



Ranged Fire (Artillery): Can make an attack against one adjacent sea zone.

Range 3: Can move 3 spaces.

Range 2: Can move 2 spaces.

Transportation: Has 2 spaces for units and/or supply.

Makeshift Transport: Has 1 space for a unit or supply.

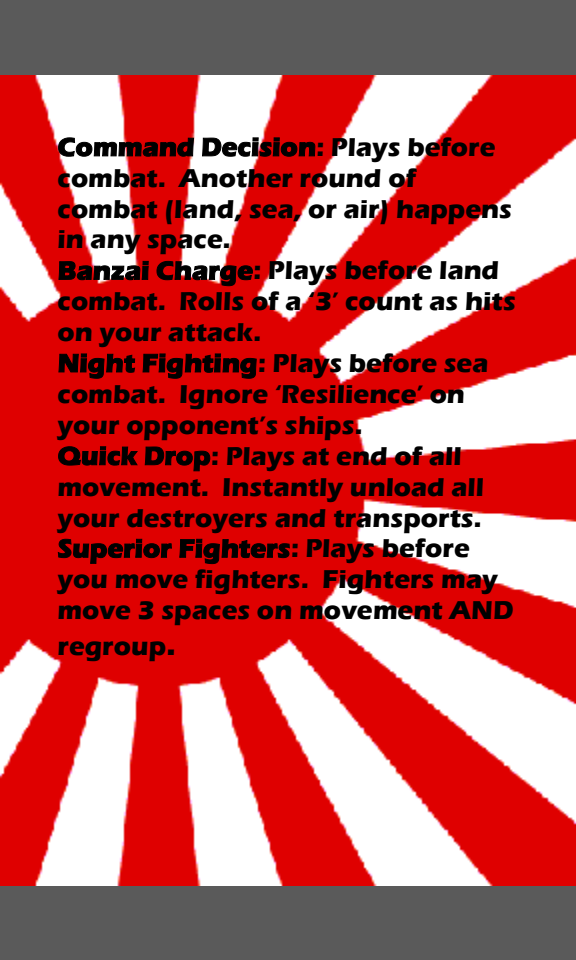
Resilience: Damaged instead of destroyed on a hit of '2'.

Ranged Fire (Sea Unit): Can make an attack against one adjacent island zone.

Flight Deck: Up to 2 fighters can land.

Capital Ship: Opponent earns a victory point for destroying this.

Heavy Armor: Ignores the first hit.



Command Decision: Plays before combat. Another round of combat (land, sea, or air) happens in any space.

Banzai Charge: Plays before land combat. Rolls of a '3' count as hits on your attack.

Night Fighting: Plays before sea combat. Ignore 'Resilience' on your opponent's ships.

Quick Drop: Plays at end of all movement. Instantly unload all your destroyers and transports.

Superior Fighters: Plays before you move fighters. Fighters may move 3 spaces on movement AND regroup.