

Air, Land, & Sea: Battle Card Manifest

Strength	Name	Type	Tactical Ability
Air theater			
1	Support	∞	You gain +3 strength in each adjacent theater.
2	Air Drop	✓	On your next turn, you may play a battle card to a non-matching theater.
3	Maneuver*	✓	Flip a battle card in an adjacent theater.
4	Aerodrome	∞	You may play battle cards of strength 3 or less to non-matching theaters.
5	Containment	∞	If either player plays a battle card face-down, immediately discard that card.
6	Heavy Bombers		(none)
Land theater			
1	Reinforce	✓	Look at the top card of the battle deck. You may play it face-down to an adjacent theater.
2	Ambush	✓	Flip a battle card in <i>any</i> theater.
3	Maneuver*	✓	Flip a battle card in an adjacent theater.
4	Cover Fire	∞	All battle cards <i>covered</i> by this card are now strength 4.
5	Disrupt	✓	Your opponent chooses and flips 1 of their battle cards. Then you flip 1 of yours.
6	Heavy Tanks		(none)
Sea theater			
1	Transport	✓	You may <i>move</i> 1 of your battle cards to a different theater.
2	Escalation	∞	All of your face-down battle cards are now strength 4.
3	Maneuver*	✓	Flip a battle card in an adjacent theater.
4	Redeploy	✓	Return 1 of your face-down battle cards to your hand. If you do, gain an extra turn.
5	Blockade	∞	If a battle card is played in an adjacent theater with 3 or more cards already in it (counting both players' cards), discard that card with no effect.
6	Super Battleship		(none)
*	Card/ability is common to all 3 theaters		
✓	Instant ability type		
∞	Ongoing ability type		