

# Kancolle RPG

(A Totally Unofficial Abridged English Translation)

Original Game by  
Toichiro Kawashima/Adventure Planning Service  
Based on  
Kantai Collection, by DMM.com and Kadokawa Games

# 1. Characters

## Ship Girl Stats

### Basic Details

Level

Name

Class

Destroyer

Light Cruiser

Heavy Cruiser

Light Carrier

Standard Carrier

Battleship

### Supply Affinity

Ship girls use Supplies to recover their Energy. The rate at which supplies are consumed is dependent on the ship girl's class. A ○ means that it requires 1 of that supply to recover 1 point of Energy. A △ means that it requires 2 of that supply to recover 1 point of Energy. A × means that a ship girl cannot recover any energy using that supply, no matter how many they spend.

	Fuel	Gunpowder	Steel	Bauxite
Destroyer	○	○	○	×
Light Cruiser	○	○	○	△
Heavy Cruiser	○	○	△	△
Light Carrier	○	×	△	○
Standard Carrier	△	×	△	○
Battleship	△	△	△	△

### Combat Ratings

Accuracy

Firepower

Evasion

Armor

Equipment

### Traits

Starting Traits

Destroyer	3	Light Carrier	4
Light Cruiser	3	Standard Carrier	5
Heavy Cruiser	4	Battleship	5

It is possible to gain more Traits during play, but a ship girl may never have more than 6 Traits at maximum.

### Merits and Defects

Merits are Traits that are marked with a ○. They may be used with no restrictions.

Defects are Traits that are marked with a ✕. All sorts of bad things can happen when you use them.

### Free

If a Trait is listed as “Free,” you may choose any Trait you wish.

### Gaps

Fill in one of the columns between the categories of Traits. A filled in gap is not counted when substituting one Trait for another while making a check.

### Filling in the Traits List

Mark your Merits and Defects in the Trait section of the Character Sheet.

### Background

- 2 Connections
- 3 Fame
- 4 Dark Past
- 5 Old-fashioned
- 6 Catchphrase
- 7 Lucky
- 8 Idol
- 9 Secret Weapon
- 10 Refined
- 11 Figure
- 12 Lived Abroad

### Charm

- 2 Honest
- 3 Cool
- 4 Gentle
- 5 Graceful
- 6 Brave
- 7 Smile
- 8 Foolish
- 9 Invigorating
- 10 Funny
- 11 Lewd
- 12 Flashy

### Personality

- 2 Mysterious

- 3 Patient
- 4 Considerate
- 5 Serious
- 6 Competitive
- 7 Energetic
- 8 Optimistic
- 9 Polite
- 10 Cruel
- 11 Free-spirited
- 12 Bold

### Hobby

- 2 Sleeping
- 3 Imagination
- 4 Animals
- 5 Reading
- 6 Food
- 7 Conversation
- 8 Shopping
- 9 Entertainment
- 10 Fashion
- 11 Bathing
- 12 Romance

### Naval

- 2 Ciphers
- 3 Communications
- 4 Enemy Awareness
- 5 Protocol
- 6 Supply
- 7 Standby
- 8 Maneuvering
- 9 Navigation
- 10 Command
- 11 Hygiene
- 12 Maintenance

### Warfare

- 2 Electronic Warfare
- 3 Airstrike
- 4 Aerial Combat
- 5 Anti-Aircraft
- 6 Assault
- 7 Shelling
- 8 Withdrawal
- 9 Support
- 10 Torpedoes
- 11 Anti-Submarine

## Energy

Energy may be spent to re-roll a check, or to acquire new Traits. A ship girl's starting Energy score is also her maximum Energy score. If a ship girl's Energy is reduced to 0, she becomes Inoperative. A ship girl's Energy score can never be raised above the maximum or reduced below 0.

## Hits

When you take Damage, divide the amount of Damage by your Armor Rating (rounded down). You suffer that number of Hits.

Condition	# of Hits	Effect
Undamaged	0	No effect
Light Damage	1	No effect
Medium Damage	2	Apply a -1 modifier to Action Checks. You may not use any Aircraft or Torpedo Abilities.
Heavy Damage	3	Apply a -2 modifier to Action Checks. You may not use any Aircraft or Torpedo Abilities. Do not apply the penalty for using Defects.
Sunk	4+	Inoperative

## Recovering Hits

It is possible to repair Hits by spending Fuel and Steel. See the rules for Docking.

## Abilities

There are three types of Abilities: Equipment Abilities, Combat Abilities, and Inherent Abilities. See Chapter 10 for more on Abilities.

## Relationships

Relationships are represented by a score from 0-5, a Type, and a Support Box.

Whenever a Relationship Score increases or decreases, you may change its Type to whatever you wish. If you cannot think of anything, you may also roll on the Relationship Table.

Relationship Table	
1	Cute/Annoying
2	Awesome/Disappointed
3	Happy/Scared
4	Cool/Worried
5	Like/Concerned
6	Love/Hate

## Items

You start the game with 0 Items. You may carry a maximum of 2 Items.

## Reactions

Reactions represent a ship girl's response to various occurrences. Whenever the Admiral or a Player needs to come up with a line, they may roll on the Reaction Table for that character.

# Nagato

Nagato-class Battleship

## Combat Ratings

Accuracy	0
Firepower	4
Evasion	0
Armor	12
Equipment	4
Energy	7

## Starting Traits

- Connections
- Serious
- Command
- Supply
- Free

## Specialties

Offensive, Utility

## Abilities

Large-caliber Naval Gun	[Command]
Secondary Gun	[Serious]
Concentrated Fire	[Serious]
Power of the Big Seven	[None]

## Reaction Table

- 1 “Don't make light of the power of the Big Seven.”
- 2 “Alright! Fleet, form up on me!”
- 3 “It is insignificant compared to the honor of being the flagship of the combined fleet.”
- 4 “My thanks.”
- 5 “The Nagato-class's armor is not just for show.”
- 6 “My passions are ignited.”

## Inherent Ability

Power of the Big Seven

Type Inherent

Trait None

Activation Auto

Category Nagato

Effect Whenever you score a Special on a Firing Check, increase your Firepower Rating by an additional 2 points.

# Kongou

Kongou-class Battleship

## Combat Ratings

Accuracy	0
Firepower	3
Evasion	1
Armor	11
Equipment	3
Energy	8

## Starting Traits

- Lived Abroad
- Romance
- Assault
- Free
- Free

## Specialties

Development, Offensive

## Abilities

Large-caliber Naval Gun	[Assault]
Secondary Gun	[Romance]
Wild Firing	[Assault]
Burning Love	[None]

## Reaction Table

- 1 "You must always make time for tea time."
- 2 "I'll be the one to win over the Admiral's heart!"
- 3 "I'll do even better, so don't look away!"
- 4 "Wow! Congratulations!"
- 5 "Fire!"
- 6 "Shit!"

## Inherent Ability

Burning Love

Type	Inherent
Trait	None
Activation	Sub
Category	Kongou
Effect	You may use this ability whenever your Relationship Score towards someone increases.

If you spend 1d6 Energy, you may increase that Relationship Score by 1 additional point.



# Haruna

Kongou-class Battleship

## Combat Ratings

Accuracy 0  
Firepower 3  
Evasion 1  
Armor 11  
Equipment 3  
Energy 8

## Starting Traits

Honest  
 Maneuvering  
 Free  
 Dark Past  
 Free

## Specialties

Development, Strategy

## Abilities

Large-caliber Naval Gun [Honest]  
Secondary Gun [Maneuvering]  
Sixth Sense [Honest]  
I'm Okay! [None]

## Reaction Table

1 "Yes, Haruna is okay."  
2 "Haruna is very grateful."  
3 "Haruna won't let you take all the credit!"  
4 "Haruna will give it all she's got!"  
5 "I only did what was natural."  
6 "Admiral! Victory!"

## Inherent Ability

I'm Okay!

Type Inherent  
Trait None  
Activation Auto  
Category Haruna  
Effect You may ignore modifiers to checks as a result of damage.

# Kirishima

Kongou-class Battleship

## Combat Ratings

Accuracy	0
Firepower	3
Evasion	1
Armor	11
Equipment	3
Energy	8

## Starting Traits

- Bold
- Reading
- Electronic Warfare
- Enemy Awareness
- Free

## Specialties

Strategy, Utility

## Abilities

Large-caliber Naval Gun	[Bold]
Secondary Gun	[Reading]
Communications Jamming	[Electronic Warfare]
Brains of the Fleet	[None]

## Reaction Table

- 1 "Is the volume on the microphone okay?"
- 2 "Well done!"
- 3 "I'll do my best as the brains of the fleet!"
- 4 "Save for a rainy day."
- 5 "How could this happen? My battle plan..."
- 6 "Distance, check. Speed, check. All guns, open fire!"

## Inherent Ability

Brains of the Fleet

Type Inherent

Trait None

Activation Sub

Category Kirishima

Effect You may use this ability before the Cruising Formation has been revealed. When determining your position, you may use two dice, and choose one of them after the Cruising Formation has been revealed

# Akagi

Akagi-class Standard Carrier

## Combat Rating

Accuracy 1  
Firepower 0  
Evasion 0  
Armor 9  
Equipment 3  
Energy 9

## Starting Traits

- Enemy Awareness
- Aerial Combat
- Free
- Sleeping
- Food

## Specialties

Air Superiority, Defensive

## Abilities

Carrier-based Torpedo Bomber [Aerial Combat]  
Carrier-based Bomber [Enemy Awareness]  
Adversity [None]  
Pride of the 1st Carrier Division [None]

## Reaction Table

- 1 "Never heard of her."
- 2 "Hurry up and switch weapons!"
- 3 "I guess three flight decks are unnecessary."
- 4 "We must not get conceited over this victory."
- 5 "Things are great."
- 6 "What is this I'm feeling?"

## Inherent Ability

Pride of the 1st Carrier Division

Type Inherent

Trait None

Activation Auto

Category Akagi

Effect When you have 2 or more Hits, increase your Accuracy Rating by 1 point.

# Kaga

Kaga-class Standard Carrier

## Combat Ratings

Accuracy	1
Firepower	0
Evasion	0
Armor	9
Equipment	3
Energy	9

## Starting Traits

- Cool
- Airstrike
- Free
- Competitive
- Conversation

## Specialties

Strategy, Air Superiority

## Abilities

Carrier-based Torpedo Bomber	[Cool]
Carrier-based Bomber	[Airstrike]
Dive Bombing	[Airstrike]
One Hit Kill	[None]

## Reaction Table

- 1 "I will not surrender here."
- 2 "I did it."
- 3 "Don't put me with those kids from the 5<sup>th</sup> Carrier Division."
- 4 "They're all excellent kids."
- 5 "Truly exhilarating."
- 6 "I'm outraged."

## Inherent Ability

One Hit Kill

Type	Inherent
Trait	None
Activation	Auto
Category	Kaga
Effect	Treat the Aerial Attack Capability of your Equipment Abilities as if it were 1 point higher.

# Shoukaku

Shoukaku-class Standard Carrier

## Combat Ratings

Accuracy	0
Firepower	0
Evasion	1
Armor	9
Equipment	3
Energy	8

## Starting Traits

- Considerate
- Aerial Combat
- Withdrawal
- Lucky
- Free

## Specialties

Air Superiority, Defensive

## Abilities

Carrier-based Torpedo Bomber	[Aerial Combat]
Carrier-based Fighter	[None]
Substitution	[Lucky]
The Damaged Ship	[None]

## Reaction Table

- 1 "Here I go! All planes, attack!"
- 2 "Geez! Why only me?"
- 3 "Shall I send out the search planes?"
- 4 "I wonder if Zuikaku is okay."
- 5 "Looks like I'm gone again..."
- 6 "I get injured easily... Isn't that right, Zuikaku?"

## Inherent Ability

The Damaged Ship

Type Inherent

Trait None

Activation Sub

Category Shoukaku

Effect You may use this ability whenever someone takes damage. If you spend 1 point of Energy, you receive that damage instead.

# Zuikaku

Shoukaku-class Standard Carrier

## Combat Ratings

Accuracy 0  
Firepower 0  
Evasion 1  
Armor 9  
Equipment 3  
Energy 8

## Starting Traits

Lucky  
 Competitive  
 Airstrike  
 Free  
 Free

## Specialties

Air Superiority, Strategy

## Abilities

Carrier-based Torpedo Bomber [Airstrike]  
Carrier-based Bomber [Competitive]  
Aviation Control [Competitive]  
The Lucky 5th Division [None]

## Reaction Table

1 “What are you doing? Do you want to get bombed?”  
2 “What do you mean, 'turkey'? This is no joke.”  
3 “The goddess of good fortune is with me.”  
4 “I wonder if my big sister Shoukaku is doing okay?”  
5 “What is it what is it? I can't wait!”  
6 “Zuikaku is bored. Am I going to have to sulk?”

## Inherent Ability

The Lucky 5th Division

Type Inherent

Trait None

Activation Auto

Category Zuikaku

Effect Whenever you roll on the Accident Table, choose a character at random (yourself included) appearing in that scene. Apply the effect of the Accident Table to that character instead.

# Ryuujou

Ryuujou-class Light Carrier

## Combat Ratings

Accuracy	1
Firepower	0
Evasion	0
Armor	7
Equipment	3
Energy	10

## Starting Traits

- Catchphrase
- Gentle
- Free
- Figure

## Specialties

Air Superiority, Utility

## Abilities

Carrier-based Torpedo Bomber	[Gentle]
Carrier-based Fighter	[None]
Rescue Operation	[Gentle]
Unique Silhouette	[None]

## Reaction Table

1	“I was waiting for this!”
2	“Let's go check it out!”
3	“Alright, it's decided!”
4	“It's my unique silhouette, right?”
5	“That makes me happy!”
6	“Thanks a bunch!”

## Inherent Ability

Unique Silhouette

Type	Inherent
Trait	None
Activation	Auto
Category	Ryuujou

Effect Whenever you make an Evasion Check, if you spend 1d6 points of Energy, you may make the Evasion Check using the Figure Trait instead.

# Jun'you

Hiyou-class Light Carrier

## Combat Ratings

Accuracy 0  
Firepower 0  
Evasion 0  
Armor 8  
Equipment 3  
Energy 11

## Starting Traits

Free-spirited  
 Shopping  
 Aerial Combat  
 Refined

## Specialties

Air Superiority, Utility

## Abilities

Carrier-based Torpedo Bomber [Aerial Combat]  
Carrier-based Fighter [None]  
Tactical Bombing Raid [Aerial Combat]  
Hyahaa! [None]

## Reaction Table

1 "Hyahaa!"  
2 "I haven't been drinking! I'm stone sober."  
3 "Let's go all out. All out!"  
4 "Hehe."  
5 "Whoa, that was so cool! I'm falling in love with myself."  
6 "Not bad, not bad!"

## Inherent Ability

Hyahaa!

Type Inherent

Trait None

Activation Auto

Category Jun'you

Effect Whenever you make a successful check for a Social Event or a Recreation Event, each un-Docked PC recovers 1 point of Energy.



# Nachi

Myoukou-class Heavy Cruiser

## Combat Ratings

Accuracy	0
Firepower	2
Evasion	1
Armor	9
Equipment	3
Energy	10

## Starting Traits

- Cool
- Command
- Free
- Anti-Aircraft

## Specialties

Strategy, Offensive, Defensive

## Abilities

Medium-caliber Naval Gun	[Cool]
Secondary Gun	[Command]
Formation Change	[Command]
Team Nachi	[None]

## Reaction Table

- 1 "Thank you for having me."
- 2 "What? Do you have a plan?"
- 3 "Let's let 'em drink, just for tonight."
- 4 "Let's go! Those cowards are still out there!"
- 5 "Hmm... Not bad."
- 6 "I guess I won't be fighting on the front lines."

## Inherent Ability

Team Nachi

Type	Inherent
Trait	None
Activation	Auto
Category	Nachi
Effect	During battle, other allied ships that share the same position in the Cruising Formation as you increase their Firepower Rating by 1 point.

# Haguro

Myoukou-class Heavy Cruiser

## Combat Ratings

Accuracy	0
Firepower	2
Evasion	1
Armor	9
Equipment	3
Energy	10

## Starting Traits

- Graceful
- Polite
- Free
- Bold

## Specialties

Strategy, Defensive, Utility

## Abilities

Medium-caliber Naval Gun	[Polite]
Secondary Gun	[Bold]
Emergency Maintenance	[Considerate]
Sorry!	[None]

## Reaction Table

1	“Umm... I'll do my best!”
2	“Sorry!”
3	“It's just me, but I'll give it my all!”
4	“No, don't look, don't look!”
5	“I'm sorry...”
6	“She can go first...”

## Inherent Ability

Sorry!

Type	Inherent
Trait	None
Activation	Auto
Category	Haguro
Effect	Whenever you re-roll an Action Check, you may reduce the Energy cost by 1 point.

# Atago

Takao-class Heavy Cruiser

## Combat Ratings

Accuracy 0  
Firepower 2  
Evasion 1  
Armor 9  
Equipment 3  
Energy 10

## Starting Traits

Lewd  
 Considerate  
 Night Fighting  
 Free

## Specialties

Development, Strategy, Defensive

## Abilities

Medium-caliber Naval Gun [Considerate]  
Reconnaissance Aircraft [None]  
High-speed Maneuverability [Free-spirited]  
I'll Be Your Strength [None]

## Reaction Table

1 "Dun-da-da-dun!"  
2 "Gee, you're more spoiled than I thought."  
3 "Nooo!"  
4 "Straight ahead! Ufu~."  
5 "I'll be your strength."  
6 "Huh? These aren't a refit, they're mine."

## Inherent Ability

I'll Be Your Strength

Type Inherent

Trait None

Activation Sub

Category Atago

Effect You may use this ability whenever someone fails a check. Clear your Support Box for that character.

# Maya

Takao-class Heavy Cruiser

## Combat Ratings

Accuracy 0  
Firepower 2  
Evasion 1  
Armor 9  
Equipment 3  
Energy 10

## Starting Traits

- Energetic
- Anti-Aircraft
- Free
- Anti-Submarine

## Specialties

Development, Offensive, Defensive

## Abilities

Medium-caliber Naval Gun [Anti-Aircraft]  
Machine Gun [None]  
Full Volley [Energetic]  
Anti-Aircraft Refit [None]

## Reaction Table

- 1 "You're getting on my nerves!"
- 2 "Huh?"
- 3 "If you're scared, then get behind me."
- 4 "Well obviously. I'm Maya-sama, after all."
- 5 "Damn it!"
- 6 "Should be play nice with her?"

## Inherent Ability

Anti-Aircraft Refit

Type Inherent

Trait None

Activation Auto

Category Maya

Effect Treat the Anti-Aircraft Capability of your Equipment Abilities as if it were 1 point higher.

# Choukai

Takao-class Heavy Cruiser

## Combat Ratings

Accuracy	0
Firepower	2
Evasion	1
Armor	9
Equipment	3
Energy	10

## Starting Traits

- Serious
- Imagination
- Night Fighting
- Free

## Specialties

Development, Strategy, Offensive

## Abilities

Medium-caliber Naval Gun	[Imagination]
Machine Gun	[None]
Formation Change	[Mysterious]
All According to my Calculations	[None]

## Reaction Table

- 1 "All according to my calculations."
- 2 "Enemy ships spotted on our port side!"
- 3 "Looks like I overdid it."
- 4 "Pursuing! I won't let them escape."
- 5 "My calculations... It can't be!"
- 6 "My calculations were wrong. I'm sorry."

## Inherent Ability

All According to my Calculations

Type Inherent

Trait None

Activation Auto

Category Choukai

Effect During battle, if there are one or more enemy ships that share the same position in the Cruising Formation as you, increase your Firepower Rating by 1 point for each of those enemy ships.

# Tenryuu

Tenryuu-class Light Cruiser

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 1  
Armor 6  
Equipment 2  
Energy 15

## Starting Traits

Command  
 Free  
 Competitive

## Specialties

Development, Offensive, Utility

## Abilities

Medium-caliber Naval Gun [Competitive]  
Machine Gun [None]  
High-speed Maneuverability [Maneuverability]  
Overflowing Confidence [None]

## Reaction Table

1 "Fufufu, you scared?"  
2 "Too scared to talk?"  
3 "I'm easily better than what the rest of the world considers normal."  
4 "Shaking in your boots, eh?"  
5 "You sure it's okay to strengthen me this much?"  
6 "You must be pretty strong to leave me like this. You should be lauded."

## Inherent Ability

Overflowing Confidence

Type Inherent

Trait None

Activation Auto

Category Tenryuu

Effect Whenever you make a check using a Defect, you score a Special if the result rolled totals 10 or more.

# Tatsuta

Tenryuu-class Light Cruiser

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 1  
Armor 6  
Equipment 2  
Energy 15

## Starting Traits

Gentle  
 Cruel  
 Navigation

## Specialties

Development, Strategy, Offensive

## Abilities

Medium-caliber Naval Gun [Cruel]  
Machine Gun [None]  
Change of Battlefield [Navigation]  
Cut Through to the Bone [None]

## Reaction Table

1 "Don't blame me if you lose your hand."  
2 "It's dangerous to try and talk to me from behind."  
3 "So, which of you wants to die?"  
4 "My torpedoes are raring to go."  
5 "I just want to laze about for a bit."  
6 "Keep it a secret from Tenryuu-chan. She won't like it."

## Inherent Ability

Cut Through to the Bone

Type Inherent

Trait None

Activation Auto

Category Tatsuta

Effect Whenever you have 2 or more Hits, increase your Firepower Rating by 2 points.

# Tama

Kuma-class Light Cruiser

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 1  
Armor 7  
Equipment 2  
Energy 14

## Starting Traits

Catchphrase  
 Animals  
 Withdrawal

## Specialties

Development, Strategy, Utility

## Abilities

Medium-caliber Naval Gun [Animals]  
Secondary Gun [Catchphrase]  
Guidance [Withdrawal]  
At Your Command, Nya! [None]

## Reaction Table

1 “Nya?”  
2 “I’m not a cat, nya.”  
3 “I’ll do my job, nya!”  
4 “That tickles, nya!”  
5 “Nya...”  
6 “Tama’s gonna curl up in the dock... Nyan.”

## Inherent Ability

At Your Command, Nya!

Type Inherent

Trait None

Activation Auto

Category Tama

Effect Whenever you use Support, treat your Relationship Score towards the target as if it were 1 point higher.



# Sendai

Sendai-class Light Cruiser

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	1
Armor	7
Equipment	2
Energy	14

## Starting Traits

- Sleeping
- Night Fighting
- Foolish

## Specialties

Development, Offensive, Defensive

## Abilities

Medium-caliber Naval Gun	[Night Fighting]
Reconnaissance Aircraft	[None]
Full Volley	[Energetic]
Night Fighting Fool	[None]

## Reaction Table

- 1 "Of course. It's a night battle!"
- 2 "What? A night battle?"
- 3 "A night battle, hurry up!"
- 4 "Hey! Have a night battle with me!"
- 5 "With this, I'll tear 'em apart in a night battle."
- 6 "Morning? I think I'm going to rest for a bit."

## Inherent Ability

Night Fighting Fool

Type Inherent

Trait None

Activation Auto

Category Sendai

Effect During the Night Fighting Phase, increase your Firepower Rating by 2 points.

# Naka

Sendai-class Light Cruiser

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 1  
Armor 7  
Equipment 2  
Energy 14

## Starting Traits

Idol  
 Entertainment  
 Free

## Specialties

Development, Strategy, Utility

## Abilities

Medium-caliber Naval Gun [Idol]  
Secondary Gun [Entertainment]  
Pursuit [Smile]  
Naka-chan Center [None]

## Reaction Table

1 "I'm Naka-chan, the fleet's idol! Nice to meet you!"  
2 "Naka-chan, on her way!"  
3 "Kyaha!"  
4 "Naka-chan, center! I'm the star!"  
5 "No matter what happens, Naka-chan won't alter her course!"  
6 "Naka-chan smile!"

## Inherent Ability

Naka-chan Center

Type Inherent

Trait None

Activation Auto

Category Naka

Effect During battle, when you have allied ships both above and below you in the Cruising Formation, increase your Firepower Rating by 1 point.

# Yuubari

Yuubari-class Light Cruiser

## Combat Ratings

Accuracy	1
Firepower	1
Evasion	1
Armor	7
Equipment	3
Energy	14

## Starting Traits

- Secret Weapon
- Serious
- Maneuvering

## Specialties

Strategy, Offensive, Utility

## Abilities

Medium-caliber Naval Gun	[Secret Weapon]
Secondary Gun	[Serious]
Formation Change	[Command]
Experimental Weapon Ship	[None]

## Reaction Table

- 1 “Experimental weapons cruiser Yubari, reporting.”
- 2 “I don't wanna be the slowest. Hey, don't leave me behind!”
- 3 “Be gentle, my equipment is pretty delicate.”
- 4 “Well! It's fine if I try some stuff out, right?”
- 5 “Let me know what you think later!”
- 6 “It, it's not my fault! This stuff is heavy!”

## Inherent Ability

Experimental Weapon Ship

Type Inherent

Trait None

Activation Auto

Category Yuubari

Effect Whenever you substitute a Trait while making an Action Check, treat the Background and Warfare categories as if they were connected.

# Fubuki

Fubuki-class Destroyer

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 2  
Armor 6  
Equipment 2  
Energy 17

## Starting Traits

Fame  
 Serious  
 Free

## Specialties

Development, Offensive, Defensive

## Abilities

Small-caliber Naval Gun [Fame]  
Torpedo Tube [Serious]  
Escort Vessel [Brave]  
I'll Do My Best! [None]

## Reaction Table

1 "I'm Fubuki. Nice to meet you."  
2 "I'll finish 'em off!"  
3 "Go!"  
4 "What? No!"  
5 "Thank you. I'll try harder."  
6 "Yes sir. I'll do my best!"

## Inherent Ability

I'll Do My Best!

Type Inherent

Trait None

Activation Auto

Category Fubuki

Effect Whenever you make an Action Check during the Naval Base Phase, you may ignore the Overlap Modifier.

# Murakumo

Fubuki-class Destroyer

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 2  
Armor 6  
Equipment 2  
Energy 17

## Starting Traits

Competitive  
 Support  
 Free

## Specialties

Development, Offensive, Defensive

## Abilities

Small-caliber Naval Gun [Competitive]  
Torpedo Tube [Support]  
Escort Vessel [Support]  
Please Sink! [None]

## Reaction Table

1 "No way!"  
2 "Well, you better try your hardest"  
3 "You... Suck on this oxygen torpedo, buddy!"  
4 "Sink, you idiots who stand in my way!"  
5 "It was a foregone conclusion. Aren't you happy?"  
6 "Not bad... This will make me even more appealing."

## Inherent Ability

Please Sink!

Type Inherent

Trait None

Activation Sub

Category Murakumo

Effect You may use this ability whenever you deal a hit to someone. You recover 1d6 points of Energy.

# Sazanami

Ayanami-class Destroyer

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	2
Armor	6
Equipment	2
Energy	17

## Starting Traits

- Funny
- Food
- Catchphrase

## Specialties

Development, Strategy, Defensive

## Abilities

Small-caliber Naval Gun	[Funny]
Torpedo Tube	[Food]
High-speed Maneuverability	[Free-spirited]
Your Tears Are Delicious!	[None]

## Reaction Table

- 1 "Here it comes!"
- 2 "Heave-ho!"
- 3 "Welcome back, master!"
- 4 "Hanya~!"
- 5 "Delicious!"
- 6 "I guess I'm a little thankful. Just a little."

## Inherent Ability

Delicious!

Type Inherent

Trait None

Activation Sub

Category Sazanami

Effect You may use this ability whenever someone (yourself included) fails an Action Check.  
You recover 1 point of Energy.

# Akatsuki

Akatsuki-class Destroyer

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	2
Armor	6
Equipment	2
Energy	17

## Starting Traits

- Refined
- Maneuvering
- Shelling

## Specialties

Development, Strategy, Offensive

## Abilities

Small-caliber Naval Gun	[Refined]
Torpedo Tube	[Maneuvering]
High-speed Maneuverability	[Maneuvering]
Ready!	[None]

## Reaction Table

- 1 “You need to treat me like a lady!”
- 2 “I told you, I'm not a kid anymore!”
- 3 “N, naturally!”
- 4 “Thank you. You have my regards.”
- 5 “Don't call me a kid!”
- 6 “No matter how you look at it, Akatsuki is number one!”

## Inherent Ability

Ready!

Type Inherent

Trait None

Activation Sub

Category Akatsuki

Effect You may use this ability whenever your Relationship Score towards someone increases. If you spend 1d6 points of Energy, that character increases their Relationship Score towards you by 1 point.

# Hibiki

Akatsuki-class Destroyer

## Combat Ratings

Accuracy 2  
Firepower 0  
Evasion 2  
Armor 6  
Equipment 2  
Energy 17

## Starting Traits

Lived Abroad  
 Cool  
 Food

## Specialties

Development, Offensive, Defensive

## Abilities

Small-caliber Naval Gun [Lived Abroad]  
Torpedo [Cool]  
Escort Vessel [Brave]  
The Phoenix [None]

## Reaction Table

1 "Uraaaaa!"  
2 "Do svidanya!"  
3 "I'm Hibiki. They call me the Phoenix because of everything I've done."  
4 "Spasibo!"  
5 "Harasho!"  
6 "Doesn't sound too bad, does it?"

## Inherent Ability

The Phoenix

Type Inherent

Trait None

Activation Sub

Category Hibiki

Effect You may use this ability whenever you take damage. Reduce your Energy by up to 6 points, and prevent that many points of damage.



# Ikazuchi

Akatsuki-class Destroyer

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	2
Armor	6
Equipment	2
Energy	17

## Starting Traits

- Considerate
- Energetic
- Free

## Specialties

Development, Offensive, Utility

## Abilities

Small-caliber Naval Gun	[Considerate]
Torpedo Tube	[Energetic]
Full Volley	[Energetic]
I'm Here For You!	[None]

## Reaction Table

- 1 "I'll leave that up to you!"
- 2 "You don't look too happy. Can't have that!"
- 3 "I'm here for you!"
- 4 "That's right, you should learn to trust me more."
- 5 "Forget about it, Ikazuchi is still okay!"
- 6 "Tada!"

## Inherent Ability

I'm Here For You!

Type	Inherent
Trait	None
Activation	Auto
Category	Ikazuchi
Effect	Whenever someone re-rolls a check, you may reduce your Energy instead of that character doing so.

# Inazuma

Akatsuki-class Destroyer

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	2
Armor	6
Equipment	2
Energy	17

## Starting Traits

- Catchphrase
- Honest
- Assault

## Specialties

Development, Defensive, Utility

## Abilities

Small-caliber Naval Gun	[Catchphrase]
Torpedo Tube	[Honest]
Rescue Operation	[Gentle]
Inazuma's Serious Side	[None]

## Reaction Table

- 1 “Nano desu!”
- 2 “Watch, this is Inazuma's serious side!”
- 3 “Hawawawa, you surprised me!”
- 4 “I tried my hardest...”
- 5 “I wish I could help our sunken enemies too...”
- 6 “Watch out for collisions.”

## Inherent Ability

Inazuma's Serious Side

Type Inherent

Trait None

Activation Sub

Category Inazuma

Effect You may use this ability whenever you deal damage to someone. Reduce your Energy by up to 6 points, and increase your damage by that many points.

# Samidare

Shiratsuyu-class Destroyer

## Combat Ratings

Accuracy	2
Firepower	0
Evasion	2
Armor	6
Equipment	2
Energy	17

## Starting Traits

- Brave
- Free
- Communications

## Specialties

Development, Strategy, Defensive

## Abilities

Small-caliber Naval Gun	[Brave]
Torpedo Tube	[Communications]
Sixth Sense	[Ciphers]
Klutz	[None]

## Reaction Table

- 1 "Sorry, I'm really clumsy."
- 2 "I won't let you call me a klutz anymore!"
- 3 "What!?"
- 4 "W... why?"
- 5 "It's no use..."
- 6 "I'll try the hardest I've ever tried."

## Inherent Ability

Klutz

Type Inherent

Trait None

Activation Auto

Category Samidare

Effect Whenever you make an Action Check using a Defect, add a +2 modifier to the result of that check.

# Yukikaze

Kagerou-class Destroyer

## Combat Ratings

Accuracy	0
Firepower	0
Evasion	3
Armor	6
Equipment	2
Energy	15

## Starting Traits

<input type="radio"/>	Lucky
<input type="radio"/>	Protocol
<input checked="" type="checkbox"/>	Fame

## Specialties

Offensive, Defensive, Utility

## Abilities

Small-caliber Naval Gun	[Lucky]
Torpedo Tube	[Protocol]
Substitution	[Lucky]
Miracle Destroyer	[None]

## Reaction Table

1	“Nope, it's no miracle!”
2	“They don't call me unsinkable for nothing!”
3	“I feel like I've been kissed by the goddess of good fortune!”
4	“Yukikaze, returning alive from another mission!”
5	“B, but, I won't sink!”
6	“Don't worry, I'm fine!”

## Inherent Ability

Miracle Destroyer

Type            Inherent

Trait            None

Activation      Auto

Category        Yukikaze

Effect            Whenever you roll on the Accident Table, you may roll twice and choose one of the results.

# Shimakaze

Shimakaze-class Destroyer

## Combat Ratings

Accuracy 0  
Firepower 0  
Evasion 3  
Armor 6  
Equipment 2  
Energy 15

## Starting Traits

Maneuvering  
 Secret Weapon  
 Connections

## Specialties

Development, Offensive, Defensive

## Abilities

Small-caliber Naval Gun [Maneuvering]  
Torpedo Tube [Secret Weapon]  
High-speed Maneuverability [Maneuvering]  
One-girl Navy [None]

## Reaction Table

1 "Oh!"  
2 "Fufu. You're slow, aren't you?"  
3 "Swift like the island breeze!"  
4 "Slowpoke!"  
5 "Let's go, Rensouhou-chan."  
6 "No one can catch me!"

## Inherent Ability

One-girl Navy

Type Inherent

Trait None

Activation Auto

Category Shimakaze

Effect During battle, when there are no allied ships in the same position in the Cruising Formation as you, increase your Firepower Rating by an amount equal to your Evasion Rating.

## 2. Action Checks

### Making an Action Check

Action Checks are made during the course of play to determine whether a PC's actions succeed or fail. Action Checks are made using the following steps:

1. The Admiral determines which Trait is being used for the check. There are times when the rules may also specify which Trait is used.
2. The Player making the check determines whether they have that Trait or not. If they do not, proceed to step 3. If they do, proceed to step 4.
3. If you do not possess the required Trait, locate the closest Trait to that one that you do possess. Count the number of spaces between the two Traits.
  - You may only count spaces by moving left, right, up, and down, not diagonally.
  - Gaps count as a single space, unless they have been filled in.
  - The "Background" and "Warfare" categories do not connect to each other.
  - Rows "2" and "12" do not connect to each other.
4. Calculate the Target Number. If you possess the required Trait, the Target Number is 5. If you do not possess the required Trait, the Target Number is equal to 5 + the number of spaces between the required Trait and the nearest Trait you do possess.
5. Roll 2D6 and add them together. If the result is greater than or equal to the Target Number, the check succeeds. If the result is less than or equal to the Target Number, the check fails.

### Special Results

#### Special

When both dice roll a 6, the check automatically succeeds (even if the result is less than the Target Number), and the player who made the check recovers 1d6 points of Energy.

#### Fumble

When both dice roll a 1, the check automatically fails (even if the result is greater than the Target Number), and the player who made the check rolls on the Accident Table and applies the result to their PC.

<b>Accident Table</b>	
<b>Roll</b>	<b>Result</b>
1	Nothing happens.
2	Unexpected result. Change the type (Merit or Defect) of the Trait used to the opposite type.
3	What a failure. Each character who has a Relationship Score towards you marks off the Support Box for that Relationship.
4	Killed an albatross. Until the end of the current cycle or battle, apply a -1 modifier to all checks you make (this effect can be applied up to two times, for a maximum modifier of -2).
5	Ouch. You suffer 1 hit. If this occurs during a battle, any allied ship in the same position in the Cruising Formation as you also suffers 1 hit.
6	You pushed yourself too hard. Lose 1d6 points of Energy.

## Defects

Whenever you make a check using a Defect, before rolling the dice, roll on the Accident Table and apply the result.

## Retrying

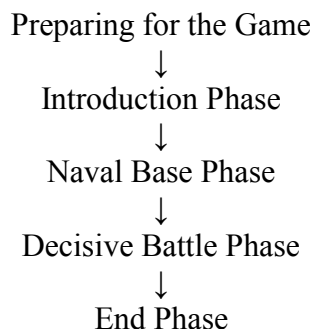
If you do not like the result rolled for a check, you may choose to re-roll it. When you re-roll a check, you must spend 1d6 points of Energy. If this reduces your Energy to 0, you may not re-roll. You may re-roll as many times as you want, as long as you have Energy remaining. You may not re-roll a Special or a Fumble. All modifiers are the same as they were for the initial check.

## Randomly Determining Traits

There are times where the rules may call for a Trait to be determined at random. Roll 1d6 to determine the category, and 2d6 to determine which Trait from that category is used.

### 3. The Game Session

#### The Flow of Play



#### Preparing for the Game

##### The Day Before: For Players

Each player chooses which ship girl they wish to play. No more than one ship girl of each type may appear in the same session.

##### The Day Before: For The Admiral

The Admiral prepares a scenario, including enemies, events, etc... See the Admiral's Section for more details.

#### Character Status

##### Free to Act and Fatigued

The characters act one at a time during each Naval Base Phase, Fleet Battle, etc...

A character who has not made a major action is considered Free to Act. Each character starts the game Free to Act.

During each player's turn, after their PC has made a major action, they become Fatigued. For example, after completing an Event during the Naval Base Phase, or resolving an attack during a Fleet Battle, a character becomes Fatigued.

When your character becomes Fatigued, place a die on the portrait section of their character sheet. At certain intervals during the game, all of the characters will become Free to Act again. When that happens, remove the die from the portrait section of the character sheet.

##### Auxiliary Actions

Auxiliary actions are other actions that a character may make during a major action. Making an auxiliary action does not cause a character to become Fatigued, and a Fatigued character may still make auxiliary actions.

##### Inoperative

A character whose Energy becomes 0 or who is Sunk becomes Inoperative. An Inoperative character may not make any major or auxiliary actions. Any check a character must make while Inoperative automatically fails.

When a character's Energy becomes 1 or greater, and/or their status ceases to be Sunk, they



recover from Inoperative status.

## The Timing of Special Effects

When multiple effects occur at the same time, resolve them in the following order

1. Effects from tables.
2. Auto abilities.
3. Sub abilities.
4. Items.

When multiple effects of the same type controlled by the same player occur simultaneously, that player determines the order in which they are resolved.

When multiple effects of the same type controlled by different players occur simultaneously, resolve them in the order in which they were declared. If the order in which they were declared cannot be determined, each player rolls a die, and the effect of the player who rolled lowest is resolved first.

## 4. The Introduction Phase

### Introducing The Naval Base

The Admiral gives a brief description of the base where the characters are stationed. It does not have to be very detailed; just the name and the general atmosphere are okay. The Admiral and the players will flesh out the description during play.

### Determining the Naval Base Name

If this is the first session, the Admiral needs to give the base a name. If you are having trouble coming up with a name, you may use the Naval Base Name Generation Table. Choose three players, and have them roll on the table. If the name is not to anyone's liking, any remaining players may re-roll any of the results.

Naval Base Name Generation Table					
Roll	Result				
2	Place Name Table	+	Special Table	+	Organization Table
3	Place Name Table	+	Plant Table	+	Organization Table
4	Prefix Table	+	Plant Table	+	Organization Table
5	Prefix Table	+	Special Table	+	Organization Table
6	Prefix Table	+	Place Name Table	+	Organization Table
7	Place Name Table	+	Valor Table	+	Organization Table
8	Flourish Table	+	Place Name Table	+	Organization Table
9	Flourish Table	+	Special Table	+	Organization Table
10	Flourish Table	+	Plant Table	+	Organization Table
11	Place Name Table	+	Sea Life Table	+	Organization Table
12	Place Name Table	+	Mineral Table	+	Organization Table

Prefix Table					
Roll	Result	Roll	Result	Roll	Result
11	[1d6]th	23	New	36	International
12	Mighty	24	Famous	44	Future
13	Private	25	Elemental	45	Explosive
14	Galactic	26	Independent	46	Incorporated
15	Ultimate	33	[2d6]th	55	Final
16	Nonprofit	34	Sacred	56	Royal
22	Inaugural	35	Great	66	[d66]th

<b>Flourish Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Inglorious	23	Nightmare	36	Reborn
12	Decisive	24	Terrible	44	Spotless
13	Splendid	25	Vengeful	45	Dawning
14	Dreamy	26	Burning	46	Illusionary
15	Wandering	33	People's	55	Endless
16	Whirling	34	Bloody	56	Naked
22	Secret	35	Devastating	66	Miniature

<b>Place Name Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	[Name of the place where you're playing]	23	Kobe	36	Buin
12	Abashiri	24	Kure	44	Tawi-Tawi
13	Oominato	25	Sasebo	45	Palau
14	Tokyo	26	Naha	46	Brunei
15	Yokosuka	33	Truk	55	Hitokappu
16	Nagano	34	Rabaul	56	Paramushir
22	Maizuru	35	Shortland	66	[Flagship's name]

<b>Valor Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Victory	23	Mobile	36	Hell
12	Invasion	24	Peerless	44	Sparkle
13	Allied	25	Stealth	45	Reaper
14	Battle	26	Aquamarine	46	Frontier
15	Raid	33	Defense	55	Super Star
16	Patrol	34	Warring	56	Space
22	Sea Mine	35	Protector	66	[Admiral's name]

<b>Plant Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Rose	23	Cypress	36	Bellflower
12	Sakura	24	Sunflower	44	Pomegranate
13	Mallow	25	Carnation	45	Water Lily
14	Strawberry	26	Nightshade	46	Dandelion
15	Peony	33	Mikan	55	Lotus
16	Plum	34	Violet	56	Walnut
22	Banana	35	Apple	66	Lily

<b>Mineral Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Diamond	23	Amber	36	Obsidian
12	Jade	24	Pearl	44	Seashell
13	Ruby	25	Mica	45	Sulfur
14	Lapis Lazuli	26	Quartz	46	Serpentinite
15	Crystal	33	Gold	55	Tiger's Eye
16	Sapphire	34	Silver	56	Eosphorite
22	Agate	35	Bronze	66	Wavellite

<b>Sea Life Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Swordfish	23	Shark	36	Squid
12	Orca	24	Flying Fish	44	Alligator
13	Whale	25	Anglerfish	45	Walrus
14	Tuna	26	Medusa	46	Mermaid
15	Sunfish	33	Moray	55	Kappa
16	Dolphin	34	Barracuda	56	Sea Serpent
22	Stingray	35	Loach	66	Kraken

<b>Special Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Paradise	23	Thug	36	Humanity
12	Saint	24	Licking	44	Fraud
13	Core	25	Dragon	45	Heartbeat
14	Slacker	26	Kitten	46	Happiness
15	Youth	33	Island	55	Loincloth
16	Breast	34	Black	56	Dice
22	Gadget	35	Online	66	[Flagship's name]

<b>Organization Table</b>					
<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
11	Firebase	23	Campus	36	Spring
12	Command Center	24	Choir	44	Castle
13	Defense Base	25	Revue	45	Fortress
14	Harbor	26	Production	46	Market
15	Base	33	Stronghold	55	Alliance
16	Berth	34	Wharf	56	Organization
22	Academy	35	Port	66	Empire

## The Naval Base Record Sheet

At the beginning of the first session, a Naval Base has the following statistics.

Level	1
Supplies	Fuel: 5, Gunpowder: 5, Steel: 5, Bauxite: 5
Equipment	None
NPC Ship Girls	None

The players decide among themselves how to use the Supplies and Equipment Abilities of the Naval Base.

## Introducing the Ship Girls

Each player introduces the ship girl that they will be playing to the rest of the group. While they do, each other player should record that character's name in the Characters section of their character sheet, and the Admiral should record their names on the Naval Base Record Sheet.

After all of the characters have been introduced, the players choose one ship girl to be the Flagship for that session. Whenever the players need to discuss things among themselves, the Flagship's player has the final say in the decision. The Flagship changes each session.

## Determining the Fleet Name

During the first session, the players should choose a name for the fleet that they are a part of. If they are having trouble coming up with a name, they may also roll on the Fleet Name Generation Table. The Fleet Name Generation Table uses the same sub-tables as the Naval Base Name Generation Table.

Fleet Name Generation Table					
Roll	Result				
2	Place Name Table	+	Special Table	+	Team Table
3	Place Name Table	+	Plant Table	+	Team Table
4	Prefix Table	+	Plant Table	+	Table Table
5	Prefix Table	+	Special Table	+	Team Table
6	Prefix Table	+	Place Name Table	+	Team Table
7	Place Name Table	+	Valor Table	+	Team Table
8	Flourish Table	+	Place Name Table	+	Team Table
9	Flourish Table	+	Special Table	+	Team Table
10	Flourish Table	+	Plant Table	+	Team Table
11	Place Name Table	+	Sea Life Table	+	Team Table
12	Place Name Table	+	Mineral Table	+	Team Table

Team Table					
Roll	Result	Roll	Result	Roll	Result
11	Fleet	23	Squadron	36	Goddesses
12	Navy	24	Corps	44	Investigators
13	Group	25	Pirates	45	Group
14	Defenders	26	Army	46	Maidens
15	Knights	33	Sisters	55	Amazons
16	Brigade	34	Girl Squad	56	Company
22	Division	35	Daughters	66	Team

## Mission Briefing

After the ship girls have been introduced, the Admiral explains what missions the ship girls will be tasked with. Share with the players any information regarding the details of their missions, how they relate to the PCs, other incidents that may be occurring in the area, the NPCs involved, etc...

If the PCs succeed at their missions, they will gain experience points.

If the Admiral introduces any NPCs, the players should record that NPC's name in the Characters section of their character sheet.

## Starting Relationship Scores

After the Mission Briefing has ended, each player chooses one character other than their own. Each of them increases their character's Relationship Score towards the chosen character by 1 point.

## 5. The Naval Base Phase

The Naval Base Phase paints a picture of the ship girls' life inside their base. If their mission is an assault or an expedition, it can also be used to show the events that occur while in transit to their objective.

### Cycles

The Naval Base Phase progresses through steps called cycles. Generally, during a cycle, each player will undertake one Event Challenge.

At the start of a cycle, the players discuss the order in which they will act. Each action is called a Scene, and the player whose turn it is is called the Scene Player.

When one Scene ends, play proceeds to the next player until all of the players have acted. Once all of the players have had a Scene, the cycle ends, and a new cycle begins.

### Start of the Cycle

At the beginning of a cycle, each PC becomes Free to Act.

The Admiral hands each player an Event Card, and the players fill them out.

Then, resolve any special effects that activate at the beginning of a cycle.

### Filling Out Event Cards

Each player chooses one of the types of scenes listed on the Event Card and places a check mark in the circle next to it.

Everyday Scene	Recover Energy
Social Scene	Increase Relationship Scores
Recreation Scene	Acquire Items
Training Scene	Increase Combat Ratings
Expedition Scene	Acquire Supplies
Strategy Scene	Gain advantages in Fleet Battles

Then, the player writes a word in the Keyword space.

The players should not discuss how they are filling out their Event Cards with each other. After they have been filled out, hand them to the Admiral face-down. After receiving the Event Cards, the Admiral shuffles them face-down and places them in a pile.

### Keywords

It does not matter what you write for a Keyword. For example:

- The name of a character, place, or item that appeared in the introduction.
- The name of a character, place, or item that appeared in the previous cycle.
- The name of another ship girl.
- The name of an object on the table.
- The name of something you want to appear during the session.



## Scene Resolution

### Start of the Scene

At the start of a Scene, the players discuss among themselves and choose a Free to Act PC to be the Scene Player.

Then, resolve any special effects that activate at the beginning of a Scene.

### Docking

Docking is a special action that allows you spend Supplies in your Naval Base and recover from any Hits you may have suffered. You may Dock even if you are Inoperative.

A PC who is Docked becomes unable to make any actions during that Scene.

At the end of a Scene in which a PC is docked, they may recover one Hit for each time they pay the necessary cost in Fuel and Steel.

Add your Level to the number listed in the Maintenance Costs Table.

Class	Cost
Destroyer, Light Cruiser	0
Heavy Cruiser, Light Carrier	1
Standard Carrier, Battleship	2

### Entering the Scene

Generally, all of the PCs will appear in each Scene, except for those who are Docked.

PCs other than the Scene Player may choose not to appear in a Scene. If they do so, they declare so at the same time as Docking. A character who does not appear in a Scene may observe the unfolding of events and the results of Checks and, if they wish to appear in the middle of the Scene, may spend 1d6 points of Energy in order to do so. A character who wishes to leave during the middle of a Scene may do so if the Admiral allows it.

The Admiral may restrict which characters appear in a Scene if it would otherwise prove inconsistent with the circumstances of the Scene or the development of the story.

### Events

The Admiral reveals the top card from the pile of Event Cards. The Scene type is the one that is marked on the card. Roll 2d6 on the appropriate Events Table for that Scene type. The Admiral reads the description of the Event and then describes the setting and situation. After that, the players are free to act out the events of the Scene however they wish.

The Scene Player then makes the check listed for that Event. Apply the effects listed under either the Success or Failure section of the Event depending on the result of the check. After that, the Event ends. PCs not appearing in the Scene cannot be targeted by the effects of the Event. After applying the effects, the Scene Player becomes Fatigued.

## Everyday Events Table

2	Empty Days	<p>"I'm so bored. Admiral, let's do something!" With the exception of (Keyword), nothing has happened for days. Waiting's part of the job too. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Standby check.</p> <p>Success: The Scene Player recovers all of their Energy. If their Energy is already at maximum, for the rest of the session, the Scene Player increases their maximum Energy by 2 points, and the Scene Player's Energy is completely recovered.</p> <p>Failure: The Scene Player loses half of their Energy (round down).</p>
3	Tea Time	<p>"You must always make time for tea time!" Let's pour some tea and have ourselves a classy afternoon. The Scene Player makes a Lived Abroad check.</p> <p>Success: The Scene Player recovers 6 points of Energy, and each other PC recovers 2 points of Energy.</p> <p>Failure: Each PC loses 2 points of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
4	Fishing	<p>"Whoa! It's a big one!" Time to grab our tackle and drop our lines. Wait, what's that? You managed to land a (Keyword). The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Patient check.</p> <p>Success: The Scene Player receives a Memento related to the Keyword.</p> <p>Failure: The Scene Player loses 2 points of Energy, and reduce the amount of Fuel in the Naval Base by 1d6.</p>
5	Nap	<p>"I'm gonna rest for a bit." You bask in the sun and take a nap on base. You need to be well-rested for the final battle! The Scene Player makes a Sleeping check.</p> <p>Success: Each PC recovers 1 Hit.</p> <p>Failure: Apply a -1 modifier to all checks made by the Scene Player for the rest of the Cycle.</p>
6	Let's Clean!	<p>"Right! Let's sort through this clutter." Things have gotten unexpectedly messy. You need to clean up! Maybe you'll find something you didn't even know you had lost... The Scene Player makes a Hygiene check.</p> <p>Success: The Scene Player receives 1 Item chosen at random.</p> <p>Failure: Each PC loses 1 Item of their choice.</p>
7	Navy Curry	<p>"Ingredients for lunch are here. Onions, potatoes, carrots..." You commandeer the galley and make lunch together. On today's menu, (Keyword)-style Navy Curry. Sounds spicy. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Food check.</p> <p>Success: Each PC recovers 1d6 points of Energy.</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>

## Everyday Events Table

8	Silver Fly	<p>“Huh? I haven't been drinking! I'm stone sober!” A silver fly is naval slang for a thief. If you don't stop her, she might run afoul of a disciplinary committee. The Scene Player makes a Protocol check.</p> <p>Success: For the rest of the session, the Scene Player increases their maximum Energy by 2 points, and the Scene Player's Energy is completely recovered.</p> <p>Failure: Reduce the number of each type of Supply in the Naval Base by 3.</p>
9	Daily Exercises	<p>“Of course I do it every day. It's important to me.” You take your daily practice seriously. The Scene Player makes an Honest check.</p> <p>Success: The Scene Player receives 10 experience points. Choose a PC at random other than the Scene Player; that PC increases their Relationship Score towards the Scene Player by 1 point.</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>
10	Interview	<p>“The fleet just made it back to port. How about an interview?” The newspaper wants to interview you regarding the (Keyword) Incident. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Fame check.</p> <p>Success: Each PC with a Relationship Score towards the Scene Player of 1 or greater increases that Relationship Score by 1 point.</p> <p>Failure: Each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
11	Dip in the Ocean	<p>“Ah, the ocean is so great, isn't it?” That clear, blue water. Without thinking, you jump right in. Sploosh! The Scene Player makes an Assault check.</p> <p>Success: Each PC recovers 2 points of Energy. The Scene Player receives 1 Item chosen at random.</p> <p>Failure: The Scene Player suffers 1 Hit. Each other PC loses 2 points of Energy.</p>
12	Obsession	<p>“Delicious!” Your personality sucks... Right! Time for better living through (Keyword)! The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Catchphrase check.</p> <p>Success: For the rest of the session, whenever the Scene Player roleplays something involving the Keyword or uses the Keyword in a sentence, they recover 1 point of Energy. This effect may only be used once per Cycle or once per Round.</p> <p>Failure: Each other PC reduces their Relationship Score towards the Scene Player by 1 point.</p>

## Social Events Table

2	Explosive Situation	<p>“Don't put me with those kids from the 5<sup>th</sup> Carrier Division.” Things are starting to get (Keyword)ish. If they get worse, it could affect morale. We need to change the mood. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Smile check.</p> <p>Success: Each PC may increase their Relationship Score towards a character of their choice by 1 point.</p> <p>Failure: Each PC loses 3 points of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
3	Detailed Inspection	<p>“J, just what kind of mission is this!?” Secret training, just the two of you. The Scene Player chooses one other PC and makes a Lewd check.</p> <p>Success: The Scene Player and the chosen PC may each lose a Trait of their choice, and gain a Merit of their choice.</p> <p>Failure: Each PC with a Relationship Score towards the Scene Player, or the chosen PC, of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
4	Love is a Battlefield	<p>“I won't lose! In love or in war!” A ship girl appears before you. It seems that she fancies you her rival in love. 'I challenge you to (Keyword),' she declares. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Romance check.</p> <p>Success: The Scene Player increases their Relationship Score towards a character of their choice by 2 points.</p> <p>Failure: The Scene Player loses 2 points of Energy, and checks off all of their Support Boxes.</p>
5	Massage	<p>“Ah... I feel so much better... Thank you.” When you're beat, nothing beats a massage. Maybe this will cheer you up? The Scene Player chooses one other PC and makes a Brave check.</p> <p>Success: The chosen PC increases their Relationship Score towards the Scene Player by 2 points, and recovers [Relationship Score towards the Scene Player x2] points of Energy.</p> <p>Failure: The Scene Player and the chosen PC each lose 2 points of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
6	Bare Skinship	<p>“Look, look at how beautiful my skin is. Oho, it's okay to get closer.” Take a bath together. It should be fine to get naked sometimes, right? The Scene Player makes a Bathing check.</p> <p>Success: Each PC other than the Scene Player increases their Relationship Score towards the Scene Player by 1 point.</p> <p>Failure: Each PC loses one point of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>

## Social Events Table

7	Late Night Girls' Talk	<p>“You want to talk with me that bad? Alright, come with me, we're gonna be a while.” You get together in the middle of the night to talk about (Keyword). The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Conversation check.</p> <p>Success: Each PC may increase their Relationship Score towards a character of their choice by 1 point.</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>
8	Misspoken	<p>“Are you sure you didn't read the hull classification wrong?” You carelessly mistook one number for another. H, how embarrassing! The Scene Player makes a Foolish check.</p> <p>Success: Each PC other than the Scene Player increases their Relationship Score towards the Scene Player by 1 point.</p> <p>Failure: Each PC loses one point of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
9	Tough Love	<p>“That's right, you should learn to trust me more.” Pounding your chest, you give some words of encouragement to a faltering comrade. That should help put her at ease. The Scene Player chooses one other PC and makes a Considerate check.</p> <p>Success: The chosen PC increases their Relationship Score towards the Scene Player by 1 point, and recovers [Relationship Score towards the Scene Player x2] points of Energy.</p> <p>Failure: The Scene Player and the chosen PC each lose 1d6 points of Energy.</p>
10	Snack Time	<p>“I thought we could have a snack.” Someone brings you (Keyword) while you're on lookout duty. The Scene Player chooses one other PC and makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Gentle check.</p> <p>Success: The Scene Player increases their Relationship Score towards the chosen PC by 1 point. The chosen PC receives a Memento related to the Keyword.</p> <p>Failure: Reduce the amount of Fuel in the Naval Base by 1d6.</p>
11	Mail Call	<p>“There's a letter for you!” When you can't say something directly, try putting your feelings down on paper. I wonder if my feelings will be able to reach her. The Scene Player chooses one other PC and makes an Old-fashioned check.</p> <p>Success: The chosen PC increases their Relationship Score towards the Scene Player by 2 points.</p> <p>Failure: If the Trait that the Scene Player used to make the check is a Merit, change it to a Defect.</p>

## Social Events Table

12	Reminiscing	<p>“W, what? I didn't want to remember that.” You're talking about (Keyword), a difficult time in your past. Maybe it's best not to ask. The Scene Player chooses one other PC and makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Dark Past check.</p> <p>Success: The Scene Player and the chosen PC each increase their Relationship Score towards each other by 1 point.</p> <p>Failure: Each PC loses 2 points of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
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## Recreation Events Table

2	I Wanted to Play, But...	<p>“The rain's gotta stop sometime...” You're super excited for (Keyword), but at some point the rest of the fleet turned gloomy. You wonder if they'll give in. Or if you can give in to them. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Invigorating check.</p> <p>Success: Each PC clears all of their Relationship Support Boxes.</p> <p>Failure: Each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
3	New Game	<p>“Huh? What's that? Did you come up with a new game?” While on standby, you invent a new game to kill time. The Scene Player makes a Imagination check.</p> <p>Success: The Scene Player may change one of their Defects into a Merit. Add 3 Supplies of your choice to the Naval Base.</p> <p>Failure: The Scene Player changes one of their Merits into a Defect.</p>
4	Party	<p>“Yeah, just like that! More, more!” Everybody shows up with food, drinks, and (Keyword). It's a huge bash! The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Energetic check.</p> <p>Success: Each PC other than the Scene Player increases their Relationship Score towards the Scene Player by 1 point.</p> <p>Failure: Each PC loses 1d6 points of Energy, and each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
5	Walk Around Town	<p>“Starting my break!” Even ship girls have free time. Maybe if you walk around town you might find something new. The Scene Player makes a Funny check.</p> <p>Success: The Scene Player receives Ice. Add 3 of a Supply of your choice to the Naval Base.</p> <p>Failure: The Scene Player loses half of their Energy (round down).</p>

Recreation Events Table		
6	Let's Coordinate!	<p>“Hey! Don't look while I'm being refit!” Ship girls are still girls, too! They want to try on all sorts of different outfits. The Scene Player makes a Fashion check.</p> <p>Success: The Scene Player receives Development Materials, and increases their Relationship Score towards a PC of their choice by 1 point.</p> <p>Failure: Reduce the amount of Steel in the Naval Base by 2d6.</p>
7	Tournament	<p>“Dun-da-da-dun!” By some quirk of fate, you end up in a (Keyword) tournament. Let's win this thing! The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Bold check.</p> <p>Success: The Scene Player receives a Memento related to the Keyword.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Gunpowder in the Naval Base by 1d6.</p>
8	Chess Match	<p>“Here I am. What? You want me to play with you?” The two of you play chess. The Scene Player chooses one other PC and makes a Cool check.</p> <p>Success: The Scene Player and the chosen PC each increase their Relationship Score towards each other, and recover 1d6 points of Energy.</p> <p>Failure: The Scene Player and the chosen PC each lose 1d6 points of Energy, check off their Support Boxes for each other, and their Relationship Types change to random negative ones.</p>
9	Karaoke Competition	<p>“Is the volume okay? Check, one, two... Alright.” You decide to have a karaoke competition. I wonder what song you'll sing today? The Scene Player makes an Entertainment check.</p> <p>Success: The Scene Player receives a Sweet Bean Paste, and clears all of their Relationship Support Boxes.</p> <p>Failure: Each PC suffers one Hit.</p>
10	Idol Concert	<p>“Naka-chan Center! I'm the star!” The ship girls are having a concert to boost morale. Let's buoy the spirits of everyone on land! The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Idol check.</p> <p>Success: Each PC with a Relationship Score towards the Scene Player of 1 or greater increases that Relationship Score by 1 point, and may freely change that Relationship Type.</p> <p>Failure: Each PC with a Relationship Score towards the Scene Player of 1 or greater reduces that Relationship Score by 1 point. If the Trait that the Scene Player used to make the check is a Merit, change it to a Defect.</p>
11	Show Off Your Body	<p>“I love taking baths! Fufu~!” While taking a bath you start boasting about your figure. The Scene Player makes a Figure check.</p> <p>Success: The Scene Player receives Rapid Repair Materials, and increases their Relationship Score towards a PC of their choice by 1 point.</p> <p>Failure: Each PC loses 1d6 points of Energy. If the Trait that the Scene Player used for the check is a Merit, change it to a Defect.</p>

### Recreation Events Table

12	Pet-sitting	<p>“Let's go, Rensouhou-chan!” Little mascots have been really popular lately. People have been keeping (Keyword) as pets. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Animals check.</p> <p>Success: The Scene Player receives Emergency Repair Personnel.</p> <p>Failure: Reduce the amount of each type of Supply in the Naval Base by 3.</p>
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### Training Events Table

2	Big Fight	<p>“What do you mean, 'turkey'? This is no joke.” In the middle of class, a comment about (Keyword) turns into an argument. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Competitive check.</p> <p>Success: Each PC clears all of their Relationship Support Boxes. Change one part of the fleet name to (Keyword).</p> <p>Failure: Each PC suffers 1 Hit.</p>
3	Torpedo Practice	<p>“These forty torpedoes aren't just for show, you know.” You practice your torpedo launching skills, preparing for real battle. The Scene Player makes a Torpedoes check.</p> <p>Success: For the rest of the session, the Scene Player increases the Torpedo Launch Capability of any of their Equipment Abilities by 1 point (this effect does not stack).</p> <p>Failure: Reduce the amount of Gunpowder and Fuel in the Naval Base by 1d6 each.</p>
4	Classroom Lectures	<p>“Hmm... Huh!? What!? No, I wasn't asleep!” Today you have a special lecture about (Keyword). But, you're a little tired... The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Serious check.</p> <p>Success: For the rest of the session, whenever the Scene Player makes a check related to (Keyword), before rolling the dice, they may spend 1 point of Energy and add a +1 modifier to the check (this effect does not stack).</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>
5	Full Steam Ahead	<p>“No one can catch me!” Fast like the wind, you practice your maneuvers at full speed. The Scene Player makes a Maneuvering check.</p> <p>Success: The Scene Player increases their Evasion Rating by 1 point for the rest of the session (this effect does not stack).</p> <p>Failure: Reduce the amount of Fuel in the Naval Base by 6.</p>
6	Rescue Maneuvers	<p>“I want to win the war, but is it strange that I want to save people's lives too?” You train at helping your allies and rescuing your friends. The Scene Player makes a Support check.</p> <p>Success: The Scene Player receives 10 experience points.</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>



## Training Events Table

7	Target Practice	<p>“These ten cannons aren't just for show, you know.” You train for a real battle using (Keyword). The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Shelling check.</p> <p>Success: The Scene Player increases their Accuracy Rating by 1 point for the rest of the session (this effect does not stack).</p> <p>Failure: Reduce the amount of Gunpowder in the Naval Base by 2d6.</p>
8	War Games	<p>“My... I wonder what's coming?” You and another base hold large-scale mock combat exercises. The Scene Player makes a Flashy check.</p> <p>Success: The Scene Player increases their Firepower Rating by 1 point for the rest of the session (this effect does not stack).</p> <p>Failure: Reduce the amount of Gunpowder in the Naval Base by 1d6.</p>
9	Maintenance Training	<p>“Spasibo!” A bunch of ships in need of maintenance are all docked at once. Let's go repair them! The Scene Player makes a Maintenance check.</p> <p>Success: The Scene Player increases their Armor Rating by 1 point for the rest of the session (this effect does not stack).</p> <p>Failure: Each PC loses 1d6 points of Energy. If the Trait that the Scene Player used for the check is a Merit, change it to a Defect.</p>
10	Night Fighting Maneuvers	<p>“Hey! Have a night battle with me!” You practice in the dark to improve your night fighting abilities. Perhaps (Keyword) will give you an unforeseen advantage? The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Night Fighting check.</p> <p>Success: For the rest of the session, the Scene Player increases their Accuracy Rating and their Firepower Rating by 1 point each during Night Fighting (this effect does not stack).</p> <p>Failure: Each PC loses 1d6 points of Energy.</p>
11	Development Practice	<p>“Ah, you think so too, don't you, Admiral? I could definitely use more guns.” You go into dry dock to make some major refits and up your fighting ability. The Scene Player makes a Secret Weapon check.</p> <p>Success: The Scene Player increases their Equipment Rating by 1 point for the rest of the session (this effect does not stack).</p> <p>Failure: Reduce the amount of Steel and Bauxite in the Naval Base by 5 each.</p>
12	AA Target Practice	<p>“My AA guns are the newest model. Bring it on!” (Keyword) falls from the sky. Why not use it for some target practice? The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Anti-Aircraft check.</p> <p>Success: For the rest of the session, the Scene Player increases the Anti-Aircraft Capability and Extended AA Capability of any of their Equipment Abilities by 1 point (this effect does not stack).</p> <p>Failure: Reduce the amount of Gunpowder in the Naval Base by 1d6.</p>

## Expedition Events Table

2	Escape From a Mysterious Abyssal Ship	<p>“Enemy ship spotted! Prepare to exchange fire!” While escorting a convoy, you are attacked by an Abyssal ship in the shape of (Keyword). You need to at least let the convoy escape safely. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Withdrawal check.</p> <p>Success: The Scene Player receives a Memento related to the Keyword.</p> <p>Failure: Each PC loses 2 points of Energy, and the Scene Player suffers 1 Hit.</p>
3	Supply Transport Mission	<p>“That's my job!” Let's make sure these supplies make it safely back from the territories. The Scene Player makes a Shopping check.</p> <p>Success: Increase the amount of Gunpowder and Steel in the Naval Base by 6 each.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Fuel and Gunpowder in the Naval Base by 3 each.</p>
4	Recon In Force	<p>“Enemy ship sighted at 12 o'clock!” You've located an enemy ship disguised as (Keyword). You might be able to learn more about them if you get a little bit closer. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Enemy Awareness check.</p> <p>Success: You learn the organization and the flagship of the next enemy you encounter.</p> <p>Failure: The Scene Player suffers 1 Hit, and reduce the amount of Fuel in the Naval Base by 1d6.</p>
5	Transporting Naval Aircraft	<p>“Alright, let's do our best to outrange them!” A fleet of powerful aircraft carriers is heading to the front lines with their planes. The Scene Player makes an Aerial Combat check.</p> <p>Success: Increase the amount of Steel in the Naval Base by 2d6.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Bauxite in the Naval base by 5.</p>
6	Tanker Escort Mission	<p>“Do what you can while maintaining the formation. Here we go!” Let's make sure this convoy of tankers makes it back from the oil fields safely! The Scene Player makes a Polite check.</p> <p>Success: Increase the amount of Fuel in the Naval Base by 2d6.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Fuel in the Naval Base by 3.</p>
7	Cargo Ship Escort Mission	<p>“I hear these are really popular where I grew up now.” A bunch of cargo ships have formed up for protection. Let's guard them! For some reason, they're carrying (Keyword). The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Mysterious check.</p> <p>Success: Increase the amount of Gunpowder in the Naval Base by 6.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Gunpowder in the Naval Base by 3.</p>

<b>Expedition Events Table</b>		
8	Naval Review	<p>“How was that? Hey, was Tamon-maru watching?” Let's show off everything you've learned! It's time for a naval review. The Scene Player makes a Graceful check.</p> <p>Success: Increase the amount of Gunpowder in the Naval Base by 2d6.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Fuel in the Naval Base by 5.</p>
9	Bauxite Transport Mission	<p>“Supplies are important, right?” Let's transport this bauxite back home from the supply base! The Scene Player makes a Supply check.</p> <p>Success: Increase the amount of Bauxite in the Naval Base by 1d6.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Fuel in the Naval Base by 5.</p>
10	High Society Debut?	<p>“You need to treat me like a lady!” You're invited to a party with a bunch of famous people to celebrate (Keyword). Make sure you don't embarrass yourself. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Mysterious check.</p> <p>Success: Increase the amount of a Supply of your choice by 2d6.</p> <p>Failure: Each PC loses 1d6 points of Energy. If the Trait that the Scene Player used for the check is a Merit, change it to a Defect.</p>
11	Anti-submarine Patrol	<p>“Sea mine squadron, departing!” Let's form up and go hunting subs! The Scene Player makes an Anti-submarine check.</p> <p>Success: The Scene Player receives Rapid Repair Materials.</p> <p>Failure: Each PC loses 1d6 points of Energy, and reduce the amount of Fuel and Steel in the Naval Base by 3 each.</p>
12	Large-scale Expedition!	<p>“Fufufu, you scared?” You set off on a large-scale expedition to protect the usefulness of (Keyword) to the fleet. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Command check.</p> <p>Success: Increase the amount of each Supply type in the Naval Base by 1d6.</p> <p>Failure: Reduce the amount of each Supply type in the Naval Base by 1d6.</p>

<b>Strategy Events Table</b>		
2	Electronic Eyes	<p>“Isuzu sees everything!” Recently you've been able to grasp the enemy position thanks to (Keyword). The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make an Electronic Warfare check.</p> <p>Success: During the next battle, reduce the Armor Rating of each enemy ship by 1 point (this effect does not stack).</p> <p>Failure: Increase the Firepower Rating of each enemy ship in the next battle by 1 point.</p>

## Strategy Events Table

3	Air Support Squadron	<p>“I’ll keep a close watch on the skies. Glad to be here!” You put together a squad to provide air defense. The Scene Player makes an Aerial Combat check.</p> <p>Success: Treat the Aerial Attack Capability of the Equipment Abilities of all enemy ships in the next battle as if it were 1 point lower (this effect does not stack).</p> <p>Failure: Reduce the amount of Bauxite in the Naval Base by 2d6.</p>
4	Unconfirmed Rumors	<p>“Are you interested? I’ve got some good info...” Strange rumors have been flying around the base concerning (Keyword). Could this be your next mission? The Scene Player makes a check using a Trait appropriate to the Keyword. If you can’t think of anything, make a Communications check.</p> <p>Success: You learn the organization and the flagship of the next enemy you encounter, OR, you learn the time and overall details of the next Scenario Event.</p> <p>Failure: If the Trait that the Scene Player used for the check is a Merit, change it to a Defect.</p>
5	Information is Ammunition	<p>“Can I see the details of the location of our next engagement?” You spread the files out across the table and pore over the map. Could this be the spot where you’ll next meet the enemy...? The Scene Player makes a Navigation check.</p> <p>Success: For the rest of the session, if you do not like the Battlefield chosen by the Admiral, you may change it to one chosen randomly using the Battlefield Table. This effect may only be used once.</p> <p>Failure: The Admiral may change the Battlefield of the next battle to “Crossing the 'T' (Disadvantageous).”</p>
6	Guardian Angel	<p>“I feel like I’ve been kissed by the goddess of good fortune.” You feel as if you’re being protected by an invisible power... Trust in it, and push forward! The Scene Player makes a Lucky check.</p> <p>Success: The Scene Player receives Emergency Repair Personnel.</p> <p>Failure: The Scene Player loses 2d6 points of Energy.</p>
7	Strategy Session!	<p>“It’s probably a strategy meeting, right?” There’s an important meeting about (Keyword). It’s not an exaggeration to say that its outcome could have a huge effect on the battle. The Scene Player makes a check using a Trait appropriate to the Keyword. If you can’t think of anything, make a Free-spirited check.</p> <p>Success: The Scene Player acquires a Trait related to the Keyword as a Merit (this may not increase your total number of traits above the maximum).</p> <p>Failure: Each PC with a Relationship Score towards the Scene Player of 1 or greater checks off the Support Box for that character, and their Relationship Type changes to a random negative one.</p>
8	Deciphering Codes	<p>“It’s a priority coded transmission. Please tell me the details.” You’re decoding a secret, encrypted message. If you crack the code, it could be the key to winning the battle. The Scene Player makes a Ciphers check.</p> <p>Success: During the Encounter step of the next battle, choose one enemy ship. When determining the Cruising Formation, that ship must reveal its position.</p> <p>Failure: During the next battle, the Admiral may secretly see the position of one of the PC ships while determining the Cruising Formation.</p>

Strategy Events Table		
9	Sink or Swim	<p>“It'll work, it'll work!” This strategy seems like it will be successful, but... should you really trust it? The Scene Player makes an Optimistic check.</p> <p>Success: During the next battle, at the end of the round, you may change the position of one allied ship.</p> <p>Failure: During the next battle, each PC must roll twice on the Accident Table whenever they roll a Fumble.</p>
10	Meeting With Intelligence Services	<p>“It seems a telegram has arrived.” You've received some interesting information regarding (Keyword). It's good news if it's true. Maybe you should investigate it more? The Scene Player makes a check using a Trait appropriate to the Keyword. If you can't think of anything, make a Connections check.</p> <p>Success: For the rest of the session, you may negate the effect of an Equipment Ability used by an enemy ship. This effect may only be used once.</p> <p>Failure: Each PC rolls on the Accident Table (if the second result is rolled by the Scene Player, apply it to the Trait used for this event. Ignore the second result if it is rolled by another PC).</p>
11	Queen's Gambit	<p>“Sortying! How shall we move out?” With this formation, you might be able to entrap the enemy. The Scene Player makes a Cruel check.</p> <p>Success: During the Encounter step of the next battle, choose a number from one to six. No enemy ships may deploy into that position of the Cruising Formation.</p> <p>Failure: During the next battle, reduce the Evasion Rating of each PC by 1 point.</p>
12	Know Your Enemies, Know Yourself, And You Won't Lose in 100 Battles	<p>“So that's what this does? Wow.” You've analyzed the enemy's strengths using data collected from previous battles. The Scene Player makes a Reading check.</p> <p>Success: During the next battle, reduce the Evasion Rating of each enemy ship by 1 point (this effect does not stack).</p> <p>Failure: During the next battle, increase the Firepower Rating of each enemy ship by 1 point.</p>

## Overlap Modifier

Each time the same type of Scene is repeated in a single Cycle, apply a cumulative -1 modifier to the Event check for that Scene.

## Arranged Events

When the word (Keyword) appears in an Event's description, replaced it with the Keyword written on the Event Card. The Admiral will have to choose an appropriate Trait that fits the situation.

## Docked and Inoperative PCs

If the Scene Player is Docked or Inoperative, apply the effect of a Failure.

## Additional Auxiliary Actions

The following auxiliary actions may also be made at any time during the Naval Base Phase.

## Discovery

When using Discovery, your PC discovers something new about herself. Discovery may only be used once per Scene per PC.

A player who wishes to make a Discovery action chooses a Trait and spends 1d6 points of Energy. As long as their Energy is not reduced to 0, they gain that Trait.

If the amount of Energy spent is an odd number, the Trait becomes a Merit. If the amount of Energy spent is an even number, the Trait becomes a Defect.

## Supply

By spending the Naval Base's Supplies, you may recover Energy, or recover from Inoperative status. You may only Supply during Everyday, Social, and Recreation Scenes. Each PC may only Supply once per Scene.

The Supplying player spends a number of Supplies of their choice, as determined by their Supply Affinities, to recover that many points of Energy.

## Refitting

Refitting allows you to change or exchange Equipment Abilities up to your Equipment Rating. You may only Refit during Everyday, Social, and Recreation Scenes. Any PC appearing in the Scene may Refit as many times as they wish.

When you Refit, you may choose any Equipment Ability in the Naval Base that your PC may be equipped with and acquire it. You may also choose any Equipment Ability you are already equipped with, remove it, and add it to the Naval Base. The player chooses the designated Trait for any newly acquired Equipment Abilities.

## Development

Development allows you to spend Supplies in the Base in order to create new Equipment Abilities. You may only Develop during Everyday, Social, and Recreation Scenes. Development may only be used once per Scene.

By spending 3 of each type of Supply, the players may roll once on the Development Table.

<b>Development Table</b>	
1	Roll on Equipment Table 1
2	Roll on Equipment Table 1
3	Roll on Equipment Table 2
4	Roll on Equipment Table 2
5	Roll on Equipment Table 3
6	Roll on Equipment Table 4

<b>Equipment Table 1</b>	
1	Small-caliber Naval Gun
2	10cm Twin High-angle Gun Mount
3	Medium-caliber Naval Gun
4	15.2cm Twin Gun Mount
5	20.3cm Twin Gun Mount
6	Torpedo Tube

<b>Equipment Table 2</b>	
1	Secondary Gun
2	8cm Secondary Gun
3	Large-caliber Naval Gun
4	41cm Twin Gun Mount
5	46cm Triple Gun Mount
6	Machine Gun

<b>Equipment Table 3</b>	
1	Carrier-based Bomber
2	Carrier-based Torpedo Bomber
3	Carrier-based Fighter
4	Reconnaissance Aircraft
5	Radar
6	25mm Twin Autocannon

<b>Equipment Table 4</b>	
1	Suisei
2	Tenzan
3	Type 52 Zero Fighter
4	Saiun
5	61cm Quad O2 Torpedo Tube
6	Improved Steam Turbine

## Ending the Scene

Resolve any effects that activate at the end of a Scene. Then, if there are any remaining players who are Free to Act, move on to the next Scene. When all of the players are Fatigued, the Cycle is over.

## End of the Cycle

Resolve any effects that activate at the end of a Cycle. If the limit for the number of Cycles in the scenario has not been reached, move on to the next Cycle.

## Scenario Events

The Admiral may insert special Scenario Events in between Scenes. A Scenario Event is a special Event, controlled by the Admiral, that is dictated as part of the scenario.

Scenario Events may be used to show NPC actions or to present challenges within the scope of the scenario outside of the regular Events.

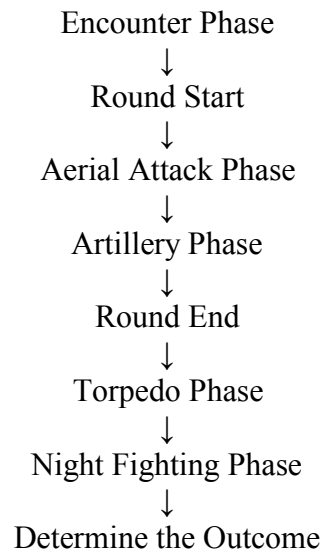
## Sortie Events

Fleet Battles may also occur as Scenario Events. If the Admiral has prepared any Combat Events as part of the scenario, he should insert them between Cycles. If a Sortie occurs in the middle of a cycle, take note of which characters are Fatigued. They do not become Free to Act again for that cycle once the battle has ended.



## 6. Fleet Battles

### The Flow of Battle



### The Encounter Phase

The Admiral lays the fleet sheet out on the table and describes how the PCs and the NPC fleet meet each other, including things like the names and numbers of enemy ships. However, the Admiral may keep some information about the enemy fleet secret if he wishes.

### The Fleet Sheet

The fleet sheet is designed to make combat simpler. It shows the positions of each character, and is divided into two sections, one for PCs and one for NPCs.

### The Battlefield Table

During the Encounter Phase, the Admiral describes the conditions under which the two sides meet. This is known as the Battlefield. There are six different kinds of Battlefields, each with a different special effect.

If the Admiral has not decided on any special situation, treat the battle as a Parallel Engagement. You may also choose to roll on the Battlefield Table, if you wish.

Battlefield Table		
1	Parallel Engagement	The PC fleet and NPC fleet engage while traveling in the same direction. No special effect.
2	Head-on Engagement	The PC fleet and NPC fleet engage while traveling towards each other. Resolve the Second Artillery Phase in the same manner as the First Artillery Phase.
3	Crossing the “T” (Advantageous)	The PC fleet has the NPC fleet encircled. Treat each ship in the PC fleet as if its Firepower Rating were 1 point higher.
4	Crossing the “T” (Disadvantageous)	The PC fleet is encircled by the NPC fleet. During the Aerial Attack Phase, the Shelling Phase, and the Torpedo Attack Phase, if PC ships and NPC ships occupy the same position in the Cruising Formation, resolve the NPC attacks first.
5	Bad Weather	Vision is obstructed by fog or a storm. Reduce the Firepower and Aerial Attack values of all Aircraft-type Equipment Abilities by 1 point.
6	Rough Seas	There are high waves of a heavy swell on the ocean. Apply a -2 modifier to all PC Evasion Checks.

## The Start of the Round

At the start of the round, all PCs become Free to Act.

If it is the first round of a battle, the PCs participating in the battle must decide their Cruising Formation.

Then, resolve any special effects that activate at the beginning of a Round.

## Cruising Formation

To determine the Cruising Formation, each PC participating in the battle takes a die and chooses one of its faces, keeping it hidden from the other players with their hand. After all of the players have made their decision, they reveal their dice, and place a marker for their character on the position that corresponds to the number they chose on the fleet sheet.

## Admiral's Formation

At the same time as the players determine their Cruising Formation, the Admiral also secretly chooses the positions of the NPC fleet. It may help to have different colored dice for each ship.

## Reconnaissance

While determining the Cruising Formation, the PCs participating in the battle may use Equipment Abilities with the Reconnaissance Capability. When Reconnaissance is used, the Admiral reveals the position of the targeted ship. Once revealed, a ship may not change its position, but a player may choose to change their position after seeing the position of a revealed ship. Other characters may use Reconnaissance after a ship has been revealed.

Once all of the PCs are finished using Reconnaissance, the NPCs may also use Reconnaissance. However, there are restrictions on the number of times the NPCs may use Reconnaissance. See the section on The Abyssal Fleet for more information.

## Cruising Formation and Acting Order

The Cruising Formation determines the order in which characters act. Each phase is resolved in order starting with the highest number.

When multiple characters occupy the same position, the PCs act first, followed by the NPCs, except in the case of a Crossing the “T” (Disadvantageous) Battlefield, in which case the NPCs act first.

When multiple allied ships occupy the same position, the players decide among themselves the order in which their actions are resolved.

## Aerial Combat Phase

Aerial combat occurs before the fleets meet each other. Only characters who possess an Equipment Ability with the Aerial Attack Capability may make aerial attacks. If multiple characters are making aerial attacks, resolve them in order of their Cruising Formation.

When making an aerial attack, roll 1d6 for each Equipment Ability with the Aerial Combat Capability that you possess. If there are any enemy ships in the same position as a number rolled on the die, you may choose one of them, and deal [Aerial Combat]d6 damage to that ship.

## Damage and Hits

Whenever a character takes damage, divide that damage by the character's Armor Rating (rounded down). The character suffers that many Hits.

## Shelling

### Artillery Phases

Artillery attacks are resolved in the following order:

- Extreme Range Phase
- Long Range Phase
- Medium Range Phase
- Short Range Phase

Each character may only make one attack during each phase.

Each phase corresponds to the Range of an Equipment Ability. You must possess an Equipment Ability with that Range or greater in order to act in each phase.

### Second Artillery Phase

Combat occurs as the opposing fleets draw closer to each other. Therefore, the Second Artillery Phase consists only of a Short Range Phase.

In the event of a Head-on Engagement, resolve the Second Artillery Phase the same as the first, starting with the Extreme Range Phase.

### PC Attacks and Firing Checks

During battles, PC and NPC attacks are resolved differently.

When making an attack, a PC chooses one of their Equipment Abilities and a target. You must choose a target that occupies the same position in the Cruising Formation as you. However, if there are no enemy ships in the same position, you may choose any target you wish.

After choosing a target and an Equipment Ability, make a check using the designated Trait for that Ability. This is called a Firing Check. Add your own Accuracy Rating, along with the Accuracy Modifier of the Ability, to the check. If the check fails, the attack misses, and the attacking PC becomes

Fatigued.

## Determining Damage

If the Firing Check succeeds, calculate the combined Firepower of the attack. The combined Firepower is calculated by adding together:

- Your Firepower Rating
- The Firepower Modifier of the Ability used
- If the result of the Firing Check was a Special, add 2 points

Then roll that many d6, and add the results together to determine the total damage dealt. After calculating the damage, the attacking character becomes Fatigued.

## PC Sustained Fire

If the Firing Check is successful, you may choose to, instead of dealing damage, engage Sustained Fire.

When using Sustained Fire, choose an Equipment Ability that you have not yet used this round, and make another Firing Check against the same target.

Sustained Fire differs from a regular attack in the following ways:

- You may not use the same Trait for making multiple Firing Checks in the same round
- Apply a -2 modifier to each subsequent Firing Check
- You may use an Equipment Ability with any Range for Sustained Fire, regardless of the current phase

Calculate damage as normal, except add the Firepower Modifier of the Ability used for Sustained Fire when calculating the combined Firepower.

If the Firing Check is successful, you may choose to use Sustained Fire again. If any of the Sustained Fire Firing Checks fail, the attacking character becomes Fatigued, all of the attacks miss, and no damage is dealt to the target.

## NPC Attacks and Evasion Checks

When an NPC makes an attack, choose an Equipment Ability and a target, the same as a PC attack. However, instead of making a Firing Check, the target of the attack makes an Evasion Check to determine if they avoid the attack or not.

The target makes a check using the designated Trait of the chosen Ability, adding their Evasion Rating to the roll. If the Evasion Check is successful, the attack misses, and the attacking NPC becomes Fatigued.

If the Evasion Check fails, determine damage normally, and the attacking NPC becomes Fatigued.

## NPC Sustained Fire

If the Admiral wishes, an NPC who makes a successful attack may also choose to use Sustained Fire. Use the same rules as PC Sustained Fire for choosing an Equipment Ability and a target.

NPC Sustained Fire differs from PC Sustained Fire in the following ways:

- Instead of making a Firing Check, the target makes another Evasion Check
- Do not add any modifiers to the Evasion Check

If the target fails their Evasion Check, determine damage as per the PC Sustained Fire rules. If the target succeeds on any Evasion Check, the attack misses, and the attacking NPC becomes Fatigued.

## NPC Accuracy and Evasion

NPCs do not make Firing Checks or Evasion Checks. Do not apply their Accuracy Rating or Evasion Rating as modifiers. Instead, those scores are used to make Check Handicaps.

A Check Handicap may be used whenever a PC makes a Firing Check or an Evasion Check. They do not apply if the result of the check is a Special or a Fumble.

### Firing Check Handicaps

When a PC makes a Firing Check, if any of the dice rolled are the same as the target's Evasion Rating, treat those dice as if the number rolled was a 0.

### Evasion Check Handicaps

When a PC makes an Evasion Check, if any of the dice rolled are the same as the attacker's Accuracy Rating, treat those dice as if the number rolled was a 0.

## Becoming Inoperative During Battle

If a character becomes Inoperative during battle, remove them from the fleet sheet. An Inoperative character may not make any actions during a battle other than Supporting their allies.

## The End of the Round

When all characters have either become Fatigued or choose not to attack, the round is over.

When the first round ends, all characters become Free to Act, and the second round begins. After the second round ends, proceed to the Torpedo Phase.

## Withdrawal

At the end of a round, the players may choose to attempt to withdraw.

When attempting to withdraw, one representative of the PCs makes a Withdrawal check. If the check is successful, the battle ends. Regardless of the circumstances, a battle that ends through a withdrawal is considered a loss for the PCs.

## Torpedo Phase

Only characters who possess an Equipment Ability with the Torpedo Launch Capability may make torpedo attacks. If multiple characters are making torpedo attacks, resolve them in order of their Cruising Formation.

When making a torpedo attack, for each Equipment Ability with the Torpedo Launch Capability, choose a target and make a check using the Torpedoes Trait. If the check is successful, deal [Torpedo Launch]d6 damage to the target.

## Night Fighting Phase

After resolving the Torpedo Phase, the players choose whether or not they want to attempt a night battle. If they choose to do so, a representative of the PCs must make a check using the Night Fighting Trait. If the check is successful, they may proceed to the Night Fighting Phase. If they choose not to, or if the check fails, the battle ends.

Treat the Night Fighting Phase as another Artillery Phase that consists only of the Short Range Phase. It differs from a standard Artillery Phase in the following ways:

- Add 1 to the Firepower Modifier of Short Range and Medium Range Equipment Abilities

- A roll of 10 or greater on the Firing Check (not counting modifiers) results in a Special
  - A roll of 4 or less on the Firing Check (not counting modifiers) results in a Fumble
  - Equipment Abilities with the Aircraft type may not be used
  - Any character with Heavy Damage may not make attacks
- At the end of the Night Fighting Phase, the battle ends.

## The End of Battle

In order to determine the winner of the battle, add the number of Sunk, Heavily Damaged, or Inoperative ships on each side. The side with the lowest number is the winner. In the event of a tie, the PCs' side loses.

At the end of battle, all characters become Free to Act.

## Spoils of War

If the PCs win the battle, they roll on the Spoils of War Table once for each enemy ship that was Sunk and receive the result rolled.

<b>Spoils of War Table</b>	
1	[1d6 + Number of Enemy Ships] Fuel
2	[1d6 + Number of Enemy Ships] Gunpowder
3	[1d6 + Number of Enemy Ships] Steel
4	[1d6 + Number of Enemy Ships] Bauxite
5	[1d6 + Number of Enemy Ships] of a Supply of your choice
6	Each character raises their Relationship Score towards another character by 1 point

## 7. Other Rules

### Support

Support allows one PC to backup another PC. It can be used even one when you are Inoperative. There are two different types of effects it can provide.

#### Support for a Check

Use this when a character towards whom you have a Relationship Score of 1 or greater makes a check (after they roll the dice). Increase the result of the check by an amount equal to your Relationship Score towards the target.

#### Support for Damage

Use this when a character towards whom you have a Relationship Score of 1 or greater deals damage (after the amount of damage has been determined). Increase the damage dealt by [Relationship Score]d6 points.

Support may only be used when you and the target appear in the same Scene. After using it, mark off the Support Box next to your Relationship with that character. You may not use Support for a character whose Support Box has been checked.

### Recovering the Support Box

Whenever your Relationship Score towards a character increases, if there is a check mark in the Support Box for that character, you may remove the check mark.

### NPC Support

If an NPC has a Relationship Score of 1 or greater towards a PC, they may also Support that character. A player may request to the Admiral that the NPC Support them. The Admiral decides if it would make sense to do so.

### Items

The PCs can acquire various Items through Events. A PC may have 2 Items at maximum.

PCs may exchange Items freely during the Naval Base Phase. They may not exchange Items during battles.

All Items disappear after being used.

Item Table		
1	Ice	May be used any time as an auxiliary action. You recover 1d6 points of Energy.
2	Sweet Bean Paste	May be used during the Naval Base Phase as an auxiliary action, or during a battle instead of making an attack. A character of your choice recovers 1d6 points of Energy. If used during battle, may only target a character in the same position in the formation as you.
3	Development Materials	May be used during the Naval Base Phase as an auxiliary action. You may make one Development. If you are unhappy with the result, you may re-roll once on the Development Table.
4	Rapid Repair Materials	May be used when Docking as an auxiliary action. When you use this Item, you may immediately recover hits, instead of waiting for the end of the Scene. You do not have to sit out the Scene.
5	Emergency Repair Personnel	May be used as an auxiliary action whenever you are Sunk. Immediately reduce the number of Hits you have taken to 3.
6	Memento	May be used any time as an auxiliary action. Choose a character. Explain what connection the Item has to you and that character, and that character's Relationship Score towards your character increases by 1 point.



## 8. Decisive Battle Phase

The Decisive Battle is a fleet battle determined by the scenario. It is always a type of sortie event. During a Decisive Battle, the following changes to the rules apply.

### Changing the Conditions of Victory

The Admiral may alter the victory condition for a Decisive Battle in one of the following ways:

- Sink the enemy flagship. If the enemy flagship becomes sunk by any means, the PC fleet wins. If it is not sunk, the NPC fleet wins.
- Sink the entire enemy fleet. In this case, the battle does not end with the Night Fighting Phase. Instead, the battle continues until the objective is met or the PCs withdraw.

### Sunk PCs

If any of the PCs are Sunk at the end of a Decisive Battle, the other PCs may attempt to recover them.

At the end of the Decisive Battle, each PC may choose one other PC and make a Recovery Check. In order to make a Recovery Check, a PC must meet the following conditions:

- Have a Relationship Score of 1 or greater towards the PC they are attempting to recover.
- The recovering PC must not be Inoperative.

Each Recovery Check is made using a Trait randomly determined by the Admiral. Add your Relationship Score towards the target as a modifier to the check. If the Recovery Check is successful, you manage to tow the target back to the Naval Base.

If a PC is not recovered at the end of a Decisive Battle, that PC sinks to the ocean floor and is lost forever.

### Wiped Out

If all of the PCs become Inoperative, they are wiped out. All of those PCs are lost forever.

## 9. The End Phase

### Epilogue

Describe the results of the session, and each PC is free to act out what they do next.

### Character Advancement

The PCs receive experience points based on what they accomplished during the session. After acquiring a certain number of experience points, a PC will increase in level. Use the Experience Point Table to determine appropriate rewards, and the Level Up Table to determine the amount of experience points needed and the effects of leveling up.

<b>Experience Point Table</b>	
Combat	For each battle they win, each PC receives 10 experience points.
Class	Destroyers and Light Cruisers each receive 20 experience points, and Heavy Cruisers and Light Carriers each receive 10 experience points.
Flagship	The PC who served as the Flagship receives 10 experience points.
MVP	Each player secretly chooses one PC that touched them the most (emotionally) during the game. At the Admiral's command, each player points at the player in control of their chosen PC (you may not choose yourself). A PC receives 10 experience points for each player that chose them as the MVP.
Mission	Each PC receives 50 experience points for each mission that they successfully accomplished. The Admiral and the players should discuss among themselves to decide whether a mission was accomplished or not. The Admiral has the final say in the decision.

<b>Level Up Table</b>		
XP	Level	Effect
0-99	1	-
100-299	2	Gain an additional Combat Ability (2 total)
300-499	3	Increase your maximum Energy Rating by 2 points
500-699	4	Permanently increase either your Firepower Rating or your Armor Rating by 1 point
700-999	5	Increase your maximum Energy Rating by 2 points
1000-1499	6	Gain an additional Combat Ability (3 total)
1500-1999	7	Increase your maximum Energy Rating by 2 points
2000-2999	8	Permanently increase either your Firepower Rating or your Armor Rating by 1 point
3000-4999	9	Increase your maximum Energy Rating by 2 points
5000+	10	Gain an additional Combat Ability (4 total)

## Reset Stats

- All Items acquired during the session are lost.
- All Hits taken during the session are removed.
- All Energy lost during the session is restored to maximum.
- All special effects that activated as a result of Abilities or rolls on tables end.

## Adjust Traits

Players may freely remove any of their Traits. However, they may not reduce their total number of Traits below their starting number.

## Adjust Relationship Scores

If the total value of all of your Relationship Scores is greater than [Level + 5], you must reduce your Relationship Scores until their total value is less than or equal to [Level + 5].

## Adjust Abilities

You may freely change your Combat Abilities or, if you acquired a new Combat Ability through leveling up, add a new one. You may only choose Combat Abilities from the categories listed under your ship girl's Specialties.

## Learning the Abilities of Your Allies

If you have a Relationship Score of 5 with an NPC, you may change one of your Combat Abilities to the Inherent Ability of that ship girl.

## Naval Base Advancement

After adjusting the stats for the ship girls, increase the level of the Naval Base by 1.

## Equipment Abilities

The maximum number of Equipment Abilities possessed by the Naval Base that may be carried over between sessions is equal to [Naval Base Level x 2]. If the Naval Base currently possesses more Equipment Abilities than the maximum, you must remove Equipment Abilities of your choice until it possesses less than or equal to the maximum number.

## Supplies

The maximum number of Supplies of each type possessed by the Naval Base that may be carried over between sessions is equal to [Naval Base Level + 20]. If the Naval Base currently possesses more Supplies than its maximum, you must reduce the number of Supplies of each type until they are equal to the maximum.

## Relationships with NPC Ship Girls

If the total value of NPC Relationship Scores is greater than [Naval Base Level + 5], you must reduce their Relationship Scores until their total value is less than or equal to [Naval Base Level + 5].

## 10. Abilities

Abilities are divided into three different types.

### Equipment Abilities

These are pieces of equipment that the ship girls carry, including weapons and aircraft.

It is possible to gain new Equipment Abilities, but only to a maximum of your Equipment

Rating.

When acquiring a new Equipment Ability, you must designate a Trait for it to use. It is a good idea to choose different Traits, in order to use Sustained Fire.

### Combat Abilities

There are six categories of Combat Abilities: Development, Strategy, Air Superiority, Offensive, Defensive, and Utility. Which categories are available depends on the ship girl.

When acquiring a new Combat Ability, you must designate a Trait for it to use. Choose from the Traits listed under that Ability.

### Inherent Abilities

Unique Abilities that vary based on the ship girl. They have numerous effects that showcase the ship girl's nature.

### Ability Activation

Combat Abilities and Inherent Abilities are divided into three types of categories based on when and how many times they may be used.

- Auto  
These Abilities produce a continuous effect once they have been acquired.
- Move  
These Abilities produce an effect during battles. They may be used instead of making an attack, and you become Fatigued after doing so. Unless stated otherwise, they may be used during any of the Artillery phases.
- Sub  
These Abilities produce an effect under certain circumstances. Treat their use as an auxiliary action. You may only use one Ability of the same name during each Scene of the Naval Base Phase and during each round of a battle.

### Equipment Capabilities

Equipment Abilities have special effects called Capabilities. Treat them as Combat Abilities and Inherent Abilities in terms of when and how many times they may be used. However, multiple Equipment Abilities of the same name may be used one time for each of that Ability that you possess.

<b>Capability</b>	<b>Activation</b>	<b>Effect</b>
Aerial Attack	Auto	Used during the Aerial Combat Phase
Torpedo Launch	Auto	Used during the Torpedo Attack Phase
Evasion	Auto	Added as a modifier to Evasion Checks
Stabilization	Auto	Prevents the effects of the Rough Seas Battlefield type
Reconnaissance	Sub	May be used when determining the Cruising Formation, before the positions have been revealed. If you succeed on an Enemy Awareness check, choose 1 enemy ship whose position is then revealed. The higher the value of the Reconnaissance Capability, the more difficult it becomes for Anti-Aircraft and Extended AA to prevent its effect. A Reconnaissance Capability of “-” cannot be prevented by Anti-Aircraft or Extended AA.
Anti-Aircraft	Sub	May be used when you are the target of Reconnaissance or take damage from an Aerial Attack Equipment Ability. Spend 2 points of Energy and roll a number of d6 equal to your Anti-Aircraft Capability to find your Air Superiority Score. If your Air Superiority Score is higher than an enemy's Reconnaissance Score, prevent the effects of Reconnaissance. Reduce the damage you take from an aerial attack by your Air Superiority Score.
Extended AA	Sub	May be used when any allied ship is the target of Reconnaissance, takes damage from an Aerial Attack Equipment Ability, or when an enemy ship uses Anti-Aircraft or Extended AA. Spend 2 points of Energy and roll a number of d6 equal to your Extended AA Capability to find your Air Superiority Score. If your Air Superiority Score is higher than an enemy's Reconnaissance Score, prevent the effects of Reconnaissance. Reduce the damage the allied ship takes from an aerial attack by your Air Superiority Score. Reduce an enemy ship's Air Superiority Score by an amount equal to your Air Superiority Score.
Battlefield Control	Sub	May be used whenever you roll on the Battlefield Table. You may increase or decrease the result of the roll by an amount equal to your Battlefield Control Capability (it may not be increased above 6 or below 1).

## Equipment Abilities

Key to Classes: DD: Destroyer CL: Light Cruiser CLT: Torpedo Cruiser  
CA: Heavy Cruiser CAV: Aviation Cruiser CVL: Light Carrier CV: Standard Carrier  
AV: Seaplane Tender BB: Battleship BBV: Aviation Battleship SS: Submarine  
SSV: Aircraft-carrying Submarine

Small-caliber Naval Gun							
Type	Main Gun	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

10cm Twin High-angle Gun Mount							
Type	Main Gun	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2
	CV	AV	BB	BBV	SS	SSV	

Medium-caliber Naval Gun							
Type	Main Gun	Range	Medium	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

15.2cm Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	1	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	*- Not Available to Kongou Class
	CV	AV	BB*	BBV	SS	SSV	

20.3cm Twin Gun Mount							
Type	Main Gun	Range	Medium	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	*- Not Available to Kongou Class
	CV	AV	BB*	BBV	SS	SSV	

Large-caliber Naval Gun							
Type	Main Gun	Range	Long	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

41cm Twin Gun Mount							
Type	Main Gun	Range	Long	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

46cm Triple Gun Mount							
Type	Main Gun	Range	Extreme	Accuracy	-1	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

Secondary Gun							
Type	Secondary Gun	Range	Medium	Accuracy	0	Firepower	1
Available Classes	DD	CL	CLT	CA	CAV	CVL	
	CV	AV	BB	BBV	SS	SSV	

8cm Twin High-angle Gun Mount							
Type	Secondary Gun	Range	Long	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft
	CV	AV	BB	BBV	SS	SSV	2

Carrier-based Bomber							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack
	CV	AV	BB	BBV	SS	SSV	2

Suisei							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	4
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack
	CV	AV	BB	BBV	SS	SSV	3

Carrier-based Torpedo Bomber							
Type	Aircraft	Range	Short	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 2 Reconnaissance 7
	CV	AV	BB	BBV	SS	SSV	

Tenzan							
Type	Aircraft	Range	Short	Accuracy	1	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Aerial Attack 3
	CV	AV	BB	BBV	SS	SSV	

Carrier-based Fighter							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 2
	CV	AV	BB	BBV	SS	SSV	

Type 52 Zero Fighter							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Extended AA 3
	CV	AV	BB	BBV	SS	SSV	

Reconnaissance Aircraft							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 9
	CV	AV	BB	BBV	SS	SSV	

Saiun							
Type	Aircraft	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance 10 Battlefield Control 1
	CV	AV	BB	BBV	SS	SSV	



Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	2
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 2
	CV	AV	BB	BBV	SS	SSV	

61cm Quad O2 Torpedo Tube							
Type	Torpedo	Range	Short	Accuracy	0	Firepower	3
Available Classes	DD	CL	CLT	CA	CAV	CVL	Torpedo Launch 3
	CV	AV	BB	BBV	SS	SSV	

Radar							
Type	Radar	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Reconnaissance - Stabilization
	CV	AV	BB	BBV	SS	SSV	

Improved Steam Turbine							
Type	Engine	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Evasion 1
	CV	AV	BB	BBV	SS	SSV	

Machine Gun							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 2
	CV	AV	BB	BBV	SS	SSV	

25mm Twin Autocannon							
Type	Machine Gun	Range	-	Accuracy	-	Firepower	-
Available Classes	DD	CL	CLT	CA	CAV	CVL	Anti-Aircraft 3
	CV	AV	BB	BBV	SS	SSV	

# Combat Abilities

## Development Abilities

<b>High-speed Maneuverability</b>			
Category	Development	Activation	Sub
Traits		Maneuvering Free-spirited	
You may use this ability at the end of a round. If the check is successful, you may change your position in the Cruising Formation by 1 in either direction.			

<b>Pursuit</b>			
Category	Development	Activation	Sub
Traits		Smile Cruel	
You may use this ability when revealing the Cruising Formation. Choose an enemy ship that is within 1 position of your own. If the check is successful, you may move that ship to the same position as your own.			

<b>Guidance</b>			
Category	Development	Activation	Sub
Traits		Protocol Withdrawal	
You may use this ability when revealing the Cruising Formation. Choose any number of allied ships in the same position as you. If the check is successful, you may move those ships 1 position away from you.			

## Strategy Abilities

<b>Change of Battlefield</b>			
Category	Strategy	Activation	Sub
Traits		Bold Navigation	
You may use this ability at the end of a round. If the check is successful, randomly change the Battlefield using the Battlefield Table.			

<b>Formation Change</b>			
Category	Strategy	Activation	Sub
Traits		Mysterious Command	
You may use this ability at the end of a round. Choose any number of allied ships and the same number of enemy ships. If the check is successful, at the beginning of the next round, those ships choose a new Cruising Formation.			

<b>Sixth Sense</b>			
Category	Strategy	Activation	Sub
Traits		Honest Ciphers	
You may use this ability before the Cruising Formation has been revealed. If the check is successful, you may reveal your position to the other allied players.			

## Air Superiority Abilities

<b>Aviation Control</b>			
Category	Air Superiority	Activation	Sub
Traits		Competitive Enemy Awareness	
You may use this ability whenever you make an aerial attack. If the check is successful, you may add or subtract 1 to the roll to determine the target.			

<b>Dive Bombing</b>			
Category	Air Superiority	Activation	Sub
Traits		Polite Airstrike	
<p>You may use this ability whenever you choose the target of an attack using an Aircraft Equipment Ability. If the check is successful, you may choose to target an enemy ship up to 1 space away in the Cruising Formation.</p>			

<b>Tactical Bombing Raid</b>			
Category	Air Superiority	Activation	Sub
Traits		Flashy Aerial Combat	
<p>You may use this ability whenever you choose the target of an attack using an Aircraft Equipment Ability. If the check is successful, you may choose to target all enemy ships in the same position in the Cruising Formation as you.</p>			

## Offensive Abilities

<b>Full Volley</b>			
Category	Offensive	Activation	Sub
Traits		Energetic Shelling	
<p>You may use this ability when rolling damage after making a successful attack. If the check is successful, you may spend any number of points of Energy. When you roll damage, you may choose to re-roll that many dice.</p>			

<b>Concentrated Fire</b>			
Category	Offensive	Activation	Sub
Traits		Cool Serious	
<p>You may use this ability whenever you make a Firing Check. If the check is successful, a result of 10 or greater on the Firing Check results in a Special.</p>			

<b>Wild Firing</b>			
Category	Offensive	Activation	Sub
Traits		Optimistic Assault	
<p>You may use this ability whenever you make a Firing Check. If the check is successful, for the rest of the round, increase your Firepower Rating by 2 points, and apply a -2 modifier to any Evasion Checks you make.</p>			

## Defensive Abilities

<b>Escort Vessel</b>			
Category	Defensive	Activation	Sub
Traits		Brave Support	
<p>You may use this ability whenever a character in the same position in the cruising formation as you becomes the target of an aerial attack, an artillery attack, or a torpedo attack. If the check is successful, you may change the target of that attack to yourself.</p>			

<b>Substitution</b>			
Category	Defensive	Activation	Sub
Traits		Lucky Fashion	
<p>You may use this ability whenever you take damage. If the check is successful, you may destroy one of your Equipment Abilities, and prevent that damage.</p>			

<b>Adversity</b>			
Category	Defensive	Activation	Auto
Traits		None	
<p>Whenever you have Medium Damage or Heavy Damage, you may still make an aerial attack or a torpedo attack by spending 1d6 points of Energy.</p>			

## Utility Abilities

<b>Emergency Maintenance</b>			
Category	Utility	Activation	Move
Traits		Considerate Maintenance	
<p>Choose a character and make a check. If it is successful, that character recovers [1d6 + Your Relationship Score Towards the Target] points of Energy.</p>			

<b>Communications Jamming</b>			
Category	Utility	Activation	Sub
Traits		Secret Weapon Electronic Warfare	
<p>You may use this ability before the Cruising Formation has been revealed. Choose 1 enemy ship. If the check is successful, that ship must determine its position randomly.</p>			

## Rescue Operation

Category	Utility	Activation	Sub
Traits	Gentle Supply		
You may use this ability at the end of a round. Choose an Inoperative character and make a check. If it is successful, that character recovers 1d6 points of Energy.			

# 11. The Abyssal Fleet

## Special Rules for the Abyssal Fleet

The Abyssal Fleet are NPCs, controlled by the Admiral, and differ from PCs in the following ways:

- Traits  
Abyssal ships do not possess Traits.
- Equipment Abilities  
Each Equipment Ability possessed by an Abyssal Ship that is used to attack has a designated Trait. The Admiral chooses the designated Trait for each Equipment Ability and for each ship.  
The Traits may be chosen either when creating the scenario or when that Equipment Ability is used to make an attack. When choosing a Trait while making an attack, determine it randomly. Roll 1d6 to determine which category of Trait to use, and then use the number given for that Equipment Ability to determine the Trait from that category.  
Equipment Abilities of Abyssal ships do not have Accuracy modifiers.
- Reconnaissance  
An Abyssal ship's Reconnaissance Equipment Ability may only be used once when determining the Cruising Formation. Choose a PC as the target for Reconnaissance. The target reveals their chosen position to the Admiral in secret.
- Special Effects of Abyssal Ships  
Abyssal ships do not suffer any of the penalties associate with taking Medium Damage or Heavy Damage. During battle, if there are no enemy ships in the same position of the Cruising Formation as an Abyssal ship, increase that ship's Firepower Rating by 2 points.

## Abyssal Ship Classes

Abyssal ships have two advanced classes, Elite and Flagship. The Admiral may apply one of these classes to an Abyssal ship in order to make them stronger.

### Elite

- Increase the Armor Rating and Firepower Rating each by 2 points.
- Increase the Energy Rating by 5 points.
- Increase the Aerial Attack Capability and Torpedo Launch Capability of its Equipment Abilities each by 1 point.
- If there are no enemy ships in the same position of the Cruising Formation as the Abyssal ship, it may make a single attack against all PC ships in a single position.
- If an Elite Abyssal ship is sunk during a battle, the PCs may roll one additional time on the Spoils of War Table.

### Flagship

- Increase the Armor Rating and Firepower Rating each by 4 points.
- Increase the Energy Rating by 10 points.
- Increase the Aerial Attack Capability and Torpedo Launch Capability of its Equipment Abilities each by 2 points.



- If there are no enemy ships in the same position of the Cruising Formation as the Abyssal ship, it may make a single attack against all PC ships in a single position.
- If there is a Flagship present, the NPC side may use Reconnaissance one additional time.
- Apply a -2 modifier to all Firing Checks or checks for Abilities which target the Flagship.
- If an Abyssal Flagship is sunk during a battle, the PCs may roll one additional time on the Spoils of War Table.

## Abyssal Ship Stats

Abyssal ships are mysterious. Once a battle starts, the players should not look at the pages detailing the Abyssal Fleet.

During a battle with the Abyssal Fleet, the Admiral reveals the information about the Abyssal ships in the following circumstances.

Name and Class	When encountering the Abyssal ship
Accuracy Rating	When applying a Handicap to an Evasion Check
Firepower Rating	When the Abyssal ship deals damage to someone
Evasion Rating	When applying a Handicap to a Firing Check
Armor Rating	When the Abyssal ship takes damage
Energy Rating	When the Abyssal ship's Energy is reduced
Equipment Abilities	When that Equipment Ability is used to make an attack

When the PCs learn the data regarding the Abyssal Fleet as a result of a Strategy Event, they may ask the Admiral to tell them that information whenever they wish.

## I-class Destroyer

Accuracy 2  
 Firepower 0  
 Evasion 2  
 Armor 4  
 Energy 10

### Abilities

#### 5 inch Single Gun Mount

Type: Main Gun  
 Range: Short  
 Firepower: 2  
 Trait: [7]

## Ro-class Destroyer

Accuracy 2  
 Firepower 1  
 Evasion 2

Armor 4  
Energy 12

### Abilities

#### 5 inch Single Gun Mount

Type: Main Gun  
Range: Short  
Firepower: 2  
Trait: [8]

## Ha-class Destroyer

Accuracy 2  
Firepower 0  
Evasion 2  
Armor 5  
Energy 14

### Abilities

#### 5 Inch Single Gun Mount

Type: Main Gun  
Range: Short  
Firepower: 2  
Trait: [6]

#### 21 Inch Torpedo Tube (Late Model)

Type: Torpedo  
Range: Short  
Firepower: 2  
Capability: Torpedo Launch 3  
Trait: [10]

## Ni-class Destroyer

Accuracy 2  
Firepower 1  
Evasion 3  
Armor 6  
Energy 16

### Abilities

#### 5 Inch Single Gun Mount

Type: Main Gun  
Range: Short  
Firepower: 2  
Trait: [5]

#### 21 Inch Torpedo Tube (Late Model)

Type: Torpedo

Range: Short  
Firepower: 2  
Capability: Torpedo Launch 3  
Trait: [9]

## Ho-class Light Cruiser

Accuracy 1  
Firepower 1  
Evasion 1  
Armor 6  
Energy 10

### Abilities

#### 5 Inch Single High-angle Gun Mount

Type: Main Gun  
Range: Medium  
Firepower: 2  
Trait: [3]

#### Reconnaissance Aircraft

Type: Aircraft  
Capability: Reconnaissance 9

## He-class Light Cruiser

Accuracy 2  
Firepower 1  
Evasion 1  
Armor 7  
Energy 12

### Abilities

#### 6 Inch Twin High-angle Gun Mount

Type: Main Gun  
Range: Medium  
Firepower: 2  
Trait: [4]

#### Reconnaissance Aircraft

Type: Aircraft  
Capability: Reconnaissance 9

## To-class Light Cruiser

Accuracy 2  
Firepower 2  
Evasion 1  
Armor 8

Energy 14

### Abilities

#### 6 Inch Twin High-angle Gun Mount

Type: Main Gun  
Range: Medium  
Firepower: 3  
Trait: [8]

#### 21 Inch Torpedo Tube (Early Model)

Type: Torpedo  
Range: Short  
Firepower: 2  
Capability: Torpedo Launch 2  
Trait: [10]

#### Reconnaissance Aircraft

Type: Aircraft  
Capability: Reconnaissance 9

## Chi-class Torpedo Cruiser

Accuracy 0  
Firepower 1  
Evasion 1  
Armor 7  
Energy 16

### Abilities

#### 5 Inch Single High-angle Gun Mount

Type: Main Gun  
Range: Medium  
Firepower: 2  
Trait: [5]

#### 21 Inch Torpedo Tube (Early Model)

Type: Torpedo  
Range: Short  
Firepower: 2  
Capability: Torpedo Launch 2  
Trait: [9]

#### 21 Inch Torpedo Tube (Early Model)

Type: Torpedo  
Range: Short  
Firepower: 2  
Capability: Torpedo Launch 2  
Trait: [11]

## Ri-class Heavy Cruiser

Accuracy 3

Firepower 3  
Evasion 0  
Armor 8  
Energy 18

### Abilities

#### 8 Inch Triple Gun Mount

Type: Main Gun  
Range: Medium  
Firepower: 2  
Trait: [3]

#### 21 Inch Torpedo Tube (Early Model)

Type: Torpedo  
Range: Short  
Firepower: 2  
Capability: Torpedo Launch 2  
Trait: [7]

#### Reconnaissance Aircraft

Type: Aircraft  
Capability: Reconnaissance 9

## Nu-class Light Carrier

Accuracy 0  
Firepower 0  
Evasion 1  
Armor 8  
Energy 20

### Abilities

#### Torpedo Bomber

Type: Aircraft  
Range: Short  
Firepower: 3  
Capability: Aerial Attack 2  
Reconnaissance 7  
Trait: [3]

#### Bomber

Type: Aircraft  
Range: Short  
Firepower: 4  
Capability: Aerial Attack 2  
Trait: [5]

#### Fighter

Type: Aircraft  
Capability: Extended AA 2

## Ru-class Battleship

Accuracy 3  
Firepower 4  
Evasion 1  
Armor 13  
Energy 25

### Abilities

#### 16 Inch Triple Gun Mount

Type: Main Gun  
Range: Long  
Firepower: 3  
Trait: [7]

#### 12.5 Inch Double Gun Mount

Type: Secondary Gun  
Range: Long  
Firepower: 2  
Trait: [12]

#### Reconnaissance Aircraft

Type: Aircraft  
Capability: Reconnaissance 9

## Wo-class Carrier

Accuracy 1  
Firepower 2  
Evasion 1  
Armor 11  
Energy 23

### Abilities

#### Torpedo Bomber

Type: Aircraft  
Range: Short  
Firepower: 3  
Capability: Aerial Attack 2  
Reconnaissance 7  
Trait: [2]

#### Bomber

Type: Aircraft  
Range: Short  
Firepower: 4  
Capability: Aerial Attack 2  
Trait: [4]

#### Fighter

Type: Aircraft  
Capability: Extended AA 2

# Admiral's Section

## Constructing Scenarios

### Background

Decide on an overall background for the scenario; the setting, the situation, etc...

### Limit

The Limit is the number of cycles that pass before moving on to the Decisive Battle Phase.

Regardless of the development of the story, once the Limit is reached, the Decisive Battle Phase begins.

Generally a scenario should have a Limit of 2, but for longer sessions, a Limit of 3 or 4 is okay.

### NPCs

NPCs are any characters controlled by the Admiral. They can be friendly ship girls, rivals, enemies, people pulling strings behind the curtains, etc...

### Missions

Missions are goals that the PCs should hope to accomplish. Usually the number of missions for a scenario should be about equal to the number of cycles.

Some example missions include:

- Defeat the enemy fleet.
- Sink the enemy flagship.
- Save an NPC.
- Transport a certain object to a certain location.
- Acquire a certain amount of Supplies.
- Increase your Relationship Score with a certain NPC to a certain level.

If there are multiple missions, some may be more difficult than others, but try to make at least one of them reasonable to accomplish.

### Scenario Events

The Admiral may feel free to include various Scenario Events in between the regular Events.

Some examples include:

- A scene where an enemy plot is thwarted.
- Interactions between PCs and NPCs.
- Scenes revealing information about the enemies or allied NPCs.

### Sortie Events

Determine the Sortie Events for the scenario. Use the Encounter Table to gauge some appropriate levels of enemy forces. For regular fleet battles, use an enemy force that is about as powerful as  $[\text{Average Fleet Level} + 0\sim 1]$ , and for a Decisive Battle, use  $[\text{Average Fleet Level} + 2\sim 3]$ .

<b>Encounter Table</b>	
1	1x Ni-class Destroyer, 3x I-class Destroyer
2	1x Ni-class Destroyer (Elite), 5x Ro-class Destroyer
3	1x To-class Light Cruiser (Elite), 1x Ho-class Light Cruiser, 4x Ni-class Destroyer
4	1x Chi-class Torpedo Cruiser (Elite), 2x To-class Light Cruiser, 2x Ni-class Destroyer
5	1x Ri-class Heavy Cruiser (Elite), 1x Chi-class Torpedo Cruiser, 4x To-class Light Cruiser
6	1x Ri-class Heavy Cruiser (Flagship), 2x Ri-class Heavy Cruiser, 3x To-class Light Cruiser (Elite)
7	1x Nu-class Light Carrier (Elite), 1x Nu-class Light Carrier, 2x Ri-class Heavy Cruiser (Elite), 2x To-class Light Cruiser (Elite)
8	1x Nu-class Light Carrier (Flagship), 3x Nu-class Light Carrier (Elite), 3x Ri-class Heavy Cruiser (Elite)
9	1x Ru-class Battleship (Elite), 1x Ru-class Battleship, 1x Ri-class Heavy Cruiser (Flagship), 3x Nu-class Light Carrier (Elite)
10	1x Wo-class Standard Carrier (Elite), 2x Nu-class Light Carrier (Elite), 2x Ru-class Battleship, 1x Ri-class Heavy Cruiser (Flagship)
11	1x Wo-class Standard Carrier (Flagship), 1x Wo-class Standard Carrier, 1x Ru-class Battleship (Flagship), 2x Ru-class Battleship, 1x Chi-class Torpedo Cruiser (Flagship)

## The Ocean Map

Players and Admirals who have become accustomed to the rules may choose to play using the Ocean Map.

## Checkpoints

Checkpoints are places on the Ocean Map that the PCs may visit. The Admiral may prepare separate Scenario Events for each Checkpoint (or not, it doesn't matter). Use [Limit x 2] as the maximum number of Checkpoints per scenario. The following are the different kinds of Checkpoints.

Origin	This is the starting point on the Ocean Map.
Ocean	You cannot Dock, Supply, Develop, or Refit at these Checkpoints.
Devil's Sea	You must choose your next destination randomly.
Enemy Base	Battle with the enemy fleet as a Scenario Event.
Whirlpool	The first time you arrive at this Checkpoint, you lose 1d6 of a Supply type chosen by the Admiral.
Resource Hub	The first time you arrive at this Checkpoint, you receive 1d6 of a Supply type chosen by the Admiral, or an Item.

## Course

This is the path you follow between Checkpoints. At the end of each Scene, the players may choose to move forward to a connecting Checkpoint, or back to the Origin. After resolving any Scenario Event for a Checkpoint, resolve the regular Events normally.





# CHARACTER SHEET

T R A I T S	N A M E						Accuracy	Evasion	Equipment	Current Energy Score
	Class									
	Level									
	Starting Traits	Supply Affinity	F	G	S	B	Firepower	Armor	Energy	
	Background	Charm	Personality	Hobby	Naval	Warfare				
2	Connections	Honest	Mysterious	Sleeping	Ciphers	Electronic Warfare	2			
3	Fame	Cool	Patient	Imagination	Communications	Airstrike	3			
4	Dark Past	Gentle	Considerate	Animals	Enemy Awareness	Aerial Combat	4			
5	Old-fashioned	Graceful	Serious	Reading	Protocol	Anti-Aircraft	5			
6	Catchphrase	Brave	Competitive	Food	Supply	Assault	6			
7	Lucky	Smile	Energetic	Conversation	Standby	Shelling	7			
8	Idol	Foolish	Optimistic	Shopping	Maneuvering	Withdrawal	8			
9	Secret Weapon	Invigorating	Polite	Entertainment	Navigation	Support	9			
10	Refined	Funny	Cruel	Fashion	Command	Torpedoes	10			
11	Figure	Lewd	Free-spirited	Bathing	Hygiene	Anti-Submarine	11			
12	Lived Abroad	Fleashy	Bold	Romance	Maintenance	Night Fighting	12			

E Q U I P M E N T	Trait	Type	Rng	Acc	Fire Power
		Capability			
		Type	Rng	Acc	Fire Power
	Trait	Capability			
		Type	Rng	Acc	Fire Power
	Trait	Capability			
		Type	Rng	Acc	Fire Power
	Trait	Capability			

C H A R A C T E R S	Name	Sup Box	Rel Score	Relationship Type
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		

I T E M S		X P

C O M B A T / I N H E R E N T	Trait	Auto Move
	Effect	Sub
	Trait	Auto Move
	Effect	Sub
	Trait	Auto Move
	Effect	Sub

C O N D I T I O N	Damage to Hit Conversion Table			
	Armor x1	Armor x2	Armor x3	Armor x4
	1	2	3	4
			-1 modifier to checks May not use Aircraft or Torpedo Abilities	
	<input type="checkbox"/> Light Damage	<input type="checkbox"/> Medium Damage		
	-2 modifier to checks May not use Aircraft or Torpedo Abilities		Inoperative	

R E A C T I O N	1	
	2	
	3	
	4	
	5	
	6	

--



# Event Card



Combined Fleet Girls Collection RPG EVENT CARD



## Everyday Scene

Recover Energy



## Social Scene

Increase Relationships



## Recreation Scene

Acquire Items



## Training Scene

Increase Combat Ratings



## Expedition Scene

Acquire Supplies



## Strategy Scene

Gain advantages in battle

Supply, Refit, and  
Development Allowed

Keyword

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## Strategy Scene

Gain advantages in battle

Supply, Refit, and  
Development Allowed

Keyword

1

航行序列

2

航行序列

3

航行序列

4

航行序列

5

航行序列

6

航行序列

# 艦隊シート



## ● 戦闘の流れ

- ① 航空戦フェイズ
- ② 1ラウンド目：超遠距離砲撃フェイズ
- ③ 1ラウンド目：長距離砲撃フェイズ
- ④ 1ラウンド目：中距離砲撃フェイズ
- ⑤ 1ラウンド目：短距離砲撃フェイズ
- ⑥ 2ラウンド目：短距離砲撃フェイズ
- ⑦ 雷撃戦フェイズ
- ⑧ 夜戦フェイズ

同じ航行序列に敵艦がいたら、同じ航行序列にいる敵艦の中から目標を選ぶ。

同じ航行序列に敵艦がいなかったら、好きな敵艦の中から目標を選ぶ。

● フェイズでは、航行序列の順番に行動

● 同じ航行序列の場合、PC→NPCの順番に行動

航行序列

1

航行序列

2

航行序列

3

航行序列

4

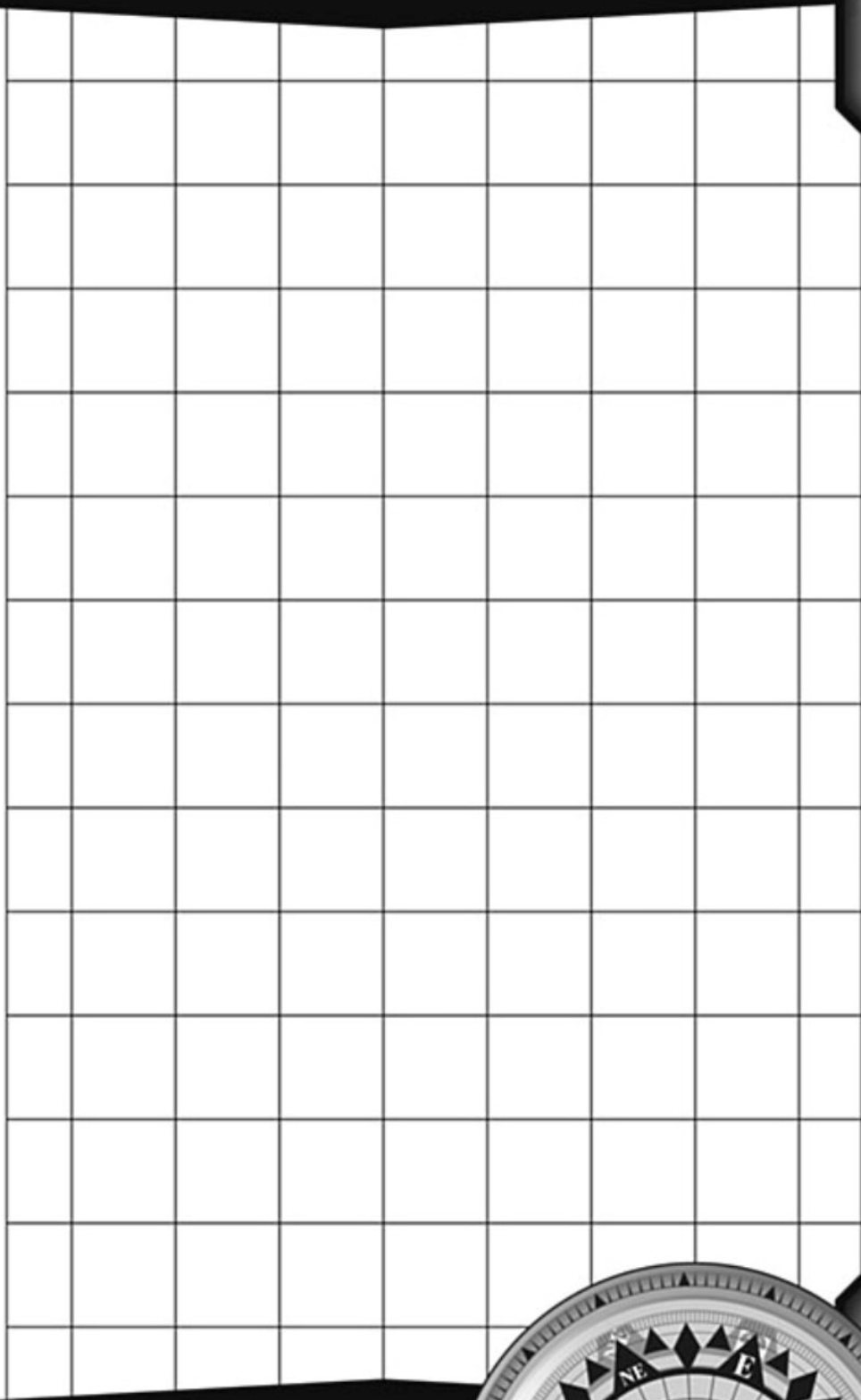
航行序列

5

航行序列

6

—— 海域名 ——



# 海域マップ

