

1

VALOUR



SWIFT REPAIRS

## CONDITION:

At any point during your unit's Action Step.

## EFFECT:

The unit immediately makes a free Maintenance action.

10

VALOUR



SWIFT REPAIRS

## CONDITION:

At any point during your unit's Action Step.

## EFFECT:

The unit immediately makes a free Maintenance action.

12

VALOUR



SWIFT REPAIRS

## CONDITION:

At any point during your unit's Action Step.

## EFFECT:

The unit immediately makes a free Maintenance action.

VICTORY

OVERWHELMING FIRE

## CONDITION:

When the Action Roll for your unit's Attack action scores at least 20 Hits, after Counters are applied.

## EFFECT:

Score 5 Victory Points.

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VICTORY

SOW DESTRUCTION

## CONDITION:

When an enemy model suffers a Catastrophic Explosion.

## EFFECT:

Score 5 Victory Points.

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VICTORY

SUCCESSFUL RAID

## CONDITION:

When you inflict Critical Damage with a Boarding action.

## EFFECT:

Score 5 Victory Points.

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SOW DESTRUCTION

VICTORY

CHAOS REIGNS

VICTORY

SEVER THE HEAD

VICTORY

Effect: Add 3 Bonus Dice to the pool.

EFFECT:

Before making the Action Roll for your unit's Attack action.

CONDITION:

STEADY AIM

VALOUR

8

Effect: Add 3 Bonus Dice to the pool.

EFFECT:

Before making the Action Roll for your unit's Attack action.

CONDITION:

STEADY AIM

VALOUR

12

Effect: The Target suffers 1 Critical Damage Effect.

EFFECT:

After resolving an Attack action which scores at least 1 Success.

CONDITION:

LUCKY SHOT

VALOUR

6

3

VALOUR



IRON RESOLVE

## CONDITION:

Before making the Action Roll for your unit's Attack action.

## EFFECT:

For the duration of this Action, the Action Roll is unaffected by Disorder.

5

VALOUR



TO THE END

## CONDITION:

At the start of your unit's Consolidation Step.

## EFFECT:

The unit can Rally, even if it would not normally be able to do so.

7

VALOUR



TO THE END

## CONDITION:

At the start of your unit's Consolidation Step.

## EFFECT:

The unit can Rally, even if it would not normally be able to do so.

VICTORY

SEVER THE HEAD

## CONDITION:

When the last model in an enemy Flagship unit is removed from play.

## EFFECT:

Score 5 Victory Points.

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VICTORY

SOW DESTRUCTION

## CONDITION:

When an enemy model suffers a Catastrophic Explosion.

## EFFECT:

Score 5 Victory Points.

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VICTORY

SCOUR THE SEAS

## CONDITION:

When the last model in an enemy Surface unit is removed from play.

## EFFECT:

Score 5 Victory Points.

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VALOUR

FEINT

**CONDITION:**

Immediately before resolving an SRS Mission.

**EFFECT:**

Choose a new Mission for the SRS Stack as though it were the Launch Phase. The new Target must be within 10" of the Stack's current Target.

5

VALOUR

IRON RESOLVE

**CONDITION:**

Before making the Action Roll for your unit's Attack action.

**EFFECT:**

For the duration of this Action, the Action Roll is unaffected by Disorder.

7

VALOUR

STEADY AIM

**CONDITION:**

Before making the Action Roll for your unit's Attack action.

**EFFECT:**

Add 3 Bonus Dice to the pool.

VICTORY

SCOUR THE SEAS

**CONDITION:**

When the last model in an enemy Surface unit is removed from play.

**EFFECT:**

Score 5 Victory Points.

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VICTORY

OVERWHELMING FIRE

**CONDITION:**

When the Action Roll for your unit's Attack action scores at least 20 Hits, after Counters are applied.

**EFFECT:**

Score 5 Victory Points.

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VICTORY

SCOUR THE SEAS

**CONDITION:**

When the last model in an enemy Surface unit is removed from play.

**EFFECT:**

Score 5 Victory Points.

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SCOUR THE SKIES

VICTORY

SOW DESTRUCTION

VICTORY

SCOUR THE DEPTHS

VICTORY

VALOUR

6

CROSS THE T

3

VALOUR

**CONDITION:**

Before making the Action Roll for your unit's Attack action.

**EFFECT:**

Each Participating model that is within 10" of the Initial Target, and within the Initial Target's Front Arc, increases the Firepower of each of its weapons by 2 for this Action.

10

VALOUR

CROSS THE T

**CONDITION:**

Before making the Action Roll for your unit's Attack action.

**EFFECT:**

Each Participating model that is within 10" of the Initial Target, and within the Initial Target's Front Arc, increases the Firepower of each of its weapons by 2 for this Action.

7

VALOUR

FEINT

**CONDITION:**

Immediately before resolving an SRS Mission.

**EFFECT:**

Choose a new Mission for the SRS Stack as though it were the Launch Phase. The new Target must be within 10" of the Stack's current Target.

VICTORY

CLAIM DOMINION

**CONDITION:**

At the end of your unit's Movement Step.

**EFFECT:**

Score 2 Victory Points for each Scoring Model in your unit that is within 5" of a Territory.

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VICTORY

AIR SUPERIORITY

**CONDITION:**

When the last model in an enemy Carrier unit is removed from play.

**EFFECT:**

Score 5 Victory Points.

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VICTORY

CLAIM DOMINION

**CONDITION:**

At the end of your unit's Movement Step.

**EFFECT:**

Score 2 Victory Points for each Scoring Model in your unit that is within 5" of a Territory.

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## VALOUR

### IMPLACABLE CREWS



#### CONDITION:

At the start of your unit's Consolidation Step.

#### EFFECT:

Each model in the unit that can Rally immediately clears all levels of Disorder.

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## VALOUR

### IMPLACABLE CREWS



#### CONDITION:

At the start of your unit's Consolidation Step.

#### EFFECT:

Each model in the unit that can Rally immediately clears all levels of Disorder.

1

## VALOUR

### MAGAZINE DETONATION



#### CONDITION:

When a model (friendly or enemy) suffers a Catastrophic Explosion.

#### EFFECT:

Treat the model's Mass as being 2 higher. In addition, each model within range suffers 2 Damage instead of 1.

## VICTORY

### SCOUR THE DEPTHS

#### CONDITION:

When the last model in an enemy Underwater unit is removed from play.

#### EFFECT:

Score 5 Victory Points.

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Score 5 Victory Points.  
EFFECT:  
When you inflict Critical Damage with an Attack Run mission.  
CONDITION:

### SURGICAL STRIKE

## VICTORY

### CHAOS REIGNS

#### CONDITION:

At the end of your Action Step.

#### EFFECT:

Choose an enemy unit. Score 2 Victory Points for each model in that unit that has 2 or more levels of Disorder.

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Score 6 Victory Points.  
EFFECT:  
When your unit's Boarding action causes a Catastrophic Explosion.  
CONDITION:

### NOBLE SACRIFICE

## VICTORY

### SURGICAL STRIKE

#### CONDITION:

When you inflict Critical Damage with an Attack Run mission.

#### EFFECT:

Score 5 Victory Points.

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Score 5 Victory Points.  
EFFECT:  
When the last model in an enemy Platoon unit is removed from play.  
CONDITION:

### SEVER THE HEAD

## VICTORY

Each model in the active unit gains the *Boarding Parties (X)* property during this Activation, with an X value equal to its Mass. This cannot be enacted by a unit that already has this Property.  
EFFECT:  
At the end of your Surface units' Movement Step.

#### CONDITION:

At the end of your Surface units' Movement Step.

### LAST DITCH ASSAULT

## VICTORY

Each model in the active unit gains the *Boarding Parties (X)* property during this Activation, with an X value equal to its Mass. This cannot be enacted by a unit that already has this Property.  
EFFECT:  
At the end of your Surface units' Movement Step.

#### CONDITION:

At the end of your Surface units' Movement Step.

### LAST DITCH ASSAULT

## VICTORY

Remove up to 5 Damage from the unit. This can be removed from any models in the unit, in any combination.  
EFFECT:  
At the start of your Battle-Ready unit's Movement Step.

#### CONDITION:

At the start of your Battle-Ready unit's Movement Step.

### SHORE UP

2

## VALOUR

### ALL HANDS



#### CONDITION:

At any point during your unit's Action Step.

#### EFFECT:

The unit's Action Limit is increased by 1 until the end of this Activation.

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## VALOUR

### ALL HANDS



#### CONDITION:

At any point during your unit's Action Step.

#### EFFECT:

The unit's Action Limit is increased by 1 until the end of this Activation.

3

## VALOUR

### SABOTAGE



#### CONDITION:

Before making the Action Roll for your unit's Attack action or Boarding action.

#### EFFECT:

For the duration of this Action, the Target's Defences rating is reduced to 0.

## VICTORY

### SCOUR THE SKIES

#### CONDITION:

When the last model in an enemy Airborne unit is removed from play.

#### EFFECT:

Score 5 Victory Points.

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## VICTORY

### UNSTOPPABLE

#### CONDITION:

When your unit removes at least 3 Critical Damage Effects during a single Maintenance action.

#### EFFECT:

Score 6 Victory Points.

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## VICTORY

### SCOUR THE SKIES

#### CONDITION:

When the last model in an enemy Airborne unit is removed from play.

#### EFFECT:

Score 5 Victory Points.

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## VALOUR

### STURGINIUM FLARE



**CONDITION:**  
Immediately after a model (friendly or enemy) gains a Critical Damage Effect.

**EFFECT:**  
The model immediately moves 3" straight forward. Resolve any Collisions as normal.

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## VALOUR

### STURGINIUM FLARE



**CONDITION:**  
Immediately after a model (friendly or enemy) gains a Critical Damage Effect.

**EFFECT:**  
The model immediately moves 3" straight forward. Resolve any Collisions as normal.

2

## VALOUR

### IMPLACABLE CREWS



**CONDITION:**  
At the start of your unit's Consolidation Step.

**EFFECT:**  
Each model in the unit that can Rally immediately clears all levels of Disorder.

## VICTORY

### SCOUR THE DEPTHS

**CONDITION:**  
When the last model in an enemy Underwater unit is removed from play.

**EFFECT:**  
Score 5 Victory Points.

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**CONDITION:**  
At the end of your unit's Movement Step.  
**EFFECT:**  
Score 2 Victory Points for each Scoring Model in your unit that is within 5" of a Territory.

### CLAIM DOMINION

## VICTORY

### CHAOS REIGNS

**CONDITION:**  
At the end of your Action Step.

**EFFECT:**  
Choose an enemy unit. Score 2 Victory Points for each model in that unit that has 2 or more levels of Disorder.

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**CONDITION:**  
When the Action Roll for your unit's Attack action scores at least 20 Hits, after Counters are applied.  
**EFFECT:**  
Score 5 Victory Points.

### OVERWHELMING FIRE

## VICTORY

### SCOUR THE SEAS

**CONDITION:**  
When the last model in an enemy Surface unit is removed from play.

**EFFECT:**  
Score 5 Victory Points.

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**CONDITION:**  
Immediately after you Clear a Minefield.  
**EFFECT:**  
Score 5 Victory Points.

### CLEAR THE WAY

## VICTORY

## VICTORY

## VICTORY

**CONDITION:**  
When a model (friendly or enemy) suffers a Catastrophic Explosion.  
**EFFECT:**  
Treat the model's Mass as being 2 higher. In addition, each model within range suffers 2 Damage instead of 1.

### MAGAZINE DETONATION

4

## VALOUR

### SHORE UP



**CONDITION:**  
At the start of your Battle-Ready unit's Movement Step.

**EFFECT:**  
Remove up to 3 Damage from the unit. This can be removed from any models in the unit, in any combination.

6

4

## VALOUR

### COORDINATED STRIKE



**CONDITION:**  
When resolving an Attack Run mission, after rolling at least 2 Critical Damage Dice.

**EFFECT:**  
Choose 2 Critical Damage Effects from among the results instead of 1. Apply both Effects to the same model in the Target unit.

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**CONDITION:**  
When you inflict Critical Damage with an Attack Run mission.  
**EFFECT:**  
Score 5 Victory Points.

### SURGICAL STRIKE

8

## VALOUR

### COORDINATED STRIKE



**CONDITION:**  
When resolving an Attack Run mission, after rolling at least 2 Critical Damage Dice.

**EFFECT:**  
Choose 2 Critical Damage Effects from among the results instead of 1. Apply both Effects to the same model in the Target unit.

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**CONDITION:**  
When the last model in an enemy Carrier unit is removed from play.  
**EFFECT:**  
Score 5 Victory Points.

### AIR SUPERIORITY

## VICTORY

### UNSTOPPABLE

**CONDITION:**  
When your unit removes at least 3 Critical Damage Effects during a single Maintenance action.

**EFFECT:**  
Score 6 Victory Points.

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## VICTORY

### SURGICAL STRIKE

**CONDITION:**  
When you inflict Critical Damage with an Attack Run mission.  
**EFFECT:**  
Score 5 Victory Points.

### SURGICAL STRIKE

## VICTORY

### AIR SUPERIORITY

**CONDITION:**  
When the last model in an enemy Carrier unit is removed from play.  
**EFFECT:**  
Score 5 Victory Points.

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VALOUR



SABOTAGE

## CONDITION:

Before making the Action Roll for your unit's Attack action or Boarding action.

## EFFECT:

For the duration of this Action, the Target's Defences rating is reduced to 0.

5

VALOUR



ADVERSE CURRENT

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

For the duration of this step, reduce the Minimum Speed of each model in the unit to 0".

1

VALOUR



ADVERSE CURRENT

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

For the duration of this step, reduce the Minimum Speed of each model in the unit to 0".

VICTORY

NOBLE SACRIFICE

## CONDITION:

When your unit's Boarding action causes a Catastrophic Explosion.

## EFFECT:

Score 6 Victory Points.

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VICTORY

SUCCESSFUL RAID

## CONDITION:

When you inflict Critical Damage with a Boarding action.

## EFFECT:

Score 5 Victory Points.

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VICTORY

AIR SUPERIORITY

## CONDITION:

When the last model in an enemy Carrier unit is removed from play.

## EFFECT:

Score 5 Victory Points.

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Score 6 Victory Points.

EFFECT:

When your unit's Boarding action causes a Catastrophic Explosion.

CONDITION:

NOBLE SACRIFICE

VICTORY

Score 2 Victory Points for each Scoring Model in the active unit that is within 5' of the opposing Admiral's Edge.

EFFECT:

At the end of your unit's Movement Step.

CONDITION:

NO RETREAT

VICTORY

Score 5 Victory Points.

EFFECT:

When you inflict Critical Damage with a Boarding action.

CONDITION:

SUCCESSFUL RAID

VICTORY

model in the unit by 3".

EFFECT:

For the duration of this step, increase the Maximum Speed of each model in the unit by 3".

CONDITION:

At the start of your unit's Movement Step.

STRONG CURRENT

VALOUR

9

Additional Manoeuvre.

EFFECT:

During this step, each model in this unit may perform one Additional Manoeuvre.

CONDITION:

At the start of your unit's Movement Step.

HARD TURN

VALOUR

7

Additional Manoeuvre.

EFFECT:

During this step, each model in this unit may perform one Additional Manoeuvre.

CONDITION:

At the start of your unit's Movement Step.

HARD TURN

VALOUR

9

10

VALOUR



BRACE FOR IMPACT

## CONDITION:

After making the Resistance Roll for an Attack or Boarding action that targets your unit.

## EFFECT:

Convert any Exploding Strike results in the Resistance Roll to Heavy Counters.

11

VALOUR



BRACE FOR IMPACT

## CONDITION:

After making the Resistance Roll for an Attack or Boarding action that targets your unit.

## EFFECT:

Convert any Exploding Strike results in the Resistance Roll to Heavy Counters.

11

VALOUR



WELL-DRILLED CREW

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

Remove 1 Critical Damage Effect from a model in the unit.

VICTORY

BRING RUIN

## CONDITION:

At the end of your Action Step.

## EFFECT:

Choose an enemy unit. Score 2 Victory Points for each model in that unit that has 2 or more Critical Damage Effects.

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VICTORY

CLEAR THE WAY

## CONDITION:

Immediately after you Clear a Minefield.

## EFFECT:

Score 5 Victory Points.

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VICTORY

DISCRETION

## CONDITION:

At the end of your Withdrawal Step.

## EFFECT:

Score Victory Points equal to the total Mass of the models that Withdrew during this step.

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9

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ADVERSE CURRENT

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

For the duration of this step, reduce the Minimum Speed of each model in the unit to 0".

5

VALOUR



STRONG CURRENT

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

For the duration of this step, increase the Maximum Speed of each model in the unit by 3".

7

VALOUR



STRONG CURRENT

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

For the duration of this step, increase the Maximum Speed of each model in the unit by 3".

VICTORY

UNSTOPPABLE

## CONDITION:

When your unit removes at least 3 Critical Damage Effects during a single Maintenance action.

## EFFECT:

Score 6 Victory Points.

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CONDITION: In the Complete Objectives Step of Round 3 or later.

EFFECT: For each Battle-Ready Flaggship model you have in play, score Victory Points equal to the current Round Number.

THE LONG GAME

VICTORY

VICTORY

BRING RUIN

## CONDITION:

At the end of your Action Step.

## EFFECT:

Choose an enemy unit. Score 2 Victory Points for each model in that unit that has 2 or more Critical Damage Effects.

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CONDITION: In the Complete Objectives Step of Round 3 or later.

EFFECT: For each Battle-Ready Flaggship model you have in play, score Victory Points equal to the current Round Number.

THE LONG GAME

VICTORY

VICTORY

NO RETREAT

## CONDITION:

At the end of your unit's Movement Step.

## EFFECT:

Score 2 Victory Points for each Scoring Model in the Active unit that is within 5" of the opposing Admiral's Edge.

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CONDITION: At the end of your unit's Movement Step.

EFFECT: Score 2 Victory Points for each Scoring Model in the Active unit that is within 5" of the opposing Admiral's Edge.

NO RETREAT

VICTORY

VALOUR

6

WELL-DRILLED CREW

## CONDITION:

At the start of your unit's Movement Step.

## EFFECT:

Remove 1 Critical Damage Effect from a model in the unit.

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VALOUR

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VALOUR

FORTUNE SMILES

## CONDITION:

In the Resolve Re-Rolls stage of an Action or Resistance Roll.

## EFFECT:

Re-roll all Blanks in the roll.

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VALOUR

9

VALOUR

UNERRING PRECISION

## CONDITION:

After making a Critical Damage roll.

## EFFECT:

Re-roll any number of Critical Damage Dice.

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VICTORY

SUCCESSFUL RAID

## CONDITION:

When you inflict Critical Damage with a Boarding action.

## EFFECT:

Score 5 Victory Points.

VICTORY

BRING RUIN

## CONDITION:

At the end of your Action Step.

## EFFECT:

Choose an enemy unit. Score 2 Victory Points for each model in that unit that has 2 or more Critical Damage Effects.

VICTORY

DISCRETION

## CONDITION:

At the end of your Withdrawal Step.

## EFFECT:

Score Victory Points equal to the total Mass of the models that Withdrew during this step.