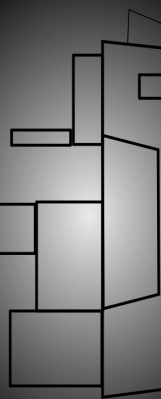


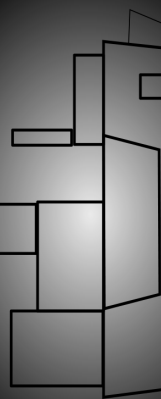
FLAGSHIP



If this ship sinks, you must sink 2 ships from your hand, deck, or discard pile.

9

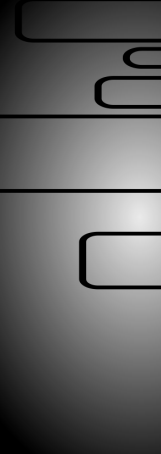
FLAGSHIP



If this ship sinks, you must sink 2 ships from your hand, deck, or discard pile.

9

COUNTRY



You can play ships left of, right of, or on top of this card. If an opposing unit is on top of this card at the end of your turn, you lose.

FIRE SHIP



After this ship successfully attacks, defends, or supports, discard it.

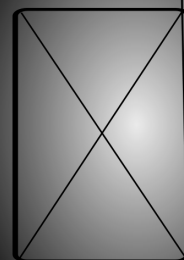
10

ISLAND



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

FIRE SHIP



After this ship successfully attacks, defends, or supports, discard it.

10

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 left/right/on your country
2. Discard a card to move a ship.

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

1. Defender may retreat (discard 1, Attacker moves defender to empty adjacent square that the attack did not come from, attack ends)
2. Attacker declares supports (attacker can add attack of their ships adjacent to the target by discarding 1 card per support)
3. Defender declares supports
4. Battle occurs (flip face-down ships involved face up, higher attack wins. If defense loses, the target sinks. If Defense wins, attacker moves back to where it was. Defense wins ties.)

WIN THE GAME IN ONE OF THREE WAYS:

1. Have a ship on the opponent's country at the end of their turn.
2. Sink the Flag Ship.
3. Sink 7 ships in total.

SUNK ships are removed from the game permanently.

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

ADJACENT is orthogonal, not diagonal.

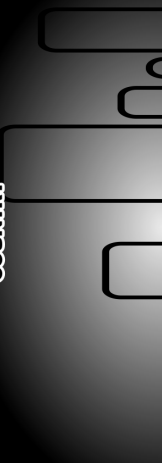
FACE DOWN units cannot use abilities, but can be flipped up anytime.

There can never be 2 ships in the same space.

Read more about this game here:

<https://www.jorgezhang.com/2021/09/naval-combat-game/index.html>

COUNTRY



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