

### Aircraft Carrier Wo-Class

[A] At the start of your Climax Phase, choose 1 of your ::Abyssal Ship:: Charas, and that Chara gains +1000 Pow for the turn.  
 [S] [(1)] Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Aircraft Carrier | KC/SE28-01 T: None*

L0  
C0

### Northern Princess

[A] When "Go Sink!" is placed in your CZ, if this is in the Front Row, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in the WR, and reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

*Abyssal Ship - Princess | KC/SE28-02 T: None*

L1  
C0

### Northern Princess

[A] When "Go Sink!" is placed in your CZ, if this is in the Front Row, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in the WR, and reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

*Abyssal Ship - Princess | KC/SE28-02SP T: None*

L1  
C0

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### Northern Princess, Final Form

[C] **EXPERIENCE** If all cards in your Level Zone are ::Abyssal Ship:: Charas, this gains +1500 Pow.  
 [A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

*Abyssal Ship - Princess | KC/SE28-03 T: Soul*

L3  
C2

### Northern Princess, Final Form

[C] **EXPERIENCE** If all cards in your Level Zone are ::Abyssal Ship:: Charas, this gains +1500 Pow.  
 [A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

*Abyssal Ship - Princess | KC/SE28-03SP T: Soul*

L3  
C2

### Heavy Cruiser Ne-Class

[C] This cannot Side Attack.  
 [A] When this becomes Reversed, your Opp. may choose a Chara in your WR and put it on top of your LB.

*Abyssal Ship - Heavy Cruiser | KC/SE28-04 T: None*

L0  
C0

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### Midway Princess

[S] [(1)] Choose 1 of your ::Abyssal Ship:: Charas, and that Chara gains +1500 Pow for the turn.  
 [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.  
 [C] If you have 2 or more other ::Abyssal Ship:: Charas, this gains +1000 Pow.  
 [C] For each of your other Level 0 or lower Charas, this gains +500 Pow.  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose 1 "Midway Princess, Final Form" in your WR and put it Rested in any Slot on the Stage.

*Abyssal Ship - Princess | KC/SE28-05 T: None*

L1  
C0

### Midway Princess

[S] [(1)] Choose 1 of your ::Abyssal Ship:: Charas, and that Chara gains +1500 Pow for the turn.  
 [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.  
 [C] If you have 2 or more other ::Abyssal Ship:: Charas, this gains +1000 Pow.  
 [C] For each of your other Level 0 or lower Charas, this gains +500 Pow.  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose 1 "Midway Princess, Final Form" in your WR and put it Rested in any Slot on the Stage.

*Abyssal Ship - Princess | KC/SE28-05SP T: None*

L1  
C0

### Aircraft Carrier Oni

[A] [Discard a card from your 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 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and put the rest in the WR.

*Abyssal Ship - Oni | KC/SE28-06 T: None*

L1  
C0

### Armored Carrier Oni

[A] When this is placed from hand to the Stage, choose 1 of your other ::Abyssal Ship:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Abyssal Ship:: Charas.

*Abyssal Ship - Oni | KC/SE28-07 T: None*

L1  
C0

### Armored Carrier Princess

[C] For each of your other ::Abyssal Ship:: Charas, this gains +500 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

*Abyssal Ship - Princess | KC/SE28-08 T: None*

L1  
C1

### Airfield Princess

[C] **ASSIST** All your ::Abyssal Ship:: Charas in front of this gain +1500 Pow.  
 [A] [(3)] When "That's Why... It's Not Possible..." is placed in your CZ, may pay. If so, choose a Chara in your Clock and return it to your hand.

*Abyssal Ship - Princess | KC/SE28-09 T: Soul*

L2  
C1

### Airfield Princess

[C] **ASSIST** All your ::Abyssal Ship:: Charas in front of this gain +1500 Pow.  
 [A] [(3)] When "That's Why... It's Not Possible..." is placed in your CZ, may pay. If so, choose a Chara in your Clock and return it to your hand.

*Abyssal Ship - Princess | KC/SE28-09SP T: Soul*

L2  
C1

### Light Cruiser Tsu-Class

[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.  
 [A] This ability activates up to once per turn. When your Opp.'s Chara with a trait that includes the word "Carrier" is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn.

*Abyssal Ship - Light Cruiser | KC/SE28-10 T: None*

L0  
C0

### Destroyer Ni-Class

[A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock.  
 [A] When this attacks, choose 1 of your other ::Abyssal Ship:: Charas, and that Chara gains +1000 Pow for the turn.

*Abyssal Ship - Destroyer | KC/SE28-11 T: None*

L0  
C0

### Seaport Water Oni

[A] When you use the **BACKUP** of this, put the top 3 cards of your Opp.'s LB in the WR.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

*Abyssal Ship - Water Oni | KC/SE28-12 T: Soul*

L2  
C1

### Aircraft Carrier Water Oni

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Abyssal Ship:: Charas, you may put the top card of your LB in your Stock.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Water Oni | KC/SE28-13 T: Soul*

L2  
C1

### Aircraft Carrier Water Oni

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Abyssal Ship:: Charas, you may put the top card of your LB in your Stock.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Water Oni | KC/SE28-13SP T: Soul*

L2  
C1

**Aircraft Carrier Princess**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.  
 [A] When you Level-Up, this gains "[A] ENCORE [(1)]" for the turn.

*Abyssal Ship - Princess | KC/SE28-14 T: Soul*

**L2**  
**C1**

**Aircraft Carrier Princess**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.  
 [A] When you Level-Up, this gains "[A] ENCORE [(1)]" for the turn.

*Abyssal Ship - Princess | KC/SE28-14SP T: Soul*

**L2**  
**C1**

**Seaport Princess, Berserker Mode**  
 [C] If "Seaport Princess" is in your Clock, this gets -1 Level while in your hand.  
 [A] When this attacks, if "You Don't... Understand Anything..." 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.

*Abyssal Ship - Princess | KC/SE28-15 T: Soul*

**L2**  
**C1**

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**Seaport Princess, Berserker Mode**  
 [C] If "Seaport Princess" is in your Clock, this gets -1 Level while in your hand.  
 [A] When this attacks, if "You Don't... Understand Anything..." 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.

*Abyssal Ship - Princess | KC/SE28-15SP T: Soul*

**L2**  
**C1**

**Floating Fortress**  
 [A] [(2)] When this is placed from the Stage to the WR, 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.  
 [S] [Rest this] Choose 1 of your ::Abyssal Ship:: Charas, and that Chara gains +1500 Pow for the turn.

*Abyssal Ship - Fortress | KC/SE28-16 T: None*

**L0**  
**C0**

**Destroyer I-Class**  
 [C] You may have as many copies of cards with the same name as this in your deck.  
 [C] **EXPERIENCE** For each "Destroyer I-Class" in your Level Zone, this gains +2500 Pow.

*Abyssal Ship - Destroyer | KC/SE28-17 T: None*

**L0**  
**C0**

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**Submarine So-Class**  
 [C] If you have no other Charas, this gains +1500 Pow and cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

*Abyssal Ship - Submarine | KC/SE28-18 T: None*

**L0**  
**C0**

**Torpedo Cruiser Chi-Class**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn. (Put the revealed card back where it was)

*Abyssal Ship - Torpedo Cruiser | KC/SE28-19 T:*

**L0**  
**C0**

**Battlehip Ru-Class**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of cards in your Opp.'s Clock.

*Abyssal Ship - Battleship | KC/SE28-20 T: None*

**L1**  
**C0**

**Seaport Princess**  
 [C] If there are 1 or fewer cards in your Clock, this cannot Attack.

*Abyssal Ship - Princess | KC/SE28-21 T: None*

**L1**  
**C0**

**Midway Princess, Final Form**  
 [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.  
 [A] **ENCORE** [Discard a GREEN card from your hand to the WR]

*Abyssal Ship - Princess | KC/SE28-22 T: Soul*

**L2**  
**C1**

**Go Sink!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*KC/SE28-23 T: Treasure*

**You Don't... Understand Anything...**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*KC/SE28-24 T: Treasure*

**That's Why... It's Not Possible...**  
 [A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

*KC/SE28-25 T: 2 Soul*

**Anchorage Oni**  
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Oni | KC/SE28-26 T: None*

**L0**  
**C0**

**Anchorage Oni**  
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Oni | KC/SE28-26SP T: None*

**L0**  
**C0**

**Light Cruiser Oni, Final Form**  
 [C] For each of your other ::Abyssal Ship:: Charas, this gains +500 Pow.  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE [(3)]" provided by rules)

*Abyssal Ship - Oni | KC/SE28-27 T: None*

**L1**  
**C0**

**Light Cruiser Oni, Final Form**  
 [C] For each of your other ::Abyssal Ship:: Charas, this gains +500 Pow.  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE [(3)]" provided by rules)

*Abyssal Ship - Oni | KC/SE28-27SP T: None*

**L1**  
**C0**

### Battleship Water Oni

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your Opp.'s turn, for each of your other ::Abyssal Ship:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

*Abyssal Ship - Water Oni | KC/SE28-28 T: Soul*

L3  
C2

### Souther War Princess

[C] All your other ::Abyssal Ship:: Charas gain +500 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Abyssal Ship:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

*Abyssal Ship - Princess | KC/SE28-29 T: None*

L0  
C0

### Southern Oni

[C] All your other ::Abyssal Ship:: Charas gain +500 Pow.  
 [S] [Rest this] Draw a card, and discard a card from your hand to the WR.

*Abyssal Ship - Oni | KC/SE28-30 T: None*

L1  
C0

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### Anchorage Princess

[A] This ability activates up to once per turn. When your Chara is placed from hand to the WR, this gains +2000 Pow for the turn.

*Abyssal Ship - Princess | KC/SE28-31 T: None*

L1  
C0

### Seaplane Tender Princess

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Abyssal Ship:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Abyssal Ship - Princess | KC/SE28-32 T: Soul*

L2  
C1

### Seaplane Tender Princess

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Abyssal Ship:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Abyssal Ship - Princess | KC/SE28-32SP T: Soul*

L2  
C1

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### Isolated Island Oni

[C] All your other ::Abyssal Ship:: Charas gain +1000 Pow.  
 [S] [(2) Rest this] Search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Oni | KC/SE28-33 T: Soul*

L2  
C1

### Isolated Island Oni

[C] All your other ::Abyssal Ship:: Charas gain +1000 Pow.  
 [S] [(2) Rest this] Search your LB for up to 1 ::Abyssal Ship:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Oni | KC/SE28-33SP T: Soul*

L2  
C1

### Air Defense Princess

[C] If this is in the Front Row but not in the Center Slot, this gets -4000 Pow.  
 [C] If this is in the Front Row Center Slot, for each of your other Front Row Reversed Charas and/or empty Slot in your Front Row, this gets -2000 Pow.  
 [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, and put the rest in the WR.  
 [A] [(3) Choose 1 "Ufufu... How's that? Does it hurt?" in your CZ and put it in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

*Abyssal Ship - Princess | KC/SE28-34 T: Soul*

L3  
C2

### Air Defense Princess

[C] If this is in the Front Row but not in the Center Slot, this gets -4000 Pow.  
 [C] If this is in the Front Row Center Slot, for each of your other Front Row Reversed Charas and/or empty Slot in your Front Row, this gets -2000 Pow.  
 [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, and put the rest in the WR.  
 [A] [(3) Choose 1 "Ufufu... How's that? Does it hurt?" in your CZ and put it in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

*Abyssal Ship - Princess | KC/SE28-34SP T: Soul*

L3  
C2

### Transport Ship Wa-Class

[C] If all your Charas are ::Abyssal Ship::, this gains +1000 Pow.  
 [A] [(1) Put the top card of your LB in your Clock] When this attacks, may pay. If so, draw a card.

*Abyssal Ship - Supply Ship | KC/SE28-35 T: None*

L0  
C0

### Submarine Ka-Class

[A] When this is placed from hand to the Stage, if your Opp. has 1 or fewer Charas in the Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on bottom of the LB.

*Abyssal Ship - Submarine | KC/SE28-36 T: None*

L0  
C0

### Light Cruiser Oni

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in Stock.  
 [A] [Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Light Cruiser Oni, Final Form" in your hand and put it in the Slot this was in as Defending Chara.

*Abyssal Ship - Oni | KC/SE28-37 T: None*

L0  
C0

### Light Aircraft Carrier Nu-Class

[A] When you use the **BACKUP** of this, if you have an ::Abyssal Ship:: Chara, 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]

*Abyssal Ship - Light Aircraft Carrier | KC/SE28-38 T:*

L1  
C0

### Battleship Re-Class

[C] If your Opp. has a ::Fleet Girl:: Chara, this gets -1 Level while in your hand.  
 [C] For each of your other ::Abyssal Ship:: Charas, 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 Climax card, you may choose 1 of your Opp.'s Level 0 or lower Charas and put it on the bottom of the LB. (Put the revealed card back where it was)

*Abyssal Ship - Battleship | KC/SE28-39 T: Soul*

L2  
C1

### Battleship Princess

[A] [(1) Discard a card from your hand to the WR] When "Get Sunk!" is placed in your CZ, if this is in your Front Row, may pay. If so, choose 1 of your Opp.'s Cost 1 or lower Charas and put it on the bottom of the LB.  
 [A] [Put this in the WR] When your other ::Abyssal Ship:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

*Abyssal Ship - Princess | KC/SE28-40 T: Soul*

L2  
C1

### Battleship Princess

[A] [(1) Discard a card from your hand to the WR] When "Get Sunk!" is placed in your CZ, if this is in your Front Row, may pay. If so, choose 1 of your Opp.'s Cost 1 or lower Charas and put it on the bottom of the LB.  
 [A] [Put this in the WR] When your other ::Abyssal Ship:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

*Abyssal Ship - Princess | KC/SE28-40SP T: Soul*

L2  
C1

### Destroyer Princess

[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 "Fall!" is placed in your CZ, if this is in your Front Row, reveal the top card of your LB. If it's an ::Abyssal Ship:: Chara, this gains +5000 Pow for the turn. (Put the revealed card back where it was)

*Abyssal Ship - Princess | KC/SE28-41 T: None*

L0  
C0

**Destroyer Princess**  
 [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 "Fall!" is placed in your CZ, if this is in your Front Row, reveal the top card of your LB. If it's an Abyssal Ship Chara, this gains +5000 Pow for the turn. (Put the revealed card back where it was)

*Abyssal Ship - Princess | KC/SE28-41SP T: None*

**L0**  
**C0**

**Heavy Cruiser Ri-Class**  
 [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 Abyssal Ship Chara, reveal it, put it in your hand, and shuffle your LB.

*Abyssal Ship - Heavy Cruiser | KC/SE28-42 T: None*

**L0**  
**C0**

**Destroyer Ha-Class**  
 [C] If there are 6 or more cards in your hand, this gains +1 Level and +1000 Pow.

*Abyssal Ship - Destroyer | KC/SE28-43 T: None*

**L0**  
**C0**

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**Light Cruiser Ho-Class**  
 [A] This ability activates up to once per turn. When your Chara is placed from hand to the WR, this gains +2500 Pow for the turn.

*Abyssal Ship - Light Cruiser | KC/SE28-44 T: None*

**L0**  
**C0**

**Battleship Ta-Class**  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.  
 [A] **ENCORE** [Put the top card of your LB in your Clock]

*Abyssal Ship - Battleship | KC/SE28-45 T: None*

**L1**  
**C0**

**Southern War Oni**  
 [C] Chara Opposite this gains +1 Soul.

*Abyssal Ship - War Oni | KC/SE28-46 T: None*

**L1**  
**C1**

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**Anchorage Water Oni**  
 [C] If you have 4 or more Abyssal Ship Charas, this gets -1 Level while in your hand.  
 [A] This ability activates up to once per turn. When your Chara is placed from hand to the WR, this gains +1500 Pow for the turn.

*Abyssal Ship - Water Oni | KC/SE28-47 T: Soul*

**L2**  
**C1**

**Anchorage Water Oni**  
 [C] If you have 4 or more Abyssal Ship Charas, this gets -1 Level while in your hand.  
 [A] This ability activates up to once per turn. When your Chara is placed from hand to the WR, this gains +1500 Pow for the turn.

*Abyssal Ship - Water Oni | KC/SE28-47SP T: Soul*

**L2**  
**C1**

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

*KC/SE28-48 T: 2 Soul*

**Get Sunk!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*KC/SE28-49 T: Draw*

**Ufufu... How's that? Does it hurt?**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*KC/SE28-50 T: Soul Gate*