



## GOAL

### THE PEACEKEEPERS

The Council has hired you to retake Lavafall district, and clean the streets of spells, monsters and insurrectionists.



**Battle:** 5 rounds or until time runs out.

| Fulfill these to earn ...             | Coins |
|---------------------------------------|-------|
| Control more objectives than opponent | 6     |
| Fulfill Hidden Agenda                 | 5     |
| Dispel Endless Spell                  | D3    |
| Take out wild Monster                 | D3    |
| Take out REVOLUTIONARIES unit         | D3    |

| Buy these by spending...                                    | Coins     |
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| Draw an EQUIPMENT card                                      | 3         |
| Draw a TREACHERY card                                       | 4         |
| Hire a SPELLHUNTER HERO                                     | 10        |
| Hire a MERCENARY unit (max 250pts, except Gotrek Gurnisson) | 1 = 10pts |

After each battle, 1 unit can become a Veteran.

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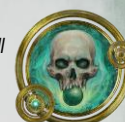
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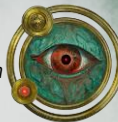
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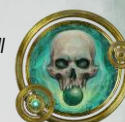
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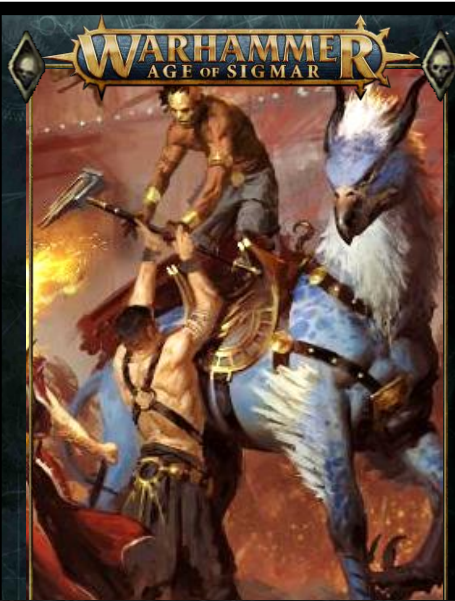
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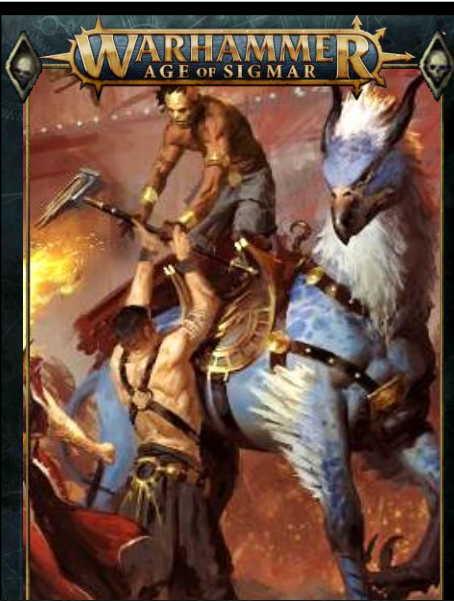
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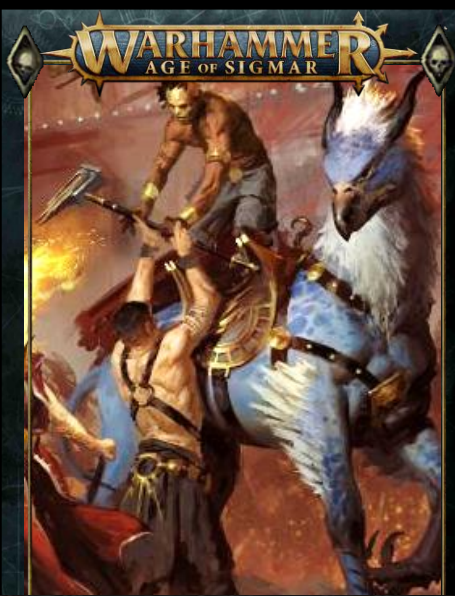
HIDDEN AGENDA



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### 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.

Enemy Territory is considered to be anywhere within 6" of the opposite table edge.



### 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.

Enemy Territory is considered to be anywhere within 6" of the opposite table edge.



### 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.



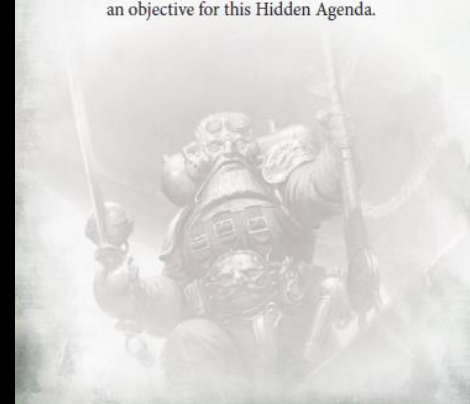
### HIDDEN AGENDA **ATTRITION**

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.



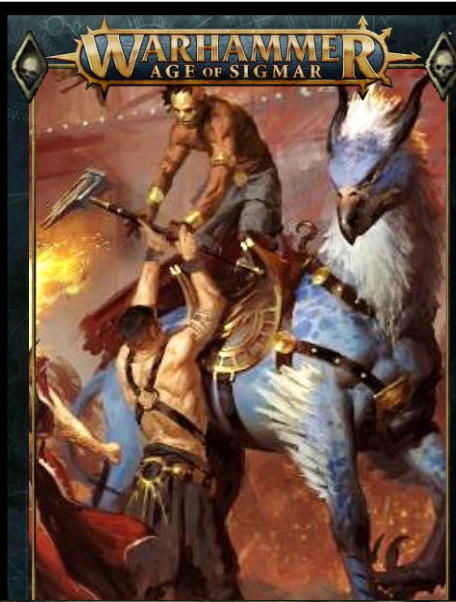
### HIDDEN AGENDA **CENTRE GROUND**

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



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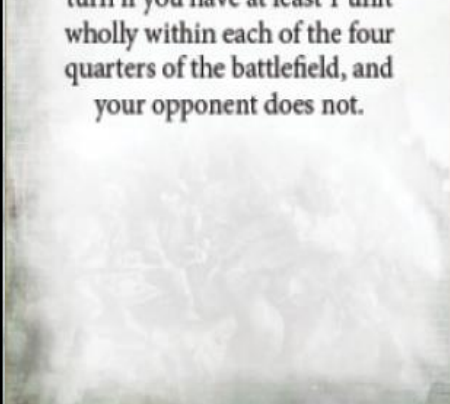
### HIDDEN AGENDA **SACRIFICE**

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**.



### • HIDDEN AGENDA • **OVERRUN**

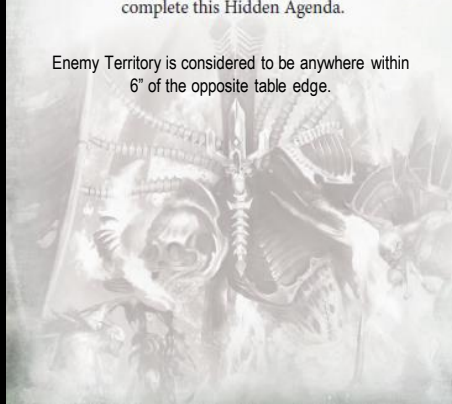
You complete this Hidden Agenda at the end of any turn if you have at least 1 unit wholly within each of the four quarters of the battlefield, and your opponent does not.



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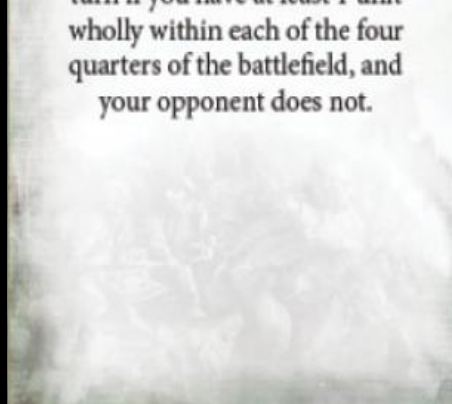
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## INVADE!

At the end of the battle, if at least half of the enemy fighters have been taken out, and you have one or more models in each table quadrant, you fulfill this Agenda.

Finally, roll off against your opponent, and add +1 if you also took out their Leader. If you win, you can steal a territory from your opponent.

## THE GUNPOWDER PLOT

When you set up your warband, add a Barrel marker to one of your fighters. The barrel can be carried by a model after coming within 1" of it, but the model must move at half speed (round down).

If by the end of the battle you have a model on an upper platform still carrying the barrel, you fulfill this Agenda. Further, roll off against your opponent. If you succeed, the opponent loses one Territory but your model has to roll for Critical Injuries.

Additionally, you can select a point on any one Age of Sigmar table, and all units within 6" of it immediately suffer 2D6 mortal wounds, and all buildings in range are set on fire.

## SAVE THE NOBLE!

Place a REVOLUTIONARY model (the Noble) on the table, anywhere that is 6" or more from the table edge, and on top of a platform.

When one of your fighters comes within 1" of the Noble, choose:

**Honour (Rebels):** you must protect the Noble. Treat it as an objective you must control. If you fulfill this Agenda, you can also draw a Treachery card, or make any player discard a Treachery card (even AoS players!).

**Might (Peacekeepers, Raiders):** you dispatch this rebellious creature. You fulfill this Agenda and earn an extra D3 coin.

## THE CHAMPION

Complete this Agenda if the enemy Leader has been taken out but yours has not.

## CONCEALED ARTEFACT

Secretly note down one of your fighters to be carrying the concealed Artefact. The fighter must be on the battlefield.

At the start of the combat phase of the third round, reveal who was carrying it.

At the end of the battle, you complete this Agenda if that fighter has not been taken out. Also, either roll on the lesser artefacts table or allow an AoS player to draw an Equipment card.

## SHOWOFF

You complete this hidden Agenda if you use a [Quad] for an ability that requires a [double].





### **GOLIATH SLAYER**



You complete this Agenda immediately if an enemy fighter with a wounds characteristic of 30 or more is taken down by an attack action made by a friendly fighter with a wounds characteristic of 10 or less.

### **HOLD THE CENTER**



At the end of the battle, you complete this hidden agenda if 1 or more friendly fighters are within 6" horizontally of the center of the battlefield and no enemy fighters are within 6" horizontally of the center of the battlefield.

### **PRUDENT WARRIOR**



At the end of the battle, you complete this hidden agenda if you have 3 or more wild dice that have not been used in the battle.

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