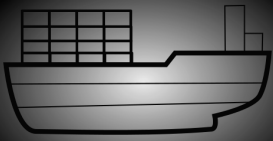


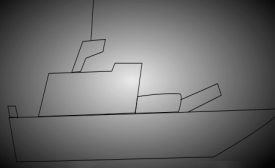
Ammunition Ship



Adjacent friendly ships get +3 attack when attacking. This effect only applies if this ship was face-up before the attack began.

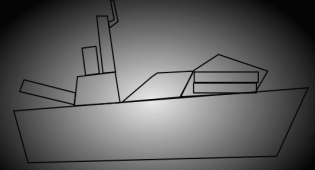
0

Frigate



7

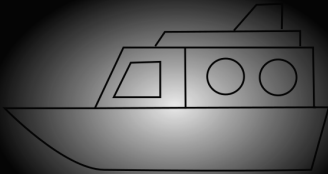
Missile Boat



This ship can attack and support attacking ships diagonally.

5

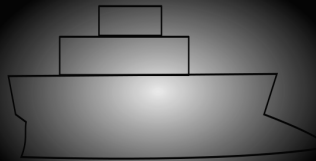
Patrol Ship



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

1

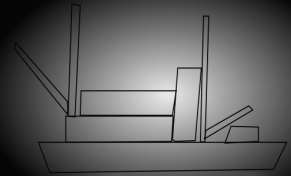
Ramming Ship



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

8

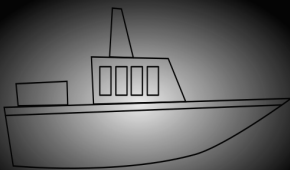
Salvage Ship



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

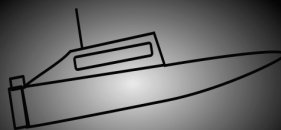
Special Operations Craft



While on the opponent's country or an island, swap this ship with one of your sunken ships.

3

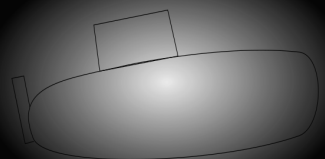
Speed Boat



When this ship moves, it can move up to 3 spaces instead of 1 (in the same direction).

4

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