# 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

### ERRATA                                          JANUARY '26

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, FLANK, VICTORY POINTS

Change relevant part of second sentence of first paragraph to read:

'In the fourth turning point, if friendly operatives also controlled that flank at the end of the third turning point (excluding the first), you score 2VP instead.'

#### RECON TAC OPS, RETRIEVAL, MISSION ACTION

Change condition to read:

'An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if it's already carrying a marker.'

### 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 [...]'

### RECON TAC OPS, FLANK, ADDITIONAL RULES
Change second sentence to read:
'An operative contests a flank while both wholly within it and wholly within their opponent's territory.'

### SECURITY TAC OPS, ENVOY, ADDITIONAL RULES
Change second sentence to read:
'You cannot select an operative you selected during a previous turning point or an operative that's ignored for the kill op.'

### SECURITY TAC OPS, MARTYRS, ADDITIONAL RULES
Add additional text to end of paragraph:
'Note that this is only the first time each operative is incapacitated, so if an operative is incapacitated, set back up (e.g. HIEROTEK CIRCLE Reanimation Protocols) and then subsequently incapacitated again, a second Martyr token cannot be gained as a result.'

### KILLZONE: BHETA-DECIMA, MAP 5
Flip board to other side and change drop zones so map looks as below.

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *For the Dominate tac op, when does it count as a friendly operative incapacitating an enemy operative if it's not immediately clear?*

**A:** It's counted if a friendly operative can be identified as directly causing the incapacitation. This always includes instances where a friendly operative was required to perform an action or retaliate for that enemy operative to be incapacitated (e.g. **SANCTIFIER**⊕ Blaze), as well as rules that specify an operative in a required location (e.g. **HIEROTEK CIRCLE**⊕ Tesla Weave, **GELLERPOX INFECTED**⊕ Screaming Rustspikes). If rules on an operative's datacard inflict damage, they are included (e.g. **RATLING**⊕ **BOMBER** Mine), but indirect sources (e.g. damage from a mine that was selected as an additional equipment option through **HEARTHKYN SALVAGER**⊕ **LUGGER** Well Supplied) wouldn't be. If multiple friendly operatives could be identified as causing the incapacitation, select one of them to gain the related Dominate token.

**Q:** *How does the Expendable/Expendable Construct rule (e.g.* **WRECKA KREW**⊕ **BOMB SQUIG**, **CANOPTEK CIRCLE**⊕ **WARRIOR***) or similar rules (e.g.* **GELLERPOX INFECTED**⊕ *Mutoid Vermin) work with tac ops when an operative with that rule is incapacitated?*

**A:** The Expendable rule only affects the below tac ops for this purpose, and does so as follows:

- For Sweep and Clear, a Swept token is not gained.
- For Dominate, a Dominate token is not gained.
- For Rout, VP are not gained.
- For Martyrs, a Martyr token is not gained.
- For Steal Intelligence, an Intelligence mission marker is not placed.

# 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.'

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.

## PREVIOUS RULES COMMENTARIES

**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.