

Kagero Kai-ni, 1st Kagero-class Destroyer  
[C] During your turn, this gains +2000 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Fleet Girl - Destroyer | KC/S67-001 T: None

L0  
C0

Kagero Kai-ni, 1st Kagero-class Destroyer  
[C] During your turn, this gains +2000 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Fleet Girl - Destroyer | KC/S67-001SP T: None

L0  
C0

Kasugamaru, 1st Kasugamaru-class Light Aircraft Carrier  
[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1) Put this in the WR] Choose a "Taiyou, 1st Taiyou-class Light Aircraft Carrier" in your WR and place it to the Slot that this was in."  
[S] [(1) Rest this] Look at the top 2 cards of your LB, choose up to 1 Level 1 or higher card from them, reveal it to your Opp., put it in your hand, and put the rest in your WR. (Climax Cards are considered Level 0)

Fleet Girl - Light Aircraft Carrier | KC/S67-002 T: None

L0  
C0

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Kasugamaru, 1st Kasugamaru-class Light Aircraft Carrier  
[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1) Put this in the WR] Choose a "Taiyou, 1st Taiyou-class Light Aircraft Carrier" in your WR and place it to the Slot that this was in."  
[S] [(1) Rest this] Look at the top 2 cards of your LB, choose up to 1 Level 1 or higher card from them, reveal it to your Opp., put it in your hand, and put the rest in your WR. (Climax Cards are considered Level 0)

Fleet Girl - Light Aircraft Carrier | KC/S67-002S T: None

L0  
C0

Yuugumo Kai-Ni, 1st Yuugumo-class Destroyer  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If you do, put the bottom card of the Opp.'s Stock in the WR.  
[S] [(1)] This gains +1 Soul for the turn.

Fleet Girl - Destroyer | KC/S67-003 T: None

L0  
C0

Yuugumo Kai-Ni, 1st Yuugumo-class Destroyer  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If you do, put the bottom card of the Opp.'s Stock in the WR.  
[S] [(1)] This gains +1 Soul for the turn.

Fleet Girl - Destroyer | KC/S67-003S T: None

L0  
C0

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Fujinami, 11th Yuugumo-class Destroyer  
[A] [Discard 2 cards 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 the top of your LB, choose up to 1 card from among them, add it to your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S67-004 T: None

L0  
C0

Fujinami, 11th Yuugumo-class Destroyer  
[A] [Discard 2 cards 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 the top of your LB, choose up to 1 card from among them, add it to your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S67-004S T: None

L0  
C0

I-26, 7th Junsen-class Type B Submarine  
[C] **ASSIST** All your ::Fleet Girl:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [(4) Discard 3 cards from hand to the WR] This gains the following ability for the turn. "[C] If this is Standing in your Back Row, it may be chosen as an attacker. If so, this card Direct Attacks."

Fleet Girl - Submarine | KC/S67-005 T: Soul

L1  
C1

I-26, 7th Junsen-class Type B Submarine  
[C] **ASSIST** All your ::Fleet Girl:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [(4) Discard 3 cards from hand to the WR] This gains the following ability for the turn. "[C] If this is Standing in your Back Row, it may be chosen as an attacker. If so, this card Direct Attacks."

Fleet Girl - Submarine | KC/S67-005S T: Soul

L1  
C1

Shiranui Kai-Ni, 2nd Kagero-class Destroyer  
[A] [Discard 2 cards from your hand to the WR] 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. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-006 T: Soul

L2  
C1

Shiranui Kai-Ni, 2nd Kagero-class Destroyer  
[A] [Discard 2 cards from your hand to the WR] 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. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-006S T: Soul

L2  
C1

Musashi Kai-Ni, 2nd Yamato-class Battleship  
[C] This cannot be chosen as target of Opp.'s effects.  
[C] Your Opp. may not play **BACKUP** from hand during battles involving this.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times the # of your ::Fleet Girl:: Charas.  
[A] [(1) Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Fleet Girl - Battleship | KC/S67-007 T: Soul

L3  
C2

Musashi Kai-Ni, 2nd Yamato-class Battleship  
[C] This cannot be chosen as target of Opp.'s effects.  
[C] Your Opp. may not play **BACKUP** from hand during battles involving this.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times the # of your ::Fleet Girl:: Charas.  
[A] [(1) Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Fleet Girl - Battleship | KC/S67-007S T: Soul

L3  
C2

Naganami Kai-Ni, 4th Yuugumo-class Destroyer  
[C] If this is in the Front Row Center Slot, this gains +1 Soul.  
[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.

Fleet Girl - Destroyer | KC/S67-008 T: None

L0  
C0

Oyashio, 4th Kagero-class Destroyer  
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow. X = 1000 times Soul of that Chara.  
[A] When the Damage of this card is Cancelled, you may return the top card of your Stock to your hand.

Fleet Girl - Destroyer | KC/S67-009 T: None

L0  
C0

Urakaze D Kai, 11th Kagero-class Destroyer  
[C] Your other Charas with "Urakaze", "Isokaze", "Hamakaze", and/or "Tanikaze" in name gain +500 Pow.  
[S] [(1) Rest 2 Standing Charas] Look at the top 3 cards of your LB, choose 1 ::Fleet Girl:: Chara, reveal it to your Opp., put it in your hand, and put the rest in your WR.

Fleet Girl - Destroyer | KC/S67-010 T: None

L0  
C0

Kishinami, 15th Yuugumo-class Destroyer  
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose 1 Chara of Level X or lower in WR and return it to hand. X = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S67-011 T: None

L0  
C0

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Fleet Girl:: Charas among them.

[A] When this becomes Reversed in battle, put this on bottom of the LB.

$$\frac{L0}{C0}$$

(A) **CX COMBO** When this card's Battle Opp. is Reversed, if "[A] Fou-nd the Enemy!" is in your CZ, draw up to 2 cards, and discard a card from hand to the WR.

(A) When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes the "[A] **ENCORE** [(3)]" provided by the rules)

L1  
C0

**L2**  
**C1**

[A] This ability activates up to once per turn. When you use an [S] ability, for the turn this gains +2000 Pow and ::Pumpkin::.

[A] ([1]) During your Opp's turn, when this becomes Reversed, may pay. If so, Rest this, and at the beginning of your next Encore Step, put this in the WR.

$$\frac{L0}{C0}$$

[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.  
[A] When this Side Attacks, draw a card, and discard a card from hand to the WR.

L1  
C0

[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.  
[A] When this Side Attacks, choose 1 of your other Charas, and that Chara gains +1 Soul for the turn.

**L1**  
**C0**

[C] **EXPERIENCE** For each "Taiyou Kai-Ni, 1st Taiyou-class Light Aircraft Carrier" and/or "Shinyou Kai-Ni, 4th Taiyou-class Light Aircraft Carrier" in your Level Zone, this gains +1500 Pow.

L1  
C0

[C] All your other Charas gain the following ability.  
 "[C] This cannot Side Attack".  
 [A] When your other ::Fleet Girl:: attacks, this gains  
 +1000 Pow for the turn.

L1  
C0

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

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

$$\frac{L1}{C1}$$

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 ::Fleet Girl:: Chara, that Chara gains +2500 Pow for the turn.

L2  
C1

[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "This is the Destroyer's Duty!" is in your CZ, move up to 1 card from the top of your LB to Stock, look at up to 2 cards from the top of your LB, choose up to 2 ::Fleet Girl:: Charas from among them, show them to your Opp., add them to your hand, and put the remaining cards to the WR.

L2  
C1

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

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

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[A] When this is placed from hand to the Stage, if you have another ::Fleet Girl:: Chara, this gains +2000 Pow for the turn.  
 [A] **CX COMBO** When this card's Battle Opp. is Reversed, if "I Won't Let Others Do Whatever They Like in This Sea!" is in your CZ, put up to 2 cards from the top of your LB to your Stock.

L1  
C0

[A] When this is placed from hand to the Stage, if you have another ::Fleet Girl:: Chara, this gains +2000 Pow for the turn.  
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "I Won't Let Others Do Whatever They Like in This Sea!" is in your CZ, put up to 2 cards from the top of your LB to your Stock.

**L1**  
**C0**

[C] For each of your other :Fleet Girl: Charas, this gains +500 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 attacks, choose 1 of your other :Fleet Girl: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.  
 [A] When your Opp. uses an [S] ability, this gains +1500 Pow for the turn.

**L3**  
**C2**

[C] For each of your other :Fleet Girl: Charas, this gains +500 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 attacks, choose 1 of your other :Fleet Girl: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.  
 [A] When your Opp. uses an [S] ability, this gains +1500 Pow for the turn.

**L3**  
**C2**

[C] For each Chara in your Opp.'s Back Row, this gains +500 Pow.

[A] When this is placed from hand to the Stage, look at up to X Cards from the top of your LB and put up to 1 of them in your hand. Put the rest in your WR. X = # of your :Fleet Girl!: Charas.

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] **CX COMBO** ([2]) When this attacks, if Light Avian Cruiser Gotland, Setting Off is in your CZ, may light. If so, deal X Damage to your Opp. X = the # of your 'Gotland, Gotland-class Light (Avian) Cruiser' on Stage. (DC can occur)

**L3**  
**C2**



Shinyou, 4th Taiyou-class Light Aircraft Carrier

[C] **ASSIST** All your Level 0 and lower Charas in front of this gain +1000 Pow.

[A] When a Climax is placed to your CZ, reveal the top card of your LB. If that card is a Level 0 or lower Chara, put it to Stock. (Otherwise put it back)

Fleet Girl - Light Aircraft Carrier | KC/S67-040 T: None

L0C0

Sado, 3rd Etorofu-class Escort

[C] During your turn, if "Matsuwa, 2nd Etorofu-class Escort" is in your Clock, this gains +2000 Pow and +1 Soul.

[A] [Clock] **SHIFT Level 1**

Fleet Girl - Coastal Defense Ship | KC/S67-041 T: None

L1C0

Kamoi Kai Bo, 1st Kamoi-class Fleet Oiler

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Type-2 Large Boat" in your WR and return it to your hand.

Fleet Girl - Supply Ship | KC/S67-042 T: Soul

L2C1

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Shinyou Kai-Ni, 4th Taiyou-class Light Aircraft Carrier

[C] During Attack Phase, you cannot return Charas from your WR to your hand via your own card effects.

[C] **EXPERIENCE** For each "Taiyou Kai-Ni, 1st Taiyou-class Light Aircraft Carrier" and/or "Shinyou Kai-Ni, 4th Taiyou-class Light Aircraft Carrier" in your Level Zone this gains +1500 Pow.

Fleet Girl - Light Aircraft Carrier | KC/S67-043 T: Soul

L2C1

Type-2 Large Boat

Choose 1 of your Charas, and for the turn it gains +3000 Pow and the following ability. "[C] If this is in your Front Row, when this card attacks, you may choose 1 of your Opp.'s Back Row Charas, and this Chara Front Attacks that Chara instead."

KC/S67-044 T: None

L2C2

Light Aviation Cruiser Gotland, Setting Off

[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/S67-045 T: 2 Soul

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Light Aviation Cruiser Gotland, Setting Off

[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/S67-045R T: 2 Soul

I Won't Let Others Do Whatever They Like in This Sea!

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

KC/S67-046 T: Treasure

I Won't Let Others Do Whatever They Like in This Sea!

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

KC/S67-046R T: Treasure

Saratoga, 2nd Lexington-class Aircraft Carrier

[A] When your Opp.'s Climax is placed in the CZ, you may put this in your Stock.

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

Fleet Girl - Aircraft Carrier | KC/S67-047 T: None

L0C0

Saratoga, 2nd Lexington-class Aircraft Carrier

[A] When your Opp.'s Climax is placed in the CZ, you may put this in your Stock.

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

Fleet Girl - Aircraft Carrier | KC/S67-047SP T: None

L0C0

Iowa, 1st Iowa-class Battleship

[C] For each of your other ::Fleet Girl:: 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 ::Fleet Girl:: Chara, you may deal 1 damage to your Opp.. (DC can occur. Put the revealed card back)

[A] **CX COMBO** When this attacks, if "Well, I'll Show You My FirePow" is in your CZ, put up to 1 card from the top of your Clock to the WR, and choose up to 1 card in your Opp.'s WR and put it on top of their LB.

Fleet Girl - Battleship | KC/S67-048 T: Soul

L3C2

Iowa, 1st Iowa-class Battleship

[C] For each of your other ::Fleet Girl:: 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 ::Fleet Girl:: Chara, you may deal 1 damage to your Opp.. (DC can occur. Put the revealed card back)

[A] **CX COMBO** When this attacks, if "Well, I'll Show You My FirePow" is in your CZ, put up to 1 card from the top of your Clock to the WR, and choose up to 1 card in your Opp.'s WR and put it on top of their LB.

Fleet Girl - Battleship | KC/S67-048SP T: Soul

L3C2

Yura Kai-Ni, 4th Nagara-class Light Cruiser

[A] **CX COMBO** [Discard a card from hand to the WR] When "Don't Take Remodeled Yura Lightly" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Fleet Girl:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

[A] [(1)] When a Climax is placed to your CZ, may pay. If so, put the top 2 cards from the top of your LB in the WR, choose a Level X or lower ::Fleet Girl:: Chara in your WR and return it to hand. X = the total of the Levels of the cards moved to WR by this effect. (Climax cards are considered Level 0 for this effect)

Fleet Girl - Light Cruiser | KC/S67-049 T: None

L0C0

Yura Kai-Ni, 4th Nagara-class Light Cruiser

[A] **CX COMBO** [Discard a card from hand to the WR] When "Don't Take Remodeled Yura Lightly" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Fleet Girl:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

[A] [(1)] When a Climax is placed to your CZ, may pay. If so, put the top 2 cards from the top of your LB in the WR, choose a Level X or lower ::Fleet Girl:: Chara in your WR and return it to hand. X = the total of the Levels of the cards moved to WR by this effect. (Climax cards are considered Level 0 for this effect)

Fleet Girl - Light Cruiser | KC/S67-049S T: None

L0C0

Tama Kai-Ni, 2nd Kuma-class Light Cruiser

[A] When you use the **BACKUP** of this, if you have a ::Fleet Girl:: 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]

Fleet Girl - Light Cruiser | KC/S67-050 T: None

L1C0

Tama Kai-Ni, 2nd Kuma-class Light Cruiser

[A] When you use the **BACKUP** of this, if you have a ::Fleet Girl:: 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]

Fleet Girl - Light Cruiser | KC/S67-050S T: None

L1C0

Saratoga Mk.II, 2nd Lexington-class Aircraft Carrier

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] **CX COMBO** When "Sara's Fellow Kids, You OK?" is placed to your CZ, you may choose a ::Fleet Girl:: Chara in your WR and place it to Stock.

Fleet Girl - Aircraft Carrier | KC/S67-051 T: Soul

L2C1

Saratoga Mk.II, 2nd Lexington-class Aircraft Carrier

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] **CX COMBO** When "Sara's Fellow Kids, You OK?" is placed to your CZ, you may choose a ::Fleet Girl:: Chara in your WR and place it to Stock.

Fleet Girl - Aircraft Carrier | KC/S67-051S T: Soul

L2C1

Fusou Kai-Ni, Rushing Into Surigao Strait!

[C] If you have "Shigure Kai-Ni, Rushing Into Surigao Strait!" and "Asagumo, Rushing Into Surigao Strait!", this gets -1 Level while in your hand.

[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.

[A] **CX COMBO** [(3)] Discard a card from hand to the WR] When "Showdown at Operation Shougou! Battle of Leyte Gulf" is placed in your CZ, and this is in your Front Row, may pay. If so, choose 1 of your other Charas and this, and for the turn, they get +2000 Pow and the following ability. "[A] When this card attacks, deal 1 Damage to your Opp.." (DC can occur)

Fleet Girl - Aviation Battleship | KC/S67-052 T: Soul

L3C2

Fusou Kai-Ni, Rushing Into Surigao Strait!

[C] If you have "Shigure Kai-Ni, Rushing Into Surigao Strait!" and "Asagumo, Rushing Into Surigao Strait!", this gets -1 Level while in your hand.

[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.

[A] **CX COMBO** [(3)] Discard a card from hand to the WR] When "Showdown at Operation Shougou! Battle of Leyte Gulf" is placed in your CZ, and this is in your Front Row, may pay. If so, choose 1 of your other Charas and this, and for the turn, they get +2000 Pow and the following ability. "[A] When this card attacks, deal 1 Damage to your Opp.." (DC can occur)

Fleet Girl - Aviation Battleship | KC/S67-052KP T: Soul

L3C2

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Yamashiro Kai-Ni, Rushing Into Surigao Strait!

[C] For each other "Fusou Kai-Ni, Rushing Into Surigao Strait!" and/or "Mogami, Rushing Into Surigao Strait!" in your Front Row this gains +1000 Pow.

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.

[A] **CX COMBO** [(4)] This ability activates up to once per turn. When this card's Battle Opp. is Reversed, if "Showdown at Operation Shougou! Battle of Leyte Gulf" is in your CZ, may pay. If so, Stand this.

Fleet Girl - Aviation Battleship | KC/S67-053 T: Soul

L3C2

Yamashiro Kai-Ni, Rushing Into Surigao Strait!

[C] For each other "Fusou Kai-Ni, Rushing Into Surigao Strait!" and/or "Mogami, Rushing Into Surigao Strait!" in your Front Row this gains +1000 Pow.

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.

[A] **CX COMBO** [(4)] This ability activates up to once per turn. When this card's Battle Opp. is Reversed, if "Showdown at Operation Shougou! Battle of Leyte Gulf" is in your CZ, may pay. If so, Stand this.

Fleet Girl - Aviation Battleship | KC/S67-053KP T: Soul

L3C2

Saratoga Mk.II Mod.2, 2nd Lexington-class Armored

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(2)] When this attacks, if "Sara's Fellow Kids, Are You OK?" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Fleet Girl - Armored Carrier | KC/S67-054 T: Soul

L3C2

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Saratoga Mk.II Mod.2, 2nd Lexington-class Armored

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(2)] When this attacks, if "Sara's Fellow Kids, Are You OK?" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Fleet Girl - Armored Carrier | KC/S67-054S T: Soul

L3C2

Minazuki, 6th Mutsuki-class Destroyer

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Fleet Girl:: Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S67-055 T: None

L0C0

Gambier Bay, 19th Casablanca-class Light Aircraft

[A] When this is placed from hand to the Stage, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +1000 Pow for the turn.

[A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S67-056 T: None

L0C0

Uranami, 10th Fubuki-class Destroyer

[C] All your Charas gain the following ability. "[A] When this is Reversed in Battle, put this on the bottom of your LB."

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has a Chara Opposite that Slot.

Fleet Girl - Destroyer | KC/S67-057 T: None

L0C0

Kamikaze, 1st Kamikaze-class Destroyer

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Come On, Get Ready for Battle!" is in your CZ, choose up to 1 ::Fleet Girl:: in your WR, return it to hand, choose 1 of your Charas, and for the turn it gains +1000 Pow.

Fleet Girl - Destroyer | KC/S67-058 T: None

L1C0

Intrepid, 5th Essex-class Aircraft Carrier

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

[C] The Chara Opposite this gains "[C] This cannot Side Attack".

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

Fleet Girl - Aircraft Carrier | KC/S67-059 T: Soul

L2C3

Fumizuki Kai-Ni, 7th Mutsuki-class Destroyer

[A] [Discard a ::Fleet Girl:: Chara from hand to the WR] When your Chara's Trigger Check reveals a 2 Soul Trigger, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 card from them, put it to hand, and put the rest in WR.

[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, perform the following action. "Draw up to 2 cards, and discard a card from hand to the WR".

Fleet Girl - Destroyer | KC/S67-060 T: None

L0C0

Hatakaze, 5th Kamikaze-class Destroyer

[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.

[S] [Rest 2 of your ::Fleet Girl:: Charas] Choose a card in your Level Zone and a card in your WR and swap them.

Fleet Girl - Destroyer | KC/S67-061 T: None

L0C0

Harukaze, 3rd Kamikaze-class Destroyer

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a "Asakaze, 2nd Kamikaze-class Destroyer" in your WR and swap them.

[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.

Fleet Girl - Destroyer | KC/S67-062 T: None

L0C0

Asakaze, 2nd Kamikaze-class Destroyer

[C] **EXPERIENCE** For each "Asakaze, 2nd Kamikaze-class Destroyer" in your Level Zone, this gains +2500 Pow.

Fleet Girl - Destroyer | KC/S67-063 T: None

L1C0

Kinu Kai-Ni, 5th Nagara-class Light Cruiser

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of ::Fleet Girl:: Charas in your Level Zone.

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S67-064 T: Soul

L1C1

Matsukaze, 4th Kamikaze-class Destroyer

[C] **EXPERIENCE** For each "Asakaze, 2nd Kamikaze-class Destroyer" in your Level Zone this gains +2000 Pow.

Fleet Girl - Destroyer | KC/S67-065 T: Soul

L2C1

**Samuel B.Roberts, John C.Butler-class DE-413 Escort**  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.  
 [A] [Put this in the WR] When your other :Fleet Girl: Chara 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 - Destroyer Escort | KC/S67-066 T: Soul*

L2  
C1

**Prototype Flight Deck Catapult**  
 [Counter] Choose 1 of your ::Fleet Girl:: Charas, and for the turn that Chara gains +X Pow. X = 500 times the number of your Stock.

**Well, I'll Show You My Firepower**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-068 T: Salvage*

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**Well, I'll Show You My Firepower**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-068R T: Salvage*

**Sara's Fellow Kids, Are You OK?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-069 T: Salvage*

**Sara's Fellow Kids, Are You OK?**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-069R T: Salvage*

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**Don't Take Remodeled Yura Lightly**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-070 T: Salvage*

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

KC/S67-071 T: 2 Soul

**Showdown at Operation Shougou! Battle of Leyte Gulf**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*KC/S67-072 T: Salvage*

Showdown at Operation Shougou! Battle of Leyte Gulf  
[C] All your Charas gain +1000 Pow and +1 Soul.

KC/S67-072KP T: *Salvage*

**Zara Due, 1st Zara-class Heavy Cruiser**  
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [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, choose up to 1 :Fleet Girl:: Chara in your WR and return it to your hand.

*Fleet Girl - Heavy Cruiser | KC/S67-073 T: None*

L0  
C0

**Zara Due, 1st Zara-class Heavy Cruiser**  
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [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, choose up to 1 :Fleet Girl:: Chara in your WR and return it to your hand.

*Fleet Girl - Heavy Cruiser | KC/S67-073SP T: None*

L0  
C0

**Zuihou Kai-Ni, 2nd Shouhou-class Light Aircraft Carrier**  
**[A] CX COMBO** When this attacks, if 'Even if the Number is Small... They're Elite!' is in your CZ and you have 5 or less STUCK, look at up to 4 cards from the top of your LB, choose up to 1 -Fleet Girl-: Chara from them, show it to your Opp., put it in your hand, and discard the rest to the WR.  
**[A] CHANGE** [Put this in WR] At the start of your Encore Step, if this is Rested, may pay, if so, choose a Zuihou Kai-Ni B, 2nd Shouhou-class Light Aircraft Carrier in your WR and put it in Slot this was in.

*Fleet Girl - Light Aircraft Carrier | KC/S67-074 T: None*

**L1**  
**C0**

**Zuihou Kai-Ni, 2nd Shouhou-class Light Aircraft Carrier**  
**[A] CX COMBO** When this attacks, if "Even if the Number is Small...", They're Elite!" is in your CZ and you have 5 or less Stuck, look at up to 4 cards from the top of your LB, choose up to 1 "Fleet Girl": Chara from them, show it to your Opp, put it in your hand, and discard the rest to the WR.  
**[A] CHANGE** [Put this in WR] At the start of your Encore Step, if this is Rested, may pay, if so, choose a Zuihou Kai-Ni B, 2nd Shouhou-class Light Aircraft Carrier in your WR and put it in Slot this was in.

*Fleet Girl - Light Aircraft Carrier | KC/S67-074SP T: None*

**Nelson, 1st Nelson-class Battleship**  
 [A] **CX COMBO** [3] Rest this Standing Chara) When "Let's Go, One More Shot!" is placed to your C2, if this is in your Front Row Center Slot and you have 4 or more other ::Fleet Girl: Charas, may pay. If so, Nelson Touch.  
 [Replay] **Nelson Touch** All of your Front Row Charas gain the following ability. "[A] At the beginning of your Attack Phase, Deal X Damage to your Opp.. X = the # of Soul of this Chara. (DC can occur)".

*Fleet Girl - Battleship | KC/S67-075 T: Soul*

**L3**  
**C2**

**Nelson, 1st Nelson-class Battleship**  
 [A] **CX COMBO** [(3) Rest this Standing Chara] When "Let's Go, One More Shot!" is placed to your C2, if this is in your Front Row Center Slot and you have 4 or more other **∴Fleet Girl**: Charas, may pay. If so, Nelson Touch.  
 [Replay] **Nelson Touch** All of your Front Row Charas gain the following ability. "[A] At the beginning of your Attack Phase, Deal X Damage to your Opp., X = the # of Soul of this Chara. (DC can occur)".

*Fleet Girl - Battleship | KC/S67-075SP T: Soul*

**L3**  
**C2**

**Michishio Kai-Ni, 3rd Asashio-class Destroyer**  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.  
 [A] [Put this in the WR] When your other Chara is placed from Stage to the WR, if this is in the Back Row, may pay. If so, put that other Chara Rested in the Slot it was in.

*Fleet Girl - Destroyer | KC/S67-076 T: None*

L0

C0

**Michishio Kai-Ni, 3rd Asashio-class Destroyer**  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.  
 [A] [Put this in the WR] When your other Chara is placed from Stage to the WR, if this is in the Back Row, may pay. If so, put that other Chara Rested in the Slot it was in.

*Fleet Girl - Destroyer | KC/S67-076S T: None*

Shigure Kai-Ni, Rushing Into Surigao Strait!

[A] If this has a Marker under it, your other Front Row Center Chara gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Michishio Kai-Ni, Rushing Into Surigao Strait!" in your WR and put it face-up under this as Marker.  
[S] [(1) Rest this] Choose 1 of your ::Fleet Girl:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your WR and return it to hand."

Fleet Girl - Destroyer | KC/S67-077 T: None

L0C0

Shigure Kai-Ni, Rushing Into Surigao Strait!

[A] If this has a Marker under it, your other Front Row Center Chara gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Michishio Kai-Ni, Rushing Into Surigao Strait!" in your WR and put it face-up under this as Marker.  
[S] [(1) Rest this] Choose 1 of your ::Fleet Girl:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your WR and return it to hand."

Fleet Girl - Destroyer | KC/S67-077KP T: None

L0C0

Aquila, Aquila-class Aircraft Carrier

[A] [Rest 2 Standing ::Fleet Girl:: Charas] When this is placed from hand to the Stage, may pay. If so, return the top card of your Stock to hand.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Fleet Girl - Aircraft Carrier | KC/S67-078 T: None

L1C0

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Aquila, Aquila-class Aircraft Carrier

[A] [Rest 2 Standing ::Fleet Girl:: Charas] When this is placed from hand to the Stage, may pay. If so, return the top card of your Stock to hand.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Fleet Girl - Aircraft Carrier | KC/S67-078S T: None

L1C0

Kumano Kai-Ni, 4th Mogami-class Aviation Cruiser

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Kumano Carrier Kai-Ni, 4th Mogami-class Light Aircraft Carrier" to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Kumano Carrier Kai-Ni, 4th Mogami-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.

Fleet Girl - Aviation Cruiser | KC/S67-079 T: None

L1C0

Kumano Kai-Ni, 4th Mogami-class Aviation Cruiser

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Kumano Carrier Kai-Ni, 4th Mogami-class Light Aircraft Carrier" to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Kumano Carrier Kai-Ni, 4th Mogami-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.

Fleet Girl - Aviation Cruiser | KC/S67-079S T: None

L1C0

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Pola, 3rd Zara-class Heavy Cruiser

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.  
[A] **ENCORE** [Discard a Chara from hand to the WR]

Fleet Girl - Heavy Cruiser | KC/S67-080 T: None

L1C1

Pola, 3rd Zara-class Heavy Cruiser

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.  
[A] **ENCORE** [Discard a Chara from hand to the WR]

Fleet Girl - Heavy Cruiser | KC/S67-080S T: None

L1C1

Zuihou Kai-Ni B, 2nd Shouhou-class Light Aircraft Carrier

[C] For each of your other ::Fleet Girl:: Charas in the Back Row, this gains +1000 Pow.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose 1 "Zuihou Kai-Ni, 2nd Shouhou-class Light Aircraft Carrier" from your WR, place it to the Slot this was in, and for the turn, that Chara gains +3000 Pow.

Fleet Girl - Light Aircraft Carrier | KC/S67-081 T: None

L1C1

Zuihou Kai-Ni B, 2nd Shouhou-class Light Aircraft Carrier

[C] For each of your other ::Fleet Girl:: Charas in the Back Row, this gains +1000 Pow.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose 1 "Zuihou Kai-Ni, 2nd Shouhou-class Light Aircraft Carrier" from your WR, place it to the Slot this was in, and for the turn, that Chara gains +3000 Pow.

Fleet Girl - Light Aircraft Carrier | KC/S67-081S T: None

L1C1

Asagumo, Rushing Into Surigao Strait!

[C] Your other "Fusou Kai-Ni, Rushing Into Surigao Strait!", "Yamashiro Kai-Ni, Rushing Into Surigao Strait!", and "Mogami, Rushing Into Surigao Strait!" gain "[A] **ENCORE** [Discard a Chara from hand to the WR]".  
[C] **ASSIST** If there is a Marker under this, all your Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Yamagumo, Rushing Into Surigao Strait!" in your WR and put it face-up under this as Marker.

Fleet Girl - Destroyer | KC/S67-082 T: Soul

L2C1

Asagumo, Rushing Into Surigao Strait!

[C] Your other "Fusou Kai-Ni, Rushing Into Surigao Strait!", "Yamashiro Kai-Ni, Rushing Into Surigao Strait!", and "Mogami, Rushing Into Surigao Strait!" gain "[A] **ENCORE** [Discard a Chara from hand to the WR]".  
[C] **ASSIST** If there is a Marker under this, all your Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Yamagumo, Rushing Into Surigao Strait!" in your WR and put it face-up under this as Marker.

Fleet Girl - Destroyer | KC/S67-082KP T: Soul

L2C1

Suzuya Kai-Ni, 3rd Mogami-class Aviation Cruiser

[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 that Chara on the bottom of the LB.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Suzuya Carrier Kai-Ni, 3rd Mogami-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.

Fleet Girl - Aviation Cruiser | KC/S67-083 T: Soul

L2C1

Suzuya Kai-Ni, 3rd Mogami-class Aviation Cruiser

[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 that Chara on the bottom of the LB.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Suzuya Carrier Kai-Ni, 3rd Mogami-class Light Aircraft Carrier" in your WR and put it in the Slot this was in.

Fleet Girl - Aviation Cruiser | KC/S67-083S T: Soul

L2C1

Asashio Kai-Ni D, Asashio-class Destroyer

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Asashio Kai-Ni, Asashio-class Destroyer" in your WR and put it in the Slot this was in.

Fleet Girl - Destroyer | KC/S67-084 T: None

L0C0

Asashio Kai-Ni, Asashio-class Destroyer

[A] **CX COMBO** When this attacks, if "Get Out of This Seal!" is in your CZ and you have another ::Fleet Girl:: Chara, look at up to 3 cards from the top of your LB, choose up to 1 ::Fleet Girl:: Chara from among them, show it to your Opp., put it in your hand, and put the rest of the cards in the WR.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Asashio Kai-Ni D, Asashio-class Destroyer" in your WR and put it in the Slot this was in.

Fleet Girl - Destroyer | KC/S67-085 T: None

L0C0

Jervis, 1st J-class Destroyer

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S67-086 T: None

L0C0

Michishio Kai-Ni, Rushing Into Surigao Strait!

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

Fleet Girl - Destroyer | KC/S67-087 T: None

L0C0

**Michishio Kai-Ni, Rushing Into Surigao Strait!**  
[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

*Fleet Girl - Destroyer | KC/S67-087KP T: None*

**L0**  
**C0**

**Kumano Carrier Kai-Ni, 4th Mogami-class Light Aircraft**  
[C] During your Opp.'s turn, all your other ::Fleet Girl:: Charas gain +1000 Pow.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Kumano Kai-Ni, 4th Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.

*Fleet Girl - Light Aircraft Carrier | KC/S67-088 T: None*

**L1**  
**C0**

**Yamagumo, Rushing Into Surigao Strait!**  
[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Fleet Girl:: Charas among them.

*Fleet Girl - Destroyer | KC/S67-089 T: None*

**L1**  
**C0**

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**Yamagumo, Rushing Into Surigao Strait!**  
[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Fleet Girl:: Charas among them.

*Fleet Girl - Destroyer | KC/S67-089KP T: None*

**L1**  
**C0**

**Suzuya Carrier Kai-Ni, 3rd Mogami-class Light Aircraft**  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Rest 2 of your Charas] Put this in the WR. Choose a "Suzuya Kai-Ni, 3rd Mogami-class Aviation Cruiser" in your WR and put it in the Slot this was in.

*Fleet Girl - Light Aircraft Carrier | KC/S67-090 T: Soul*

**L2**  
**C1**

**Shiratsuyu Kai-Ni, 1st Shiratsuyu-class Destroyer**  
[C] For each other ::Fleet Girl:: Chara in your Back Row this gains +2000 Pow.

*Fleet Girl - Destroyer | KC/S67-091 T: Soul*

**L2**  
**C1**

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**Ark Royal, Ark Royal-class Aircraft Carrier**  
[C] If you have 4 or more ::Fleet Girl:: Charas, this gets -1 Level while in your hand.  
[A] At the beginning of your Opp.'s Attack Phase, if this is in your Front Row, choose up to 1 of your Opp.'s Charas, and for the turn that Chara gains +4 Soul and the following ability. "[C] This cannot Side Attack."

*Fleet Girl - Aircraft Carrier | KC/S67-092 T: Soul*

**L3**  
**C2**

**Yamakaze, 8th Shiratsuyu-class Destroyer**  
[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it on either top or bottom of your LB.  
[A] [(1) Put this in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

*Fleet Girl - Destroyer | KC/S67-093 T: None*

**L0**  
**C0**

**Arashio Kai-Ni, 4th Asashio-class Destroyer**  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] When 1 of your Charas' Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

*Fleet Girl - Destroyer | KC/S67-094 T: None*

**L0**  
**C0**

**Luigi Torelli, 4th Guglielmo Marconi-class Submarine**  
[C] If you are Level 1 or higher, this gains the following ability. "[S] [Put this in the WR] Choose a "1504, 4th Guglielmo Marconi-class Submarine" from your WR and place it in the Slot this was in."  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Level 0 or lower Charas among them, this may Side Attack without Soul Penalty for the turn.

*Fleet Girl - Submarine | KC/S67-095 T: None*

**L0**  
**C0**

**Arare Kai-Ni, 9th Asashio-class Destroyer**  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] This ability activates up to twice per turn. When your other ::Fleet Girl:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

*Fleet Girl - Destroyer | KC/S67-096 T: None*

**L0**  
**C0**

**Murasame, 3rd Shiratsuyu-class Destroyer**  
[A] When this is placed from hand to the Stage, choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1500 Pow for the turn.

*Fleet Girl - Destroyer | KC/S67-097 T: None*

**L1**  
**C0**

**Richelieu, 1st Richelieu-class Battleship**  
[A] [Choose 2 ::Fleet Girl:: Charas in your WR and put them in any order to 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. and put it on the bottom of their LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Fleet Girl - Battleship | KC/S67-098 T: Soul*

**L2**  
**C1**

**Mogami, Rushing Into Surigao Strait!**  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Fleet Girl:: Charas, you may choose a ::Fleet Girl:: Chara in your WR and put it in your Stock.  
[A] When this attacks, choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.

*Fleet Girl - Heavy Cruiser | KC/S67-099 T: Soul*

**L2**  
**C1**

**Mogami, Rushing Into Surigao Strait!**  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Fleet Girl:: Charas, you may choose a ::Fleet Girl:: Chara in your WR and put it in your Stock.  
[A] When this attacks, choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.

*Fleet Girl - Heavy Cruiser | KC/S67-099KP T: Soul*

**L2**  
**C1**

**Warspite, 2nd Queen Elizabeth-class Battleship**  
[C] For each of your other ::Fleet Girl:: Charas, this gains +1000 Pow.  
[A] When this becomes Reversed in Battle, put the top card of your LB in your Clock and Rest this.

*Fleet Girl - Battleship | KC/S67-100 T: Soul*

**L2**  
**C2**

**Action Report**  
If you have 5 or more ::Fleet Girl:: Charas, put the top card of your LB to your Clock and send this to Memory.  
[C] **RECOLLECTION** If this is in your Memory, all of your Charas gain +1000 Pow.

*KC/S67-101 T: None*

**L1**  
**C2**

**Shougou Medal**  
[Counter] Choose 1 of your ::Fleet Girl:: Charas, and for the turn that Chara gains +4000 Pow. Put this card on the bottom of your LB.

*KC/S67-102 T: None*

**L1**  
**C1**



