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 — OCTOBER '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.

SEEK & DESTROY TAC OPS

SWEEP & CLEAR

REVEAL
The first time an enemy operative is incapacitated while contesting an objective marker, or the first time a friendly operative performs the **Clear** action (whichever comes first).

ADDITIONAL RULES
When an enemy operative that contests an objective marker is incapacitated, that objective marker is swept until the Ready step of the next Strategy phase.

MISSION ACTION

CLEAR — 1AP

- An objective marker the active operative controls is cleared for the turning point.
- An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY POINTS
At the end of each turning point after the first, if the centre or your opponent's objective marker is cleared and enemy operatives do not contest that marker, you score 1VP. If that marker is also swept, you score 2VP instead.

If friendly operatives control an objective marker that is swept, you score 1VP.

You cannot score more than 2VP from this op per turning point.

DOMINATE

REVEAL
The first time an enemy operative is incapacitated by a friendly operative.

ADDITIONAL RULES
Each time a friendly operative incapacitates an enemy operative, that friendly operative gains one of your Dominate tokens or two of your Dominate tokens if that enemy operative had a Wounds stat of 12 or more.

VICTORY POINTS
At the end of the third and fourth turning point, you can remove Dominate tokens from friendly operatives that are in the killzone and aren't incapacitated. For each you remove, you score 1VP.

You cannot score more than 3VP from this op per turning point.

KILLZONE: BHETA-DECIMA, MAP 5

Flip board to other side and change drop zones so map looks as below.

CRIT OPS

5. STAKE CLAIM

REVEAL

At the start of the Gambit step of each Strategy phase after the first, starting with the player with initiative, each player must select both one objective marker and one of the following claims for that turning point:

- Friendly operatives will control that objective marker at the end of this turning point.
- Enemy operatives won't contest that objective marker at the end of this turning point.

Each player cannot select each objective marker more than once per battle (so they must select each objective marker once during the battle).

VICTORY POINTS

At the end of each turning point after the first:

- If friendly operatives control more objective markers than enemy operatives do, you score 1VP.
- If your selected claim is true, you score 1VP.

6. ENERGY CELLS

ADDITIONAL RULES

Operatives can perform the **Pick Up Marker** action upon each objective marker in the following turning points:

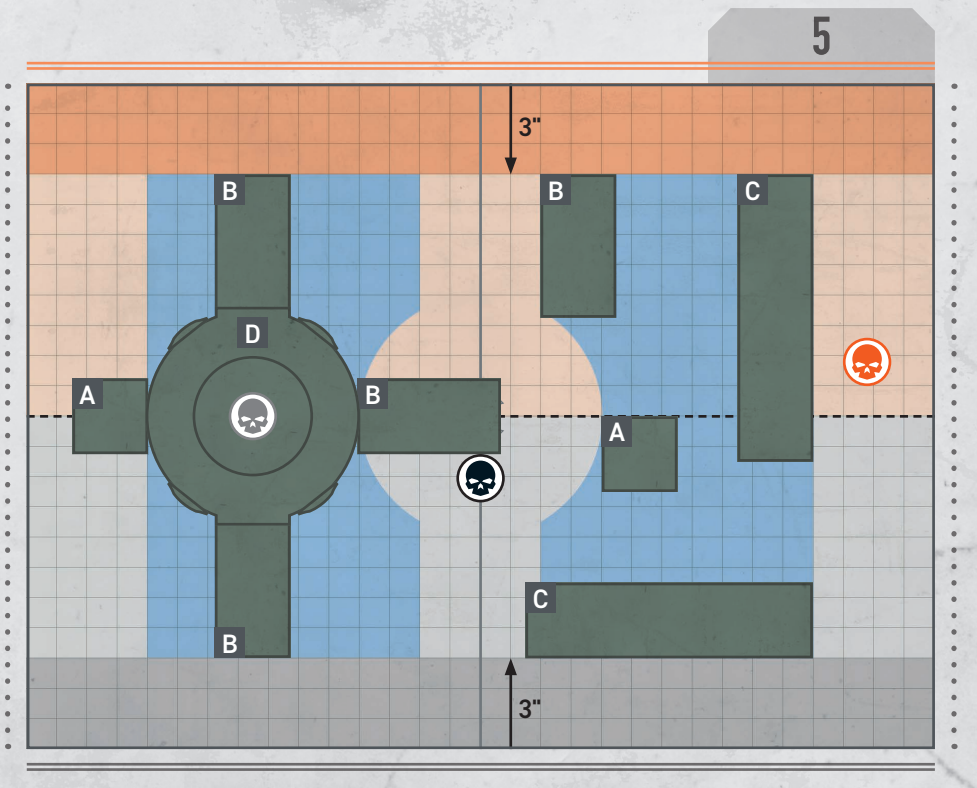
- 2, but you must spend an additional 2AP (that action cannot be free and its AP cannot be reduced).
- 3, but you must spend an additional 1AP (that action cannot be free and its AP cannot be reduced).
- 4 (as normal).

Whenever an operative is carrying an objective marker, that operative cannot be removed and set up again more than 6" away.

VICTORY POINTS

At the end of each turning point after the first, if friendly operatives control more objective markers than enemy operatives do, you score 1VP.

At the end of the battle, for each objective marker friendly operatives are carrying, you score 1VP.



RECON TAC OPS

FLANK

REVEAL
As a **STRATEGIC GAMBIT**.

ADDITIONAL RULES
Divide the killzone into two flanks (left and right) by drawing an imaginary line that's just like the centreline, except it runs from the centre of each player's killzone edge. An operative contests a flank while both wholly within it and wholly within their opponent's territory. Friendly operatives control a flank if the total APL stat of those contesting it is greater than that of enemy operatives.

VICTORY POINTS
After you reveal this op, at the end of each turning point after the first, for each flank friendly operatives control, you score 1VP. In the fourth turning point, if friendly operatives also controlled that flank at the end of the third turning point, you score 2VP instead.

You cannot score more than 2VP from this op per turning point.

RETRIEVAL

REVEAL
The first time you score VP from this op.

MISSION ACTION
RETRIEVE — **1AP**

- If the active operative controls an objective marker that hasn't been searched by friendly operatives, that operative is now carrying one of your Retrieval mission markers and that objective marker has been searched by friendly operatives. Friendly operatives can perform the **Pick Up Marker** action on your Retrieval mission markers.
- 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.

VICTORY POINTS
The first time each objective marker is searched by friendly operatives, you score 1VP.

At the end of the battle, for each of your Retrieval mission markers friendly operatives are carrying, you score 1VP.

SECURITY TAC OPS

MARTYRS

REVEAL
The first time a friendly operative is incapacitated while contesting an objective marker.

ADDITIONAL RULES
Whenever a friendly operative is incapacitated while contesting an objective marker, that marker gains one of your Martyr tokens. 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.

VICTORY POINTS
At the end of each turning point after the first, if friendly operatives contest an objective marker that has one or more of your Martyr tokens, you can remove any of those tokens. For each token you remove in this way, you score 1VP; if friendly operatives also control that marker, you score 2VP instead.

You cannot score more than 2VP from this op per turning point.

ENVOY

REVEAL
The first time you select an envoy.

ADDITIONAL RULES
As a **STRATEGIC GAMBIT** in each turning point after the first, select one friendly operative to be your envoy until the Ready step of the next Strategy phase. You cannot select an operative you selected during a previous turning point or an operative that's ignored for the kill op.

VICTORY POINTS
At the end of each turning point after the first, if your envoy is wholly within enemy territory and not within control range of enemy operatives, you score 1VP; if this is true and your envoy has not lost any wounds during that turning point, you score 2VP instead.

PREVIOUS RULES COMMENTARIES

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: *For the Martyrs tac op, would an objective still gain a Martyr token if my operative was incapacitated by something other than an enemy operative (e.g. a Blast weapon used by another friendly operative, Mine universal equipment)?*

A: Yes.

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, the objective marker isn't swept.
- 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.'

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.