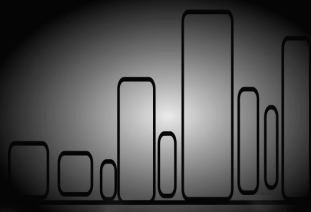
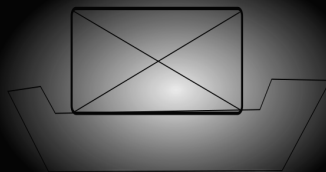


### Country



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

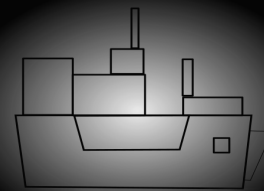
### Fire Ship



After this ship supports, defends, or attacks, it sinks.

10

### Flag Ship



If this ship sinks, you lose the game.

9

### Island



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

### Player Guide

START OF TURN: Draw 3 cards (+1 if 1 or more islands controlled)

TAKE ANY NUMBER OF ACTIONS:

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

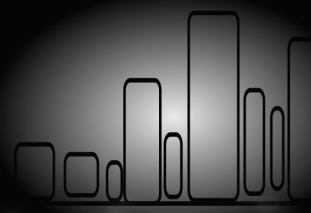
ATTACKING (by moving onto enemy ship [the target]):

1. Attacker declares supports (attacker can add attack of ships 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 ships involved face up, higher attack wins. If defense loses, the target sinks and the attacker occupies the space. Nothing happens when defense wins. Defense wins ties.)

SUNK ships are removed from the game permanently.

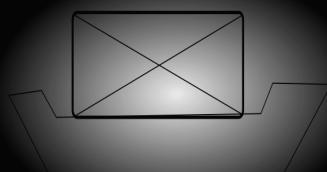
DISCARD ships face-down and shuffle them into deck when empty.

### Country



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

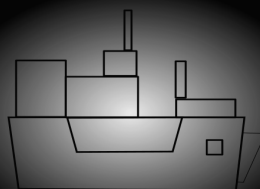
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### Island



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