



0

Decoy Ship

Draw 3 cards when this ship sinks.



5

Bomber

This plane can move on top of ships without attacking them. While on a ship, you can discard 2 cards to sink it.



2

Fighter Jet

This plane can move on top of ships without attacking them. If a ship has +2 attack, this plane cannot support, and this plane moves/sinks with it.



10

Goliath

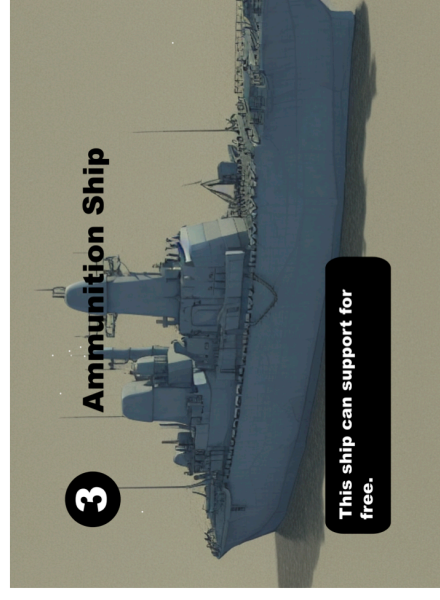
This ship's attack becomes 0 when it is attacked by or attacks a ship with an original attack of 5 or less.



6

Carrier Plane

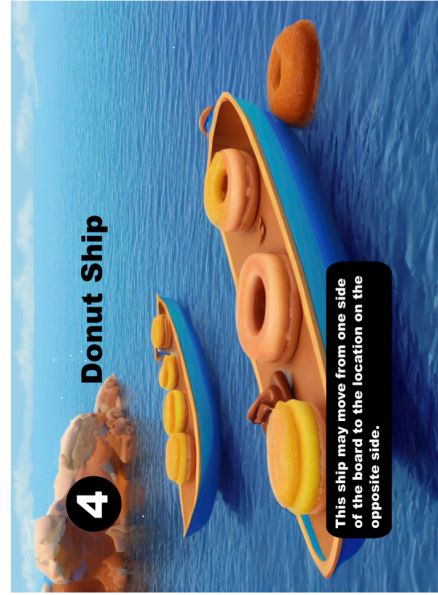
This plane can move on top of ships without attacking them. On your turn, you can sink a ship from your discard pile to play a ship from your hand under this plane face-down.



3

Ammunition Ship

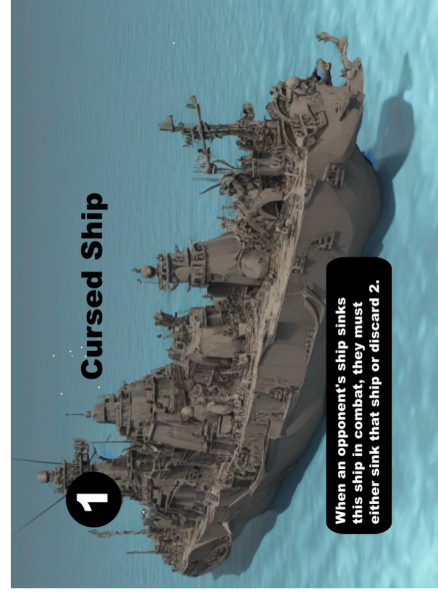
This ship can support for free.



4

Donut Ship

This ship may move from one side of the board to the location on the opposite side.



1

Cursed Ship

When an opponent's ship sinks this ship in combat, they must either sink that ship or discard 2.



7

Attack Plane

This plane can move on top of ships without attacking them. It has -1 attack when defending.



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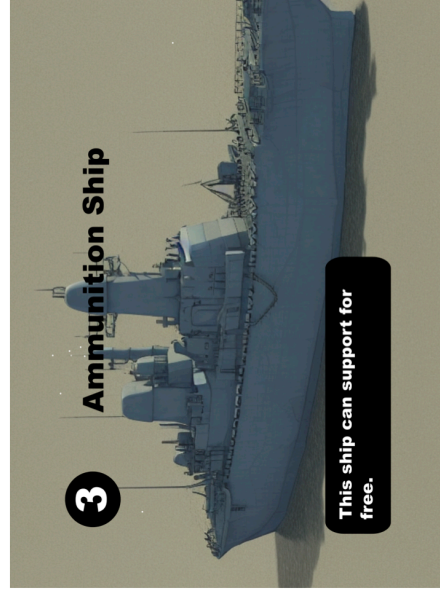
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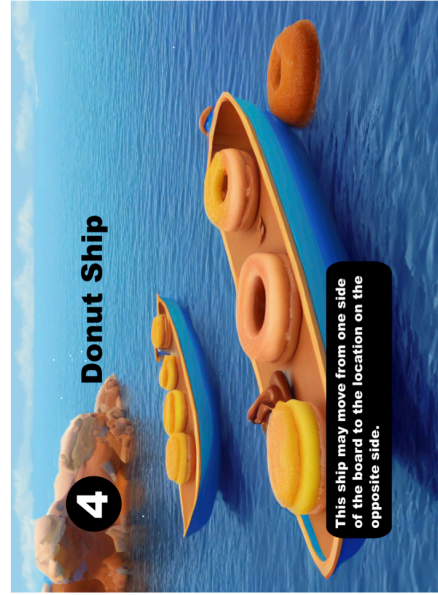
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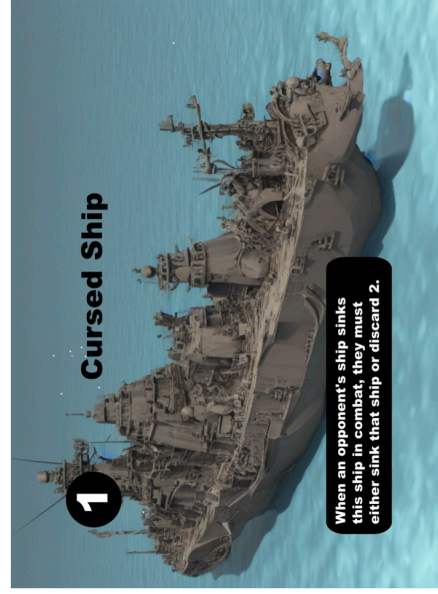
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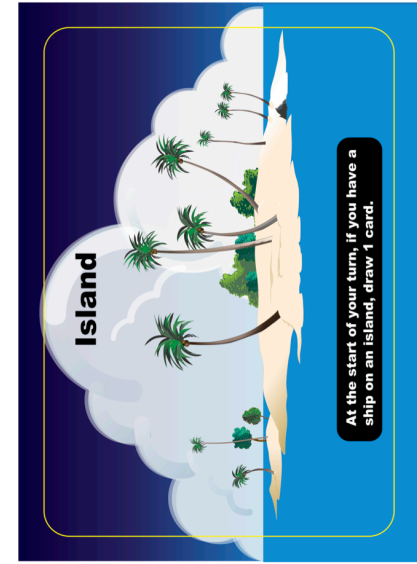
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Attack Plane

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Island

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



Meek Ship

Ships that this ship would sink are returned to the hand instead.



Leviathan

Once flipped face-up, this ship can only move once per turn, and it cannot retreat.



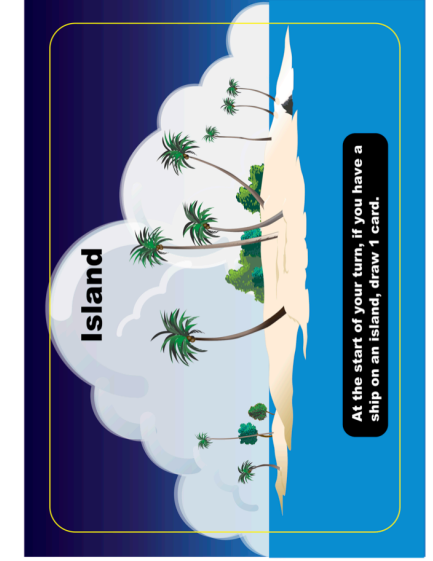
Country

You may play ships left of, right of, or on your Country. At the end of your turn, if an opposing ship is on top of your Country, you lose.



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