

# HIDDEN AGENDAS

**Hidden Agendas are secondary objectives that represent the secret goals of the armies fighting a battle. Achieving your army's Hidden Agenda can turn a drawn battle into a victory. They can be used in any game.**

If you are using the Hidden Agenda rules, after both armies have been set up, but before the battle begins, you must secretly pick 1 of them to apply to your army for that battle. You must record this, either by writing it down on a piece of paper, by placing a card with the name of the Hidden Agenda face-down on the table, or by hiding a twelve-sided dice under a cup with the number of the Hidden Agenda uppermost. When you complete the Hidden Agenda, reveal the piece of paper/card/dice to show that the Hidden Agenda has been completed.

If you complete your Hidden Agenda, then you can roll on the Triumph table in your next battle even if you did not achieve a **major victory**. If you complete your Hidden Agenda and you achieved a **major victory**, you can roll twice on the Triumph table in your next battle instead of only once (if you roll the same triumph twice, you can use it twice during that battle).

## STARTING ARMIES

Several Hidden Agendas refer to a player's 'starting army'. A player's starting army is made up of the units from the army that were set up before the first battle round, including any units that were set up in reserve before the battle began. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play (for example, units from a Legions of Nagash army returned to play by the Endless Legions battle trait would not count as a unit from the player's starting army).

Note that unless a Hidden Agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete the Hidden Agenda.

## UNIT TYPES

Sometimes a Hidden Agenda will refer to a type of unit, such as a Battleline unit. A unit's type is listed in its Pitched Battle profile.

### HIDDEN AGENDA SECRET MISSION

You can complete this Hidden Agenda in any battleshock phase if a friendly **HERO** is wholly within enemy territory, within 1" of the edge of the battlefield, and more than 12" from friendly territory. You can remove that **HERO** from play to immediately complete this Hidden Agenda.

### HIDDEN AGENDA ANCIENT HEIRLOOMS

You complete this Hidden Agenda if any friendly **HEROES** with an artefact of power are on the battlefield at the end of the battle.

### HIDDEN AGENDA TERRIFY

You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.

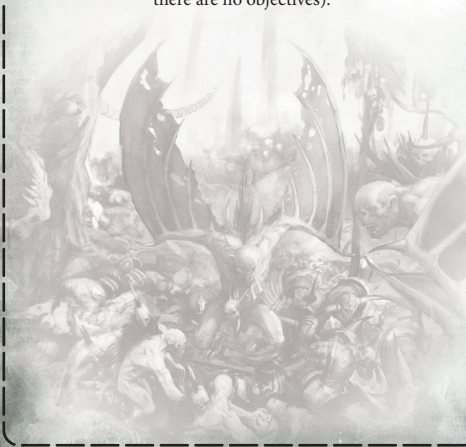
### HIDDEN AGENDA INVADE

You complete this Hidden Agenda if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.



### HIDDEN AGENDA SEIZE

You complete this Hidden Agenda if you control more objectives than your opponent at the end of the battle (this Hidden Agenda cannot be completed if there are no objectives).



### HIDDEN AGENDA DEFEND

You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.



### HIDDEN AGENDA SLAY

You complete this Hidden Agenda if the **HERO** with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more **HEROES** are eligible, slay any of them.



### HIDDEN AGENDA CONSERVE

You complete this Hidden Agenda if at least one third of the units from your starting army (rounding up) have not been destroyed and are on the battlefield at the end of the battle.



### HIDDEN AGENDA ATTRITION

You complete this Hidden Agenda if at least two thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battlefield at the end of the battle.



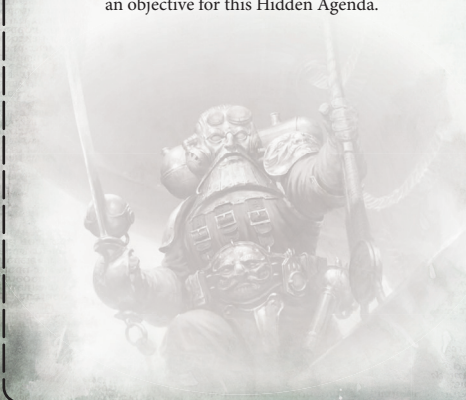
### HIDDEN AGENDA LINEBREAKER

You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battlefield at the end of the battle.



### HIDDEN AGENDA CENTRE GROUND

You complete this Hidden Agenda if you control the objective closest to the centre of the battlefield at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count **HEROES** as 10 models when determining control of an objective for this Hidden Agenda.



### HIDDEN AGENDA SACRIFICE

You complete this Hidden Agenda immediately if the **HERO** with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy **HERO** or **MONSTER**.

