

NO.	Category	Items	Question	Answer
Q1	Basic Rules	Preparing to Play	Is there a restriction to the number of cards in a deck?	Yes, there is. A deck must be constructed with exactly 50 cards.
Q2	Basic Rules	Preparing to Play	Are there any requirements to consider when constructing a deck?	Yes, there are. A deck must be constructed entirely using either one or two card colors. Four card types can be included in a deck: Unit, Pilot, Command, and Base.
Q3	Basic Rules	Preparing to Play	How many copies of a card with the same card number can be included in a deck?	Up to four copies of a card with the same card number can be included.
Q4	Basic Rules	Preparing to Play	Can I include four copies of the ST01-001 Gundam card as well as four copies of the GD01-013 Gundam card in my deck?	Yes, you can. As long as their card numbers are different, you can include four copies of each different card in your deck, even if their card names are the same.
Q5	Basic Rules	Preparing to Play	Is there a restriction to the number of cards in a resource deck?	Yes, there is. A resource deck must be constructed with exactly ten cards.
Q6	Basic Rules	Preparing to Play	Are there any requirements to consider when constructing a resource deck?	Yes, there are. A resource deck must be constructed using only cards of the Resource card type. Any number of copies of Resource cards with the same card number may be included.
Q7	Basic Rules	Preparing to Play	Where do I place tokens that I've brought for use with my deck?	Place them together someplace outside of the playing area.

Q8	Basic Rules	Preparing to Play	Do cards placed into the shield section of the shield area have a particular order?	Yes. Place them so that the top card from your deck becomes the bottom Shield.
Q9	Basic Rules	Preparing to Play	When and how are Player One and Player Two determined?	Play a game of rock paper scissors or use a similar method. The winner then chooses who goes first before looking at their starting hand.
Q10	Basic Rules	Preparing to Play	Can I redraw my starting hand?	Yes. Each player can redraw their starting hand once, starting with Player One. If you choose to redraw your hand, return your entire original hand to the bottom of your deck and draw five new cards from the top of your deck to create a new starting hand. Then, shuffle your deck.
Q11	Basic Rules	Preparing to Play	What is an EX Base?	An EX Base is a Base token with 0 AP and 3 HP that both players place in the base section of their shield areas at the start of the game.
Q12	Basic Rules	Preparing to Play	What is an EX Resource?	An EX Resource is a Resource token that Player Two places in their resource area at the start of the game. Some effects also place EX Resources during the game.
Q13	Basic Rules	Start Phase	Can I leave a card rested during my start phase rather than setting it as active?	No, you cannot.
Q14	Basic Rules	Draw Phase	Can I choose not to draw a card during my draw phase?	No, you cannot.
Q15	Basic Rules	Draw Phase	Can Player One draw a card during the draw phase of their first turn?	Yes, they can.

Q16	Basic Rules	Draw Phase	Is there a maximum number of cards that can be in a hand?	No, there is not. However, if you have 11 or more cards in your hand during your end phase, you must discard down to 10 cards.
Q17	Basic Rules	Draw Phase	As a result of drawing a card from my deck, it now has no cards in it. At this time, what happens to the game?	The moment a deck has no cards in it, that player loses the game.
Q18	Basic Rules	Resource Phase	Can I choose not to place a Resource during my resource phase?	No, you cannot.
Q19	Basic Rules	Resource Phase	Is there a maximum number of cards that can be in the resource area?	Yes, there is. Up to 10 Resource cards from the resource deck and 5 EX Resource cards can be placed into the resource area, for a total of 15 cards.
Q20	Basic Rules	Resource Phase	If a resource deck has no cards in it, does the resource phase occur?	It does occur, and then that turn immediately advances to the main phase since there are no cards.
Q21	Basic Rules	Main Phase	Is there a maximum number of Units that can be deployed into the battle area?	Yes, there is. Up to six Units can be deployed into the battle area.
Q22	Basic Rules	Main Phase	When there are already six Units deployed, can I deploy a new Unit?	Yes, you can. If you want to deploy a new Unit when the battle area is full, place one previously deployed Unit into the trash, then deploy the new Unit. The Unit placed into the trash at this time is not treated as being destroyed.
Q23	Basic Rules	Main Phase	Is there a maximum number of Bases that can be deployed into the base section of the shield area?	Yes, there is. Up to one Base can be deployed into the base section of the shield area.

Q24	Basic Rules	Main Phase	When a Base is already deployed, can I deploy a new Base?	Yes, you can. Place the previously deployed Base into the trash, then deploy the new Base. The Base placed into the trash at this time is not treated as being destroyed.
Q25	Basic Rules	Main Phase	When determining my Lv. while playing a card, do I include EX Resources in my resource area?	Yes, you do. If you have two Resources and one EX Resource, you can play any card that is Lv.3 or less.
Q26	Basic Rules	Main Phase	When playing a card, I paid its cost with an EX Resource, so that EX Resource was removed from the game. Afterwards, what happens to the Lv. of cards I can play?	Since the EX Resource was removed from the game and the number of Resources has decreased, the Lv. of cards you can play decreases by the same amount.
Q27	Basic Rules	Main Phase	How do I play a Command card with a Pilot effect as a Pilot?	After paying the card's cost as you normally would to play it, pair it with a Unit as a Pilot instead of activating its Command effect.
Q28	Basic Rules	Main Phase	Can I deploy a Unit if there is already a Unit with the same card name deployed in my battle area?	Yes, you can.
Q29	Basic Rules	Main Phase	Can I pair a Pilot with a Unit if there is already a Pilot with the same card name paired with another Unit in my battle area?	Yes, you can.
Q30	Basic Rules	Main Phase	Can I activate the [Activate·Main] effect on a Unit during the same turn it was deployed?	Yes, you can.
Q31	Basic Rules	Unit Attacks	Can Player One attack during their first turn?	Yes, they can. However, Units cannot immediately attack during the turn in which they are deployed.

Q32	Basic Rules	Unit Attacks	What happens when an attack on a player occurs?	When a player is attacked, check if there are cards in their shield area. If a Base is present, the Base is attacked. Otherwise, the first Shield is attacked. If no cards are in the shield area, the opposing player themselves is attacked directly.
Q33	Basic Rules	Unit Attacks	If the attacking Unit or the Unit being targeted moves to another location, what happens to that attack?	Advance to the battle end step, skipping all steps in between.
Q34	Basic Rules	Unit Attacks	Can a Unit with 0 AP attack?	Yes, it can.
Q35	Basic Rules	Unit Attacks	Can an attack from a Unit with 0 AP destroy an opponent's Shield?	No, it cannot. Each Shield is treated as having 1 HP.
Q36	Basic Rules	Unit Attacks	Can I choose which Shield is destroyed?	No, you cannot. If multiple Shields are present, destroy the first Shield.
Q37	Basic Rules	Unit Attacks	Can I destroy a Shield instead of destroying a Base?	No, you cannot.
Q38	Basic Rules	Unit Attacks	If a Command card with [Action] timing has a Pilot effect, can I pair it as a Pilot during an action step?	No, you cannot.
Q39	Basic Rules	Unit Attacks	When a battle between two Units occurs, how is damage dealt between them?	Each Unit deals damage equal to its AP to the other unit simultaneously. If the attacking Unit has <First Strike>, that Unit deals damage first. If the other Unit is destroyed as a result, the attacking Unit does not receive damage.

Q40	Basic Rules	Unit Attacks	When a Shield is destroyed, what happens to it?	The destroyed Shield is revealed and placed into the trash. If it has a [Burst] effect, choose whether or not to activate that [Burst] effect before it is placed into the trash.
Q41	Basic Rules	Unit Attacks	If a Unit paired with a Pilot is destroyed or otherwise moves to another location such as due to an effect, what happens to the paired Pilot?	It moves to the same location as the Unit. Move it to the trash if the Unit is destroyed, or to your hand with the Unit if the Unit is returned to your hand.
Q42	Fundamental Terminology	Fundamental Terminology	What does "play" mean?	This describes paying the cost of a card in your hand and using it.
Q43	Fundamental Terminology	Fundamental Terminology	What does "deploy" mean?	This describes when a Unit enters the battle area or a Base enters the base section of the shield area.
Q44	Fundamental Terminology	Fundamental Terminology	What does "draw 1" mean?	This describes adding the top card of your deck to your hand.
Q45	Fundamental Terminology	Fundamental Terminology	What does "discard 1" mean?	This describes choosing one card in your hand and placing it into your trash.
Q46	Fundamental Terminology	Fundamental Terminology	What does "recover" mean?	This describes removing damage from a damaged card. If an effect says "recover 2 HP," remove 2 damage.
Q47	Fundamental Terminology	Fundamental Terminology	What does "pair" mean?	This describes placing a Pilot card or a Command card with a Pilot effect beneath a Unit.

Q48	Fundamental Terminology	Fundamental Terminology	What is a "Link Unit"?	Some Units have link requirements, such as Pilot names or traits, listed on them. A Unit paired with a Pilot that satisfies its link requirements is called a Link Unit. Link Units can attack immediately on the turn they are deployed.
Q49	Fundamental Terminology	Fundamental Terminology	What is a "token"?	A token is anything placed into play from outside the game by an effect. EX Bases and EX Resources placed at the start of the game are also tokens.
Q50	Fundamental Terminology	Fundamental Terminology	Some effects use "/" characters to list multiple items in a row, such as traits. For example, "1 (Zeon)/(Neo Zeon) Unit card." What does this mean?	The "/" character represents the conjunction "or." If an effect reads "1 (Zeon)/(Neo Zeon) Unit card," you can choose either one (Zeon) Unit card or one (Neo Zeon) Unit card.
Q51	Keyword Effects	Repair	If a Unit is undamaged when I reach the end of my turn, does <Repair> activate?	No, it does not.
Q52	Keyword Effects	Repair	If a Unit with <Repair 2> gains a new copy of <Repair 1>, what happens to <Repair> on that Unit?	If a Unit with <Repair> gains a new copy of <Repair>, add up each of the individual <Repair> amounts. In this situation, the Unit would be treated as having <Repair 3>.
Q53	Keyword Effects	Breach	What does "deal the specified amount of damage to a card in that opponent's shield area" mean?	It means check the shield area, and if a Base is present, deal damage to it. Otherwise, deal damage to the first Shield.
Q54	Keyword Effects	Breach	If there are no cards in the opponent's shield area, does <Breach> activate?	No, it does not.
Q55	Keyword Effects	Breach	If a Unit with <Breach> attacks and both Units are destroyed in the battle, does <Breach> activate?	Yes, it does.

Q56	Keyword Effects	Breach	A Unit with <Breach> destroys an enemy Unit with a [Destroyed] effect using battle damage. At this time, which effect is resolved first, <Breach> or the [Destroyed] effect?	Resolve <Breach> first. Since the "When this Unit's attack destroys an enemy Unit" portion of <Breach> and the [Destroyed] effect resolve simultaneously, resolve the active player's <Breach> effect first.
Q57	Keyword Effects	Breach	If a Unit with <Breach 2> gains a new copy of <Breach 1>, what happens to <Breach> on that Unit?	If a Unit with <Breach> gains a new copy of <Breach>, add up each of the individual <Breach> amounts. In this situation, the Unit would be treated as having <Breach 3>.
Q58	Keyword Effects	Support	If a Unit with <Support 2> gains a new copy of <Support 1>, what happens to <Support> on that Unit?	If a Unit with <Support> gains a new copy of <Support>, add up each of the individual <Support> amounts. In this situation, the Unit would be treated as having <Support 3>.
Q59	Keyword Effects	Blocker	Can <Blocker> on a rested Unit be activated?	No, it cannot.
Q60	Keyword Effects	Blocker	Can one Unit have multiple copies of <Blocker>?	No, it cannot.
Q61	Keyword Effects	First Strike	What does "it deals damage before the enemy Unit" mean?	Normally during the damage step, battling Units deal battle damage to each other simultaneously. However, a Unit with <First Strike> deals its battle damage to the enemy Unit first.
Q62	Keyword Effects	First Strike	As a result of dealing damage first with <First Strike> during the damage step, the enemy Unit is destroyed. At this time, is damage received from the battling enemy Unit?	No, it is not.
Q63	Keyword Effects	First Strike	Can one Unit have multiple copies of <First Strike>?	No, it cannot.

Q64	Keyword Effects	High-Maneuver	Can one Unit have multiple copies of <High-Maneuver>?	No, it cannot.
Q65	Keywords	Activate	What does [Activate·Main] mean?	It means that effect can be activated during your main phase by fulfilling any conditions listed before the " : " character.
Q66	Keywords	Activate	What does [Activate·Action] mean?	It means that effect can be activated during your action steps or your opponent's action steps by fulfilling any conditions listed before the " : " character.
Q67	Keywords	Activate	What does "[Activate·Main]① : " mean?	It means that paying the numerical cost printed within the circle is a condition for activating that effect.
Q68	Keywords	Activate	If an [Activate·Main] or [Activate·Action] effect has no activation conditions listed, how do I activate it?	Activate it by declaring you are doing so.
Q69	Keywords	Command	What does [Main] on a Command card mean?	It means that card can be played from your hand during your main phase.
Q70	Keywords	Command	What does [Action] on a Command card mean?	It means that card can be played from your hand during your action steps or your opponent's action steps.
Q71	Keywords	Command	If a Command card has [Main]/[Action] printed on it, can it be played during either of those times?	Yes, it can.

Q72	Keywords	Burst	What does [Burst] mean?	If a Shield is destroyed and the revealed Shield card has a [Burst] effect, it means that effect can be activated before the card is placed into the trash.
Q73	Keywords	Burst	Can I choose not to activate a [Burst] effect?	Yes, you can. The card is placed into the trash without being activated.
Q74	Keywords	Burst	After a [Burst] effect on a card is activated, what happens to that card?	Unless specified otherwise, the card is placed into the trash.
Q75	Keywords	Burst	When a card added to my hand with the effect "Add 1 of your Shields to your hand" has a [Burst] effect, can I activate it?	No, you cannot.
Q76	Keywords	Deploy	What does [Deploy] mean?	It means that effect activates when the card with [Deploy] is deployed.
Q77	Keywords	Attack	What does [Attack] mean?	It means that effect activates when the card with [Attack] declares an attack.
Q78	Keywords	Attack	When is an effect with [Attack] timing resolved?	Resolve it after the Unit with [Attack] declares its attack.
Q79	Keywords	Destroyed	What does [Destroy] mean?	It means that effect activates when the card with [Destroy] is destroyed and placed into the trash.

Q80	Keywords	Destroyed	Where does the [Destroy] effect activate?	It activates in the trash as an effect on that card. When determining the state of the card with [Destroy], refer to that card's state while it was still in the battle area or shield area, immediately before it was placed into the trash.
Q81	Keywords	When Paired	What does [When Paired] mean?	It means the effect activates when a Pilot is paired with the Unit with [When Paired].
Q82	Keywords	When Paired	What does [When Paired·(Zeon) Pilot] mean?	It means the effect only activates when a Pilot with the (Zeon) trait is paired with that Unit. If a [When Paired] effect appears as [When Paired·(qualifications) Pilot], like in this example, a Pilot satisfying those (qualifications) must be paired with the Unit in order to activate that effect.
Q83	Keywords	During Pair	What does [During Pair] mean?	It means the effect listed after the [During Pair] timing is active while the Unit with [During Pair] is paired with a Pilot.
Q84	Keywords	During Pair	Sometimes the [During Pair] timing is immediately followed by [Attack]. What does this mean?	It means the effect activates when the Unit is paired with a Pilot and it attacks. If a Pilot is not paired with the Unit, the [Attack] effect will not activate.
Q85	Keywords	Once per Turn	What does [Once per Turn] mean?	It means the effect including [Once per Turn] will not activate more than one time during the same turn.
Q86	Keywords	Once per Turn	If multiple copies of a card with the same card number and a [Once per Turn] effect are in play, can each of those copies activate that effect during the same turn?	Yes. Each of them can activate that effect one time.
Q87	Detailed Rules	Unit	Is there a difference between "1 of your Units" and "1 friendly Unit"?	There is no difference when playing with 1v1 rules. "1 friendly Unit" means you can choose a teammate's Unit when playing with team battle rules, such as 2v2.

Q88	Detailed Rules	Pilot	Can a Pilot be placed in the battle area by itself?	No, it cannot.
Q89	Detailed Rules	Pilot	Can I swap in a new Pilot on a Unit that is already paired with a Pilot?	No, you cannot.
Q90	Detailed Rules	Pilot	Can I take a Pilot already paired with a Unit and pair it with another Unit?	No, you cannot.
Q91	Detailed Rules	Pilot	An effect on a Pilot paired with a Unit gets resolved as though it belongs to which card?	Resolve it as though it belongs to the Unit.
Q92	Detailed Rules	Pilot	I paired ST03-011 Char Aznable with a Unit with the link requirement [Amuro Ray]. At this time, are AP and HP added to the Unit and can the [Attack] effect activate?	Yes, AP and HP are added and the [Attack] effect can activate. If fulfilled, link requirements enable the Unit to attack immediately on the turn it is deployed. They do not prevent the addition of values and activation of effects when they are not fulfilled.
Q93	Detailed Rules	Color	Can a blue Unit paired with a green Pilot be treated as a green Unit?	No, it cannot.
Q94	Detailed Rules	AP	What happens to a Unit whose AP becomes zero or less due to an effect?	Treat it as a Unit with 0 AP rather than the actual value.
Q95	Detailed Rules	AP	A Unit with 1 AP receives the effect "it gets AP-2" then gets AP+3 from another effect after that. At this time, what is the Unit's AP value?	It is the result of 1-2+3, or 2 AP.

Q96	Detailed Rules	HP	When an effect such as "choose 1 enemy Unit with 2 or less HP" references a card's HP, does it reference its current HP?	Yes, it does. If the card is damaged, reference its HP after reducing it by that damage amount.
Q97	Detailed Rules	Damage	What is "battle damage"?	This is damage dealt by a card's AP, typically during battle.
Q98	Detailed Rules	Damage	Does the damage mentioned in effects like "when a Unit is destroyed with damage" include battle damage?	Yes, it does.
Q99	Detailed Rules	Damage	Does damage received by a Unit disappear at the end of the turn?	No, it does not. Damage remains on the Unit in the form of a damage counter.
Q100	Detailed Rules	Token	Do tokens have a color?	No. Tokens do not have a color.
Q101	Detailed Rules	Token	Lv. and cost are not shown on tokens. How are a token's Lv. and cost treated?	Treat a token's Lv. and cost as both being zero.
Q102	Detailed Rules	Token	Can a Pilot be paired with a Unit token?	Yes, it can.
Q103	Detailed Rules	Token	Are Unit tokens included in the maximum number of Units that can be deployed?	Yes, they are.

Q104	Detailed Rules	Target	Can I activate an effect or play a card if doing so requires that a target be selected but there are no targets available?	No, you cannot.
Q105	Detailed Rules	Resolving Effects	A new Unit is deployed after the effect "all your Units get AP+2 during this turn" has activated. At this time, does the newly deployed Unit also get AP+2?	No, it does not. Effects that bestow some effect on all Units are only applied to Units that were in the battle area at that time.
Q106	Detailed Rules	Resolving Effects	After an effect which specifies "during this turn" has been activated by an effect such as [Activate·Main], the Unit with that [Activate·Main] effect is destroyed. At this time, does the effect specifying "during this turn" remain in effect?	Yes, it does.
Q107	Detailed Rules	Resolving Effects	If two or more of my effects activate simultaneously, can I choose the order I resolve them in?	Yes, you can.
Q108	Detailed Rules	Resolving Effects	If multiple effects activate at the same time, how do players resolve them?	The active player resolves all of their effects first. Then, the standby player resolves all of their effects.
Q109	Detailed Rules	Resolving Effects	Multiple effects activate at the same time and a new effect activates while they are being resolved. At this time, how do players resolve the effects?	Give the new effect priority and resolve it. If multiple new effects activate simultaneously, give them priority and resolve them, starting with the active player's effects.
Q110	Detailed Rules	Resolving Effects	Multiple effects activate at the same time, and when resolving a <Breach> effect it destroys an enemy Shield that activates a [Burst] effect. At this time, how do players resolve the effects?	Give the [Burst] effect priority and resolve it.
Q111	Detailed Rules	Resolving Effects	While resolving multiple effects in order after they have activated, a Unit that activated an effect that has not yet been resolved is destroyed. At this time, how do players resolve the effects?	An effect that has already activated and is waiting to be resolved is still resolved even if the Unit activating it leaves the field.

Q112	Detailed Rules	Resolving Effects	If an effect negates another effect, or says it "can't" have an effect, how are those effects resolved?	Give priority to the effect that negates the other effect or says it "can't" have an effect.
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