

HIDDEN AGENDA

OVERVIEW

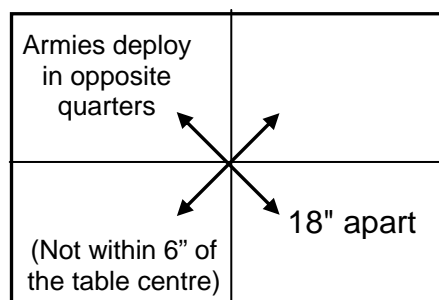
Solar flares strike the planet, alternating brilliant sun flash with moments of utter darkness. Both armies seek to gain advantage in the confusion to capture secret, strategic objectives.

SCENARIO SPECIAL RULES

Hidden Agenda uses the *Sun Flares* (see below) and *Night Fighting* scenario special rules.

SET-UP

1. Divide the board into four quarters. Both players roll a die, the player with the highest score may choose which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. The objective of this mission is to control quarters. However, each army has its own agenda, and values some locations to be more strategic than others. Each player should secretly write down a value for each quarter, ranked from 1 to 4, where 4 is MOST important, and 1 is LEAST important. It is best to do this in the form of a grid with an asterisk that marks your deployment zone, so that there is no confusion at the game's end.
3. The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
4. No unit can be deployed within 18" of the enemy OR within 6" of the table centre at the start of the game. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
5. Roll for who gets first turn. Highest score may choose whether to go first or second.



SPECIAL RULES

Sun Flares

Sun flares scorch the heavens, changing visibility at a moment's notice. At the start of the game, roll a die. On a result of 4+, the game begins in Night Fighting conditions (p.84). At the start of each complete turn, roll to see if conditions change. On a roll of 4+, they are reversed (thus, Night becomes Day, or vice versa). On any other result, they stay the same. Repeat testing each turn until the game ends.

MISSION OBJECTIVE

The objective of this mission is to capture table quarters. To control a table quarter there must be NO scoring enemy units and at least one scoring unit of your own in the quarter. A unit can only occupy one quarter.

When you have determined who controls which quarter, both players should reveal the quarter allocation grid that each noted down at the start of the game. Players score points according to the value they placed on each quarter; thus, if you control the quarters you ranked 3 and 2, you will get 5 points. The player with the highest number of points wins. If both players score an equal number of points, the game is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You control all four quarters. (+1 BP)

LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

CREDIT

This mission is adapted with permission from the mission "Prioritize Release", from the website [Station 2246 \(www.geocities.com Area51 Station 2246\)](http://www.geocities.com/Area51/Station2246/)