DOCTRINA IMPERATIVES

Tech-Priests dictate protocols for the Hunter Clade to follow as they move through their mission, straining the programming of the Skitarii and Sicarians in order to optimise their current status, to the detriment of all else.

At the end of the Select Operatives step, select one **DOCTRINA IMPERATIVE** to be a Primary Mode for your kill team until the end of the battle (note that selecting a Primary Mode doesn't automatically give you the effects of that **DOCTRINA IMPERATIVE** for the battle; you must still select it as a **STRATEGIC GAMBIT**, as below).

STRATEGIC GAMBIT. Select one **DOCTRINA IMPERATIVE** for friendly **HUNTER CLADE☠** operatives to have until the Ready step of the next Strategy phase. Each **DOCTRINA IMPERATIVE** has both an Optimisation and a Deprecation rule. Both are in effect while your kill team has that **DOCTRINA IMPERATIVE**. Once per battle, when you select the **DOCTRINA IMPERATIVE** that's your kill team's Primary Mode, you can ignore its Deprecation rule.

Protector Imperative

Optimisation: Friendly **HUNTER CLADE**☠ operatives' ranged weapons have the Ceaseless weapon rule.

Deprecation: Worsen the Hit stat of friendly **HUNTER CLADE**☠ operatives' melee weapons by 1. This isn't cumulative with being injured.

Conqueror Imperative

Optimisation: Friendly **HUNTER CLADE**☠ operatives' melee weapons have the Ceaseless weapon rule.

Deprecation: Worsen the Hit stat of friendly **HUNTER CLADE**☠ operatives' ranged weapons by 1. This isn't cumulative with being injured.

Bulwark Imperative

Optimisation: Normal Dmg of 3 or more inflicts 1 less damage on friendly **HUNTER CLADE**☠ operatives.

Deprecation: Subtract 1" from the Move stat of friendly **HUNTER CLADE**☠ operatives.

Aggressor Imperative

Optimisation: Add 1" to the Move stat of friendly **HUNTER CLADE☠** operatives.

Deprecation: Worsen the Save stat of friendly **HUNTER CLADE☠** operatives by 1.

Neutral Imperative

Optimisation: None.

Deprecation: None.