

Yamato Kai, 1st Yamato-class Battleship

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. [A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)
 [A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, if the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Fleet Girl - Battleship | KC/S31-001 T: Soul

L3
C2

Musashi Kai, 2nd Yamato-class Battleship

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] [(1)] When "Musashi's Cannons Aren't Just for Show." is placed in your CZ, if this is in the Front Row, may pay. If so, choose a card in your WR and return it to your LB, and shuffle your LB.

Fleet Girl - Battleship | KC/S31-002 T: Soul

L3
C2

Musashi Kai, 2nd Yamato-class Battleship

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] [(1)] When "Musashi's Cannons Aren't Just for Show." is placed in your CZ, if this is in the Front Row, may pay. If so, choose a card in your WR and return it to your LB, and shuffle your LB.

Fleet Girl - Battleship | KC/S31-002SP T: Soul

L3
C2

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Tokitsukaze, 10th Kagero-class Destroyer

[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Fleet Girl - Destroyer | KC/S31-003 T: None

L0
C0

Isokaze Kai, 12th Kagero-class Destroyer

[C] For each Marker under this, this gains +1 Level and +1500 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a ::Fleet Girl:: Chara in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S31-004 T: None

L0
C0

Amatsukaze Kai, 9th Kagero-class Destroyer

[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, search your LB for up to 1 "Shimakaze, Shimakaze-class Destroyer", reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-005 T: None

L1
C0

Kantai Collection Second Fleet Booster Pack**Amatsukaze Kai, 9th Kagero-class Destroyer**

[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, search your LB for up to 1 "Shimakaze, Shimakaze-class Destroyer", reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-005S T: None

L1
C0

Ooyodo Kai, the Largest Japanese Light Cruiser

[C] If there are no cards in your Clock, this cannot attack.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.
 [A] [Discard a card from hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Fleet Girl:: Charas and return it to your hand.
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, put the top card of your LB in the WR. If it's a Level 0 or lower Chara, you may Rest this.

Fleet Girl - Light Cruiser | KC/S31-006 T: None

L1
C1

Ooyodo Kai, the Largest Japanese Light Cruiser

[C] If there are no cards in your Clock, this cannot attack.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.
 [A] [Discard a card from hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Fleet Girl:: Charas and return it to your hand.
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, put the top card of your LB in the WR. If it's a Level 0 or lower Chara, you may Rest this.

Fleet Girl - Light Cruiser | KC/S31-006R T: None

L1
C1

Tone Kai-Ni, 1st Tone-class Aviation Cruiser

[A] When "Aviation Cruisers, Deploy!" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +4000 Pow for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-007 T: Soul

L2
C1

Tone Kai-Ni, 1st Tone-class Aviation Cruiser

[A] When "Aviation Cruisers, Deploy!" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +4000 Pow for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-007S T: Soul

L2
C1

Tone Kai-Ni, 1st Tone-class Aviation Cruiser

[A] When "Aviation Cruisers, Deploy!" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +4000 Pow for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-007SP T: Soul

L2
C1

Chikuma Kai-Ni, 2nd Tone-class Aviation Cruiser

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] When "Aviation Cruisers, Deploy!" is placed in your CZ, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +1 Soul for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-008 T: Soul

L2
C1

Chikuma Kai-Ni, 2nd Tone-class Aviation Cruiser

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] When "Aviation Cruisers, Deploy!" is placed in your CZ, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +1 Soul for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-008S T: None

L2
C1

Chikuma Kai-Ni, 2nd Tone-class Aviation Cruiser

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] When "Aviation Cruisers, Deploy!" is placed in your CZ, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, all your Charas gain +1 Soul for the turn. (Put the revealed card back where it was)

Fleet Girl - Aviation Cruiser | KC/S31-008SP T: Soul

L2
C1

Junyou Kai-Ni, 2nd Hiyou-Class Light Aircraft Carrier

[C] During your turn, for each of your other ::Fleet Girl:: Charas, this gains +500 Pow.
 [A] ENCORE [Put the top card of your LB in your Clock]

Fleet Girl - Light Aircraft Carrier | KC/S31-009 T:

L2
C1

Unryuu Kai, 1st Unryuu-class Aircraft Carrier

[C] For each Marker under this, this gains +2000 Pow.
 [A] When your other Level 2 or higher Chara with a trait that includes the word "Carrier" becomes Reversed in battle, you may put that Chara face-down under this as Marker.

Fleet Girl - Aircraft Carrier | KC/S31-010 T: Soul

L2
C2

Isokaze, 12th Kagero-class Destroyer

[C] If you have another Level 3 or higher Chara, this gains +1 Soul.

Fleet Girl - Destroyer | KC/S31-011 T: None

L0
C0

Isokaze, 12th Kagero-class Destroyer
 [C] If you have another Level 3 or higher Chara, this gains +1 Soul.

Fleet Girl - Destroyer | KC/S31-011S T: None

L0
C0

Hayashimo, 17th Yuugumo-class Destroyer
 [A] When this becomes Reversed, you cannot use "[A] ENCORE" for the turn. (This includes the "[A] ENCORE [(3)]" provided by the rules)

Fleet Girl - Destroyer | KC/S31-012 T: None

L0
C0

Kiyoshimo, 19th Yuugumo-class Destroyer
 [S] [Put the top card of your LB in your Clock, Rest this] Put the top card of your LB under this as Marker, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] [Put the top card of your LB in your Clock, Put all Markers from under this in the WR, Rest this] Put this in the WR, and choose 1 Level X or lower Chara in your WR with either ::Battleship:: and/or ::Aviation Battleship:: and put it in the Slot this was in. X = # of Markers put in the WR when paying for the cost of this ability.

Fleet Girl - Destroyer | KC/S31-013 T: None

L0
C0

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Ooyodo, 1st Ooyodo-class Light Cruiser
 [S] [(1)] Choose 1 of your Charas with either ::Submarine:: and/or ::Carrier Submarine::, and that Chara gains +1 Soul for the turn.
 [S] [Rest this] Reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Light Cruiser | KC/S31-014 T: None

L1
C0

Shimakaze Kai, Shimakaze-class Destroyer
 [A] When this attacks, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Fleet Girl:: Charas.

Fleet Girl - Destroyer | KC/S31-015 T: None

L1
C0

Amatsukaze, 9th Kagero-class Destroyer
 [A] When this attacks, if "This Wind is Nice... Start Firing!" is in the CZ, this gains +3000 Pow for the turn, and your Opp. cannot use "[A] ENCORE" for the turn. (This includes the "[A] ENCORE [(3)]" provided by the rules)

Fleet Girl - Destroyer | KC/S31-016 T: None

L1
C1

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Amatsukaze, 9th Kagero-class Destroyer
 [A] When this attacks, if "This Wind is Nice... Start Firing!" is in the CZ, this gains +3000 Pow for the turn, and your Opp. cannot use "[A] ENCORE" for the turn. (This includes the "[A] ENCORE [(3)]" provided by the rules)

Fleet Girl - Destroyer | KC/S31-016SSP T: None

L1
C1

Ooyodo Kai, 1st Ooyodo-class Light Cruiser
 --No Text--

Fleet Girl - Light Cruiser | KC/S31-017 T: None

L1
C2

Zuikaku Kai, 2nd Shoukaku-class Aircraft Carrier
 [A] When you use the BACKUP of this, put the top card of your LB in the WR. If it's a Climax card, choose 1 Chara in battle, and that Chara gets -1 Soul for the turn.
 [S] [Counter] BACKUP 2500, Level 2 [(1)] Discard this card from your hand to the WR]

Fleet Girl - Aircraft Carrier | KC/S31-018 T: Soul

L2
C1

Unryuu, 1st Unryuu-class Aircraft Carrier
 [S] [(1)] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is lower than or equal to the Level of this, you may put that Chara in Stock."

Fleet Girl - Aircraft Carrier | KC/S31-019 T: Soul

L2
C1

Maruyu Kai, Type 3 Submerged Transport Ship
 [C] You may have as many copies of cards with the same name as this in your deck.
 [A] EXPERIENCE When this is placed from hand to the Stage, draw up to X cards, and discard X cards from hand to the WR. X = # of "Maruyu Kai, Type 3 Submerged Transport Ship" in your Level Zone.

Fleet Girl - Submarine | KC/S31-020 T: None

L0
C0

Urakaze, 11th Kagero-class Destroyer
 [A] This ability activates up to twice per turn. When your other ::Fleet Girl:: is placed from hand to the Stage, this gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-021 T: None

L0
C0

Hamakaze, 13th Kagero-class Destroyer
 [A] [(2)] Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to a vacant Slot in the Back Row, and choose a Level 2 or higher Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-022 T: None

L0
C0

Hamakaze, 13th Kagero-class Destroyer
 [A] [(2)] Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to a vacant Slot in the Back Row, and choose a Level 2 or higher Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-022S T: None

L0
C0

Tanikaze, 14th Kagero-class Destroyer
 [A] At the start of your Opp.'s Attack Phase, you may move this to a vacant Front Row Center Slot.

Fleet Girl - Destroyer | KC/S31-023 T: None

L0
C0

Akitsumaru Kai, Army Type C Special Ship
 [C] This cannot Direct Attack.

Fleet Girl - Landing Craft | KC/S31-024 T: None

L0
C0

Sakawa, 4th Agano-class Light Cruiser
 [A] When your other ::Fleet Girl:: Chara attacks, this gains +1000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-025 T: None

L1
C0

Hiyou Kai, 1st Hiyou-class Light Aircraft Carrier
 [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, this gains the following ability for the turn. "[C] This cannot Front Attack." (Put the revealed card back where it was)

Fleet Girl - Light Aircraft Carrier | KC/S31-026 T:

L2
C1

I-401 Kai, 2nd I-400-class Submarine
 [C] During your turn, this gains +1000 Pow.
 [A] [Discard a ::Fleet Girl:: Chara from hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, at the start of your next Draw Phase, choose 1 "I-401 Kai, 2nd I-400-class Submarine" in your Memory and put it in any Slot on the Stage.

Fleet Girl - Carrier Submarine | KC/S31-027 T: Soul

L2
C2

Medal
 Search your LB for up to 3 "Medal" and put them in the WR, search your LB for up to 1 "Remodeling Blueprint", reveal it, put it in your hand, and shuffle your LB.

KC/S31-028 T: None

L1
C0

Remodeling Blueprint
 Rest 2 of your Standing Charas. If you Rest 2, look at up to X cards from top of your LB and search for up to 2 ::Fleet Girl:: Charas, reveal them, put them in your hand, and put the rest in the WR. X = # of "Medal" in your WR.

KC/S31-029 T: None

L1
C1

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Large Ship Construction
 Rest 2 of your Standing Charas. If you Rest 2, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, put it in any Slot on the Stage, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow and the following ability. "[C] This cannot be chosen as target of your Opp.'s effects." (Otherwise put the card back where it was)

KC/S31-030 T: None

L2
C1

This Wind is Nice... Start Firing!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-031 T: Soul Bounce

This Wind is Nice... Start Firing!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-031R T: Soul Bounce

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Musashi's Cannons Aren't Just for Show.
 [A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S31-032 T: 2 Soul

Musashi's Cannons Aren't Just for Show.
 [A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

KC/S31-032R T: 2 Soul

Aviation Cruisers, Deploy!
 [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/S31-033 T: 2 Soul

Aviation Cruisers, Deploy!
 [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/S31-033R T: 2 Soul

Kaga, Glorious First Carrier Division
 [C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may choose a ::Fleet Girl:: Chara in your Clock and put it in any Slot on the Stage. If so, put the top card of your LB in your Clock.

Fleet Girl - Aircraft Carrier | KC/S31-034 T: Soul

L3
C2

Kaga, Glorious First Carrier Division
 [C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may choose a ::Fleet Girl:: Chara in your Clock and put it in any Slot on the Stage. If so, put the top card of your LB in your Clock.

Fleet Girl - Aircraft Carrier | KC/S31-034R T: Soul

L3
C2

Ayanami Kai Ni, 1st Ayanami-class Destroyer
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Illumination Rounds" in your WR and return it to your hand.
 [A] When this attacks, if "Ayanami Will Protect You!" is in the CZ, you may choose a ::Fleet Girl:: Chara in your WR and put it in Stock.

Fleet Girl - Destroyer | KC/S31-035 T: None

L1
C0

Ayanami Kai Ni, 1st Ayanami-class Destroyer
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Illumination Rounds" in your WR and return it to your hand.
 [A] When this attacks, if "Ayanami Will Protect You!" is in the CZ, you may choose a ::Fleet Girl:: Chara in your WR and put it in Stock.

Fleet Girl - Destroyer | KC/S31-035SP T: None

L1
C0

Ryuujou Kai-Ni, Ryuujou-class Light Aircraft Carrier
 [A] [(2)] At the start of your Climax Phase, if you have no other Back Row Charas, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
 [A] When "Light Aircraft Carrier Ryuujou, Deploying!" is placed in your CZ, you may choose 1 "Ryuujou Kai, Ryuujou-class Light Aircraft Carrier" in your WR and return it to your hand.
 [S] [Rest this] Put the top card of your LB in Stock.

Fleet Girl - Light Aircraft Carrier | KC/S31-036 T:

L2
C1

Ryuujou Kai-Ni, Ryuujou-class Light Aircraft Carrier
 [A] [(2)] At the start of your Climax Phase, if you have no other Back Row Charas, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
 [A] When "Light Aircraft Carrier Ryuujou, Deploying!" is placed in your CZ, you may choose 1 "Ryuujou Kai, Ryuujou-class Light Aircraft Carrier" in your WR and return it to your hand.
 [S] [Rest this] Put the top card of your LB in Stock.

Fleet Girl - Light Aircraft Carrier | KC/S31-036SSP T:

L2
C1

Sendai Kai-Ni, 1st Sendai-class Light Cruiser
 [C] This gets -1 Level while on the Stage.
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Illumination Rounds" in your WR and return it to your hand.
 [A] When this attacks, put the top card of your LB in the WR. If it's a Climax card, all your Charas gain +1 Soul for the turn.

Fleet Girl - Light Cruiser | KC/S31-037 T: Soul

L2
C1

Sendai Kai-Ni, 1st Sendai-class Light Cruiser
 [C] This gets -1 Level while on the Stage.
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Illumination Rounds" in your WR and return it to your hand.
 [A] When this attacks, put the top card of your LB in the WR. If it's a Climax card, all your Charas gain +1 Soul for the turn.

Fleet Girl - Light Cruiser | KC/S31-037SP T: Soul

L2
C1

Jintsuu Kai-Ni, 2nd Sendai-class Light Cruiser
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Jintsuu, Going!" is in the CZ, may pay. If so, all your other Charas gain +3500 Pow and +1 Soul for the turn.

Fleet Girl - Light Cruiser | KC/S31-038 T: Soul

L2
C1

Jintsuu Kai-Ni, 2nd Sendai-class Light Cruiser
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Jintsuu, Going!" is in the CZ, may pay. If so, all your other Charas gain +3500 Pow and +1 Soul for the turn.

Fleet Girl - Light Cruiser | KC/S31-038SSP T: Soul

L2
C1

Naka Kai-Ni, 3rd Sendai-class Light Cruiser
 [C] If there is 1 or fewer cards in your Clock, this cannot attack.
 [A] When this attacks, if "Naka-chan the Center, the Best Highlight!" is in the CZ, you may choose a card in your Clock and return it to your hand. If so, put the top card of your LB in your Clock.

Fleet Girl - Light Cruiser | KC/S31-039 T: Soul

L2
C1

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Naka Kai-Ni, 3rd Sendai-class Light Cruiser
 [C] If there is 1 or fewer cards in your Clock, this cannot attack.
 [A] When this attacks, if "Naka-chan the Center, the Best Highlight!" is in the CZ, you may choose a card in your Clock and return it to your hand. If so, put the top card of your LB in your Clock.

Fleet Girl - Light Cruiser | KC/S31-039SP T: Soul

L2
C1

Akatsuki, A Moment in Winter
 [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, put it in your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S31-040 T: None

L0
C0

Sendai, to the Important You
 [A] [Put this in Clock] When this is Front Attacked, may pay. If so, choose up to 1 "Sendai Kai-Ni, 1st Sendai-class Light Cruiser" in your hand and put it in the Slot this was in as the Defending Chara.

Fleet Girl - Light Cruiser | KC/S31-041 T: None

L1
C0

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Hatsuharu Kai-Ni, 1st Hatsuharu-class Destroyer
 [A] When the Battle Opp. of this becomes Reversed, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-042 T: None

L1
C0

Ryuujou Kai, Ryuujou-class Light Aircraft Carrier
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S31-043 T:

L2
C1

Ushio Kai, 10th Ayanami-class Destroyer
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.
 [A] [Clock] **SHIFT Level0**

Fleet Girl - Destroyer | KC/S31-044 T: None

L0
C0

Hibiki, A Moment in Winter
 [A] At the start of your Climax Phase, reveal the top card of your LB. If it's a Climax card, choose 1 of your other Charas in the Front Row and put it in the WR. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S31-045 T: None

L0
C0

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

Fleet Girl - Destroyer | KC/S31-046 T: None

L0
C0

Inazuma, A Moment in Winter
 [A] [(1) Put the top card of your LB in your Clock] When this attacks, if you have another "Ikazuchi, A Moment in Winter", may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your Library in Clock.

Fleet Girl - Destroyer | KC/S31-047 T: None

L0
C0

Jintsuu Kai-Ni, Flagship of the Second Torpedo
 [C] If this is in the Front Row Center Slot, all your other Level 1 or lower Charas gain +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S31-048 T: None

L1
C0

Jintsuu Kai-Ni, Flagship of the Second Torpedo
 [C] If this is in the Front Row Center Slot, all your other Level 1 or lower Charas gain +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S31-048S T: None

L1
C0

Chitose A, 1st Chitose-class Seaplane Tender
 [C] All your other "Chiyoda A, 2nd Chitose-class Seaplane Tender" gain +1000 Pow.
 [A] [Discard a ::Fleet Girl:: Chara from hand to the WR, Put a "Chiyoda A, 2nd Chitose-class Seaplane Tender" and this from your Stage to Clock] When "Seaplane Bombers, Go-!" is placed in your CZ, may pay. If so, choose up to 1 "Chitose Carrier, 1st Chitose-class Light Aircraft Carrier" and up to 1 "Chiyoda Carrier, 2nd Chitose-class Light Aircraft Carrier" from your WR and put them in separate Slots on the Stage.

Fleet Girl - Seaplane Tender | KC/S31-049 T: None

L1
C0

Chiyoda A, 2nd Chitose-class Seaplane Tender
 [C] All your other "Chitose A, 1st Chitose-class Seaplane Tender" gain +1000 Pow.
 [A] [Discard a ::Fleet Girl:: Chara from hand to the WR, Put a "Chiyoda A, 2nd Chitose-class Seaplane Tender" and this from your Stage to Clock] When "Seaplane Bombers, Go-!" is placed in your CZ, may pay. If so, search your LB for up to 1 "Chitose Carrier, 1st Chitose-class Light Aircraft Carrier" and up to 1 "Chiyoda Carrier, 2nd Chitose-class Light Aircraft Carrier" and put them in separate Slots on the Stage, and shuffle your LB.

Fleet Girl - Seaplane Tender | KC/S31-050 T: None

L1
C0

Aoba Kai, 1st Aoba-class Heavy Cruiser
 [A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, look at your Opp.'s hand, and this gains +3000 Pow for the turn.

Fleet Girl - Heavy Cruiser | KC/S31-051 T: None

L1
C0

Chitose Carrier, 1st Chitose-class Light Aircraft Carrier
 [C] If there's a Marker under this, this gains +5000 Pow and +1 Soul.
 [C] This cannot be chosen as target of your Opp.'s effects.
 [A] When your other "Chiyoda Carrier, 2nd Chitose-class Light Aircraft Carrier" becomes Reversed in battle, if there's no Marker under this, you may put that Chara face-down under this as Marker.

Fleet Girl - Light Aircraft Carrier | KC/S31-052 T:

L2
C1

Chiyoda Carrier, 2nd Chitose-class Light Aircraft Carrier
 [C] If there's a Marker under this, this gains +5000 Pow and +1 Soul.
 [C] This cannot be chosen as target of your Opp.'s effects.
 [A] When your other "Chitose Carrier, 1st Chitose-class Light Aircraft Carrier" becomes Reversed in battle, if there's no Marker under this, you may put that Chara face-down under this as Marker.

Fleet Girl - Light Aircraft Carrier | KC/S31-053 T:

L2
C1

Illumination Rounds
 If you have 2 or fewer ::Fleet Girl:: Charas, you cannot play this from your hand.
 Look at up to 2 cards from top of your LB and put them back in the same order.
 All your Charas gain +1000 Pow for the turn.
 All Charas in your Opp.'s Front Row get -1000 Pow for the turn.

KC/S31-054 T: None

L2
C0

Marriage Beta
 Send this to Memory.
 [C] **RECOLLECTION** If this is in Memory, the ::Fleet Girl:: Chara in your Front Row Center Slot gains +2000 Pow.

KC/S31-055 T: None

L2
C1

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Naka-chan the Center, the Best Highlight!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-056 T: Stock

Naka-chan the Center, the Best Highlight!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-056R T: Stock

Light Aircraft Carrier Ryuujou, Deploying!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-057 T: Treasure

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Light Aircraft Carrier Ryuujou, Deploying!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-057R T: Treasure

Ayanami Will Protect You!
 [C] All your Charas gain +2 Soul.

KC/S31-058 T: 2 Soul

Ayanami Will Protect You!
 [C] All your Charas gain +2 Soul.

KC/S31-058R T: 2 Soul

Jintsuu, Going!
 [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/S31-059 T: 2 Soul

Jintsuu, Going!
 [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/S31-059R T: 2 Soul

Seaplane Bombers, Go-!
 [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/S31-060 T: 2 Soul

Seaplane Bombers, Go-!
 [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/S31-060R T: 2 Soul

"Tea Time" Kongou
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a ::Fleet Girl:: Chara in your WR and return it to your hand.

Fleet Girl - Battleship | KC/S31-061 T: Soul

L3
C2

"Tea Time" Kongou
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a ::Fleet Girl:: Chara in your WR and return it to your hand.

Fleet Girl - Battleship | KC/S31-061S T: Soul

L3
C2

Haruna Kai-Ni, 3rd Kongou-Class Battleship
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
 [A] When this attacks, if "If Haruna's Fine, Then I'll Be Your Opp!" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and until the next end of your Opp.'s turn, this gains +2500 Pow and the following ability. [C] This cannot be chosen as target of your Opp.'s effects."

Fleet Girl - Battleship | KC/S31-062 T: Soul

L3
C2

Haruna Kai-Ni, 3rd Kongou-Class Battleship
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
 [A] When this attacks, if "If Haruna's Fine, Then I'll Be Your Opp!" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and until the next end of your Opp.'s turn, this gains +2500 Pow and the following ability. [C] This cannot be chosen as target of your Opp.'s effects."

Fleet Girl - Battleship | KC/S31-062S T: Soul

L3
C2

Haruna Kai-Ni, 3rd Kongou-Class Battleship
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
 [A] When this attacks, if "If Haruna's Fine, Then I'll Be Your Opp!" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and until the next end of your Opp.'s turn, this gains +2500 Pow and the following ability. [C] This cannot be chosen as target of your Opp.'s effects."

Fleet Girl - Battleship | KC/S31-062SSP T: Soul

L3
C2

Kirishima Kai-Ni, 4th Kongou-Class Battleship
 [C] If all your Charas have ::Fleet Girl::, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Fleet Girl - Battleship | KC/S31-063 T: Soul

L3
C2

Uzuki, 4th Mutsuki-class Destroyer
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Pu-Puku-Pu~!" is in the CZ, may pay. If so, choose a ::Fleet Girl:: Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-064 T: None

L0
C0

Uzuki, 4th Mutsuki-class Destroyer
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Pu-Puku-Pu~!" is in the CZ, may pay. If so, choose a ::Fleet Girl:: Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-064SP T: None

L0
C0

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Tatsuta, Light Carrier Thinking of Her Sister Ship
 [C] This gets -1 Level while on the Stage.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S31-065 T: None

L1
C0

Tatsuta, Light Carrier Thinking of Her Sister Ship
 [C] This gets -1 Level while on the Stage.
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S31-065R T: None

L1
C0

Uzuki Kai, 4th Mutsuki-class Destroyer
 [C] When you pay for the cost of an [S] ability of a Chara in your hand or on the Stage, you may put a Marker from under this in the WR in place of 1 Stock.
 [A] When this is placed from hand to the Stage, you may choose 1 "Uzuki, 4th Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-066 T: None

L0
C0

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Uzuki Kai, 4th Mutsuki-class Destroyer
 [C] When you pay for the cost of an [S] ability of a Chara in your hand or on the Stage, you may put a Marker from under this in the WR in place of 1 Stock.
 [A] When this is placed from hand to the Stage, you may choose 1 "Uzuki, 4th Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-066S T: None

L0
C0

Nagara Kai, 1st Nagara-class Light Cruiser
 [A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S31-067 T: Soul

L1
C1

Yayoi, 3rd Mutsuki-class Destroyer
 [C] If there are 2 or more Markers under this, this gains "[C] ASSIST All your Charas in front of this gain +1000 Pow".
 [S] [Rest this] If there is 1 or fewer Markers under this, choose 1 "Mutsuki, 1st Mutsuki-class Destroyer" or 1 "Kisaragi, 2nd Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S31-068 T: None

L0
C0

Uzuki, Present of Gratitude
 --No Text--

Fleet Girl - Destroyer | KC/S31-069 T: None

L0
C0

Natori Kai, 3rd Nagara-class Light Cruiser
 [A] When this attacks, choose 1 of your other ::Light Cruisers::, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Fleet Girl - Light Cruiser | KC/S31-070 T: None

L1
C0

Kitakami Kai, 3rd Kuma-class Torpedo Cruiser
 [C] All your other "Ooi Kai, 4th Kuma-class Torpedo Cruiser" gain +2000 Pow.

Fleet Girl - Torpedo Cruiser | KC/S31-071 T: Soul

L2
C1

Ooi Kai, 4th Kuma-class Torpedo Cruiser
 [C] All your other "Kitakami Kai, 3rd Kuma-class Torpedo Cruiser" gain +2000 Pow.

Fleet Girl - Torpedo Cruiser | KC/S31-072 T: Soul

L2
C1

Isuzu Kai-Ni, 2nd Nagara-class Light Cruiser
 [A] When this is placed from hand to the Stage, your Opp. reveals the top card of his or her LB. If it's a Level 1 or higher card, this gains +2000 Pow for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Light Cruiser | KC/S31-073 T: Soul

L2
C1

Instant Repair Solution
 Choose a Level 2 or higher Chara in your WR and return it to your hand.

KC/S31-074 T: None

L2
C0

If Haruna's Fine, Then I'll Be Your Opponent!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-075 T: Salvage

If Haruna's Fine, Then I'll Be Your Opponent!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-075R T: Salvage

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

KC/S31-076 T: 2 Soul

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

KC/S31-076R T: 2 Soul

L3
C2

Souryuu Kai-Ni, Souryuu-class Aircraft Carrier
 [C] Chara Opposite this gets -1 Soul.
 [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.
 [A] When this attacks, if "Attack Squad, Start Launching!" is in the CZ, until the next end of your Opp.'s turn, this gains +2000 Pow and the following ability. "[C] Chara Opposite this gets -1 Soul."

Fleet Girl - Aircraft Carrier | KC/S31-077 T: Soul

L3
C2

Souryuu Kai-Ni, Souryuu-class Aircraft Carrier
 [C] Chara Opposite this gets -1 Soul.
 [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.
 [A] When this attacks, if "Attack Squad, Start Launching!" is in the CZ, until the next end of your Opp.'s turn, this gains +2000 Pow and the following ability. "[C] Chara Opposite this gets -1 Soul."

Fleet Girl - Aircraft Carrier | KC/S31-077SP T: Soul

L3
C2

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Hiryuu Kai-Ni, Hiryuu-class Aircraft Carrier
 [C] If there are 2 or more "Hiryuu Kai-Ni, Hiryuu-class Aircraft Carrier" in your WR, this gets -1 Level while in your hand.
 [A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S31-078 T: Soul

L3
C2

Hiryuu Kai-Ni, Hiryuu-class Aircraft Carrier
 [C] If there are 2 or more "Hiryuu Kai-Ni, Hiryuu-class Aircraft Carrier" in your WR, this gets -1 Level while in your hand.
 [A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S31-078SSP T: Soul

L3
C2

Shiratsuyu Kai, Pride of Nameship
 [A] At the start of your Opp.'s Attack Phase, if this is in the Front Row, put the top card of your LB in the WR. If it's Level 1 or higher, put this in the WR. If it's Level 0 or lower, you may move this to an empty Slot in the Front Row. (Climax cards are considered Level 0 for this effect)
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each climax card revealed this way, draw up to 1 card.

Fleet Girl - Destroyer | KC/S31-079 T: None

L0
C0

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Shiratsuyu Kai, Pride of Nameship
 [A] At the start of your Opp.'s Attack Phase, if this is in the Front Row, put the top card of your LB in the WR. If it's Level 1 or higher, put this in the WR. If it's Level 0 or lower, you may move this to an empty Slot in the Front Row. (Climax cards are considered Level 0 for this effect)
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each climax card revealed this way, draw up to 1 card.

Fleet Girl - Destroyer | KC/S31-079R T: None

L0
C0

Murasame Kai, Command Ship of the Second Destroyer
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
 [A] [(1) Discard a card from hand to the WR] When this attacks, 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.

Fleet Girl - Destroyer | KC/S31-080 T: None

L0
C0

Murasame Kai, Command Ship of the Second Destroyer
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
 [A] [(1) Discard a card from hand to the WR] When this attacks, 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.

Fleet Girl - Destroyer | KC/S31-080R T: None

L0
C0

Akashi Kai, Brand New Repair Ship
 [C] ASSIST All your ::Fleet Girl:: Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] When "Which Ship Do I Start Repairing With?" is placed in the CZ, if there is 1 or fewer cards in your Clock, you may put the top card of your Clock in the WR.

Fleet Girl - Repair Ship | KC/S31-081 T: Soul

L1
C1

Akashi Kai, Brand New Repair Ship
 [C] ASSIST All your ::Fleet Girl:: Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] When "Which Ship Do I Start Repairing With?" is placed in the CZ, if there is 1 or fewer cards in your Clock, you may put the top card of your Clock in the WR.

Fleet Girl - Repair Ship | KC/S31-081S T: Soul

L1
C1

Akashi Kai, Brand New Repair Ship
 [C] ASSIST All your ::Fleet Girl:: Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] When "Which Ship Do I Start Repairing With?" is placed in the CZ, if there is 1 or fewer cards in your Clock, you may put the top card of your Clock in the WR.

Fleet Girl - Repair Ship | KC/S31-081SSP T: Soul

L1
C1

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

Fleet Girl - Submarine Tender | KC/S31-082 T: None

L1
C0

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

Fleet Girl - Submarine Tender | KC/S31-082R T:

L1
C0

Myoukou Kai-Ni, 1st Myoukou-class Heavy Cruiser
 [C] If you have 4 or more ::Fleet Girl:: Charas, this gets -1 Level while in your hand.
 [C] If you have 2 or more other Charas with ASSIST, this gains "[A] ENCORE [Discard a Chara from your hand to the WR]".

Fleet Girl - Heavy Cruiser | KC/S31-083 T: Soul

L2
C2

Akashi, Brand New Repair Ship
 [C] All your other ::Fleet Girl:: Charas gain +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Repair Ship | KC/S31-084 T: None

L1
C0

Ryuuhou Kai, Ryuuhou-class Light Aircraft Carrier
 [A] When you use the BACKUP of this, put the top 3 cards of your LB in the WR.
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S31-085 T:

L2
C1

Ryuuhou Kai, Ryuuhou-class Light Aircraft Carrier
 [A] When you use the BACKUP of this, put the top 3 cards of your LB in the WR.
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S31-085S T:

L2
C1

Haguro Kai-Ni, 4th Myoukou-class Heavy Cruiser
 [A] When "Fifth Fleet, Haguro, Deploying!" is placed in your CZ, if this is in the Front Row, 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 your other ::Fleet Girl:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Fleet Girl - Heavy Cruiser | KC/S31-086 T: Soul

L2
C1

Haguro Kai-Ni, 4th Myoukou-class Heavy Cruiser
 [A] When "Fifth Fleet, Haguro, Deploying!" is placed in your CZ, if this is in the Front Row, 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 your other ::Fleet Girl:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Fleet Girl - Heavy Cruiser | KC/S31-086SP T: Soul

L2
C1

Nagato Kai, 1st Nagato-class Battleship
 [C] If there are 4 or more cards in your hand, this gains +1500 Pow.
 [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] When this becomes Reversed in battle, Send this to Memory.
Fleet Girl - Battleship | KC/S31-087 T: Soul

L3
C2

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Mutsu Kai, 2nd 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 your other ::Fleet Girl:: Chara attacks, this gains +1000 Pow for the turn.

Fleet Girl - Battleship | KC/S31-088 T: Soul

L3
C2

Harusame, 5th Shiratsuyu-class Destroyer
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Drums (for Transport)" in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-089 T: None

L0
C0

Taigei, Taigei-class Submarine Tender
 [C] If you are Level 2 or higher, this gains the following ability.
 [S] [(1) Put this in the WR] Choose a "Ryuuhou, Ryuuhou-class Light Aircraft Carrier" in your WR and put it in the Slot this was in."
 [S] [Rest this] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Submarine Tender | KC/S31-090 T: None

L1
C0

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Ashigara Kai, 3rd Myoukou-class Heavy Cruiser
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Fleet Girl - Heavy Cruiser | KC/S31-091 T: None

L1
C0

Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer
 [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 - Destroyer | KC/S31-092 T: None

L1
C1

Zuihou Kai, 2nd Shouhou-class Light Aircraft Carrier
 [A] When this becomes Reversed in battle, your Opp. may draw a card.

Fleet Girl - Light Aircraft Carrier | KC/S31-093 T:

L2
C1

Ryuuhou, Ryuuhou-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)] When "Do Not Underestimate Us, the Repurposed Carriers!" is placed in your CZ, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this card becomes Reversed, if the Level of the Battle Opp. of this is lower than or equal to the Level of this, you may put that Chara on the bottom of the LB."

Fleet Girl - Light Aircraft Carrier | KC/S31-094 T:

L2
C1

Drums (for Transport)
 Look at up to 4 cards from top of your LB and search for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and put the rest in the WR.

KC/S31-095 T: None

L1
C0

Food Supply Ship Irako
 Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn: "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

KC/S31-096 T: None

L1
C0

Fifth Fleet, Haguro, Deploying!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-097 T: Soul Gate

Fifth Fleet, Haguro, Deploying!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-097R T: Soul Gate

Attack Squad, Start Launching!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-098 T: Draw

Attack Squad, Start Launching!
 [C] All your Charas gain +1000 Pow and +1 Soul.

KC/S31-098R T: Draw

Which Ship Do I Start Repairing With?
 [C] All your Charas gain +2 Soul.

KC/S31-099 T: 2 Soul

Which Ship Do I Start Repairing With?
 [C] All your Charas gain +2 Soul.

KC/S31-099R T: 2 Soul

Do Not Underestimate Us, the Repurposed Carriers!
[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/S31-100 T: 2 Soul

Do Not Underestimate Us, the Repurposed Carriers!
[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/S31-100R T: 2 Soul

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