Version 1.0

* Kuznetsov shouldn’t be super carrier
* 5 card hand
* Just play all your ships on first turn?? Seems strange- makes early game a bloodbath.
* Should ships be able to attack flipped over? Maybe only stealth and subs?
* Oscar needs strategic missiles
* Should stealth and subs be able to hide at end of turn after attack?
* Too many ships on board – too much math – etc.
* How does multiple blockers work?
* Ships should maybe be able to attack ships
* Blockers based on who is next to who?
* Attacking subs and surface ships?
* Mana?
* Harrier more expensive
* Planes become squadrons

Version 1.1

* 5 cards or 7 cards?
* Maybe restrict face down assets to number of territories
* Logistics capacity values feel high, defense also feels high
* Udaloy > arleigh burke
* Air wing face down? How to garrison?
* AF is short on water reword
* Face down ships causes stalemate really easily – needs a counter-tactic or weakness
* ASW helicopters make submarines not good – need to be better against asw or way better against not asw
* Consider making helicopter score a modifier and not a number of submarines
* Make seawolf ability better by letting controller choose
* Maybe always allow discarding to draw a card?
* Attacking territories isn’t very good. Maybe also does damage to player
* Ship shore attacks are really low
* Air Wings are way worse than ships
* Make helicopters a bonus instead of a penalty
* Seawolf is way worse than Ticonderoga
* Really should get images and backgrounds
* Stealth Fighter vs Long range SAM: who takes precedence? Probably stealth
* Flipped carrier is obvious: let players play flipped cards like carriers
* Kirov has strategic strike – incorrect
* Nimitz is way too good?
* Ohio vs Oscar cost
* Cant see plane stats on car when stacking on carrier
* F-35B 3 att vs su27 5 seems wrong
* Need to add some balance math to the spreadsheet (attack/logistics, defense/logistics, combined/log, etc)
* Hard to tell and remember how many cards your opponent has and culd miscount
* Very hard to come back from snowball if opponent has a ton of ships and territories
* Maybe reconquer on land rule – discard x cards to return a piece of territory to your control