



APPROVED OPS: UPDATE LOG



Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

APPROVED OPS CARD PACK 2025

ERRATAS

SEPTEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in [blue](#), while amended text for balance updates are shown in [magenta](#).

CRIT OP 5, STAKE CLAIM, VICTORY POINTS

Change first sentence to read:

'At the end of each turning point [after the first](#):'

CRIT OP 6, ENERGY CELLS, VICTORY POINTS

Change relevant part of first sentence to read:

'At the end of each turning point [after the first](#), if friendly operatives [...]'

APPROVED OPS CARD PACK 2024

PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

RECON TAC OPS, PLANT BEACONS, MISSION ACTION

Add additional text to end of third bullet point:

'More than 6" from your other Beacon mission markers.

In a killzone that uses the close quarters rules (e.g.

Killzone: Gallowdark), ignore Wall terrain when measuring this distance.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *For the Confirm Kill tac op, if a friendly operative meets the victory point requirements for two different Confirm Kill mission markers, can I remove them both to score 2VP?*

A: Yes.

Q: For the Power Surge crit op, can a player choose to pass and not use the **STRATEGIC GAMBIT** to select one objective marker to be surged?

A: No.

Q: *For the Implant tac op, while shooting, can you implant if the attack dice has a Dmg stat of 0?*

A: No.

Q: *For the purposes of revealing the Storm Objective tac op, do you score 1VP when an objective marker is stormed, or at any point during that turning point?*

A: When an objective marker is stormed.

Q: *For the Plant Beacons tac op, can an operative perform the **Plant Beacon** action, then be removed from the killzone and set up later in that activation?*

A: Yes.

Q: *For the Confirm Kill tac op, do I place a Confirm Kill mission marker when an operative that's ignored for scoring VPs that require operatives to be incapacitated by enemy operatives is incapacitated (e.g. **IMPERIAL NAVY BREACHER** **C.A.T. UNIT** Expendable)?*

A: No.