolve into [Agumon - Bond of Bravery] while your security stack was empty, so [Agumon - Bond of Bravery] stays in play at the end of the turn.

BT6-088	Matt Ishida	
	I only have 1 or fewer cards left in my security stack. Can I activate this card's [Main] effect?	Yes, you can. If you do, trash as many cards from your security stack as you can.
	Can I use this card's [Main] effect to digivolve a non-blue [Gabumon] into [BT16-030 Gabumon - Bond of Friendship]?	No, this card's effect only lets you ignore the level in a Digimon's digivolution requirements, not its color. [BT16-030 Gabumon - Bond of Friendship] specifies a blue Digimon in its digivolution requirements, so you can only use this card's effect to digivolve a blue [Gabumon].
	I activated this card's [Main] effect to digivolve into [Gabumon - Bond of Friendship]. I had 1 or more cards in my security stack at the time of activation, but another effect causes my security stack to become empty later that same turn. Do I get to keep [Gabumon - Bond of Friendship] in play at the end of the turn?	No. If you had 1 or more cards in your security stack at the time the effect finished activating, [Gabumon - Bond of Friendship] will be deleted at the end of the turn, regardless of how many cards are in your security stack at that time.

	I have 2 copies of this card in play. I use the first copy's [Main] effect to digivolve a Digimon into a [Gabumon - Bond of Friendship] while there are 1 or more cards in my security stack. I use the second copy's [Main] effect to digivolve a different Digimon into [Gabumon - Bond of Friendship] while my security stack is empty.
	  What happens to each [Gabumon - Bond of Friendship] at the end of the turn?
		The first copy's effect was used to digivolve into [Gabumon - Bond of Friendship] while your security stack had 1 or more cards in it, so [Gabumon - Bond of Friendship] will be deleted at the end of the turn.
		  The second copy's effect was used to digivolve into [Gabumon - Bond of Friendship] while your security stack was empty, so [Gabumon - Bond of Friendship] stays in play at the end of the turn.

BT6-089	T.K. Takaishi & Kari Kamiya	
	The number of cards in my security stack is equal to the number of cards in my opponent's security stack. Does this card's [Start of Your Turn] effect activate?	No, this card's [Start of Your Turn] effect only activates "if you have fewer security cards than your opponent," so if you and your opponent both have the same number of security cards, it won't activate.
BT6-091	Sora Takenouchi & Mimi Tachikawa	
	Does this card's [Start of Your Turn] effect allow me to gain 2 memory if my opponent has no Digimon in play in their battle area?	Yes, it does.

BT6-095		
	Happy Bullet Showering	
	"If you have a Digimon with [Three Musketeers] in its type in play, you may use this Option card without meeting its color requirements." How does this effect work, exactly?	If you have a Digimon with [Three Musketeers] in its type in play in your battle area, you can use this Option card even if you don't have a red Digimon or Tamer in play.
	What does "all of your opponent's Digimon with the lowest DP" mean, exactly?	The effect deletes your opponent's Digimon with the lowest DP. If multiple Digimon are tied for lowest, all of them are deleted.
BT6-097		
	Howling Memory Boost!	
	I use this card's effect to prevent one of my opponent's Digimon with no digivolution cards from attacking or blocking. If that Digimon later gains a digivolution card, can it attack and block?	No. This card's effect is already activated, so the affected Digimon can't attack or block until the effect ends.
	I use this card's effect to trash 2 digivolution cards from the bottom of 1 of my opponent's Digimon. For the part of this card's effect that reads "1 of your opponent's Digimon with no digivolution cards can't attack or block until the end of your opponent's next turn," can I choose a different Digimon with no digivolution cards other than the one I trashed digivolution cards from using the first part of this card's effect?	Yes, you can.
	When I place this card in my battle area, can I use a blue Option card even if I have no other blue Digimon or Tamers in play?	No. Having this card in your battle area doesn't count toward color requirements.
BT6-099		
	Acid Injection	
	Can I use this card if I have 0 cards left in my security stack?	Yes, you can. The second half of the effect still occurs even if you don't have a security card to trash.
BT6-100		
	Reinforcing Memory Boost!	
	When using this card's effect to place a card on top of my security stack, do I need to show it to my opponent?	Yes. You're revealing cards from your deck, which means they're public information until you choose one to place face down on top of your security stack. You must show the card you place in your security stack to your opponent first.
	Can I use this card if I have 1 or fewer cards left in my deck?	Yes, you can. Reveal as many cards from your deck as you can, then perform the rest of the effect as normal.
	When I place this card in my battle area, can I use a yellow Option card even if I have no other yellow Digimon or Tamers in play?	No. Having this card in your battle area doesn't count toward color requirements.
BT6-102	**Tropical Venom**	
	I use this card's effect to give "[On Deletion] Lose 2 memory." to an opponent's Digimon. What happens when that Digimon is deleted?	Your opponent loses 2 memory, which means you gain 2 memory. If you use this card to give "[On Deletion] Lose 2 memory" to an opponent's Digimon, you gain 2 memory when that Digimon is deleted.
BT6-105		
	Gewalt Schwärmer	
	"If you have a Digimon with [Three Musketeers] in its type in play, you may use this Option card without meeting its color requirements." How does this effect work, exactly?	If you have a Digimon with [Three Musketeers] in its type in play in your battle area, you can use this Option card even if you don't have a black Digimon or Tamer in play.
	Does this card's effect also delete all of my Digimon with play costs of 7 or less?	Yes. Both your and your opponent delete all Digimon with play costs of 7 or less.
BT6-106	**Iron-Fisted Onslaught**	
	What does "all of your opponent's Digimon with the highest play cost" mean, exactly?	The effect deletes your opponent's Digimon with the highest play cost. If multiple Digimon are tied for highest, all of them are deleted.

BT6-107	Grave Memory Boost!	
	Can I use this card if I don't have any Digimon cards in my trash?	Yes, you can. The second half of the effect still occurs even if you don't have a Digimon card to return from your trash.
	When I place this card in my battle area, can I use a purple Option card even if I have no other purple Digimon or Tamers in play?	No. Having this card in your battle area doesn't count toward color requirements.
BT6-109	Fly Bullet	
	"If you have a Digimon with [Three Musketeers] in its type in play, you may use this Option card without meeting its color requirements." How does this effect work, exactly?	If you have a Digimon with [Three Musketeers] in its type in play in your battle area, you can use this Option card even if you don't have a purple Digimon or Tamer in play.
BT6-110	Cutting Edge	
	I use this card while I have 1 [ST1-12 Tai Kamiya] in play, and play a [BT6-085 Eosmon] from my hand. [Tai Kamiya]'s effect gives [Eosmon] +1000 DP, bringing it up to a total of 7000 DP. Can I delete 1 of my opponent's Digimon with 7000 DP or less?	Yes. If a DP-boosting effect activates when you play a Digimon, the Digimon's modified DP value is referenced by this card's effect. You can delete 1 of your opponent's Digimon with DP less than or equal to [Eosmon]'s boosted DP.