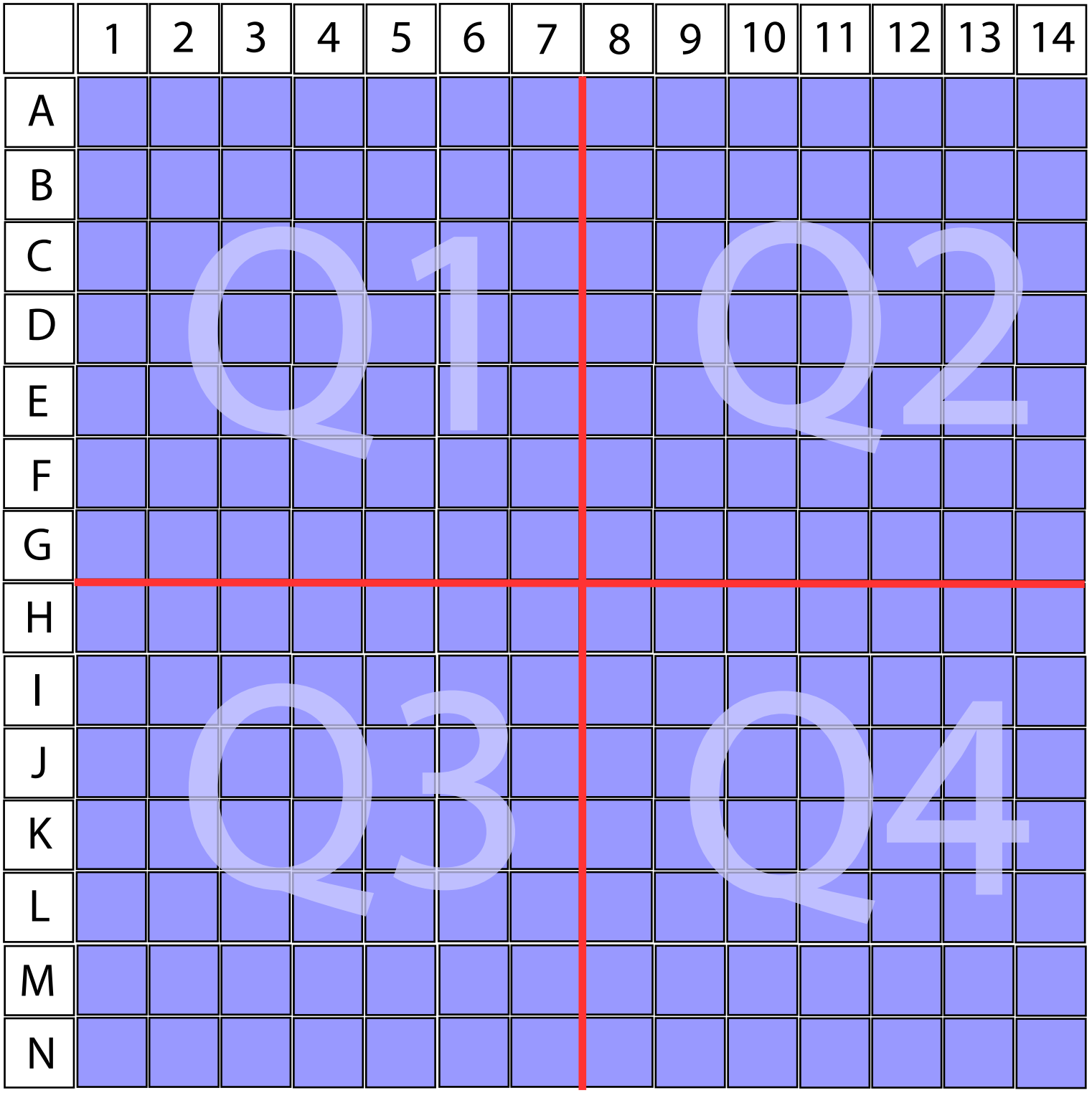
1
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A
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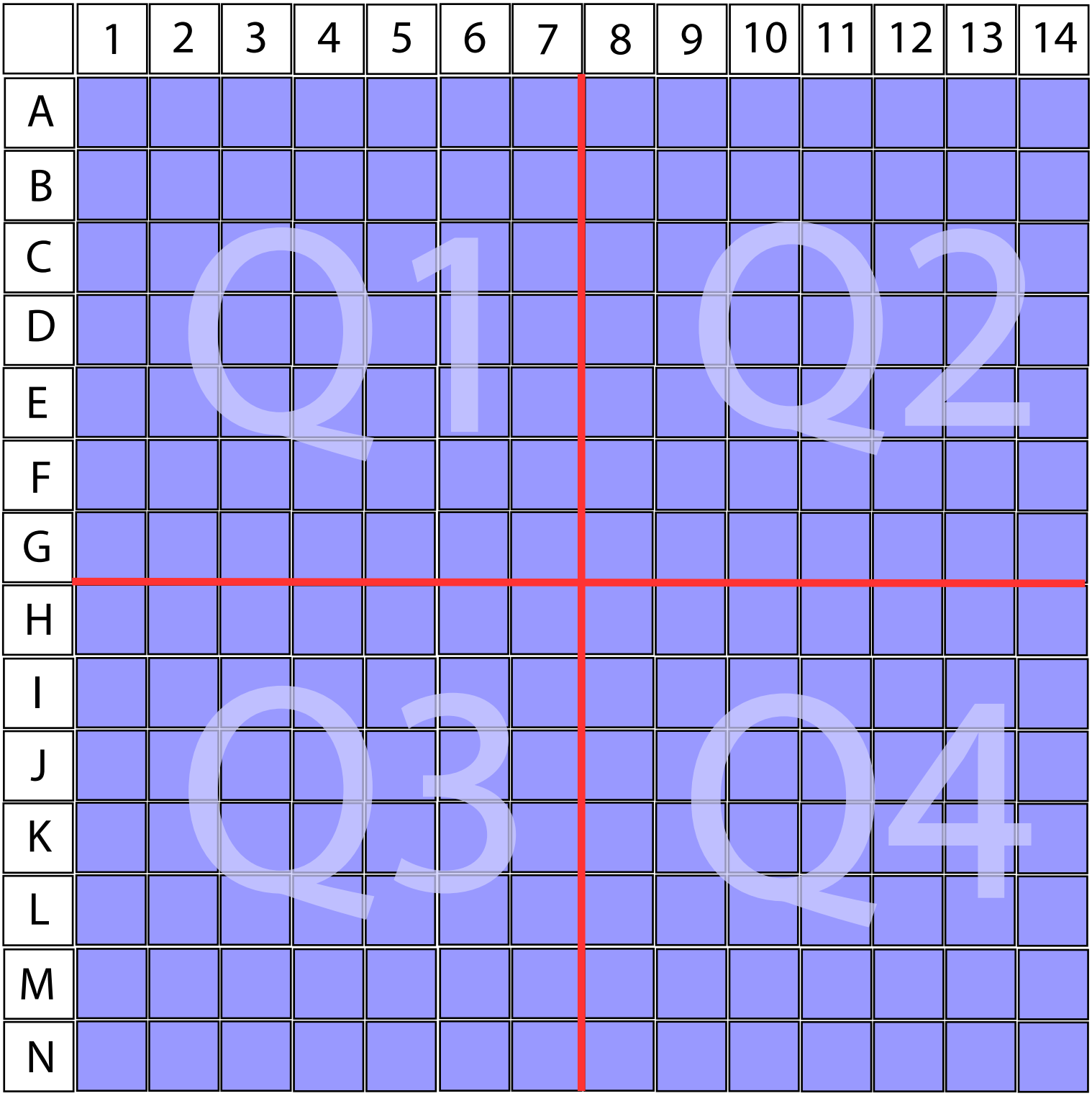
Q1
Q2
Q3
Q4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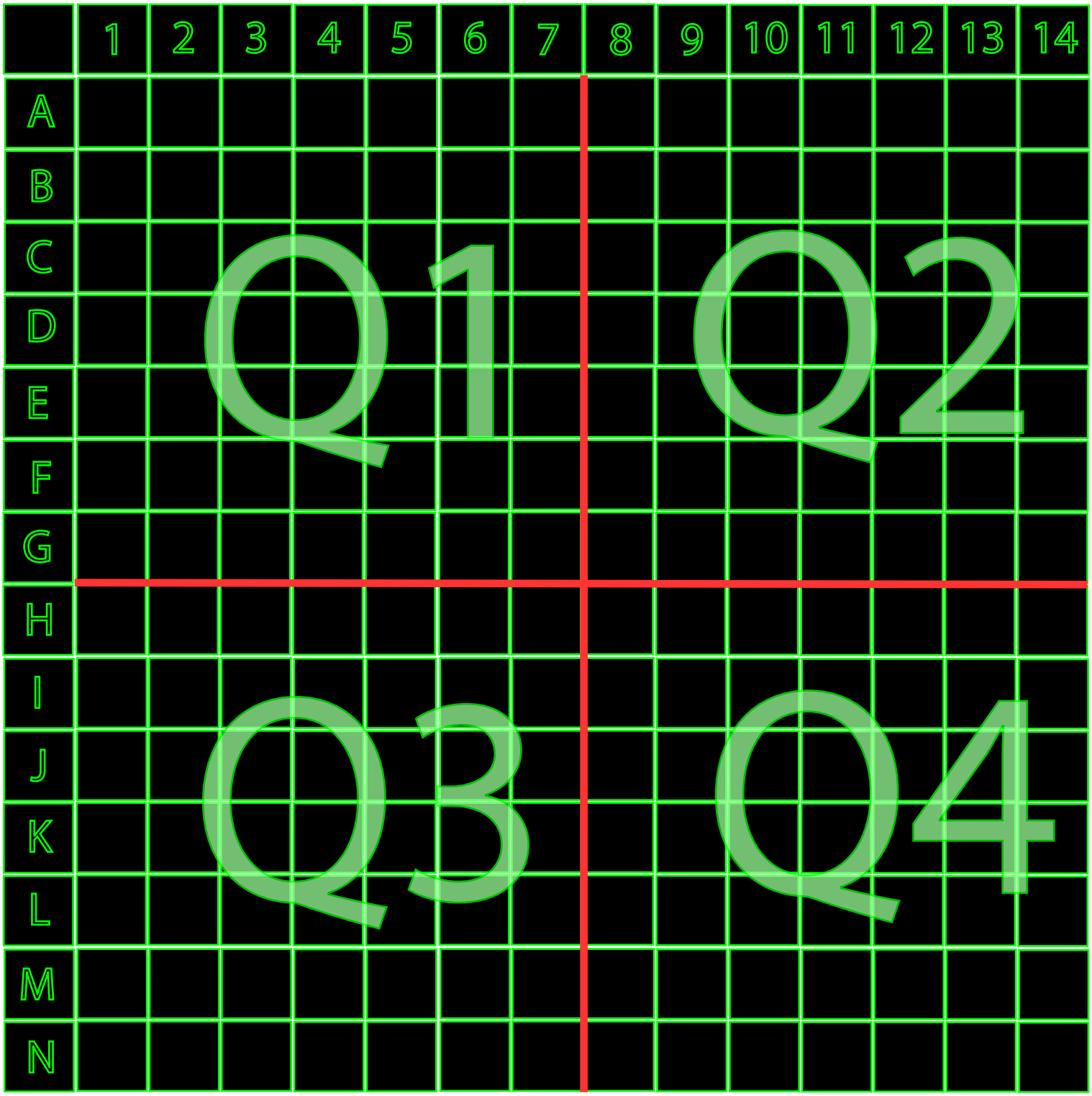
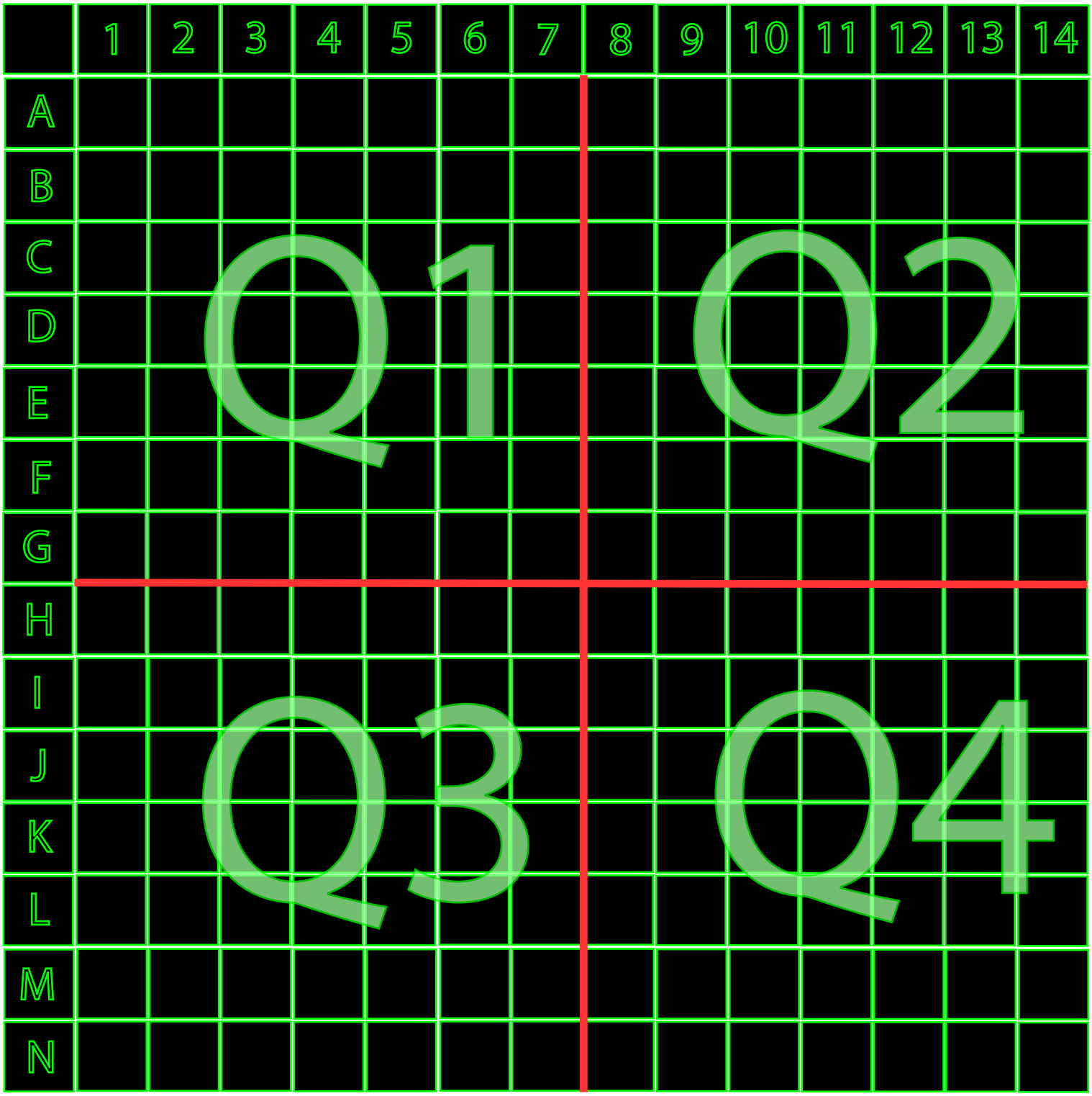
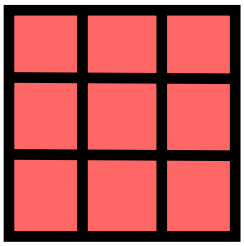
A B C D E F G H I J K L M N
Q1 Q2
Q3 Q4


1 2 3 4 5 6 7 8 9 10 11 12 13 14
A B C D E F G H I J K L M N
Q1 Q2
Q3 Q4


1 2 3 4 5 6 7 8 9 10 11 12 13 14
A B C D E F G H I J K L M N
Q1 Q2
Q3 Q4

Air Strike

Target a 3x3 section of the enemy waters.



Air Strike

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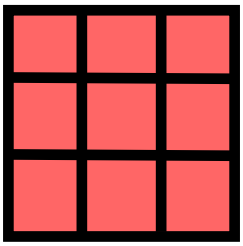

Air Strike

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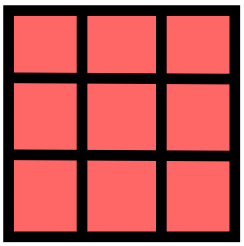
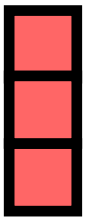


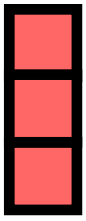
Carpet Bomb

Target a 3x1 or 1x3 section of the enemy waters.



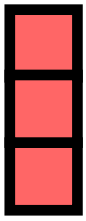
Carpet Bomb

Target a 3x1 or 1x3 section of the enemy waters.



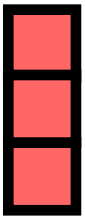
Carpet Bomb

Target a 3x1 or 1x3 section of the enemy waters.



Carpet Bomb

Target a 3x1 or 1x3 section of the enemy waters.



Carpet Bomb

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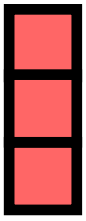

Drone Strike

Target 3 specific cells of the enemy waters.

Drone Strike

Target 3 specific cells of the enemy waters.

Drone Strike

Target 3 specific cells of the enemy waters.

Drone Strike

Target 3 specific cells of the enemy waters.

Drone Strike

Target 3 specific cells of the enemy waters.

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Torpedo

Target 1 enemy cell

Ver. Laser

Choose a column on the Y axis and target every cell in that column

Ver. Laser

Choose a column on the Y axis and target every cell in that column

Ver. Laser

Choose a column on the Y axis and target every cell in that column

Hoz. Laser

Choose a row on the X axis and target every cell in that row.

Hoz. Laser

Choose a row on the X axis and target every cell in that row.

Hoz. Laser

Choose a row on the X axis and target every cell in that row.

Task Force

Place 2 red pegs on a selected enemy ship

Task Force

Place 2 red pegs on a selected enemy ship

Task Force

Place 2 red pegs on a selected enemy ship

UAV

Select a 2x2 grid. The enemy player must tell you which cells in that area have ships.

UAV

Select a 2x2 grid. The enemy player must tell you which cells in that area have ships.

UAV

Select a 2x2 grid. The enemy player must tell you which cells in that area have ships.

Cyber Op

Disables all enemy battle and movement capabilities for 2 turns

Cyber Op

Disables all enemy battle and movement capabilities for 2 turns

Cyber Op

Disables all enemy battle and movement capabilities for 2 turns

Hoz. Laser

Choose a row on the X axis and target every cell in that row.

Smoke Screen

If one of your ships is attacked you may play this card. Fill the remainder of your ship with green pegs. You can't move your ship out of that area and the enemy can't attack you for 3 turns. You still take the hit from the attack.

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If one of your ships is attacked you may play this card. Fill the remainder of your ship with green pegs. You can't move your ship out of that area and the enemy can't attack you for 3 turns. You still take the hit from the attack.

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Engineering

Removes one hit counter from one of your ships

Engineering

Removes one hit counter from one of your ships

Engineering

Removes one hit counter from one of your ships

Flares

Blocks enemy attack for that turn.

Flares

Blocks enemy attack for that turn.

Flares

Blocks enemy attack for that turn.

Seize Fire

Temporary seize fire in designated quadrant for 3 turns. Player chooses the quadrant. Each player fills the quadrant with green pegs. No attacks may be placed in the designated area.

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Fleet Relocation

Reposition all standing ships on your board. You then skip you next two turns

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Reposition all standing ships on your board. You then skip you next two turns

Fleet Relocation

Reposition all standing ships on your board. You then skip you next two turns

Advancement

Move one your ships by one cell.

Advancement

Move one your ships by one cell.

Advancement

Move one your ships by one cell.

Advancement

Move one your ships by one cell.

Advancement

Move one your ships by one cell.

Advancement

Move one your ships by one cell.

Pivot Point

Rotate one of your ships, however your ship must be still covering one the original cells that it occupies.

Pivot Point

Rotate one of your ships, however your ship must be still covering one the original cells that it occupies.

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Rotate one of your ships, however your ship must be still covering one the original cells that it occupies.

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