

1  
ARO

**Artful Dodger**

Successfully make a Dodge check to avoid an incoming attack.

1  
PT

**Backdoor Beauty**

Have a single friendly model in your opponent's deployment zone at the end of the active turn.

1  
ARO

**BOOM Headshot!**

Disable an enemy model by using a ranged weapon.

1  
ARO

**Bot Buster!**

Disable an enemy Remote (REM).

1  
PT

**Brief Consolation**

Control the Console with a Specialist Model at the end of the active turn.

1  
PT

**Capture the HVT**

Control the High Value Target with a Specialist Model at the end of the active turn.

1  
ARO

**Catch'em and Kill'em**

Disable an enemy model by using Close Combat.

1  
ARO

**Cherry Picker**

Disable an enemy model by using a weapon with a damage of 14 or higher.

1  
PT

**CLEAR!**

Have a friendly model successfully make a Doctor check, or use a Medikit, by the end of your active turn.



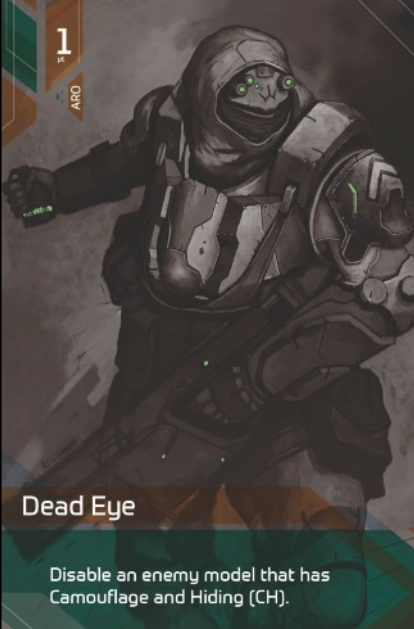
1  
pt



**Danger Close!**

Perform a successful Forward Observer check.

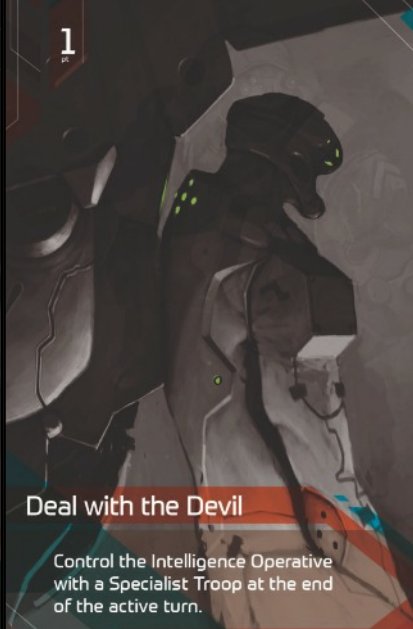
1  
pt  
ARO



**Dead Eye**

Disable an enemy model that has Camouflage and Hiding (CH).


1  
pt



**Deal with the Devil**

Control the Intelligence Operative with a Specialist Troop at the end of the active turn.

1  
pt



**Hit It and Quit It**

Make a Surprise Shot/Surprise Attack that does damage to an enemy model by the end of your active turn.

1  
pt



**Hunt the Hunter**

Disable an enemy Specialist Troop by the end of your active turn.

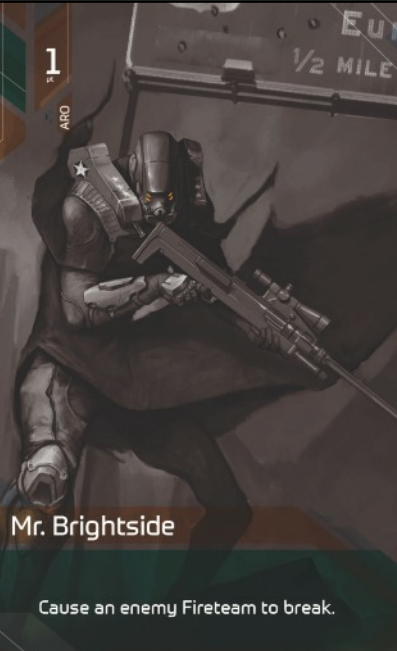
3  
pts



**King of the Castle**

Have a model or models within 6" of the Intelligence Operative, HVT, Crate and Console by the end of your active turn.

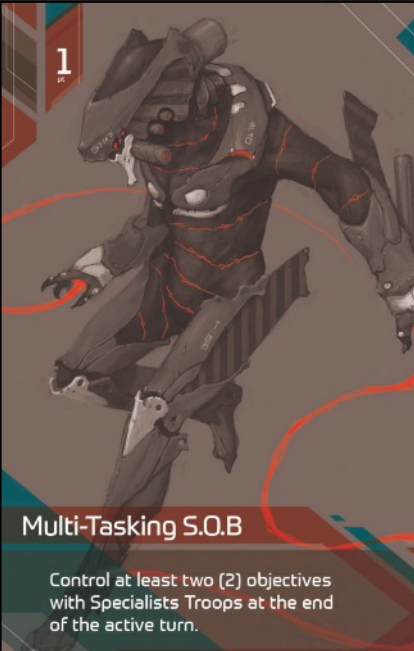
1  
pt  
ARO



**Mr. Brightside**

Cause an enemy Fireteam to break.

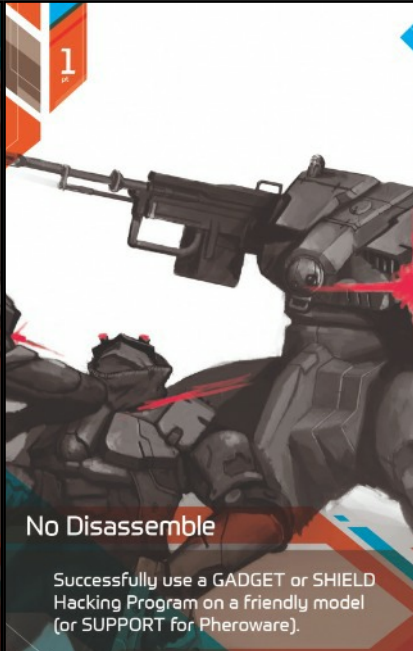
1  
pt



**Multi-Tasking S.O.B**

Control at least two (2) objectives with Specialists Troops at the end of the active turn.

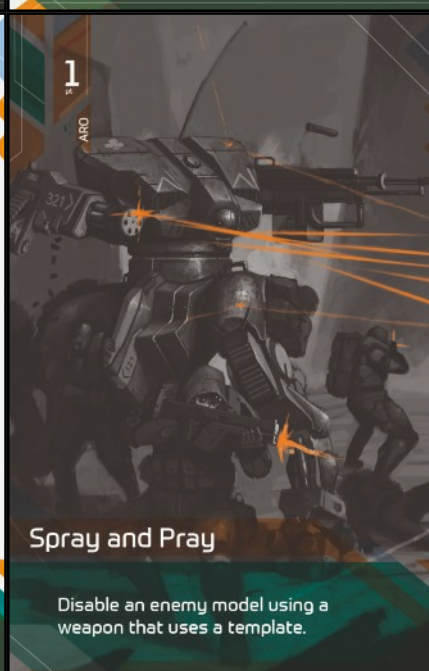
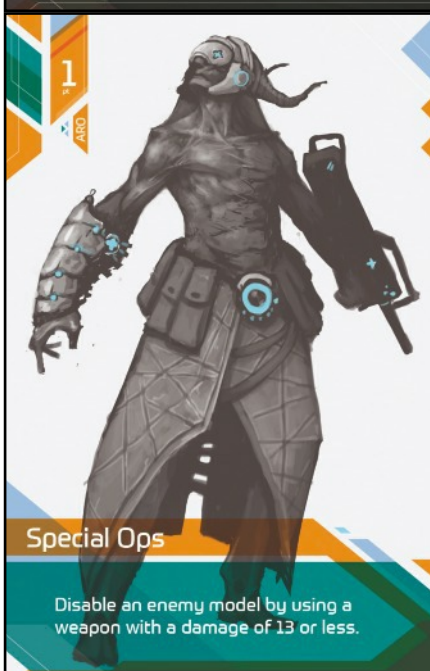
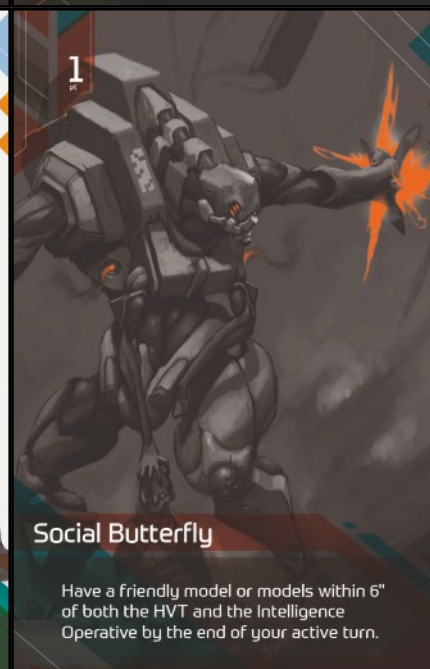
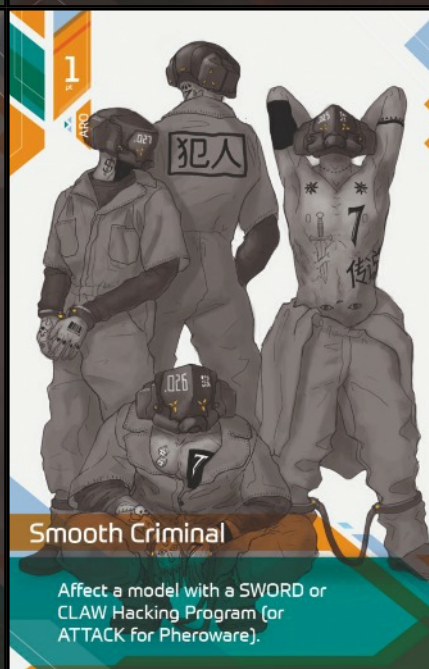
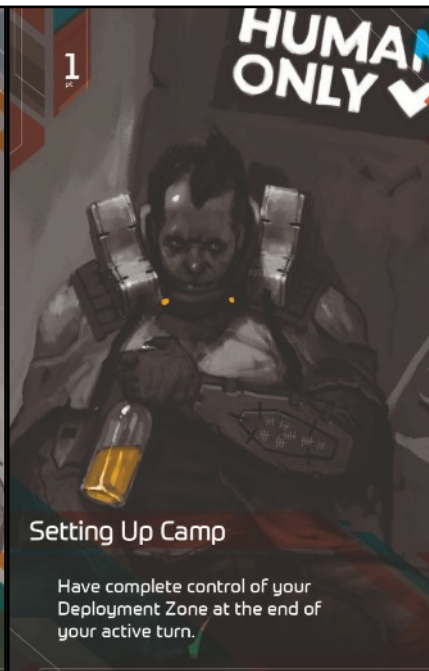
1  
pt




**No Disassemble**

Successfully use a GADGET or SHIELD Hacking Program on a friendly model (or SUPPORT for Pheroware).









1  
pts

### The Collector

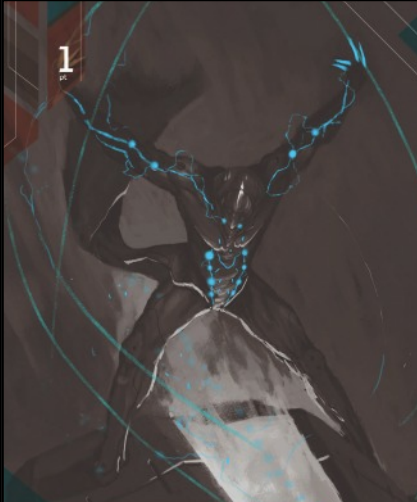
Have a friendly model or Models within 6" of both the Console and the Crate at the end of your active turn.



1  
pts

### Trust Me, I'm an Engineer


Successfully make an Engineering check by the end of your active turn.



1  
pts

### What's in the Box?!

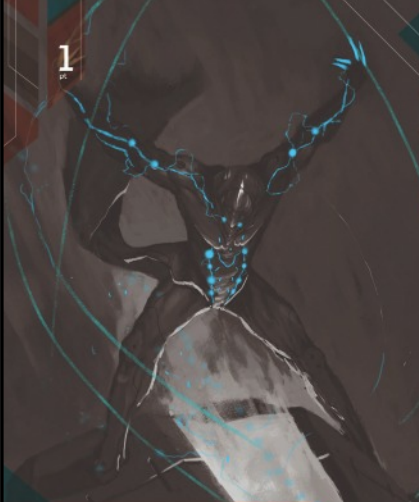
Control the Crate with a Specialist Model at the end of the active turn.



2  
pts

### You're it!

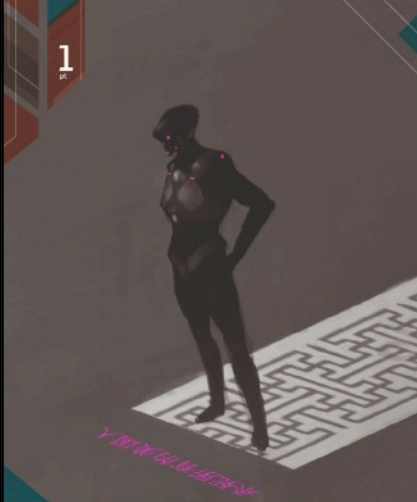
Disable an enemy Tactical Armoured Gear (TAG).



1  
pts

### What's in the Box?!


Control the Crate with a Specialist Model at the end of the active turn.



1  
pts

### Brief Consolation

Control the Console with a Specialist Model at the end of the active turn.



1  
pts

### Capture the HVT

Control the High Value Target with a Specialist Model at the end of the active turn.



1  
pts

### Deal with the Devil

Control the Intelligence Operative with a Specialist Troop at the end of the active turn.

### TACOS MKII GAMEPLAY

**Deployment:** Set up the game as per normal. The player who controls Initiative places the first objective marker, while the player who controls deployment places the second. The process is repeated until all four objectives have been placed.

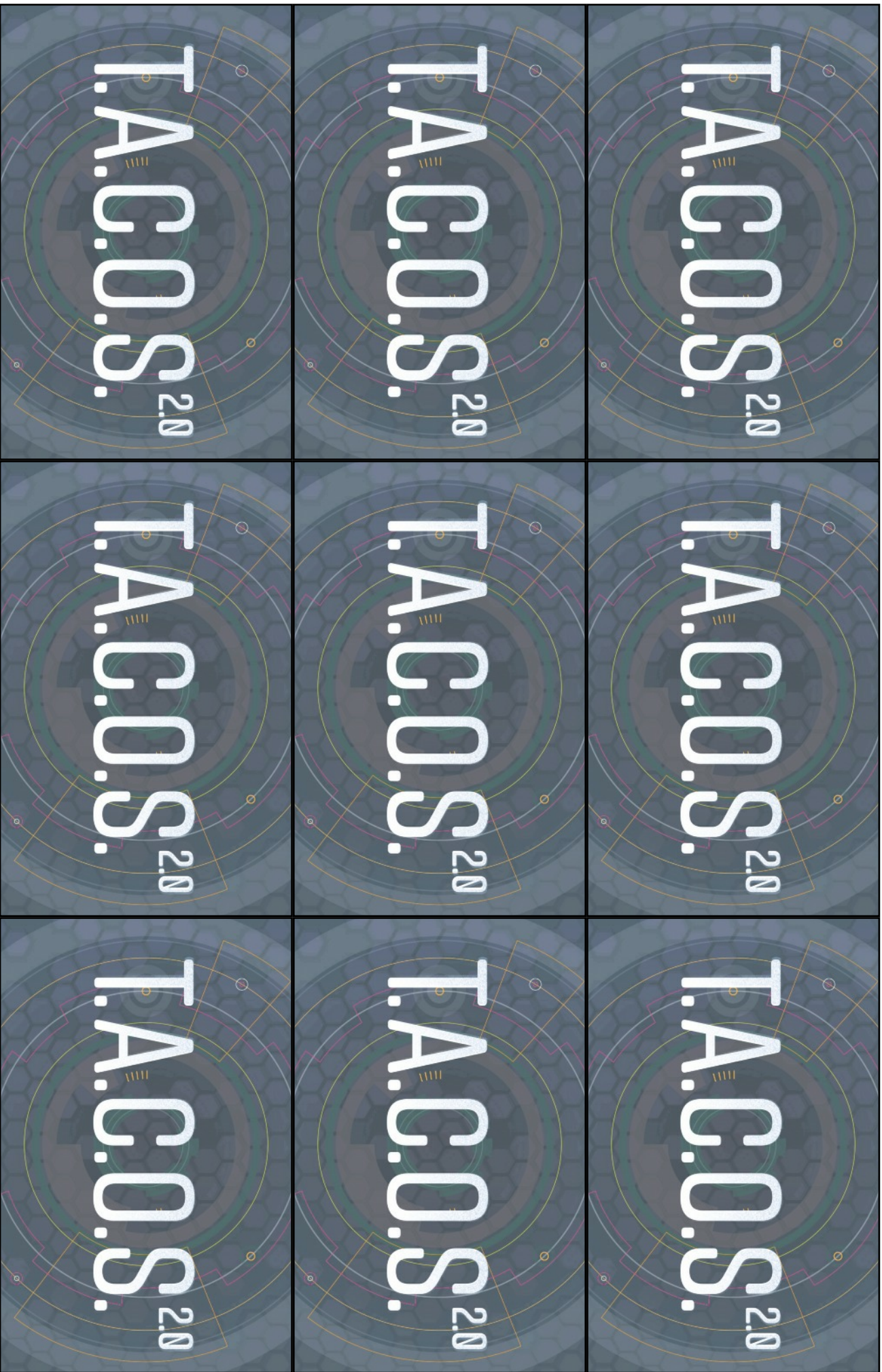
Objectives cannot be placed on top of buildings or within either players deployment zone.

All Objective Markers have a Zone of Exclusion of 8" - this includes all models and other Objective Markers.

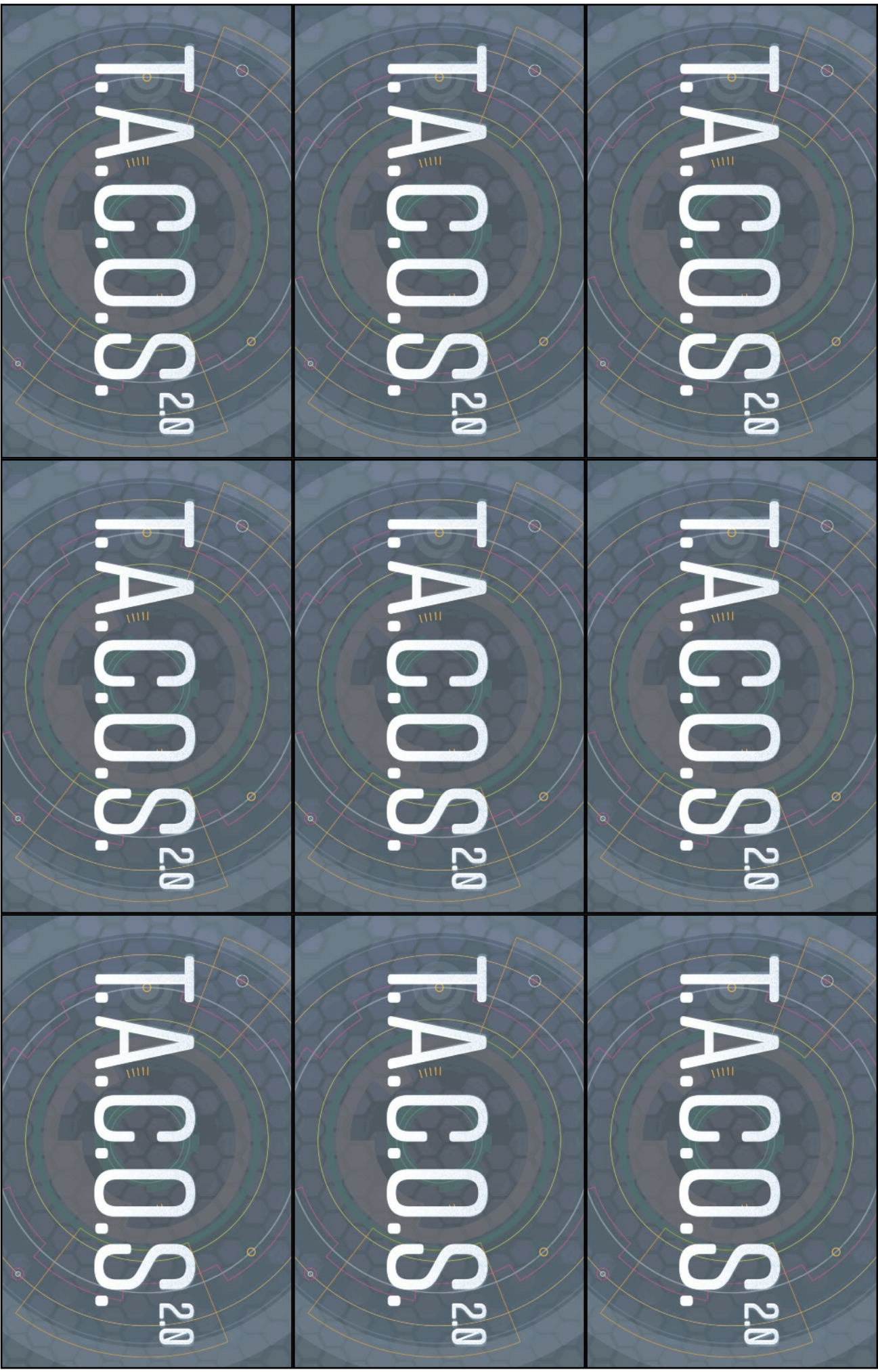
**Gameplay:** In the first round, the first player draws 4 cards and places them face up on the table. In each subsequent turn, the active player may discard one of the cards and then draws until four cards are back in play.

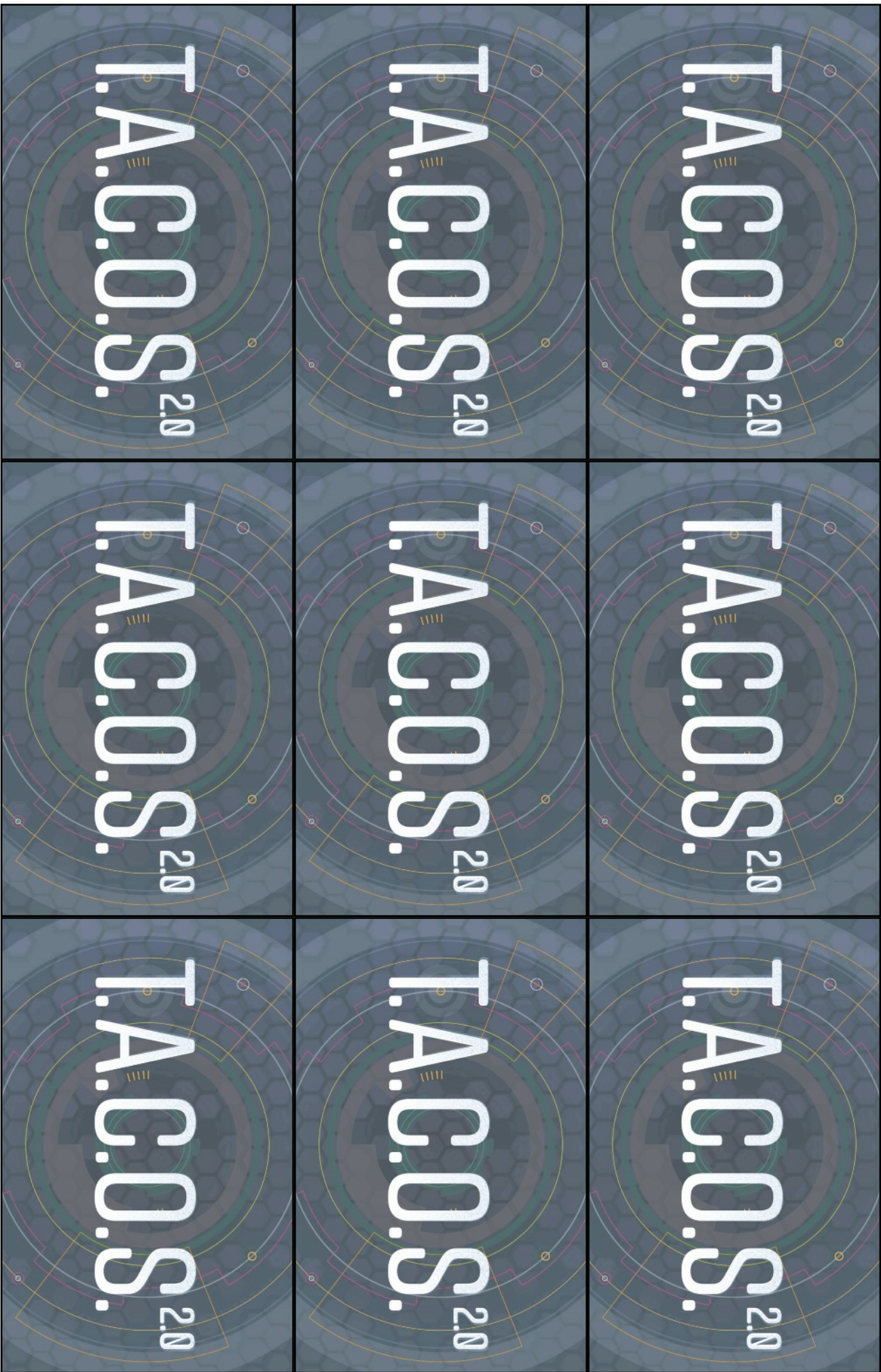
Interacting with an Objective Marker (Crate, Console, Intelligence Operative or HVT) is a short order that requires a successful WIP check.

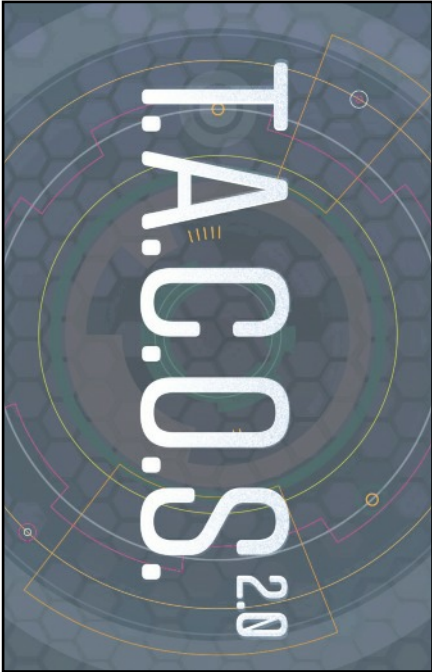
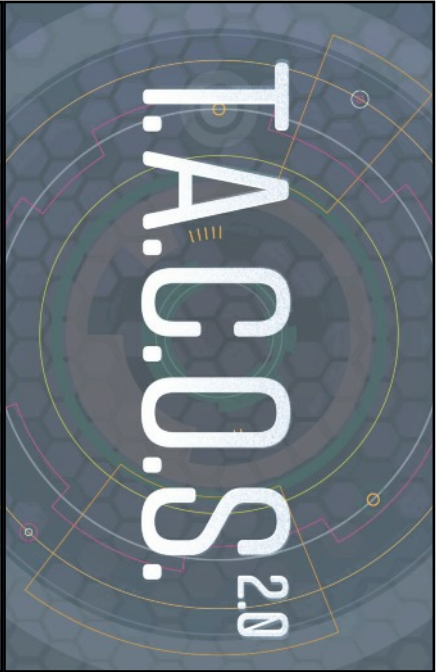
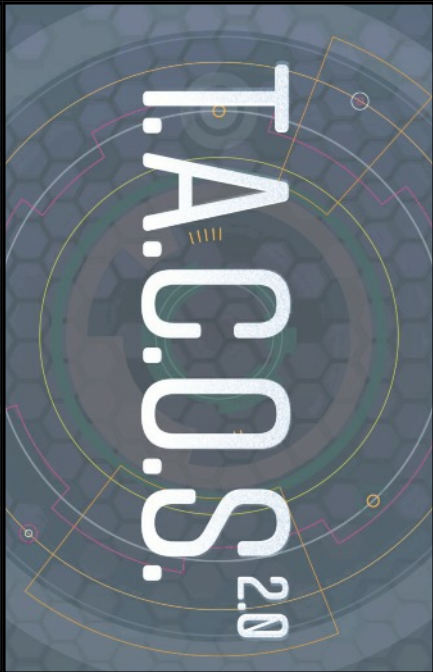
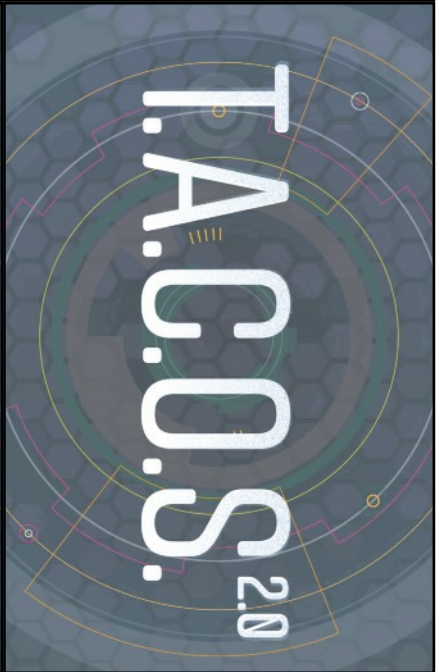
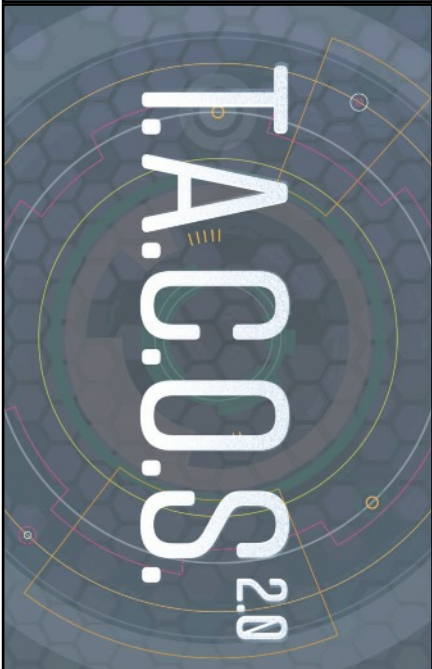
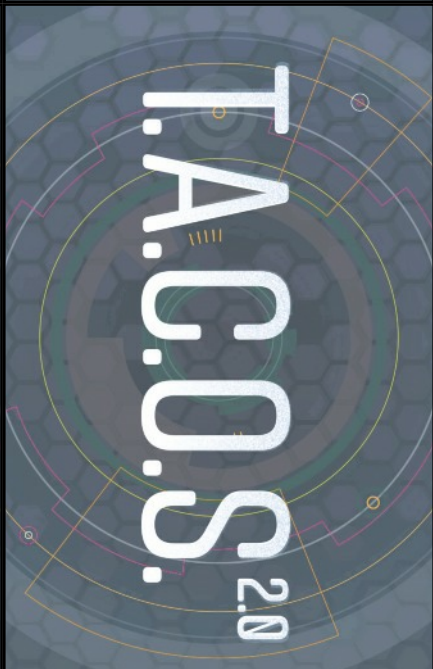
**End of Game:** After the third turn, each player adds up the amount of points they have scored by gaining objective cards. The player with the most points wins the game.









		
		
		<div data-bbox="1161 1473 1302 1500"> <p>Glossary of Terms</p> </div> <div data-bbox="1035 1518 1359 1563"> <p><b>Specialist Model:</b> Any model that has the following designation:</p> </div> <div data-bbox="1035 1572 1407 1637"> <p>Lieutenant, Number 2, Chain of Command, Forward Observer, Hacker, Paramedic, Doctor, Engineer, and Specialist Operative.</p> </div> <div data-bbox="1035 1646 1415 1711"> <p><b>Console:</b> An objective marker on a 25mm base that is clearly designated as the Console. It is S2 for gameplay purposes.</p> </div> <div data-bbox="1035 1720 1415 1805"> <p><b>High-Value target (HVT):</b> An objective marker on a 25mm base that is clearly designated as the HVT. It can be represented by an S2 civilian model.</p> </div> <div data-bbox="1035 1814 1415 1899"> <p><b>Intelligence Operative:</b> An objective marker on a 25mm base that is clearly designated as the Intelligence Operative. It can be represented by an S2 civilian model.</p> </div> <div data-bbox="1035 1908 1422 1973"> <p><b>Crate:</b> An objective marker on a 40mm base that is clearly designated as the Crate. It is S5 for gameplay purposes.</p> </div> <div data-bbox="1035 1982 1404 2047"> <p><b>Disabled:</b> A model that has been reduced to a null state - ie. unconscious, disabled, destroyed or dead.</p> </div>