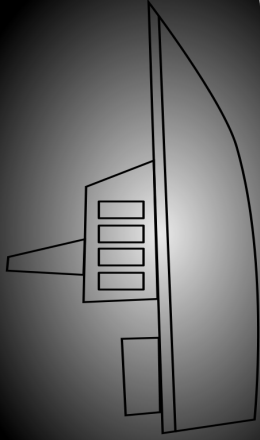


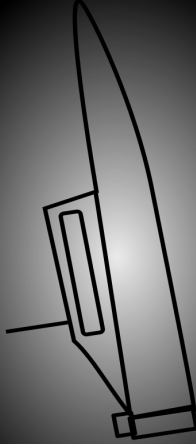
SPECIAL OPERATIONS CRAFT



You do not need to discard a card to retreat this ship. Also, you choose the retreat destination.

3

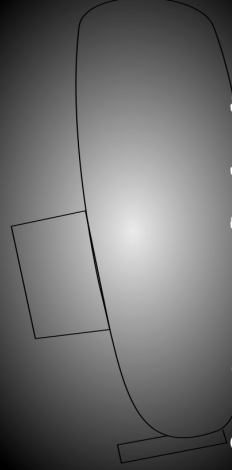
SPEED BOAT



When this ship moves, it can move up to 3 spaces instead of 1 (in the same direction).

4

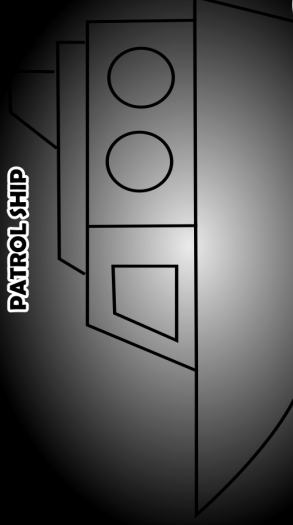
SUBMARINE



On your turn, you may discard a card to return this ship to the hand. Then, you may play any ship from your hand face-down where this ship was.

6

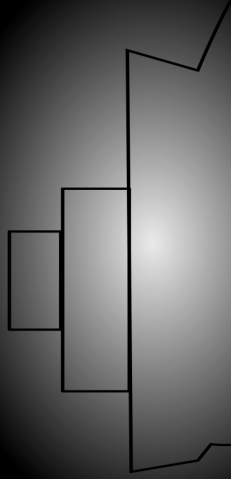
PATROL SHIP



Once on each of your turns, you may flip an opponent's ship adjacent to this ship face-up.

1

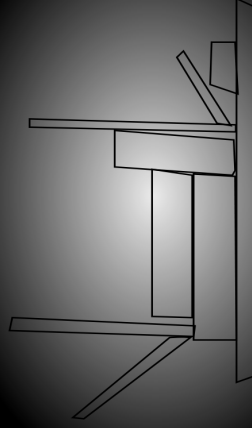
RAMMING SHIP



This ship has +4 attack on your opponent's turn.

8

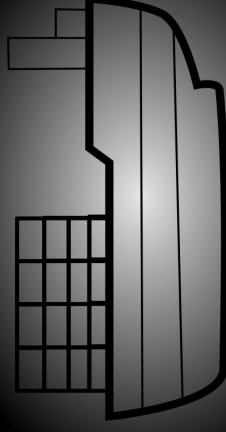
SALVAGE SHIP



When this ship sinks another ship, draw 1 card. This ship has +1 attack for each of your opponent's ships that sank this game.

2

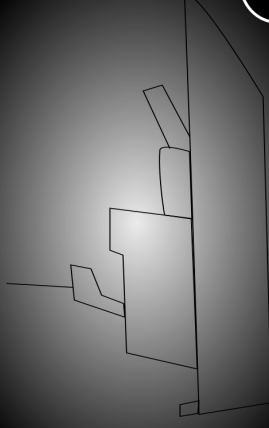
AMMUNITION SHIP



Adjacent friendly ships get +3 attack when attacking. This effect only applies if this ship was face-up before the attack began.

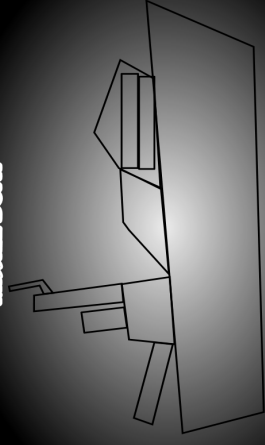
9

FRIGATE



7

MISSILE BOAT



This ship can attack and support attacking ships diagonally.

5