Girls und Panzer

By SJ-Chan and AncillaAnon

V.1.6

“The Ministry of Education has ordered high schools and universities to strengthen Panzerfahren education.”

This is a world very much like the one you’re used to, Earth, Cradle of Humanity. The year is… unspecified, but probably sometime in the mid to late 21st century. World War II played out as it usually does on these worlds, with one minor change. Tanks were never able to be quite as large as they are in most other worlds, and so, young women were selected to crew these weapons of war. Now, more than a century after the end of the war, this seemingly minor change has resulted in a subtly different world.

First off, in the world of Girls und Panzer (the English word for young women and the German word for Tank), Tankery, also known as Sensha-do in Japanese or Panzerfahren in German, is the most popular sport / martial art. It is practiced exclusively by girls and women. Tankery is an all-ages activity, with Grade School teams, Junior High Teams, High School Teams, College Teams, and even corporate and professional Teams.

Second, and even stranger, is the fact that all schools have been moved off of dryland and onto the decks of gargantuan Schoolships, most of which are based off of Aircraft Carriers, but scaled dramatically upward. The Schoolship Zuikaku, home to Ooarai Girls Academy, is 7.6 kilometers long and 1.1 kilometers at its widest. At its highest, the stupendous vessel tops out at 906 meters from the bottom of the ship to the top of its tower, and it has a draft of 250 meters… and Schoolships like HMS Ark Royal and Kiev dwarf Zuikaku.

It’s not a world big on drama, so you might find it a little dry… but if you like Tanks, especially ones crewed by cute girls… you might just enjoy yourself. However, if you’re sick of school days and slice of life, or really despise primitive technology, this world might be torment for you. Either way, you get 1000 CP to spend… use it wisely… or don’t… we won’t judge.

Changelog v1.6
Changed the name of the Mechanic Origin to Tech-Head to clear up confusion.
Added BokoJumper Drawback. Added Girls und Baneblade Toggle and Girls und Aircraft to Paradigm Shifts. Reduced the cost of most Paradigm Shifts. Added Supplement mode to Paradigm Shifts.

==WHAT YOU ARE==

Your age is automatically set to 15, and your gender to female, but for 50 CP apiece you can change either. Regardless of your changes, you begin as a High School first year (grade 10 in the American system) at an Academy located aboard one of this world's many Schoolships. If you are male, you have received special permission to attend that school for reasons that will probably never be adequately explained. In one way or another, you must remain associated with Tankery for the entire jump. Failure to do so will bring your chain to an end. On the other hand, no one gets killed in this jump, so you don't have to worry about that.

===SCENARIOS===

Pick no more than one. Unless otherwise noted, each scenario lasts 10 years.

Panzer Vor! [0]: You begin the jump the year before the Anime begins, a year before Nishizumi Miho will transfer to Ooarai Girls Academy and lead them to victory in the nationals. Many of the major Schoolships lack a Tankery program at this time and it will be a year before the Ministry issues its proclamation. You are free to do as you like, though you will begin enrolled at one of the myriad Academies aboard one of the Schoolships. If your school does not possess a Tankery Elective at this time, perhaps you'd like to try and start one? If it does, you will be… encouraged to join up, but if you don't, that's entirely up to you. Either way, you get a small one-bedroom apartment to live in, though you'll have to make food arrangements for yourself. You begin as a High School First Year at the leading girl's school on your ship, and unless you do something drastic, will remain there for 3 years.

Enlist Today [0]: You begin the jump a week before the start of school in the same year as the Anime and are enrolled in one of those Academies that have active Sensha-do / Panzerfahren / Tankery programs. Three years from now, Japan will host the Tankery World Cup and the Ministry of Education has announced a major push to increase participation in the sport at the high school level. You are cordially invited to join the team and to bring honor to your school. You'll start with a small one-bedroom apartment and a subsidy of 50 food coupons a month (enough to get a basic breakfast and lunch at the school cafeteria). You begin as a High School First Year at the leading girl's school on your ship, and will be there for 3 years. You must maintain good grades or you will be kicked out of the club, which will result in failing the jump. You must keep your school from closing, which will also result in failing the jump. However, once you graduate High School, you no longer have to worry about being an active Tankery player and merely must remain associated with the sport somehow.

Tankery is Life [0]: You begin the jump the year after the Anime. Oorai has emerged victorious in last year's games and the year after next, Japan will play host to the Panzerfahren World Cup! You begin as a High School First Year at the leading girl's school on your ship, and will be there for 3 years. To support yourself, you have a small one bedroom apartment on whichever Schoolship you end up on, and 50 food coupons a month… plus a signing bonus of 75 food coupons, 150 pardons when coming in late, and double credits on all normal subjects! You'll get the same every year as long as you bring honor to your Schoolship's Panzerfahren club… which you will belong to, because if you don't, you will be expelled from the school. Being expelled from the school ends the jump in failure. You must keep your grades up, not only to keep from being kicked out of the club, but so that you can get into a University where you will spend the next 4-5 years in Tankery. After you've graduated, if you're still interested in Tankery, you can probably find work in that field, either as a mechanic, instructor, or on one of the numerous corporate teams.

Not Your Story [+300]: You arrive at the same time as Miho and your location is automatically set to Oorai. You are now plot-bound for the next year. Furthermore, Miho is now the MC and if you outshine her, oust her from her position as head of the club, or fail to support her, you fail the jump. Not only that, but for the duration of the jump, she has all the perks that grant you any kind of improved wisdom, intelligence, piloting skills, leadership skills, charisma, or strategic/tactical ability or knowledge… and you don't. (You get them back at the end of the jump… and the charisma effects don't work on you.) You must help her to take her rightful place as either heir to the Nishizumi school or as founder of the Neo-Nishizumi school to rival her sister and mother. You begin as a First Year, get a small one bedroom apartment a short walk from Ooarai, and gain 50 food coupons a month, plus a one time pay out of 100 food coupons and 200 pardons… plus you get triple credits on all normal subjects! This scenario could take a while, as it ends either once Miho is head of a Tankery School that bears her name or after 10 years is up… whichever comes second.

Little Army [+500]: Instead of starting the jump in highschool, you begin the jump in elementary school at age 5 and must complete 20 years (all of elementary, junior high, high school, and college, plus 3-4 years of professional involvement) in Tankery! I hope you like Panzers! Und Girls!

====WHERE YOU ARE====

School of Choice: Roll 1d8 or pay 50CP to pick from the following list.

1. **Anzio Girls HS:** The Italian Schoolship, based on the Aircraft Carrier Aquila. Anzio's speciality is food. Their school symbol is a Pizza with asparagus and brown olives. The school is a private institute, founded by an Italian to promote Italian Culture. It is also quite poor and most Anzio girls run food booths. Their forces are mostly made of up tankettes and weak light tanks, with only a few medium tanks with heavy cannon. Thus they tend to rely on baiting and ambush tactics, relying on mobility instead of power. Their leadership consists of Anchovy / Duce (the commander, based on Mussolini, but cuter), Pepperoni (Vice-Commander, best friend of Anchovy), and Carpaccio (Vice-Commander). Their battle songs are Funiculi, Funicula and Fiamme Nere. They have 75 Tank Points (TP) and only use Italian Tanks… and mostly light ones at that.

2. **Black Forest / Kuromorimine Girls HS:** The German Schoolship, based on the Aircraft Carrier Graf Zeppelin. Kuromorimine's speciality is being German… also they are home to the Nishizumi Tankery School. The Students of Black Forest are extremely dedicated to following the rules and to the concepts of law and justice, to the point where many view them as stubborn and conservative. Although they always give their all in everything they do, they have become set in their ways and have trouble adapting to rapidly changing events. They have won most of the last 10 years worth of National Championships. They have the second largest tank Arsenal. The supreme commander of the Kuromorimine Tankery club is Maho Nishizumi (elder sister of Miho). Her co-commander is Erika… a reference to one of the School's battle songs… the other being Panzerlied. They have 275 Tank Points (TP) and only use German Tanks.

3. **Pravda Girls HS:** The Russian/Soviet Schoolship, based on the Aircraft Carrier Kiev. Pravda is the envy of smaller schools, and is one of the few that was able to field 50 tanks at a time for the special exhibition 50 vs 50 matches. A large school, Pravda's tankers lack flexibility. Things fall apart as soon as the commanders mess up. This is why Pravda tends to get knocked out in the first round in matches, as one simple mistake gets them crushed. Their supreme commander is Katyusha, a small but fiesty (if childish) leader, who is often coddled by their co-commander, Nonna (Katyusha's best friend and caregiver). Although the school's formal battlesong is "Katyusha", they also use Korobeiniki and Polyushko-polye as informal battlesongs. They have the third largest tank arsenal. They have 250 Tank Points (TP) and only use Russian Tanks.

4. **Ooarai Girls HS:** The 2nd Japanese Schoolship, based on the Aircraft Carrier Zuikaku. This is the main location of the Anime and Manga, and home to the largest variety of named characters. Their team was disbanded 20 years before

the start of the Anime and their commander (after being blackmailed into joining the club) is Miho Nishizumi. They have 8 Tanks total: Anglerfish's Panzer IV Ausf.D (later converted to an F2 and then an H), Turtle's Panzer 28(t) (later converted into a Jadgpanzer 38 Hetzer), Duck's Type 89 I-Go, Hippo's StuG. III Aus.F, Rabbit's M3 Lee, Mallard's Car B-1bis, Anteater's Type-3 Chi-Nu, and Leopon's Tiger (P). They also have a Daimler Dingo, a Type 95 Kurogane, and a SdKfz 254, but none of those are fighting vehicles.

5. **St. Gloriana Girls HS:** The British Schoolship, based on the Aircraft Carrier HMS Ark Royal. A famous and privileged school, its club is funded almost entirely by alumni donations, which means the graduates have largely influenced tank selection, making it somewhat conservative. All the students of the school are the best of the best, and admissions are very stringent. They aim to become part of the "Tea Garden" the building where the top students (in terms of both deportment and grades, trusted by all) are awarded a "Soul Name" relating to tea. The Alumnae organizations (of which there are three major factions) are all headed by Tea Garden members and they determine how the school is run and who commands the Tankery Club. Their commander is Darjeeling, ably assisted by Assam and Orange Pekoe. Their battle song is "The British Grenadiers". They have 150 Tank Points (TP), and only use British Tanks.

6. **Chi-Ha-Tan Academy:** The 1st Japanese Schoolship, based on the Aircraft Carrier Akagi. With a strong focus on maternal instincts and a huge library renowned across the country, Chi-Ha-Tan is known for its fine equestrian tradition and for having many budding writers (several of them published) among its student body. However, they are disastrously bad at Tankery, always getting decisively and handily defeated when their latest strategy goes (often comically) awry. Their commander is Kinuyo Nishi. Their Battle song is "Yuki no Shingun". They have 100 Tank Points (TP).

7. **Saunders University HS:** The American Schoolship, based on the USS George Washington. By far the richest school with the largest arsenal of tanks, the school has a rather laid back attitude and a relaxed curriculum. Their Commander is named Kay, and she is assisted by her spymaster / co-commander Alisa. Their battle songs are "Battle Hymn of The Republic" and "U.S. Field Artillery March". They have 300 Tank Points (TP) but only use American Tanks.

8. **Free Pick:** Choose from any canonical Schoolship, including those listed above. This does not include Selection University, as that is not a High School. If you want to get in there, you'll have to apply after finishing High School. Koala, Maginot, Jatkosota, BC Freedom, Viking Fisheries, Gregor, Bonple, Yogurt, Waffle, Blue Division, Count, Maple, and Viggen all have active teams as of the start of the anime, and Tatenashi High, Tategoto High, Bellwall Academy, West Kureouj Grona gain teams later. All of these have 100 Tank Points (TP), even if they don't have an active Tankery Program… yet.

Notes on Other Schools: Koala Forest is Australian in theme, and is based on the British Aircraft Carrier Invincible. Maginot is based on the French Submarine Surcouf. Gregor is Czech, Jatkosota is Finnish and the name means 'Continuation'. Viking Fisheries is Norwegian. Bonple is Polish, using one of St. Gloriana's old schoolships. BC Freedom is also French, but is made of the combined teams from BC (Vichy French) and Freedom (Free-French). Both Freedom and BC Schoolships are derelict so they share a third supership… badly. Yogurt is Bulgarian. Waffle is Belgian. Blue Division is Spanish and is an unofficial but canon team, meaning they have no team uniform besides their school uniforms. Their ship remains unknown. Count High is Romanian. Maple High is Canadian. Viggen High is Swedish. Tatenashi High has an unknown theme and school ship inspiration. Tategoto High is based on the Burmese Independence Army and they're not even confirmed to have a school ship, though they used to be part of the Gloriana System. Bellwall Academy is a delinquent and divided school based on Nazi Germany and The Soviet Union. Gilbert High has no details known beyond its existence. And the only thing really known about West Kureouji Grona is that their theme is English.

Keep Calm and Carrier On: For 100CP you may select a country from the following list and create a new Schoolship based on one of that country's Aircraft Carriers: USA, India, Italy, Brazil, China, France, Russia, Spain, Thailand, Argentina, Australia, Canada, Germany, Japan, Netherlands, or UK. If they already have a canonical Schoolship, this becomes their second or third (France essentially has 4 in canon.) Incidentally, these are all the nations that have ever fielded an Aircraft Carrier on Earth. This created faction starts with 100 Tank Points, though if you aren't affiliated with that school you may sacrifice some of your own CP to give them more (at the rate of 10TP for 1CP).

When did Mongolia get a shoreline?: For 150CP you may select any country on Earth and create a Schoolship that they bought secondhand from one of the bigger countries. They still must use standard WWII era tanks. This created faction starts with 100 Tank Points, though if you aren't affiliated with that school you may sacrifice some of your own CP to give them more (at the rate of 10TP for 1CP).

Latveria for Latverians!: For 200 CP you may import a fictional, historical, or alien nation to this world, creating a schoolship for them. This includes any nation you founded in any previous jump. Their tech level is the same as the rest of this world, and their tanks comparable to WWII era tanks, and they are all at the same power level as normal humans. You must have encountered that culture in your travels if it is fictional or alien, but if you want Hittites with Tanks, that's fine. This created faction starts with 100 Tank Points, though if you aren't affiliated with that school you may sacrifice some of your own CP to give them more (at the rate of 10TP for 1CP) and while you must base their tanks on WW2 tanks (or another era if you've changed the paradigm), they can look however you'd like them to look. Lothlorien's tanks could look like they're made of wood with silver inlay. Atlantis's tanks could look like basalt boars covered with glowing blue runes.



=====TEAM=====

EGSDT: [0] Every Good School Deserves Tankers… And as such, you can Import, free of charge, up to 32 of your companions. However, any you import using this option are, for the duration of this jump, transformed into human school girls, locked into that form, and cannot use any out of jump abilities… they each gain Basic Tankery, one specialization, and 200 CP to spend on perks, gear, or canon companions (which become their companions and they may chose to add them to their own squads). If you don't have enough companions (or don't want to import some of those you have), you may make up the difference by importing schoolgirl versions of historical or fictional commanders, warriors, or leaders to join your cause.... With the notable exceptions of Julius Caesar, Erwin Rommel, Sanada Yukimura, or Narasaki Ryō. Note that companions that don't import via this method are not powered down, but the companion limit for this jump is 32 individuals, not 32 companion slots.

MORE DAKKA!: [400] the companions created using this option become permanent companions… they do not gain any special powers (Schoolgirl General Zod is not a Kryptonian… she just acts like a psychopathic dictator with all the finesse of a SheVa Tank on a rocketsled). You may group these new companions into tank squads of anywhere from 3 to 6, as long as all members of a squad are thematically connected and assigned to the same tank (which they will insist upon keeping). A squad occupies a single companion slot, and all perks they gain in later jumps are split equally among them. If you only want a single squad, you may purchase them for the reduced, bargain rate, of 100 CP.

Live Ammo: [300] If your imported companions threaten to revolt at the idea of becoming powerless teenage girls, you may grant them the use of their powers and abilities. They're still teenage girls however.

======ORIGINS======

Pick one of the following to help determine what kind of student you are!

Transfer Student [Free]: Oh! My, I... I don't think I've ever seen you around before! Are you from another school? Oh, you are? Well… welcome, I guess? Ever thought about trying Sensha-do?

Outsider [50]: While you're essentially brand new at the sport, you have the advantage of having a life outside of Tanks, and may be able to apply some of your non-tank skills to Tankery in creative ways.

Enthusiast [50]: You are a giant Tank Fan Girl. You know the stats on every model and can recognize them by sight… if not just by engine noise.

Tech-Head[100]: You know all about the machine side of tanks, from engines to treads to the special paint that makes them almost indestructible.

Reki-Jo [100]: You are a history buff, a fangirl of the past, obsessed with things from times long gone.

Scion [200]: You belong to a noble lineage of Tank Warriors, one whose name is known and respected in Tankery's hallowed halls. You were raised from birth to be a Tanker and there is little about the sport you do not know. However, this will be your first experience playing for real stakes.



======= PERKS =======

100 perks are free for the appropriate background, all others are discounted 50% for that background.

Tanking Specialization: There are 5 specializations in tanking and everyone gets one for free. Being a specialist makes you fully qualified at that task, but doesn't elevate you to the ranks of the very best. You'll have to practice for that. Purchasing a second specialization isn't unusual, and costs 100CP (discounted for Enthusiasts). The specializations are:

- **Commander:** specializing in situational awareness and team management, it is the commander's job to direct everyone else and keep a level head. Easily the most rewarding job, it is also the most dangerous, as a Commander often has to stick their head and torso out of the armored sections of the tank to get a good look at the battlefield.
- **Gunner:** Few things in the world compare to the sense of personal empowerment like firing the main gun of a tank… and it's your job. To do the job well, you must be able to calculate ranges, drop, and flight paths in your head, on the fly. You have to be able to adjust for moving targets, environmental factors… and the fact that sometimes your own tank will be moving too. The Gunner controls the elevation of their cannon, and if there is a turret on the tank, the rotation of that turret.
- **Radio / Navigator:** a single tank on its own isn't a huge threat, which is where the Radio Operator comes in. Keeping up the flow of communication between the tank and the other members of its team is job one… job two is making sure the Commander knows where you are and the driver knows where you're going. Navigation should not be taken lightly,. It is also the most modern of jobs, as nothing in the rules prohibits using text messaging and GPS systems.
- **Loader:** It may not be glamorous, picking up shells from the ammo bin and slamming them home, but in battle, every second counts. Sure, modern tanks require little more than the press of a button, but these old WW1 and 2 tanks require manual loading and those shells aren't light… and often don't like to be dropped. A tank without a good loader is essentially unarmed.
- **Mechanic:** Someone has to repair the tanks. Although the Mechanic is not usually a member of the crew, it is still a vital specialization.
- **Driver:** Because the treads operate independent of each other, driving a tank is like driving two cars at the same time… by looking out a small slit in the armor. A tank driver must be constantly aware of obstacles that can't be run over, obstacles that can be run over, and obstacles that can be driven through. Without a skilled driver, a tank crew is effectively immobilized… if they're lucky. With a bad driver behind the wheel, they may just end up in a world of hurt.

Electives: [100 or 200] (Discounted for Outsiders) In addition to your Tanking Speciality, many of the members of the teams have hobbies outside of tanking. These are reflected in their electives. For 100 CP you gain the basic skill to excel in one of the following electives: Volleyball, History Appreciation, Student Government, Tea Ceremony, Flower Arrangement, Calligraphy, Archery, Naginata, Aikido, Taoist Philosophy, Ninjitsu, and Incense Burning. For 200 more, you become an absolute genius of that art, a master practitioner with an innate understanding and a subtlety of application that could match the greatest in history. Reiki-jo gain the History Appreciation Elective Free and may buy the improved version for 100CP.

Transfer Student

More Love Love Operation: [100] with so much time spent on practice and training and training and practice… not to mention studies and photo ops… often it's enough to make you forget about the little things that make life… worth living. Somehow, you've managed to find a way to cram an extra hour into every day, one that can only be spent on frivolous things, like chatting with friends or grabbing a beer and a burger, or just watching the sunset. Sure, it's not productive, but sometimes it's nice to just… relax. Of course, if you want to spend it… ahem… checking out your tank's suspension with a friend… that works too.

Ribbon Warrior: [200] You are a master of Tankathlon, the new form of tank sport slowly growing in popularity. Tankathlon is an ad hoc light tank (10-ton weight limit) and tankette combat system that pits two schools with tanks against each other anywhere at any time. Ribbon Warriors are skilled at driving tanks recklessly and at high speed, as well as dodging obstacles while doing so.

Fierce Fight!: [400] You are a master of Tank tactics and strategy. You can run complex battle simulations in your mind, make a strong guess at enemy tactics based upon how and where they've fielded their units. Furthermore, whenever you are worried you might be losing, you become especially creative and resourceful, constantly trying to find some way to win the fight and never giving up until the battle is actually over.

Outsider

Always Remember: [100] You always remember facts about everyone you meet, even if you've only met them once before. Not only do you remember their names, you remember where you met them, the date and time, what they were wearing, etc. You also always actually remember important dates in your relationship with them, and not in the "It was December 7th" way, but as in the "Happy Birthday, Mom. I didn't forget." way. Furthermore, if someone's name and information are in a public database, you will gain instant knowledge of those details after you are introduced to that person.

Read and Ye Shall Know: [200] You possess the ability to read as fast as you can turn the pages of any instruction manual or scientific text and can process any factual information it contains and understand how to apply it to real world applications as fast as you can read it. This only works with factual information (correct or not), it does not allow you to do the same with heavily nuanced histories or fiction.

Seek and Ye Shall Find: [400] you possess the ability to focus on one thing that you know is within the vicinity (but not where it is) and to move towards it at a steady pace until you find it. This could be anything from locating your lost keys somewhere in your apartment, to finding a secret entrance to a dungeon in a forest, to locating an enemy Flag Tank somewhere in a 300 square mile battle zone. If you also have Read and Ye Shall Know, you can do the same thing with a fact or image in a book or database, simply feeling your way through the library stacks or file directories until you locate the information you were seeking. In order for this to work, you must be absolutely certain that the thing you are looking for exists and there must be a definable area that you are looking in (The City, The Battle Zone, My Apartment, The Library of Alexandria).

Enthusiast

Basic Tankery: [100] You have studied what it means to be a woman; lovable like the clatter of iron tracks, and of absolutely deadly passion like the main cannon. Learning the art of the panzer will make you a good wife, a good mother, and successful in business. You become more dependable and a little bit stronger of mind and body. Plus, in this world at least you'll be super popular, as long as you keep up the good work, even if you lose.

Advanced Tankery: [200] You aren't just a fan of Tanking, you know everything there is to know about tanking, from the strengths and weaknesses of any and all historical tanks (plus how to recognize them on sight) to a working knowledge of every major tank battle in history. You know all the specs, all the best shops to buy parts and models, and in a pinch can do any tank related job as if it were your speciality… and any speciality you have is upgraded to mastery.

Polite Grace and Dignified Femininity: [400] Your Body and Spirit are sound and indomitable and the goodwill of countless men is sure to be yours. Your stamina, willpower, and fighting spirit cannot be sapped by any external force, and your reserves of all three are enhanced to peak human. You possess the ability to remain polite and dignified and graceful even under heavy fire, and draw in the goodwill of members of the opposite sex and the respect of members of your own.

Tech-Head

Tank Tech: [100] You know everything about designing, maintaining, and building tanks. In this jump, this knowledge applies to WW2 era tanks and before (unless you change the paradigm) but you can rapidly pick up any tech you are exposed to and apply it to tanks. Any tech skills you have and any you gain on future jumps are automatically applied to tanks or tank-like vehicles (APCs, IFVs, Tankettes, Self-Propelled Guns, Walker Tanks, Metal Gears, Bolos, SheVas, etc.)

Rush Job: [200] in total defiance of the way things actually work, you can actually manage to bring repair and rebuild jobs in under budget and on tight deadlines, all without sacrificing quality… and without all the proper tools. Doing so is extremely fatiguing, but you could rebuild a main battle tank's engine… in the middle of a jungle, in 8 hours or less. Any slapdash repair job you perform will last just long enough to do whatever you needed it to do… at which point it will promptly break down completely and need to be scrapped and replaced.

Zig-Zag: [400] Get the best performance out of any vehicle you personally performed the maintenance on. If used on a machine larger than a tank, this only applies to the specific systems you directly worked on or oversaw maintenance of… thus, if you worked on the engines of the USS Enterprise, it would go faster on less fuel and turn more easily without complications. Any system you designed or built personally can perform safely up to 120% of the effectiveness of an identical system designed or built by someone else. If you designed and built it, the effect is 130%, and if you are personally maintaining a system you designed and built, the effect is 140%... and if you're also operating it… 150%. And that's all without redlining the system.

Reki-Jo

Songs of War: [100] You and any of your companions or allies within 200 meters can spontaneously break into rousing song at the drop of a hat. As long as you know the words, you will always be able to maintain perfect harmony, even if you've never practiced. Furthermore, your singing can be clearly heard over any kind of background noise and always seems to have perfect musical accompaniment. You gain a flawless singing voice (and so do your companions, but only when they're singing with you). Also works with any organization you are either the leader of or the second in command. You gain a knowledge of all the most popular war songs of your people in this and all future jumps.

Hot and Hard like Steel: [200] You are tough, no nonsense, and beautiful. You are very nearly physical perfection, able to shrug off non-lethal damage and endure pain far beyond the threshold of any normal person. Add to that a hard, severe beauty, a utility of purpose written in flesh and bone, but one that others cannot help but admire.

Battle-Hardened War Hero: [400] You go in 1-on-1, extort money, and go on a rampage. Sure, it sounds like gibberish, but it's true. You are an experienced warrior, able to pit yourself at even odds against the best humanity has to offer. Your hardened battle countenance is intimidating enough that those of weaker will almost always yield to your desires… or if you just look angry enough, whatever they think are those desires. And yes, you can go on a rampage. Lesser foes, people who lack your experience or battle finesse, cannot go toe to toe with you. The cruel calculus of numbers means nothing to you. As long as you are swinging, no amount of riff-raff or rabble can defeat you. If someone is not, individually, at least 1/4th your "weight class", all they can do is get in the way. Note, if they catch you off guard, trick you into lowering your guard, or catch you sleeping… this protection ends. Don't accept haircuts, Samson.

Scion

Start the Mission!: [100] You gain the preternatural ability to skip over any mission briefing and just get down to the actual kicking butt and taking names. This doesn't work if you're giving the briefing or planning the mission personally, but otherwise, you (and any team you lead) seem to automatically know the details of any mission you are assigned to.

We're together, We Can Do It: [200] All your abilities are just a little bit stronger when you're working with a team, and the morale of any team that includes you is automatically improved. Members of teams you are on become more loyal, focused, and proactive, and their own abilities are increased by a similar amount, especially so in the case of abilities you lack.

Our Armor is Fairly Thin: [400] You gain a fundamental awareness of any weaknesses you have and an almost preternatural ability to know when others are targeting them. You also become better at avoiding attacks that target those weaknesses.





======== GEAR ========

Bokobears: [50] Free for Transfer Students. You gain a membership to the Casualty Teddy Bear of the Month Club… in perpetuity Every month you spend in jump you will receive a new teddy bear with some new and fascinatingly adorable injury. They will always be delivered to your home address, and always match the style of the current Jump you are in. In a Pirate jump they'll be pirate themed, in a Halo Jump perhaps Spartan themed, and in an Aliens jump perhaps Xenomorph themed.

Tank Cakes: [50] Free for Enthusiasts. You have the number of a shop that makes the most adorable little cakes and confections, many of them tank themed and all of them delicious. What's more, they deliver… anywhere… for a small fee. The shop follows you from jump to jump… as long as there is a functioning society they could belong to… though the shapes of the cakes and some of the ingredients will change depending on setting. Expect Battlefleet Gothic cakes on Holy Terra, Neuroi cakes in Strike Witches, and Big Daddy helmet cakes in Rapture.

Flower Arrangements: [50] Free for Outsiders. New and unusual floral arrangements will begin showing up regularly in your homes, warehouses, battle fortresses, spaceships, or tanks. You will never see them arrive or leave, but they will always be replaced before they show any signs of wilting… except in highly depressing jumps, where they will always be dead flowers… but still artistically arranged.

Burn-Proof Uniforms: [100] Free for Tech-Heads. You come into possession of a machine that produces high quality, cute, and above all, fireproof Uniforms. They are always fashionable, comfortable, and extremely durable. And easy to clean, even if covered in mud or smoke or motor oil. The machine can make up to 5 human-sized uniforms each day

Extra Food Vouchers: [100] Free for Scions. Each student gets 50 food vouchers a month free… unless their Scenario specifies otherwise. Each is good for 1 simple meal in the school cafeteria. More / Fancier food costs more vouchers, as does eating in one of the many restaurants on your Schoolship. As mentioned above, each member of the Tankery Club gains an additional 100 food vouchers just for signing up / re-signing up after the first year. (This is awarded at the start of each school year). If you buy this, you gain an additional 50 food vouchers every week. For an additional 100CP, after this jump ends, you will continue gaining your food vouchers, which can be used to buy food from any vendor anywhere, with more expensive dishes requiring more vouchers.

Extra Pardons: [100] Free for Reiki-Jo. Sometimes you just can't make it to class on time. Each member of the Tankery Club gains 200 Late Pardons at the start of each school year. If you buy this, you gain a one time allotment of 500 Late Pardons. For an additional 100CP, at the start of each successive jump, you will gain 250 Late Pardons which anyone in that jump will accept as a valid excuse for you showing up late. "Sorry I'm late for bridge duty, Captain. My nap ran long. Here's my pass."

Fish Farm: [150] You get a massive fish farm for your warehouse, complete with feeding system. The feeding system restocks automatically with whatever food your fish will find the most nutritious, there will never be any disease in the fish bred in the farm, and they always produce high quality, attractive and tasty food. You gain 4 tanks, each of them large enough to hold up to 100 tuna safely.

Indestructible Paint: [200] Discounted for Tech-Heads. You gain a supply of the same "Carbon" paint they coat the tanks in that allow them to take direct hits without massive internal damage. You have enough to paint 5 tanks with, and your supply is replenished once every week. There are two different color choices "Military Drab" or "These Colors Never Run". The Military Drab ones allow your vehicles to blend into the surroundings with ease and promote discipline. The Colors Never Run set are all bright and powerful colors, hard to hide, but they promote morale and esprit de corps.

Throat Mics: [250] Discounted for Scion. You gain a set of communications gear that looks like a skintight black choker with two finger and thumb pads on your throat when worn. These allow instantaneous, non-monitorable, two-way communication with your team-mates over any distance less than 1 light hour. If linked to a hypercomms or subspace system, this range limitation is removed and the range becomes unlimited across time and space.

Tank Hangar: [300] Discounted for Tech-Heads. Your Warehouse gains a Tank Bay attached to it. The bay can hold up to 10 main battle tanks, the facilities to maintain and repair them, spare parts enough to build an additional 30 tanks from spare parts, and 10 rolling shutter doors that function exactly like the door to your warehouse (though they only lead to the Tank Bay). At your discretion, up to 10 doors between your Warehouse proper and the Tank Bay can be created. Also, it is up to you if this area is one large open bay or multiple isolated bays. When purchased, the Bay is empty, and can only be used to store things related to tanks.

Tankery Forever: [50] You can recruit any canon character to join you on your adventures as long as you can convince them to come. There are a few… select… limits on this. Katyusha will not go anywhere without Nonna; Darjeeling, Pekoe, and Assam must all be recruited as a team; ditto Gomoyo, Pazomi, and Sodoko, as well as Pepperoni and Anchovy. Maho will not join you if you recruit Miho and vis versa; Erwin and Caesar are inseparable, and would prefer to bring along the other members of their crew, but might be convinced to leave Saemonza and Oryou. Any canonical team mates can be combined into a single tank squad and thus qualify as a single companion. If you went to the same school as a canonical character, you may combine them into a tank squad with companions created by More Dakka!

========= TANKS =========

Your school will automatically begin with a selection of tanks, purchased with your school's TP. If that's not enough for you, you may sacrifice CP to buy TP at the rate of 1:1 (1:2 if you're a Scion). You can either pay the individual cost for each tank you wish to buy, or pay 5TP to gain a random tank from the list below (by rolling 2d6)… of course you could just lie and claim you rolled 30 Super Heavy Tanks. It doesn't really matter, they're WWII era tanks. If you don't have something better in your Warehouse, you soon will. At the end of the jump, feel free to steal as many of them as you like for your own personal tank collection. Really. No one will care. They aren't self repairing and won't be replaced if destroyed. Plus, they're all fuel hogs… hope you have a supply of diesel. Also, be aware, these tanks are sized for fairly petite females and are thus about 80% the size of a real battle tank, and while they are loaded with "live ammo" it isn't armor piercing or high explosive. On the other hand, they are coated in "Carbon" Paint, which makes these tanks all but indestructible to weapons comparable to what they are equipped with.

2. WWI Tank or APC. 1TP

3. WWII APC: This isn't a real tank, it's an Armored Personnel Carrier. 2TP

4. WWII Tankette: Essentially a motorcar with tank armor, these are fast moving, incredibly lightly armored combat vehicles. 3TP

5. WWII Light Tank: Easy to Hide, Can Dodge Well, Can Pass Through Narrow Roads… Weak Armor, Low Fire Power. 5TP

6-8. WWII Medium Tank: Balanced, no major drawbacks. Jack of All Trades, master of none. 10TP

9. WWII Self-Propelled Gun: Can be Equipped with a large caliber gun. Can lob shells over obstacles many shells explode and cause splash damage. Extremely thin armor. Most don't have a gun turret. 10TP

10 WWII Tank Destroyer: Excellent Firepower with high alpha and or rapid reload. Often good at hiding from the enemy. Many do not come with rotating turrets. 12TP

11. WWII Heavy Tank: Thick Armor, High Firepower, Easy Target, Difficult to Hide, Slow to Accelerate. 15TP

12. WWII Super Heavy Tank. 20TP

========== DRAWBACKS ==========

Take any combination of Drawbacks up to 1500 points… or if you're utterly insane take All the Enemies You Ever Wanted and The War is Unreal, netting you 2300 CP… yes, that's an extra 200 CP just for being insane enough to take that combo.

Can Humans Even Wake Up At Six In The Morning?: [+100] You know all those pardons you have? You'll be using them. Every day. You'll suffer from extreme fatigue, either from chronic insomnia, sleep apnea, too many video games, or low blood pressure, and (let's be honest) the gentle rumble of a tank in motion is just the thing to lull you to sleep. Not only that, but you have a great deal of trouble waking up in the morning, especially for early morning practices or matches.

Motion Sickness: [+100] Whenever the ride gets bumpy or the seas get rough… or you look out the side window as the scenery blurs by… even if you're moving under your own power at a pace faster than a sprint, you begin to feel unwell. Motion Sickness drugs and treatments only work at full strength a few times and it takes progressively more with each dose, so you'll constantly be looking for new and previously untried treatments. After all, you're going to be spending a lot of time in a tank. Expect to do a lot of bizarre things to allay your symptoms. Oddly, every quack remedy will work at least a time or two, and the weirder the remedy, the better / longer it seems to work.

You Look Happy: [+100] You have lost the ability to register any emotion on your face. Sure, no one can tell how you're feeling, but anyone who hangs around with you for too long, including your companions, will begin feeling that you aren't enjoying yourself, or that you're bored by their presence… regardless, people will find you offputting and will slowly drift away from whenever they can, though they'll still be friends with you.

Anglerfish Dance: [+200] The universe likes embarrassing you. If something can go wrong, it will and it will reflect badly on you. You will find yourself constantly subjected to ridiculous penalty games, which you must complete or be expelled. Expect to wear a lot of silly costumes and learn a lot of silly dances. And no, there is no way you won't feel embarrassed by this, as your sense of shame and embarrassment actually grows the more you try to resist it. This overrides all emotional control or serenity perks.

Little General: [+200] You're half the height of your classmates, and adorable, but hard to take seriously. You have to take naps (2 hours a day, during the time everyone else is awake) every day because being you is tiring, and people keep trying to hug you. If you have alternate forms, all of them are limited in height to no more than 4'6" (1.37 meters) and still adorable. You will find it impossible to intimidate or frighten anyone for the duration of this jump, and will probably need someone to help you into and out of your tank.

No Yuri for You!: [+200/+400] Everyone besides you will pair up romantically and be super duper annoyingly happy about it. You, on the other hand, will have a bit of a dry spell. As in nothing, for your entire stay. It's not you, it's them. And of course, all your friends will want to tell you all about their love lives. Even companions you have a long term relationship with will, at the very least, drift away from you emotionally and potentially find someone new to spend time with if you got this at the higher level… which you can only do if you're in a romantic non-open relationship with one or more companions. After the jump ends, the emotional distance ends, but it will be up to you to patch your relationship(s) back together… especially since you effectively traded your relationship for points.

Deep Trauma: [+200] You're afraid of drowning. Specifically, you're terrified of being trapped inside a sinking tank as it fills with water and you can't escape. Any time your tank (or any other vehicle you are in) gets too close to water that looks deep enough to submerge it, you will find yourself gripped by terror and be barely able to act. Any ability that would normally make drowning impossible is nullified for this jump.

BokoJumper: [+300] Somehow you keep getting injured in the weirdest ways. Ways that require you to wear obvious casts or bandages. While this will never endanger you, it will be both painful and embarrassing, as well as impair your ability to function to the best of your normal efficiency, but these injuries will never fully incapacitate you nor keep you from participating in Tankery. No lasting damage will be caused by repeated bone breaks or being stabbed or what have you. Healing / Regen is disabled by taking this drawback.

Tankery is Serious Business: [+300] instead of being a simple school club, Tankery is massively serious and everyone either wants to be on the teams or is a rabid fan. Imagine the worst possible combination of rabid soccer moms, japanese Otaku, military reenactors, and Football Fans around the world. Reporters will hound you, and everyone will hate you if you lose a match. Also, you have to keep your grades up while practicing Tankery for hours every day, and you no longer get triple credit for classes. Good Luck. Don't think things will get better when you graduate… colleges have Tankery Too. And ambitious people might do anything to see that their team wins… or that a specific team throws a match… or just try and bump you off to take your place.

That Would Be Cheating: [+300] You are free to use your powers from other jumps at all times… except during competitions. Somehow everyone will know if you use any non-stat or skill based abilities and you will forfeit the match and have to do a penalty game of some kind. It's up to you to decide if an ability or power is unfair, but some examples include: anything that would allow you to read the future, read the minds of the other team, clairvoyance, flight, turning into a Kaiju and smashing the other team's tanks… upgrading the tanks with non-period tech is always forbidden. During competitions, you will find that you must make a conscious effort to use any power that would be in violation of the rules, even reflexive ones like prophetic visions or passive ones like area awareness.

The War is Real: [+400] Instead of jumping into the world of the Anime & Manga, you've jumped into the hybrid world of Girls Und Panzer: World of Tanks. The tank battles now have real world political stakes and they are actual tanks with actual casualties… oh, and if you cheat, snipers will try to kill you. Snipers with bullets that don't care how immune to bullets you should be or how fast you regenerate.



The War is Unreal: [+600] Everyone knows Heroes don't lose. Maybe that's because they have infinite lives. Not only have you entered the hybrid GUP/WoT world, but the difficulty of all the battles has increased to nearly impossible. All your opponents can cheat like crazy, including using some of your own abilities against you, and never be called on it. On the plus side, every time you lose a battle, the world resets to the morning before the battle started and you get to try again… and again… and again. There no longer is a failstate, but you cannot leave this jump until you have won every battle over the course of ten years, without cheating. Days that are reset do not count towards time elapsed. This Drawback requires That Would Be Cheating and The War is Real.

All the Enemies you Ever Wanted: [+800] Every significant enemy you've ever had, in your original life or as a Jumper, is imported as a schoolgirl into this jump… with all their powers and abilities… and they're all on rival teams for rival schools. None of them will attempt to destroy the world or kill you, but they will try and humiliate you at every turn, try to get your school closed… and most of them will try and conquer the world. They will also be obsessive Panzerfahren practitioners and will (unless you also take "That Would Be Cheating") use their full range of abilities to win matches. If you take "That Would Be Cheating", they simply use those powers outside of matches to try and embarrass you. No matter what their original form, they are formlocked as schoolgirls unless they are shapeshifters… but schoolgirls with traits reminiscent of their normal forms (Aku would be a black and green schoolgirl with red eyes, Godzilla would be a quasi-reptilian schoogirl with atomic spines and a tail, Smaug would be a dragon-winged schoolgirl, etc.). Ditto for size, unless they are sizeshifters.

========== THE CHALLENGE ==========

Plus Ultra!: This challenge overrides scenarios and starting locations and changes your starting age to 12. You have just arrived on the deck of the original Spanish School Ship "Alhambra" (based on the Principe de Asturias). It is old, it is run down, it has never, ever, won as much as a single match. You are a junior high First Year… and also the Principal of the school, and it is your sacred duty to reverse this shameful record. By the end of your 10 years (3 in junior high, 3 in highschool, and 4 as coach / homeroom teacher) you must secure Alhambra's reputation for all time… for the Glory of Spain! Of course, the ship has only a few old light tanks, several of them WW1 era, and no spares, so you'll have to find ways to win with pieces that should be in museums… and the school is dead broke, so you'll have to find a way to pay for her repairs, fuel… food. On the plus side, you have students from all over the world… on the downside, they're all people who couldn't get into better schools.

Also, you're not even in the senior league (the one that contains Anzio, Black Forest, Pravda, Koala, Ooarai, St. Gloriana, Jatkosota, and Saunders. No, you're in the junior league, with Argentina's "Christo", Canada's "Lief Erikson", France's "Maginot" (which isn't even based on an Aircraft Carrier), The Netherland's "Moulin Rouge", India's "Ramayana", Ukraine's "Crimea", and Thailand's "White Elephant". You'll have to fight your way up out of the junior bracket before you graduate junior high, win the senior championship before you graduate high school, and as coach you must shepherd your students to victory in four consecutive championship defenses… victories you can not interfere with except through your preparations.

Oh… and the contents of your warehouse are scattered throughout the 5.4 kilometer long vessel, securely under lock and key of course, but terribly inconveniently scattered and badly sorted... At least initially. Your warehouse itself (as well as any automatic sorting system it has, or any catalogue of what you have and where it is), cannot be accessed for the duration of the jump. Instead, there are Warehouse sections clearly marked all over the vessel which can only be accessed by you, your companions, and those you authorize… or anyone who steals your personal keycard. Feel free to reorganize them as you see fit, though you might have to explain why you're moving a Gundam from Deck 4 Aft to Deck 61 Central. If you've managed to somehow cram more than would normally fit into the Warehouse into it, the same tech / magic that allows an overstuffed Warehouse also allows the Schoolship to contain it all. Warehouse attachments remain attached to your Warehouse, and are not present on the ship.

If you succeed in this challenge, you gain your choice of any one of the canonical Schoolships to take with you from jump to jump or you may keep the Alhambra if you've grown attached to her.

Because the ship is far larger than your Warehouse, it cannot dock with it and thus (unless you've somehow gained a Warehouse addition that allows a kilometer high mega-ship to dock with it) this Schoolship remains in limbo until deployed into a jump. If you dock it at your Warehouse… or choose to leave your warehouse integrated with the ship (either scattered throughout it or just placed atop its deck), it is no longer limboized and your inactive companions may make full use of it. While in limbo, time does not pass for it or its residents (who don't seem to be phased by jumping from reality to reality).

Remember, all the Schoolships are crewed by female high school students. The Crew and Populace are not companions, cannot be imported or given perks (even if they could, it would be 1 perk divided among hundreds of thousands), and will continue to age whenever the ship is not in limbo. They will resist any attempt to transform them into posthuman monstrosities, cyborgs, zerg, vord, or what have you. They can, however be instructed in any special skills you possess the ability to impart and can be trained to the limits of human skill to operate defensive systems and to repel boarders, though they will not act as a personal army. And if treated badly by you, individual members of the crew or populace may defect, betray you, or choose to return to their home reality.

When deployed, it will be found floating randomly in the nearest deep body of water within 2,000km from where you started… even if this makes it landlocked or embedded in a comet. If upgraded, the upgrades remain from jump to jump (it can only be upgraded in jump) and if damaged or destroyed, you'll have to rebuild it and repopulate it. You cannot deploy the ship if doing so would place it in immediate danger. The ship's primary defensive option is its Limbo-Shift System, which allows it to return to limbo at any time… the LSS takes a few minutes to warm up and cannot be used for 4 hours after shifting out of limbo. It is blackbox technology that cannot be understood until post-spark. Also blackbox are the ship's boats that show up on a regular basis to take students to away games, back to their home reality to visit their folks, or to bring them back… the boats also bring mail. They will continue to run as long as the ship's schools remain open to the public.

========== PARADIGM SHIFT ==========

Feel free to use a Paradigm Shift to combine GUP with any jump with the appropriate level of technology. The two jumps combine into a single jump, but all CP is kept seperate.

Girls und Blade: [+200] In this world, there are no tanks. Instead, all the schools compete in mounted combat, using lances, swords, maces, warhammers… and lots and lots of armor & barding. Yes, there is still Carbon paint, so Bodkins and Spiked Hammers won't usually cause too much damage to the girl inside the armor. Specialities in this world are Knight Commander, Scout, Archer, Squire, and Signaller.

Girls und Armored Cavalry: [+100] In this world, all the Tanks are World War I tanks.

Girls und Aircraft: [0] This changes Tankery into Aircraftery, but keeps the tech as World War II airplanes (though Airplanes that have been fitted to have multiple crew members (at least three; pilot, gunner, communications… plus support crew). Remember, GuP Tankery is all about how even those not actually doing the shooting are part of the team to achieve victory.

Girls und Armor: [50] In this world, all the Tanks are Modern, ranging from the latest M1-Abrams to the Israeli Merkava to the Japanese Type-10. You still get to keep any of your school's tanks at the end of the jump.

Girls und Mecha: [50] Have some Mecha lying around from some jump? If you have a sample of that mecha type in your warehouse, you can change the setting to that tech level. All mecha will need to have at least three crew members to maintain glorious cooperation.

Girls und MI: [50] Have some Power Armor from some jump? Maybe Starship Troopers or Iron Man or Legacy of the Aldenata or similar? Guess it's time for the Girls to Suit Up. a team will include at least two unarmed members in support roles such as field reporter and signal man, though both may carry additional supplies. This is to maintain the running theme of the series, that no one individual is all important on the battlefield.

Girls und Bolo: [100] In this world, all the tanks are… well… anything goes… as long as you know how to build it and as long as it isn't bigger than a SheVa (height 170 ft from ground to top of turret, tread height 27ft, tread width 150ft, Vehicle Width 385 ft, Vehicle Length 268ft, Gun Length 200ft, Gun Bore 16") and still runs on something similar to treads (hover tanks, grav tanks… as long as it doesn't actually fly). Crews of such massive vehicles will somehow be limited to a reasonable amount.



Girls und Baneblade? [+0]: Tanks are eternal. Well, no, they're not. But they are found in an astounding number of fantasy and science-fiction settings. You may use this toggle to combine the GuP setting with any other setting that features anything like Aircraft Carriers and Tanks. The CP for the two jumps remains separate, all drawbacks from both jumps apply in full, and the sport of Tankery adjusts to the local technological conditions / paradigm. If the tech level of the tanks (or equivalent) is greater than WWII, you'll need to pay for one of the upgraded Paradigm shifts. Any magi-tech is automatically considered to be the equivalent of Girls und Bolo. If there's an actual war going on in the setting, all sides will put aside their mutual hostility and bloodlust and now settle things with Tankery matches. Expect serious stakes and spying, but no team assassinations. That would be cheating. Drawbacks can, of course, change that status quo, so be careful what you take if you want things to remain lighthearted.

END GAME

You know the drill: Stay, Go Home, Keep Jumping.

THE RULES

- The tanks which will be used must be designed or produced before August 15 1945, the end of World War Two. Upgrading the tanks with any technology not available to all sides is forbidden and tanks are inspected after every match.
- The ammunition used must be certified by the league to keep the participants safe. Even if you don't take the drawback "That Would be Cheating," any use of abilities that recklessly endangers the lives of judges or participants is against the rules. Any loss of life caused by one team is automatic grounds for disqualification for that team from the tournament in question and may result in a season ban.
- The armor used on the tanks must be certified by the league to keep the participants safe (No open top or rear).
- All tanks must have judging devices installed onboard. When the tank is hit, these devices possess a microchip which will determine if a tank is eliminated or not, depending on the angle and velocity of the impact (If eliminated, a white flag will appear on top of the tank or in some cases, if the eliminated tank was blown upside down, on other parts of the vehicle).
- There are two types of matches: Annihilation, in which one team must disable all tanks of the other team, and Capture the Flag, in which one team must eliminate a specific tank on the other side.
- A school must be able to field at least 5 tanks, with up to 10 allowed in a standard match, 15 in the quarter and semi-finals, and 20 allowed in a Finals match of a tournament.
- Special matches may have unique rules, such as a 50 on 50 elimination match between Pravda and Saunders.

NOTES

- Canonically, all the Schoolships are Japanese and simply themed off of other countries. It is up to you if that is true or if the Schoolships actually represent the nations they are based on. The implication from the show is that Japan can field at least 16 Schoolships… 16 ships each a third the size of Manhattan. It is up to you if you believe that… or if you believe there are quite that many blonde haired blue eyed Japanese girls… or if Japanese schoolgirls would really embrace an entire other culture's names, ideologies, customs, etc.
- It is also up to you to decide if each Schoolship has boys attending at separate schools aboard the ship (there are none shown aboard Oorai, and all the crew are shown to be female), or if they have separate schools aboard separate facilities (perhaps inside submarines).
- Further, it is up to you to decide if Colleges are on separate ships or also reside on the standard Schoolships.

Changelog
V.1.1
Added Endgame, added clarification to scenario lengths, minor language tweek.
V.1.2
Reordered the perks.
V.1.3
Made a minor (requested) tweak to the wording of “No Yuri for You”.
V.1.4
Fixed the pricing of Bokobear, Tankery Forever, and the ultimate drawback combo.
V.1.5
Formatting fixes
V.1.6