

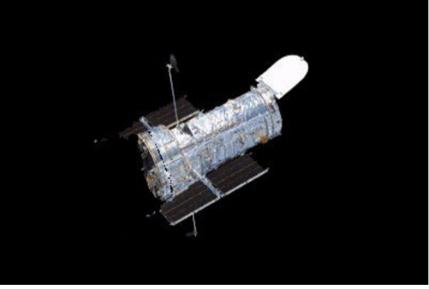
	<h2>Scuttlebutt</h2> <p>Type: Tactic Type: USN</p> 	<h2>AF Is Short On Water</h2> <p>Type: Tactic Type: USN</p> <table border="1"> <tbody> <tr><td>47746</td><td>此ノ分(ア)</td><td>66883</td><td>之</td></tr> <tr><td>88586</td><td>此ノ領</td><td>38928</td><td>之メ</td></tr> <tr><td>88886</td><td>此ノ領</td><td>91181</td><td>之メ</td></tr> <tr><td>44745</td><td>此ノ領</td><td>12339</td><td>之メ露</td></tr> <tr><td>83972</td><td>此ノ方露</td><td>28372</td><td>之メ</td></tr> <tr><td>73443</td><td>此ノ領</td><td>69878</td><td>之メ</td></tr> <tr><td>31788</td><td>此ノ外</td><td>32427</td><td>之・因露</td></tr> <tr><td>95184</td><td>此ノ附近</td><td>47515</td><td>之・露</td></tr> <tr><td>18598</td><td>此ノ限・作ラヨ(サメ)</td><td>85233</td><td>之・露</td></tr> <tr><td>74445</td><td>此ノ持</td><td>36258</td><td>之・利</td></tr> <tr><td>88597</td><td>此ノ期間</td><td>24135</td><td>之・利</td></tr> <tr><td>98211</td><td>此ノ被</td><td>97387</td><td>之メ</td></tr> <tr><td>55683</td><td>此ノ機會</td><td>66688</td><td>之ヲ獲露</td></tr> <tr><td>85638</td><td>此ノ機</td><td>12217</td><td>之ヲ獲</td></tr> <tr><td>61137</td><td>此ノ界</td><td>81024</td><td>之ヲ成</td></tr> <tr><td>18394</td><td>此ノ首・露露(サメ)</td><td>13548</td><td>之ヲ得</td></tr> </tbody> </table>	47746	此ノ分(ア)	66883	之	88586	此ノ領	38928	之メ	88886	此ノ領	91181	之メ	44745	此ノ領	12339	之メ露	83972	此ノ方露	28372	之メ	73443	此ノ領	69878	之メ	31788	此ノ外	32427	之・因露	95184	此ノ附近	47515	之・露	18598	此ノ限・作ラヨ(サメ)	85233	之・露	74445	此ノ持	36258	之・利	88597	此ノ期間	24135	之・利	98211	此ノ被	97387	之メ	55683	此ノ機會	66688	之ヲ獲露	85638	此ノ機	12217	之ヲ獲	61137	此ノ界	81024	之ヲ成	18394	此ノ首・露露(サメ)	13548	之ヲ得
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Look at and reorder the top 4 cards of your deck. You may put any number on the bottom of your deck

Ver. 1.1

One military asset that participated in a previous combat this turn may participate in a second combat.

Ver. 1.1

<h2>KH-11 Key Hole</h2> <p>Type: Tactic Type: USN</p> 	<h2>Semper Fidelis</h2> <p>Type: Strategy Type: USN</p> 	<h2>Build 'em Faster Than They Can Sink 'Em</h2> <p>Type: Strategy Type: USN</p> 
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Flip All Opposing Ships

Whenever a ship deals shore damage, it deals +1 damage

Ver. 1.1

Ver. 1.1

Ver. 1.1

<h2>Uncommon Valor Was A Common Virtue</h2> <p>Type: Tactic Type: USN</p> 	<h2>I Have Not Yet Begun To Fight</h2> <p>Type: Tactic Type: USN</p> 	<h2>Gunboat Diplomacy</h2> <p>Type: Strategy Type: USN</p> 
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You may choose one attack against a territory in which you have won the combat. You automatically succeed during the assault step for that territory.

Retrieve one card from your discard pile and put it on top of your deck

Friendly ships have +2 shore attack when assaulting undefended territories

Ver. 1.1

Ver. 1.1

Ver. 1.1

The Long Winter

Type: Strategy

Type: RUS



Both players must discard 2 cards from their deck at the end of each turn

Ver. 1.1

State Controlled Media

Type: Tactic

Type: RUS



You take no damage from direct assaults this turn

Ver. 1.1

Disinformation Campaigns

Type: Strategy

Type: RUS



You oppone must discard 2 cards from their hand. If they have fewer than 2 cards, the remainder must be discarded from their deck.

Ver. 1.1

Arctic Warfare

Type: Strategy

Type: RUS



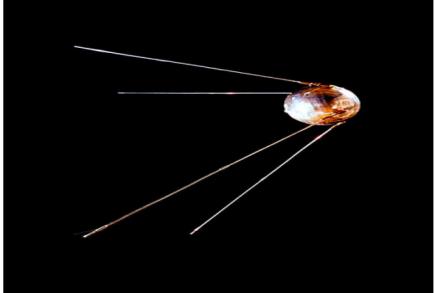
Your submarines have an additional 1 defense

Ver. 1.1

The Russians Used a Pencil

Type: Strategy

Type: RUS



Ships you control require -1 logistics

Ver. 1.1

In Soviet Russia, Land Conquers You

Type: Strategy

Type: RUS



Your opponents must discard 1 card from their deck each turn for every Russian territory they control

Ver. 1.1

Death By Natural Causes

Type: Tactic

Type: RUS



Ignore the effects of a tactic card

Ver. 1.1

Beyond the Urals

Type: Tactic

Type: RUS



Regain control of one territory you've lost

Ver. 1.1

That's the Spirit!

Type: Tactic

Type: USN



Deal 6 damage to one face-up ship

Ver. 1.1

That's the Spirit!

Type: Tactic

Type: USN



Deal 6 damage to one face-up ship

Ver. 1.1

Nimitz Class CVN

Type: Ship

Roster: USN



Attack: 0 Logistic Cost: 8
Shore Attack: 0 Defense: 4
CATOBAR: Compatible with all carrier aircraft squadrons
E-2C Hawkeye: All friendly air squadrons in combat with this asset have +1 attack and defense

Ver. 1.1

Nimitz Class CVN

Type: Ship

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Attack: 0 Logistic Cost: 8
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CATOBAR: Compatible with all carrier aircraft squadrons
E-2C Hawkeye: All friendly air squadrons in combat with this asset have +1 attack and defense

Ver. 1.1

Wasp Class LHA

Type: Ship

Roster: USN



Attack: 0 Logistic Cost: 6
Shore Attack: 6 Defense: 2
VTOL: Compatible with all VTOL carrier aircraft squadrons

Ver. 1.1

Wasp Class LHA

Type: Ship

Roster: USN



Attack: 0 Logistic Cost: 6
Shore Attack: 6 Defense: 2
VTOL: Compatible with all VTOL carrier aircraft squadrons

Ver. 1.1

Wasp Class LHA

Type: Ship

Roster: USN



Attack: 0 Logistic Cost: 6
Shore Attack: 6 Defense: 2
VTOL: Compatible with all VTOL carrier aircraft squadrons

Ver. 1.1

Seawolf Class SSN

Type: Submarine

Roster: USN



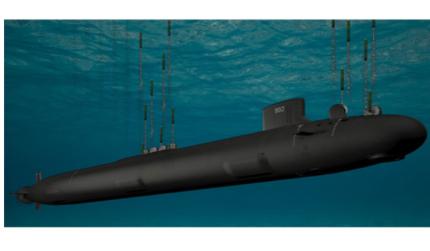
Attack: 4 Logistic Cost: 5
Shore Attack: 0 Defense: 4
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Special Purposes: When flipped, opponent must reveal one card from their hand or hidden on the board
Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.
Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Virginia Class SSN

Type: Submarine

Roster: USN



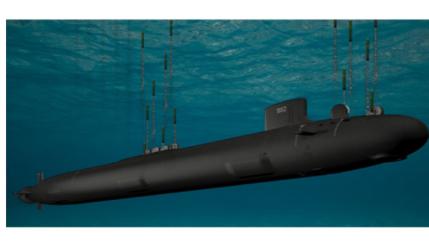
Attack: 3 Logistic Cost: 4
Shore Attack: 0 Defense: 4
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.
Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Virginia Class SSN

Type: Submarine

Roster: USN



Attack: 3 Logistic Cost: 4
Shore Attack: 0 Defense: 4
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.
Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Ohio Class SSGN

Type: Submarine Roster: USN



Attack: 5 Logistic Cost: 6

Shore Attack: 4 Defense: 3

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Strategic Strike Capability: At the end of your turn, if this asset was not part of a combat, it deals 1 damage directly to your opponent

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Ticonderoga Class CG

Type: Ship

Roster: USN



Attack: 2 Logistic Cost: 4

Shore Attack: 1 Defense: 3

AEGIS: +2 Help Defense

Ticonderoga Class CG

Type: Ship

Roster: USN



Attack: 2 Logistic Cost: 4

Shore Attack: 1 Defense: 3

AEGIS: +2 Help Defense

Ver. 1.1

Ticonderoga Class CG

Type: Ship Roster: USN



Attack: 2 Logistic Cost: 4

Shore Attack: 1 Defense: 3

AEGIS: +2 Help Defense

Ver. 1.1

Arleigh Burke Class DDG

Type: Ship

Roster: USN



Attack: 2 Logistic Cost: 3

Shore Attack: 1 Defense: 2

AEGIS: +2 Help Defense

Ver. 1.1

Arleigh Burke Class DDG

Type: Ship

Roster: USN



Attack: 2 Logistic Cost: 3

Shore Attack: 1 Defense: 2

AEGIS: +2 Help Defense

Ver. 1.1

Arleigh Burke Class DDG

Type: Ship Roster: USN



Attack: 2 Logistic Cost: 3

Shore Attack: 1 Defense: 2

AEGIS: +2 Help Defense

Ver. 1.1

F/A-18 Superhornet Strike Squadron

Type: Fixed-Wing

Roster: USN



Attack: 4 Logistic Cost: 2

Shore Attack: 4 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

F/A-18 Superhornet Strike Squadron

Type: Fixed-Wing

Roster: USN



Attack: 4 Logistic Cost: 2

Shore Attack: 4 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

F-35B Lightning II

Type: VTOL

Roster: USN



Attack: 4

Logistic Cost: 3

Shore Attack: 3 Defense: 2

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Ver. 1.1

F-35B Lightning II

Type: VTOL

Roster: USN



Attack: 4

Logistic Cost: 3

Shore Attack: 3 Defense: 2

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Ver. 1.1

F-35C Lightning II

Type: Fixed-Wing

Roster: USN



Attack: 4

Logistic Cost: 2

Shore Attack: 4 Defense: 2

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Ver. 1.1

AV-8B Harrier II

Type: VTOL

Roster: USN



Attack: 3

Logistic Cost: 1

Shore Attack: 3 Defense: 2

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Kuznetsov Class CV

Type: Ship

Roster: RUS



Attack: 4

Logistic Cost: 7

Shore Attack: 4 Defense: 5

STOBAR: Compatible with STOBAR and VTOL squadrons

Ver. 1.1

Ver. 1.1

Kirov Class CGN

Type: Ship

Roster: RUS



Attack: 6

Logistic Cost: 6

Shore Attack: 4 Defense: 6

S-300 (L): +2 Help Defense

Ver. 1.1

Kirov Class CGN

Type: Ship

Roster: RUS



Attack: 6

Logistic Cost: 6

Shore Attack: 4 Defense: 6

S-300 (L): +2 Help Defense

Ver. 1.1

Ver. 1.1

Slava Class CG

Type: Ship

Roster: RUS



Attack: 4

Logistic Cost: 3

Shore Attack: 2 Defense: 2

S-300 (S): +1 Help Defense

Ver. 1.1

Slava Class CG

Type: Ship

Roster: RUS



Attack: 4 Logistic Cost: 3
Shore Attack: 2 Defense: 2
S-300 (S): +1 Help Defense

Ver. 1.1

Udaloy Class DDG

Type: Ship

Roster: RUS



Attack: 2 Logistic Cost: 2
Shore Attack: 2 Defense: 2

Ver. 1.1

Udaloy Class DDG

Type: Ship

Roster: RUS



Attack: 2 Logistic Cost: 2
Shore Attack: 2 Defense: 2

Ver. 1.1

Gorshkov Class FFG

Type: Ship

Roster: RUS



Attack: 3 Logistic Cost: 1
Shore Attack: 1 Defense: 2
Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Gorshkov Class FFG

Type: Ship

Roster: RUS



Attack: 3 Logistic Cost: 1
Shore Attack: 1 Defense: 2
Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Yassen Class SSGN

Type: Submarine

Roster: RUS



Attack: 3 Logistic Cost: 3
Shore Attack: 0 Defense: 3
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Yassen Class SSGN

Type: Submarine

Roster: RUS



Attack: 3 Logistic Cost: 3
Shore Attack: 0 Defense: 3
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Lada Class SSK

Type: Submarine

Roster: RUS



Attack: 3 Logistic Cost: 1
Shore Attack: 0 Defense: 1
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Coastal Defender: Cannot attack

Ver. 1.1

Lada Class SSK

Type: Submarine

Roster: RUS



Attack: 3 Logistic Cost: 1
Shore Attack: 0 Defense: 1
Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.
Coastal Defender: Cannot attack

Ver. 1.1

Oscar II SSGN

Type: Submarine Roster: RUS



Attack: 6 Logistic Cost: 5

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Strategic Strike Capability: At the end of your turn, if this asset was not part of a combat, it deals 1 damage directly to your opponent

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Oscar II SSGN

Type: Submarine Roster: RUS



Attack: 6 Logistic Cost: 5

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Strategic Strike Capability: At the end of your turn, if this asset was not part of a combat, it deals 1 damage directly to your opponent

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Mig-29K Strike Squadron

Type: Fixed-Wing Roster: RUS



Attack: 4 Logistic Cost: 1

Shore Attack: 3 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Mig-29K Strike Squadron

Type: Fixed-Wing Roster: RUS



Attack: 4 Logistic Cost: 1

Shore Attack: 3 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Su-33 Flanker-D Strike Squadron

Type: Fixed-Wing Roster: RUS



Attack: 4 Logistic Cost: 1

Shore Attack: 4 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Su-33 Flanker-D Strike Squadron

Type: Fixed-Wing Roster: RUS



Attack: 4 Logistic Cost: 1

Shore Attack: 4 Defense: 3

Hidden: Can be played face down. Must turn face up when it attacks or blocks, and may turn face up as a tactic.

Ver. 1.1

Akula Class SSN

Type: Submarine Roster: RUS



Attack: 2 Logistic Cost: 2

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Akula Class SSN

Type: Submarine Roster: RUS



Attack: 2 Logistic Cost: 2

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Akula Class SSN

Type: Submarine Roster: RUS



Attack: 2 Logistic Cost: 2

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Akula Class SSN

Type: Submarine Roster: RUS



Attack: 2 Logistic Cost: 2

Shore Attack: 0 Defense: 2

Ambush: This asset deals damage before other assets in combat. Any assets destroyed are removed and do not participate in combat.

Commerce Raider: Deals damage during assault with attack instead of shore attack

Ver. 1.1

Naval Station Norfolk

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Joint Base Pearl Harbor

Type: Territory Roster: USN

Logistics Capacity: 4 Defense: 2
Grants 2 logistics capacity to the USN player if controlled by their opponent

Ver. 1.1

Naval Air Station Jacksonville

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Naval Base San Diego

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Naval Station Mayport

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Naval Air Station Corpus Christi

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Naval Air Station Joint Reserve Base Fort Worth

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

Naval Base Kitsap

Type: Territory Roster: USN

Logistics Capacity: 6 Defense: 2

Ver. 1.1

<p>Naval Air Station Patuxent River</p> <p>Type: Territory Roster: USN</p> <p>Logistics Capacity: 6 Defense: 2</p> <p>Ver. 1.1</p>	<p>Naval Base Coronado</p> <p>Type: Territory Roster: USN</p> <p>Logistics Capacity: 6 Defense: 2</p> <p>Ver. 1.1</p>	<p>Pine Gap</p> <p>Type: Territory Roster: USN</p> <p>Logistics Capacity: 2 Defense: 2 RAINFALL: If controlled by a USN player, mark one enemy ship. That ship loses the stealth tag and cannot hide. If it is hidden, flip it. The target of this action may be changed during the first deployment step</p> <p>Ver. 1.1</p>
<p>Severomorsk</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>	<p>Kaliningrad, Kaliningrad Oblast</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>	<p>Atstrakhan</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>
<p>Vladivostok</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>	<p>Petrapavlovsk-Kamchatskiy</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>	<p>Mekhachkala</p> <p>Type: Territory Roster: RUS</p> <p>Logistics Capacity: 5 Defense: 4 Provides -1 logistics capacity if owned by a non-Russian player</p> <p>Ver. 1.1</p>

Novorossiysk

Type: Territory

Roster: RUS

Logistics Capacity: 5 Defense: 4
Provides -1 logistics capacity if owned by a non-Russian player

Ver. 1.1

Baltiysk

Type: Territory

Roster: RUS

Logistics Capacity: 5 Defense: 4
Provides -1 logistics capacity if owned by a non-Russian player

Ver. 1.1

Kronshtadt

Type: Territory

Roster: RUS

Logistics Capacity: 5 Defense: 4
Provides -1 logistics capacity if owned by a non-Russian player

Ver. 1.1