

1st Roll	2nd Roll	Agenda
1-3	1	Heroic Duel: Kill an enemy character with the Leader keyword with a friendly character with the Leader keyword.
	2	Hostile Takeover: Kill an enemy character with the Leader keyword with a friendly character with the Hero keyword.
	3	Ideas Above Your Station: Kill an enemy character with either the Leader or Hero keywords with a friendly character with the Henchman keyword.
	4	Inspiring Leadership: Have a friendly character with the Leader keyword in base contact with 2 or more enemy characters at the same time.
	5	Decoy: Have a friendly character with either the Hero or Henchman keywords in base contact with 3 or more enemy characters at the same time.
	6	Bully: Grapple an enemy character into base contact with a friendly character.
	7	One-Person Army: Kill 3 enemy characters with a friendly character with the Leader keyword.
	8	Cut Them Down: Kill 3 enemy characters with any number of friendly characters with the Hero keyword.
	9	Blood Frenzy: Kill 3 enemy characters with any number of friendly characters with the Henchman keyword.
	10	The Gods Guide Us: Use all of the Will Points of at least 3 friendly characters that start the game with Will Points.
4-6	1	Will be Done: Use 6 Will Points in a single round.
	2	Lead From the Front: Use all of the Command Points of at least 2 friendly characters that start the game with Command Points.
	3	Following Orders: Use 2 Command Abilities in a single round.
	4	Scouting the Land: Have 3 friendly characters at least 6" above ground level on any point of the board outside of your deployment zone.
	5	Approach by Water: Have 3 friendly characters without the Water Creature special rule in water outside of your deployment zone.
	6	Acrobatic Display: Make 3 successful Jump actions that move at least 4" in a single character's turn.
	7	Watery Grave: Kill an enemy character with a Drown action.
	8	Let the Tide Take Them: Perform a Drown action on 3 different enemy characters.
	9	Death From Above: Make 2 charges from above with 1 friendly character.
	10	Draw Them In: Disengage 2 times with 1 friendly character.

Agendas

Agendas are drawn randomly from the list here. Agenda cards are available to make this process easier, but you can instead roll two dice to randomly determine which Agendas are drawn. The first dice determines which table to use, and the second dice determines the Agenda itself. After drawing all your Agendas, if there are any that are completely impossible or duplicated, discard them and draw replacements instead.

For example, drawing the Unholy Power Agenda to make three Cast Spell actions in one turn when you have no characters with the Mage special rule.

1st Roll	2nd Roll	Agenda
7-9	1	No Mercy: Cause at least 8 points of Damage to an enemy character during a single character's turn.
	2	Venetian Sniper: Kill an enemy character with Combat action from at least 6" away.
	3	Get Them Wet: Grapple 2 enemy characters into a canal.
	4	Unholy Power: Successfully make 3 Cast Spell actions in a single turn.
	5	Hold Ground: Make Guard actions with 3 friendly characters in 1 round.
	6	Silence the Witch: Attempt to Dispel 3 enemy Magic Spells.
	7	Follow Your Fate: Re-roll 6 dice in 1 round.
	8	Over the Rooftops: Make 4 successful Jump actions that move at least 4" with any number of characters in 1 round.
	9	Keep the Monsters at Bay: Kill an enemy character with a larger base size.
	10	Don't Let Them Hide: Kill an enemy character while they are in Cover.
10	1	Get to Ground: Perform 3 controlled landings with any number of characters in 1 round.
	2	Daredevil: Have a friendly character survive a fall of at least 6".
	3	High Dive: Fall into water 3 times. This can be done with any number of characters.
	4	Aquatic Attack: Perform 3 Dive actions with any number of characters in 1 round.
	5	Hold Your Breath: Have a friendly character perform 2 Dive actions in 2 subsequent rounds.