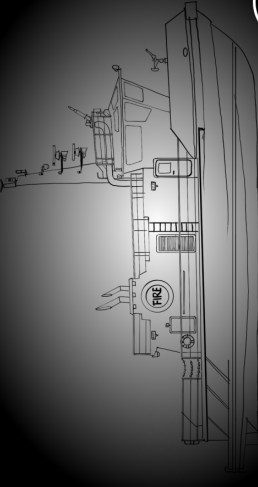


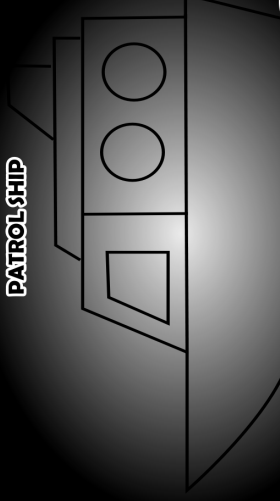
FIREFIGHTING SHIP



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

0

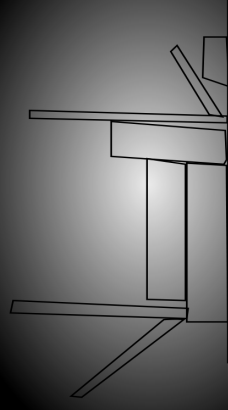
PATROL SHIP



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

1

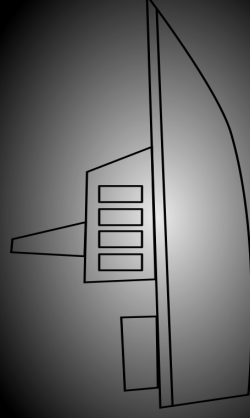
SALVAGE SHIP



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

SPECIAL OPERATIONS CRAFT



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

3

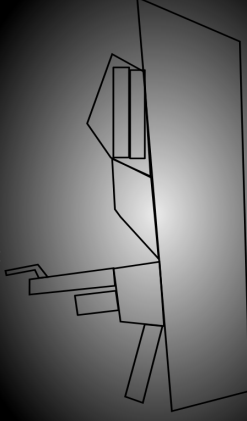
Speed Boat



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

4

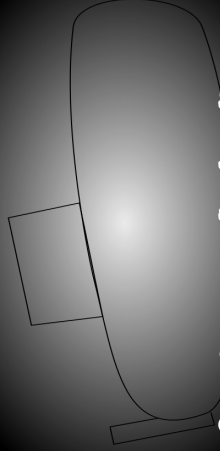
MISSILE BOAT



This ship can attack and support attacking ships diagonally.

5

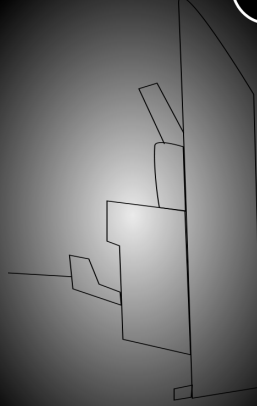
SUBMARINE



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.

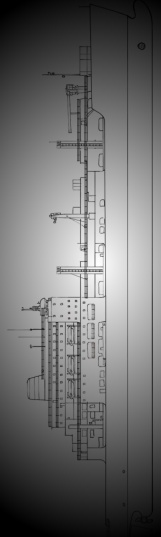
6

FRIGATE



7

RAMMING SHIP



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

8