

## REPUTATION FOR FAILURE



*Persistent*

This person does not inspire confidence in those around them. The Commodore reduces their Commodore Command Radius by half!

COMMAND TRAIT

1

## PERFECT PLOTTING



*Once per Game Turn*

**Kingdom of Britannia.** Kingdom of Britannia Commodores may always take the Perfect Plotting Command Trait instead of making a roll on the Command Trait table.

This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within Command Range of the Commodore's Model. The Squadron does not require a Spotter model to have Line of Sight to their intended target.

COMMAND TRAIT

2

## SPY MASTER



*Persistent*

**Covenant of Antarctica.** Covenant of Antarctica Commodores may always take the Spy Master Command Trait instead of making a roll on the Command Trait table.

This Ability may be activated before any cards can be played in the TACs Segment of the FIRST Game Turn. The Commodore may draw an additional TAC from their Deck at random and add it in their TAC Hand.

COMMAND TRAIT

3

## COORDINATED ATTACK



*Persistent*

**Empire of the Blazing Sun.** Empire of the Blazing Sun Commodores may always take the Coordinated Attack Command Trait instead of making a roll on the Command Trait table.

This Ability may be activated during the Command and Control Step of the Command Segment in a Squadron's Activation, provided a member of the Squadron is within Command Radius of the Commodore's Model. The Squadron may ignore the restrictions for being Disordered when determining Firing Options with Targeted Gunnery or Boarding Actions.

COMMAND TRAIT

4

## NOT ONE STEP BACK



*Once per Game Turn*

**Russian Coalition.** Russian Coalition Commodores may always take the Not One Step Back Aggressive Trait instead of making a roll on the Command Trait table.

The Commodore may extol a Squadron within their Command Radius to automatically pass any a Disorder Tests it is required to take for the remainder of the Game Turn. Activate this ability before rolling the Disorder Test.

COMMAND TRAIT

5

## WITH ME!



*Once per Game*

The Commodore may activate a 'ready' Squadron within their Command Radius directly after they have completed the Squadron activation of their Flagship.

COMMAND TRAIT

6

## ATTACK WITH THE SUN [...]

**Attack With The Sun At Their Backs!**  
*Persistent*

All Ranged Attacks performed by the Force during the FIRST and SECOND Game Turns at Range Band 4 suffer an additional -1 'To Hit' modifier!

AGGRESSIVE TRAIT

1

## CLOSE RANGE PRECISION

*Once per Game Turn*

Re-roll one Critical Effect Result against an enemy Model targeted by the Commodore's Model within Range Band 1.

AGGRESSIVE TRAIT

2

## SEND IN MY BEST

*Once per Game Turn*

**Prussian Empire.** Prussian Empire Commodores may always take the Send In My Best Aggressive Trait instead of making a roll on the Command Trait table.

This Ability may be activated during the Command Segment of a Commodore's Activation.

For the remainder of the Activation, the Commodore's Model gains the Terror Tactics (4) MAR.

AGGRESSIVE TRAIT

3

## STRIKE HARD AND FAST!



*Once per Game*

This Ability may be activated during the Command and Control Step of the Commodore's Activation.

All Models in the Force gain +2" Movement (Mv) for the duration of the Game Turn. This additional movement must be added to a model's Minimum Move where appropriate.

AGGRESSIVE TRAIT

4

## DEAD-EYE GUNNERY



*Once per Game*

**Federated States of America.** Federated States of America Commodores may always take the Deadeye Gunnery Aggressive Trait instead of making a roll on the Command Trait table.

This Ability may be activated during Declaring Attacks Step of the Firing Segment of a non-Disordered Squadron's Activation provided a member of the firing Squadron is within Command Radius of the Commodore's Model. ALL Attacks executed with Primary Gunnery from the Squadron that cause a Critical Hit cause the target to lose an additional D3-1 Hull Points [HP].

AGGRESSIVE

5

## WEAPONS FREE!



*Once per Game*

This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within the Command Radius of the Commodore's Model.

The Squadron may elect to re-roll ALL of the INITIAL Attack Dice from an Attack using Secondary Weaponry. Only INITIAL Dice are re-rolled and the second result MUST be accepted.

AGGRESSIVE

6

## REQUISITIONED FOR [...]



**Requisitioned for my Personal Transport**  
*Persistent*

The Commodore has stripped the Force bare of essential equipment and supplies. All successful Repair Rolls in the Force suffer a -1 to their result.

DEFENSIVE TRAIT

1

## PERFECT RECONNAISSANCE



*Once per Game Turn*

One Squadron within the Command Radius of the Commodore's Model may re-roll any INITIAL failed Treacherous Terrain Test.

DEFENSIVE TRAIT

2

## PASS THE TOOLS



*Once per Game Turn*

One Model within Command Radius of the Commodore's Model may re-roll a single failed Repair attempt.

DEFENSIVE TRAIT

3

## LOCAL AIR SUPPORT



*Persistent*

The Commodore demands additional support from local airfields. Increase the number of Local Air Support Squadrons available to the force by +1.

DEFENSIVE TRAIT

4

## JURY RIGGER



*Persistent*

This Ability may be activated at the beginning of the Compulsory Actions Segment of the End Phase.

The Commodore's Model can automatically remove a single Critical Effect Markers or Persistent Effect Markers affecting it. Roll a D6 for each Marker removed by the Ability. For each roll of a 6, the vessel loses one Hull Point (HP).

DEFENSIVE TRAIT

5

## BATTLE DRILLED ACK ACK



*Once per Game Turn*

**Republique of France .** Republique of France Commodores may always take the Coordinated Attack Defensive Trait instead of making a roll on the Defensive Trait table.

This Ability may be activated during the Command Segment of a Squadron's Activation provided a member of the Squadron is within Command Radius of the Commodore's Model.

Until the End Phase of the current Game Turn, the Squadron may elect to re-roll ALL the INITIAL Attack Dice in any SINGLE Attack, Counter Attack, or Anti-Boarding Fire roll using Ack Ack (AA). INITIAL Dice are re-rolled and the second result MUST be accepted.

DEFENSIVE TRAIT

6

## MASTERS OF TECHNOLOGY

*Once per Game Turn*

***Replaces a generated Command Trait.***

This Ability may be activated at any time during a Squadron's activation provided a member of the Squadron is within Command Radius of a Commodore's Model. It may apply ONE of the following effects:

- An initial dice roll of a Generator may be modified by +/-1. This may allow a Die to move from a 5 to a 6.
- The XD6 for an energy blast may be re-rolled.
- An immediate repair attempt may be made on ONE critical effect marker on the activating squadron.

NATIONAL TRAIT

### **Covenant of Antarctica**

## SHADOW TACTICS

*Once per Game*

***Replaces a generated Command Trait.***

This ability may be activated during the Command Segment of a Commodores Activation.

No Tactical Action Cards or Commodore abilities played by either side may be used on an Squadron with at least one model within Command radius of the Commodores Model (including the Commodore himself!)

NATIONAL TRAIT

### **Empire of the Blazing Sun**

## TAKE AIM

*Once per Game*

***Replaces a generated Aggressive Trait.***

This ability may be activated during the Command Segment of a Commodores Activation. From this point onwards, until the end of the current Game Turn, all Models in the FSA Force using the Sharpshooters Model Assigned Rule (MAR) kill a point of AP on a roll of 4, 5 or [RED] 6 rather than the 5 or 6 that would normally be the case.

NATIONAL TRAIT

### **Federated States of America**

## FOR QUEEN AND COUNTRY

*Once per Game Turn*

***Replaces a generated Command Trait.***

This ability may be activated during the Command and Control Step of the Command Segment in a Squadron's Activation, provided a member of the Squadron is within Command Radius of the Commodores Model. Remove any Disorder Markers from the Activating Squadron.

NATIONAL TRAIT

### **Kingdom of Britannia**

## LIGHTNING ASSAULT

*Once per Game Turn*

***Replaces a generated Aggressive Trait.***

This ability may be activated during the Command and control step of the Command Segment in a Squadrons Activation, provided a member of the Squadron is within Command Radius of the Commodores Model. When initiating a Boarding Assault the Targets Models Anti-Boarding fire will hit on a 5 or (BLUE) 6.

NATIONAL TRAIT

### **Prussian Empire**

## WRATH OF THE GODS EYE

*Once per Game*

***Replaces a generated Aggressive Trait.***

This ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within the Command Radius of the Commodore's Model. All Energy Weapons within this Squadron double the number of Raging Fire Tokens they inflict on their targets as a result of their attack. (This Includes any Critical Table or Fuel Reserves Result! Such is the Wrath of the Sun God!).

NATIONAL TRAIT

### **Republic of Egypt**

## PERFECTLY PLANNED MANOEUVRES

*Once per Game*

***Replaces a generated Command Trait.***

This ability may be activated during the Command and Control Step of the Commodores Unknown element:

NATIONAL TRAIT

### **Republique of France**

## STURGINIUM OVERLOAD

*Once per Game*

***Replaces a generated Aggressive Trait.***

This ability may be activated during the Command and Control Step of the Commodores Activation. All Models in the Russian Force attempting to use the Sturgenium Boost Model Assigned Rule in the current Game Turn automatically count as passing their Sturgenium Boost roll. All Models without the Sturgenium Boost MAR gain +1" Movement for the duration of the Game Turn.

NATIONAL TRAIT

### **Russian Coalition**

## ONE CAREFUL OWNER

*Persistent*

***Replaces a generated (competitive) Command Trait.***

A Black Wolf fleet may include a single Large model chosen from any non-Russian Coalition or non-Covenant of Antarctica Force list. This Model does not count as part of the Core Force or for minimum squadron requirements.

The Model retains any MARs, Munitions etc. that were part of its Profile, except Crew Type becomes Elite, Support Aircraft Wings change to Black Wolf Fleet Support Aircraft Wings instead and the Model gains Strategic Value (50) Model Assigned Rule in addition to any other MARs, increasing the value by 50 if it already has Strategic Value!

NATIONAL TRAIT

### **Black Wolf Mercenaries**

## WRATH OF THE RED DRAGON

*Once per Game Turn*

**Replaces a generated Aggressive Trait.**

This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore.

All Models in the Squadron consider their crew type to be Regular for duration of their Activation.

NATIONAL TRAIT

**Chinese Federation**

## THE BEST MONEY CAN BUY

*Once per Game Turn*

**Replaces a generated Aggressive Trait.**

This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore.

This ability may be activated during the Command Segment of the Activation of any Squadron that has at least one Model in command range of the Commodores vessel. When the Squadron declares an Attack with any Primary Gunnery or Torpedo Ordnance, the Attack may chose to use ONE of the following Munitions Type: Corrosive, Incendiary, Piercing or Sturgenium and apply their rules to the Attack.

NATIONAL TRAIT

**East India Merchant Company**

## ALL HANDS FORWARD!

*Once per Game*

**Replaces a generated Aggressive Trait.**

This ability may be activated during the Command Segment of the Commodores Activation.

The Commodores Model gains the Long Range Assault Model Assigned Rule for the remainder of the Activation.

NATIONAL TRAIT

**Indian Raj**

## COMBAT TURN

*Once per Game Turn*

**Replaces a generated Aggressive Trait.**

This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore.

All Models in the Squadron that usually use the Large Turning Template may use the Medium Turning Template. All Models in the Squadron that usually use the Medium Turning Template may use the Small Turning Template.

NATIONAL TRAIT

**Kingdom of Denmark**

## POWER TO THE SHIELDS!

*Once per Game Turn*

**Replaces a generated Defensive Trait.**

This ability may be activated when the Commodores Model is declared the target of an Attack.

The Commodores Model may increase the value of its shield generator by 1 during the Defensive Actions Step

NATIONAL TRAIT

**League of Italian States**

## ADVANCED ALCHEMICAL DEFENSES

*Persistent*

**Replaces a generated Defensive Trait.**

Capital Models in this fleet reduce the number of AP lost due to Hard Pounding Critical Hit Results by one and do not lose AP due to the Lethal Strike or Concussion Munitions Types.

NATIONAL TRAIT

**Ottoman Empire Separatists**

## ADVANCED ALCHEMICAL MUNITIONS

*Once per Game Turn*

**Replaces a generated Defensive Trait.**

This ability may be activated during the Command Segment of a Squadrons Activation provided a member of the Squadron is within Command Radius of the Commodores Model.

When resolving attacks with weapons with the Corrosive Munitions type models in the Squadron apply 1 Corrosion Marker if they exceed the DR of the target and 2 Corrosion Markers if they exceed the CR of the target.

NATIONAL TRAIT

**Ottoman Empire Traditionalists**

## WITH FIRE AND SWORD

*Once per Game Turn*

**Replaces a generated Aggressive Trait.**

This ability may be activated during the Boarding Action Segment of any non-disordered squadron with a member within 16" of the Commodore's Model.

This squadron gains Terror Tactics (+1) for the duration of the Boarding Segment for every 2 raging fire tokens on the target model to a maximum of Terror Tactics (3).

NATIONAL TRAIT

**Polish-Lithuanian Commonwealth**

## FORCED COMPLIANCE

*Once per Game*

**Replaces a generated Aggressive Trait.**

If a single Capital enemy Model is Prized by Australian troops the Australian player may Assume Command of the enemy Model instead of Prizing it. If he does so the Model IMMEDIATELY gains an Activation Marker if it does not already have one.

The Australian player does not gain the VPs for Prizing and instead the Model is considered to be Lost as a Derelict, suffering HP loss in the End Phase as normal!

The Model becomes part of the Australian Force for all intents and purposes. It may not perform any Carrier Actions.

NATIONAL TRAIT

**Royal and Free Australians**