



**Yahagi, 3rd Agano-class Light Cruiser**  
[A] **ENCORE** [Put the top card of your LB in your Clock]  
[S] [Rest 2 of your ::Fleet Girl:: Charas] This gains +2500 Pow for the turn.

*Fleet Girl - Light Cruiser | KC/S25-010 T: None*

**L1**  
**C1**

**Kagero, 1st Kagero-class Destroyer**  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

*Fleet Girl - Destroyer | KC/S25-011 T: None*

**L0**  
**C0**

**Naganami, 4th Yuugumo-class Destroyer**  
[C] During your turn, all your other Charas gain +500 Pow.  
[S] [(2) Rest this] All your ::Destroyer:: Charas gain +1 Soul.

*Fleet Girl - Destroyer | KC/S25-012 T: None*

**L0**  
**C0**

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Akigumo, 19th Kagero-class Destroyer**  
[A] When this attacks, you may reveal your hand. If so, and there are 1 or more Climax cards among them, this gains +2000 Pow for the turn.

*Fleet Girl - Destroyer | KC/S25-013 T: None*

**L0**  
**C0**

**Yuugumo, 1st Yuugumo-class Destroyer**  
[A] When your other "Makugumo, 2nd Yuugumo-class Destroyer" attacks, this gains +500 Pow and +1 Soul for the turn.

*Fleet Girl - Destroyer | KC/S25-014 T: None*

**L0**  
**C0**

**Makigumo, 2nd Yuugumo-class Destroyer**  
[S] [(3)] This gains +7500 Pow and "[A] When the Battle Opp. becomes Reversed, you may put that Chara in Stock" for the turn.

*Fleet Girl - Destroyer | KC/S25-015 T: None*

**L0**  
**C0**

Kantai Collection (Kancolle) Booster Pack

**I-58, 3rd Junsen-class Type B Kai II Submarine**  
[A] When this Side Attacks, this gains +1 Soul for the turn.  
[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "I-58 Kai, 3rd Junsen-class Type B Kai II Submarine" in your WR and put it in the Slot this was in.

*Fleet Girl - Submarine | KC/S25-016 T: None*

**L1**  
**C0**

**Agano, 1st Agano-class Light Cruiser**  
--No Text--

*Fleet Girl - Light Cruiser | KC/S25-017 T: None*

**L1**  
**C1**

**Hiyou, 1st Hiyou-class Light Aircraft Carrier**  
[A] [(2) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Cost 1 or lower Charas and put it in Stock.  
[A] When this becomes Reversed in battle, Send this to Memory.

*Fleet Girl - Light Aircraft Carrier | KC/S25-018 T: Soul*

**L2**  
**C1**

**I-8 Kai, 2nd Junsen-class Type J-3 Submarine**  
[A] When your other ::Fleet Girl:: Chara attacks, this gains +1000 Pow for the turn.  
[S] [Rest 1 of your ::Fleet Girl:: Charas] This gains +1000 Pow for the turn.

*Fleet Girl - Carrier Submarine | KC/S25-019 T: Soul*

**L2**  
**C1**

**Tone, 1st Tone-class Heavy Cruiser**  
[C] For each of your other ::Fleet Girl::, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +1 Soul for the turn. (Put the revealed card back)

*Fleet Girl - Heavy Cruiser | KC/S25-020 T: Soul*

**L2**  
**C2**

**I-19 Kai, 3rd Junsen-class Type B Submarine**  
[C] If there are 3 or fewer cards in your hand, this gains +1500 Pow.  
[A] [(2) Discard a ::Fleet Girl:: Chara from your hand to the WR] When this attacks, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas in the Front Row and 1 of your Opp.'s Level 3 or lower Charas in the Back Row and return them to hand.

*Fleet Girl - Carrier Submarine | KC/S25-021 T: Soul*

**L2**  
**C2**

**Shiranui, 2nd Kagero-class Destroyer**  
[A] [(1)] When this becomes Reversed in Battle, may pay. If so, Rest this, and this does not Stand during your next Stand Phase.

*Fleet Girl - Destroyer | KC/S25-022 T: None*

**L0**  
**C0**

**Kuroshio, 3rd Kagero-class Destroyer**  
--No Text--

*Fleet Girl - Destroyer | KC/S25-023 T: None*

**L0**  
**C0**

**I-168, 1st Kaidai Vla Submarine**  
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

*Fleet Girl - Submarine | KC/S25-024 T: None*

**L1**  
**C0**

**Noshiro, 2nd Agano-class Light Cruiser**  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[S] [(1)] Choose 1 of your ::Light Cruiser:: Charas, and that Chara gains +2000 Pow for the turn.

*Fleet Girl - Light Cruiser | KC/S25-025 T: Soul*

**L1**  
**C1**

**I-19, 3rd Junsen-class Type B Submarine**  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.  
[A] [Discard a card from hand to the WR, Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "I-19 Kai, 3rd Junsen-class Type B Submarine" in your hand and put it in the Slot this was in as Defending Chara.

*Fleet Girl - Submarine | KC/S25-026 T: None*

**L1**  
**C1**

**Chikuma, 2nd Tone-class Heavy Cruiser**  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

*Fleet Girl - Heavy Cruiser | KC/S25-027 T: Soul*

**L2**  
**C1**

Junyou, 2nd Hiyou-class Light Aircraft Carrier

[C] This cannot be chosen as target of your Opp.'s effects.

[C] All your other ::Fleet Girl:: Charas gain +1 Soul.

Fleet Girl - Light Aircraft Carrier | KC/S25-028 T: Soul

L2C1

I-58 Kai, 3rd Junsen-class Type B Kai II Submarine

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1 Soul and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Fleet Girl - Carrier Submarine | KC/S25-029 T: Soul

L2C1

I-401, 2nd I-400 class Submarine

[A] When this Side Attacks, choose 1 of your other Charas, and that Chara gains +2500 Pow for the turn.

Fleet Girl - Carrier Submarine | KC/S25-030 T: Soul

L2C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Compass

[Counter] **BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. If at least 1 Climax card is revealed this way, choose 1 of your Opp.'s Charas in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to a player.". Otherwise, put this on top of your LB.

KC/S25-031 T: None

L1C1

Ready for Shelling and Torpedo Launching!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-032 T: Soul Shot

Ready for Shelling and Torpedo Launching!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-032R T: Soul Shot

Kantai Collection (Kancolle) Booster Pack

All Airplane Squadron, Begin Launching!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-033 T: Soul Bounce

All Airplane Squadron, Begin Launching!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-033R T: Soul Bounce

Swift as the Island Wind

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-034 T: 2 Soul

Swift as the Island Wind

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-034R T: 2 Soul

Akagi Kai, Akagi-class Aircraft Carrier

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] At the start of your Climax Phase, put all cards in your Stock in the WR, and all your Charas gain +1000 Pow until the next end of your Opp.'s turn.

[A] When the Battle Opp. of this becomes Reversed, if "Akagi of the First Carrier Division, Deploying!" is in your CZ, you may put that Chara in Clock.

Fleet Girl - Aircraft Carrier | KC/S25-035 T: Soul

L3C2

Akagi Kai, Akagi-class Aircraft Carrier

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] At the start of your Climax Phase, put all cards in your Stock in the WR, and all your Charas gain +1000 Pow until the next end of your Opp.'s turn.

[A] When the Battle Opp. of this becomes Reversed, if "Akagi of the First Carrier Division, Deploying!" is in your CZ, you may put that Chara in Clock.

Fleet Girl - Aircraft Carrier | KC/S25-035SP T: Soul

L3C2

Kaga, Kaga-class Aircraft Carrier

[C] All your other ::Fleet Girl:: Charas gain +1500 Pow.

[A] When this is placed from hand to the Stage, you may put the top 2 cards of your LB under this as Marker.

[A] [(3)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains +4 Soul for the turn.

[A] At the start of your Draw Phase, put all Markers from under this in Stock.

Fleet Girl - Aircraft Carrier | KC/S25-036 T: Soul

L3C2

Kaga, Kaga-class Aircraft Carrier

[C] All your other ::Fleet Girl:: Charas gain +1500 Pow.

[A] When this is placed from hand to the Stage, you may put the top 2 cards of your LB under this as Marker.

[A] [(3)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains +4 Soul for the turn.

[A] At the start of your Draw Phase, put all Markers from under this in Stock.

Fleet Girl - Aircraft Carrier | KC/S25-036S T: Soul

L3C2

Kaga, Kaga-class Aircraft Carrier

[C] All your other ::Fleet Girl:: Charas gain +1500 Pow.

[A] When this is placed from hand to the Stage, you may put the top 2 cards of your LB under this as Marker.

[A] [(3)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains +4 Soul for the turn.

[A] At the start of your Draw Phase, put all Markers from under this in Stock.

Fleet Girl - Aircraft Carrier | KC/S25-036SP T: Soul

L3C2

Yuubari, Yuubari-class Light Cruiser

[C] If you have 1 or fewer Climax cards in your WR, you cannot play this from your hand.

[C] If there are 4 or more cards in your Stock, this gains +1000 Pow.

[A] When your Opp.'s Chara is returned from the WR to hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[C] If you are Level 2 or higher, this gains +1500 Pow.

Fleet Girl - Light Cruiser | KC/S25-037 T: None

L1C1

Yuubari, Yuubari-class Light Cruiser

[C] If you have 1 or fewer Climax cards in your WR, you cannot play this from your hand.

[C] If there are 4 or more cards in your Stock, this gains +1000 Pow.

[A] When your Opp.'s Chara is returned from the WR to hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[C] If you are Level 2 or higher, this gains +1500 Pow.

Fleet Girl - Light Cruiser | KC/S25-037SP T: None

L1C1

Verniy, "Trustworthy" Destroyer

[C] **RECOLLECTION** If "Hibiki, 2nd Akatsuki-class Destroyer" is in Memory, this gains +1000 Pow.

Fleet Girl - Destroyer | KC/S25-038 T: None

L1C0

Verniy, "Trustworthy" Destroyer

[C] **RECOLLECTION** If "Hibiki, 2nd Akatsuki-class Destroyer" is in Memory, this gains +1000 Pow.

Fleet Girl - Destroyer | KC/S25-038S T: None

L1

C0

Kinugasa Kai-Ni, 2nd Aoba-class Heavy Cruiser

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-039 T: Soul

L2

C1

Kinugasa Kai-Ni, 2nd Aoba-class Heavy Cruiser

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-039S T: Soul

L2

C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Chitose Carrier Kai-Ni, 1st Chitose-class Light Aircraft

[C] All your other ::Fleet Girl:: gain +1000 Pow.

[A] **ENCORE** [(2)]

Fleet Girl - Light Aircraft Carrier | KC/S25-040 T: Soul

L2

C1

Chiyoda Carrier Kai-Ni, 2nd Chitose-class Light Aircraft

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.

[A] When your Opp.'s Chara is returned from the WR to hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S25-041 T: Soul

L2

C2

Ise Kai, 1st Ise-class Aviation Battleship

[C] All your other "Hyuuga Kai, 2nd Ise-class Aviation Battleship: gain +1000 Pow.

[A] [Discard a card from hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose this and 1 of your other Charas. Stand the chosen Charas and exchange their Slots, and this gains +2000 Pow for the turn.

Fleet Girl - Aviation Battleship | KC/S25-042 T: Soul

L3

C2

Kantai Collection (Kancolle) Booster Pack

Hyuuga Kai, 2nd Ise-class Aviation Battleship

[C] All your other "Ise Kai, 1st Ise-class Aviation Battleship" gain +1000 Pow.

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage or via effect of [A] ability of your "Hyuuga, 2nd Ise-class Battleship", may pay. If so, this gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock" for the turn.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

Fleet Girl - Aviation Battleship | KC/S25-043 T: Soul

L3

C2

Ayanami, 1st Ayanami-class Destroyer

[C] If you have no other Charas, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, this gains +X Pow. X = 500 times # of your Opp.'s Charas.

Fleet Girl - Destroyer | KC/S25-044 T: None

L0

C0

Hatsuharu, 1st Hatsuharu-class Destroyer

[C] If there is a Marker under this, this gains +2000 Pow.

[S] [Rest this] If there is no Marker under this, choose a ::Fleet Girl:: Chara in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S25-045 T: None

L0

C0

Akatsuki, 1st Akatsuki-class Destroyer

[A] When this attacks, if "It's Akatsuki's Turn, Watch Closely!" is in the CZ, all your other Level 1 and lower Charas gain +2000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-046 T: None

L0

C0

Akatsuki, 1st Akatsuki-class Destroyer

[A] When this attacks, if "It's Akatsuki's Turn, Watch Closely!" is in the CZ, all your other Level 1 and lower Charas gain +2000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-046S T: None

L0

C0

Furutaka, 1st Furutaka-class Heavy Cruiser

[A] When you use the **BACKUP** of this, you may reveal your hand. If so, and you reveal 1 or more Climax cards this way, choose 1 of your Charas in Battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Fleet Girl - Heavy Cruiser | KC/S25-047 T: None

L1

C0

Naka, 3rd Sendai-class Light Cruiser

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If that was a Climax card, put this in Stock.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-048 T: None

L1

C0

Sendai, 1st Sendai-class Light Cruiser

[A] When "Definitely Night Battle!" is placed in your CZ, if this is in the Front Row, this gains "[C] All Level 1 and lower Charas gain +2 Soul" until the next end of your Opp.'s turn.

Fleet Girl - Light Cruiser | KC/S25-049 T: None

L1

C0

Aoba, 1st Aoba-class Heavy Cruiser

[A] When this is placed from hand to the Stage, your Opp. chooses 1 of his or her Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Heavy Cruiser | KC/S25-050 T: None

L1

C1

Ise, 1st Ise-class Battleship

[C] All your other "Hyuuga, 2nd Ise-class Battleship" gain +1000 Pow.

[A] [(1) Put this in Clock] When "Aviation Battleship, Deploy!" is placed in your CZ, may pay. If so, choose 1 "Ise Kai, 1st Ise-class Aviation Battleship" in your WR and put it in the Slot this was in.

Fleet Girl - Battleship | KC/S25-051 T: Soul

L2

C1

Hyuuga, 2nd Ise-class Battleship

[C] All your other "Ise, 1st Ise-class Battleship" gain +1000 Pow.

[A] [(1) Put this in Clock] When "Aviation Battleship, Deploy!" is placed in your CZ, may pay. If so, choose 1 "Hyuuga Kai, 2nd Ise-class Aviation Battleship" in your WR and put it in the Slot this was in.

Fleet Girl - Battleship | KC/S25-052 T: Soul

L2

C1

Ryuujou, Ryuujou-class Light Aircraft Carrier

[S] [Discard a ::Fleet Girl:: Chara from hand to the WR] This gains +3500 Pow for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S25-053 T: Soul

L2

C1



Atago, 2nd Takao-class Heavy Cruiser

[A] When this attacks, if "Ban-ba-ka-ban!" is in the CZ, choose up to 2 --Heavy Cruiser-- in your WR and put them in Stock in any order.

[A] When this attacks, reveal the top card of your LB. If it's a Level 0 or lower card, this gets -2 Soul for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-054 T: Soul

L2C2

Atago, 2nd Takao-class Heavy Cruiser

[A] When this attacks, if "Ban-ba-ka-ban!" is in the CZ, choose up to 2 --Heavy Cruiser-- in your WR and put them in Stock in any order.

[A] When this attacks, reveal the top card of your LB. If it's a Level 0 or lower card, this gets -2 Soul for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-054SP T: Soul

L2C2

Akebono, 8th Ayanami-class Destroyer

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.

Fleet Girl - Destroyer | KC/S25-055 T: None

L0C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Hibiki, 2nd Akatsuki-class Destroyer

[A] [(1) Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a "Verniy, "Trustworthy" Destroyer" in your WR and put it Rested in the Slot this was in.

[A] **RECOLLECTION** If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owner's, that player may put the top 2 cards in their Stock in the WR. If not, that player puts the top card of the LB in Clock.

Fleet Girl - Destroyer | KC/S25-056 T: None

L0C0

Ikazuchi, Works Hard

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, perform the following action: "Choose a card in your Clock and return it to hand, and put the top card of your LB in your Clock".

Fleet Girl - Destroyer | KC/S25-057 T: None

L0C0

Ikazuchi, Works Hard

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, perform the following action: "Choose a card in your Clock and return it to hand, and put the top card of your LB in your Clock".

Fleet Girl - Destroyer | KC/S25-057SP T: None

L0C0

Kantai Collection (Kancolle) Booster Pack

Nenohi, 2nd Hatsuharu-class Destroyer

[C] If there's a Marker under this, this gains +1 Level and +2500 Pow.

[S] [Rest this] If there is no Marker under this, choose a Climax card in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S25-058 T: None

L0C0

Shikinami, 2nd Ayanami-class Destroyer

[A] [Put this in the WR] When your other ::Fleet Girl:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-059 T: None

L0C0

Sazanami, 9th Ayanami-class Destroyer

[A] [Put the top card of LB in Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas in the Front Row, and that Chara doesn't stand next Opp.'s stand phase.

Fleet Girl - Destroyer | KC/S25-060 T: None

L0C0

Inazuma, Blunderer

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this.

[A] [(1) Put the top card of your LB in your Clock] When this card is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Destroyer | KC/S25-061 T: None

L0C0

Inazuma, Blunderer

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this.

[A] [(1) Put the top card of your LB in your Clock] When this card is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Destroyer | KC/S25-061SP T: None

L0C0

Hatsushimo, 4th Hatsuharu-class Destroyer

[A] This ability activates up to once per turn. When this card becomes Reversed in battle, reveal the top card of your LB. If it's a Level 2 or higher card, you may Rest this. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-062 T: None

L0C0

Oboro, 7th Ayanami-class Destroyer

--No Text--

Fleet Girl - Destroyer | KC/S25-063 T: None

L0C0

Ushio, 10th Ayanami-class Destroyer

[C] Chara Opposite this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Fleet Girl - Destroyer | KC/S25-064 T: None

L0C0

Wakaba, 3rd Hatsuharu-class Destroyer

[A] At the start of your Climax PHase, if you have at least 1 other Rested Charas, Rest this.

Fleet Girl - Destroyer | KC/S25-065 T: None

L0C0

Jintsuu, 2nd Sendai-class Light Destroyer

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[A] When your other Chara is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest that Chara. (Put the revealed card back)

Fleet Girl - Light Cruiser | KC/S25-066 T: None

L1C0

Kinugasa, 2nd Aoba-class Heavy Cruiser

[A] [Discard a card from your hand to the WR, Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Kinugasa Kai-Ni, 2nd Aoba-class Heavy Cruiser" in your hand and put it in the Slot this was in as Defending Chara.

Fleet Girl - Heavy Cruiser | KC/S25-067 T: None

L1C0

Kako, 2nd Furutaka-class Heavy Cruiser

--No Text--

Fleet Girl - Heavy Cruiser | KC/S25-068 T: None

L1C0

Chitose, 1st Chitose-class Seaplane Tender

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Chitose Carrier Kai-Ni, 1st Chitose-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Seaplane Tender | KC/S25-069 T: None

L1  
C0

Chitose, 1st Chitose-class Seaplane Tender

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Chitose Carrier Kai-Ni, 1st Chitose-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Seaplane Tender | KC/S25-069S T: None

L1  
C0

Chiyoda, 2nd Chitose-class Seaplane Tender

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Chiyoda Carrier Kai-Ni, 1st Chitose-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.  
[S] [Rest this] Reveal the top card of your LB. If it's Level 1 or higher, put it in Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back)

Fleet Girl - Seaplane Tender | KC/S25-070 T: Soul

L1  
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Chiyoda, 2nd Chitose-class Seaplane Tender

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Chiyoda Carrier Kai-Ni, 1st Chitose-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.  
[S] [Rest this] Reveal the top card of your LB. If it's Level 1 or higher, put it in Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back)

Fleet Girl - Seaplane Tender | KC/S25-070S T: Soul

L1  
C1

Choukai, 4th Takao-class Heavy Cruiser

--No Text--

Fleet Girl - Heavy Cruiser | KC/S25-071 T: Soul

L2  
C1

Maya, 3rd Takao-class Heavy Cruiser

[S] [Counter] **BACKUP 4000, Level 2** [(2) Discard this card from your hand to the WR]

Fleet Girl - Heavy Cruiser | KC/S25-072 T: Soul

L2  
C2

Kantai Collection (Kancolle) Booster Pack

Takao, 1st Takao-class Heavy Cruiser

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.  
[C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.

Fleet Girl - Heavy Cruiser | KC/S25-073 T: Soul

L2  
C2

Mission Girl

Choose up to 2 of your Charas, and they gain +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in Stock."

KC/S25-074 T: None

L2  
C0

Akagi of the First Carrier Division, Deploying!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-075 T: Treasure

Akagi of the First Carrier Division, Deploying!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-075R T: Treasure

Ban-ba-ka-ban!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-076 T: Treasure

Ban-ba-ka-ban!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-076R T: Treasure

Aviation Battleship, Deploy!

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-077 T: 2 Soul

Aviation Battleship, Deploy!

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-077R T: 2 Soul

Definitely Night Battle!

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-078 T: 2 Soul

Definitely Night Battle!

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-078R T: 2 Soul

It's Akatsuki's Turn, Watch Closely!

[C] All your Charas gain +2 Soul.

KC/S25-079 T: 2 Soul

It's Akatsuki's Turn, Watch Closely!

[C] All your Charas gain +2 Soul.

KC/S25-079R T: 2 Soul

**Kongou Kai-Ni, 1st Kongou-class Battleship**  
 [C] For each of your other :Fleet Girl:: Charas, this gain +500 Pow.  
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your WRJ in the WR.  
 [A] [Discard a card from hand to the WR] During your Opp.'s turn, when this becomes **Rested** in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

*Fleet Girl - Battleship | KC/S25-080 T: Soul*

**L3**

**C3**

**Kongou Kai-Ni, 1st Kongou-class Battleship**  
 [C] For each of your other ::Fleet Girl:: Charas, this gain +500 Pow.  
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.  
 [Discard a card from hand to the WR] During your Opp.'s turn, when this becomes Reversed in Battle, may pay, if so, Rest this, and at the start of your next Encore Step, put this in the WR.

*Fleet Girl - Battleship | KC/S25-080SP T: Soul*

**Hiei Kai-Ni, 2nd Kongou-class Battleship**  
 [C] This gains +X Pow. X = 1000 times Level of the Chara Opposite this.  
 [A] When this is placed from hand to the Stage or via effect of [S] ability of "Hiei, 2nd Kongou-class Battleship" to the Stage, all your Charas gain +2000 Pow for the turn.

*Fleet Girl - Battleship | KC/S25-081 T: Soul*

**L3**  
**C3**

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Hiei Kai-Ni, 2nd Kongou-class Battleship**  
 [C] This gains +X Pow. X = 1000 times Level of the Chara Opposite this.  
 [A] When this is placed from hand to the Stage or via effect of [S] ability of "Hiei, 2nd Kongou-class Battleship" to the Stage, all your Charas gain +2000 Pow for the turn.

*Fleet Girl - Battleship | KC/S25-081S T: Soul*

L3  
C3

**Kongou, 1st Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, this gains "[A] When the Battle Opp. of this becomes Reversed, choose up to 2 ::Fleet Girl:: Charas in your WR and return them to your hand" for the turn.  
 [A] When this attacks, if "Ready! Fire!!" is in the CZ, deal 1 Damage to your Opp., and this gains +3000 Power for the turn. (DC can occur)  
 [A] **CHANGE** [Put this in the WR] At the start of your Encore step, if this is Rested, may pay, if so, choose 1 "Kongou Kai-Ni, 1st Kongou-class Battleship" in your WR and put it in the slot this was in.

*Fleet Girl - Battleship | KC/S25-082 T: Soul*

L3  
 C2

**Kongou, 1st Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, this gains "[A] When the Battle Opp. of this becomes Reversed, choose up to 2 ::Fleet Girl:: Charas in your WR and return them to your hand" for the turn.  
 [A] When this attacks, if "Ready! Fire!!" is in the C2, deal 1 Damage to your Opp., and this gains +3000 Pow for the turn. (DC can occur)  
 [A] **CHANGE** [Put this in the WR] At the start of your Encore step, if this is Rested, may pay. If so, choose 1 Kongou Kai-Ni, 1st Kongou-class Battleship" in your WR and put it in the slot this was in.

*Fleet Girl - Battleship | KC/S25-082SSP T: Soul*

L3  
C2

## Kantai Collection (Kancolle) Booster Pack

## Hiei, 2nd Kongou-class Battleship

[A] When this is placed from hand to the Stage, you may choose 1 ::Fleet Girl:: Chara in your WR and return it to your hand.

[S] [Rest 2 of your other ::Fleet Girl:: Charas, put this in the WR] Choose a "Hiei Kai-Ni, 2nd Kongou-class Battleship" in your WR and put it in the slot this was in, and it gains +1000 Pow for the turn.

*Fleet Girl - Battleship | KC/S25-083 T: Soul*

L3  
C2

**Hiie, 2nd Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, you may choose 1 ::Fleet Girl:: Chara in your WR and return it to your hand.  
 [S] [Rest 2 of your other ::Fleet Girl:: Charas, put this in the WR] Choose a "Hiie Kai-Ni, 2nd Kongou-class Battleship" in your WR and put it in the slot this was in, and it gains +1000 Pow for the turn.

**L3**  
**C2**

**Haruna, 3rd Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, you may deal 1 damage to your Opp.. (DC can occur. Put the revealed card back)  
 [A] (11) At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.  
 [A] [Rest 1 of your ::Fleet Girl:: Charas] This gains +1000 Pow for the turn.

*Fleet Girl - Battleship | KC/S25-084 T: Soul*

**L3**  
**C2**

### Haruna, 3rd Kongou-class Battleship

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back)

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

[A] [Rest 1 of your ::Fleet Girl:: Charas] This gains +1000 Pow for the turn.

*Fleet Girl - Battleship | KC/S25-084SP T: Sou!*

L3  
C2

**Kirishima, 4th Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Level 1 card and at least 1 Level 2 card among them, you may choose a card in your Opp.'s WR and put it on top of the LB. (Climax cards are considered Level 1 for this effect)  
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.

**Kirishima, 4th Kongou-class Battleship**  
 [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Level 1 card and at least 1 Level 2 card among them, you may choose a card in your Opp's WR and put it on top of the LB. (Climax cards are considered Level 0 for this effect)  
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.

*Fleet Girl - Battleship | KC/S25-085S T: Soul*

Tenryuu Kai, 1st Tenryuu-class Light Cruiser  
[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.  
[A] [(1)] When this attacks, if "I Expected So, Raise the Anchor!" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

*Fleet Girl - Light Cruiser | KC/S25-086 T: None*

L1  
C0

**Tenryuu Kai, 1st Tenryuu-class Light Cruiser**  
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.  
 [A] [(1)] When this attacks, if "I Expected So, Raise the Anchor!" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

*Fleet Girl - Light Cruiser | KC/S25-086SP T: None*

L1  
C0

**Kitakami Kai-Ni, 3rd Kuma-class Torpedo Cruiser**  
 [A] When "Torpedo Cruiser, Deploy!" is placed in your CZ, if this is in the Front Row, put the top 2 cards of your LB in the WR. If there are any Climax among them, deal X Damage to your Opp.. X = number of your other ::Torpedo Cruiser:: Charas. (DC can occur)

*Fleet Girl - Torpedo Cruiser | KC/S25-087 T: Soul*

L2  
C1

**Kitakami Kai-Ni, 3rd Kuma-class Torpedo Cruiser**  
 [A] When "Torpedo Cruiser, Deploy!" is placed in your CZ, if this is in the Front Row, put the top 2 cards of your LB in the WR. If there are any Climax among them, deal X Damage to your Opp.. X = number of your other ::Torpedo Cruiser:: Charas. (DC can occur)

*Fleet Girl - Torpedo Cruiser | KC/S25-087SP T: Soul*

**L2**  
**C1**

**Ooi Kai-Ni, 4th Kuma-class Torpedo Cruiser**  
 [A] When "Torpedo Cruiser, Deploy!" is placed in your CZ, if this is in the Front Row, put the top 2 cards of your LB in the WR. If there are any Climax among them, deal X Damage to your Opp.. X = number of your other ::Torpedo Cruiser:: Charas. (DC can occur)

*Fleet Girl - Torpedo Cruiser | KC/S25-088 T: Soul*

**L2**  
**C1**

**Kiso Kai-Ni, 5th Kuma-class Torpedo Cruiser**  
 [C] If there is a Marker under this, this gains +3000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose 1 "Kiso, 5th Kuma-class Light Cruiser" in your WR and put it under this as Marker.  
 [S] [Put a Marker from under this in the WR] This gains +1 Soul for the turn.

*Fleet Girl - Torpedo Cruiser | KC/S25-089 T: Soul*

L2  
C1

**Isuzu Kai-Ni, Leave the Flagship to Me!**

[C] When you play this from your hand, you may choose 1 of your "Isuzu, 2nd Nagara-class Light Cruiser" and put it in the WR. If so, you may play this with 0 Cost.  
[A] [Discard a card from hand to the WR] When this attacks, if "Anti-Submarine Squadron, Charge!" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Fleet Girl - Light Cruiser | KC/S25-090 T: Soul

L2  
C2

**Fubuki, 1st Fubuki-class Destroyer**

[C] If this is the only Chara in the front row, it gets +1500.  
[A] When "I'll Clean It Up!" is placed in your CZ, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +2000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-091 T: None

L0  
C0

**Fubuki, 1st Fubuki-class Destroyer**

[C] If this is the only Chara in the front row, it gets +1500.  
[A] When "I'll Clean It Up!" is placed in your CZ, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +2000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-091SP T: None

L0  
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Mutsuki, 1st Mutsuki-class Destroyer**

[C] The card across from this gets +1 Soul.

Fleet Girl - Destroyer | KC/S25-092 T: None

L0  
C0

**Tatsuta, 2nd Tenryuu-class Light Cruiser**

[A] When "I Expected So, Raise the Anchor!" is placed in your CZ, you may put a Marker from under this in Stock.  
[S] [Rest this] If there is no Marker under this, choose a ::Fleet Girl:: Chara in your WR and put it face-down under this as Marker.  
[S] [Rest this] Put a Marker from under this in your Stock.

Fleet Girl - Light Cruiser | KC/S25-093 T: None

L1  
C0

**Kitakami, 3rd Kuma-class Light Cruiser**

[C] If you have another "Ooi Kai-Ni, 4th Kuma-class Torpedo Cruiser", this gains "[S] [(1) Put this in the WR] Choose a "Kitakami Kai-Ni, 3rd Kuma-class Torpedo Cruiser" in your WR and put it in the slot this was in."

Fleet Girl - Light Cruiser | KC/S25-094 T: None

L1  
C0

**Kantai Collection (Kancolle) Booster Pack****Ooi, 4th Kuma-class Light Cruiser**

[C] If you have another "Kitakami Kai-Ni, 3rd Kuma-class Torpedo Cruiser", this gains "[S] [(1) Put this in the WR] Choose an "Ooi Kai-Ni, 3rd Kuma-class Torpedo Cruiser" in your WR and put it in the slot this was in."

Fleet Girl - Light Cruiser | KC/S25-095 T: None

L1  
C0

**Kuma, 1st Kuma-class Light Cruiser**

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times the number of Charas with **ASSIST** you have.  
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Fleet Girl - Light Cruiser | KC/S25-096 T: Soul

L1  
C1

**Nagara, 1st Nagara-class Light Cruiser**

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S25-097 T: None

L1  
C1

**Fusou, 1st Fusou-class Battleship**

[S] [Rest 2 of your other ::Fleet Girl:: Charas, put this in the WR] Choose a "Fusou Kai, 1st Fusou-class Aviation Battleship" in your WR and put it in the Slot this was in, and that Chara gains +1000 Pow for the turn.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Battleship | KC/S25-098 T: Soul

L2  
C1

**Houshou, Houshou-class Light Aircraft Carrier**

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Aircraft Carrier:: or ::Light Aircraft Carrier::, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Light Aircraft Carrier | KC/S25-099 T: Soul

L2  
C1

**Yamashiro Kai, 2nd Fusou-class Aviation Battleship**

[A] When this is placed from hand to the Stage, put the top card of your LB in your Clock.  
[A] [Rest 2 of your Standing Charas] When this becomes Reversed, may pay. If so, Rest this, and this does not Stand during your next Stand Phase.

Fleet Girl - Aviation Battleship | KC/S25-100 T: Soul

L2  
C2

**Murakumo, 5th Fubuki-class Destroyer**

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Fleet Girl:: in your WR and return it to your hand.  
[A] **BOND/"Furutaka, 1st Furutaka-class Heavy Cruiser"** [(1)]

Fleet Girl - Destroyer | KC/S25-101 T: None

L0  
C0

**Fumitsuki, 7th Mutsuki-class Destroyer**

[A] [Rest this and 1 of your other Standing ::Destroyer::] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in Stock.

Fleet Girl - Destroyer | KC/S25-102 T: None

L0  
C0

**Kikuzuki, 9th Mutsuki-class Destroyer**

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Chara in the Front Row and put it in the WR.

Fleet Girl - Destroyer | KC/S25-103 T: None

L0  
C0

**Satsuki, 5th Mutsuki-class Destroyer**

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
[A] **ENCORE** [(2)]

Fleet Girl - Destroyer | KC/S25-104 T: None

L0  
C0

**Shirayuki, 2nd Fubuki-class Destroyer**

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
[A] When your other "Hatsuyuki, 3rd Fubuki-class Destroyer" attacks, if this is in the Front Row, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Fleet Girl - Destroyer | KC/S25-105 T: None

L0  
C0

**Isonami, 9th Fubuki-class Destroyer**

[C] All your other ::Fleet Girl:: Charas gain +500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this. (Put the revealed card back)

Fleet Girl - Destroyer | KC/S25-106 T: None

L0  
C0

Mikazuki, 10th Mutsuki-class Destroyer

[A] When this attacks, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-107 T: None

L0C0

Mochizuki, 11th Mutsuki-class Destroyer

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S25-108 T: None

L0C0

Nagatsuki, 8th Mutsuki-class Destroyer

--No Text--

Fleet Girl - Destroyer | KC/S25-109 T: None

L0C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Hatsuyuki, 3rd Fubuki-class Destroyer

[A] When this attacks, reveal the top card of your LB. If it's a climax card, this gets -3000 Pow for the turn. (Put the revealed card back)

Fleet Girl - Destroyer | KC/S25-110 T: None

L0C0

Kisaragi, 2nd Mutsuki-class Destroyer

[A] When this becomes Reversed in Battle, your Opp. chooses 1 of his or her Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-111 T: None

L0C0

Miyuki, 4th Fubuki-class Destroyer

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, put this in the WR. (Put the revealed card back)

Fleet Girl - Destroyer | KC/S25-112 T: None

L0C0

Kantai Collection (Kancolle) Booster Pack

Kinu, 5th Nagara-class Light Cruiser

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-113 T: None

L1C0

Isuzu, 2nd Nagara-class Light Cruiser

[A] When this attacks, if "Anti-Submarine Squadron, Charge!" is in the CZ, all your Level 1 or lower Charas gain +1500 Pow for the turn.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Fleet Girl - Light Cruiser | KC/S25-114 T: None

L1C0

Abukuma, 6th Nagara-class Light Cruiser

[A] [(1)] When this is placed from Stage to the WR, may pay. If so, choose 1 "Ushio, 10th Ayanami-class Destroyer" in your WR and put it Rested in the Slot this was in.

Fleet Girl - Light Cruiser | KC/S25-115 T: None

L1C0

Yura, 4th Nagara-class Light Cruiser

--No Text--

Fleet Girl - Light Cruiser | KC/S25-116 T: None

L1C0

Kiso, 5th Kuma-class Light Cruiser

[C] No player may use **BACKUP** from hand during battles involving this Chara.

Fleet Girl - Light Cruiser | KC/S25-117 T: None

L1C0

Natori, 3rd Nagara-class Light Cruiser

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-118 T: None

L1C1

Tama, 2nd Kuma-class Light Cruiser

--No Text--

Fleet Girl - Light Cruiser | KC/S25-119 T: None

L1C1

Yamashiro, 2nd Fusou-class Battleship

[A] [Put this in the WR] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there's a Climax card among them, may pay. If so, choose a "Yamashiro Kai, 2nd Fusou-class Aviation Battleship" in your WR and put it in the Slot this was in.

Fleet Girl - Battleship | KC/S25-120 T: Soul

L2C1

Fusou Kai, 1st Fusou-class Aviation Battleship

--No Text--

Fleet Girl - Aviation Battleship | KC/S25-121 T: Soul

L2C2

Item Shop Girl

All players return all cards in their WRs to their respective Libraries, then shuffle those Libraries. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

KC/S25-122 T: None

L2C0

Ready! Fire!!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-123 T: Salvage

Ready! Fire!!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-123R T: Salvage

I Expected So, Raise the Anchor!  
[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-124 T: Salvage

I Expected So, Raise the Anchor!  
[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-124R T: Salvage

I'll Clean It Up!  
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-125 T: 2 Soul

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

I'll Clean It Up!  
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-125R T: 2 Soul

Torpedo Cruiser, Deploy!  
[C] All your Charas gain +2 Soul.

KC/S25-126 T: 2 Soul

Torpedo Cruiser, Deploy!  
[C] All your Charas gain +2 Soul.

KC/S25-126R T: 2 Soul

Kantai Collection (Kancolle) Booster Pack

Anti-Submarine Squadron, Charge!  
[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-127 T: 2 Soul

Anti-Submarine Squadron, Charge!  
[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-127R T: 2 Soul

Nagato, 1st Nagato-class Battleship  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "Don't Underestimate the Pow of Big 7!" is placed in the CZ, if this is in the Front Row, all your Charas gain +500 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB" for the turn.

Fleet Girl - Battleship | KC/S25-128 T: Soul

L3  
C2

Nagato, 1st Nagato-class Battleship  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "Don't Underestimate the Pow of Big 7!" is placed in the CZ, if this is in the Front Row, all your Charas gain +500 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB" for the turn.

Fleet Girl - Battleship | KC/S25-128SP T: Soul

L3  
C2

Nagato, 1st Nagato-class Battleship  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "Don't Underestimate the Pow of Big 7!" is placed in the CZ, if this is in the Front Row, all your Charas gain +500 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB" for the turn.

Fleet Girl - Battleship | KC/S25-128SSP T: Soul

L3  
C2

Suzuya, 3rd Mogami-class Heavy Cruiser  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] [Put this in the WR] When "Leave It to Suzuya-I" in your CZ, may pay. If so, choose up to 1 "Suzuya Kai, 3rd Mogami-class Aviation Cruiser" in your hand and put it in the Slot this was in.

Fleet Girl - Heavy Cruiser | KC/S25-129 T: None

L1  
C0

Suzuya, 3rd Mogami-class Heavy Cruiser  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, and put it in your hand. Shuffle your LB.  
[A] [Put this in the WR] When "Leave It to Suzuya-I" in your CZ, may pay. If so, choose up to 1 "Suzuya Kai, 3rd Mogami-class Aviation Cruiser" in your hand and put it in the Slot this was in.

Fleet Girl - Heavy Cruiser | KC/S25-129S T: None

L1  
C0

Kumano, 4th Mogami-class Heavy Cruiser  
[C] If you are Level 2 or higher, this gains "[S] [(1) Discard a card from hand to the WR, put this in the WR] Choose 1 "Kumano Kai, 4th Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.  
[A] When this becomes Reversed, put the top card of your LB in your Clock and Rest this.

Fleet Girl - Heavy Cruiser | KC/S25-130 T: None

L1  
C0

Kumano, 4th Mogami-class Heavy Cruiser  
[C] If you are Level 2 or higher, this gains "[S] [(1) Discard a card from hand to the WR, put this in the WR] Choose 1 "Kumano Kai, 4th Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.  
[A] When this becomes Reversed, put the top card of your LB in your Clock and Rest this.

Fleet Girl - Heavy Cruiser | KC/S25-130S T: None

L1  
C0

Mutsu, 2nd Nagato-class Battleship  
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB and choose up to 1 and put it in your hand. Put the rest in the WR. X = # of your ::Fleet Girl:: Charas.  
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's Level 3 or higher, put this in the WR. Otherwise, this gains +1500 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)  
[S] [Rest 2 of your ::Fleet Girl:: Charas] Look at the top card of your LB and put it either on top or bottom of the LB.

Fleet Girl - Battleship | KC/S25-131 T: Soul

L3  
C2

Mutsu, 2nd Nagato-class Battleship  
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB and choose up to 1 and put it in your hand. Put the rest in the WR. X = # of your ::Fleet Girl:: Charas.  
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's Level 3 or higher, put this in the WR. Otherwise, this gains +1500 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)  
[S] [Rest 2 of your ::Fleet Girl:: Charas] Look at the top card of your LB and put it either on top or bottom of the LB.

Fleet Girl - Battleship | KC/S25-131S T: Soul

L3  
C2

Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer  
[A] [(1)] When "Let's Have a Wonderful Party!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Fleet Girl - Destroyer | KC/S25-132 T: None

L1  
C0

Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer

[A] [(1)] When "Let's Have a Wonderful Party!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Fleet Girl - Destroyer | KC/S25-132S T: None

L1C0

Shigure Kai-Ni, Lucky Destroyer

[A] When this is placed from hand to the Stage or via effect of [S] ability of "Shigure, 2nd Shiratsuyu-class Destroyer", your Opp. reveals the top card of his or her LB. If it's a Level 1 or higher card, this gains +1000 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)

Fleet Girl - Destroyer | KC/S25-133 T: None

L1C1

Shigure Kai-Ni, Lucky Destroyer

[A] When this is placed from hand to the Stage or via effect of [S] ability of "Shigure, 2nd Shiratsuyu-class Destroyer", your Opp. reveals the top card of his or her LB. If it's a Level 1 or higher card, this gains +1000 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back)

Fleet Girl - Destroyer | KC/S25-133S T: None

L1C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Zuihou, 2nd Shouhou-class Light Aircraft Carrier

[A] [(2) Put the top card of your LB in your Clock] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp.'s Level and put it on the bottom of the LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S25-134 T: Soul

L2C1

Souryuu, Souryuu-class Aircraft Carrier

[C] All your other ::Fleet Girl:: Charas gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Fleet Girl - Aircraft Carrier | KC/S25-135 T: Soul

L2C1

Mikuma Kai, 2nd Mogami-class Aviation Cruiser

[C] If there is a Marker under this, this gains +2000 Pow.

[A] When this is placed from the WR to the Stage, you may choose 1 "Mikuma, 2nd Mogami-class Heavy Cruiser" in your WR and put it face-down under this as Marker.

Fleet Girl - Aviation Cruiser | KC/S25-136 T: Soul

L2C1

Kantai Collection (Kancolle) Booster Pack

Suzuya Kai, 3rd Mogami-class Aviation Cruiser

[C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.

Fleet Girl - Aviation Cruiser | KC/S25-137 T: Soul

L2C1

Hiryuu, Hiryuu-class Aircraft Carrier

[A] When this attacks, if "Second Carrier Division, Deploy!" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

[A] At the start of your Draw Phase, if you have no other Charas in the Front Row, this gains +4000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S25-138 T: Soul

L2C2

Kumano Kai, 4th Mogami-class Aviation Cruiser

[A] When your other ::Fleet Girl:: attacks, this gains +1000 Pow for the turn.

Fleet Girl - Aviation Cruiser | KC/S25-139 T: Soul

L2C2

Yuudachi, 4th Shiratsuyu-class Destroyer

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

[A] [Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer" in your hand and put it in the Slot this was in as Defending Chara.

Fleet Girl - Destroyer | KC/S25-140 T: None

L0C0

Asashio, 1st Asashio-class Destroyer

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Fleet Girl - Destroyer | KC/S25-141 T: None

L0C0

Shiratsuyu, 1st Shiratsuyu-class Destroyer

[A] When you Level-up, put this in the WR.

Fleet Girl - Destroyer | KC/S25-142 T: None

L0C0

Mogami, 1st Mogami-class Heavy Cruiser

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this. (Put the revealed card back)

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Mogami Kai, 1st Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.

Fleet Girl - Heavy Cruiser | KC/S25-143 T: None

L1C0

Mikuma, 2nd Mogami-class Heavy Destroyer

[A] **CHANGE** [(1) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Mikuma Kai, 2nd Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.

Fleet Girl - Heavy Cruiser | KC/S25-144 T: None

L1C1

Mikuma, 2nd Mogami-class Heavy Destroyer

[A] **CHANGE** [(1) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Mikuma Kai, 2nd Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.

Fleet Girl - Heavy Cruiser | KC/S25-144S T: None

L1C1

Myoukou, 1st Myoukou-class Heavy Cruiser

--No Text--

Fleet Girl - Heavy Cruiser | KC/S25-145 T: None

L1C1

Shouhou, 1st Shouhou-class Light Aircraft Carrier

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Fleet Girl - Light Aircraft Carrier | KC/S25-146 T: Soul

L2C1

Mogami Kai, 1st Mogami-class Aviation Cruiser

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +500 Pow and "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Fleet Girl - Aviation Cruiser | KC/S25-147 T: Soul

L2C1

Arare, 9th Asashio-class Destroyer

[C] ASSIST All your Charas in front of this gain +500 Pow.  
[S] [(2) Rest 2 of your Charas] Draw a card.

Fleet Girl - Destroyer | KC/S25-148 T: None

L0  
C0

Murasame, 3rd Shiratsuyu-class Destroyer

[A] [Put the top card of your LB in your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card.  
[S] [Rest 1 of your ::Fleet Girl:: Charas] This gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-149 T: None

L0  
C0

Michishio, 3rd Asashio-class Destroyer

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Fleet Girl - Destroyer | KC/S25-150 T: None

L0  
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Shigure, 2nd Shiratsuyu-class Destroyer

[C] If you have no other Charas, this gains +1500 Pow and "A] ENCORE [Discard a Chara from your hand to the WR]".  
[C] If you are Level 1 or higher, this gains "[S] [Discard a card from hand to the WR, Put this in the WR] Choose 1 'Shigure Kai-Ni, Lucky Destroyer' in your WR and put it in the Slot this was in."

Fleet Girl - Destroyer | KC/S25-151 T: None

L0  
C0

Arashio, 4th Asashio-class Destroyer

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Fleet Girl - Destroyer | KC/S25-152 T: None

L0  
C0

Samidare, 6th Shiratsuyu-class Destroyer

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.

Fleet Girl - Destroyer | KC/S25-153 T: None

L0  
C0

Kantai Collection (Kancolle) Booster Pack

Ooshio, 2nd Asashio-class Destroyer

[S] [Rest 1 of your "Asashio, 1st Asashio-class Destroyer"] This gains +2500 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-154 T: None

L0  
C0

Kasumi, 10th Asashio-class Destroyer

[C] If this is in the Front Row, this does not Stand during your Stand Phase.  
[A] When the Battle Opp. of this becomes Reversed, Rest 1 of your other Charas and move it to a vacant Slot in the Back Row.

Fleet Girl - Destroyer | KC/S25-155 T: None

L0  
C0

Suzukaze, 10th Shiratsuyu-class Destroyer

--No Text--

Fleet Girl - Destroyer | KC/S25-156 T: None

L0  
C0

Haguro, 4th Myoukou-class Heavy Cruiser

[A] [Put this in the WR] When your other ::Fleet Girl:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Heavy Cruiser | KC/S25-157 T: None

L1  
C0

Ashigara, 3rd Myoukou-class Heavy Cruiser

[A] When you use the BACKUP of this, choose 1 of your ::Fleet Girl:: in Battle, and that Chara gains +1000 Pow for the turn.  
[S] [Counter] BACKUP 1500, Level 1 [(1) Discard this card from your hand to the WR]

Fleet Girl - Heavy Cruiser | KC/S25-158 T: Soul

L1  
C1

Nachi, 2nd Myoukou-class Heavy Cruiser

[C] ASSIST During your Opp.'s turn, all your Charas in front of this gain +1000 Pow.  
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Fleet Girl:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

Fleet Girl - Heavy Cruiser | KC/S25-159 T: Soul

L1  
C1

Food Supply Ship Mamiya

Search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB. Discard a card from your hand to the WR.  
Choose 1 of your Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.

KC/S25-160 T: None

L1  
C1

Don't Underestimate the Power of Big 7!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-161 T: Draw

Don't Underestimate the Power of Big 7!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-161R T: Draw

Leave It to Suzuya!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-162 T: Soul Gate

Leave It to Suzuya!

[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S25-162R T: Soul Gate

Second Carrier Division, Deploy!

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-163 T: 2 Soul



Second Carrier Division, Deploy!

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S25-163R T: 2 Soul

Let's Have a Wonderful Party!

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-164 T: 2 Soul

Let's Have a Wonderful Party!

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

KC/S25-164R T: 2 Soul

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Kantai Collection (Kancolle) Booster Pack