NO.	Card No.	Card Name	category	Question	Answer
Q113	ST01-001	Gundam	Individual Card Effects	Does this Unit also get AP+1 from its [During Pair] effect?	Yes, it does.
Q123	GD01-016	Jegan	Individual Card Effects	Is Lv. also reduced by this card's effect?	No, it is not.
Q131	GD01-028	Gundam Sandrock	Individual Card Effects	When deploying a Unit with this [Deploy] effect, does that Unit's cost need to be paid?	No, it does not.
Q132	GD01-028	Gundam Sandrock	Individual Card Effects	If the Unit deployed by this [Deploy] effect has a [Deploy] effect, does it activate?	Yes, it does.
Q141	GD01-070	Gundam Aerial	Individual Card Effects	Is Lv. also reduced by this card's effect?	No, it is not.
Q142	GD01-076	Michaelis	Individual Card Effects	This Unit in the battle area has 4 HP with the conditions for its effect fulfilled, then it receives 3 damage, leaving it with 1 HP. Then, another effect returns one Command card from my trash to my hand, leaving only three Command cards in my trash. At this time, what happens to this Unit?	Since the conditions for its effect are no longer fulfilled, its HP decreases, and the Unit is destroyed.
Q143	GD01-081	M1 Astray	Individual Card Effects	With the conditions for its effect fulfilled, this Unit gains <blocker> and blocks an enemy Unit. After that, the conditions become unfulfilled and it loses <blocker>. At this time, what happens to this Unit's block?</blocker></blocker>	Since the block is already established, the two Units continue their battle.
Q144	ST01-011	Suletta Mercury	Individual Card Effects	Can this [Attack] effect choose an active Resource?	Yes, it can.

Q145	ST01-011	Suletta Mercury	Individual Card Effects	Can this [Attack] effect choose an EX Resource?	Yes, it can.
Q152	GD01-097	Guel Jeturk	Individual Card Effects	Will a Unit set as active by this [Activate Main] effect be able to attack if the opponent's hand shrinks to seven or less cards during that same turn?	No. It cannot attack during that turn.
Q153	ST02-013	Peaceful Timbre	Individual Card Effects	Does "your shield area cards can't receive damage from enemy Units that are Lv.4 or lower" mean they do not receive battle damage or damage from effects like <breach>?</breach>	Yes, that is correct.
Q158	ST04-015	Archangel	Individual Card Effects	If the Unit set as active by this effect loses <blocker> during the same turn, can it then attack?</blocker>	No. It cannot attack during that turn.