

# BATTLEZONE MANUFACTORUM AGENDAS

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If the battlefield for your Crusade battle features any **BATTLEZONE MANUFACTORUM** terrain features, you can select one Agenda from the Battlezone Manufactorum Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

## SECURE THE CARGO

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### *Battlezone Manufactorum Agenda*

*Abandoned cargo containers can prove to be a treasure trove of useful supplies. Take our forces and secure them ready for transportation, but you should also ensure the supplies are useful before we divert crucial resources for their recovery.*

Keep a Cargo tally for each unit from your army. Add 1 to a unit's Cargo tally each time it successfully completes the following action:

**Secure the Cargo (Action):** One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is within 1" of a **MUNITORUM ARMOURED CONTAINER** terrain feature that has not yet had this action completed on it. The action is completed at the end of your turn.

Each unit gains a number of experience points equal to their Cargo tally.

## PLACE BEACONS

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### *Battlezone Manufactorum Agenda*

*The dense urban environment is ensuring our scanners make hard work of tracking enemy force movements. If you can set up a series of beacons on the high points in the local area, we can triangulate the signals more effectively.*

After choosing deployment zones, select up to three **RUINS** terrain features that have the Obscuring trait that are not within your deployment zone. At the end of your Movement phase, if a unit from your army is within one of those terrain features they can place a beacon in it. That unit gains 2 experience points. Each selected **RUIN** can only have one beacon placed in it.

## ASSIST IN THE REPAIRS

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### *Battlezone Manufactorum Agenda*

*This campaign has taken a toll on our vehicles. Luckily, this area contains a series of maintenance shops. Keep our vehicles in peak condition to ensure our victory.*

Each time a **VEHICLE** unit from your army regains any lost wounds from the Engine Maintenance ability of a **BATTLEZONE MANUFACTORUM ENGINE SHED**, you can select one unit that is within that terrain feature. That unit gains 1 experience point.

## SIPHON ENERGY

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### *Battlezone Manufactorum Agenda*

*Our mobile power supplies are running low. Your forces have been equipped with a series of portable power cores. Charge these at the designated locations and return them to us.*

Keep a Siphon Energy tally for each unit from your army. Add 1 to a unit's Siphon Energy tally each time it successfully completes the following action:

**Siphon Energy (Action):** One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is within 1" of a Thermo Coil Regulator pipe section. The action is completed at the end of your turn.

Each unit gains a number of experience points equal to their Siphon Energy tally.