APPROVED OPS 2023
HAZARDOUS AREAS - CRIT EDITION

THIS DOCUMENT EXPLAINS HOW YOU CAN USE THE APPROVED OPS TAC OPS AND MISSION CARD PACK IN A BATTLE THAT USES THE HAZARDOUS AREAS RULES WITH ADDITONAL SCATTER TERRAIN FROM KILL TEAM SALVATION.

WHEN DETERMINING MISSION AND MAP, USE THE PACK'S MISSIONS (LOOT, SECURE AND CAPTURE) AS NORMAL, BUT USE ONE OF THE 6 NEW MAP LAYOUTS IN THIS DOCUMENT INSTEAD. IF UNABLE TO USE OR GET THE KILL TEAM SALVATION SCATTER TERRAIN, APPROPRIATE PROXIES CAN BE USED SUCH AS WHAT EVER IS SIMILAR SIZED LIKE THE INTO THE DARK SCATTER TERRAIN FOR EXAMPLE.

OPERATIVES CROSS THE GAP BETWEEN DIFFERENT GANTRIES (I.E. ONES THAT AREN'T CONNECTED) BY JUMPING (SEE THE KILL TEAM CORE BOOK). YELLOW LINES ON THE MISSION MAP INDICATE THE TERRAIN FEATURES WHERE OPERATIVES CAN DO THIS TO AND FROM. WHEN SETTING UP THE KILLZONE, ENSURE THE RELATED GANTRIES ARE AN APPROPRIATE DISTANCE FROM ONE ANOTHER SO OPERATIVES CAN JUMP.

GREEN LINES ON THE SINGULAR PLATFORMS INDICATE THE DIRECTION THEIR PILLARS SHOULD BE FACING WHEN SETTING UP THE KILLZONE TERRAIN.

For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ◯ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.

SECURITY TAC OP

FERRATONIC FURNACE CONTROL

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- At the end of any Turning Point, if the total APL of friendly operatives on the roof of the ferratonic furnace is greater than that of enemy operatives, you score 1VP.

- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

CR!T?

KILL TEAM SALVATION RIG APPARATUS

CR!T?

MICROGENERATURUM
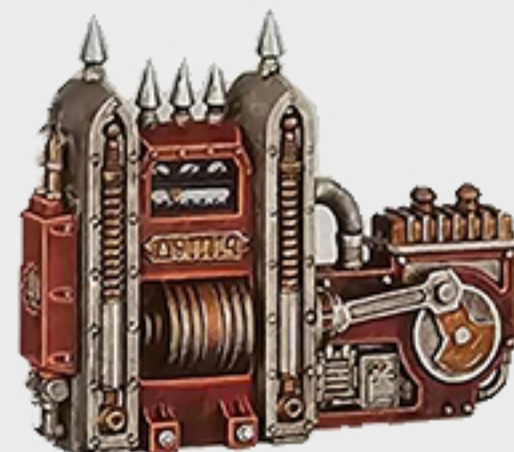- LIGHT AND TRAVERSABLE

- DIMENSIONS: 2" X 1" X 0.5"

MAP ICON:

BAROPSHERIC INDUCER
- HEAVY AND TRAVERSABLE

- DIMENSIONS: 2" X 2" X 1"

MAP ICON:

RECIPROCATING ENGINE
- HEAVY AND TRAVERSABLE

- DIMENSIONS: 3" X 2" X 1"

MAP ICON:

THERMOVENTS
- HEAVY AND TRAVERSABLE

- DIMENSIONS: 2" X 2" X 1"
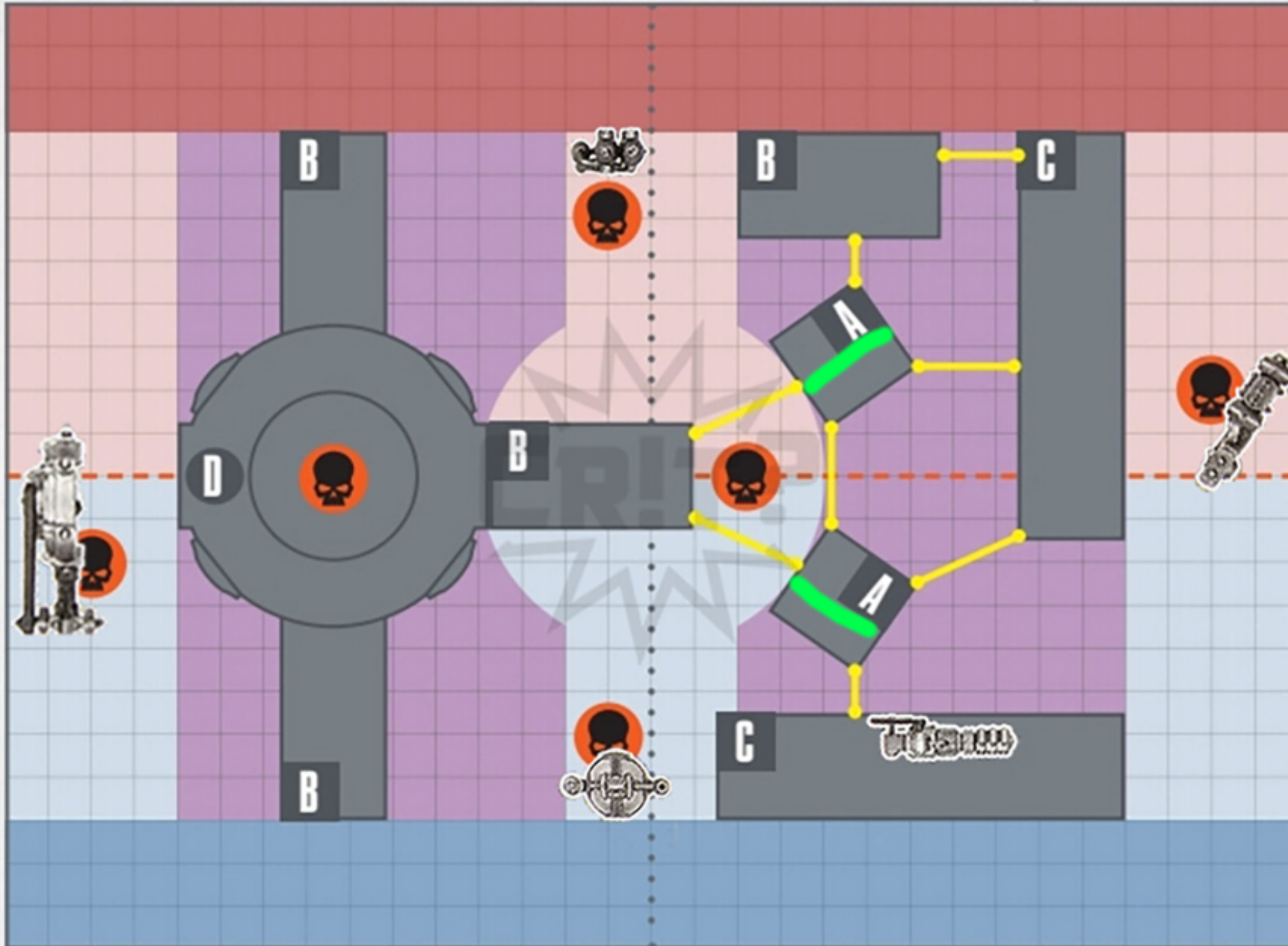
MAP ICON:

ROTARY CONVERTER
- HEAVY AND TRAVERSABLE

- DIMENSIONS: 4" X 3" X 1.5"

MAP ICON:

1. FACTORUM
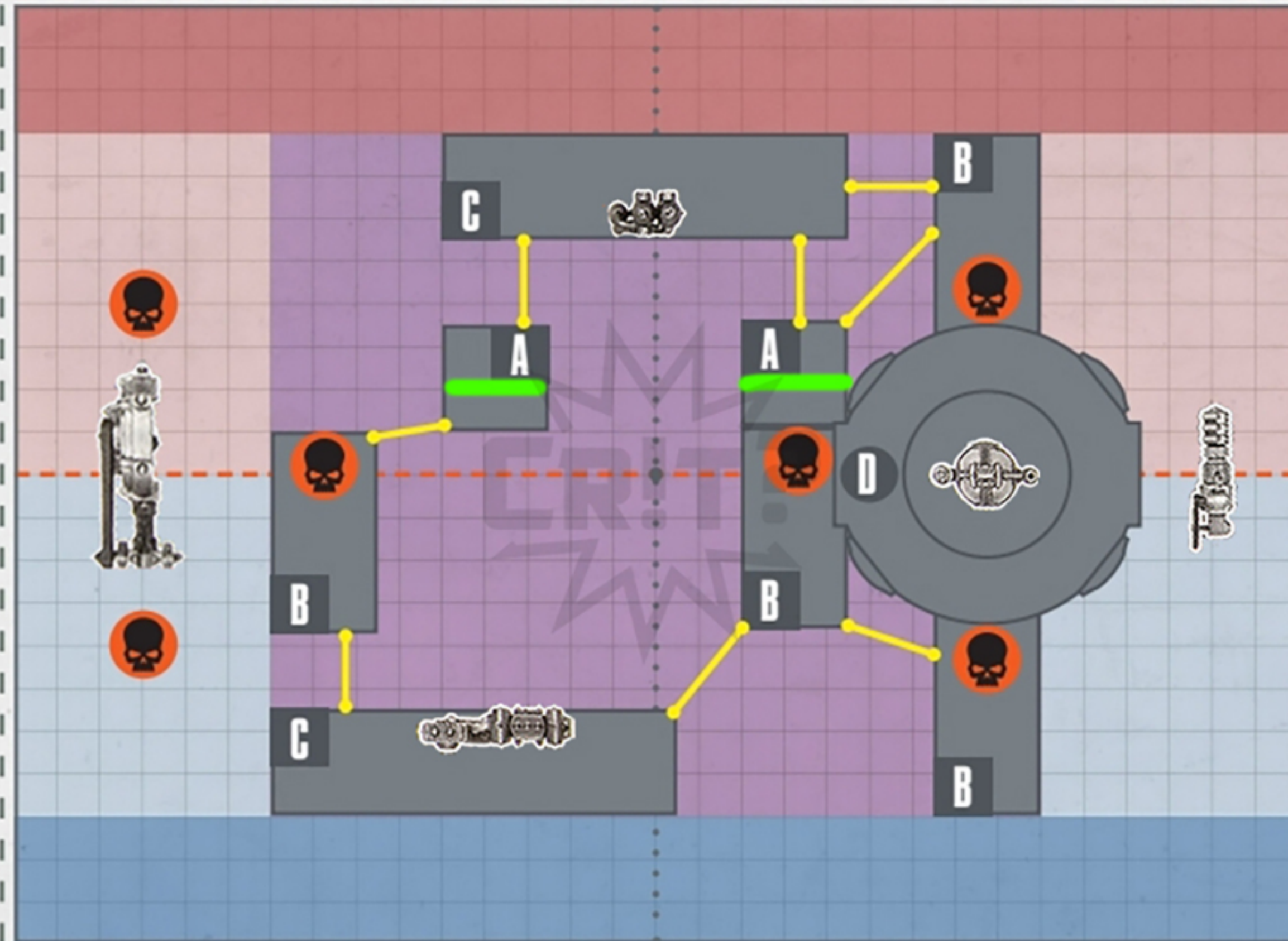
For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ◯ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.

2. ENGINARIUM

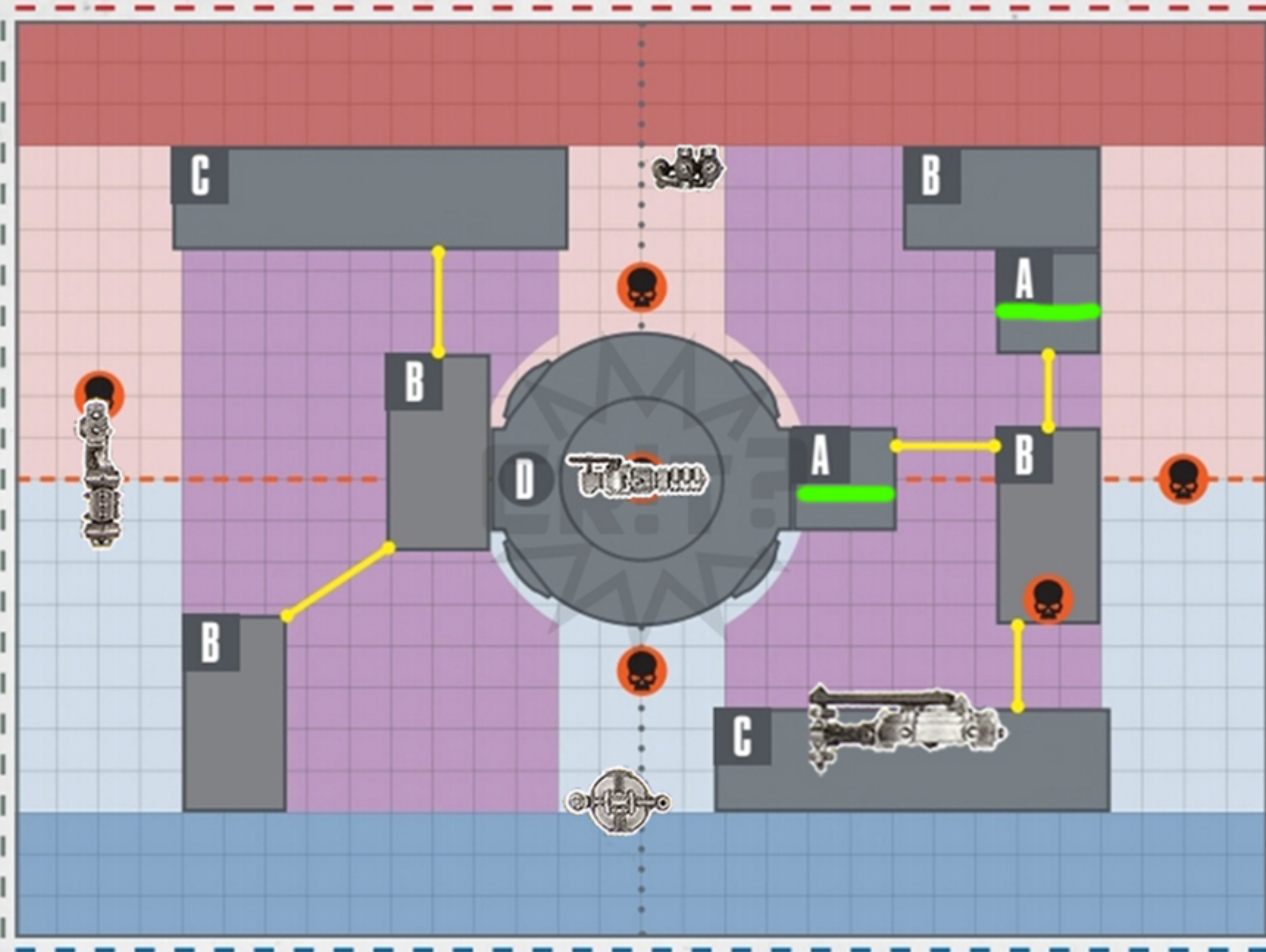For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ⭘ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.

3. FURNACE
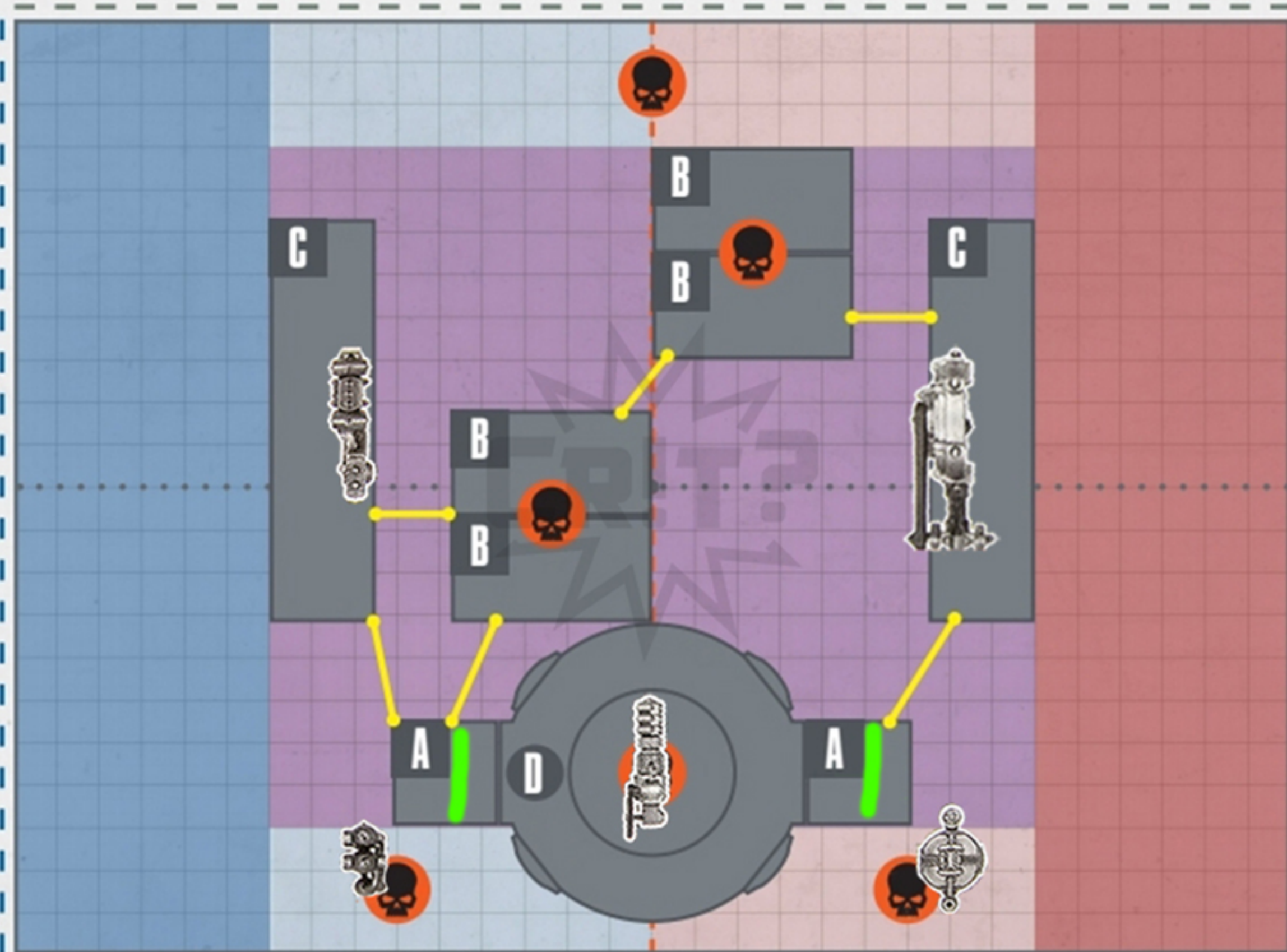
For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ◯ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.

4. GENERATORIUM

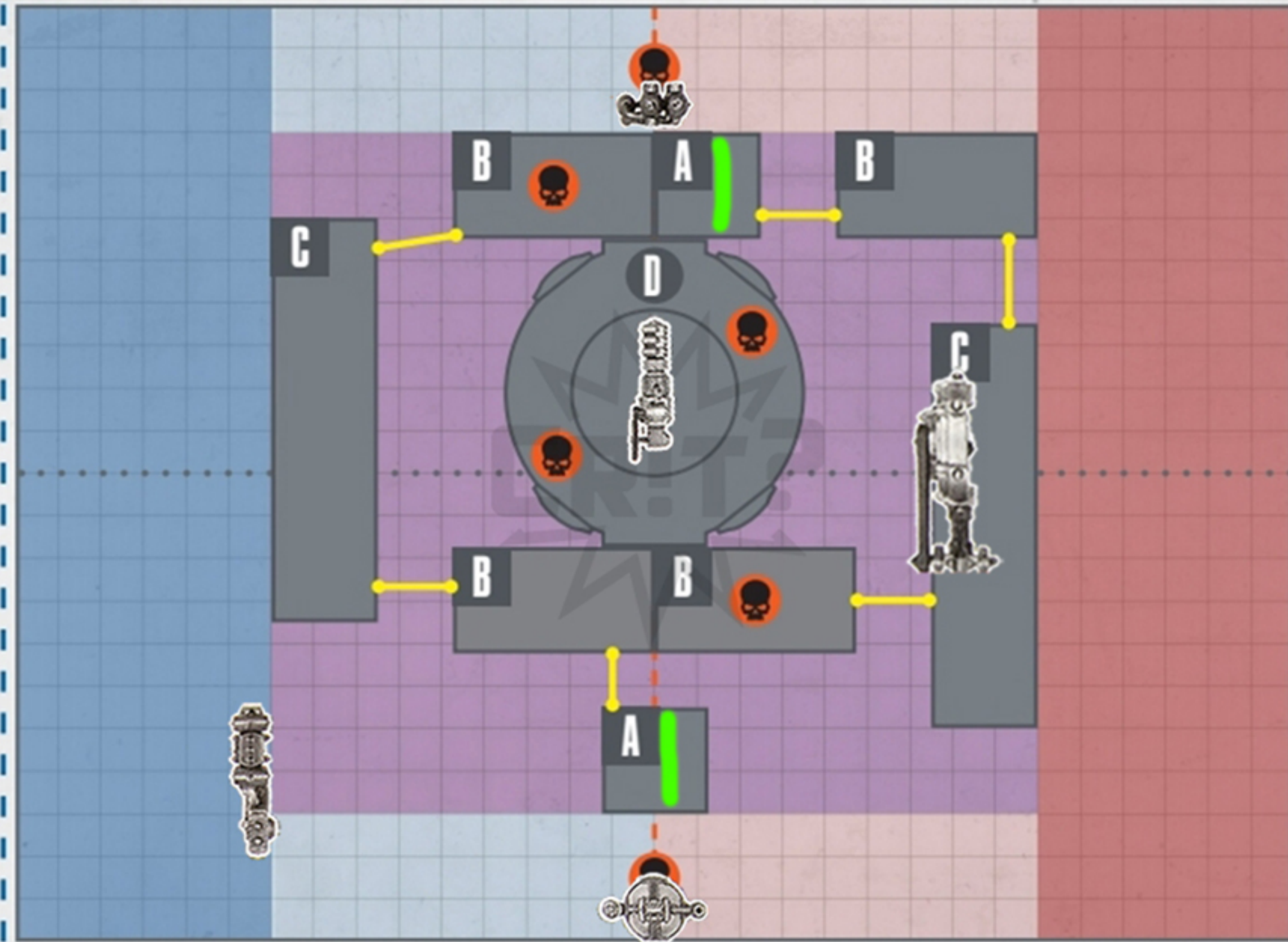For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ○ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.
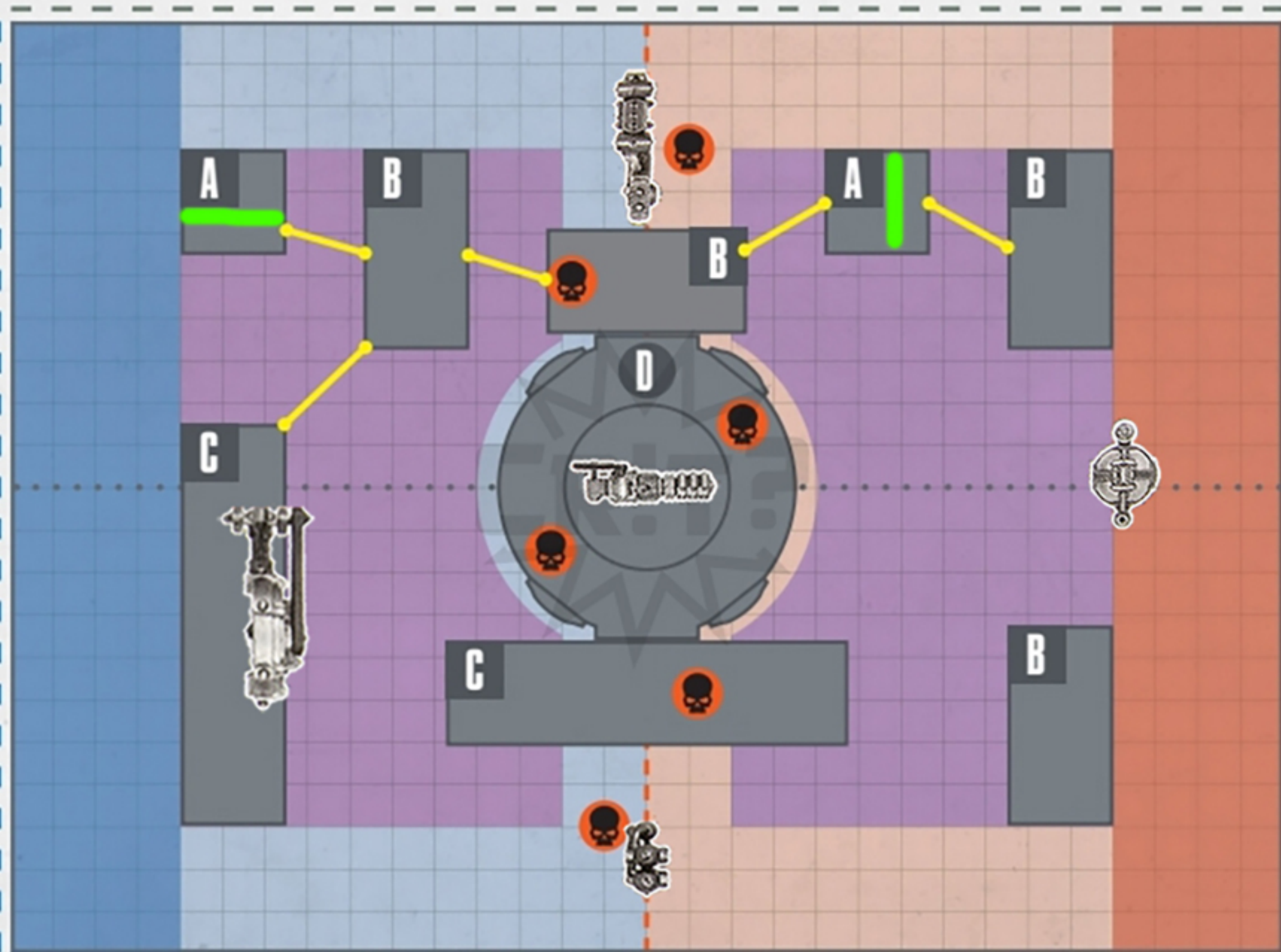
5. FORGE

For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ○ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.

6. FOUNDRY

For the pack's Tac Ops, the following changes are in effect:

- **Plant Transponder (Recon):** When determining if an operative is more than ◯ from terrain features to perform this action, ignore gantries underneath it, and the ferratonic furnace if it's on that terrain feature's roof.

- **Secure Vantage (Recon):** At least half of the Vantage Point you control must be within your opponent's territory.

- **Secure Centre Line (Security):** Operatives can be on a Vantage Point.

- **Central Control (Security):** Replaced with Ferratonic Furnace Control (see right). You can use the Central Control card as a proxy if you wish (i.e. so it matches the other Tac Ops cards to keep your selections secret), but use the rules for Ferratonic Furnace Control instead.