**VIKTORY II**

**Terrain and Units Supported (Rules v2.1)**

Naval Support

**Defending**

**Not cumulative;** use only the single best.

**N/A**



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**Type**

**Movement**

**N/A**

Ignores

Slow Terrain

**N/A**

**Attacking**

**N/A**

Pre-Battle Fire

Water / Port only

Transport 3 units

Ship to Ship





Reserve

**VIKTORY II**

**Terrain and Units Supported (Rules v2.1)**

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Reserve

Naval Support

**Defending**

**Not cumulative;** use only the single best.

**N/A**



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**Type**

**Movement**

**N/A**

Ignores

Slow Terrain

**N/A**

**Attacking**

**N/A**

Pre-Battle Fire

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