

Board = 16 x 16 grid

Ships

- Carrier 5 holes (Dimensions 1x5)
- Battleship 4 holes (Dimensions 1x4)
- Crusher 3 holes (Dimensions 1x3)
- Submarine 3 holes (Dimensions 1x3)
- Destroyer 2 holes (Dimensions 1x2)
- Flag Ship 4 holes (Dimensions 1x2)

Cards

- (4cards) Airstrike – Targets area of 3 x 3 grid. After player uses an Airstrike they lose one turn.
- (10cards) Carpet bomb – Targets area of 1 x 3 grid
- (10cards) Drone strike – Targets 3 specific cells
- (20cards) Torpedo – Targets 1 specific cell
- (4cards) Vertical Laser – Players selects a column and all of the cells in that column is attacked.
- (4cards) Horizontal Laser – Players selects a row and all of the cells in that column is attacked.
- (8cards) UAV Drone – Unveils 2 x 2 grid
- (4cards) Fleet Relocation – Reposition all standing ships on your board. You then skip you next two turns
- (10cards) Fleet Advancement – Move one your ships by one cell.
- (4cards) Seize Fire – Temporary seize fire in designated quadrant for 3 turns. Player chooses the quadrant. No attacks may be placed in the designated area.
- (2cards) Task Force Operation – Places 2 damage counters on a selected ship
- (4 cards) Cyber Operation – Disables all enemy battle and movement capabilities for 2 turns
- (4cards) Fleet Engineering – Removes one hit counter from all of your ships
- (10cards) Flares – Blocks enemy attack for that turn.

Movement:

Players may only move their ships under only two conditions

Condition 1: If a direct hit is landed on one or more of your ships that player may move the damaged ship(s) one cell in the up, down, right, or left direction of the hit cell. The player doesn't tell the opposing player in which direction they moved or if they moved at all.

Condition 2: If the player draws a card instructing a player to move their ships then they must move them.

Battle:

Players will use two types of battling;

Traditional: Players take turns calling out one cell at a time and responding "hit" or "miss."

Advanced: Players will draw "Direct Order" cards that are similar to the traditional method of battle in that players must call out coordinates to stage attacks, but the attacks are significantly more powerful than the traditional method.