

APPROVED OPS 2023 HAZARDOUS AREAS

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.

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. We intend for these maps to use Killzone: Bheta-Decima only, but players or tournament organisers can use killzone supplements (e.g. Killzone: Salvation) and/or Bheta-Decima objective markers if they wish.

A Bheta-Decima objective marker is an objective marker as normal, but it's also a terrain feature with the Light and Traversable traits. Parts of it no more than ▲ tall (e.g. its base and hatch, but not its aerial) also have the Vantage Point trait. Unlike normal Traversable terrain, this means operatives can finish a move on top of such parts, so long as the operative can be physically placed there.

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.

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.

MATCHED PLAY MAP KEY

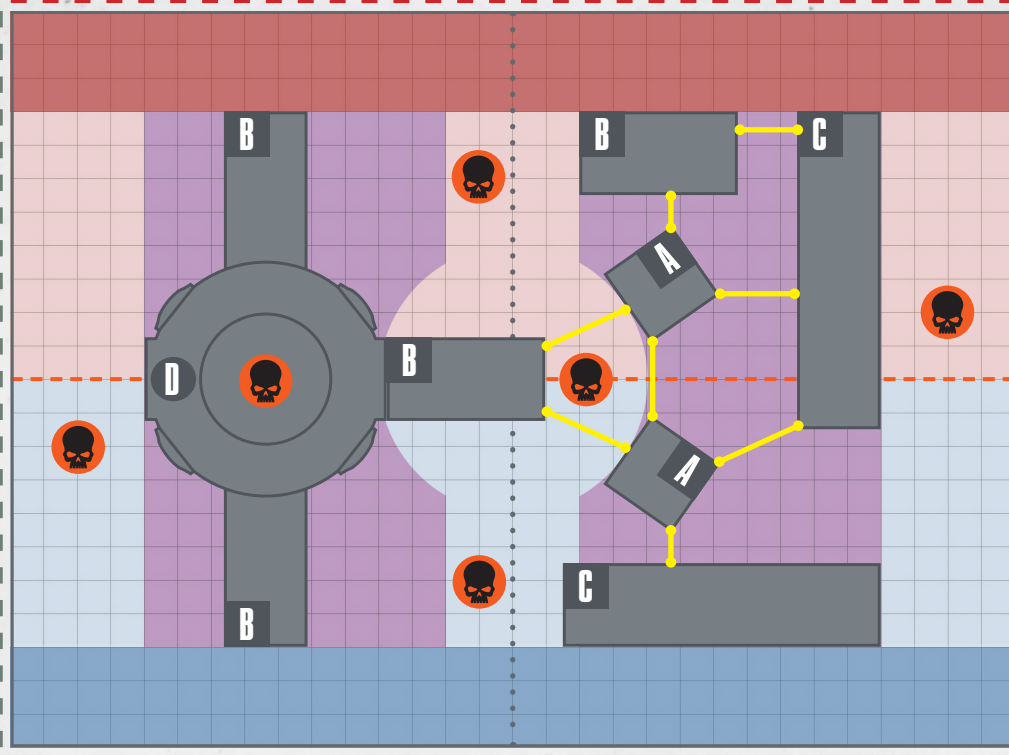
-  Player A's Drop Zone & Territory
-  Player A's Territory
-  Player A's Killzone Edge
-  Player B's Drop Zone & Territory
-  Player B's Territory
-  Player B's Killzone Edge
-  Objective Marker
-  Centre Line
-  Neutral Killzone Edge
-  Centre of Killzone

KILLZONE: BHETA-DECIMA MAP KEY

-  Hazardous Area
-  Short Gantry
-  Medium Gantry
-  Long Gantry
-  Ferratonic Furnace

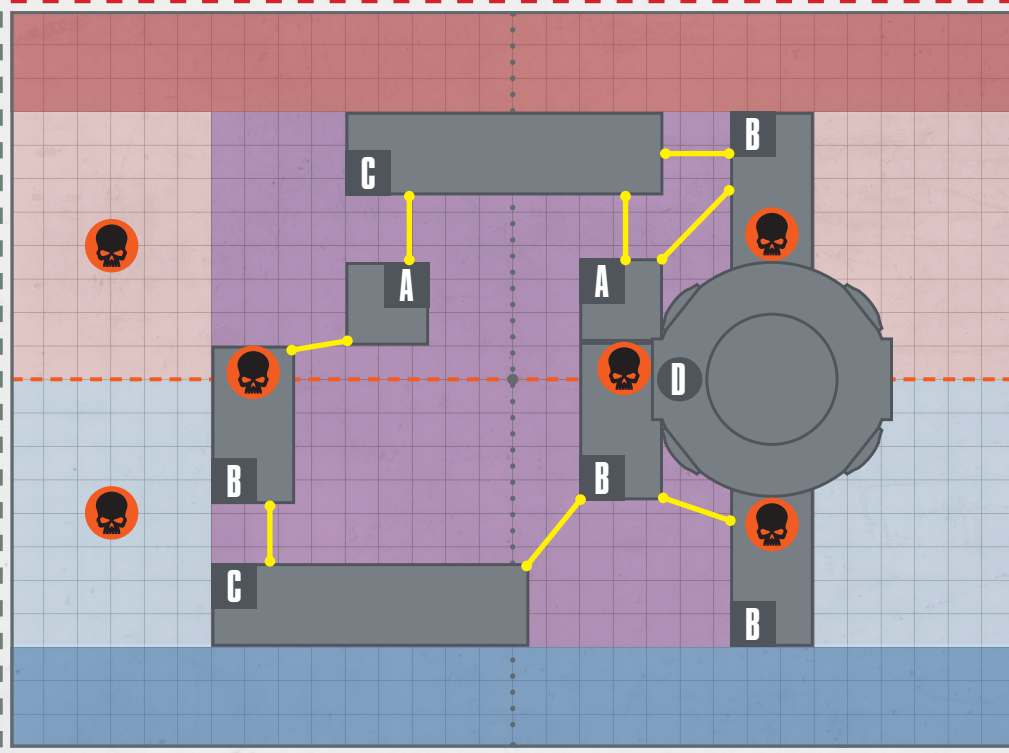


1. FACTORUM

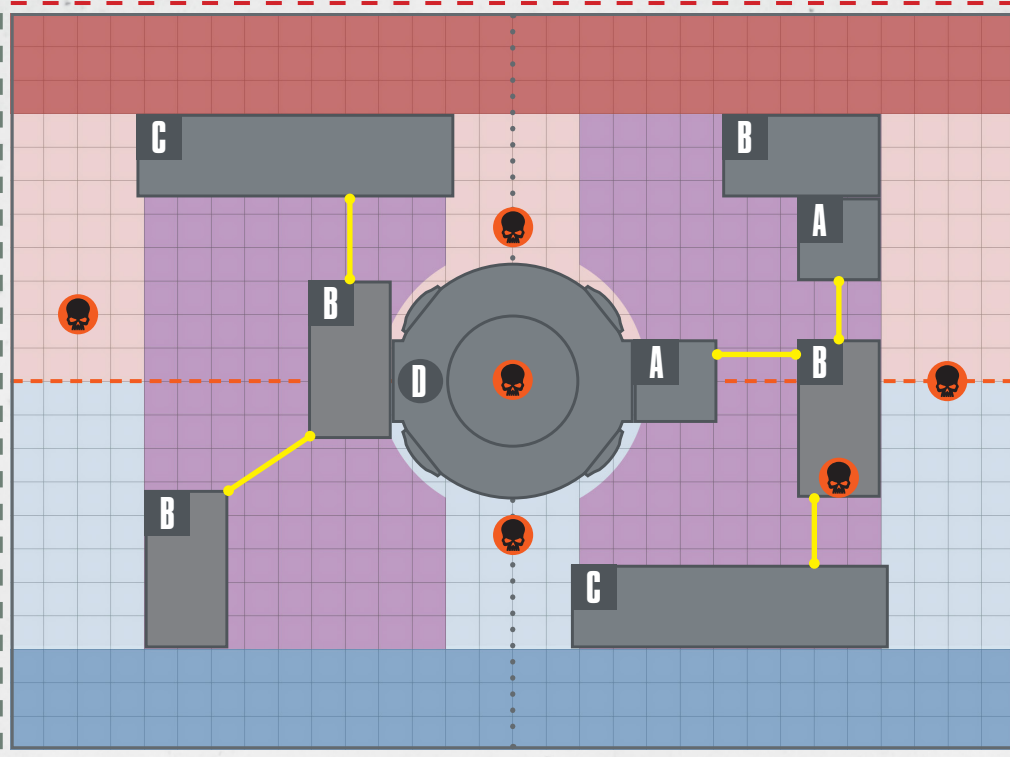


3

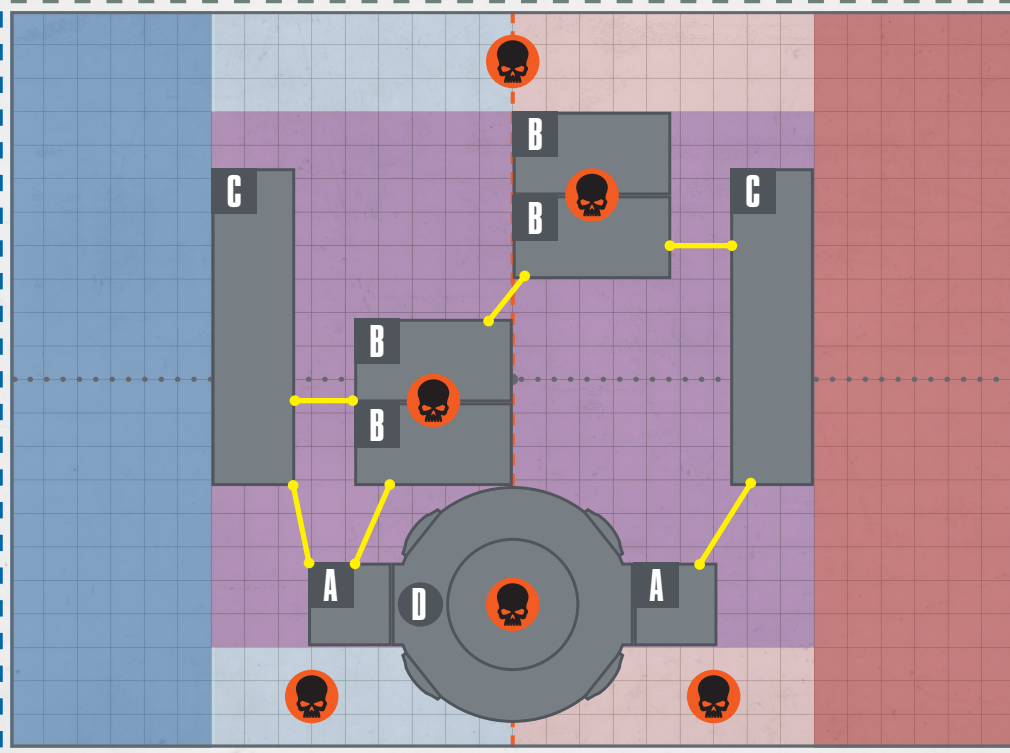
2. ENGINARIUM



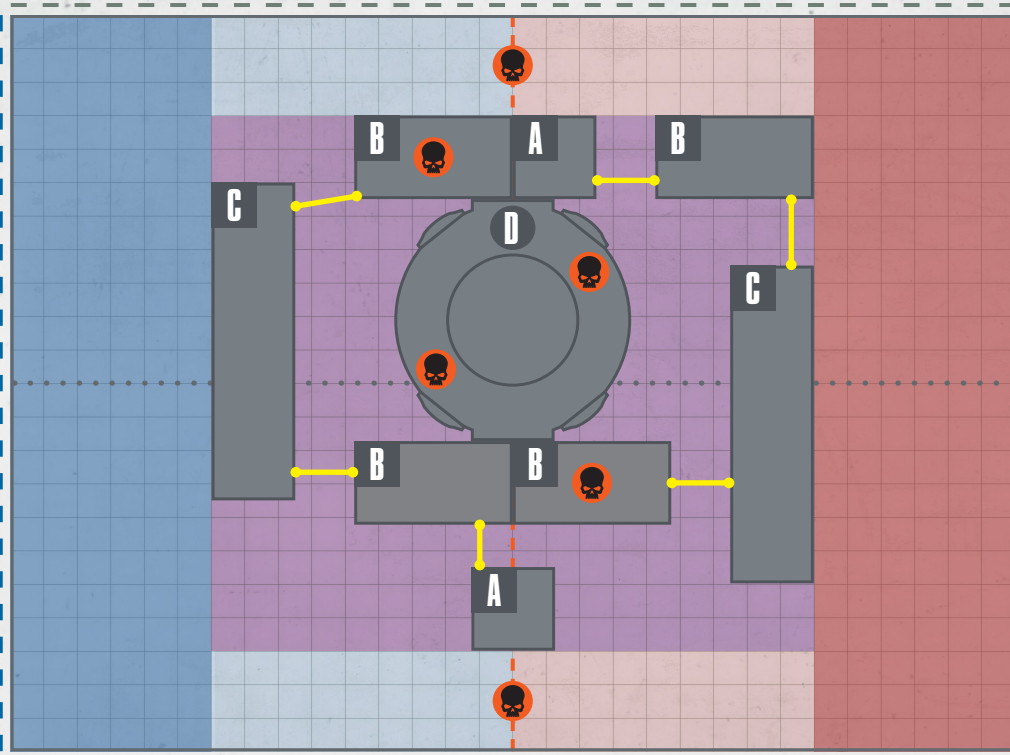
3. FURNACE



4. GENERATORIUM



5. FORGE



5

6. FOUNDRY

