

WARHAMMER
40,000

DATA CARDS



SKITARI

WARHAMMER
40,000

This set contains the 6 Doctrina Imperatives from *Codex: Skitarii*, printed on individual cards as a handy reference for use in your battles, and a complete deck of Tactical Objectives, including the 6 unique Skitarii Tactical Objectives, for use in your games of Warhammer 40,000.

*You will need a copy of
Warhammer 40,000: The Rules
to use the contents of this set.*

Not suitable for children under 36 months. Retain packaging for future reference. Games Workshop recommends this product for ages 12 and over.

MADE IN CHINA

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DOCTRINA IMPERATIVES – CONQUEROR

HYPERACTION PROTOCOLS (ALPHA)

The Skitarii feel the press of an invisible hand upon their minds as the Machine God drives them to assault the foe. They wield blades, goads and lances with the pinpoint skill of master Secutors, making their foes seem clumsy and blunt by comparison.



Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 3 to their Weapon Skill characteristic, but subtract 2 from their Ballistic Skill characteristic.



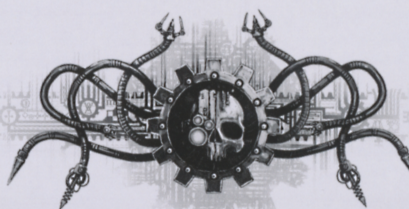
DOCTRINA IMPERATIVES – PROTECTOR

BINHARIC OMNISCIENCE (ALPHA)

The Skitarii find their minds possessed by blessed binary, the entire battlefield reduced to a series of zeros and ones through which the causal path to the enemy's demise is clear as day. Rapt in this display of the Omnissiah's might, the Skitarii bullseye the foe with merciless, inhuman efficiency.



Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 3 to their Ballistic Skill characteristic, but subtract 2 from their Weapon Skill characteristic.



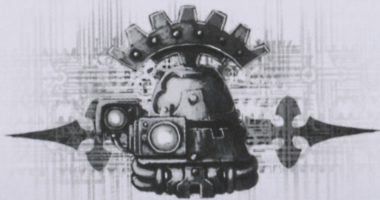
DOCTRINA IMPERATIVES – CONQUEROR

TECHNOMARTYR CONCORDS (BETA)

Devotional commands spool through the minds of the Skitarii at dizzying speed, each new imperative driving the warriors of the Omnissiah further into the ranks of the foe. One so compelled will fight with the skill of a true weapons expert, his mind and muscles filling with the boundless energy of the Motive Force.



Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 2 to their Weapon Skill characteristic, but subtract 1 from their Ballistic Skill characteristic.



DOCTRINA IMPERATIVES – PROTECTOR

GUNDRILL SYMBIOSIS (BETA)

The Skitarii blend their souls with the machine spirits of their weaponry until gun and wielder become one. A split second of silence follows as the Skitarii meditate upon sacred firing doctrine – then the night lights up as deadly accurate firepower criss-crosses the battlefield, scything down the foe wherever they may hide.



Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 2 to their Ballistic Skill characteristic, but subtract 1 from their Weapon Skill characteristic.



DOCTRINA IMPERATIVES – CONQUEROR

MINDSTATE SECUTOR (GAMMA)

The warrior wisdom of ancient and experienced Secutors is forceloaded into the Skitarii's minds. Each thrilling pulse of data gifts them knowledge of the most efficient way to dispatch the foe at close quarters whilst retaining a reserve of strength for later use.



Until the start of your next turn, all models in friendly units with the Doctrine Imperatives special rule add 1 their Weapon Skill characteristic.



DOCTRINA IMPERATIVES – PROTECTOR

HAZARD OPTIMISATION (GAMMA)

Commanded to bring their ranged weapons to bear by gamma-level imperatives, the Skitarii stalk forward into firing positions. Their Tech-Priest masters, unwilling to risk full possession at this critical moment, gently increase each cohort's accuracy to a higher lethality.



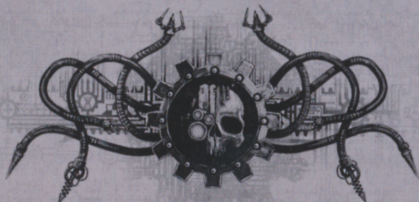
Until the start of your next turn, all models in friendly units with the Doctrine Imperatives special rule add 1 to their Ballistic Skill characteristic.



DOCTRINA IMPERATIVES

The Skitarii are fearsome foes, relentless in the pursuit of the Omnissiah's agenda and equipped with the most advanced weaponry in the Imperium. Ultimately, though, each is but a cybernetic vessel for the will of the Tech-Priests. In the heat of battle, the Skitarii will be remotely controlled by data imperatives that boost their minds and bodies to inhuman levels.

At the start of your Movement phase, you can choose up to one Doctrine Imperative. Protector Imperatives will increase the army's abilities in the Shooting phase, while Conqueror Imperatives will make the army more proficient in the Assault phase. Unless otherwise stated, each Doctrine Imperative can only be used once during the game.



SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

26

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

25

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

AFFRONTS TO THE MACHINE GOD

The vile engines of the foe are an abomination unto the sight of the Machine God. Sing the Canticle of Undoing as you ensure their permanent destruction.

16

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was completely destroyed during your turn. If between 3 and 4 enemy vehicles were destroyed during your turn, score D3 Victory Points instead. If 5 or more enemy vehicles were destroyed during your turn, score D3+3 Victory Points instead.

TYPE: SKITARII

RUMOURS OF REVELATION

Reports imply that an invaluable piece of technology has been located in the area – perhaps even one of the sacred STCs. Authenticate its significance and report back to your masters; an overseer will provide the most trustworthy evaluation.

15

When this Tactical Objective is generated, roll a D6. Score 1 Victory Point at the end of your turn if you control the corresponding Tactical Objective. If your Warlord controls the corresponding Tactical Objective, score D3 Victory Points instead.

TYPE: SKITARII

IN GLORIAM MECHANICUS

Honour the mighty war machines of the Adeptus Mechanicus by destroying the unhallowed creations of your foes.

14

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was destroyed during your turn. If at least one enemy Super-heavy vehicle was destroyed during your turn, score D3 Victory Points instead.

TYPE: SKITARII

THE QUEST FOR KNOWLEDGE

Long-lost artefacts may yield insights into the advanced technologies of aeons long past. Further the grand quest of the Adeptus Mechanicus by uncovering priceless archeotech.

13

Score 1 Victory Point at the end of your turn if you identified a Mysterious Objective during your turn.

TYPE: SKITARII

A VICTORY FOR LOGIC

Those who truck with the chaotic stuff of the Emphyrean must bow before the steel certainty of logic. Prove the superiority of science over the esoteric, using will power alone if necessary.

11

Score 1 Victory Point at the end of your turn if you passed a Deny the Witch test during your opponent's previous turn.

TYPE: SKITARI

SURVIVAL IS NOTHING, DATA IS ALL

The Tech-Priests care not at all for the fates of individual minions, for in learning of the enemy's strengths and weaknesses, the fate of the Imperium can be changed. Gather hard data about the capabilities of the foe, no matter the cost!

12

Score 1 Victory Point at the end of your turn if one or more friendly units with the Skitarii Faction either completely destroyed an enemy unit, or were completely destroyed, during your turn.

TYPE: SKITARI

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DEMOLITIONS

If the enemy seeks shelter behind fortress walls, raze them to the ground.

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

ASSASSINATE

The enemy looks to their champions for courage. Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

PSYCHOLOGICAL WARFARE

Break the enemy's morale, make your foes tremble before you.

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

HUNGRY FOR GLORY

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

*The battleground is won one yard at a time.
Continue to establish a strong military
presence in the area.*

44

Score D3 Victory Points if you control any three
Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

BEHIND ENEMY LINES

*Break through the foe's army and
cut off his lines of escape.*

42

Score 1 Victory Point if one of your scoring units is
within 12" of your opponent's table edge at the end
of your turn. If 3 or more of your scoring units are
within 12" of your opponent's table edge at the end
of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

HOLD THE LINE

*It is critical that no foe breaks through your defences.
Maintain a strong rearguard to protect your supply lines.*

43

Score 1 Victory Point if at least 3 of your scoring
units and none of your opponent's scoring units are
within 12" of your own table edge at the end of
your turn.

TYPE: SEIZE GROUND

RECON

*You must locate and assess the value of local battlefield
objectives so your forces can be tactically deployed.*

41

If the mission has the Mysterious Objectives mission
special rule, score 1 Victory Point if every objective
on the battlefield has been identified at the end of
this, or any previous turn.

TYPE: SEIZE GROUND

