

# CRITICAL OPERATIONS 2022 CLOSE QUARTERS

The Critical Operations 2022 Tac Ops and Mission card pack offers a new and updated way to play matched play games in Kill Team. This document explains how you can use that pack in a battle that uses the Close Quarters rules.

When determining mission and map, use the pack's missions (Loot, Secure and Capture) as normal, but use one of the 10 new map layouts in this document instead. We intend for these maps to use Killzone: Gallowdark only, but players or tournament organisers can use killzone supplements (e.g. Killzone: Into the Dark) if they wish.

For the pack's Tac Ops, two new Tac Ops have been introduced to replace two others:



- Seize Access Point replaces Seize Ground.
- Secure Unexplored Rooms replaces Secure Vantage.

You can use the cards of the replaced Tac Ops as proxies if you wish (i.e. so they match the other Tac Ops cards to keep your selections secret), but use the rules for the new Tac Ops instead.

In addition, for the Secure Centre Line Tac Op, walls over the centre line block that part of the centre line. However an operative is on the centre line if their base is touching an open access point that's over the centre line (the operative is still wholly within the relevant territory).

Finally, your barricades must be set up within your territory, and more than ○ from access points and all other barricades.

## MATCHED PLAY MAP KEY

-  **Player A's Drop Zone & Territory**
-  **Player A's Territory**
-  **Player A's Killzone Edge**
-  **Player B's Drop Zone & Territory**
-  **Player B's Territory**
-  **Player B's Killzone Edge**
-  **Objective Marker**
-  **Centre Line**
-  **Neutral Killzone Edge**

## KILLZONE GALLOWDARK

### LONG WALLS

#### A1 Long Wall



#### A2 Long Wall With Pillars



#### A3 Long Wall With Hatchway



#### A4 Long Wall With Hatchway And Pillars

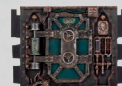


### SHORT WALLS

#### B1 Short Wall




#### B2 Short Wall With Hatchway



#### B3 Short Wall With Hatchway And Pillars






-  **Hatchway Positions**  
These denote the locations of hatches.

# CLOSE QUARTERS TAC OPS

## SECURITY TAC OP

### SEIZE ACCESS POINT

You must reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one access point on the centre line or within your opponent's territory.

- At the end of the battle, if the total APL of friendly operatives within  of that access point is greater than that of enemy operatives, you score 1VP.
- If you achieve the first condition, there are no enemy operatives within  of that access point, and the total APL of friendly operatives within  of it is 4 or more, you score 1VP.

## RECON TAC OP

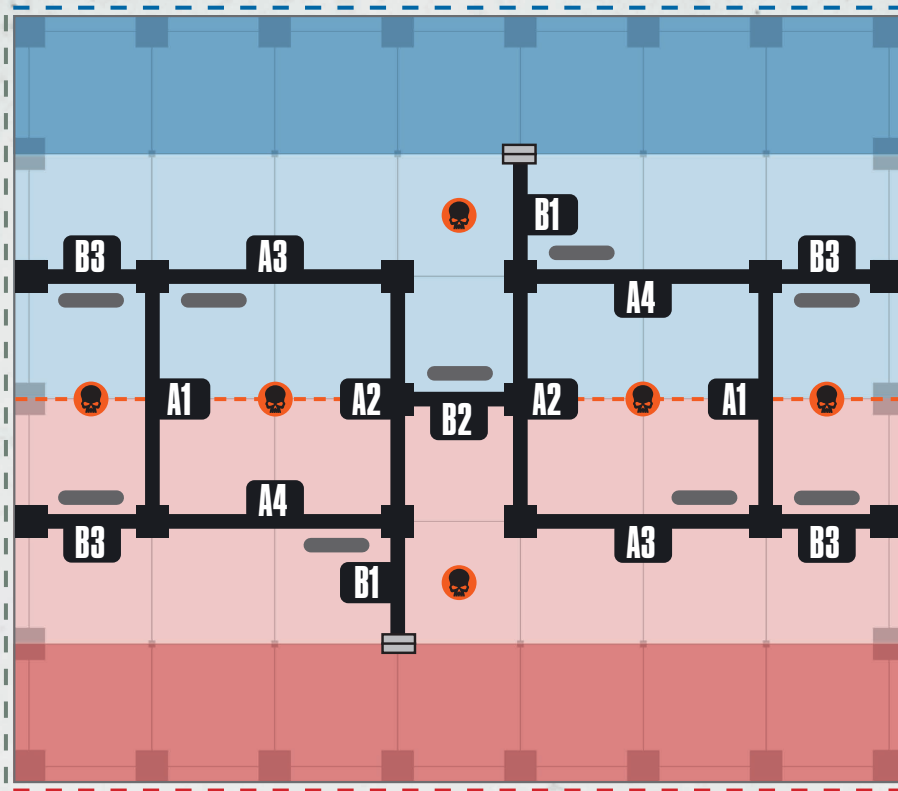
### SECURE UNEXPLORED ROOMS

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

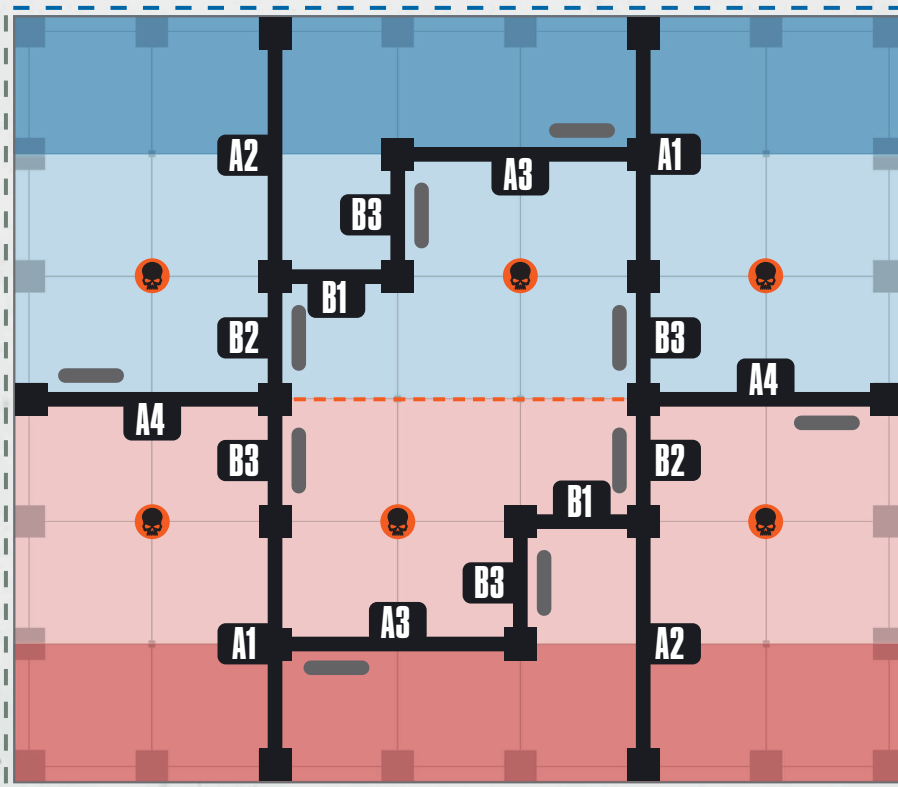
- At the end of any Turning Point, if the total APL of friendly operatives within an Unexplored Room (see below) is greater than that of enemy operatives, you score 1VP.
- If you achieve the first condition with a different Unexplored Room (i.e. separated by access points) at the end of any subsequent Turning Points, you score 1VP.

An Unexplored Room is an area of the killzone that friendly operatives must move through an access point to enter. You cannot use Unexplored Rooms that contain your drop zone or have an access point along the line of your drop zone for this Tac Op.

## 1. CONDUIT

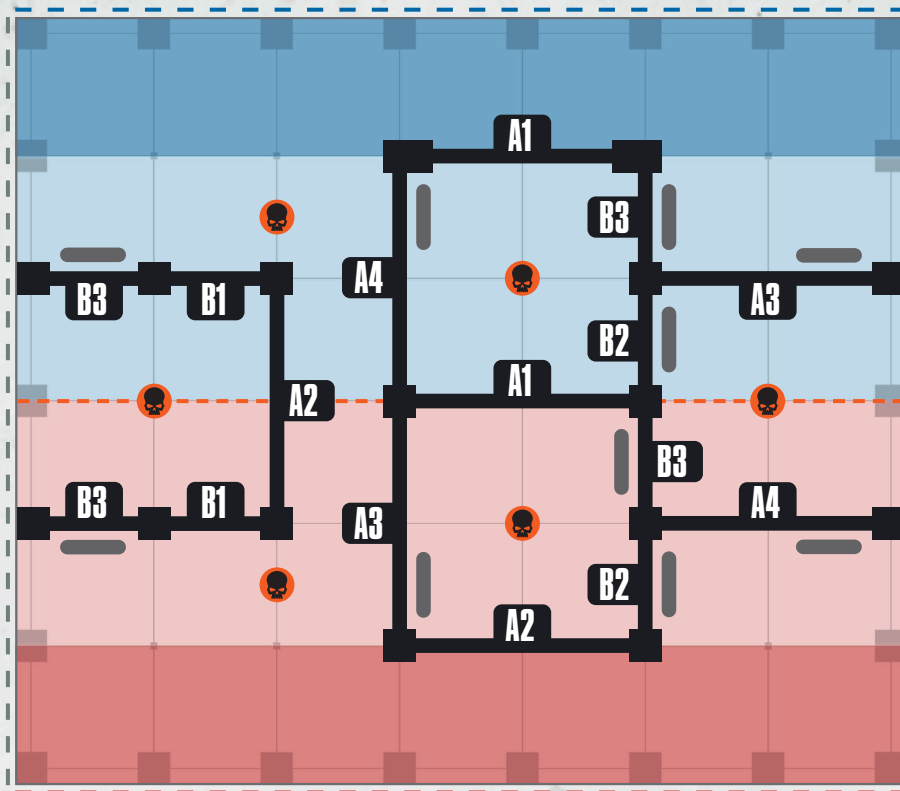


## 2. CHANNELS

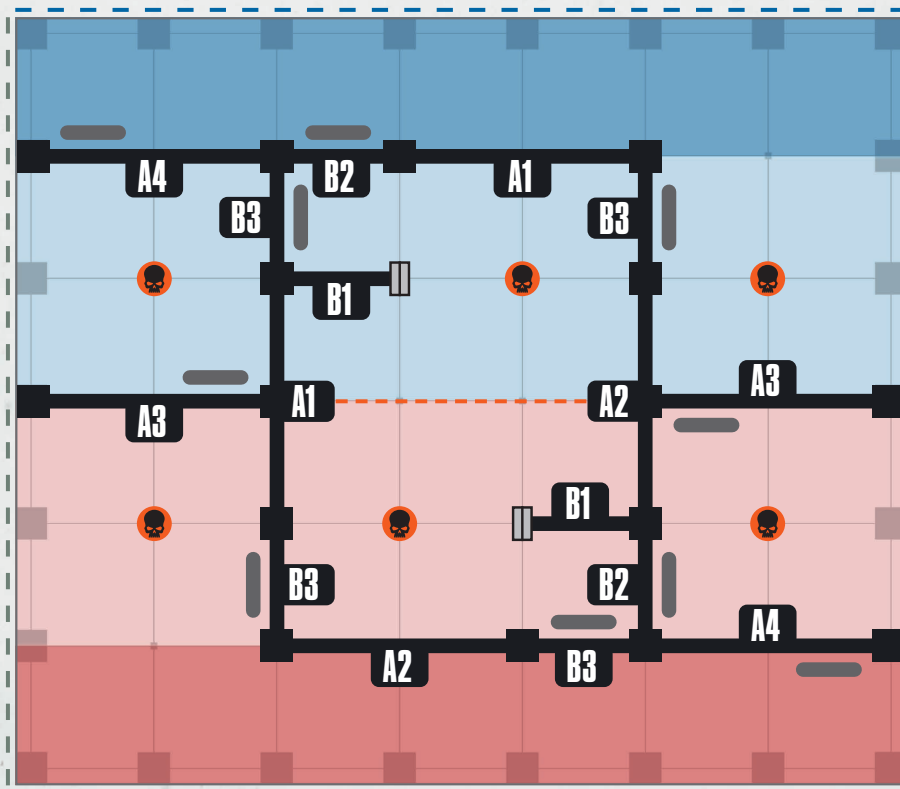




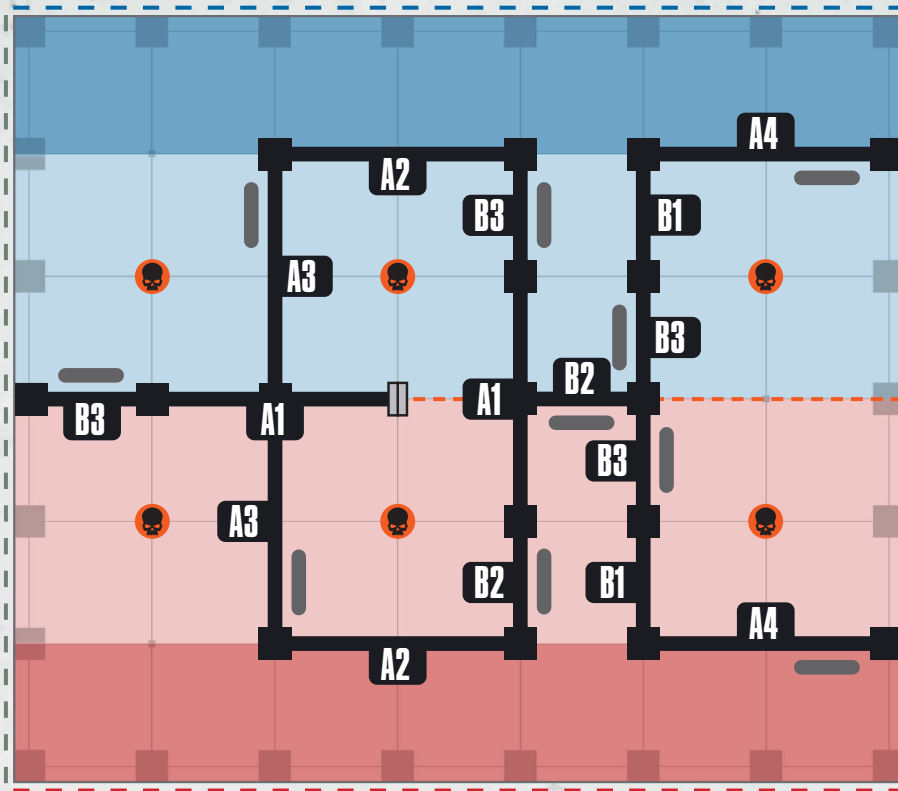
### 3. HUB



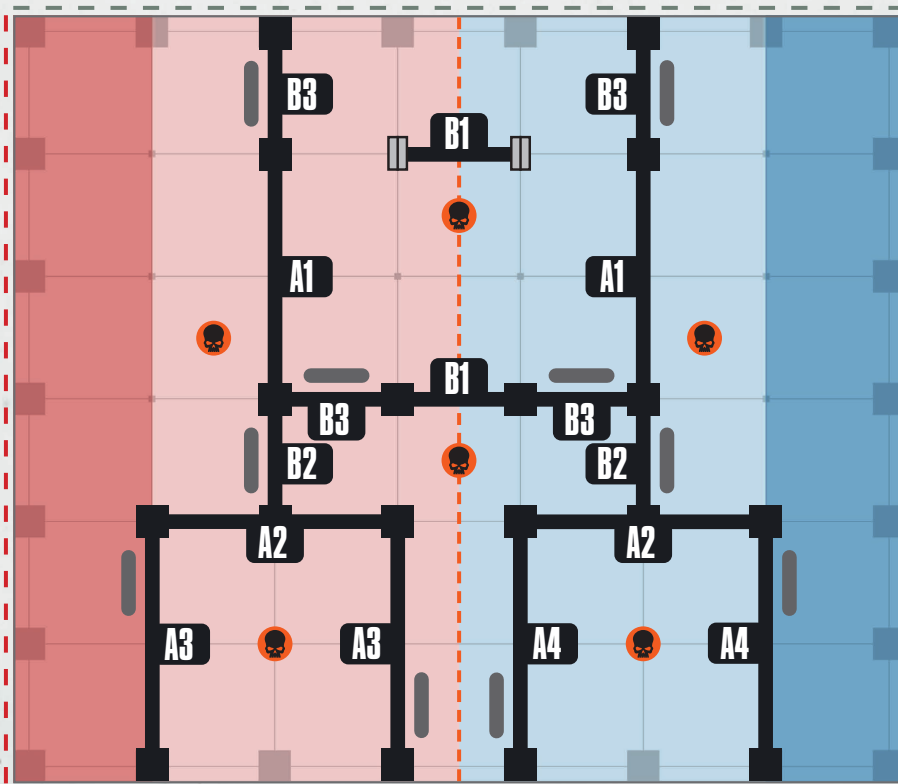
### 4. BRIDGE



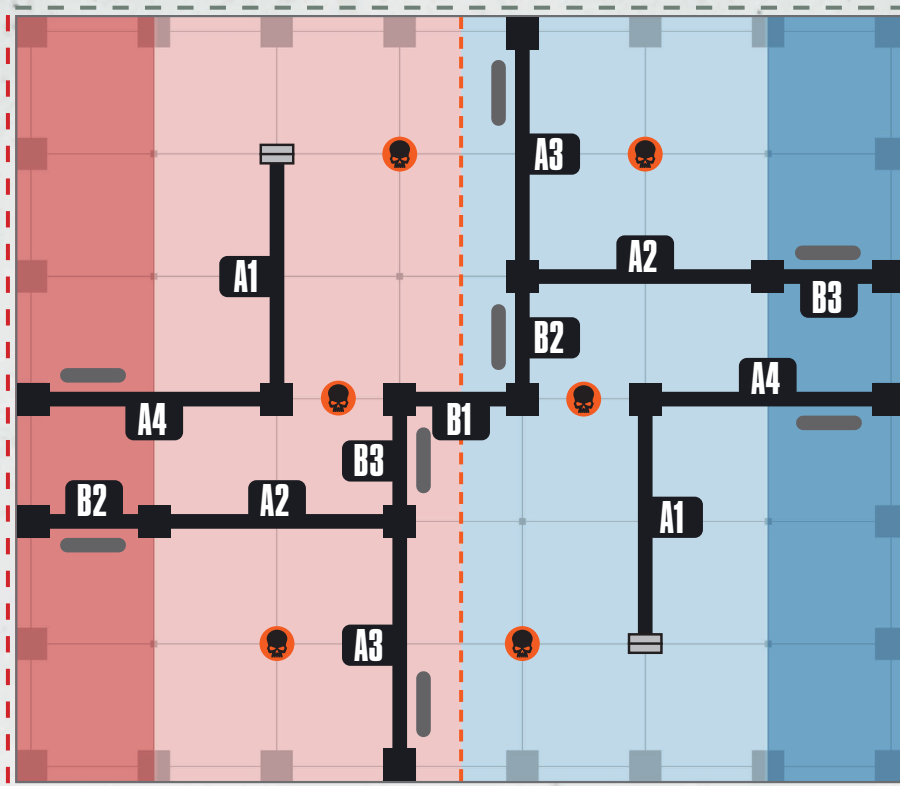
## 5. VAULT



## 6. STORE

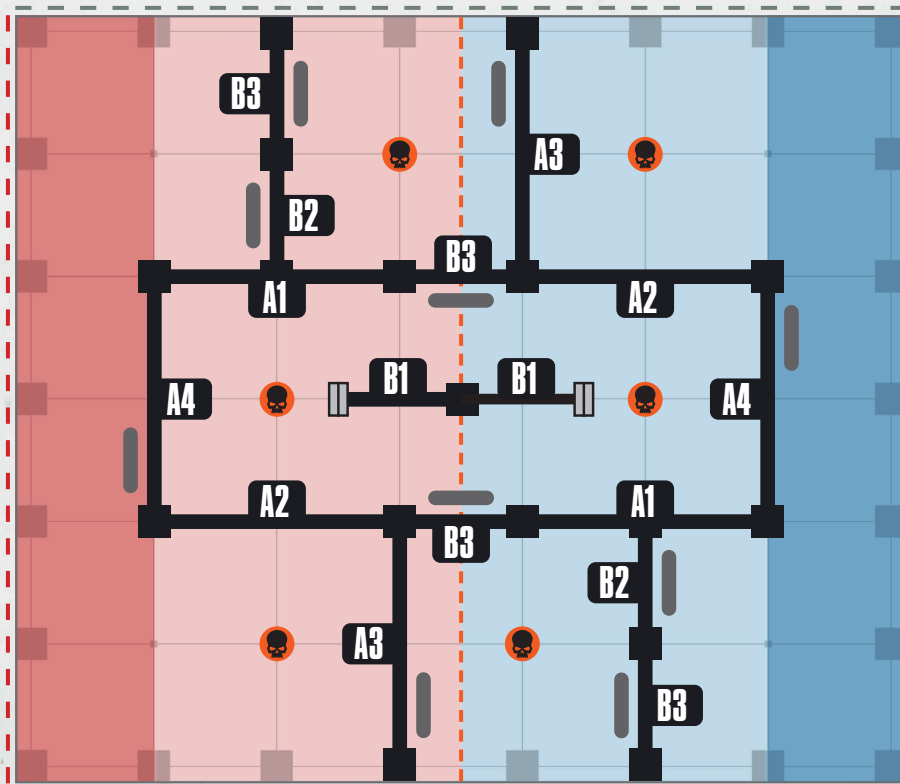


## 7. HANGAR

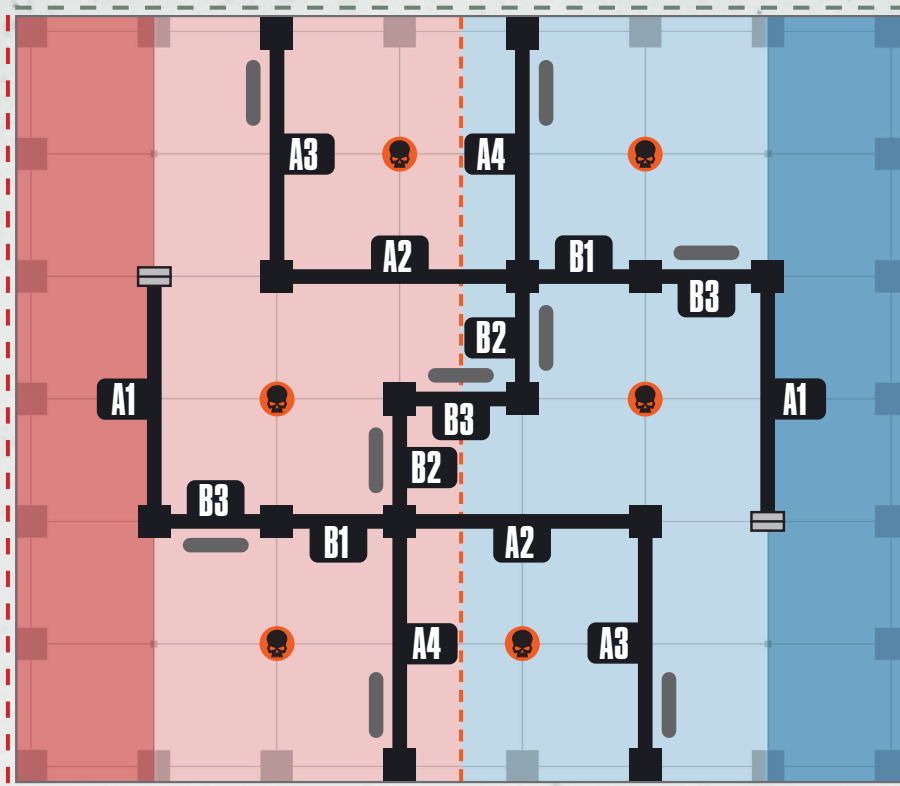


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## 8. HOLD



## 9. LOCK



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## 10. DUCT

