

The background of the image is a stylized American flag, featuring a blue field with white stars on the left and red and white horizontal stripes on the right. The text is overlaid on this background.

**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.

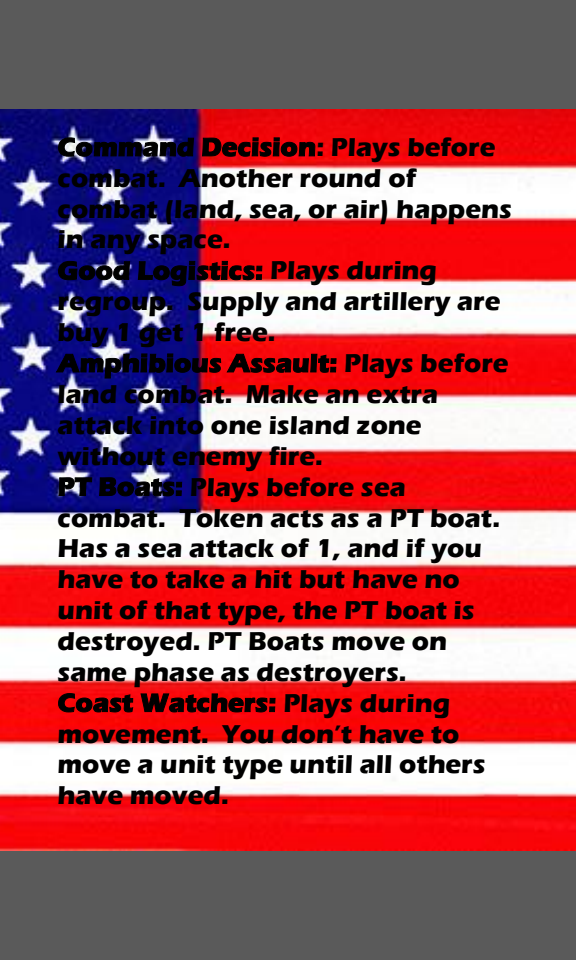
**Resilience:** Damaged instead of destroyed on a hit of '2'.

**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.

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

**Good Logistics:** Plays during regroup. Supply and artillery are buy 1 get 1 free.

**Amphibious Assault:** Plays before land combat. Make an extra attack into one island zone without enemy fire.

**PT Boats:** Plays before sea combat. Token acts as a PT boat. Has a sea attack of 1, and if you have to take a hit but have no unit of that type, the PT boat is destroyed. PT Boats move on same phase as destroyers.

**Coast Watchers:** Plays during movement. You don't have to move a unit type until all others have moved.