ST7

№	Q	A
ST7-02	Agumon	
	I attack my opponent with this Digimon. 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.
ST7-03	Guilmon	
	A Digimon with this card in its digivolution cards and an opponent's Digimon are deleted simultaneously. Does this card's inherited effect activate?	No. This card is placed in your trash before the effect can activate. It's no longer in your battle area, so it doesn't activate.
ST7-05	Growlmon	
	A Digimon with this card in its digivolution cards and an opponent's Digimon are deleted simultaneously. Does this card's inherited effect activate?	No. This card is placed in your trash before the effect can activate. It's no longer in your battle area, so it doesn't activate.
ST7-06	GeoGreymon	
	If I use this card's effect to play this 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 and battles the attacking Digimon as a Security Digimon. Once the battle ends, 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? Also, when does this Digimon's [On Play] effect activate?	This Digimon is played before your opponent's next security check. Likewise, this Digimon's [On Play] effect activates before your opponent's next checks.
	I play this card using its [Security] effect. If the attacking Digimon has 4000 DP or less and <Jamming>, can I use this Digimon's [On Play] effect to delete the attacking Digimon?	Yes, you can.
ST7-08	WarGrowlmon	
	I attack an opponent's Digimon with a Digimon with <Piercing> that has this card in its digivolution cards. My Digimon deletes the opponent's Digimon and survives. When performing checks with <Piercing>, does this card's inherited effect grant <Security Attack +1>?	Yes, it does.

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ST7-09	Gallantmon	
	This card's [When Attacking] effect reads, "Delete 1 of your opponent's Digimon with 4000 DP or less. If you don't…" What does "If you don't" refer to?	"If you don't" refers to a state such as in which, when resolving this Digimon's [When Attacking] effect, your opponent doesn't have a Digimon with 4000 DP or less in play, or your opponent has a Digimon that can't be deleted with the effect. Essentially, if your opponent doesn't have a Digimon that can be deleted by "Delete 1 of your opponent's Digimon with 4000 DP or less," follow the instructions listed after "If you don't". *
	My opponent has a Digimon with 4000 DP or less in play. Can I choose not to delete my opponent's Digimon so that this Digimon gets +3000 DP?	No. If you activate this card's [When Attacking] effect and your opponent has a Digimon with 4000 DP or less in play, you must choose that Digimon as the target of the effect. If a valid target exists, you must choose it.
	My opponent has a Digimon with 4000 DP or less and an effect that reads, "This Digimon can't be deleted by your opponent's effects," and another Digimon with 4000 DP or less but no effect. Can I intentionally choose the Digimon with the effect preventing deletion to have this Digimon gain +3000 DP?	Yes. If you chose your opponent's Digimon with 4000 DP or less as a target, it counts for this card's effect, even if the chosen Digimon has an effect that prevents it from being deleted.
ST7-11	Lightning Joust	
	I use this card, and my opponent and I both have the same number of cards in our security stacks. Later, my opponent loses a security card. When this happens, do I remove <Security Attack +1> from this card's effect?	No. If the number of cards in your security stack is less than or equal to your opponent's at the time you use this card, the effect doesn't go away, even if your opponent loses security cards later. *
ST7-12	Atomic Blaster	
	What does "Choose any number of your opponent's Digimon whose total DP adds up to 8000 or less" mean, exactly?	You can choose any number of your opponent's Digimon, as long as the DP of the chosen Digimon adds up to 8000 or less. For example, you could choose 1 Digimon with 3000 DP + 1 Digimon with 5000 DP, or 2 Digimon with 2000 DP + 1 Digimon with 3000 DP.
	Can I choose fewer cards than possible, even if the DP of the chosen cards adds up to less than 8000?	Yes. As long as the total DP of the chosen cards is 8000 DP or less, you can choose as many or as few cards as you like. However, note that you must choose a minimum of 1 Digimon with 8000 DP or less. *
	My opponent has a [BT4-066 Golemon] in play. If [Golemon] is chosen as part of this card's effect, [Golemon]'s deletion will cause my opponent's black Digimon to each receive -1000 DP. Can I choose more of my opponent's Digimon with this card's effect to cover the gap to reach 8000 DP?	No. When [Golemon] is deleted, reducing the DP of your opponent's Digimon, this card's effect will have already finished activating. As such, you cannot choose additional Digimon with this card's effect midway. *

ST8

No.	Q	A	
ST8-01	**DemiVeemon**		
	I have 7 cards in my hand. I attack with a Digimon that has this card in its digivolution cards, and <Draw 1> from the [When Attacking] effect. I now have 8 cards in my hand. Can I use this card's inherited effect during the attack to gain 1000 DP for the battle and future security checks?	Yes. The inherited effect activates as soon as you have 8 cards in your hand, so the Digimon gets +1000 DP for the rest of the attack.	
ST8-02	**Gabumon**		
	I have 7 cards in my hand. I attack with a Digimon that has this card in its digivolution cards, and <Draw 1> from the [When Attacking] effect. I now have 8 cards in my hand. Can I use this card's inherited effect during the attack to gain 1000 DP for the battle and future security checks?	Yes. The inherited effect activates as soon as you have 8 cards in your hand, so the Digimon gets +1000 DP for the rest of the attack.	
ST8-05	**Veedramon**		
	I have 7 cards in my hand. I attack with a Digimon that has this card in its digivolution cards, and <Draw 1> from another [When Attacking] effect. I now have 8 cards in my hand. Can I use this card's inherited effect during the attack to return 1 of my opponent's Digimon to its owner's hand?	Yes. If you have this card's inherited effect activate after <Draw 1>, you'll have 8 cards in your hand at the time of activation, allowing you to return your opponent's card to their hand.	
ST8-06	**Coredramon**		
	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.	
	Does this card's [On Play] effect activate when I play this card with its [Security] effect?	Yes, it does.	*
	This card is flipped over during a security check and battles the attacking Digimon as a Security Digimon. Once the battle ends, 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? Also, when does this Digimon's [On Play] effect activate?	This Digimon is played before your opponent's next security check. Likewise, this Digimon's [On Play] effect activates before your opponent's next checks.	
ST8-08	**AeroVeedramon**		
	I have 7 cards in my hand. I attack with a Digimon that has this card in its digivolution cards, and <Draw 1> from the [When Attacking] effect. I now have 8 cards in my hand. Can I use this card's inherited effect during the attack to perform security checks with <Security Attack +1>?	Yes. The inherited effect activates as soon as you have 8 cards in your hand, so the Digimon gets <Security Attack +1> for the rest of the attack.	
ST8-09	**Slayerdramon**		
	"This Digimon can't be blocked." How does this effect work, exactly?	If you attack with this Digimon, your opponent's Digimon can't change the target of attack by activating <Blocker>.	*
ST8-10	**UlforceVeedramon**		
	I have 7 cards in my hand. I attack with this Digimon, and <Draw 1> from its [When Attacking] effect. I now have 8 cards in my hand. Does this card's effect cause this Digimon to become unsuspended?	Yes. If you have this card's effect activate after <Draw 1>, you'll have 8 cards in your hand at the time of activation, allowing you to unsuspend this Digimon.	