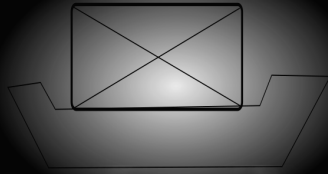


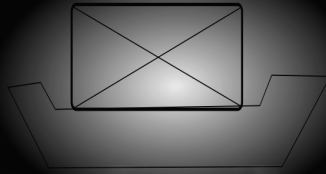
Fire Ship



After this unit supports, defends, or attacks, it is captured.

10

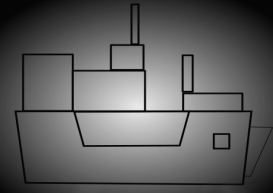
Fire Ship



After this unit supports, defends, or attacks, it is captured.

10

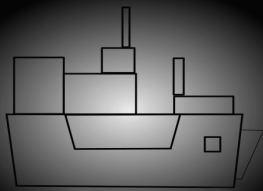
Flag Ship



If this unit is captured, you lose the game.

9

Flag Ship



If this unit is captured, you lose the game.

9

Player Guide

START OF TURN: Draw 2 cards (+1 if 1 or more islands controlled)

TAKE ANY NUMBER OF ACTIONS:

1. Play any unit from hand face-down adjacent or on your country
2. Discard a card to move a unit.

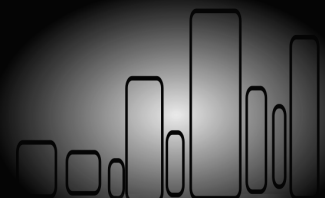
ATTACKING (by moving onto enemy unit [the target]):

1. Attacker declares supports (attacker can add attack of units adjacent to the target by discarding 1 card per.)
2. Defender may retreat (discard 1, the Attacker chooses an empty adjacent square to move the defender to, skip step 3 + 4)
3. Defender declares supports
4. Battle occurs (flip any face-down cards involved face up, higher attack wins. If defense loses, the target is captured and the attacker occupies the space. Nothing happens when defense wins. defense wins ties.)

CAPTURED units are removed from the game permanently.

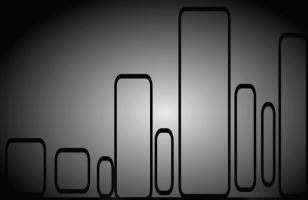
DISCARD units face-down and shuffle them into deck when empty.

Country



You can summon units to the left of, right of, or on top of this card.
At the end of your turn, if an enemy is on top of this card, you lose.

Country



You can summon units to the left of, right of, or on top of this card.
At the end of your turn, if an enemy is on top of this card, you lose.

Island



At the start of your turn, if you have a unit on top of an island, draw 1 card.

Island



At the start of your turn, if you have a unit on top of an island, draw 1 card.