

KANCOLLE RPG

**Kancolle Managerial Naval Base
and
Toichiro Kawashima/
Adventure Planning Service**

INTRODUCTION

This book contains the rules for a tabletop roleplaying game, a kind of game that lets you go on adventures in another world using the combined powers of conversation and dice-rolling.

“Role-playing” is when you take on the role of a character in a story. You do not necessarily have to perform like you are an actor in a play (although you can); it is enough to simply think about what the character would do and describe those actions.

These rules provide a general outline that explains how the events in a game could progress. However, because all sorts of things can happen in a tabletop roleplaying game, it would be impossible for the rules to cover every possibility. If a player wants to do something not covered by the rules, the gamemaster (henceforth referred to as “the Admiral”) should feel free to change or alter the rules if it would result in the game being more fun.

If a situation arises where the rules are vague or confusing, the Admiral should decide how best to interpret them. The players should accept the Admiral's decisions for the sake of keeping the game flowing.

THINGS YOU WILL NEED

Rulebook

This book. The one you are reading right now. You will need at least one copy, although it will make things easier if you have a copy for every player.

A Writing Utensil

Perhaps a good old #2 pencil, a mechanical pencil, or even an erasable pen. Anything that can be easily erased will be preferable.

Random Number Generation Cubes

Around five six-sided dice for each person should be enough.

Character Sheets

You will need one of these sheets for each player. You can copy or print out the one included in this book.

Event Cards

These cards are used during the Naval Base phase of the game. You will need one for each player for each cycle of the scenario that you will be playing. You can copy or print out the ones included in this book.

The Naval Base Record Sheet and The Fleet Sheet

These are used to keep track of information related to your naval base and to track the fleet during battle. You will need one of each. You can copy or print out the ones included in this book.

Tokens

You will need something that you can use to represent the shipgirls and the Abyssal ships. Pawns scavenged from other games, meeples, action figures, pocket change, scraps of paper with your characters' names written on them, or anything else you can think of. You might also want some counters to use to track damage.

GLOSSARY

nD6

This is a shorthand way of saying “roll 'n' number of six-sided dice and add together the total.” If you roll 1D6, the total would be the number shown on the die. If you roll 2D6, you would add

together the numbers shown on the faces of both dice.

D66

Roll 2 six-sided dice. Use the lowest number shown on the two dice as the “tens” place and the larger number as the “ones” place. This generates a number from 11-66.

The Admiral

The Admiral is the person who prepares a scenario, stewards the game through its various scenes and phases, makes decisions regarding the rules, plays the part of various characters, and tells a story. They are also sometimes called the “gamemaster” or “GM.”

Player

These are the people who take on the role of the shipgirls and accept the challenge of the Admiral's scenario. Each player prepares their own shipgirl character to take part in the game.

Character

These are any of the characters that appear in the game. Each player is in control of their own character, whom they use to push the events of the game forward.

PC

This is short for “Player Character,” the characters specifically controlled by each of the players. They will grow and change depending on the events that occur in the game.

NPC

This is short for “Non-Player Character.” Any character that is not a PC is an NPC. This includes shipgirls and other people inside the naval base, the Abyssal ships, and others. Generally, they will be controlled by the Admiral.

Tables

A table that includes a dice descriptor in its title (for example: 1D6) indicates a randomly generated result. When using these tables, roll the number of dice indicated on the table and apply the effect on the table that corresponds to the result of the die roll.

CHAPTER 1: CHARACTERS

Characters are actors in the game world that are controlled by the players and the Admiral. They are divided into two main types, the player-controlled PCs and the Admiral-controlled NPCs.

If this is your first time playing the Kancolle RPG, the first thing you will want to do is look through the “Shipgirl Directory,” choose one whom you would like to play as, and print out or copy her information.

READING THE SHIPGIRL ENTRIES

The entries contained in the “Shipgirl Directory” will have lots of information. This section will explain how to read the entries for maximum understanding

Basic Information

Each shipgirl's basic information will consist of her “Level,” her “Name,” her “Classification,” and her “Supply Affinity.”

Level

A shipgirl's level is a representation of how much training she has and how powerful she is.

Every shipgirl begins the game at level 1. She will gain levels and increase in strength with each session that you play.

Name

This is, obviously, the shipgirl's name. In addition to her name, each shipgirl will also have a ship class and number. Shipgirls of the same class are connected to each other much like sisters. You can think of the shipgirls with a lower ship number as being like the older sisters.

Classification

A shipgirl's classification describes what type of ship she is. A shipgirl's overall specifications are determined based on her classification.

The different classifications are: Destroyer, Light Cruiser, Heavy Cruiser, Light Carrier, Standard Carrier, and Battleship.

Destroyers	These small shipgirls have light armor but excellent evasion. They specialize in getting close to enemy ships and pressing them with their torpedoes. They also have the highest Energy levels and are highly reliable when in a pinch.
Light Cruisers	These shipgirls are the smaller of the types of cruisers, with high Energy and Evasion. They have very accurate fire and should prove their worth during engagements.
Heavy Cruisers	These larger cruisers possess high stats across the board and are effective in a wide variety of situations.
Light Carriers	These are smaller sized aircraft carriers. They have higher Energy than standard carriers, which makes them easier to handle, but their thin armor means that they must be careful during battle.
Standard Carriers	These aircraft carriers specialize in making long-range attacks using their aircraft. However, they are every expensive to repair.
Battleships	Battleships carry the most powerful guns and are protected by the thickest armor. They are also expensive to repair, and are not as reliable in a crisis.

Supply Affinity

Supply affinity describes the relationship between a shipgirl and the different resource types. By using the naval base's stocks to resupply themselves, the shipgirls can restore their spent energy. A shipgirl's supply affinity is determined by her classification.

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

A shipgirl with a supply affinity of ○ can recover 1 point of energy by spending 1 of that resource type.

A shipgirl with a supply affinity of △ can recover 1 point of energy by spending 1 of that resource type.

A shipgirl with a supply affinity of × cannot spend that resource type to recover energy.

Combat Ratings

Combat ratings are values that represent a shipgirl's capabilities in combat. Each shipgirl has her own combat ratings. The higher a combat rating, the better that shipgirl is. The five different combat ratings are "Accuracy," "Firepower," "Evasion," "Armor," and "Equipment."

Accuracy

How likely it is for your attacks to hit.

Firepower

How much damage you deal when you attack.

Evasion

How easy it is for you to avoid enemy attacks.

Armor

Determines how much you are injured when you take damage.

Equipment

How many equipment abilities you can have.

Traits

Traits represent a character's disposition and personal qualities. They are used to determine the results of various challenges throughout the game. Each shipgirl has her own personal traits.

There are six categories of traits—"Background," "Charm," "Personality," "Interests," "Naval," and "Combat"—and eleven different traits in each category, for a total of 66 unique traits in all. Each trait is described in detail below.

Starting Traits

Each shipgirl begins the game with several traits, known as "Starting Traits." A shipgirl's

number of starting traits depends on her classification.

Destroyers	3 Starting Traits
Light Cruisers	3 Starting Traits
Heavy Cruisers	4 Starting Traits
Light Carriers	4 Starting Traits
Standard Carriers	5 Starting Traits
Battleships	5 Starting Traits

It is possible for shipgirls to gain additional traits during the course of the game, but regardless of a shipgirl's classification, she can never have more than six traits.

Merits and Defects

Traits are divided into two types, “Merits” and “Defects.”

Merits are designated by a ○, and can be used freely without any problems.

Defects are designated by a ×, and using them can result in a number of different events occurring. A defect may represent something that the shipgirl is unskilled at or something with which she has an excessive negative preoccupation. It is up to you as a player to decide how your character views her defects.

Free Traits

When a shipgirl has “Free” listed as one of her starting traits, you may choose to give her any available trait.

Gaps

“Gaps” are any of the columns on the trait table that contain empty spaces. You may choose one of these columns and completely fill it in. A filled in gap is ignored when determining the difficulty of an action check (action checks will be explained later).

Filling Out the Trait Table

Take your character sheet and mark all of your shipgirl's starting traits. Place a ○ next to all of the merits and a × next to all of the defects.

Background Traits

This category consists of traits that are common knowledge about a shipgirl or which are natural, inborn characteristics.

Connections

This trait represents close friends and acquaintances or perhaps a large number of sister ships. It may be used when trying to enlist the help of an NPC who hasn't yet appeared in the session.

Famous

This trait represents a great and well known accomplishment in your past. There are also times when it might not be linked to anything specific that you did.

Dark Past

This trait represents something that is difficult to talk about, perhaps a sad parting or an embarrassing mistake. Everyone has something they wish they could forget.

Old-fashioned

This trait represents an outdated custom or way of thinking that you still cling to. Heian, Sengoku, Edo, Showa—there are all sorts of eras that you could be drawn to.

Catchphrase

This trait represents an unusual way of speaking. It could be a verbal tic, a favorite word or phrase, or even a regional accent.

Lucky

This trait represents good luck and good fortunes. Shippirls who have this trait are sometimes known as lucky ships.

Idol

This trait represents a unique or unusual level of popularity. You might be a famous performer with lots of fans.

Secret Weapon

This trait represents an experimental shippirl or one who has special equipment. It is used when you are hiding something or when you have some sort of secret purpose.

Refined

This trait represents having been raised as a member of high society. If you have this trait as a defect, it might mean that you are sheltered and have problems fitting in with normal society.

Figure

This trait represents a beautiful and stylish body. You might have attractive, balanced features, or perhaps a specific part of your physique is truly exceptional.

Lived Abroad

This trait represents your experience of having lived in another country. It may be used whenever you have to do things that relate to foreign cultures.

Charm Traits

This category consists of traits that make a shippirl attractive to others and which draw people to her.

Earnest

You are more obedient and more passive than other people. Most shippirls with this trait are very trusting of others, and more honest and upfront.

Cool

You are collected and level-headed. This trait may be used when you need to stay composed and keep your emotions from getting to you.

Gentle

You are overflowing with kindness and compassion. A shippirl who has this trait as a defect might get angry at others easily.

Graceful

You speak and act with a certain grace. This trait may be used when you need to keep quiet or avoid causing a commotion.

Determined

You always stick things out to the end, especially during times of crisis. Many of the younger shippirls possess this trait.

Smile

You possess a charming smile. A shippirl's smile carries with it the hopes and dreams of many people... in theory, anyway.

Foolish

Not everybody has to be reasonable and act normal all of the time. Girls who break the mold

can have a charm all their own.

Lively

You are pure, unhindered, and don't keep anything bottled up. Shipgirls with this trait brighten up everybody's day.

Funny

You cheer people up wherever you go. Your stories make people laugh, and they're happy to be around you.

Lewd

You're incredibly sexy. Shipgirls with this trait give others a rush when they're around—even other shipgirls!

Flashy

Something about you, maybe your clothes or the way you act, attracts attention. Shipgirls with this trait can turn even minor events into a big scene.

Personality Traits

This category consists of traits that represent a shipgirl's moral compass and her personal psychology.

Mysterious

You are strange and hard to understand. This trait might also be useful when it comes to understanding other mysteries as well.

Composed

You don't let minor things get to you. Even when you trust someone and they let you down, it won't change the way you feel about them.

Considerate

You love helping other people and taking care of them. The younger shipgirls find it easy to look up to you.

Serious

You treat everything seriously. You are devoted to both your work and your friends. Some people are so serious that they find themselves unable to compromise.

Competitive

You hate losing to other people. Even though there are times when you can't win no matter how hard you try, that competitive spirit still comes in handy.

Energetic

You are lively and invigorating. With a positive attitude, you should be able to overcome all sorts of troubles.

Optimistic

You always look on the bright side and don't dwell on the past. Some things you can't do anything about, so it's best to trust yourself and hope for the best.

Mindful

You are cautious and meticulous. You even pay a lot of care to minor details, since you never know when showing a little care could have big consequences.

Cruel

You don't care if what you do ends up upsetting others. Sometimes we even end up hurting the ones we love, don't we?

Free-spirited

You don't like it when things hold you back. Rules, morals, and even common sense can't stop you from doing what you want.

Bold

You've got a lot of guts, and you don't want to look like a coward in front of others. Shipgirls who have this trait as a defect might be shy or timid.

Interest Traits

This category consists of traits that showcase a shipgirl's tastes, her likes and dislikes, and her hobbies.

Sleeping

Dozing. Napping. Catching some z's. You're great at falling asleep, and can catch some shuteye pretty much anywhere. I wonder if you're dreaming of something nice?

Imagination

You're great at coming up with ideas for having fun. You are a great story teller and can describe places you've never even been.

Animals

You like to keep pets, and plants too! Some shipgirls might even think of their own guns or the faeries as pets too.

Reading

You love to read books. Mystery novels, fighting comics, adult books...you don't care, as long as you're reading something.

Food

You love to eat, or maybe drink tea or even alcohol. Some shipgirls are also great cooks in their own right.

Conversation

You love talking to your friends about whatever happens to cross your mind. Shipgirls with this trait might be up to date with all the latest gossip.

Shopping

Shop 'til you drop! You love to hunt for rare items and are great at finding the best deals.

Entertainment

Whether it's singing, dancing, theater, or movies, you love entertainment made for the masses. You also love performing yourself.

Fashion

You're fastidious when it comes to hair, makeup, and clothing. You always know what the current trends are in clothing and accessories.

Bathing

You can't wait for bath time. Shipgirls have tough jobs, and they take their relaxation time very seriously.

Romance

You love stories of love between two people. You've even heard rumors that there are some shipgirls who love other shipgirls...!

Naval Traits

This category consists of traits that represent skills and knowledge that are indispensable for a shipgirl while at sea.

Encryption

This is your knowledge of codes, passwords, and ciphers. You can read secret plans and symbols and can pass along information without being overheard by the enemy.

Communications

This is the skill to use communications equipment to converse with people even at long distances. You can hail other ships, naval bases, etc...

Detection

This is the ability to locate the enemy during operations. You can also find your own allies if you become lost or separated.

Protocol

This is your knowledge of the rules and regulations to follow in base or as part of a convoy. Maintaining military discipline is important in times of war.

Supply

This is your knowledge of supplies and raw materials. Resupplying at sea can invite danger, but it's unavoidable on long expeditions.

Reserve

You are good at preparing and waiting for your chance to come. The base can't be left undefended, after all. Remaining on standby is important too.

Maneuvering

This trait represents your skill at altering your position while at sea. When it comes to traversing the oceans, this skill is especially important.

Navigation

This is the ability to read and prepare navigational charts. There are still many parts of the ocean that are uncharted, and reliable maps are a precious resource.

Command

This is the ability to direct the actions of the entire fleet. Understanding your objectives and controlling your fire are paramount.

Hygiene

This is the knowledge necessary to stay healthy and prevent illness. You also know how to treat simple diseases and injuries.

Maintenance

This is the ability to repair and modify equipment. Usually this is a job left for the maintenance teams, but many shipgirls prefer to take responsibility when it's their own lives that are on the line.

Warfare Traits

This category consists of traits that represent the various methods and strategies that shipgirls employ in combat.

Electronic Warfare

This is the ability to intercept, jam, and hijack enemy communications. It can also be used to ensure that allied communications are transmitted safely.

Bombing

This is the ability to attack enemy ships using carrier-based bombers and attack aircraft.

Aerial Combat

This is the ability to command battles between carrier-based aircraft. You can direct the faeries to shoot down enemy planes.

Anti-Aircraft

This is the ability to defend yourself from attacks made by enemy aircraft using high-angle artillery and machine guns.

Assault

This is the ability rush at enemy ships and attack them. Getting close to your opponent is a valuable skill for ships with short range weapons.

Artillery

This is the ability to fire on enemy ships using your main guns. It is one of the fundamentals of naval warfare.

Withdrawal

This is the ability to escape from enemy ships when under attack. There are many situations, such as during rescue operations, where being able to disengage quickly is important.

Support

This is the ability to aid and defend other ships and shipgirls during an engagement. It is an important part of undertaking coordinated actions.

Torpedo

This is the ability to attack enemy ships using your torpedoes. You can increase your accuracy by controlling the delay and spread of the torpedoes.

Anti-Submarine

This is the ability to locate and attack submerged submarines using mines, sonar, and depth charges.

Night Battle

This is the ability to fight during the night time. It can be difficult for shipgirls, who rely on their eyesight, to pick out enemies at night.

Energy

“Energy” is a representation of how much fuel a shipgirl consumes. It varies from shipgirl to shipgirl.

You can expend energy in order to re-roll checks and to acquire new traits.

The energy value listed in each shipgirl's description is the maximum value. If your energy falls to 0, you become inoperative.

When you recover energy, you can never recover more than your maximum value. When you spend or lose points of energy, your energy can never fall below 0.

Condition Monitor

The “Condition Monitor” represents how much damage a shipgirl has taken. There are five levels of damage: “Undamaged,” “Light Damage,” “Medium Damage,” “Heavy Damage,” and “Sunk.”

Whenever you take damage, divide the amount of damage by your armor rating (round down). The result is the number of hits you take, and how many boxes you fill in on the condition monitor.

Undamaged	0 Hits
Light Damage	1 Hit
Medium Damage	2 Hits
Heavy Damage	3 Hits
Sunk	4+ Hits

The Effects of Damage

A shipgirl can suffer special effects depending on how much damage she has taken. The effects of each level of damage are not cumulative with each other.

Undamaged	No effect.
Light Damage	No effect.
Medium Damage	Apply a -1 modifier to all action checks. You cannot use "Aircraft" or "Torpedo" equipment abilities.
Heavy Damage	Apply a -2 modifier to all action checks. You cannot use "Aircraft" or "Torpedo" equipment abilities. Ignore the penalty for using defects.
Sunk	You become inoperative.

Recovering From Damage

You can recover from damage that you have taken by spending fuel and steel in order to "Dock." Docking is explained in detail in Chapter 5.

Abilities

"Abilities" are special skills acquired by shipgirls. Each shipgirl has a different set of skills.

There are three types of abilities: "Equipment Abilities," "Combat Abilities," and "Inherent Abilities."

Equipment Abilities	These are weapons, equipment, and other items that are used during battle.
Combat Abilities	These abilities can provide special effects under certain circumstances.
Inherent Abilities	These are special abilities that are unique to each shipgirl.

Relationship Scores

"Relationship Scores" represent how strong a relationship each shipgirl has with the other characters. They range in value from 0-5, and include a relationship type as well as a "Support Box."

You can raise your relationship scores over time. While they start at 0, they will increase during the course of the game. The maximum value for a relationship score is 5.

Whenever a relationship score increases or decreases, you are free to change the relationship type. The type of relationship describes your feelings towards that character, and can be anything you choose. If you are unable to think of anything, you may determine the relationship type randomly by rolling on the relationship table.

Relationship Table (Positive/Negative)		1D6
1	Cute/Irritating	
2	Amazing/Unfortunate	
3	Fun/Scary	
4	Cool/Worrisome	
5	Adore/Bully	
6	Love/Despise	

Items

“Items” are single-use objects that you can acquire during the course of the game. You will not have any items at the start of the game.

A PC may carry a maximum of two items at once.

Reactions

“Reactions” are responses that a shippgirl might give to various situations.

Whenever the player or the Admiral feels that the shippgirl should deliver a line, you may roll on the reaction table to choose a reaction at random.

NAGATO

Nagato-class Battleship #1

Combat Ratings

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

Starting Traits

- Connections (Background 2)
- Serious (Personality 5)
- Command (Naval 10)
- Supply (Naval 6)
- Free

Specialization

Offensive, Utility

Abilities

Large-caliber Naval Gun	[Command]
Secondary Gun	[Serious]
Volley Fire	[Serious]
The Power of the Big 7	None

Reaction Table

1. "Don't make light of the power of the Big 7."
2. "Alright! Fleet, form up on me!"
3. "I'm excited."
4. "My thanks."
5. "The Nagato class's armor isn't just for show."
6. "It's nothing compared to the honor of being the flagship of the combined fleet, but I'll take it."

The Power of the Big 7

Type	Inherent
Trait	None
Activation	Auto
Category	Nagato
Effect	Whenever you score a special on a firing check, increase the firepower of the attack by an additional 2 points.

A battleship who boasts amazing firepower and tough armor. The world-renowned "Big 7" name (the world's seven largest battleships) isn't just for show. She's a reliable leader who should have no trouble commanding an entire fleet.

KONGOU

Kongou-class Battleship #1

Combat Ratings

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

Starting Traits

- Lived Abroad (Background 12)
- Romance (Interests 12)
- Assault (Warfare 6)
- Free
- Free

Specialization

Deployment, Offensive

Abilities

Large-caliber Naval Gun	[Assault]
Secondary Gun	[Romance]
Wild Fire	[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 can do even better, so keep watching!"
4. "Wow! Congratulations!"
5. "Fire!"
6. "Shit!"

Burning Love!!

Type	Inherent
Trait	None
Activation	Sub
Category	Kongou
Effect	You may use this ability whenever you increase one of your relationship scores. If you spend 1D6 points of energy, you may increase that relationship score by 1 additional point.

A fast super-dreadnought battleship equipped with powerful guns. She was born in Britain before returning to Japan, and she always keeps the fleet in good spirits. You can hear her cheerful voice on a daily basis. "Admiral! It's almost tea time!"

HARUNA

Kongou-class Battleship #3

Combat Ratings

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

Starting Traits

- Earnest (Charm 2)
- Maneuvering (Naval 8)
- Free
- Dark Past (Background 4)
- Free

Specialization

Deployment, Strategy

Abilities

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

Reaction Table

1. "Haruna is okay!"
2. "Haruna is 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!"

I'm Okay!

Type	Inherent
Trait	None
Activation	Auto
Category	Haruna
Effect	You may ignore check penalties imposed by damage.

A cornerstone of heavy engagements who combines firepower, armor, and maneuverability. A lovely, ideal woman who will give her everything for the sake of the fleet if she believes it will lead to victory, no matter the cost. "Haruna is okay!"

KIRISHIMA

Kongou-class Battleship #4

Combat Ratings

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

Starting Traits

- Bold (Personality 12)
- Reading (Interests 5)
- Electronic Warfare (Warfare 2)
- Detection (Naval 4)
- Free

Specialization

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

Brains of the Fleet

Type Inherent

Trait None

Activation Sub

Category Kirishima

Effect You may use this ability when determining the formation, before positions have been revealed. If you spend 3 points of energy, you may use two dice to determine your position and choose either of them after the positions have been revealed.

A glasses-wearing brainiac and the youngest of the four fast battleship sisters. In addition to her detailed battle analysis, she also has a reputation for being a dynamic combatant. She seems to view her sister Haruna as a potential rival.

AKAGI

Akagi-class Standard Carrier #1

Combat Ratings

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

Starting Traits

- Detection (Naval 4)
- Aerial Combat (Warfare 4)
- Free
- Sleeping (Interests 2)
- Food (Interests 6)

Specialization

Air Superiority, Defensive

Abilities

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

Reaction Table

1. "Never heard of her."
2. "Hurry up and swap weapons!"
3. "I guess nobody needs three flight decks."
4. "We mustn't conceited over this victory."
5. "Things are great."
6. "What is this I'm feeling?"

Pride of the 1st Carrier Division

Type	Inherent
Trait	None
Activation	Auto
Category	Akagi
Effect	You may ignore modifiers to checks imposed by damage. Add a +1 modifier to your firing checks for each hit that you have suffered.

Capable of carrying a large number of planes, she forms the core of naval task forces. While she takes her position as the pride of the 1st Carrier Division seriously, she has also made a name for herself as a glutton who wreaks havoc on the base's resource reserves.

KAGA

Kaga-class Standard Carrier #1

Combat Ratings

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

Starting Traits

- Cool (Charm 3)
- Bombing (Warfare 3)
- Free
- Competitive (Personality 6)
- Conversation (Interests 7)

Specialization

Strategy, Air Superiority

Abilities

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

Reaction Table

1. "I will not surrender here."
2. "I did it."
3. "Don't put me with those 5th Carrier Division kids."
4. "They're all great kids."
5. "Truly exhilarating."
6. "I'm outraged."

One Hit Kill

Type	Inherent
Trait	None
Activation	Auto
Category	Kaga
Effect	Treat the "Airstrike" capability of your equipment abilities as if it were 1 point higher.

A carrier who carries more planes than anyone else and uses them to outrange her opponents. Her cool, emotionless exterior gives her the image of a silent commander type. There are also rumors that she may be in possession of an unexpectedly frail psyche.

SHOUKAKU

Shoukaku-class Standard Carrier #1

Combat Ratings

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

Starting Traits

- Considerate (Personality 4)
- Aerial Combat (Warfare 4)
- Withdrawal (Warfare 8)
- Lucky (Background 7)
- Free

Specialization

Air Superiority, Defensive

Abilities

Carrier-based Torpedo Bomber	[Aerial Combat]
Carrier-based Fighter	None
Substitution	[Lucky]
Designated Damage Taker	None

Reaction Table

1. "Here I go! All planes, attack!"
2. "Geez! Why am I always the only one?"
3. "Shall I send out the recon planes?"
4. "I wonder if Zuikaku is okay."
5. "Looks like... I'll be leaving again..."
6. "I get hurt easily. Isn't that right, Zuikaku?"

Designated Damage Taker

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 may take that damage instead.

An unassuming carrier with a delicate air about her. She's constantly worrying about her younger sister, Zuikaku. Although she is fast enough, she seems to suffer an unusually large amount of damage. "Geez! Why am I always the only one?"

ZUIKAKU

Shoukaku-class Standard Carrier #2

Combat Ratings

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

Starting Traits

- Lucky (Background 7)
- Competitive (Personality 6)
- Bombing (Warfare 3)
- Free
- Free

Specialization

Air Superiority, Strategy

Abilities

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

Reaction Table

1. "What are you doing? Do you want to get bombed?"
2. "Who are you calling a turkey? This is no joke!"
3. "The goddess of luck is on my side!"
4. "I wonder if Shoukaku is doing okay?"
5. "What is it what is it? I can't wait!"
6. "I'm so bored. It's not good for my morale, you know."

Lucky 5th Carrier Division

Type	Inherent
Trait	None
Activation	Auto
Category	Zuikaku
Effect	Whenever you roll on the accident table, choose a random character appearing in that scene (yourself included). Apply the effect of the roll on the accident table to that character instead.

A lucky ship who shoulders half the burden of supporting a carrier task force. For some reason enemy fire seems to fly right over her determined, twintail-sporting head. "The goddess of luck is on my side!"

RYUUJOU

Ryuujou-class Light Carrier #1

Combat Ratings

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

Starting Traits

- Catchphrase (Background 6)
- Gentle (Charm 4)
- Free
- Figure (Background 11)

Specialization

Air Superiority, Utility

Abilities

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

Reaction Table

1. "I was waitin' for this!"
2. "Let's go!"
3. "Alright, it's decided!"
4. "I've got a unique silhouette, right?"
5. "That makes me kinda happy!"
6. "Thanks a bunch!"

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 check using the "Style" trait instead.

A petite light carrier who combines high speed with the ability to launch a large number of planes one after the other, her big charm point is her unique silhouette. She'll beg for the spoils of war in her trademark Kansai accent. "I... I did great, didn't I? Praise me praise me!"

JUNYOU

Hiyou-class Light Carrier #2

Combat Ratings

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

Starting Traits

- Free-spirited (Personality 11)
- Shopping (Interests 8)
- Aerial Combat (Warfare 4)
- Refined (Background 10)

Specialization

Air Superiority, Utility

Abilities

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

Reaction Table

1. "Hyahaah!"
2. "Huh? I'm not drunk. I'm stone sober."
3. "Let's go all out. All out!"
4. "Heh heh."
5. "Whoa, that was so cool. I think I'm falling in love with myself!"
6. "Not bad, not bad!"

Hyahaah!

Type	Inherent
Trait	None
Activation	Auto
Category	Junyou
Effect	Whenever you succeed at a check for a social or recreation event, each PC that is not docked recovers 1 point of energy.

An unusual light carrier who began her life as the luxury liner "Kashiwara Maru" before she was redesigned. She has an excellent handle on her aircraft. Despite her classy upbringing, she is also very intense, though that too is part of her charm. Don't let her frequent outbursts fool you into thinking that she's been drinking on the job.

NACHI

Myoukou-class Heavy Cruiser #2

Combat Ratings

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

Starting Traits

- Cool (Charm 3)
- Command (Naval 10)
- Free
- Anti-Aircraft (Warfare 5)

Specialization

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? Is this part of some plan?"
3. "For tonight, at least, let's drink!"
4. "Here I go! Those cowards are still out there!"
5. "Hmm... Not bad."
6. "Looks like I won't be fighting on the front line..."

Team Nachi

Type	Inherent
Trait	None
Activation	Auto
Category	Nachi
Effect	During battle, increase the firepower rating of all allied ships in the same position as you (other than yourself) by 1 point.

An experienced flagship who is well-versed in a wealth of tactics. There are many shipgirls who you have heard would like to be commanded by such a cool and handsome ship. Though she seems detached, she can often be seen casually raising a glass after battle.

HAGURO

Myoukou-class Heavy Cruiser #4

Combat Ratings

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

Starting Traits

- Graceful (Charm 5)
- Mindful (Personality 9)
- Free
- Bold (Personality 12)

Specialization

Strategy, Defensive, Utility

Abilities

Medium-caliber Naval Gun	[Mindful]
Secondary Gun	[Bold]
Emergency Repairs	[Considerate]
I'm Sorry!	None

Reaction Table

1. "Umm... I'll do my best!"
2. "I'm 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..."

I'm Sorry!

Type	Inherent
Trait	None
Activation	Auto
Category	Haguro
Effect	Whenever you re-roll a check, you may reduce the amount of energy spent by 1 point.

A brave and powerful ship with a long service record. However, she's so reserved and polite that she'll retreat like a scolded puppy whenever you try to praise her. If only she had more confidence.

ATAGO

Takao-class Heavy Cruiser #2

Combat Ratings

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

Starting Traits

- Lewd (Charm 11)
- Considerate (Personality 4)
- Night Battle (Warfare 12)
- Free

Specialization

Deployment, Strategy, Defensive

Abilities

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

Reaction Table

1. "Panpakapan!"
2. "Geez, you're more spoiled than I thought."
3. "Nooo!"
4. "Right away! Teehee."
5. "I'll be your strength!"
6. "Huh? These aren't refits, they're natural."

I'll Be Your Strength

Type	Inherent
Trait	None
Activation	Sub
Category	Atago
Effect	You may use this ability whenever someone fails a check. You may clear your support box for that character.

A captivating heavy cruiser with blond hair, blue eyes, a dynamite body, and the strength to match. Playful, vibrant, and warm-hearted, she's always ready to lend a hand no matter what kind of trouble you find yourself in.

MAYA

Takao-class Heavy Cruiser #3

Combat Ratings

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

Starting Traits

- Energetic (Personality 7)
- Anti-Aircraft (Warfare 5)
- Free
- Anti-Submarine (Warfare 11)

Specialization

Deployment, Offensive, Defensive

Abilities

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

Reaction Table

1. "You're getting on my nerves!"
2. "Huh?"
3. "You can hide behind me if you're scared!"
4. "Well obviously. It's me, Maya, after all."
5. "Damn it!"
6. "You thought I'd go easy on you!?"

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.

A powerful heavy cruiser brimming with anti-aircraft guns. The third of the Takao sisters, after Takao and Atago. The "AA Queen" has quite a mouth on her, and she'll cheerfully cut across the oceans all the while shouting up a storm.

CHOUKAI

Takao-class Heavy Cruiser #4

Combat Ratings

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

Starting Traits

- Serious (Personality 5)
- Imagination (Interests 3)
- Night Battle (Warfare 12)
- Free

Specialization

Deployment, Strategy, Offensive

Abilities

Medium-caliber Naval Gun	[Imagination]
Machine Gun	None
Formation Change	[Mysterious]
Just As I Calculated	None

Reaction Table

1. "It all went according to my calculations."
2. "Enemy ships spotted to our left!"
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."

Just As I Calculated

Type Inherent

Trait None

Activation Auto

Category Choukai

Effect During battle, if there are one or more enemy ships in the same position as you, increase your firepower by a number of points equal to the number of enemy ships that share your position.

A bespectacled commander who brings together a clear head and a wealth of creative strategies. The fourth of the Takao-class heavy cruisers. Polite and calm, she's the exact opposite of her older sisters, but she's just as series when it comes to fighting.

TENRYUU

Tenryuu-class Light Cruiser #1

Combat Ratings

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

Starting Traits

- Command (Naval 10)
- Free
- Competitive (Personality 6)

Specialization

Deployment, Offensive, Utility

Abilities

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

Reaction Table

1. "Fufufu, ya scared?"
2. "Too scared to talk?"
3. "I'm way above average!"
4. "Shaking in your boots, eh?"
5. "You sure it's okay to let me get this strong?"
6. "You should be lauded for wearing me down this much. Not bad."

Overflowing Confidence

Type	Inherent
Trait	None
Activation	Auto
Category	Tenryuu
Effect	When you make a check using a defect, you score a special on a result of 10 or greater.

The longest serving light cruiser. A fierce and hot-blooded combatant, she also has a gentler nurturing side that she shows when leading destroyers. There's (probably) no real basis for all her confidence. It's best just to treat her like the lovable loudmouth that she is.

TATSUTA

Tenryuu-class Light Cruiser #2

Combat Ratings

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

Starting Traits

- Gentle (Charm 4)
- Cruel (Personality 10)
- Navigation (Naval 9)

Specialization

Deployment, Strategy, Offensive

Abilities

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

Reaction Table

1. "Don't blame me if you lose your hand."
2. "Don't you know it's dangerous to walk up behind me?"
3. "Who here wants to die?"
4. "My torpedoes are raring to go."
5. "Times like these, I just wanna relax for a bit."
6. "Don't let Tenryuu find out. She won't be happy about it."

Cut to the Bone

Type	Inherent
Trait	None
Activation	Auto
Category	Tatsuta
Effect	Increase your firepower by 2 points whenever you have taken 2 or more hits.

One of the longest serving light cruisers, along with her sister Tenryuu. Her touching features are topped off by an angelic halo. Alluring, with a calm voice, she's actually a terrifying and violent sadist. Don't lose your temper around her, if you value her life.

TAMA

Kuma-class Light Cruiser #2

Combat Ratings

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

Starting Traits

- Catchphrase (Background 6)
- Animals (Interests 4)
- Withdrawal (Warfare 8)

Specialization

Deployment, Strategy, Utility

Abilities

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

Reaction Table

1. "Nya?"
2. "I'm not a cat, nya."
3. "At your service, nya!"
4. "That tickles, nya."
5. "Nyaa..."
6. "I'm gonna curl up on the dock... Nyan."

At Your Service, 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.

In addition to her skills as a light cruiser, she also excels in support roles in combat, assisting other ships. Pet her and she'll purr. Tease her and her hands will lash out at you on their own. She loves to curl up on the dock and cat nap.

SENDAI

Sendai-class Light Cruiser #1

Combat Ratings

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

Starting Traits

- Sleeping (Interests 2)
- Night Battle (Warfare 12)
- Foolish (Charm 8)

Specialization

Deployment, Offensive, Defensive

Abilities

Medium-caliber Naval Gun	[Night Battle]
Reconnaissance Aircraft	None
Volley Fire	[Energetic]
Night Battling Fool	None

Reaction Table

1. "A night battle, of course!"
2. "What is it? Night battle?"
3. "Hurry up! Night battle!"
4. "Hey! Night battle with me!"
5. "With this I'll tear 'em apart in night battles."
6. "Morning? I'm going to sleep for a bit."

Night Battling Fool

Type	Inherent
Trait	None
Activation	Auto
Category	Sendai
Effect	Increase your firepower by 2 points during night battles.

The lead ship of the young and up-and-coming Sendai-class. Everyone acknowledges her as a night battle specialist—no, a night battle fanatic—let's call her a night battle fool. When the sun goes down she won't shut up, leading to complaints from the other shipgirls.

NAKA

Sendai-class Light Cruiser #3

Combat Ratings

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

Starting Traits

- Idol (Background 8)
- Entertainment (Interests 9)
- Free

Specialization

Deployment, Strategy, Utility

Abilities

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

Reaction Table

1. "I'm Naka, idol of the fleet. Nice to meet you!"
2. "Naka, on her way!"
3. "Kyaha! !"
4. "Naka-chan, center! I'm the star!"
5. "I won't change my course, no matter what!"
6. "Naka smile!"

Naka-chan Center

Type	Inherent
Trait	None
Activation	Auto
Category	Naka
Effect	During battle, increase your firepower by 1 point if there is at least one allied ship in a position both above and below you.

The indomitably cheerful youngest Sendai sister. She started off doing transport and escort missions but worked her way up to become the singing, dancing idol of the fleet. She wants nothing more than to take center stage.

YUUBARI

Yuubari-class Light Cruiser #1

Combat Ratings

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

Starting Traits

- Secret Weapon (Background 9)
- Serious (Personality 5)
- Maneuvering (Naval 8)

Specialization

Strategy, Offensive, Utility

Abilities

Medium-caliber Naval Gun	[Secret Weapon]
Secondary Gun	[Serious]
Formation Change	[Command]
Weapons Testing Platform	[None]

Reaction Table

1. "Experimental light cruiser Yuubari reporting!"
2. "I hate being the slowest... Don't leave me behind!"
3. "My equipment is pretty delicate. Be careful."
4. "Hey! Let's test some stuff out, okay?"
5. "Later you can tell me what you think."
6. "I can't help it! My equipment is heavy!"

Weapons Testing Platform

Type	Inherent
Trait	None
Activation	Auto
Category	Yuubari
Effect	When defaulting to another trait, treat the "Background" and "Warfare" columns as if they were connected.

This experimental light cruiser's small body is packed to the gills with equipment. Because she's always swapping out different heavy weapons, she can't help it if she's a little slow. She's earnest, brave, and deeply reliable.

FUBUKI

Fubuki-class Destroyer #1

Combat Ratings

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

Starting Traits

- Famous (Background 3)
- Serious (Personality 5)
- Free

Specialization

Deployment, Offensive, Defensive

Abilities

Small-caliber Naval Gun	[Famous]
Torpedo Tube	[Serious]
Escort Vessel	[Determined]
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. "Aye aye! I'll do my best!"

I'll Do My Best!

Type	Inherent
Trait	None
Activation	Auto
Category	Fubuki
Effect	You may ignore the modifier for repeating the same type of scene during the Naval Base phase.

The first of a new class of heavily-armed "Special Type" destroyers that shocked the world. Industrious and hard working, she'll sometimes throw herself in the way of danger in order to protect her allies. A true heroine who is loved by all.

MURAKUMO

Fubuki-class Destroyer #5

Combat Ratings

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

Starting Traits

- Competitive (Personality 6)
- Support (Warfare 9)
- Free

Specialization

Deployment, Offensive, Defensive

Abilities

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

Reaction Table

1. "No way!"
2. "Try and do your best!"
3. "Suck on this O2 torpedo why don't you!"
4. "All you idiots who stand in my way can sink!"
5. "It was obvious from the start. Aren't you pleased?"
6. "Not bad. This will make me even more appealing."

Sink!

Type	Inherent
Trait	None
Activation	Sub
Category	Murakumo
Effect	You may use this ability whenever you inflict a hit on someone. You may recover 1D6 points of energy.

The 5th ship of the Fubuki-class, she has won countless commendations. She's brave and intrepid, willing to throw herself at the enemy in order to protect her friends. A haughty and arrogant but still loving shipgirl, she cuts through the water with her one-piece sailor uniform fluttering behind her.

SAZANAMI

Ayanami-class Destroyer #9

Combat Ratings

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

Starting Traits

- Funny (Charm 10)
- Food (Interests 6)
- Catchphrase (Background 6)

Specialization

Deployment, Strategy, Defensive

Abilities

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

Reaction Table

1. "It's time!"
2. "Heave-ho!"
3. "Welcome back, master!"
4. "Hanya~!"
5. "Your tears are delicious!"
6. "I guess I'm a little grateful. Just a little."

Your Tears Are Delicious!

Type	Inherent
Trait	None
Activation	Sub
Category	Sazanami
Effect	You may use this ability whenever someone (including you) fails a check. You may recover 1 point of energy.

Although she's great at a destroyer's primary role of chasing down ships and striking them with her torpedoes, outside of battle she does nothing but fool around. She's probably the only shipgirl who calls her Admiral "Master."

AKATSUKI

Akatsuki-class Destroyer #1

Combat Ratings

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

Starting Traits

- Refined (Background 10)
- Maneuvering (Naval 8)
- × Artillery (Warfare 7)

Specialization

Deployment, Strategy, Offensive

Abilities

Small-caliber Naval Gun	[Refined]
Torpedo Tube	[Maneuvering]
High-speed Maneuvering	[Maneuvering]
Lady	None

Reaction Table

1. "Treat me like a proper lady!"
2. "I told you, I'm not a kid anymore!"
3. "O-, of course!"
4. "Thank you. You have my regards."
5. "Don't call me a kid!"
6. "No matter how you look at it, I'm number one!"

Lady

Type	Inherent
Trait	None
Activation	Sub
Category	Akatsuki

Effect You may use this ability whenever one of your relationship scores increases. If you spend 1D6 points of energy, the character towards whom your relationship score increased also increases their relationship score towards you by 1 point.

The final iteration of the "Special Type" destroyers, with increased maneuverability and a larger operational range. She is more serious than the other girls, and despite her small size she is every bit a lady. You should acknowledge her accomplishments properly. How distinguished indeed!

HIBIKI

Akatsuki-class Destroyer #2

Combat Ratings

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

Starting Traits

- Lived Abroad (Background 12)
- Cool (Charm 3)
- Food (Interests 6)

Specialization

Deployment, Offensive, Defensive

Abilities

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

Reaction Table

1. "Uraaaaa!"
2. "Do svidanya."
3. "Spasibo!"
4. "Harasho!"
5. "I don't hate it."
6. "I'm Hibiki. I earned the nickname 'The Phoenix.'"

The Phoenix

Type	Inherent
Trait	None
Activation	Sub
Category	Hibiki

Effect You may use this ability whenever you take damage. Spend up to 6 points of energy, and reduce the damage by an equal amount.

Number 22 of the "Special Type" destroyers, she's also known as "The Phoenix." A small shipgirl with a faint, cool exterior, she traverses the oceans protecting her friends. She sometimes speaks in Russian.

IKAZUCHI

Akatsuki-class Destroyer #3

Combat Ratings

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

Starting Traits

- Considerate (Personality 4)
- Energetic (Personality 7)
- Free

Specialization

Deployment, Offensive, Utility

Abilities

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

Reaction Table

1. "I'll leave that up to you!"
2. "You don't look to great. Can't have that!"
3. "I'm here for you!"
4. "That's right, you can rely on me more."
5. "Forget about it, I'm fine!"
6. "Tada!"

I'm Here For You!

Type	Inherent
Trait	None
Activation	Auto
Category	Ikazuchi
Effect	Whenever someone re-rolls a check, you may spend your own energy in place of that character.

A chivalrous ship with the strength to sink numerous enemy ships, but also the kindness to rescue their survivors. A tiny hero who tries to show the whole world her smile, there are likely many shipgirls whom she has helped weather difficult times.

INAZUMA

Akatsuki-class Destroyer #4

Combat Ratings

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

Starting Traits

- Catchphrase (Background 6)
- Earnest (Charm 2)
- Assault (Warfare 6)

Specialization

Deployment, Defensive, Utility

Abilities

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

Reaction Table

1. "Nano desu!"
2. "I'll show you I'm serious!"
3. "Hawawawa! You surprised me!"
4. "I tried my hardest..."
5. "I wish I could help our sunken enemies too..."
6. "Be careful of collisions."

Inazuma's Serious Side

Type Inherent

Trait None

Activation Sub

Category Inazuma

Effect You may use this ability whenever you deal damage to someone. Spend up to 6 points of energy, and increase the damage by an equal amount.

Number 24 of the "Special Type" destroyers. She's timid and easily embarrassed, but even when she lets out a flustered "Hawawawa," don't let that make you underestimate how serious she can be. Like her sister Inazuma, she is a gentle shipgirl who wishes she could help sunken enemy ships.

SAMIDARE

Shiratsuyu-class Destroyer #6

Combat Ratings

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

Starting Traits

- Determined (Charm 6)
- Free
- Communications (Naval 3)

Specialization

Deployment, Strategy, Defensive

Abilities

Small-caliber Naval Gun	[Determined]
Torpedo Tube	[Communications]
Sixth Sense	[Encryption]
Klutz	None

Reaction Table

1. "I'm sorry I'm so clumsy."
2. "I won't let them call me a klutz anymore!"
3. "What!?"
4. "H...how?"
5. "It's no use..."
6. "I'll give it everything I've got!"

Klutz

Type	Inherent
Trait	None
Activation	Auto
Category	Samidare
Effect	Whenever you make a check using a defect, apply a +2 modifier to the check.

A celebrated ship known for her hard work throughout many battles. While she seems to have developed a complex over some of her past failures, she is tough honest, and keeps pushing herself forward in an effort to move past it.

YUKIKAZE

Kagerou-class Destroyer #8

Combat Ratings

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

Starting Traits

- Lucky (Background 7)
- Protocol (Naval 5)
- Famous (Background 3)

Specialization

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 can feel the kiss of the goddess of luck!"
4. "Yukikaze, returning from another mission!"
5. "B...but..I can't sink!"
6. "Don't worry, I'm fine!"

Miracle Destroyer

Type	Inherent
Trait	None
Activation	Auto
Category	Yukikaze
Effect	Whenever you roll on the accident table, you may roll twice and choose either of the results.

Torpedoes pass right underneath her, and direct hits fail to detonate. This "miracle destroyer" with her innocent smile has returned from several battles completely unscathed. She's not just lucky, unless you can call days of constant training "luck."

SHIMAKAZE

Shimakaze-class Destroyer #1

Combat Ratings

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

Starting Traits

- Maneuvering (Naval 8)
- Secret Weapon (Background 9)
- Connections (Background 2)

Specialization

Deployment, Offensive, Defensive

Abilities

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

Reaction Table

1. "Oh!"
2. "Fu fu fu. You're slow."
3. "Swift like the island breeze!"
4. "You're so slooow!"
5. "Let's go, Rensouhou-chan."
6. "No one can catch me!"

One-girl Navy

Type	Inherent
Trait	None
Activation	Auto
Category	Shimakaze
Effect	During battle, if there are no allied ships in the same position as you, increase your accuracy by an amount equal to your evasion.

A destroyer who pushed the limits of engineering. If you see those bunny-ear ribbons and Rensouhou-chan skipping across the water, you know it's got to be her, the fastest shipgirl in the fleet. Make sure that she doesn't go so fast that she zips right past the enemy.

CHAPTER 2: ACTION CHECKS

In the Kancolle RPG, “Action Checks” are used when it is unsure whether a character will succeed or fail at an action. They are often called simply “checks” for short.

Over the course a session, the shipgirls will pass the time training and enjoying themselves in the naval base, as well as transporting materials to dangerous locations and fighting against the abyssal ships.

Action checks are used during all of those things.

MAKING AN ACTION CHECK

Making an action check involves the following five steps. Resolve them in the order that they are written here.

1. Determine the Trait

Whenever a player has to make an action check, the Admiral chooses an appropriate trait that will be used for the check. There are also situations where the rules will tell you which trait to use.

2. Confirm You Have the Trait

The player looks to see if their character possesses the necessary trait or not.

If you do not possess the trait, move on to step 3, “Defaulting.”

If you do possess the trait, you may skip step 3 and move directly to step 4, “Determine the Target Number.”

3. Defaulting

If you do not possess the necessary trait, look at the list of traits on your character sheet and find the trait you do possess that is closest to the necessary trait. You may make the check by substituting that trait instead.

Count the number of spaces between the trait needed for the check and the trait that you are defaulting to. Keep the following points in mind:

- You may only move left, right, up, and down when counting, not diagonally.
- Any gaps that are not filled in are counted as 1 space. Do not count gaps that are filled in.
- The “Background” and “Warfare” categories do not connect to each other.
- The #2 and #12 traits do not connect to each other.

4. Determine the Target Number

Calculate the target number for the action check. The higher a target number is, the more difficult it will be to succeed.

If you possess the necessary trait, the target number is 5.

If you are defaulting, the target number is equal to 5 + the number of spaces between the two traits (including the trait that you are defaulting to).

5. Roll the Dice

The player rolls 2D6 and adds them together to find the result of the check.

If the result is greater than or equal to the target number, the check succeeds.

If the result is less than the target number, the check fails.

When making an action check, there are several other factors you may influence the check. These include “Modifiers,” “Special Results,” “Defects,” “Re-rolling,” and “Admiral Interference.”

MODIFIERS

It is possible to apply different kinds of modifiers to an action check.

Positive modifiers can be applied in situations where you are more likely to succeed. Negative modifiers can be applied in situations where you are more likely to fail.

When applying a modifier to a check, increase or decrease the result by an amount equal to the modifier.

SPECIAL RESULTS

During the fifth step of making a check, “Roll the Dice,” it is possible to get two types of unique results, a “Special” and a “Fumble.”

Specials and fumbles are determined only as a result of the numbers shown on the face of the dice. Do not consider modifiers when determining whether a roll resulted in a special or a fumble.

Special

A special means that the action check resulted greater-than-normal success.

You score a special whenever you roll a “6” on both dice.

When you score a special, even if the result is lower than the target number, you still succeed at the check. You also recover 1D6 points of energy.

Fumble

A fumble means that the action check resulted in an extremely bad failure.

You suffer a fumble whenever you roll a “1” on both dice.

When you suffer a fumble, even if the result is equal to or greater than the target number, you still fail at the check. You must also roll on the “Accident Table” and apply the result.

Accident Table		1D6
1	Thank goodness. Nothing happens.	
2	Unexpected results. Change the type (Merit/Defect) of the trait used to make the check to its opposite. If you did not make a check, you may ignore this result.	
3	Gah. You messed up bad. Each character who has a relationship score of 1 or greater towards you places a check mark in your support box.	
4	A black cat crossed your path. Until the end of this cycle/battle, apply a -1 modifier to all action checks that you make (you may suffer this effect up to two times, to a maximum of -2).	
5	Ouch! You suffer 1 hit. If you rolled this result during a battle, any allied ships in the same position as you also suffer 1 hit.	
6	Ugh. You pushed yourself too hard! You lose 1D6 points of energy.	

DEFECTS

Whenever you make an action check using a trait that you have as a defect, before step 5, “Roll the Dice,” you must roll once on the accident table and apply the result.

RE-ROLLING

When making an action check, if you are unhappy with the result, you may repeat step 5, "Roll the Dice," and roll the dice another time.

In order to re-roll an action check, you must spend 1D6 points of energy. If doing so decreases your energy to 0, you cannot re-roll. You may re-roll a single check as many times as you want, as long as you have enough energy to do so.

You may not re-roll a check that resulted in a special or a fumble.

When re-rolling a check, apply the same modifiers and/or other effects to each re-roll.

ADMIRAL INTERFERENCE

It is possible for the Admiral to interfere with an action check during step 3, "Defaulting."

If the Admiral feels that the trait to which you are defaulting is not appropriate for the action that you are attempting, they may ask you to explain how the trait you are using relates to the action.

If the Admiral finds the answer acceptable, then you may proceed with the check as normal. However, if the Admiral is not satisfied with the answer, then you must choose a different trait to default to in order to make the check.

The "Admiral Interference" rule should only be used when everyone involved is familiar with all of the rules of the Kancolle RPG. Admiral interference cannot be used during battles.

RANDOMLY DETERMINING TRAITS

There may be times during the game where you will need to choose a trait at random. In such cases, each category as well as each trait has a number assigned to it on the character sheet.

When determining a trait at random, first roll 1D6 to determine which category the trait will be from. Then roll 2D6 to determine which trait from that category to use.

CHAPTER 3: THE SESSION

Each time you sit down to play the Kancolle, it is known as a “Session.”

Generally, a session will progress as a dialogue between the Admiral and the players. First, the Admiral describes what is going on, and then each player responds by explaining how their PC reacts.

THE FLOW OF PLAY

A session consists of the following steps played out in order. Each section is explained in greater detail later in this book.

1. Preparing for the Session

Before the session begins, each player prepares their PC, as well as the description of the naval base. The Admiral also prepares a scenario to play.

2. Introduction Phase

First, the Admiral introduces the premise of the scenario to the players.

Then each player introduces their PC to the other players, and they all fill out the Naval Base Record Sheet.

3. Naval Base Phase

Each PC takes the lead role in various events. You can also resupply, reequip yourself, and develop new equipment.

The players may also be challenged to specific events prepared by the Admiral.

4. Decisive Battle Phase

The scenario culminates in a final decisive battle with the Abyssal fleet.

5. End Phase

Describe the conclusion of the scenario, and improve the naval base and the PCs.

PREPARING FOR THE SESSION

Preparing for a session consists for two parts: things you can do on the days leading up to the session, and things you do immediately before beginning.

Preparation for Players

Each player should choose the shipgirl whom they wish to play in the session.

Two players cannot play the same shipgirl in the same session. Discuss your decision with the other players to make sure that none of you choose the same shipgirl.

Whenever you choose a new shipgirl as your PC, copy her information onto a blank character sheet.

Preparation for Admirals

The Admiral will need to prepare a scenario to use during the session.

A scenario consists of an outline of developments, special events, and information for enemies that will make an appearance during the session. Chapter 13, “The Admiral's Handbook,” contains more information on how to prepare a scenario. If you are unfamiliar with tabletop roleplaying games, then you may also use pre-made scenarios. We suggest that you start out by using the scenario that

appears in this book, “Coastal Patrol – Strike At The Enemy Scouting Force!”

Before You Start Playing

Everyone should sit down at a table where the players are able to focus on the Admiral.

Each player should give their character sheet to the Admiral so that they can check for any mistakes before the game begins.

CHARACTER STATUS

It is possible for a character's status to change as the session progresses. The different kinds of character statuses are explained below.

Active and Exhausted

During the Naval Base phase and during battles, characters act one at a time. In order to manage who acts when, a character can be one of two statuses: either “Active” or “Exhausted.”

An active character is one who has not yet taken a major action. At the beginning of the session, all characters are active.

On each player's turn, once their PC is finished with their action, that PC becomes exhausted. For example, after resolving an event during the Naval Base phase, you become exhausted. During a battle, after resolving an attack, you become exhausted.

To signify that a character has become exhausted, place a die on top of the portrait section of their character sheet.

At various times throughout the session, all exhausted characters will become active again. When this occurs, each player removes the die from the portrait section of their character sheet.

Auxiliary Actions

An “Auxiliary Action” is a kind of simple action that may be performed at the same time as another action.

Auxiliary actions are not considered to be major actions. Performing an auxiliary action does not cause a character to become exhausted, and a character may perform auxiliary actions even while they are exhausted.

Inoperative

A character whose energy falls to 0, or who sinks from taking too many hits, becomes “Inoperative.”

An inoperative character cannot perform either major actions or auxiliary actions.

Whenever an inoperative character has to make an action check, the check automatically fails.

A character recovers from inoperative status when their energy is at 1 point or higher and they recover enough hits that they are no longer sunk.

APPLYING EFFECTS

In the Kancolle RPG certain special effects can be produced by things like items, abilities, and equipment capabilities. Occasionally, multiple special effects will be produced at the same time. In these situations, resolve these special effects in the following order:

- 1. Effects from tables.**
- 2. Effects produced by “Auto” abilities and equipment capabilities.**
- 3. Effects produced by “Sub” abilities and equipment capabilities.**
- 4. Effects produced by items.**

When multiple effects that are resolved at the same time are controlled by the same player, that player may choose the order in which they are resolved.

When multiple effects that are resolved at the same time are controlled by different players, resolve them in the order in which they were declared. If the order in which they were declared is not clear, each player rolls a die, and the effect controlled by the player who rolled the lowest is resolved first. If the roll is a tied, re-roll until one player rolls higher than the other.

CHAPTER 4: THE INTRODUCTION PHASE

The Introduction phase is where you introduce the characters who will take part in the session, the setting, and the conflict. Handle the various introductions in the following order.

INTRODUCING THE NAVAL BASE

First, describe the naval base that the PCs are attached to.

The Admiral try and give a brief explanation of what the PCs' base is like. You may wish to consult Chapter 14, “The World of Kancolle.”

The description does not need to be too detailed; just a name and the overall mood are enough. The Admiral and the players can flesh out further details as the session progresses.

Choosing a Naval Base Name

If this is the first session that you are playing, the Admiral will need to come up with a name for the base where the PCs are stationed. You may give the base any name you wish.

If you are having trouble coming up with a name, you may use the “Naval Base Name Table” to choose a name at random.

Choose three players, and have each of them role on one of the tables indicated by the naval base name table in order to come up with a provisional name. If any of the remaining players do not like the name, they may choose to re-roll one of the tables and apply a different result.

Naval Base Name Table				2D6
2	Place Table + Special Table + Organization Table	8	Fluff Table + Place Table + Organization Table	
3	Place Table + Plant Table + Organization Table	9	Fluff Table + Special Table + Organization Table	
4	Prefix Table + Plant Table + Organization Table	10	Fluff Table + Plant Table + Organization Table	
5	Prefix Table + Special Table + Organization Table	11	Place Table + Aquatic Table + Organization Table	
6	Prefix Table + Place Table + Organization Table	12	Place Table + Gem Table + Organization Table	
7	Place Table + Brave Table + Organization Table			

Prefix Table				D66	
11	The [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	The [2D6]th	55	Final
16	Nonprofit	34	Sacred	56	Royal
22	Inaugural	35	Great	66	The [D66]th

Fluff Table				D66
11	Inglorious	23	Nightmare	36 Reborn
12	Decisive	24	Dreadful	44 Spotless
13	Splendid	25	Vengeful	45 Dawning
14	Dreamy	26	Burning	46 Illusory
15	Wandering	33	People's	55 Endless
16	Whirling	34	Bloody	56 Naked
22	Secret	35	Devastating	66 Miniature

Place Table				D66
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]

Brave Table				D66
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]

Plant Table			D66		
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

Gem Table			D66		
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

Aquatic Table			D66		
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

Special Table				D66	
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]

Organization Table				D66	
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

The Admiral should give the players a copy of the Naval Base Record Sheet. If this is your first session, the naval base will start with the following stats:

Level	1
Supplies	Fuel: 5, Gunpowder: 5, Steel: 5, Bauxite: 5
Equipment Abilities	None
NPC Shippgirls	None

The players should discuss among themselves how they should be use supplies and equipment abilities that are kept in the naval base.

Reuse the same Naval Base Record Sheet for subsequent games.

INTRODUCING THE SHIPGIRLS

Once you have introduced the naval base to the players, the players can each introduce the shipgirl whom they will be playing.

As each player introduces their character, the rest of the players should listen and record each of the other characters' names in the "Characters" section of their record sheet. The Admiral should also record each PC's name in the appropriate spot on the Naval Base Record Sheet.

Once all of the characters have been introduced, the players will need to decide which of the characters will serve as the "Flagship" for that session. The flagship is like the leader of the fleet.

Any time that the entire fleet has to make a decision as a group, the player controlling the flagship is the one who makes the final decision.

Choose a new character to serve as the flagship each session.

Choosing a Fleet Name

If this is your first session, the players should discuss among themselves and decide on a name for the fleet that their PCs belong to. The name may be anything you wish.

If you are having trouble coming up with a name, you may use the “Fleet Name Table” to choose a name at random.

Use the fleet name table to determine a name in the same manner as described for using the naval base name table.

Fleet Name Table				2D6
2	Place Table + Special Table + Team Table	8	Fluff Table + Place Table + Team Table	
3	Place Table + Plant Table + Table Table	9	Fluff Table + Special Table + Team Table	
4	Prefix Table + Plant Table + Team Table	10	Fluff Table + Plant Table + Team Table	
5	Prefix Table + Special Table + Team Table	11	Place Table + Aquatic Table + Team Table	
6	Prefix Table + Place Table + Team Table	12	Place Table + Gem Table + Team Table	
7	Place Table + Brave Table + Team Table			

* If you rolled on the place table when determining the naval base name and rolled a result on the fleet name table that calls for rolling on the place table, use the same result for both.

Team Table				D66	
11	Fleet	23	Squadron	36	Goddesses
12	Navy	24	Corps	44	Investigators
13	Flotilla	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

* Instead of rolling on the team table, you may simply choose to use the word “Fleet.”

MISSION BRIEFING

Once the characters have been introduced, the Admiral describes the quests that the shipgirls are supposed to achieve.

This explanation should include an overview of the quest, what relation it has to the PCs, other incidents that may have been occurring in the area, any NPCs that are relevant to the quest, and any other pertinent information.

If the PCs succeed at their quest, they will gain experience points for doing so.

If the mission briefing includes an NPC, each player should record that NPC's name in the "Characters" section of their character sheet.

INCREASE RELATIONSHIP SCORES

After the mission briefing is complete, each player chooses one character other than their own and increases their PC's relationship score towards that character by 1 point.

Once all of the players have increased their relationship scores, the Introduction phase is over, and the Naval Base phase can begin.

CHAPTER 5: THE NAVAL BASE PHASE

The Naval Base phase paints a picture of the shippirls' life inside of the base. If they have been assigned an expedition or a sortie mission, then it can also show how they pass the time as they travel to their objective.

CYCLES

During the Naval Base phase, the game progresses in units of time called "Cycles." Generally, during each cycle, each player will participate in their own event.

At the beginning of a cycle, the players should discuss the order in which they will take their turns. Each one of these turns is called a "Scene," and the player whose turn it is is called the "Scene Player."

Once one scene ends, play moves to the next player's turn, and that player's scene can begin. This process is repeated until all of the players have had a chance to act as the scene player, at which point the cycle ends, and a new cycle can begin.

THE START OF A CYCLE

At the start of each cycle, all of the PCs become active.

Next, the Admiral deals one "Event Card" to each player, who then fill out the event cards.

Then, if there are any special effects that activate at the beginning of the cycle, resolve those effects.

Filling Out the Event Cards

Each player chooses one of the six scene types, "Everyday," "Social," "Recreation," "Training," "Expedition," or "Strategy," and places a check mark in the circle next to that scene type.

Each scene type has a different general tendency to it.

Everyday Scenes	These scenes show normal, everyday life in the naval base. Many of the events allow you to recover energy.
Social Scenes	These scenes show the shippirls' interactions with each other. Many of the events allow you to increase your relationship scores.
Recreation Scenes	These scenes show how the shippirls relax and have fun. Many of the events allow you to acquire items.
Training Scenes	These scenes show the shippirls training. Many of the events allow you to increase your firepower.
Expedition Scenes	These scenes show the various tasks that the shippirls are assigned. Many of the events allow you to acquire supplies.
Strategy Scenes	These scenes show the shippirls planning and gathering intelligence. Many of the events can provide you an advantage during battle.

After you choose a scene type, fill out the "Keyword" section with any word you like.

When filling out the event cards, do not discuss your choices with the other players. Once you have filled out the event card, hand it to the Admiral face-down.

Once the Admiral has all of the event cards, shuffle them face-down and form a pile.

Keywords

When choosing a keyword, you may use any word that you wish.
If you are not sure what to choose, consider one of the following:

- The name of a character, place, or object that appeared in the Introduction phase.
- The name of a character, place, or object that appeared in the previous cycle.
- The name of another shipgirl.
- The name of an object sitting on the table.
- The name of something you would like to see appear in the session.

RESOLVING EACH SCENE

Each scene is resolved in the following order.
Each of these steps is explained in more detail below.

1. Begin the Scene

Decide who will be the scene player.

2. Docking

Instead of appearing in the scene, you may spend supplies in order to recover from any hits you have taken.

3. Events

The scene player attempts the event listed on their event card. They make a check, and various things can happen depending on whether they succeed or fail.

4. Ending the Scene

Proceed to step 1 of the next scene.

Other Auxiliary Actions

You may perform “Discovery,” “Resupply,” “Refit,” or “Development” actions. “Resupply,” “Refit,” and “Development” may only be used during “Everyday,” “Social,” and “Recreation” scenes.

Begin the Scene

At the start of each scene, the players discuss which of the currently active characters they will choose to be that scene's scene player.

After you have decided, if there are any special effects that activate at the beginning of the scene, resolve those effects.

Docking

“Docking” is a special action that you may take by spending supplies in order to recover from hits that you have taken. You may dock even if you are exhausted.

You may choose whether or not to dock at the beginning of each scene.

A docked PC may not perform any actions during the scene in which they are docked.

At the end of a scene that you spent docked, you may recover from 1 hit for each time you spend the necessary amount of fuel and steel.

In order to determine how much of each resource type is necessary, add your level to the following repair modifier based on your PC's classification:

Destroyers, Light Cruisers	+0
Heavy Cruisers, Light Carriers	+1
Standard Carriers, Battleships	+2

Example: A level 1 destroyer that has taken light damage (1 hit) must spend 1 fuel and 1 steel in order to recover so that she is no longer damaged.

A level 3 battleship that has taken medium damage (2 hits) must spend 5 fuel and 5 steel in order to recover 1 hit, reducing her to light damage. She would need to spend an additional 5 fuel and 5 steel to recover the second hit so that she is no longer damaged at all.

Appearing in the Scene

Usually, it is assumed that all of the PCs will appear in each scene. However, a docked PC may not appear in a scene while they are docked.

PCs other than the scene player may also choose not to appear in a scene. If you wish to sit out of a scene, you must declare so at the same time as players declare that they are docking during that scene. If you choose not to appear in a scene but later decide, after seeing the events of the scene or the results of checks, that you wish to do so, you may enter the scene midway by spending 1D6 points of energy. You may also choose to exit a scene at any time with the Admiral's permission.

The admiral may also restrict which PCs other than the scene player may appear in which scenes if they feel that it would conflict with the nature of the scene or the events of the session.

Events

The Admiral turns over the top event card from the pile. The next scene will be chosen from the scene type indicated on the event card.

The scene player rolls 2D6 on the event table that corresponds to the scene type indicated on the event card to determine which event occurs.

The Admiral reads the event description out loud then begins to explain and describe the scene.

Event descriptions also include calls for various types of checks. The check should be made by the PC being controlled by the scene player.

After the check is made and the effects of either success or failure are applied, the scene is over. Do not apply any of the effects of success or failure to PCs that did not appear in the scene. Finally, the scene player's PC becomes exhausted.

Scene Repetition Modifier

Whenever the same type of scene is repeated two or more times in a single cycle, apply a cumulative -1 modifier to the check for that event for each scene of the same type that occurred before it.

Arranged Events

Whenever an event's description includes the word "[Keyword]" in brackets, replace it with the keyword that written on the event card.

The Admiral may have to think of an appropriate trait that applies to that specific keyword.

Docked and Inoperative PCs

If the scene player's PC is docked or inoperative, apply the effects as if the check for the event had failed automatically.

Everyday Events Table

2D6

2	Empty Days	<p><i>"I'm so bored! Admiral, let's do something!"</i> Outside of [Keyword], nothing seems to change. Waiting is part of your job too. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Standby (Naval 7)".</p> <p>Success: The scene player recovers up to their maximum energy. If their energy is already at maximum, increase their maximum energy by 2 points for the rest of the session, and they recover up to their maximum energy.</p> <p>Failure: The scene player's energy is reduced by half (round up).</p>
3	Tea Time	<p><i>"You must always make time for tea time!"</i> It's time for tea time. Let's pass the time with quiet grace. Make a "Lived Abroad (Background 12)" 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 of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
4	Fishing	<p><i>"Ooh! Big catch, big catch!"</i> Grab your tackle and set your lines. Wait. What's that? You managed to land a [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Composed (Personality 3)".</p> <p>Success: The scene player receives a "Memento" related to [Keyword].</p> <p>Failure: The scene player loses 2 points of energy. You lose 1D6 fuel.</p>
5	Nap	<p><i>"I'm going to rest for a bit."</i> You're going to get some rest in the sun. Being well-rested is important in battle! Make a "Sleeping (Interests 2)" check.</p> <p>Success: Each PC recovers 1 hit.</p> <p>Failure: The scene player applies a -1 modifier to all of their checks for the rest of the cycle.</p>
6	Cleaning	<p><i>"Right. Let's straighten this place out, on the double!"</i> Things are messier than you thought. We need to clean! Maybe you'll find something you had thought was lost... Make a "Hygiene (Naval 11)" check.</p> <p>Success: The scene player receives 1 random item.</p> <p>Failure: Each PC loses one item of their choice.</p>
7	Navy Curry	<p><i>"We got the ingredients for lunch. Onions, potatoes, carrots..."</i> You take over the galley to make lunch together. Today's menu: [Keyword] Curry. Spicy, obviously. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Food (Interests 6)".</p> <p>Success: Each PC recovers 1D6 points of energy.</p> <p>Failure: Each PC loses 1D6 points of energy.</p>
8	Silver Fly	<p><i>"Huh? I'm not drunk. I'm stone sober."</i> A "silvery fly" is navy slang for someone who's been swiping food. If you don't stop them, you'll all be disciplined. Make a "Protocol (Naval 5)" check.</p> <p>Success: The scene player increases their maximum energy by 2 points for the rest of the session and recovers up to their maximum energy.</p> <p>Failure: You lose 3 of each resource type.</p>

Everyday Events Table

2D6

9	Daily Exercises	<p><i>"I'm just doing what I always do. It's nothing special..."</i> You devote yourself to your daily training. Make a "Earnest (Charm 2)" check.</p> <p>Success: The scene player gains 10 experience points. One other PC chosen at random 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><i>"The fleet just returned to base. How about an interview?"</i> The newspaper has come to report on the recent [Keyword] incident. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Famous (Background 3)".</p> <p>Success: Each PC with a relationship score of 1 or greater towards the scene player increases that relationship score by 1 point.</p> <p>Failure: Each PC with a relationship score of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
11	Dip in the Ocean	<p><i>"Ahh, the ocean feels great, doesn't it?"</i> The beautiful calm blue ocean. Without thinking you decide to dive right in. Make an "Assault (Warfare 6)" check.</p> <p>Success: Each PC recovers 2 points of energy. The scene player receives 1 random item.</p> <p>Failure: The scene player suffers 1 hit. Each other PC loses 2 points of energy.</p>
12	Obsession	<p><i>"Your tears are delicious!"</i> You don't stand out enough. Right! You'll become known for [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Catchphrase (Background 6)".</p> <p>Success: For the rest of the session, the scene player recovers 1 point of energy whenever they roleplay anything involving [Keyword] or append [Keyword] to the end of their sentences. This effect may only be used once per cycle/round.</p> <p>Failure: Each other PC decreases their relationship score towards the scene player by 1 point.</p>

Social Events Table

2D6

2	Ticking Time Bomb	<p><i>"Don't put me with those 5th Carrier Division kids."</i> Things have been getting pretty [Keyword]-ish lately. If it gets any worse, it's going to start affecting morale. You need to make sure that doesn't happen. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Smile (Charm 7)".</p> <p>Success: Each PC may increase a 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 of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
3	Detailed Inspection	<p><i>"W-, what kind of mission is this!?"</i> Secret training, just the two of you. Choose one other PC and make a "Lewd (Charm 11)" check.</p> <p>Success: The scene player and the chosen PC may each lose 1 trait of their choice and gain a new trait of their choice as a merit.</p> <p>Failure: Each PC with a relationship score of 1 or greater towards the scene player and/or the chosen PC places a check mark in the their support boxes and changes their relationship type to a random negative one.</p>
4	Love is a Battlefield	<p><i>"I won't lose! In love or in war!"</i> One day another shipgirl appears in front of you. She seems to think that the two of you have become romantic rivals. "I challenge you to [Keyword]!" she declares. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Romance (Interests 12)".</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 places a check mark in all of their support boxes.</p>
5	Massage	<p><i>"Ah... That feels so much better.. I'm grateful..."</i> Nothing like a massage when you're exhausted. Maybe it'll help? Choose one other PC and make a "Determined (Charm 6)" check.</p> <p>Success: The chosen PC increases their relationship score towards the scene player by 2 points and recovers (2 x Relationship Score) 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 of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
6	Bare Skinship	<p><i>"Look at this beautiful skin! Get a closer look!"</i> A little skinship is fine when you're in the bath, right? Make a "Bathing (Interests 11)" check.</p> <p>Success: Each other PC increases their relationship score towards the scene player by 1 point.</p> <p>Failure: Each PC loses 1 point of energy, and each PC with a relationship score of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>

Social Events Table

2D6

7	Late Night Girl's Talk	<p><i>"You want to talk that bad? Alright, let's talk the night away."</i> You get together in the middle of the night to talk about [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Conversation (Interests 7)".</p> <p>Success: Each PC may increase a relationship score towards a character of their choice by 1 point.</p> <p>Failure: Each PC loses 1D6 points of energy.</p>
8	Happy Accident	<p><i>"You didn't read the name wrong, right? Right!?"</i> You careless misread something. How embarrassing. Make a "Foolish (Charm 8)" check.</p> <p>Success: Each other PC increases their relationship score towards the scene player by 1 point.</p> <p>Failure: Each PC loses 1 point of energy, and each PC with a relationship score of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
9	Tough Love	<p><i>"That's right, you can rely on me more."</i> Pounding your chest, you give some words of encouragement to a faltering comrade. That should help put her at ease. Choose one other PC and make a "Considerate (Personality 4)" check.</p> <p>Success: The chosen PC increases their relationship score towards the scene player by 1 point and recovers (2 x Relationship Score) points of energy.</p> <p>Failure: The scene player and the chosen PC each lose 1D6 points of energy.</p>
10	Refueling	<p><i>"How about a snack?"</i> Someone brought you [Keyword] while you were on lookout. Choose one other PC and make a check using a trait related to [Keyword]. If you cannot think of anything, use "Gentle (Charm 4)".</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 [Keyword].</p> <p>Failure: You lose 1D6 fuel.</p>
11	Mail Call	<p><i>"There's a letter for you, kuma!"</i> If you can't say it out loud, try writing it down. I wonder if my feelings will reach them... Chose one other PC and make an "Old-fashioned (Background 5)" check.</p> <p>Success: The chosen PC increases their relationship score towards the scene player by 2 points.</p> <p>Failure: If the trait the scene player used to make the check was a merit, change it to a defect.</p>
12	Reminiscing	<p><i>"Wait, what? I didn't want to remember that."</i> You had a bad experience with [Keyword]. Maybe you shouldn't listen. Choose one other PC and make a check using a trait related to [Keyword]. If you cannot think of anything, use "Dark Past (Background 4)".</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 of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>

Recreation Events Table

2D6

2	I Wanted to Play...	<p><i>"This rain's gotta stop some time."</i> You're super excited about [Keyword], but at some point the rest of the fleet stopped caring. Will they give in first, or will you? Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Lively (Charm 9)".</p> <p>Success: Each PC clears all of their support boxes.</p> <p>Failure: Each PC with a relationship score of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
3	A New Game	<p><i>"Huh? What's that? Some kind of new game?"</i> While on standby, you come up with a new game to deal with the boredom. Make an "Imagination (Interest 3)" check.</p> <p>Success: The scene player may change one defect to a merit. You gain 3 supplies of your choice.</p> <p>Failure: The scene player chooses one of their merits and changes it to a defect.</p>
4	Party	<p><i>"Yeah yeah, just like that! Live it up!"</i> Everybody should bring food, drink, and [Keyword] and enjoy themselves. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Energetic (Personality 7)".</p> <p>Success: Each other PC 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 of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>
5	Walk About Town	<p><i>"Kagerou, taking my leave!"</i> Even shipgirls have free time. Maybe you'll find something new if you hang around in town. Make a "Funny (Charm 10)" check.</p> <p>Success: The scene player receives an "Ice Cream." You gain 3 supplies of your choice.</p> <p>Failure: The scene player's energy is reduced by half (round up).</p>
6	Fashion Check!	<p><i>"Hey! Don't watch while I'm being refit!"</i> Shipgirls are still girls! They want to try on all sorts of things! Make a "Fashion (Interests 10)" check.</p> <p>Success: The scene player receives a "Development Material", and increases their relationship score towards one other character by 1 point.</p> <p>Failure: You lose 2D6 steel.</p>
7	Exhibition Host	<p><i>"Panpakapan!"</i> For some reason you're hosting a [Keyword] exhibition. If you have to do it, you're going to do it right! Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Bold (Personality 12)".</p> <p>Success: The scene player receives a "Memento" related to [Keyword].</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 1D6 gunpowder.</p>

Recreation Events Table

2D6

8	Chess Match	<p><i>"What? You want me to play with you?"</i> The two of you play a game of chess. Choose one other PC and make a "Cool (Charm 3)" check.</p> <p>Success: The scene player and the chosen PC each increase their relationship score towards each other by 1 point, and recover 1D6 points of energy.</p> <p>Failure: The scene player and the chosen PC each lose 1D6 points of energy, place a check mark in each other's support box toward the other, and change their relationship type to a random negative one.</p>
9	Sing Your Heart Out	<p><i>"Is the mic' volume okay? Check, one, two... Alright."</i> You all get together for a big karaoke party. What song will you sing? Make an "Entertainment (Interest 9)" check.</p> <p>Success: The scene player receives 1 "Sweet Bean Jelly" and clears all of their support boxes.</p> <p>Failure: Each PC suffers 1 hit.</p>
10	Idol Concert	<p><i>"Naka-chan center! I'm the star!"</i> The shipgirls have decided to hold a benefit concert to inspire everyone on land! Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Idol (Background 8)".</p> <p>Success: Each PC with a relationship score of 1 or greater towards the scene player increases that relationship score by 1 point and may change the relationship type.</p> <p>Failure: Each other PC reduces their relationship score towards the scene player by 1 point. If the trait the scene player used to make the check was a merit, change it to a defect.</p>
11	Show Off Your Body!	<p><i>"I love baths! Fu fu~!"</i> You decide to show off your figure in the bath. Make a "Figure (Background 11)" check.</p> <p>Success: The scene player receives 1 "Instant Repair Material," and one other PC of their choice increases their relationship towards the scene player by 1 point.</p> <p>Failure: Each PC loses 1D6 points of energy. If the trait the scene player used to make the check was a merit, change it to a defect.</p>
12	Pet-sitting	<p><i>"Let's go, Rensouhou-chan."</i> Lately, little mascots are all the rage. It's popular to keep a [Keyword] as a pet. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Animals (Interests 4)".</p> <p>Success: The scene player receives 1 "Emergency Maintenance Crew."</p> <p>Failure: You lose 3 of each resource type.</p>

Training Events Table

2D6

2	Huge Quarrel	<p><i>"Who are you calling a turkey? This is no joke!"</i> In the middle of training, a fight breaks out over [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Competitive (Personality 6)".</p> <p>Success: Each PC clears all of their support boxes. Change one part of the fleet name to [Keyword].</p> <p>Failure: Each PC suffers 1 hit.</p>
3	Torpedo Exercises	<p><i>"These forty torpedoes aren't just for show!"</i> You throw yourself into torpedo practice in preparation for real battle. Make a "Torpedo (Warfare 10)" check.</p> <p>Success: The scene player increases the level of the "Torpedo" capability of any of their equipment abilities by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 1D6 gunpowder and 1D6 fuel.</p>
4	Classroom Lectures	<p><i>"Nnn... Hey! What? No! I wasn't sleeping!"</i> Today you have a special lecture on [Keyword]. But, you're kind of tired... Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Serious (Personality 5)".</p> <p>Success: For the rest of the session, whenever the scene player makes a check relating to [Keyword], before rolling the dice, they may spend 1 point of energy to increase the result of the check by 1 (this effect is not cumulative).</p> <p>Failure: Each PC loses 1D6 points of energy.</p>
5	Full Steam Ahead	<p><i>"No one can catch me!"</i> Swift like the breeze. You go all out training at high speed. Make a "Maneuvering (Naval 8)" check.</p> <p>Success: The scene player increases their evasion by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 6 fuel.</p>
6	Rescue Training	<p><i>"I want to win the war, but is it strange that I also want to save lives?"</i> The main point of these exercises is to aid and protect your allies. Make a "Support (Warfare 9)" check.</p> <p>Success: The scene player gains 10 experience points.</p> <p>Failure: Each PC loses 1D6 points of energy.</p>
7	Target Practice	<p><i>"These ten guns aren't here to make me look pretty!"</i> It's time for target practice using [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Artillery (Warfare 7)".</p> <p>Success: The scene player increases their accuracy by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 2D6 gunpowder.</p>
8	War Games	<p><i>"So, what do you think they'll throw at us?"</i> You are performing large scale training with another naval base. Make a "Flashy (Charm 12)" check.</p> <p>Success: The scene player increases their firepower by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 1D6 gunpowder.</p>

Training Events Table

2D6

9	Maintenance Training	<p><i>"Spasibo."</i> Ships are brought in to dock from across the entire fleet in order to perform large-scale maintenance. Make a "Maintenance (Naval 10)" check.</p> <p>Success: The scene player increases their armor by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: Each PC loses 1D6 points of energy. If the trait the scene player used to make the check was a merit, change it to a defect.</p>
10	Mock Night Battle	<p><i>"Hey! Night battle with me!"</i> You gear up to practice fighting in the darkness. Maybe [Keyword] will come in handy? Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Night Battle (Warfare 12)".</p> <p>Success: The scene player increases their accuracy and firepower during night battles by 1 point each for the rest of the session (this effect is not cumulative).</p> <p>Failure: Each PC loses 1D6 points of energy.</p>
11	Development Practice	<p><i>"You think so too, right Admiral? I can handle more equipment. Yeah."</i> Let's spend some time in the workshop doing refits. We'll be stronger than ever! Make a "Secret Weapon (Background 9)" check.</p> <p>Success: The scene player increase their equipment combat rating by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 5 steel and 5 bauxite.</p>
12	AA Target Practice	<p><i>"My anti-aircraft equipment is state of the art. Bring it on!"</i> [Keyword] starts falling from the sky. Lucky! You can use it to get in some AA practice. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Anti-Aircraft (Warfare 5)".</p> <p>Success: The scene player increases the level of the "Anti-Aircraft" and "Extended AA" capabilities of any of their equipment abilities by 1 point for the rest of the session (this effect is not cumulative).</p> <p>Failure: You lose 1D6 gunpowder and 1D6 fuel.</p>

Expedition Events Table

2D6

2	Escape From A Mysterious Abyssal Ship	<p><i>"Enemy ship sighted! Preparing to exchange fire!"</i> While escorting a convoy, you are attacked by a strange Abyssal ship that looks like [Keyword]. You need to make sure the convoy escapes. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Withdrawal (Warfare 8)".</p> <p>Success: The scene player receives a "Memento" related to [Keyword].</p> <p>Failure: Each PC loses 2 points of energy, and the scene player suffers 1 hit.</p>
3	Supply Convoy	<p><i>"We've got a job to do!"</i> You've been entrusted with safely escorting a convoy from the resource-rich regions back to port. Make a "Shopping (Interest 8)" check.</p> <p>Success: You gain 6 gunpowder and 6 steel.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 3 fuel and 3 gunpowder.</p>
4	Recon In Force	<p><i>"Enemy spotted, dead ahead!"</i> You've located an enemy fleet disguised as [Keyword]. You'll learn more if you can just get a little closer to them. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Detection (Naval 4)".</p> <p>Success: You may have the Admiral tell you the composition and flagship of the next enemy fleet you will encounter.</p> <p>Failure: The scene player suffers 1 hit. You lose 1D6 fuel.</p>
5	Aircraft Transport	<p><i>"Alright, let's try to outrange 'em again!"</i> You are to escort a fleet of several powerful aircraft carriers as they transport more planes to the front line. Make a "Aerial Combat (Warfare 4)" check.</p> <p>Success: You gain 2D6 steel.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 5 bauxite.</p>
6	Tanker Escort	<p><i>"Hold formation and let's play this one by ear!"</i> A fleet of tankers loaded down with fuel is returning from the oil fields. Let's make sure they get back safely. Make a "Mindful (Personality 9)" check.</p> <p>Success: You gain 2D6 fuel.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 3 fuel.</p>
7	Cargo Ship Escort	<p><i>"I hear these things are really popular back home."</i> Your mission is to guard a supply convoy. It seems they're carrying a load of [Keyword]. In order to give the best protection, you'll need a solid understanding of [Keyword]. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Mysterious (Personality 2)".</p> <p>Success: You gain 6 gunpowder and 6 steel.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 3 fuel and 3 gunpowder.</p>
8	Naval Review	<p><i>"How was that? Tamon-maru, were you watching?"</i> The naval review! It's time to show how all your training has paid off! Make a "Graceful (Charm 5)" check.</p> <p>Success: You gain 2D6 gunpowder.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 5 fuel.</p>

Expedition Events Table

2D6

9	Bauxite Transport	<p><i>“Resupplying is important, right?”</i> You need to transport some bauxite back to port! Make a “Supply (Naval 6)” check.</p> <p>Success: You gain 1D6 bauxite.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 5 fuel.</p>
10	Social Debut?	<p><i>“Treat me like a proper lady!”</i> You've been chosen to take the Admiral's place at a [Keyword] party with lots of famous people. Make sure you don't do anything embarrassing. Make a check using a trait related to [Keyword]. If you cannot think of anything, use “Refined (Background 10)”.</p> <p>Success: You gain 2D6 of a resource type of your choice.</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 3 fuel and 3 steel.</p>
11	Anti-submarine Patrol	<p><i>“Destroyer squadron, weigh anchor!”</i> You've been organized into a destroyer squadron in order to patrol the region for enemy submarines. Make an “Anti-Submarine (Warfare 11)” check.</p> <p>Success: The scene player receives 1 “Instant Repair Material.”</p> <p>Failure: Each PC loses 1D6 points of energy. You lose 3 fuel and 3 steel.</p>
12	Large-scale Expedition	<p><i>“Fufufu, ya scared?”</i> Let's make a big expedition to ensure the fleet has enough [Keyword]! Make a check using a trait related to [Keyword]. If you cannot think of anything, use “Command (Naval 10)”.</p> <p>Success: You gain 1D6 of each resource type.</p> <p>Failure: You lose 1D6 of each resource type.</p>

Strategy Events Table

2D6

2	Electronic Eyes	<p><i>"I can see everything!"</i> Thanks to the latest "[Keyword] Strategy," you've learned the enemy's position. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Electronic Warfare (Warfare 2)".</p> <p>Success: During the next battle, reduce all enemy ships' armor by 1 point (this effect is not cumulative).</p> <p>Failure: During the next battle, increase all enemy ships' firepower by 1 point.</p>
3	Air Support	<p><i>"Keep an eye out for enemy air patrols too. I'm counting on you."</i> We're sending out a squadron to watch for enemy aircraft. Make a "Aerial Combat (Warfare 4)" check.</p> <p>Success: During the next battle, treat all enemy ships' "Airstrike" capabilities as if they were 1 point lower (this effect is not cumulative).</p> <p>Failure: You lose 2D6 bauxite.</p>
4	Unconfirmed Rumors	<p><i>"Are you curious? I've got some juicy information..."</i> Rumors about [Keyword] have been flying around the base. Could it have something to do with your next mission? Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Communications (Naval 3)".</p> <p>Success: You may have the Admiral tell you either the composition and flagship of the next enemy fleet you encounter, or the timing and the general details of the next major planned event in the scenario.</p> <p>Failure: The scene player changes one merit of their choice to a defect.</p>
5	Information is Ammunition	<p><i>"Could you show me the details of our next operational theater?"</i> You've got the files spread out on your desk, poring over maps. We should encounter the enemy somewhere around here, right? Make a "Navigation (Naval 9)" check.</p> <p>Success: Until the end of the session, if you do not like the battlefield chosen by the Admiral, you may change the battlefield to a random one determined by rolling on the battlefield table. This effect may only be used once.</p> <p>Failure: During the encounter step of the next battle, the Admiral may choose to make the battlefield "Crossing the T (Disadvantage)".</p>
6	Guardian Angel	<p><i>"I can feel the kiss of the goddess of luck!"</i> You feel like you're being protected by some invisible power... Trust your feelings! Make a "Lucky (Background 7)" check.</p> <p>Success: The scene player receives 1 "Emergency Maintenance Crew."</p> <p>Failure: The scene player loses 2D6 points of energy.</p>
7	Strategy Session!	<p><i>"A strategy session, then?"</i> There is an important meeting concerning [Keyword]. They're not exaggerating when they say that it could have far-reaching consequences on the war. Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Free-spirited (Personalty 11)".</p> <p>Success: The scene player gains a new trait related to [Keyword] as a merit (you cannot exceed the maximum number of traits).</p> <p>Failure: Each PC with a relationship score of 1 or greater towards the scene player places a check mark in the scene player's support box and changes their relationship type to a random negative one.</p>

Strategy Events Table

2D6

8	Codebreaker	<p><i>"It's a priority coded transmission. Read it."</i> You received encrypted secret orders. Cracking the code could be the key to a successful battle. Make an "Encryption (Naval 2)" check.</p> <p>Success: During the encounter step of the next battle, you may choose one enemy ship. Reveal that ship's position when determining the formation.</p> <p>Failure: During the next battle, the Admiral may secretly look at one PC's position when determining the formation.</p>
9	Sink or Swim	<p><i>"Not bad, not bad!"</i> This strategy certainly seems like it'll work, but...can you really trust it? Make an "Optimism (Personality 8)" check.</p> <p>Success: During the next battle, at the end of any round, you may move one allied to a position of your choice. This effect may only be used once.</p> <p>Failure: During the next battle, whenever any PC suffers a fumble, they must roll twice on the accident table.</p>
10	Meeting with Intelligence Services	<p><i>"It seems a telegram has arrived."</i> You've received some interesting information regarding [Keyword]. It could be good news, if it's true. Perhaps you should investigate further? Make a check using a trait related to [Keyword]. If you cannot think of anything, use "Connections (Background 2)".</p> <p>Success: For the rest of the session, you may negate the effect of one equipment capability used by an enemy ship. This effect may only be used once.</p> <p>Failure: Each PC rolls once on the accident table (if the scene player rolls a 2, it affects the trait used for this event. If any other character rolls a 2, ignore it).</p>
11	Queen's Gambit	<p><i>"A sortie! How shall we proceed?"</i> This formation might be enough to halt the enemy's advance. Make a "Cruel (Personality 10)" check.</p> <p>Success: During the encounter step of the next battle, choose a number between 1 and 6. No enemy ship may deploy into that position.</p> <p>Failure: During the next battle, reduce each allied ship's evasion by 1 point.</p>
12	Know Your Enemies, Know Yourself	<p><i>"So that's what this is for? Huh."</i> You've managed to analyze the enemy's strengths using past battles. Make a "Reading (Interests 5)" check.</p> <p>Success: During the next battle, you may reduce all enemy ships' evasion by 1 point (this effect is not cumulative).</p> <p>Failure: During the next battle, increase all enemy ships' firepower by 1 point.</p>

Other Auxiliary Actions

During the Naval Base phase, it is possible to perform the following types of auxiliary actions.

Discovery

“Discovery” is an auxiliary action that allows a shipgirl to discover a new aspect of herself that she was previously unaware of.

Each PC appearing in a scene may use discovery once during that scene.

When using discovery, choose any trait and spend 1D6 points of energy. As long as this does not reduce your energy to 0, you acquire the trait.

If the amount of energy you spent was an odd number, you acquire the trait as a merit. If the amount of energy spent was an even number, you acquire the trait as a defect.

Resupply

“Resupply” is an auxiliary action that allows a shipgirl to spend resources in order to recover spent energy. You may resupply even when you are inoperative.

You may only resupply during “Everyday,” “Social,” and “Recreation” scenes. Each PC appearing in a scene may resupply once during that scene.

When resupplying, you may spend any amount of any type of resources in any combination that you wish. You recover a number of points of energy as determined by your supply affinity.

If your supply affinity for a resource is ○, you recover 1 point of energy for each 1 of that resource that you spend. If your supply affinity for a resource is △, you recover 1 point of energy for each 2 of that resource that you spend.

Refit

“Refit” is an auxiliary action that allows a shipgirl to change or exchange equipment abilities.

You may only refit during “Everyday,” “Social,” and “Recreation” scenes. Each PC appearing in a scene may refit as many times as they wish.

When refitting, you may choose an equipment ability in the naval base that your PC is capable of equipping and acquire it.

You may also choose one equipment ability that you have equipped, remove it, and add it to the naval base.

When you acquire a new equipment ability through refitting, you may choose a new trait for that ability.

Development

“Development” is an auxiliary action that allows you to spend resources in order to gain new equipment abilities.

Development may only be used during “Everyday,” “Social,” and “Recreation” scenes. You may only use development once per scene.

When using development, the players spend 3 of each resource type and roll once on the “Development Table.”

Development Table		2D6
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	

Equipment Table 1		1D6
1	Small-caliber Naval Gun	
2	10cm Twin High-angle Mount	
3	Medium-caliber Naval Gun	
4	15.2cm Twin Gun Mount	
5	20.3cm Twin Gun Mount	
6	Torpedo Tube	

Equipment Table 2		1D6
1	Secondary Gun	
2	8cm Twin High-angle Mount	
3	Large-caliber Naval Gun	
4	41cm Twin Gun Mount	
5	46cm Triple Gun Mount	
6	Machine Gun	

Equipment Table 3		1D6
1	Carrier-based Bomber	
2	Carrier-based Torpedo Bomber	
3	Carrier-based Fighter	
4	Reconnaissance Aircraft	
5	Radar	
6	25mm Twin Autocannon Mount	

Equipment Table 4		1D6
1	Suisei	
2	Tenzan	
3	Type 52 Zero Fighter	
4	Saiun	
5	61cm Quad O2 Torpedo Tube	
6	Enhanced Steam Turbine	

Free Actions

“Free Actions” are any actions not covered by the rules that a player suggests to the Admiral. This is an optional rule. You should use it once you are familiar with the rules of the Kancolle RPG.

Each PC appearing in a scene may perform one free action during that scene.

A player who wishes to perform a free action informs the Admiral of what they wish to do. For example, you may wish to meet with an NPC and learn more about them, or infiltrate a secret area in an attempt to acquire information.

After listening to the players' suggestions, the Admiral should decide how best to resolve them. This may entail asking questions, describing a scene, making a check, or fighting a battle, and whether or not they succeed could have other consequences.

If the action that the player suggests conflicts with the overall scope of the session or would prove too disruptive, the Admiral may refuse to allow it. However, as long as the suggested action is easy to resolve and will not have a huge impact, you should allow it. Flexibility and improvisation are part of the charm of tabletop roleplaying games.

Ending the Scene

If there are any special effects that activate at the end of the scene, resolve those effects. Then, if there are any active PCs remaining, move on to the next scene.

Once all the PCs have become exhausted, the cycle ends.

THE END OF THE CYCLE

If there are any special effects that activate at the end of the cycle, resolve those effects.

If you have not yet reached the limit set by the scenario, move on to the next cycle.

SCENARIO EVENTS

The Admiral may insert “Scenario Events” in between the various scenes. A scenario event is a special scene described by the scenario that is controlled by the Admiral.

Scenario events can be used to show the actions of NPCs and challenge the PCs with special events related to the scenario.

The Admiral may choose to resolve special events outside the scope of the normal rules.

Sortie Events

It is also possible for a scenario event to take the form of a battle. These events are known as “Sortie Events.”

When a scenario calls for a sortie event, the Admiral should insert it in between cycles.

If the Admiral is familiar with the rules of the Kancolle RPG, they may also insert a sortie event into the middle of a cycle. If you do, make a note of which PCs are exhausted. Those PCs do not become active again after the battle ends.

CHAPTER 6: FLEET BATTLES

Fleet battles illustrate the battles that occur between two different fleets.

Usually they will be divided between the PC fleet and an NPC fleet.

In these rules, your own fleet is referred to as the “Allied Fleet,” while your opponents are called the “Enemy Fleet.” For example, from the players' perspective, the NPCs would be the enemy fleet.

Likewise, members of the allied fleet are referred to as “Allied Ships,” while members of the enemy fleet are called “Enemy Ships.”

THE FLOW OF BATTLE

Fleet battles are resolved in the following order.

Fleet battles are not divided into cycles or scenes, but into units of time called “Rounds.” A battle lasts two rounds.

Each of the following steps are described in more detail below.

1. Encounter Step

Lay out the fleet sheet and prepare for battle.

The Admiral may use the battlefield table to randomly determine the circumstances of the encounter.

2. Start of the Round

During the first round, decide the formation.

The “Reconnaissance” equipment capability may be used during this step.

3. Aerial Combat Phase

During the first round, you may use the “Airstrike” equipment capability.

4. Shelling Phase

Shelling is resolved in two rounds, one after the other.

During the first round, shelling is resolved by range.

During the second round, there is only a short range phase.

5. End of the Round

At the end of the first round, proceed to the second round.

At the end of the second round, proceed to the torpedo phase.

6. Torpedo Phase

You may use the “Torpedo” equipment capability during this phase.

7. Night Battle Phase

If the players wish, they may engage in one more shelling phase as a night battle.

8. Determine Results

Determine which side won the battle.

THE ENCOUNTER STEP

When a battle begins, the Admiral lays the fleet sheet out on the table, and describes the beginning of the encounter between the PCs and the NPC fleet. Give the names and numbers of enemy ships and explain the circumstances under which the encounter is taking place. You may choose to keep any other information about the enemy ships secret from the players.

The Fleet Sheet

The “Fleet Sheet” is a simple map used to show ships' positions during battles. Each ship participating in the battle will have a certain position on the sheet. The fleet sheet is laid out with one side for the PCs and the other for the NPCs.

The Battlefield Table

During the encounter step, the Admiral may determine the relative positions of each fleet at the time that they encounter each other. These relative positions are called the “Battlefield.”

There are six different kinds of battlefields, each of which produces its own special effect. They are listed on the battlefield table. The rules that are impacted by these effects are explained throughout this chapter.

If the Admiral does not wish to choose any specific type of battlefield, treat it as a “Parallel Engagement.”

The Admiral may also select the battlefield randomly by rolling on the battlefield table.

Battlefield Table		1D6
1	Parallel Engagement. The PC and NPC fleets engage each other while traveling with the same heading. No special effects.	
2	Head-on Engagement. The PC and NPC fleets engage each other while traveling directly towards each other. Resolve the second round of the shelling phase in the same manner as the first.	
3	Crossing the T (Advantage). The PC fleet has surrounded the NPC fleet. Treat each PC ship's firepower as if it were 1 point higher.	
4	Crossing the T (Disadvantage). The PC fleet is surrounded by the NPC fleet. During the aerial combat, shelling, and torpedo phases, if there are PC and NPC ships in the same position, resolve the NPC ships' actions first.	
5	Bad Weather. Visibility is obstructed due to fog, wind and rain, or other conditions. Both sides reduce their firepower modifiers and any “Airstrike” capabilities by 1 point each.	
6	Rough Seas. Huge waves or heavy swell cause poor conditions for fighting. Apply a -2 modifier to all PC ships' evasion checks.	

THE START OF THE ROUND

When the round begins, all PCs become active.

If it is the first round of the battle, the PCs participating in the battle must determine their formation.

Then, if there are any special effects that activate at the beginning of the round, resolve those effects.

The Formation

In order to determine the formation, each player participating in the battle takes one six-sided, hides it with their hand, and places it with a number of their choice face-up. The chosen number

indicates which position in the formation they wish their character to take.

Once each player has made their decision, they all reveal their positions at once.

After the positions are revealed, each player takes the marker for their character and places it in the corresponding position on the fleet sheet.

NPC Formation

At the same time as the players are choosing their formation, the Admiral determines the formation for all of the NPC ships. It can be useful to have different colored dice to represent each different ship.

Reconnaissance

When determining the formation, the PCs may use their “Reconnaissance” equipment capabilities. If they do, the Admiral must reveal any ships in the targeted position. While the Admiral may not change a ship's position once it has been revealed, they players may choose to alter their positions based on that information. Once a position has been revealed using “Reconnaissance,” it is possible for another character to use “Reconnaissance” again. Once all of the PCs are finished using “Reconnaissance,” the NPCs may also choose to use it. However, there is a limit to the number of times that the NPC fleet may use “Reconnaissance.” These rules are explained in detail in Chapter 11: “The Abyssal Fleet.”

Formation and Resolving Actions

A character's position affects the order in which they act during the battle. During the aerial combat, shelling, and torpedo phases, actions are resolved in order starting with the highest position.

If there are multiple characters in the same position, resolve the actions of the PCs in that position first, followed by the actions of the NPCs in that position (this order is reversed in the case of the “Crossing the T (Disadvantage)” battlefield type).

If there are multiple characters from the same side occupying the same position, they may decide among themselves what order in which to resolve their actions.

THE AERIAL COMBAT PHASE

During the aerial combat phase, you resolve the combat that occurs between squadrons of carrier-based aircraft before the two fleets encounter each other.

Only characters that possess an equipment ability with the “Airstrike” capability may participate in aerial combat. If there are multiple characters participating in aerial combat, resolve their actions in order based on their position.

A character that participates in aerial combat rolls 1D6 for each “Airstrike” capability that they possess.

If there are any enemy ships in the position indicated by the die, you may choose to target one of those ships. Roll a number of D6 equal to the “Airstrike” capability rating and deal that much damage to the target.

Damage and Hits

Whenever a character takes damage, you must calculate how many hits they suffer as a result. Divide the amount of damage taken by the character's armor rating (round down).

The result is the number of hits that the character suffers. If the amount of damage dealt is less

than the character's armor rating, the character suffers no hits.

Damage is calculated this way not just during the aerial combat phase, but whenever a character takes damage.

Example: *Fubuki has an armor rating of 6 and is undamaged. She takes 17 points of damage from aircraft launched by an Abyssal ship. Dividing the amount of damage (17) by Fubuki's armor rating (6) gives a result of 2 after rounding down. Fubuki suffers 2 hits, or medium damage.*

THE SHELLING PHASE

During the shelling phase, the shipgirls and the Abyssal ships close with each other and exchange fire.

Range

The shelling phase is divided up into four sub-phases based on range. Resolve them in order.

1. Extreme Range Shelling Phase
2. Long Range Shelling Phase
3. Medium Range Shelling Phase
4. Short Range Shelling Phase

Each character participating in the battle may only make an attack during one of these phases.

Each of these phases corresponds to the "Range" category of an equipment ability. In order to make an attack during one of these phases, you must possess an equipment ability with a range that is equal to or greater than the range of that phase.

Example: *In order to make an attack during the extreme range shelling phase, you must have an equipment ability with a range of "Extreme."*

In order to make an attack during the medium range shelling phase, you must have an equipment ability with a range of either "Extreme," "Long," or "Medium."

At the beginning of each phase, the Admiral should declare which phase it is and ask if anyone intends to make an attack. If there are multiple characters making attacks during the same phase, resolve their actions in order based on their position.

The Second Shelling Phase

As the battle progresses, both sides move closer and closer to each other.

In the second round, the shelling phase consists only of the short range shelling phase (except in the case of a "Head-on Engagement," where the second round is resolved just as the first, starting with the extreme range shelling phase and so on).

PC Attacks and Firing Checks

During battle, PC and NPC attacks are resolved according to different rules. First we will explain how to resolve PC attacks.

When a PC makes an attack, they first choose one of their equipment abilities and a target.

The chosen equipment ability must have a long enough range to be used during that phase.

The target must be an enemy ship that shares the same position as the PC. If there are no

enemy ships in the same position as the PC, they may choose to target any enemy ship.

After choosing a target, the player makes a check using the trait listed for the chosen equipment ability. This check is known as a "Firing Check."

Add your accuracy rating and the accuracy modifier of the chosen equipment ability to the result of the firing check.

If the firing check is successful, determine how much damage you deal to the target.

If the firing check fails, the attack misses, and the attacking PC becomes exhausted.

Determining Damage

If the firing check is successful, calculate your "Combined Firepower" and determine how much damage you deal to the target.

Combined firepower is determined by adding together the following items:

- Your own firepower rating
- The firepower modifier of the equipment ability you used to make the attack
- If the firing check resulted in a special, increase the combined firepower by 2 points

Roll a number of dice equal to the combined firepower of the attack and add them all together to determine how much damage you deal to the target.

After calculating the damage, the attacking PC becomes exhausted.

PC Sustained Fire

If a player succeeds at a firing check, instead of determining the damage, they may instead choose to engage in "Sustained Fire."

When you choose to use sustained fire, choose an equipment ability that you have not yet used this round and make another firing check. The target of the attack remains the same.

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

- You may not use the same trait to make multiple firing checks in the same round.
- Apply a cumulative -2 modifier to the result of the firing check each time you use sustained fire.
- You may use any equipment ability, regardless of its range, when using sustained fire.

If the firing check for sustained fire is successful, you may calculate how much damage you deal to the target. When determining your combined firepower, add the firepower modifier of the equipment ability that you used for sustained fire.

If the firing check for sustained fire is successful, you may choose to use sustained fire again.

If any of the firing checks fail, the entire attack misses, and the attacking PC becomes exhausted. A missed attack deals no damage to the target.

NPC Attacks and Evasion Checks

When an NPC makes an attack, choose an equipment ability possessed by that NPC and a target, using the same restrictions as PC attacks.

However, instead of making a firing check, the target makes a check to determine whether or not they are able to avoid the attack. This is called an "Evasion Check."

The target makes an evasion check using the trait listed for the chosen NPC equipment ability. The target adds their evasion rating to the result of the check.

If the evasion check is successful, the NPC's attack misses, and they become exhausted.

If the evasion check fails, the NPC's attack hits, and damage is calculated in the same manner as with PC attacks. After determining the damage, the attacking NPC becomes exhausted.

NPC Sustained Fire

If the PC fails their evasion check, the Admiral may choose to have the NPC use sustained fire. NPC sustained fire uses the same rules for equipment abilities and targets as PC sustained fire. When an NPC uses sustained fire, it differs from PC sustained fire in the following ways:

- Instead of making a firing check, the target of the attack makes another evasion check.
- No modifiers are applied to the evasion check.

If the target fails their evasion check, the NPC may calculate the damage of the attack. Calculate the combined firepower of the attack as with PC sustained fire, by adding the firepower modifier of the equipment ability used for sustained fire.

If any of the evasion checks made against sustained fire are successful, the NPC's attack misses, and the attacking NPC becomes exhausted. A missed attack deals no damage to the target.

NPC Accuracy and Evasion Ratings

NPCs do not make firing checks or evasion checks, so they cannot use their accuracy or evasion ratings as modifiers.

Instead, NPCs use those ratings for "Check Handicaps."

Check handicaps may be used whenever a PC makes a firing check or evasion check. However, they may not be used when the result of the PC's check is a special or a fumble.

Firing Check Handicaps

When a PC makes a firing check, the target may look at each of the dice rolled. If the number rolled on any of the dice is equal to the target's evasion rating, treat those dice as if they had rolled a 0 instead.

Evasion Check Handicaps

When a PC makes an evasion check, the NPC attacker may look at each of the dice rolled. If the number rolled on any of the dice is equal to the attacker's accuracy rating, treat those dice as if they had rolled a 0 instead.

***Example:** Fubuki is making an attack against a Ro-class Destroyer. Fubuki's accuracy rating is 2, and the accuracy modifier of the equipment ability she is using is 0. The target number for the firing check is 5, and Fubuki rolls a 2 and a 1 on the firing check. The total result should be 5, but because the Ro-class destroyer has an evasion rating of 2, the 2 that Fubuki rolled becomes a 0 instead. The final result of Fubuki's firing check is 3, and her attack misses.*

Becoming Inoperative During Battle

A character that becomes inoperative during a battle is removed from the fleet sheet. A character that is removed from battle may not perform any actions other than support.

THE END OF THE ROUND

Once all characters participating in a battle have either become exhausted or have decided to not make an attack, the round ends.

At the end of the first round, all characters become active again. Proceed to resolve the second round of attacks.

At the end of the second round, proceed to the torpedo phase.

Withdrawal

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

If the players wish to attempt to withdraw, one representative of the PC fleet makes a “Withdrawal (Warfare 8)” check.

If the check is successful, the battle ends.

A battle that ended with the PCs withdrawing is considered a loss, regardless of the circumstances.

THE TORPEDO PHASE

During the torpedo phase, attacks with torpedoes are resolved.

In order to make a torpedo attack, a character must have an equipment ability with the “Torpedo” capability. If there are multiple characters making torpedo attacks, resolve their actions in order based on their position.

When making a torpedo attack, for each equipment ability with the “Torpedo” capability that you possess, you may choose one target and make a “Torpedo (Warfare 10)” check.

If the check is successful, roll a number of D6 equal to the ability's “Torpedo” capability rating and deal that much damage to the target.

THE NIGHT BATTLE PHASE

After resolving torpedo attacks, the players may choose whether or not they wish to engage in a night battle.

If they choose to do so, one representative of the PC fleet makes a “Night Battle (Warfare 12)” check. If the check is successful, then they may participate in the night battle.

If they choose not to engage in a night battle, or if the check fails, the battle ends.

The night battle phase consists of one additional round of shelling. The night battle phase consists only of a short range shelling phase.

The night battle phase differs from a regular shelling phase in the following ways:

- Increase the firepower modifier of “Short” and “Medium” range equipment abilities.
- You score a special on a firing check on a result of 10 or greater (not counting modifiers).
- You suffer a fumble on an evasion check on a result of 4 or less (not counting modifiers).
- Equipment abilities with a type of “Aircraft” may not be used.
- Characters who have suffered heavy damage may not make attacks.

Once the night battle phase ends, the battle is over.

THE END OF BATTLE

Once the battle is over, both fleets must determine who won and who lost.

Count the number of ships that were sunk or have heavy damage on each side. Include any ships that are inoperative but were not sunk or did not take heavy damage. Compare both fleets totals, and the fleet with the lower total is the winner.

If both sides have an equal number of ships that were sunk or have heavy damage, it is considered a loss for the PCs.

When the battle ends, all PCs become active.

Spoils of War

If the PCs won the battle, they may roll on the “Spoils of War Table” a number of times equal to the number of enemy ships that were sunk, and receive whatever results are rolled.

Spoils of War Table		1D6
1	You gain [1D6 + Number of Enemy Ships] fuel.	
2	You gain [1D6 + Number of Enemy Ships] gunpowder.	
3	You gain [1D6 + Number of Enemy Ships] steel.	
4	You gain [1D6 + Number of Enemy Ships] bauxite.	
5	You gain [1D6 + Number of Enemy Ships] of a resource of your choice.	
6	Each PC may increase their relationship towards a character of their choice by 1 point.	

CHAPTER 7: OTHER RULES

SUPPORT

Support is a special action that one PC may use to encourage another PC's action. You may use support even when you are inoperative.

Support may be used to produce the following two effects.

Using Support for a Check

You may use support to boost a check made by a PC towards whom you have a relationship score of 1 or greater (you may choose to use support after they have rolled the dice).

When you do, increase the result of the check by an amount equal to your relationship score towards that character.

Using Support for Damage

You may use support to increase the damage dealt by a PC towards whom you have a relationship score of 1 or greater (you may choose to use support after they have rolled the dice).

When you do, increase the amount of damage dealt by a number of D6 equal to your relationship score towards that character.

In either case, the target of the support must be appearing in the same scene as the character using support. When you use support, place a check mark in the target's support box in the "Characters" section of your character sheet.

You may not use support to target a character whose support box you have checked off.

Clearing the Support Box

Whenever your relationship score towards a character increases by 1 or more points, you may clear that character's support box.

NPC Support

If an NPC has a relationship score of 1 or greater towards a PC, that NPC may also use support.

If there is an NPC with a relationship score of 1 or greater towards a PC, that PC's player may request to the admiral that the NPC use support for their character.

If the Admiral feels that it would be an acceptable situation for the NPC to use support for that PC, then it is resolved in the same manner as PCs using support.

ITEMS

It is possible for each PC to acquire items as a result of event challenges.

A PC may have a maximum of 2 items at any given time.

During the naval base phase, you may freely exchange items with other PCs at any time. You may not exchange items during battle.

Items consist of the follow:

Item Table

1D6

1	Ice Cream	You may use this item any time as an auxiliary action. You recover 1D6 points of energy. <i>The supply ship "Mamiya's" special ice cream.</i>
2	Sweet Bean Jelly	You may use this item as an auxiliary action during the naval base phase. You may use it during battle instead of making an attack. Choose a character, and that character recovers 1D6 points of energy. During battle, that character must be in the same position as you. <i>The supply ship "Mamiya's" special sweet bean jelly.</i>
3	Development Material	You may use this item as an auxiliary action during the naval base phase. You may use development one time. If you do not like the result, you may re-roll once on the development table. <i>Special materials necessary for doing development.</i>
4	Instant Repair Material	You may use this item as an auxiliary action when you dock. You may recover from hits immediately, rather than at the end of the scene, and you do not have to sit out of the scene. <i>Special medicine that allows shipgirls to recover from damage instantly. They are also called "buckets" because of the container that they come in.</i>
5	Emergency Maintenance Crew	You may use this ability as an auxiliary action whenever you are sunk. You recover to heavy damage (3 hits). <i>A professional damage control crew. Never fear, the faeries will protect you from sinking!</i>
6	Memento	You may use this item any time as an auxiliary action. Choose a character, and tell a story about that character and the item. That character increases their relationship score towards your character by 1 point. <i>Something very precious to a shipgirl. Decide what form it takes when you receive it.</i>

CHAPTER 8: THE DECISIVE BATTLE PHASE

The decisive battle phase is a specific fleet battle with the enemy described by the scenario. It is always treated as a sortie event.

The decisive battle phase differs from regular battles in the following ways.

VICTORY CONDITIONS

During the decisive battle phase, the Admiral should change the conditions for victory to one of the following:

- **Sink the enemy flagship.** If the enemy flagship is sunk, then it is a victory for the PCs. If it is not sunk, then it is a victory for the NPCs.
- **Sink all enemy ships.** If at the end of the second round both sides have ships remaining, then the battle continues until one side is completely sunk or the PCs withdraw.

SUNK PCs

If, at the end of the decisive battle phase, there are any sunk PCs, another PC may attempt to recover them.

At the end of the battle, each remaining PC may choose one other PC and make a single recovery check.

In order to make a recovery check, you must fulfill the following conditions:

- You must have a relationship score towards the target of 1 or greater.
- You must not be inoperative.

Each recovery check is made using a trait randomly determined by the Admiral. Add your relationship score towards the target to the result of the check.

If the recovery check is successful, you manage to tow the target back to the base.

Any PC that is sunk at the end of the decisive battle phase and is not recovered is lost. That PC may never return.

Wiped Out

If all of the PCs become inoperative, the fleet is wiped out, and all of the PCs are lost.

CHAPTER 9: THE END PHASE

After the decisive battle phase ends, proceed to the end phase.
Resolve the end phase according to the following steps.

THE EPILOGUE

Describe the outcome of the session, and give each PC their own epilogue.

CHARACTER ADVANCEMENT

Each PC earns experience points based on the events of the session. Once a PC reaches a certain number of experience points, their level increases.

Use the “Experience Table” as a guide as to how to award experience points.

The “Level Up Table” lists the experience totals necessary to increase in level and the effects of increasing your level.

Experience Table	
Battles	Each PC receives 10 experience points for each battle won.
Classification	Destroyers and Light Cruisers receive 20 experience points. Heavy Cruisers and Light Carriers receive 10 experience points.
Flagship	The PC who served as flagship receives 10 experience points.
MVP	Each player secretly chooses one other PC who tugged on their heartstrings the most. Once everyone has decided, at the Admiral's command, they each point to the player of the chosen PC (you cannot choose yourself). For each other player that chose you, your character receives 10 experience points.
Quests	Each PC receives 50 experience points for every completed quest. If the quest was more abstract, the players and the Admiral should discuss the events of the session to determine whether it was successful. The final decision is up to the Admiral.

Level Up Table

Level 1	0 – 99 experience points
Level 2	100 – 299 experience points You gain one additional combat ability (two total)
Level 3	300 – 499 experience points Increase your maximum energy by 2 points
Level 4	500 – 699 experience points Increase either your firepower rating or your armor rating by 1 point
Level 5	700 – 999 experience points Increase your maximum energy by 2 points
Level 6	1000 – 1499 experience points You gain one additional combat ability (three total)
Level 7	1500 – 1999 experience points Increase your maximum energy by 2 points
Level 8	2000 – 2999 experience points Increase either your firepower rating or your armor rating by 1 point
Level 9	3000 – 4999 experience points Increase your maximum energy by 2 points
Level 10	5000+ experience points You gain one additional combat ability (four total)

Reset Data

After awarding experience, the following pieces of character data are reset:

- All items acquired during the session are lost.
- All hits suffered during the session are recovered.
- Your energy is restored to its maximum amount.
- All effects produced as a result of abilities or tables are negated.

Be sure to make any changes to your character sheet.

Adjust Traits

After awarding experience, each player may adjust their total number of traits.

A player may choose to lose any number of traits that they possess. However, a PC's total number of traits may not be reduced below their starting number of traits.

Adjust Relationship Scores

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

Adjust Abilities

You may freely change your combat abilities. If you increased your maximum number of combat abilities as a result of leveling up, you may also acquire a new combat ability.

When changing your combat abilities, you may only acquire combat abilities from the categories listed under your character's "Specializations."

Learning Allies' Inherent Abilities

If you have a relationship score of 5 towards an NPC shipgirl, you may change one of your combat abilities to that shipgirl's inherent ability.

You are free to change this ability to any other combat ability that you may acquire at a later point.

NAVAL BASE ADVANCEMENT

After the PCs have adjusted their characters, the Admiral advances the naval base's level by 1. The naval base's level increases automatically.

Whenever the naval base's level increases, the following information is changed.

Equipment Abilities

The number of equipment abilities in the naval base that may be carried over between sessions is equal to [Naval Base Level x 2].

If the naval base contains more equipment abilities than that, you must remove them until the total number is less than or equal to [Naval Base Level x 2].

Resources

The number of each resource type that may be carried over between sessions is equal to [Naval Base Level + 20].

If the total number of resources of any type is greater than that, you must reduce the total number of that resource type to [Naval Base Level + 20].

NPC Shipgirl Relationship Scores

If the total of all NPC shipgirl relationship scores is greater than [Naval Base Level + 5], you must reduce their relationship scores until their total is less than or equal to [Naval Base Level + 5].

Furniture

When the naval base's level increases, you acquire furniture coins that may be used to strengthen the base.

Rules for furniture appear in "Kancolle RPG: Construction Book 1".

CHAPTER 10: ABILITIES

This chapter will describe the various abilities that may be possessed by the shipgirls or by the Abyssal ships. Abilities are divided into three general types.

Equipment Abilities

These are abilities like weapons and planes that the shipgirls can equip themselves with.

Equipment abilities that are removed when refitting during the naval base phase are stored in the naval base.

When you refit, you may also acquire equipment abilities from the naval base. You may not possess more equipment abilities than your equipment rating.

When acquiring a new equipment ability, you must choose a trait to link that ability to. You may choose any trait that you wish. Because you cannot use the same trait twice when using sustained fire, it is best to choose different traits for your equipment abilities.

Combat Abilities

These are abilities that may be used during battle.

Combat abilities are divided into six categories: "Deployment," "Strategy," "Air Superiority," "Offensive," "Defensive," and "Utility." Which categories of abilities a shipgirl may acquire varies from shipgirl to shipgirl.

When acquiring a new combat ability, you must choose a trait to link that ability to. You must choose one of the traits listed in the ability's description.

Inherent Abilities

These are abilities that are unique to each shipgirl.

They have various effects that showcase each shipgirl's personality. Each shipgirl's inherent ability is listed in her entry in the shipgirl directory.

ABILITY ACTIVATION TYPES

Combat abilities and inherent abilities all have an "Activation" type that describes when and how many times they may be used.

An ability can have one of the following three activation types:

Auto

These abilities always produce an effect.

Move

These abilities are used during battle. They are used instead of making an attack, and using one causes you to become exhausted. Unless the ability's description says otherwise, you may use these abilities during any range of the shelling phase.

Sub

These abilities may be used whenever certain conditions are met. Treat their use as an auxiliary action. You may only use one of these abilities with the same name once per scene during the naval base phase, and once per round during battle.

EQUIPMENT CAPABILITIES

Some equipment abilities produce special effects known as "Capabilities." Equipment

capabilities use the same activation types as combat and inherent abilities. However, you may use “Sub”-activation capabilities with the same name as many times per round as you have equipment abilities with that capability.

The various equipment capabilities are explained below.

Example: A character who has two “Carrier-based Torpedo Bombers” may use each of those abilities’ “Reconnaissance” capabilities one time.

Airstrike Auto
This capability may be used during the aerial combat phase. See Chapter 6 for more details.

Torpedo Auto
This capability may be used during the torpedo phase. See Chapter 6 for more details.

Evasion Auto
Apply the capability rating as a modifier to evasion checks.

Stabilization Auto
You may ignore the effect of the “Rough Seas” battlefield type.

Reconnaissance Sub
You may use this capability when determining the formation, before the positions have been revealed. Make a “Detection (Naval 4)” check. If it is successful, choose one enemy ship. That ship must reveal its position. The higher your “Reconnaissance” rating, the less likely it is that it will be negated by “Anti-Aircraft” and “Extended AA” capabilities. A “Reconnaissance” capability with a rating of “-” cannot be negated.

Anti-Aircraft Sub
You may use this capability whenever you are become the target of “Reconnaissance” or take damage from an equipment ability with the “Airstrike” capability. Spend 2 points of energy, roll a number of D6 equal to your “Anti-Aircraft” rating, and total the result to find your “Air Superiority Score.”

If your air superiority score is greater than or equal to the enemy’s “Reconnaissance” rating, negate the effect of “Reconnaissance.”

Reduce the damage you take from equipment abilities with the “Airstrike” capability by an amount equal to your air superiority score.

Extended AA Sub
You may use this capability whenever an allied ship becomes the target of “Reconnaissance,” takes damage from an equipment ability with the “Airstrike” capability, or when an enemy ship uses “Anti-Aircraft” or “Extended AA.” Spend 2 points of energy, roll a number of D6 equal to your “Extended AA” rating, and total the result to find your “Air Superiority Score.”

If your air superiority score is greater than or equal to the enemy’s “Reconnaissance” rating, negate the effect of “Reconnaissance.”

Reduce the damage allied ships take from equipment abilities with the “Airstrike” capability by an amount equal to your air superiority score.

Reduce enemy ships’ “Anti-Aircraft” and “Extended AA” air superiority scores by an amount equal to your air superiority score.

Battlefield Control Sub
You may use this ability whenever rolling on the battlefield table. You may increase or decrease the result of the roll by an amount equal to your “Battlefield Control” rating (you may not increase the result above 6 or decrease it below 1).

Reading Equipment Ability Entries

Name

The equipment ability's name.

Type

The equipment ability's general type.

Range

The equipment ability's range.

Accuracy

The modifier applied to the firing check when using the equipment ability.

Firepower

The amount you increase the combined firepower by when an attack using the equipment ability is successful.

Available Ship Types

Which ship classifications may equip the equipment ability.

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

Capabilities

Capabilities possessed by the equipment ability.

Reading Combat Ability Entries

Name

The combat ability's name.

Category

Which category the combat ability belongs to.

Activation

What timing the combat ability may be used with.

Trait

Which trait is used when making a check for the combat ability. Choose one when acquiring the ability.

Effect

The combat ability's effect.

Small-caliber Naval Gun

Type	Main Gun		Range		Short	
Accuracy	0		Firepower		2	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities						

10cm Twin High-angle Mount

Type	Main Gun		Range		Short	
Accuracy	0		Firepower		2	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Anti-Aircraft 2					

Medium-caliber Naval Gun

Type	Main Gun		Range		Medium	
Accuracy	0		Firepower		2	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities						

15.2cm Twin Gun Mount

Type	Main Gun		Range		Medium	
Accuracy	1		Firepower		2	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB*	BBV	SS	SSV
Capabilities	* - Not available to Kongou-class					

20.3cm Twin Gun Mount

Type	Main Gun		Range		Medium	
Accuracy	0		Firepower		3	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB*	BBV	SS	SSV
Capabilities	* - Not available to Kongou-class					

Large-caliber Naval Gun

Type	Main Gun	Range		Long		
Accuracy	0	Firepower		2		
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities						

41cm Twin Gun Mount

Type	Main Gun	Range		Long		
Accuracy	0	Firepower		3		
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities						

46cm Triple Gun Mount

Type	Main Gun	Range		Extreme		
Accuracy	-1	Firepower		4		
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities						

Secondary Gun

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

8cm Twin High-angle Mount

Type	Secondary Gun	Range		Short		
Accuracy	0	Firepower		1		
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Anti-Aircraft 2					

Carrier-based Bomber

Type	Aircraft		Range		Short	
Accuracy	0		Firepower		4	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Airstrike 2					

Suisei

Type	Aircraft		Range		Short	
Accuracy	0		Firepower		4	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Airstrike 3					

Carrier-based Torpedo Bomber

Type	Aircraft		Range		Short	
Accuracy	0		Firepower		3	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Airstrike 2, Reconnaissance 7					

Tenzan

Type	Aircraft		Range		Short	
Accuracy	1		Firepower		3	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Airstrike 3					

Carrier-based Fighter

Type	Aircraft		Range		-	
Accuracy	-		Firepower		-	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Extended AA 2					

Type 52 Zero Fighter

Type	Aircraft		Range		-	
Accuracy	-		Firepower		-	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Extended AA 3					

Reconnaissance Aircraft

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

Saiun

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

Torpedo Tube

Type	Torpedo		Range		Short	
Accuracy	0		Firepower		2	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Torpedo 2					

61cm Quad O2 Torpedo Tube

Type	Torpedo		Range		Short	
Accuracy	0		Firepower		3	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Torpedo 3					

Radar

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

Enhanced Steam Turbine

Type	Engine		Range		-	
Accuracy	-		Firepower		-	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Evasion 1					

Machine Gun

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

25mm Twin Autocannon Mount

Type	Machine Gun		Range		-	
Accuracy	-		Firepower		-	
Available Ship Types	DD	CL	CLT	CA	CAV	CVL
	CV	AV	BB	BBV	SS	SSV
Capabilities	Anti-Aircraft 3					

DEPLOYMENT ABILITIES

High-speed Maneuvering			
Category	Deployment	Activation	Sub
Trait	Maneuvering (Naval 8) Free-spirited (Personality 11)		
<p>Effect: You may use this ability at the end of the round. Make a check using the linked trait. If it is successful, you may change your position by 1 in either direction.</p>			

Pursuit			
Category	Deployment	Activation	Sub
Trait	Smile (Charm 7) Cruel (Personality 10)		
<p>Effect: You may use this ability when revealing the formation. Choose one enemy ship whose position is 1 away from you in either direction and make a check using the linked trait. If it is successful, you may change your position to that of the chosen ship.</p>			

Guidance			
Category	Deployment	Activation	Sub
Trait	Protocol (Naval 5) Withdrawal (Warfare 8)		
<p>Effect: You may use this ability when revealing the formation. Choose one allied ship in the same position as you and make a check using the linked trait. If it is successful, you may change that ship's position by 1 in either direction.</p>			

STRATEGY ABILITIES

Change of Battlefield			
Category	Strategy	Activation	Sub
Trait	Bold (Personality 12) Navigation (Naval 9)		
<p>Effect: You may use this ability at the end of the round. Make a check using the linked trait. If it is successful, you may change the battlefield to a random one using the battlefield table.</p>			

Formation Change			
Category	Strategy	Activation	Sub
Trait	Mysterious (Personality 2) Command (Naval 10)		
<p>Effect: You may use this ability at the end of the round. Choose any number of allied ships, and an equal number of enemy ships, and make a check using the linked trait. If it is successful, all of the chosen ships must determine their new formation at the beginning of the next round.</p>			

Sixth Sense			
Category	Strategy	Activation	Sub
Trait	Earnest (Charm 2) Encryption (Naval 2)		
<p>Effect: You may use this ability when determining the formation before the formation is revealed. Make a check using the linked trait. If it is successful, you may look at all of the allied ships' chosen positions before choosing your own.</p>			

AIR SUPERIORITY ABILITIES

Aviation Control			
Category	Air Superiority	Activation	Sub
Trait	Competitive (Personality 6) Detection (Naval 4)		
<p>Effect: You may use this ability whenever you act during the aerial combat phase. Make a check using the linked trait. If it is successful, when determining the target, you may increase or decrease the result by 1 (you may not increase the result above 6 or decrease it below 1).</p>			

Dive Bombing			
Category	Air Superiority	Activation	Sub
Trait	Mindful (Personality 9) Bombing (Warfare 3)		
<p>Effect: You may use this ability whenever you choose the target of an attack using an "Aircraft" equipment ability. Make a check using the linked trait. If it is successful, you may choose to target an enemy ship whose position is 1 away from you in either direction.</p>			

Tactical Bombing Raid			
Category	Air Superiority	Activation	Sub
Trait	Flashy (Charm 12) Aerial Combat (Warfare 4)		
<p>Effect: You may use this ability whenever you choose the target of an attack using an "Aircraft" equipment ability. Make a check using the linked trait. If it is successful, you may choose to target all enemy ships in the same position as you.</p>			

OFFENSIVE ABILITIES

Volley Fire			
Category	Offensive	Activation	Sub
Trait	Energetic (Personality 7) Artillery (Warfare)		
<p>Effect: You may use this ability when determining the damage from a successful attack. Make a check using the linked trait. If it is successful, spend any number of points of energy. You may choose to re-roll a number of dice when determining damage equal to the number of points of energy spent.</p>			

Concentrated Fire			
Category	Offensive	Activation	Sub
Trait	Cool (Charm 3) Serious (Personality 5)		
<p>Effect: You may use this ability before you make a firing check. Make a check using the linked trait. If it is successful, you score a special on the firing check if the total rolled on the dice is 10 or greater.</p>			

Wild Firing			
Category	Offensive	Activation	Sub
Trait	Optimistic (Personality 8) Assault (Warfare 6)		
<p>Effect: You may use this ability before you make a firing check. Make a check using the linked trait. If it is successful, for the rest of the round, increase your firepower rating by 2 and apply a -2 modifier to evasion checks that you make.</p>			

DEFENSIVE ABILITIES

Escort Vessel			
Category	Defensive	Activation	Sub
Trait	Determined (Charm 6) Support (Warfare 9)		
<p>Effect: You may use this ability whenever a character in the same position as you becomes the target of aerial combat, shelling, or a torpedo attack. Make a check using the linked trait. If it is successful, you may change the target to yourself.</p>			

Substitution			
Category	Defensive	Activation	Sub
Trait	Lucky (Background 7) Fashion (Interests 10)		
<p>Effect: You may use this ability whenever you take damage. Make a check using the linked trait. If it is successful, you may destroy one of your equipment abilities and prevent that damage.</p>			

Adversity			
Category	Defensive	Activation	Auto
Trait	None		
<p>Effect: Whenever you have suffered medium or heavy damage, if you spend 1D6 points of energy, you may make attacks using "Aircraft" or "Torpedo" equipment abilities.</p>			

UTILITY ABILITIES

Emergency Repairs			
Category	Utility	Activation	Move
Trait	Considerate (Personality 4) Maintenance (Naval 12)		
<p>Effect: Choose any character and make a check using the linked trait. If it is successful, the target recovers [1D6 + Your Relationship Score Towards the Target] points of energy.</p>			

Communications Jamming			
Category	Utility	Activation	Sub
Trait	Secret Weapon (Background 9) Electronic Warfare (Warfare 2)		
<p>Effect: You may use this ability when determining the formation before the formation is revealed. Choose one enemy ship and make a check using the linked trait. If it is successful, that ship's position is determined randomly.</p>			

Rescue Operations			
Category	Utility	Activation	Sub
Trait	Gentle (Charm 4) Supply (Naval 6)		
<p>Effect: You may use this ability at the end of the round. Choose one inoperative character and make a check using the linked trait. If it is successful, the target recovers 1D6 points of energy.</p>			

CHAPTER 11: THE ABYSSAL FLEET

The Abyssal fleet are enemies of humanity. They attack their ships and encroach upon their land, turning it into more ocean.

The shipgirls take to the waters to fight against this menace.

This chapter introduces rules and statistics for Abyssal ships.

SPECIAL RULES FOR ABYSSAL SHIPS

Abyssal ships are considered NPCs. When they are being controlled by the Admiral, they differ from regular characters in the following ways:

Traits

Abyssal ships do not possess traits.

Equipment Abilities

Each equipment ability possessed by an Abyssal ship that may be used to make attacks has a linked trait. The admiral should choose the linked traits for each ship. Each individual ship should have different linked traits for each equipment ability.

You may choose a linked trait either at the beginning of the scenario, or when that equipment ability is first used to make an attack. In the latter case, the ability is chosen at random. First roll 1D6 to determine the category of the trait, then use the number listed in brackets after each equipment ability to determine which trait from the chosen category to use.

Abyssal ship equipment abilities do not have accuracy modifiers.

Action Checks

If an Abyssal ship must make an action check, it automatically succeeds. Abyssal ships can not produce specials or fumbles.

Reconnaissance

An Abyssal ship's "Reconnaissance" capability may only be used once when determining the formation. Resolve it in the following manner.

"Reconnaissance" may be used when determining the formation, before the positions have been revealed. Choose one enemy ship. The Admiral may secretly look at that player's choice of position.

Other Effects

Abyssal ships do not suffer any special effects of medium or heavy damage. During battle, if there are no enemy ships in the same position as an Abyssal ship, increase its firepower rating by 2.

Abyssal Ship Classes

Abyssal ships have two higher-level classes, "Elite" and "Flagship." The Admiral may apply these classes to Abyssal ships when they wish to increase their strength.

Apply the following changes to elite- and flagship-class Abyssal ships:

Elite

- Increase their firepower and armor ratings by 2 points each.
- Increase their energy by 5 points.
- Increase the ratings of any "Airstrike" and "Torpedo" capabilities by 1 point each.

- During battle, if there are no enemy ships in the same position, they may make one attack each against all of the PCs.
- If the PCs win the battle, they may roll one additional time on the spoils of war table for each elite-class ship sunk.

Flagship

- Increase their firepower and armor ratings by 4 points each.
- Increase their energy by 10 points.
- Increase the ratings of any “Airstrike” and “Torpedo” capabilities by 2 points each.
- During battle, if there are no enemy ships in the same position, they may make one attack each against all of the PCs.
- If a flagship-class ship is present in a fleet, that fleet may use “Reconnaissance” one additional time.
- Apply a -2 modifier to all firing checks and checks for abilities that target a flagship-class ship.
- If the PCs win the battle, they may roll two additional times on the spoils of war table for each flagship-class ship sunk.

ABYSSAL SHIP DATA

The Abyssal fleet is shrouded in mystery. Once a battle begins, the players may not look at the sections of the rulebook that deal with the Abyssal fleet.

When a battle with the Abyssal fleet begins, the Admiral should only reveal the specific details of each ship when the following things occur:

Name and Class	When the Abyssal ship is encountered.
Accuracy Rating	When the Abyssal ship uses its evasion check handicap.
Firepower	When the Abyssal ship deals damage to a character.
Evasion Rating	When the Abyssal ship uses its firing check handicap.
Armor Rating	When the Abyssal ship takes damage.
Energy	When the Abyssal ship's energy decreases.
Equipment Abilities	When the Abyssal ship uses the equipment ability to make an attack or uses one of its capabilities.

Once the details of an enemy ship become known to the PCs, either through the results of “Strategy” events or naturally through encountering them, they may always ask the Admiral to repeat that information to them.

I-class Destroyer

Accuracy 2
Firepower 0
Evasion 2
Armor 4
Energy 10

Abilities

5-inch Single Gun Mount	Main Gun	Range: Short	Firepower: 2	[7]
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Ro-class Destroyer

Accuracy 2
Firepower 1
Evasion 2
Armor 4
Energy 12

Abilities

5-inch Single Gun Mount	Main Gun	Range: Short	Firepower: 2	[8]
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Ha-class Destroyer

Accuracy 2
Firepower 0
Evasion 2
Armor 5
Energy 14

Abilities

5-inch Single Gun Mount	Main Gun	Range: Short	Firepower: 2	[6]
21-inch Torpedo Tube (Late Model)	Torpedo	Range: Short	Firepower: 2 "Torpedo" 3	[10]

Ni-class Destroyer

Accuracy 2
Firepower 1
Evasion 3
Armor 6
Energy 16

Abilities

5-inch Single Gun Mount	Main Gun	Range: Short	Firepower: 2	[5]
21-inch Torpedo Tube (Late Model)	Torpedo	Range: Short	Firepower: 2 "Torpedo" 3	[9]

Ho-class Light Cruiser

Accuracy 1
Firepower 1
Evasion 1
Armor 6
Energy 10

Abilities

5-inch Single High-angle Mount Reconnaissance Aircraft	Main Gun Aircraft	Range: Medium "Reconnaissance" 9	Firepower: 2	[3]
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He-class Light Cruiser

Accuracy 2
Firepower 1
Evasion 1
Armor 7
Energy 12

Abilities

6-inch Twin High-angle Mount Reconnaissance Aircraft	Main Gun Aircraft	Range: Medium "Reconnaissance" 9	Firepower: 2	[4]
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To-class Light Cruiser

Accuracy 2
Firepower 2
Evasion 1
Armor 8
Energy 14

Abilities

6-inch Twin High-angle Mount	Main Gun	Range: Medium	Firepower: 3	[4]
21-inch Torpedo Tube (Early Model)	Torpedo	Range: Short	Firepower: 2	"Torpedo" 2 [10]
Reconnaissance Aircraft	Aircraft	"Reconnaissance" 9		

Chi-class Torpedo Cruiser

Accuracy 0
Firepower 1
Evasion 1
Armor 7
Energy 16

Abilities

5-inch Single High-angle Mount	Main Gun	Range: Medium	Firepower: 2	[5]
21-inch Torpedo Tube (Early Model)	Torpedo	Range: Short	Firepower: 2	"Torpedo" 2 [9]
21-inch Torpedo Tube (Early Model)	Torpedo	Range: Short	Firepower: 2	"Torpedo" 2 [11]

Ri-class Heavy Cruiser

Accuracy 3
Firepower 3
Evasion 0
Armor 8
Energy 18

Abilities

8-inch Triple Gun Mount	Main Gun	Range: Medium	Firepower: 2	[3]
21-inch Torpedo Tube (Early Model)	Torpedo	Range: Short	Firepower: 2 "Torpedo" 2	[7]
Reconnaissance Aircraft	Aircraft	"Reconnaissance" 9		

Nu-class Light Carrier

Accuracy 0
Firepower 0
Evasion 1
Armor 8
Energy 20

Abilities

Torpedo Bomber	Aircraft	Range: Short	Firepower: 3 "Airstrike" 2, "Recon" 7	[3]
Bomber	Aircraft	Range: Short	Firepower: 4 "Airstrike" 2	[5]
Fighter	Aircraft	"Extended AA" 2		

Ru-class Battleship

Accuracy 3
Firepower 4
Evasion 1
Armor 13
Energy 25

Abilities

16-inch Triple Gun Mount	Main Gun	Range: Long	Firepower: 3	[7]
12.5-inch Twin Secondary Gun	Secondary Gun	Range: Medium	Firepower: 2	[12]
Reconnaissance Aircraft	Aircraft	"Reconnaissance" 9		

Wo-class Standard Carrier

Accuracy 1
Firepower 2
Evasion 1
Armor 11
Energy 23

Abilities

Torpedo Bomber	Aircraft	Range: Short	Firepower: 3 "Airstrike" 2, "Recon" 7	[2]
Bomber	Aircraft	Range: Short	Firepower: 4 "Airstrike" 2	[4]
Fighter	Aircraft	"Extended AA" 2		

CHAPTER 12: DESKTOP DEPLOYMENT

It is also possible to play the Kancolle RPG as a solo game, using the “Desktop Deployment” rules.

These rules allow a player to have fun going on adventures that are generated randomly. They can be used to help you become familiar with the rules of the game, or when you can't find anyone else to play with.

When playing the Desktop Deployment game, several of the game rules differ from when playing the regular game.

PCs

In the Desktop Deployment rules, one player controls multiple PCs.

You may control up to three PCs. Choose any three shipgirls you wish to form your fleet.

The Desktop Deployment rules are not intended for PCs above level 5.

NPCs

In the Desktop Deployment rules, the player will have to resolve the actions of NPCs. However, the NPCs actions themselves are determined randomly.

The only NPCs that appear as enemies are Abyssal ships. Scenarios that include other shipgirls as enemies cannot be played using these rules.

SCENARIOS

Scenarios played using the Desktop Deployment rules are created randomly.

However, it is possible to play some other scenarios using these rules as well.

The scenario that appears in this book, “Coastal Patrol – Strike At The Enemy Scouting Force!” can be played as a solo scenario.

THE INTRODUCTION PHASE

During the introduction phase, you must choose a flagship. Ships other than the flagship will have some of their actions determined randomly. You should choose as the flagship the shipgirl whom you would most like to control.

Using the “Quest Table,” randomly determine the circumstances of the scenario. This will also tell you what your quest for the scenario is.

Quest Table**1D6**

1	Coastal Patrol. Depart from the base, locate the enemy fleet, and eliminate them! Quest: Achieve victory during the decisive battle phase.
2	Southern Islands Patrol. Locate the enemy reconnaissance fleet and remove the threat to your naval base! Quest: Sink the enemy flagship during the decisive battle phase.
3	Ocean Escort. Deploy to the region surrounding your oil refineries and sink the enemy fleet that has been disrupting your fuel transports! Quest: Sink at least half of the enemy ships during the decisive battle phase. If the quest is successful, you gain 2D6 fuel.
4	Southern Strategy. Guard your mineral extraction bases and intercept the enemy assault force! Quest: Sink at least half of the enemy ships during the decisive battle phase. If the quest is successful, you gain 2D6 steel.
5	Operation Ka-Go. You're under attack from an enemy carrier group and their escorts. Sortie and stop their advance! Quest: Achieve victory during the decisive battle phase. If the quest is successful, you gain 2D6 fuel.
6	Run the Blockade. Escort a convoy carrying important war materiel and drive off the enemy interdiction forces! Quest: Achieve victory during the decisive battle phase. If the quest is successful, you gain 2D6 bauxite.

THE NAVAL BASE PHASE

If you are creating a scenario at random rather than using a pre-made one, then limit the naval base phase to two cycles. A battle occurs at the end of each cycle.

Filling Out Event Cards

Fill out one even card for each PC that you are controlling before shuffling them and placing them in a pile.

FLEET BATTLES

There are several changes to the rules for resolving battles.

The Encounter Step

When using the Desktop Deployment rules, your opponent is determined by rolling on the "Encounter Table." Roll 1D6 and divide the result in half (round up) and add the average level (round down) of all of the PCs to determine the composition of the enemy fleet. The first ship listed in each entry is the flagship of the enemy fleet.

The battlefield is always determined by rolling on the battlefield table.

Encounter Table		1D6 / 2 + Average Fleet Level
1	Ni-class Destroyer x 1, I-class Destroyer x 3	
2	Ni-class Destroyer (elite) x 1, Ro-class Destroyer x 5	
3	To-class Light Cruiser (elite) x 1, Ho-class Light Cruiser x 1, Ni-class Destroyer x 4	
4	Chi-class Torpedo Cruiser (elite) x 1, To-class Light Cruiser x 2, Ni-class Destroyer x 2	
5	Ri-class Heavy Cruiser (elite) x 1, Chi-class Torpedo Cruiser x 1, To-class Light Cruiser x 4	
6	Ri-class Heavy Cruiser (flagship) x 1, Ri-class Heavy Cruiser x 2, To-class Light Cruiser (elite) x 3	
7	Nu-class Light Carrier (elite) x 1, Nu-class Light Carrier x 1, Ri-class Heavy Cruiser (elite) x 2, To-class Light Cruiser (elite) x 2	
8	Nu-class Light Carrier (flagship) x 1, Nu-class Light Carrier (elite) x 3, Ri-class Heavy Cruiser (elite) x 3	
9	Ru-class Battleship (elite) x 1, Ru-class Battleship x 1, Ri-class Heavy Cruiser (flagship) x 1, Nu-class Light Carrier (elite) x 3	
10	Wo-class Standard Carrier (elite) x 1, Nu-class Light Carrier (elite) x 2, Ru-class Battleship x 2, Ri-class Heavy Cruiser (flagship) x 1	
11	Wo-class Standard Carrier (elite) x 1, Wo-class Standard Carrier x 1, Ru-class Battleship (flagship) x1, Ru-class Battleship x 2, Chi-class Torpedo Cruiser (flagship) x 1	

Formation

The positions of the characters other than the flagship are determined randomly. After choosing the flagship's position, roll 1D6 for each of the remaining PCs and NPCs to determine their position.

However, if you use "Reconnaissance" or other abilities that allow you to see your opponents' position before hand, determine the position of any targets of those abilities first, before choosing your own.

If an NPC uses "Reconnaissance" on the PCs, if there are any PCs in the same position as the NPC, that NPC may re-roll their position one time.

NPC Attacks

When an NPC makes an attack, determine the target of the attack randomly.

If there are enemy ships in the same position as the NPC, choose one of those ships at random to become the target. If there are no enemy ships in the same position as the NPC, choose an enemy ship at random by rolling on the "Targeting Table."

Once the target has been selected, randomly determine the linked the trait for the equipment ability used to make the attack.

Targeting Table**1D6**

1	Target the PC in the highest-numbered position.
2	Target the PC that has suffered the most hits.
3	Target the PC with the lowest armor rating.
4	Target the PC with the lowest evasion rating.
5	Target the PC with the highest firepower rating.
6	Target a PC chosen completely at random.

* If the result rolled on the targeting table includes multiple PCs, choose one of them at random.

NPC Sustained Fire

If the targeted PC's evasion check target number is 9 or greater, the NPC will always use sustained fire.

NPC Equipment Capabilities

NPCs will always use their equipment capabilities whenever they are able to. If the target of the equipment capability would not normally be determined randomly, choose a target using the targeting table.

THE DECISIVE BATTLE PHASE

When rolling on the encounter table during the decisive battle phase, treat the PCs' average level as if it were 1 higher.

THE END PHASE

You are free to choose one of the PCs to be the MVP.

THE OCEAN MAP

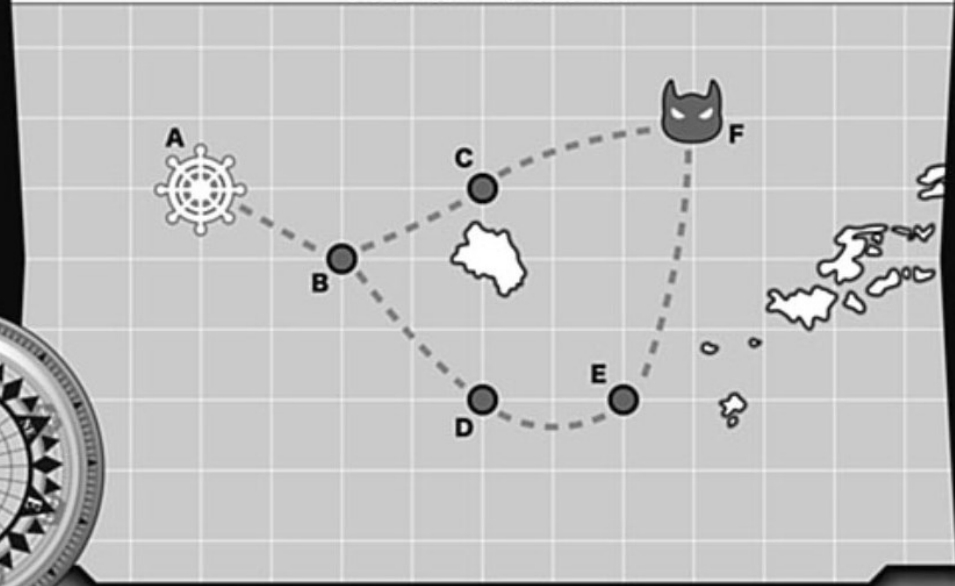
You may choose to use the ocean map while using the Desktop Deployment rules. Rules for using the ocean map are explained in Chapter 13, "The Admiral's Handbook."

When using the rules for the ocean map, if you reach checkpoint F before two cycles have passed, you enter the decisive battle phase.

If at the end of two cycles you have not reached checkpoint F, the Abyssal fleet launches a raid on the naval base. Enter the decisive battle phase, and the battlefield type is always "Crossing the T (Disadvantage)". If you lose the battle, you lose half of each type of resource in the base (round down).



— 海域名 —
Naval Base Coastal Waters



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- A : Origin. Close to the naval base.
- B : Open Sea. Cursed Waters.
- C : Resource Point. You gain 1D6 steel when you reach this point.
- D : Open Sea. Enemy Territory. Determine a battle randomly using the encounter table.
- E : Open Sea. Cursed Waters
- F : Open Sea. Enemy Territory. Begin the decisive battle phase when you reach this point.

CHAPTER 13: THE ADMIRAL'S HANDBOOK

This chapter introduces a number of points that you should be aware of if you intend to take on the role of the Admiral.

THE ADMIRAL'S RESPONSIBILITIES

The following situations are ones in which the Admiral may change the rules or which they may resolve without using the rules. Conversely, outside of these situations, it is best if you follow the rules as closely as possible.

- When a player wishes to do something outside the scope of the rules.
- When a rule is unclear.
- When following the rules as written would impede the progress of the session.
- When changing the rules would make the session more fun.

CREATING SCENARIOS

When creating your own scenarios, you should try stick to the following guidelines.

Back story

The scenario needs a general outline. Create a simple summary of the core conflict of the scenario. You should also describe the locations that will serve as the scenario's setting and the major parties that are in conflict with each other.

You may wish to use Chapter 14, "The World of Kancolle," as a reference.

Number of Players

Determine the number of players that the scenario is intended for. This will also determine the amount of time the scenario should take to complete and the difficulty of the enemies encountered. You should alter the enemy data if the actual number of players differs from the number for which the scenario was written.

Limit

The "Limit" is the number of cycles that pass before the start of the decisive battle phase. Once a number of cycles equal to the limit have passed, regardless of the developments that occurred during the session, the decisive battle phase begins.

In a usual scenario, the limit will be 2.

For shorter scenarios, use a limit of 1, and for longer ones, a limit of 3 or 4.

NPCs

NPCs, or "non-player characters," are all of the characters controlled by the Admiral. They may be major actors in the scenario's story, the PCs' rivals, enemies who stand in their way, the players behind the conflict in the scenario, or anyone else. You should consider the scenario background when choose NPCs' names, ages, genders, personalities, and other characteristics.

When using other shipgirls as NPCs, feel free to alter the data presented for them in this book.

Quests

Determine the details of the PCs' objectives for the scenario. A good rule of thumb is to include a number of quests equal to the limit for the scenario.

Some sample quests include the following:

- Defeat the enemy fleet.
- Sink the enemy fleet's flagship.
- Rescue an NPC.
- Transport a certain object to a certain location.
- Acquire a certain number of resources.
- Increase your relationship score towards a certain NPC to a certain level.

If the scenario includes multiple quests, it is okay for some of them to be difficult to achieve. However, in the interests of fairness, at least one of the quests should be relatively achievable.

Scenario Events

The Admiral is free to decide on any scenario events to include. Some potential scenario events may include the following:

- A scene where an enemy's evil plans are thwarted.
- A scene that involves interaction between the PCs and an NPC.
- A scene where an enemy or friendly NPC gives information.

Sortie Events

Decide the details of any fleet battles.

If the players are not familiar with the rules of the Kancolle RPG, then you should only insert sortie events in between cycles.

Use the enemy data listed on the encounter table in Chapter 12 as a guide. For sortie events that take place in the middle of the scenario, enemy fleets should be about as strong as the entry for [The PC Fleet's Average Level + 0~1], and for the decisive battle, [The PC Fleet's Average Level + 2~3].

The Ocean Map

If you wish to use a scenario that includes a long-distance sortie or expedition, then you may create an ocean map to use with the scenario. The ocean map should only be used if the Admiral and the players are familiar with the rules of the Kancolle RPG.

When creating an ocean map, it should include the following items.

Checkpoints

Checkpoints are locations on the map that the PCs may travel to. Each checkpoint may include a scenario event, if you wish to include one. The number of checkpoints should not be greater than the [Limit x 3].

A checkpoint can consist of any of the following types. A checkpoint may also have two or more of these types.

Origin	This is the starting point on the ocean map.
Open Sea	You may not dock, supply, develop, or refit while at one of these points.
Cursed Waters	When choosing your course while at one of these points, determine your next destination randomly.
Enemy Territory	One of the prepared fleet battles occurs as a scenario event when you reach one of these points.
Whirlpool	When you first arrive at one of these points, you lose 1D6 of a resource type decided by the Admiral.
Resource Point	When you first arrive at one of these points, you gain 1D6 of a resource type, or 1 item, chosen by the Admiral.

Routes

These are lines that connect one checkpoint to the next.

When using the ocean map, the players may choose to move from their current checkpoint to the next checkpoint in line at the end of each scene. If there is no route for the players to take, they may choose to return to the origin instead.

After moving, if the destination checkpoint has a scenario event associated with it, resolve that event. Then, proceed with the next scene as normal.

MANAGING THE SESSION

The Admiral should try to remain aware of the following things over the course of the session.

Descriptions

For each scene, describe the place and time at which it is taking place, any NPCs who may be present, what kind of scenery the shipgirls can see, and anything else that is relevant.

When describing things, you should try to be as concise as possible while still making sure that you convey everything that you need to. By making analogies to things that the players are likely to be familiar with, it should be easy to make sure that you are conveying the point.

NPC Shipgirls

There may be times when the Admiral wishes the PCs to fight battles with NPC shipgirls. In those situations, treat the NPC shipgirls as if they were Abyssal ships, with the following exceptions:

- The NPC shipgirls possess traits as normal.
- The NPC shipgirls may use combat abilities and inherent abilities (though in some cases, such as with the “Sixth Sense” combat ability, they may provide no real effect).
- The NPC shipgirls may make action checks as normal.
- The NPC shipgirls may use support.

Extras

The Admiral may introduce NPCs not specified by the scenario. These NPCs are called “Extras.” The scene player may also introduce extras into the scene if they wish to do so. Extras act according to the Admiral and the scene player.

An extra possesses no game-relevant statistics. However, when a PC is the target of some effect

that allows them to increase their relationship score towards someone, they may choose an extra as the target.

CONTROLLING ENEMIES

During battles, the Admiral may control the actions of NPCs as they wish.

However, if the players are not familiar with the rules of the Kancolle RPG, you may wish to choose the NPCs' targets using the targeting table presented in Chapter 12.

PLAYER SUGGESTIONS

As you become familiar with the rules of the Kancolle RPG, you should try to incorporate the players' suggestions into the game as much as possible. These suggestions may relate to both scene descriptions and to the rules (obviously, you do not have to accept every suggestion that the players make). The more the players and the Admiral are able to bounce ideas off of each other, the more fun the session will be.

SAMPLE SCENARIO: COASTAL PATROL – STRIKE AT THE ENEMY SCOUTING FORCE!

This scenario involves an attack against an enemy reconnaissance fleet that has made its way close to the base. It is designed to help both the Admiral and the players familiarize themselves with the rules of the game.

SCENARIO SPECIFICATIONS

Number of Shippirls	3 – 6
Play Time	1 – 2 hours
Limit	2
Quests	The shippirls should get to know each other. Achieve victory over the main enemy recon force.

INTRODUCTION PHASE

Determine the names of both the naval base and the PC fleet by rolling on the naval base name table and the fleet name table. Then have each player introduce the shippirl that they will be playing as.

Then, read the following out loud to the players:

“Please, enter.”

At the Admiral's bidding, you step into his office. The floor is covered with cardboard boxes, as if he had just moved in.

Hanging on the wall is a banner that reads, “In Dice We Trust.”

“So, you are the new [Fleet Name], I take it. I am the commander of this naval base, Admiral [Name],” the Admiral says to you cordially. “Now now, no need to be so tense. I know you're new here, but you'll get used to the way we do things around here soon enough.”

“Now, your first mission is to get to know each other. You will be entrusting your lives to each other, after all.”

“By the way, this is my secretary. If you have any questions, don't hesitate to ask her.”

This also serves as the introduction of the first NPC, Kirishima. If one of the players chose Kirishima as their PC, then the Admiral should pick another shippirl in her place.

If the players have any questions, then you should answer them as either the Admiral or his secretary.

If they have no questions, or if the introduction starts to take up more than 20 minutes of times, move on to the naval base phase.

THE NAVAL BASE PHASE

When you start the naval base phase, begin with the start of the first cycle.

Give each player one event card and have them fill them out. Once they are done filling out the event cards, you can begin the first scene.

However, in this scenario, the first scene of the first cycle is a scenario event, "Welcome to the Barracks." There is also another scenario event at the end of the first cycle (once all of the players have completed their scenes), "Enemy Scouting Force Spotted!"

It is also possible that there will be another scenario event, "Snacks," at the end of the second cycle.

The details of each scenario event are explained below.

Welcome to the Barracks

This event occurs at the beginning of the first cycle.

Read the following out loud to the players:

The Admiral's secretary leads you to the barracks where you will be staying. She shows you to a large room that you will call home from now on.

"I must apologize," she says. "The barracks are supposed to be divided up by hull classification, but at the moment this is the only room that is open."

The room is drab, with only a bed and a locker for each of you.

"You'll have to make do. Consider it a chance to get to know one another."

She excuses herself, leaving you all alone in the room.

As night falls, the PCs eventually drift off to sleep. Have each PC roll a D66 on the "Dream Table." The result describes what they dream about that night.

It may relate to the shipgirl's past or her experiences during the war. Or perhaps it is a portent of what things the future holds in store for her. Each player is free to interpret what meaning the dream holds for their character.

As the session moves forward, try to shape the truth of the meaning behind their dreams.

Dream Table	D66
11	The world is pitch black. You're sinking, slowly. Within the darkness you can see several shining, blue lights. They are calling out to you. "Return to us... To the blue ocean..."
12	A warm hand is stroking your hand. You can feel its warmth flowing into you. You wonder whose hand it could be...
13	Guns firing in the distance, celebrating something. Crowds of people, admiring you. Your body trembles with pride. In your dream, you're famous. What did you do to deserve such honor?
14	You are a lone soul, cowering in the center of a dark room. You've been alone the whole time. The people around you, none of them understand you.
15	Someone is standing next to you, smiling. It's a smile you can't forget. Protecting that smile is why you fight. The two of you were always together. Where are they now?
16	Love. That sweet, sharp feeling in your chest. Your heart has been completely overtaken by your feelings. You want to tell how you feel. But...
22	Death. You are a reaper who stalks the battlefield. In your dream you have taken countless lives. Enemies, allies... Your hands are stained with blood. There is nothing to you but killing.

23	You swore an oath. "After this battle..." With those words, you took their hand and made a promise. Did you keep your word? Like the words of your promise, they slip from your hand...
24	You were betrayed. You thought you could trust them. You thought you were friends. But they betrayed you. Betrayed you and left. No one can ever be trusted.
25	It's after school. As you walk home in the light of the setting sun, you share stories—gossip, romance, dreams. At the time it was childish fun, but now they are priceless memories.
26	It's dinner time. A delicious-looking feast is laid out before you. You eat and eat but the food never runs out. You want to eat until you explode. More and more.
33	You hear a song without a name. It's about protecting the ones you love. About safeguarding a happy existence. As the words of the song roll off your tongue, your voice grows ever louder.
34	A girl engulfed in flames. The fires of the battlefield seem to grow ever distant. She's still there. You will never forget the smiling face of the girl who sacrificed herself to save you.
35	You have a secret. In your dream, you made a mistake you can't make up for. You're ashamed of your crime. You have no choice but to continue to keep it a secret.
36	Your home town. You'll never forget it. It's important to you. It was a place of happy moments, of sad moments, of smiles and tears. You want to go home. It's no longer there...
44	You stand before a twisted mirror. The image reflected in the mirror is different, wrong. Your reflection calls out to you. "Who are you?"
45	Loss. Your failure brought with it death. You think back to their last words. You can't remember. You were unable to protect them.
46	Deafening laughter. An uproar seems to rain down from the skies. It is the laughter of someone victorious. The fear and shame of defeat wracks your body. If you met the owner of that voice, would you be able to fight them again?
55	A family portrait. In your dream, you went to visit your family. As you left, they told you to try your hardest. For them, the ones who worked so hard to raise you.
56	Revenge. You were defeated, and the victor took something valuable from you. You will never forgive them. You must have your revenge.
66	A wedding ceremony. You are wearing an immaculate white dress, and from all around come cries of congratulations. Next to you, your new partner blushes and smiles. Who could it be?

Enemy Scouting Force Spotted!

This event occurs at the end of the first cycle.

It is a sortie event.

Read the following out loud to the players:

All of a sudden, you hear the speakers installed throughout the naval base switch on.
 "Is the mic' volume okay? Check, one, two... [Fleet Name], please report to the Admiral's office. I repeat, [Fleet Name], please report to the Admiral's office."

Surprised to be called on all of a sudden, you hurriedly make your way to the Admiral's office.

The Admiral is there, wearing a serious expression on his face.

“We've located an enemy scouting force. I know this is sudden, but I would like [Fleet Name] to take on the task of intercepting them.”

And so the PCs are sent on their first sortie.

They encounter the enemy fleet while they are busy reconnoitering the area around the base.

The enemy fleet consists of a number of I-class destroyers equal to the number of PCs, and one elite Ha-class destroyer as the enemy flagship. If the PCs do not choose to use any effect that changes the battlefield, treat it as a “Parallel Engagement.”

Resolve the battle.

I-class Destroyer

Accuracy	2	Firepower	0
Evasion	2	Armor	4
Energy	10		
5-inch Single Gun Mount			
Range	Short		
Firepower	2		
Trait	Artillery (Warfare 7)		

Ha-class Destroyer (elite)

Accuracy	2	Firepower	2
Evasion	2	Armor	7
Energy	19		
5-inch Single Gun Mount			
Range	Short		
Firepower	2		
Trait	Flashy (Charm 12)		
21-inch Torpedo Tube (Late Model)			
Range	Short		
Firepower	2		
Capability	“Torpedo” 4		
Trait	Command (Naval 10)		

Regardless of whether they win or lose, after the battle the shipgirls return to the base.
Read the following out loud to the players:

The Admiral listens to your report.

“Congratulations, you did well. You should go rest and repair in the docks...but the truth is, I have one more task I would like you complete,” he tells you.

“We've located the main force of the enemy scouting fleet. Once you have completed your preparations, I want you to go and drive them off.”

The PCs have a new quest: achieve victory over the main enemy recon force.

Inform the players that the decisive battle phase will occur after the second cycle, and that it will be a battle with the main enemy recon force. Once you have done so, the first cycle ends, and the second cycle can begin. At the beginning of the second cycle, all of the PCs become active again.

Give each of the players another event card and have them fill them out.

There are no scenario events that occur during the second cycle. Once the second cycle ends, you can begin the decisive battle phase.

Snacks

This event occurs only if one of more characters have 2 or fewer points of energy remaining at the end of the second cycle.

Read the following out loud to the players:

“You don't look so great. Are you feeling okay?”
It's the Admiral, apparently come to look in on you.
“Here, take this. It's not much but it's all I have at the moment.”

The Admiral gives each PC with 2 or fewer points of energy 1 “Ice Cream.” Each PC that receives “Ice Cream” from the Admiral increases their relationship score towards the Admiral by 1 point.

THE DECISIVE BATTLE PHASE

During the decisive battle phase, the PCs encounter the main enemy recon force.

The enemy fleet consists of three Ro-class destroyers, one elite Ho-class Light cruiser as the enemy flagship, and two Nu-class Light Carriers. If the PCs do not choose to use any effect that changes the battlefield, treat it as a “Parallel Engagement.”

Resolve the battle.

Once the battle has ended, proceed to the end phase.

Ro-class Destroyer

Accuracy	2	Firepower	1
Evasion	2	Armor	4
Energy	12		

5-inch Single Gun Mount

Range	Short
Firepower	2
Trait	Conversation (Interests 7)

Ho-class Light Cruiser (elite)

Accuracy	1	Firepower	3
Evasion	1	Armor	8
Energy	15		

5-inch Single High-angle Mount

Range	Medium
Firepower	2
Trait	Secret Weapon (Background 9)

Reconnaissance Aircraft

Capability	“Reconnaissance” 9 *
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Nu-class Light Carrier

Accuracy	0	Firepower	0
Evasion	1	Armor	8
Energy	20		

Torpedo Bomber		Bomber	
Range	Short	Range	Short
Firepower	3	Firepower	4
Trait	Imagination (Interests 3)	Trait	Aerial Combat (Warfare 4)
Capability	“Airstrike” 2, “Reconnaissance” 7 *	Capability	“Airstrike” 2

Fighter

Capability	“Extended AA” 2
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* Enemy “Reconnaissance” automatically succeeds, and allows you to secretly learn 1 PC's position.

THE END PHASE

The epilogue will differ depending on whether the PCs won or lost during the decisive battle phase.

If the PCs won, read the following out loud to the players:

You crushed the enemy scouting force and returned to base.

The rest of the shipgirls have come out to greet you with applause.

“The enemy was even stronger than we had anticipated. I never thought that Nu-class ships would get this close,” the Admiral says, a bemused look on his face.

“And yet despite that, you still performed admirably. I would expect no less from [Fleet Name].”

You can feel pride welling up within you at the Admiral's words. Even though it was your first mission, you did great.

“Well then, let's celebrate. Both your victory, and our welcoming you to the base.”

If the PCs lost, read the following out loud to the players:

“Preparation is the key to victory!”

Just when you thought things were hopeless, you hear Kirishima call out to you, along with the report of gunfire. The first fleet has arrived.

The enemy fleet withers and withdraws under the barrage of fire from Kirishima and the other ships.

They escort you back to base, where the Admiral is waiting to meet you.

“The enemy was even stronger than we had anticipated. I never thought that Nu-class ships would get this close,” the Admiral says, a bemused look on his face.

“Even so, I'm glad that you were able to make it back to base.”

Though your first mission did not go well, the Admiral still seems extremely pleased to see you return.

“We have a party planned to welcome you to the base, but first you should head to the docks for repairs. You deserve a rest.”

After you wrap up the PCs return to the base, you can calculate the amount of experience points awarded for the session. If any of the PCs' experience totals reach 100 or more, they should level up.

After adjusting the PCs' and the naval base's stats, the session is over. Good work!

CHAPTER 14: THE WORLD OF KANCOLLE

This chapter explains the world of the Kancolle RPG in more detail.

NAVAL BASES

What kind of places are naval bases, the organizations to which Admirals and shipgirls are attached?

The bases primary purpose is to serve as points of resistance to the Abyssal fleet.

They take their names from locations in old Japan from which fleets used to be commanded. Yokosuka Naval Base, Kure Naval Base, Sasebo Naval Base, and so on.

Admirals, the commanders of these bases, work tirelessly, leading their shipgirls in an effort to halt the incursions of the Abyssal fleet. Without the naval bases, human civilization could be wiped out at any moment.

A Typical Naval Base

Each base's management is left up to the discretion of the Admiral in charge. There are as many different naval bases as there are Admirals, enough that a few words could never do all of them justice.

There are large-scale bases with a huge number of large ships, as well as smaller ones tucked away in the corners of tiny ports. If you include all of those minor bases, there is enough variation to make one doubt that they all even belong to the same organization.

A typical naval base in the world of Kancolle is not much different from a real world naval base of today. Expedition fleets busy themselves moving materials in and out, the sounds of endless metal striking metal echoing from the factories. The docks are always full, with ships waiting for their next chance at action.

However, perhaps because the real source of power comes from the shipgirls themselves, the atmosphere is much more relaxed than that of a normal military installation. You might say that the mood has more in common with a school than with a garrison. Since soldiers spend most of their time studying and training at the military academy located on the premises, it's not exactly strange to call the atmosphere around the naval bases school-like.

As you walk around the grounds of the base, you will probably see shipgirls receiving lectures on tactics or the nature of the Abyssal fleet, or preparing to embark for more training. Or you might see them playing games that have nothing to do with their jobs.

A Myriad of Naval Bases

Just as the scope and attitudes of naval bases can vary wildly from one to the next, so too does their physical appearance. It may be confusing, but it seems unavoidable. In some cases, this may be the result of the fact that existing coastal structures are simply reappropriated in order to meet the needs of the shipgirls.

In other cases the naval bases may be centers focused on research and development of new weapons and shipgirls, large industrial complexes for the storage of raw materials, or repair facilities where damaged shipgirls can spend time recuperating. It's said that there are even card game players who walk around with decks of cards with images of the shipgirls printed on them, though some might hesitate at calling such a thing an actual base.

No matter what form a naval base takes, however, the tensions with the local communities are often strained. Many children are told things like, "If you don't go to sleep the people from the naval base are going to come," and "If you're not good, they'll take you away to the naval base," and picture them as monsters and goblins. You may wish to be cautious.

Equipment

The naval base is also in charge of handling the shipgirls' equipment.

The shipgirls' equipment is specially designed to be worn as part of their outfits and cannot simply be removed and used by other people. They are able to control their equipment, such as guns and planes, directly, but it is still filled with many mysteries.

The one thing you can't ignore when discussing equipment is the faeries. Even less is known about these tiny allies than is known about the shipgirls themselves.

The faeries ride into battle on their equipment along with the shipgirls, fighting alongside them. That being said, there are also many times where they simply lay around, asleep, doing nothing.

Even though little is known about them, they come part and parcel with the shipgirls, and are indispensable.

Docks and Factories

Among the facilities that make up a naval base, the most vital are docks and factories.

Docks are where wounded shipgirls can perform maintenance, and their inner workings are top secret.

The shipgirls have many words they use for entering the docks: "taking a bath," "washing my hands," "being hospitalized," "eating dinner," "snack time," "taking a nap," etc. This seems to imply that, inside the docks, there are several different facilities. It's possible that they could be like one giant super spa.

Factories are facilities where equipment and shipgirls are constructed and scrapped, staffed with a large number of faeries who are always rushing about.

Regardless of what you order them to build, there is no way of knowing what the end result will be. Many people find this frustrating. However, nothing can be done to change the faeries ways.

ADMIRALS

Admirals are the leaders in charge of naval bases.

While many Admirals are currently serving officers, or retired officers who have been called back into service, there are also many cases where civilians possessing the proper qualifications to serve as Admirals are chosen as well.

It is said that most Admirals possess some sort of special skill. They come in all shapes and sizes; military veterans, managers, cutting-edge researchers, engineers, doctors, lawyers, high-ranking bureaucrats, teachers, ninjas, shrine maidens, illustrators, comic artists, novelists, idol producers, and many more.

In order to oppose the secretive Abyssal fleet, all sorts of unique perspectives are necessary. It is also said that it takes a certain type of person to manage the shipgirls and their unique qualities. One more extreme theory suggests that because the fatigue rate among Admirals is so high, it has become necessary to recruit Admirals from anywhere possible.

Admirals vary not just in their experiences, but in age and sex as well. There are old admirals, middle-aged admirals, young admirals, and even some so young that they are younger than the

shipgirls themselves. There are also female admirals, who are often mistaken as sister ships of the various shipgirls. There are even rumors that some admirals are not even human; shiba dogs, ring-tailed lemurs, and mysterious individuals with heads shaped like letters of the alphabet.

SHIPGIRLS

Although you'll find at least one shipgirl at every naval base, all details concerning them are shrouded in a deep veil of secrecy.

The one thing that all shipgirls have in common is that they possess the memories of ships that fought during the war.

For some those memories are striking and vivid, while for others they are less clear. The extent to which each of them remembers varies.

It is said that these memories have a great influence over the shipgirls' personalities, their behaviors, and their appearances, particularly in the ways that they choose to outfit themselves.

They are capable of spending most of their time living as normal humans do. They sleep and wake, laugh, cry, and get angry just like everyone else.

There are some naval bases that believe in treating their shipgirls as unfeeling weapons, but the more time one spends observing them, the more one should come to realize the error in that approach. They have the capacity to think and feel, just like any girl their age would.

Shipgirls' Energy

Shipgirls acquire sustenance from eating the same way that humans do. However, in order to fight, they also need to supplement that food with things like bauxite and steel.

There are several theories as to how they manage to acquire energy from these raw materials. While rumors that the naval base mess hall menus include food prepared with bauxite are certainly believable, they fail to address the question of how one substitutes bauxite or steel into a recipe in the first place.

Regardless of how they do it, the energy that the shipgirls gain from raw materials is used to power the equipment that they use in battle. Although they only use this power to fight against the Abyssal fleet, shipgirls do engage in training with fleets from other naval bases, suggesting that it is possible for them to use their weapons on targets other than Abyssal ships.

Although shipgirls are capable of standing on water, they cannot fly. With the exception of submarines, they are also not capable of traveling underwater. Little else is known about them.

Shipgirls' Allies

There are some shipgirls who do not sortie into combat, instead playing a support role.

Mamiya, a supply ship, is one of these special shipgirls whose job is supplying food. She makes sure that the shipgirls do not get too exhausted.

A pillar of the fleet who works behind the scenes, she loves to make ice cream for the rest of the fleet. Mamiya's ice cream is a best-seller, always capable of boosting the other shipgirls' spirits.

You will probably see one glasses-wearing shipgirl, given the nickname "Quest Girl," on a daily basis. Her job is to transmit new orders from Fleet Command to the Admirals. While her background is a mystery, if asked she will respond that she's "not just some ordinary communications officer" and that she's "someone very important."

The cheery item shop owner appears to be a factory ship. While her wares are varied, she's always considerate and quick to warn desperate Admirals not to spend too much.

Quests

Every day the shipgirls are given new tasks by their Admirals.

Resource-gathering expeditions. Skill-building exercises. Protecting the base from attack.

Developing new equipment.

Of all the different tasks shipgirls are assigned, the most important is of course fighting against the Abyssal fleet. Everything they do, one way or another, is part of preparing for these battles.

Of course, that doesn't mean that all of their missions are serious.

Sometimes they must take part-time jobs in order to ensure that the naval base has enough resources, or engage in joint operations with other naval bases in order to deepen their ties. Some admirals come up with missions as an excuse to spend more time with their favorite shipgirl, and some shipgirls will beg to go on long expeditions with their friends.

For shipgirls who spend all of their time fighting, these long expeditions can be a time to get to know each other better and rest their spent spirits.

There seems to be no end in sight to the battle with the Abyssal fleet. It could drag on for a long time. It seems likely that, in time, more naval bases will arise to meet the needs of the shipgirls to avoid weariness and exhaustion.

THE ABYSSAL FLEET

The Abyssal fleet are enemies of mankind who appeared suddenly several decades ago. Their existence and their origins are cloaked in mystery.

They live on or under the water and separate themselves into several groups, roaming the world's oceans like migratory fish attacking human ships and invading the land in an attempt to transform it into more ocean.

It is believed that they wish to destroy humans in order to gain control of the resource-rich regions they need to expand their territory.

Because mutual understanding between the Abyss and humans is impossible, it is unknown what level of intelligence they actually possess. However, in groups they have demonstrated some ability to think strategically.

THE WORLD'S OCEANS

For some time now the Abyssal fleet has caused a breakdown in seaborne trade.

Communication between separate continents and islands has been cut off.

Former ocean currents have been altered, and dangerous whirlpools have appeared that impede the passage of ships.

Air travel too has been obstructed due to the air power of the Abyssal ships. Ensuring safe travel would require the use of a heavy escort.

The Abyss have spread to all of the world's oceans, and contact is difficult even between the major naval powers.

Resources are growing scarcer, and the incursions of the Abyssal fleet onto land have caused serious damage to some coastal cities.

The job of ending this decline and restoring humanity's environment has fallen to the Admirals and their shipgirls.

6

航行序列

5

航行序列

4

航行序列

3

航行序列

2

航行序列

1

航行序列

艦隊スタート



● 戦闘の流れ

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

- 各フェイズでは、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

6

航行序列

5

航行序列

4

航行序列

3

航行序列

2

航行序列

1

CHARACTER SHEET

NAME						Accuracy	Evasion	Equipment	Current Energy Score
	Classification			Level					
	Starting Traits	Supply Affinity	F	G	S	B	Firepower	Armor	

TRAITS		1. Background	2. Charm	3. Personality	4. Interests	5. Naval	6. Warfare	
	2	Connections	Earnest	Mysterious	Sleeping	Encryption	Electronic Warfare	2
	3	Famous	Cool	Composed	Imagination	Communications	Bombing	3
	4	Dark Past	Gentle	Considerate	Animals	Detection	Aerial Combat	4
	5	Old-fashioned	Graceful	Serious	Reading	Protocol	Anti-Aircraft	5
	6	Catchphrase	Determined	Competitive	Food	Supply	Assault	6
	7	Lucky	Smile	Energetic	Conversation	Reserve	Artillery	7
	8	Idol	Foolish	Optimistic	Shopping	Maneuvering	Withdrawal	8
	9	Secret Weapon	Lively	Mindful	Entertainment	Navigation	Support	9
	10	Refined	Funny	Cruel	Fashion	Command	Torpedo	10
	11	Figure	Lewd	Free-spirited	Bathing	Hygiene	Anti-Submarine	11
	12	Lived Abroad	Flashy	Bold	Romance	Maintenance	Night Battle	12

EQUIPMENT	Name	Trait	Range	Accuracy	Firepower
	Type	Capabilities			
	Name	Trait	Range	Accuracy	Firepower
	Type	Capabilities			
	Name	Trait	Range	Accuracy	Firepower
	Type	Capabilities			
	Name	Trait	Range	Accuracy	Firepower
Type	Capabilities				

CHARACTERS	Name	Support	Score	Relationship
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		
		<input type="checkbox"/>		

ITEMS		XP
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ABILITIES	Name	Type	Trait	Activation
	Effect			
	Name	Type	Trait	Activation
	Effect			
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	Effect			
	Name	Type	Trait	Activation
	Effect			
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	Effect			
	Name	Type	Trait	Activation
	Effect			

CONDITION	Converting Damage to Hits			
	Armor x 1	Armor x 2	Armor x 3	Armor x 4
	1 Hit	2 Hits	3 Hits	4 Hits
	<input type="checkbox"/> Light Damage • -2 modifier to all checks • Cannot use "Torpedo" or "Aircraft" equipment abilities		<input type="checkbox"/> Medium Damage • Inoperative	
	<input type="checkbox"/> Heavy Damage • -2 modifier to all checks • Cannot use "Torpedo" or "Aircraft" equipment abilities • No effect for using defects		<input type="checkbox"/> Sunk	

REACTION	1	
	2	
	3	
	4	
	5	
	6	

OUTBURST	1	<input type="checkbox"/>	Delusion
	2	<input type="checkbox"/>	Berserk
	3	<input type="checkbox"/>	Excited
	4	<input type="checkbox"/>	Obsessed
	5	<input type="checkbox"/>	Conceit
	6	<input type="checkbox"/>	Despair

MISSION	

艦これRPG

EVENT CARD

Combined Fleet Girls Collection RPG EVENT CARD

EVERYDAY SCENE
May use Resupply, Refit, and Development

SOCIAL SCENE
May use Resupply, Refit, and Development

RECREATION SCENE
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TRAINING SCENE

EXPEDITION SCENE

STRATEGY SCENE

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—— 海域名 ——

