

PREVIOUS ERRATAS

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.