



5

Missile Boat

This ship can attack and support attacking ships diagonally.



0

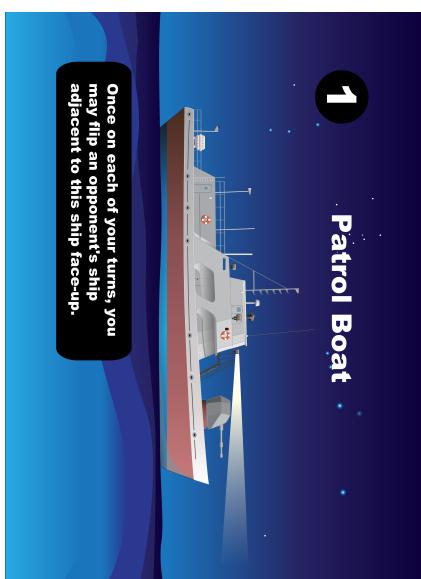
Firefighting Boat

If a friendly adjacent ship would sink, you may discard 1 card to return it to the hand instead.



7

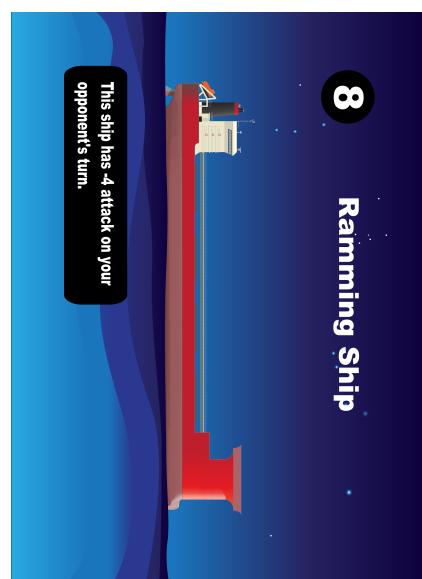
Frigate



1

Patrol Boat

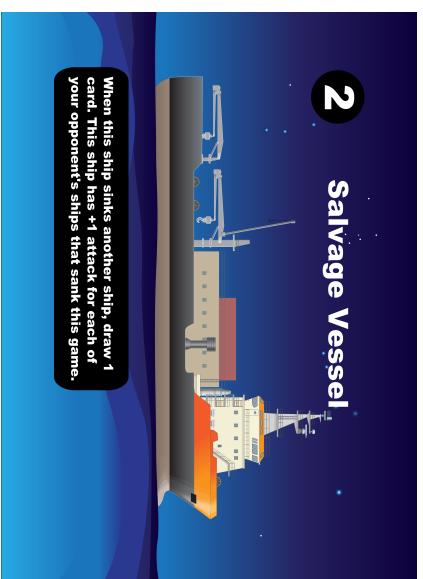
Once on each of your turns, you may flip an opponent's ship adjacent to this ship face-up.



8

Ramming Ship

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



2

Salvage Vessel

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.



3

Special Operations Craft

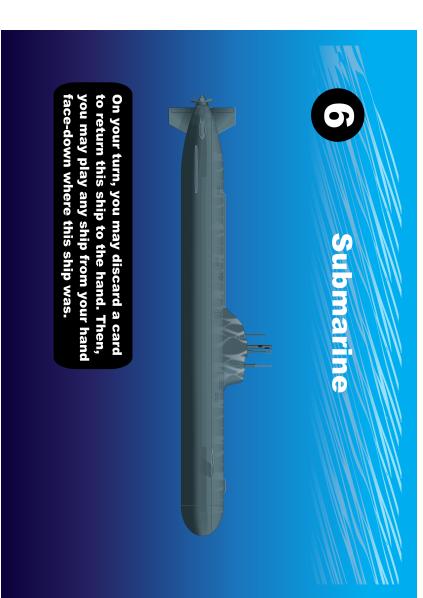
You do not need to discard a card to retreat this ship. Also, you choose the retreat destination.



4

Speed Boat

When this ship moves, it can move up to 2 additional times in the same direction.



6

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.