

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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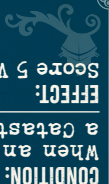
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SOW DESTRUCTION

VICTORY



CONDITION:
When an enemy model suffers a Catastrophic Explosion.

EFFECT:

Score 5 Victory Points.

CHAOS REIGNS

VICTORY



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.

SEVER THE HEAD

VICTORY



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

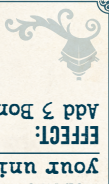
EFFECT:

Score 5 Victory Points.

VALOUR

STEADY AIM

8



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

EFFECT:

Add 3 Bonus Dice to the pool.

VALOUR

STEADY AIM

12



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

EFFECT:

Add 3 Bonus Dice to the pool.

VALOUR

LUCKY SHOT

6



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

EFFECT:

The Target suffers 1 Critical Damage Effect.

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

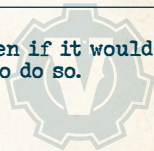


CONDITION:

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

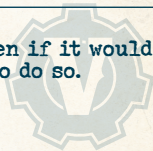


CONDITION:

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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3

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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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

SOW DESTRUCTION



CONDITION:
When an enemy model suffers a Catastrophic Explosion.

EFFECT:
Score 5 Victory Points.

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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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VALOUR

LUCKY SHOT

6



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

EFFECT:
The Target suffers 1 Critical Damage Effect.

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VALOUR

LUCKY SHOT

10



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

EFFECT:
The Target suffers 1 Critical Damage Effect.

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VALOUR

TO THE END

1



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.

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3

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.

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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.

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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.

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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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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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8

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.

12

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.

TEAR THE WAY

VICTORY

CLAIM DOMINION

VICTORY

OVERWHELMING FIRE

VICTORY

TEAR THE WAY

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

CONDITION: Before making the Action Roll for your unit's Boarding action.
EFFECT: If the Boarding action is successful, double the number of Critical Damage Effects inflicted on the Target.

PROPER PLANNING

CONDITION: Before making the Action Roll for your unit's Boarding action.
EFFECT: If the Boarding action is successful, double the number of Critical Damage Effects inflicted on the Target.

PROPER PLANNING

6

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.

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.

2

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.

8

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.

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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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4

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.

4

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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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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VICTORY

SURGICAL STRIKE

CONDITION:

When you inflict Critical Damage with an Attack Run mission.

EFFECT:

Score 5 Victory Points.

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

SURGICAL STRIKE

VICTORY

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

NOBLE SACRIFICE

VICTORY

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

SEVER THE HEAD

VICTORY

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

LAST DITCH ASSAULT

VALOUR

4

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

LAST DITCH ASSAULT

VALOUR

8

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.

SHORE UP

VALOUR

2

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.

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.

VALOUR

ALL HANDS



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.

VALOUR

SABOTAGE



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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8

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

NOBLE SACRIFICE

VICTORY

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

CONDITION:
When you inflict Critical Damage with a Boarding action.
EFFECT:
Score 5 Victory Points.

SUCCESSFUL RAID

VICTORY

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".

STRONG CURRENT

VALOUR

6

CONDITION:
At the start of your unit's Movement Step.
EFFECT:
During this step, each model in this unit may perform one Additional Manoeuvre.

HARD TURN

VALOUR

7

CONDITION:
At the start of your unit's Movement Step.
EFFECT:
During this step, each model in this unit may perform one Additional Manoeuvre.

HARD TURN

VALOUR

6

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

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".

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 Flasheship 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 Flasheship 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

6

VALOUR

HARD TURN



6

CONDITION:

At the start of your unit's Movement Step.

EFFECT:

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

5

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.

11

VALOUR

UNERRING PRECISION



11

CONDITION:

After making a Critical Damage Roll.

EFFECT:

Re-roll any number of Critical Damage Dice.

11

VALOUR

FORTUNE SMILES



CONDITION:

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

EFFECT:

Re-roll all Blanks in the roll.

6

VALOUR

FORTUNE SMILES



6

CONDITION:

After making a Critical Damage roll.

EFFECT:

Re-roll any number of Critical Damage Dice.

12

VALOUR

UNERRING PRECISION



CONDITION:

After making a Critical Damage roll.

EFFECT:

Re-roll any number of Critical Damage Dice.

VICTORY

SUCCESSFUL RAID



CONDITION:

When you inflict Critical Damage with a Boarding action.

EFFECT:

Score 5 Victory Points.

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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

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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