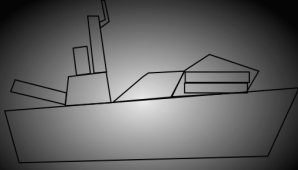


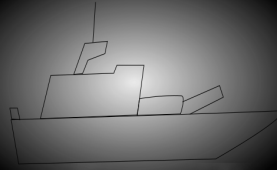
### Missile Boat



This unit can attack and support attacking units diagonally.

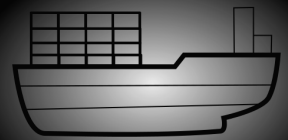
5

### Frigate



7

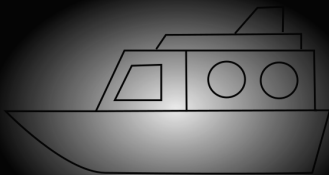
### Ammunition Ship



Adjacent friendly units get +2 attack when attacking. This effect only applies if this card was face-up before the attack began.

0

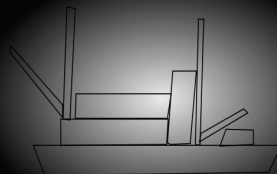
### Patrol Ship



Once on each of your turns, you may flip a unit adjacent to this card face-up.

1

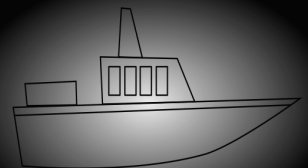
### Salvage Ship



When this unit captures another unit, draw 1 card.

4

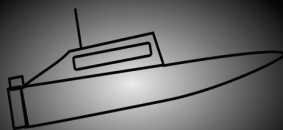
### Special Operations Craft



This unit may retreat for free. Also, you choose the retreat destination.

3

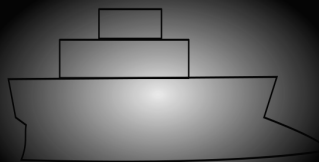
### Speed Boat



When this unit moves, it can move 2 spaces instead of 1 (in the same direction).

2

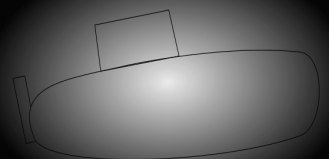
### Ramming Ship



This unit has -4 attack when defending.

8

### Submarine



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

6