Estragon's Island: A Warhammer Games-Mastered Campaign

Part 1, The Players' Packet

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With disgust, Bürgermeister Geltmacher scowled at the wet wood hissing in the fireplace of the great hall. He had ordered the lamps lit and the fire stoked to make his hall look as inviting and prosperous as possible. The man he was about to meet had something of a reputation, and Geltmacher had wanted to make an impression. Instead of a warm, roaring fire, however, the mercenary would be greeted by nothing more than steam and wet smoke.

The Bürgermeister's Chamberlain disturbed Geltmacher's concerned meditations by announcing, "Captain von Schädel, sir." A man, thin but hard, entered the hall warily and made a quick bow – a bow not quite low enough to meet the courtly standards of the day, but one that demonstrated a perfect economy of motion, a warrior's bow.

Geltmacher wasted little time with pleasantries. "I want to hire you and your men, von Schädel. An uncharted island has been discovered southwest of Magritta. There are rumors – rumors of beasts, treasures, and artifacts of terrible power. Rumors do me no good. I need answers, and I need to keep my enemies away from any wealth or weapons that might be on that island. I need you to go to the island, explore it, and bring back any treasure and anything that might be of value to our military or my court wizard."

Von Schädel said nothing, but a greedy, piratical gleam came into his eye. Geltmacher glared contemptuously at the mercenary and continued. "I've arranged for four of my fastest ships to carry you and your men to the island. For your services, you will receive 2,000 crowns plus a tenth of whatever you bring back." Geltmacher paused. "And know that Commodore Waechter has been instructed to keep you honest."

Von Schädel smiled a wry smile. "When do we leave?"

Estragon's Island is a Games-Mastered, map-based Warhammer campaign inspired in part by the campaign guidelines in **The**

General's Compendium. The campaign can be played by two to five players, plus a neutral Games Master (GM). The campaign is a quest-style game in which armies land on the island, explore it, and try to find Items of Power. Each player begins with a large army, which he divides into a number of smaller banners. These banners become the player's "pawns" on the overall map. When two enemy banners are proximate, a battle may take place. The ultimate goal of the campaign is to retrieve a number of magic items, relics of great power that perhaps once belonged to the fabled Don Diego Estragon.

Players and GMs alike should begin by scanning Chapters 2 and 4 of **The General's Compendium** to get a general idea of how map-based and GM campaigns work. Then, both players and GMs should read the Players' Packet by following the links below. The Player's Packet contains all the information players will need to know to participate in the campaign. GMs, too, will find the information essential and will also need to read the second part of this campaign, the GM's Packet, which will be published in **White Dwarf 297**. Players should not read the GM's Packet. Also, players should not follow the link to download a printable copy of the campaign map. The GM will supply all players with a copy of the campaign map when the time comes for the campaign to begin.

Follow the links below to read the Players' Packet.

Introduction
Getting Started & Force Organization
Campaign Turn Sequence
      Write Orders
      Random Encounters and Events
      First Movement and Scouting
      Parley and Parley Reaction
      Battles
      Recovery and Reorganization
      Complete Movement and Scouting
      Special Orders
Allies & Sharing Information
Baggage
Map Management
Victory Conditions
Example of a Campaign Turn
Download the Map (GM's Eyes Only)
Download a Printer-Friendly Players' Packet

INTRODUCTION

Throughout the early decades of the 24th century (Imperial Calendar) Don Diego Estragon, Estalian merchant and explorer, worked to acquire a vast amount of wealth. He owned a fleet of ships that sailed the globe and regularly traded with Araban and Cathayan merchants and occasionally even the people and other races of Lustria. His mansion in Magritta rivaled that of the local Prince, and it is said that the man attracted as many enemies as he did sycophants and lovers. He survived many assassination attempts and many slanderous attacks on his character, including some that stated that he was secretly a mage who practiced the Dark Arts. Estragon seemed to weather all of these attacks – be they with words or swords - with grace and good humor. Though many envied his wealth, prestige, and success, few could deny that he was an affable, charismatic man whose boldness and bravado were admirable.

In 2348, Estragon set off with a great fleet of ships, each loaded to the gunwales with trade goods from all over the Old World. Estragon planned to circumnavigate the globe and trade with merchants, craftsmen, and artisans of all kinds. If the trip had proved successful, Estragon would have returned with more than a king's ransom in exotic goods and could well have become the richest man in the Old World. Neither Estragon nor any of his ships or crews, however, returned from the voyage.

Little is known about Estragon's disappearance. Some say his armada went down in a massive gale that struck the Great Ocean some weeks after Estragon's departure. Others say that Estragon took a Cathayan wife and settled as lord of a large province in an eastern kingdom. Others claim that Estragon became corrupted by the power of Chaos and that he and his fleet now serve the Dark Gods. Still others claim that Estragon's trading mission failed and that he and his sailors settled on a small island where Estragon ruled as a pirate king. Hack writers in the Old World have seized upon and embellished Estragon's tale, and many an imaginative "penny dreadful" circulates among the literate of the Old World. These works of popular fiction detail the imagined exploits of this romantic Estalian figure.

Sailors of the Old World have since reported sightings of what they call Estragon's Island, a magical, dangerous place that, if it exists, seems to shift its location from

time to time. Most believe that the stories of Estragon's Island are little more than sailors' superstitions, but those who claim to have seen this it report a lush, exotic, tropical island that hides many treasures, artifacts, and monsters. Whatever the case may be, Estragon is certainly long dead, as he was born over 200 years ago. Until recently, most rational observers would have concluded that his fate was likely to have remained a mystery forever.

Over the past few weeks, however, more reliable accounts of Estragon's Island have come to the fore. Respected merchants and hardened military captains and admirals have reported sighting a heretofore uncharted island in the Great Ocean some 400 miles southwest of the shores of Estalia. Rumors have begun to circulate. Could it be the fabled Estragon's Island of song and story? If so, are ancient treasures and relics to be found there? Both the opportunity and the mystery are too good for your lords and masters to pass up. As general of a considerable armed force, you have been dispatched to explore the island and bring back as much wealth and as many Items of Power as you can manage. You will be provided with a map of Estragon's Island, which has been brought forth from a dusty and largely forgotten part of an infrequently used library. You will also begin your journey armed with several rumors that the ships' crews have passed along to your superiors. Use this information as you see fit.

*   *   *

As you and your forces will quickly learn, the island in question is indeed Estragon's Island. In order to return to your superiors with honor, you and your forces must collect the Items of Power that are rumored to have found their way to the island. They are the Crown of Estragon, a magical crown rumored to increase the air of authority of he who wears it; the Cursed Chest, a Cathayan box that holds treasures so valuable that they could feed a nation for a year if only the curse could be lifted; the Rod of Pharakh, which is said to bestow upon its bearer power over the dead; the Scythe of Change, a weapon rumored to be tainted with the touch of one of the Gods of Chaos; and the Cathayan Robe, an enchanted garment said to increase the power of wizards who wear it. If you and your forces can return home with three of these five Items of Power, you will win the campaign.

Like most Games-Mastered campaigns, Estragon's Island allows the players to try out creative strategies not necessarily covered by the standard Warhammer rules. Care to draft an allied contingent into your force? Have an idea in mind for a crazy new engine of war? Want to build a watchtower on top of a mountain to spy on your opponents? Such things are possible, as long as the GM permits them, and you can work out the rules with him.

Another exciting feature of this campaign is the element of secrecy and surprise. Players do not know what other armies they might face, where their enemies are located, and perhaps even who else is playing in the campaign (though members of small gaming clubs should be able to figure out this much). Though this campaign is map-based, only the GM will keep a copy of the master map and know every banner's position thereupon. Players must play largely "blind" and make discoveries as they go. Thus, part of your force could be a fraction of a mile away from your most hated foe and not know it!

As the campaign progresses, each banner will fight battles against enemy banners and other GM-controlled forces or monsters, forge allegiances, and hopefully, collect enough of Estragon's relics to win the campaign. Thus, players have to do more than simply out-fight their foes in each battle. Players have to out-think and out-maneuver their opponents on a grand scale as well.

GETTING STARTED & FORCE ORGANIZATION

Getting Started. Players will need the following to begin the campaign:

A copy of this packet (download a pdf of the file [here](#)).

An army list broken down into banners and lists of resources.

A map of Estragon's Island (your GM will provide you with a map).

A list of rumors about Estragon's Island (your GM will provide you with this list).

Models to represent forces and other resources.

Starting Forces & Resources. Players begin by building a 4,000-point army per the normal Warhammer rules. As long as the GM approves, ALL army lists are acceptable: the standard ones in the Warhammer Army books, the alternative ones in the backs of the Army books (e.g., Empire Artillery Trains of Nuln, Dark Elf Raiding Armies, Dwarfen Throngs of Karak Kadrin), the lists in the Storm of Chaos book, or any list compatible with Sixth Edition Warhammer from **Ravening Hordes, Warhammer Chronicles, White Dwarf, Citadel Journal, Black Gobbo,** or any other GW publication. Some GMs may even allow players to create original army lists.

Players also begin the campaign with 1,000 Gold Crowns (GC). This wealth can be used in one or more of the following ways.

Up to 500 GC can be used to hire additional troops (though not characters) from your army list (1 GC = 1 point to be spent on troops; e.g., 165 GC could hire a 165-point unit of Dwarf Warriors). These troops do not count for or against the minimum and maximum number of Core, Special, and Rare choices in your army.

To hire Dogs of War units (1 GC = 1 point to be spent on troops; e.g., 180 GC could hire a 180-point unit of Marksmen of Miragliano). This is the only way for players to include Dogs of War in their Starting Forces (unless, of course, they are playing a Dogs of War army). These troops do not count for or against the minimum and maximum number of characters, Core, Special, and Rare choices in your army.

To purchase a cache of "consumable," one-use Magic Items, Troop types, and other items like Dispel Scrolls, Warpstone, Night Goblin Fanatics, and Dark Elf poisons (1 GC = 1 point to be spent on consumables; e.g., 25 GC could buy a 25-point Dispel Scroll).

To purchase special equipment, animals, or supplies such as siege equipment, tools, small boats, wagons, pack animals, building materials, and the like. Where the Warhammer rules provide a points value for such items, the standard conversion rate (1 GC = 1 point) should be used. Otherwise, the GM must approve the item(s) in question and set a points value for it (them). For more details on how such special items might be used, see **Special Orders** below.

To create a kitty for traveling expenses. Little is known about Estragon's Island. Having some gold to grease a few palms, purchase supplies, and hire mercenaries may (or may not) be useful.

Once the 4,000-point army is created and the 1,000 GCs have been spent (or saved), players must divide their forces and resources into banners. These smaller armies do NOT have to follow the normal rules for minimum/maximum numbers of character models, Core choices, Special choices, and Rare choices. All of the supporting resources (e.g., Dispel Scrolls, siege equipment, boats, and remaining GCs) must be allocated to one or more banners as baggage.

Players do NOT need to have enough models to represent their entire forces. However, each player must have enough models to represent each banner in his force (e.g., three banners could each include a unit of 30 Halberdiers; thus, the controlling player would need 30 Halberdier models, not 90 models).

Players may start the campaign with the following number and types of banners. After the 1st turn of the campaign, banners occupying the same area may be reorganized as the players see fit according to the guidelines described below (e.g., two Regular Banners could exchange troops; a Skirmish Banner could be incorporated into a Regular Banner; a Regular Banner could be split in two; a small force could break off from a Regular Banner to form a

Cavalry Banner). Banners must be at least five models strong at all times. If, at any time, a banner falls below five models, it is disbanded, and the troops are lost.

Regular Banners. Each player must begin the campaign with at least two Regular Banners. Regular Banners are the main fighting banners of each exploring force and can contain any and all types of troops. Regular Banners are the only banner types that can carry baggage. Each turn, a Regular Banner can move up to 1/2" on the map and will scout an area 1/4" wide around the banner's path. A Regular Banner can sacrifice half its move to cross a river. Otherwise, a Regular Banner is not slowed by terrain, unless specifically noted otherwise in the GM's Packet's description of a local geographical feature.

Cavalry Banners. Cavalry Banners consist solely of troops with a Move of 6 or higher or Flyers. Because Cavalry Banners are designed for speed, they cannot include any war machines of any kind, Chariots, Steam Tanks, baggage, or anything else that the GM decides is too slow, cumbersome, or high-maintenance. A player can control up to three Cavalry Banners at a time. In regular terrain, a Cavalry Banner can move up to 1" on the map and will scout an area 1/4" wide around the banner's path. In difficult terrain (mountains, swampland, or anything else the GM nominates as difficult), a Cavalry Banner can move up to 1/4" and cannot scout at all. A Cavalry Banner must sacrifice all but 1/4" of its movement to cross a river.

Flying Banners. Flying Banners consist solely of flying troops. A player can have only one Flying Banner at a time. A Flying Banner can move up to 2" on the map and will scout an area 1" wide around the banner's path. A Flying Banner cannot carry baggage. A Flying Banner can cross any terrain without penalty.

Skirmish Banners. Skirmish Banners consist of infantry and light cavalry who can travel quickly and stealthily. The entire Skirmish Banner can have a maximum total Unit Strength of 35. No model in a Skirmish Banner can have an armor save better than 4+. All models in a Skirmish Banner must be on 20-mm, 25-mm, or cavalry bases. A Skirmish Banner can include no war machines, Chariots, Steam Tanks, special

equipment, Flyers, baggage, or anything else the GM decides is too large, cumbersome, or noisy. A player can control up to three Skirmish Banners at a time. A Skirmish Banner can move up to 1" on the map and will scout an area 1/2" wide around the banner's path. A Skirmish Banner can cross any terrain without penalty, unless specifically noted otherwise in the GM's Packet's description of a local geographical feature.

Other Banners. Some GMs who are altering the rules of the Estragon's Island campaign may allow other types of banners as well: Defensive Banners, Artillery Banners, Siege Banners, and the like. However, as the campaign currently stands with its emphasis on exploring the island and rapid movement, no rules are provided for these more stationary or slower-moving banners.

Banner Chart

Banner Type	Max. Number	Movement	Scouting Range	Notes
Regular	N/A (min. 2 at start of campaign)	1/2"	1/4"	May contain all types of troops; may carry baggage
Cavalry	3	1" or 1/4"	1/4" or n/a	M6+ or flyers; no war machines
Flying	1	2"	1"	Flying troops only
Skirmish	3	1"	1/2"	Max. Unit Strength 35; Max. armor save 4+; all models on 20-mm, 25-mm, or cavalry bases

CAMPAIGN TURN SEQUENCE

The campaign is divided into Campaign Turns. Each turn represents a period of a few days. The entire campaign will probably last a few of "game time" weeks – possibly longer. Each turn consists of the following phases.

Write Orders
Random Encounters and Events
First Movement and Scouting
Parley and Parley Reaction
Battles
Recovery and Reorganization
Complete Movement and Scouting
Special Orders

WRITE ORDERS

In the first phase of the Campaign Turn, players write orders for each of their banners. In general, banners will be ordered (i) to move in a particular direction or hold position, (ii) to follow and/or attack a proximate enemy banner, or (iii) to execute a Special Order. Players should submit their orders (e-mail is a big help here) in writing to the GM by the deadline decided upon by the gaming group (most groups try to do 1 or 2 Campaign Turns a week). Players should not share their orders with fellow players (even those players with whom they have allied).

If a player wishes, he can submit very specific orders, such as "Skirmish Banner 3 will advance north toward the enemy banner spotted last turn. If the enemy banner is revealed to be a Skirmish Banner, my Banner 3 will attack. Otherwise, my Skirmish Banner 3 will retreat to the safety of the hills to the west." However, most often, orders will be much simpler, such as "Regular Banner 3 moves west its maximum movement distance."

As each banner executes its orders, the controlling player may gain more information as the banner's scouts search new territories. At any time, a player can change any of his banners' orders to react to the new information provided by the GM.

Note that banners can be given orders to pursue proximate enemy banners. Banners can pursue successfully only if they are the same type (e.g., Regular Banners can pursue other Regular Banners; Flying Banners can pursue other Flying Banners) or a faster type of banner (e.g., Cavalry Banners can pursue Regular Banners; Flying Banners can pursue any type of banner). When in pursuit, Banners are not given specific movement orders and are simply instructed to follow an enemy force and bring it to battle if possible. With successful scouting rolls, the pursuing banner can shadow the enemy banner over several turns. Pursuit can continue until the pursuers catch up, the pursuers lose track of their quarry, or the pursued cannot move for some reason, such as a Random Event or a geographical obstacle.

Special Orders can include things like construction projects, ambushes, and assassination attempts and are discussed in more detail in the Special Orders section.

Below is an example of one player's orders for a particular turn.

   Skirmish Banner 1 heads north and will move its maximum movement.
   Skirmish Banner 2 will follow the shoreline west and will move its maximum movement.
   Regular Banner 3 will continue to pursue the Skaven banner.
   Regular Banner 4 will continue to build siege equipment in the forest (note this is the 3rd and hopefully final turn of construction).
   Cavalry Banner 5 will head west and will move its maximum movement.
   Flying Banner 6 will fly to the top of the tall mountain to the north that we spotted last turn.

Once the GM receives all the orders, he will move on to the next phases of the Campaign Turn (Random Encounters and Events/Scouting Reports). If a player fails to submit orders by the deadline, all his banners will hold their positions and will do nothing for the turn except scout the area surrounding their location and react to encounters, events, and enemies as normal.

RANDOM ENCOUNTERS AND EVENTS

Once the GM receives all the players' orders, he will
determine whether any banners have experienced a Random
Encounter or Event. Random Encounters and Events are
detailed in the GM's section and can affect player banners
at any point in the Campaign Turn. Some encounters and
events can be beneficial. Others can be harmful and can
even result in battles. The GM will inform the relevant
player of the nature of the encounter or event and what, if
any, action the player must take.

Encounters and events might include such things as storms
that slow maneuvers, random attacks by the denizens of
Estragon's Island, and even helpful encounters that will
strengthen your banners or give you more information.

FIRST MOVEMENT AND SCOUTING

All banners are moved simultaneously per their orders. The GM maintains the secret master map and will move markers representing all the banners thereupon. Each player should keep track of the movement of his own banners on his copy of the map (see Map Management), as he will never have access to the GM's copy of the map.

As each banner moves, its scouts will survey the land within the banner's Scouting Range (banners do NOT have to include troops with the **Scouts** special rule to scout, though models that do have the **Scouts** special rule obviously make better scouts). The scouts have a chance to detect enemy banners or sites designated as Points of Interest on the GM's copy of the map within their banner's Scouting Range. The GM will inform the controlling player of any information gained by his banner's scouts. Players may also stop mid-move in order to react to information their scouts have learned.

Banners controlled by two (or more) different players whose paths intersect or come within 1/4" will stop immediately, and the controlling players may Parley (or may opt to refuse to do so) and then make a Parley Reaction. The GM will alert the relevant players when a Parley and Parley Reaction should occur.

Of course, a banner's scouts can make mistakes, and Scouting Reports can be inaccurate. The GM will inform each player what (if anything) his scouts have discovered. However, there is always a chance that scouts will miss things, see things that aren't there, or disappear completely. It is a wise general, then, who takes each Scouting Report (or lack thereof) with a grain of salt.

Examples. In Figure 1, one can see a Regular Banner moving 1/2" on a map from Point A to Point B. The banner will scout 1/4" in all directions along the banner's path as it moves (the Scouting Range is indicated in red). Were the banner a Skirmish Banner instead of a Regular Banner, its Scouting Range would be 1/2", and it would thus scout the blue area as well as the red area. A Flying Banner with a Scouting Range of 1" would scout the blue, red, and yellow areas.

Figure 2 shows how a banner that doesn't move (because of an order to hold, a Random Encounter or Event, or a failure

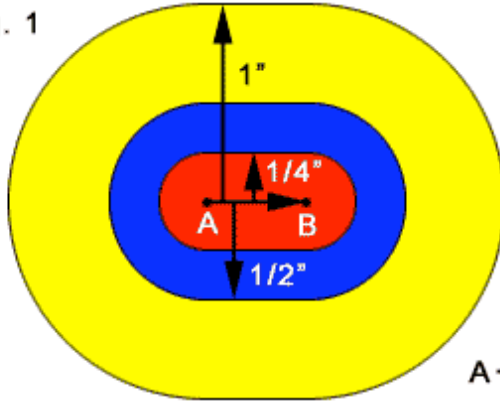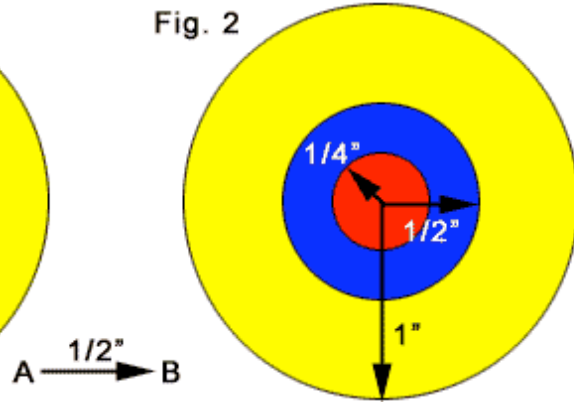to submit orders) still has a Scouting Range.

Fig. 1

A —— 1/2" —→ B

Fig. 2

PARLEY AND PARLEY REACTION

Players controlling banners whose paths have intersected or come within 1/4" of each other have the opportunity to Parley. A bit of role-playing is not inappropriate here, and players are encouraged to speak (or e-mail) in the voices of their banner's commander as they meet. The commanders may discuss the situation, share information or misinformation, bluster, threaten, plead, and cajole. They may agree to ally, fight, or pass each other in peace. Either player may refuse to Parley.

After the Parley (or after Parley is refused), each player must secretly inform the GM of his Parley Reaction, that is, whether he intends to attack, retreat, or pass. The decision to attack, obviously, means that the player intends to bring the opposing banner to battle. The decision to retreat means that the player wants his banner to turn 180 degrees and move back toward its starting position. The decision to pass means that the player wants his banner to continue with its movement orders (or hold if the banner was holding its position this turn for whatever reason). Consult the Parley Reaction Table to determine the results of the encounter.

Parley Reaction Table

	Reg. Att.	Reg. Ret.	Reg. Pass	Cav. Att.	Cav. Ret.	Cav. Pass	Fly Att.	Fly Ret.	Fly Pass	Skirm. Att.	Skirm. Ret.	Skirm. Pass
Reg. Att.	A	C	A	A	D	A	A	E	E	A	F	F
Reg. Ret.	C	B	B	A	B	B	A	B	B	A	B	B
Reg. Pass	A	B	B	A	B	B	A	B	B	A	B	B
Cav. Att.	A	A	A	A	C	A	A	E	E	A	F	F
Cav. Ret.	D	B	B	C	B	B	A	B	B	A	B	B
Cav. Pass	A	B	B	A	B	B	A	B	B	A	B	B
Fly. Att.	A	A	A	A	A	A	A	C	C	A	E	E
Fly. Ret.	E	B	B	E	B	B	C	B	B	E	B	B
Fly. Pass	E	B	B	E	B	B	C	B	B	E	B	B
Skirm. Att.	A	A	A	A	A	A	A	E	E	A	C	C
Skirm. Ret.	F	B	B	F	B	B	E	B	B	C	B	B
Skirm. Pass	F	B	B	F	B	B	E	B	B	C	B	B

Results

A. A battle is fought. The scenario is determined by the GM.

B. Retreating banners retreat. Passing banners pass. Holding banners hold. No battle is fought.

C. Roll a D6. On a result of 1-4, the smaller (in points size) and thus more maneuverable banner gets its choice (e.g., if the smaller banner chose to retreat and the larger banner chose to attack, the smaller banner would be able to retreat and no battle would be fought). On a result of 5-6, the larger banner (in points size) gets its choice. Banners who attempt to attack and do not bring an enemy to battle cannot move any further this turn. If a battle is fought, the scenario is determined by the GM.

D. Roll a D6. On a result of 1-4, the Cavalry Banner gets its choice (e.g., if the Cavalry Banner chose to retreat and the other banner chose to attack, the Cavalry Banner would be able to retreat and no battle would be fought). On a result of 5-6, the other banner gets its choice. Banners who attempt to attack and do not bring an enemy to battle cannot move any further this turn. If a battle is fought, the scenario is determined by the GM.

E. Roll a D6. On a result of 1-4, the Flying Banner gets its choice (e.g., if the Flying Banner chose to retreat and the other banner chose to attack, the Flying Banner would be able to retreat and no battle would be fought). On a result of 5-6, the other banner gets its choice. Banners who attempt to attack and do not bring an enemy to battle cannot move any further this turn. If a battle is fought, the scenario is determined by the GM.

F. Roll a D6. On a result of 1-4, the Skirmish Banner gets its choice (e.g., if the Skirmish Banner chose to retreat and the other banner chose to attack, the Skirmish Banner would be able to retreat and no battle would be fought). On a result of 5-6, the Skirmish Banner gets its choice. Banners who attempt to attack and do not bring an enemy to battle cannot move any further this turn. If a battle is fought, the scenario is determined by the GM.

BATTLES
In this phase of the Campaign Turn, any battles that must occur are fought. Most campaigns will be organized such that players will usually have from a few days to up to a week to play their games before the deadline for orders for the next Campaign Turn. The GM will dictate which scenario will be used. Scenarios may come from the Warhammer rulebook, **Warhammer: Skirmish, The General's Compendium, White Dwarf, Black Gobbo,** any other GW-published source, or the GM's imagination. The Warhammer Scenario Generator published in **WD291** is also an excellent source for new scenarios. For Skirmish games, GMs can also consider modifying scenarios from the Mordheim rulebook, **Town Cryer,** or **Fanatic** magazine.

Most battles will use the normal Warhammer rules. Battles involving only Skirmish Banners should be played per the Skirmish rules, and models fight as Independent Characters and need not maintain unit coherency. When Skirmish Banners are involved in regular Warhammer battles, the regular Warhammer rules are used, but the controlling player may choose whether each unit in the Skirmish Banner will fight in its traditional formation or skirmish formation (unless of course the unit's traditional formation is a skirmish formation, in which case the unit always fights in skirmish formation).

Some random events can result in battles. The GM, one of the other campaign participants, or a third party can control any additional models per the GM's instructions. Asking third-party players to participate is a good way of involving other people in the campaign, especially those members of your gaming group who can't devote enough time to participate as full-fledged members of your campaign.

Battles involving three or more players are possible. The rules for allies and multi-player games (**Allies, Enmity,** and **Command Structure**) in Chapter 7 of **The General's Compendium** are in effect. Some of the scenarios detailed therein may also prove useful.

If one player calls for it and the GM approves, very uneven battles can be resolved per the **Uneven Battles** rules on p. 73 of **The General's Compendium.**

No matter what type of battle is fought, keep track of

which models were removed as casualties (or Taken out of
Action, if playing a skirmish game) or run down by pursuers
and which models simply fled off the board.

It is certainly possible to have 1 or more turns in which
no battles are fought. If so, the GM can accelerate the
pace of the campaign and require a new set of orders to be
submitted more quickly than the usual deadline.

RECOVERY AND REORGANIZATION

Rank-and-File Recovery. After each battle, players must determine which casualties recover and which are dead or lost. There are two types of rank-and-file models for which players must make recovery rolls, those that fled off the board without being run down by pursuers and those that were removed as casualties (e.g., fell in combat, taken Out of Action in a skirmish battle, removed by a spell, run down by pursuers, and the like).

Roll a D6 for each rank-and-file model that was removed as a casualty or fled off the board and consult the table below.

Rank and File Recovery Table

Model Type*	D6 Roll Required for Recovery
From Winning Banner, Fled off Board	1+**
From Winning Banner, Removed as Casualty	2+
From Losing/Tied Banner, Fled off Board	2+
From Losing/Tied Banner, Removed as Casualty	3+
From Massacred Banner***, Fled off Board	4+
From Massacred Banner***, Removed as Casualty	5+

* War machines and their crews, Chariots and their crews (but not characters riding on them who must make a separate character roll), Dwarf Anvils, Lizardman Stegadons and their crews, and the similar model teams make a single recovery roll. Either they all recover or they all die.
** In most cases, models that fled off the board from a winning banner will automatically return. However, scenario rules or GM's rulings may impose penalties on the recover roll; thus, a base number is given here.
*** For scenarios that are not resolved by Victory Points, the GM may also decide that a banner has been massacred for purposes of recovery if it was badly defeated and/or suffered heavy casualties.

Character Recovery. Character models removed as casualties must also roll to recover and may receive permanent injuries that can affect their stat lines and the type of equipment they can use. Roll a D66 and consult the table below. (To roll a D66, take two different colored dice, assign one to be the tens digit and the other to be the

ones digit, and roll 'em. A result of 2 and 6 would be 26, whereas a result of 4 and 1 would be 41.)

Character Injury Table

D66 Roll	Result
11-15	**Dead**
16-21	**Multiple Injuries**. Roll D6 times on this table. Reroll any "Dead," "Captured," or "Multiple Injuries" results.
22-23	**Leg Wound**. -1 M.
24	**Arm Wound**. Roll D6. 1-3, Lose an arm (can no longer use a weapon that requires two hands or a shield). If both arms are lost, the character must be retired. 4-6, Light wound, -1 WS.
25	**Madness**. Roll D6. 1-3, **Stupidity**. 4-6, **Frenzy**.
26	**Chest Wound**. -1 T.
31	**Blinded in One Eye**. -1 BS. Keep track of which eye has been lost (i.e., roll D6: 1-3, left eye; 4-6, right eye). If both eyes are lost, the character must be retired.
32	**Old Battle Wound**. Roll a D6 before each battle. On the result of a 1, the old wound is acting up and the character cannot participate in the battle.
33	**Nervous Condition**. -1 I.
34-36	**Robbed**. The character survives but all his equipment and magic items are lost. If this character was part of a losing banner, the winning banner may capture his equipment and use it, unless normally prevented from doing so (e.g., the Beasts of Chaos magic item Crown of Thorns can only be used by Beasts of Chaos characters but can be captured - but not used - by other banners).
41-56	**Full Recovery**. No effect.
61-66	**Captured**. If not part of a winning banner, the character is captured. If part of a winning banner, roll a D6. On a 1-3, the character is captured; on a 4-6, the character makes good his escape and rejoins his banner. Captured characters can be executed per the rules on p. 73 of **The General's Compendium** or traded or ransomed.

After all recovery rolls have been made and record sheets have been updated, banners may be reorganized,

consolidated, or split up. Banners must be within 1/4" to exchange troops or merge into one banner, however. Items and troops that had been held in reserve in the baggage (e.g., Dispel Scrolls or Night Goblin Fanatics) can be incorporated into the army list and should be assigned to characters or units as appropriate.

If any unit has fallen below Unit Strength 5, the GM may allow those few odd models to be incorporated into another unit. Ideally, this unit should be of exactly the same type, e.g., a 4-strong unit of Dwarf Warriors with great weapons could join a 15-strong unit of Dwarf Warriors with great weapons. However, some GMs may allow other types of "lateral moves." For instance, a 3-strong unit of Empire Halberdiers could exchange their Halberds for swords scavenged from the battlefield and join a larger unit of Empire Swordsmen. Such a change seems equitable as the models are similar in points cost, size, ability, and battlefield role. However, Empire Halberdiers could never be upgraded to Knights of the White Wolf, Greatswords, or Pistoliers. Even more ridiculous transfers - Chaos Marauders becoming Tzeentch Screamers, Snotlings becoming Ogres, or Hobgoblins becoming Chaos Dwarfs - are right out. Remember that all such transfers should be made for reasons of ease of play and not to take cheesy advantage of a chance to upgrade a few troops. Of course, the GM must approve all such transfers.

COMPLETE MOVEMENT AND SCOUTING

After battles and recovery, banners that did not complete their movement because they were interrupted by an enemy banner, a Random Event, or a Scouting Report may complete their movement. Banners that fought a battle or attempted to bring an enemy banner to battle may not complete their move. Banners that chose retreat or pass as a Parley Reaction and were not brought to battle move accordingly. Banners that lost or tied a battle must retreat 1/4".

As banners complete their moves, they will continue to scout the lands within their scouting range. The GM will report any additional information. Banners that lost or tied a battle and are retreating may not scout, however.

SPECIAL ORDERS

In the final phase of the Campaign Turn, Special Orders are executed. Special Orders are the "anything goes" part of Games Mastered campaigns which must be negotiated with the neutral referee. Generally, banners executing Special Orders may not move and may not fight in battles (such things would distract them from completing their tasks). If a banner given Special Orders is brought to battle, its Special Orders are put on hold while the troops defend themselves. Troops may still execute Special Orders if they Parley with another banner or banners, as long as the banner in question makes a hold (Pass) Parley Reaction and is not brought to battle. Banners performing a Special Order will still scout the area in their Scouting Range, even though such banners do not move. No banner would execute a Special Order without pickets and guards in place to watch for danger.

As long as the GM approves the Special Order and helps the player to work out the rules, anything goes. The Special Orders Phase should reward creativity and cleverness but should not unbalance the game. Remember that each turn represents a period of only a few days, and at most, the entire campaign will last a few weeks or couple of months of game time. Activities such as building castles, founding new schools of magic, and the like are simply not possible in the scope of the campaign.

Though there are potentially an infinite number of Special Orders, they will generally fall into one of three categories: construction, preparing for battle, or dirty tricks.

Construction. The banner stops to build something, such as a watchtower, bridge, tunnel, raft, moat, or potentially even a new secret weapon like the Skaven tunneling device pictured in **The General's Compendium**. The GM determines how difficult the construction project will be given the skills of his forces (Dwarfs and Skaven would be better able to build a tunnel than Elves), the number of troops committed to the project, as well as the availability of materials (there is plenty of wood, vegetation, and rock on the island; almost anything else would have to be packed in the baggage). Considering that each Campaign Turn lasts a few days, the GM should then give the player an estimate of the number of uninterrupted turns (i.e., the number of turns

with no movement, battles, or Random Encounters and Events)
the project will require to complete. Remember that the
campaign is likely to last only a few weeks of game time.
Large construction projects like castles, towns, and ships
are simply not feasible.

For instance, let's imagine that Ken, a Dwarf player, wants
to build a watchtower on top of a tall mountain to survey
the local landscape and keep an eye on banners in
proximity. Ken decides he will dedicate a Regular Banner of
1,200 points to the project and he wants his watchtower to
afford him a view of about 3" of map area. The GM
considers. The Dwarfs must gather wood, vines for ropes,
and other materials, build the tower, and defend themselves
all the while. The Dwarfs are generally skilled craftsmen
and have a considerable number of Dwarfs (1,200 points
worth) to complete the project. The GM declares that the
tower will take 3 uninterrupted Campaign Turns to complete.

Preparing for Battle. Banners may take a single turn to
prepare a site for battle. They could build simple
earthworks, lay traps, set up hiding places for ambushers,
maneuver troops onto high ground, build simple barricades,
and the like. However, any building project that would take
more than a day for the troops to complete should be
considered a construction project instead (see above). GMs
should take into account the cleverness and timeliness of
the player's preparations and the skills of his troops
(e.g., Wood Elf Scouts, Wood Elf Waywatchers, Skinks,
Empire Huntsmen, and Dwarf Rangers would be good at setting
traps; Bloodletters, Zombies, Sauri, and Black Orcs would
not). Depending on how he assesses the likelihood of
success of the player's plans, the GM should then
incorporate the player's preparations into the scenario he
designs.

For instance, let us say that John, a Beasts of Chaos
player, wants to set an ambush for an Orc banner that has
been pursuing his Beastman banner for several turns. John's
banner has managed to elude the Orcs for the time being,
and John decides to lay a trap for the greenskins. John
informs the GM that his Beasts will find and prepare hiding
places (e.g., holes covered with leaves, duck blinds,
hollows in rocky outcroppings) around the likely site of an
Orc attack. If John's banner is left uninterrupted for the
single turn it takes him to prepare for battle, the GM
should design a scenario that takes John's plans for ambush

into account. For instance, the GM could declare that more
units than normal could use the **Ambush** special rule, that
John can decide whether to go first or second, that a
single unit of Beasts of Chaos can emerge from any terrain
piece in any game turn (perhaps a variation of the **It Came
from Below** special rule), and/or that all Orc units have a
–1 Ld penalty to **Panic** tests to represent the effects of
the surprise attack.

Dirty Tricks. Dirty tricks can involve espionage,
assassination, sabotage, or a ruse de guerre (a strategic
trick) that could hide or exaggerate a banner's size,
conceal a banner's position, maneuver an enemy into a
vulnerable spot or difficult terrain, lure an enemy into a
trap, or otherwise trick or fool the enemy. One of your
agents, posing as a "random encounter" like a traveling
tradesman, could try to infiltrate an enemy banner to learn
of its size and composition. Assassins could target enemy
characters. Saboteurs could spike enemy guns, poison food
supplies, or set fire to baggage.

The GM may decide to treat a dirty trick as a Random
Encounter or Event of sorts. For instance, if a player
decides to try and assassinate an enemy character, the GM
could require him to dedicate one of his own characters to
perform the task. The GM could create some ad hoc rules or
even a scenario for the "Random" Encounter and have the
players fight a mini-battle to resolve the dirty trick.
Both sides would thus be at risk of losing a character.

The GM might also decide to incorporate the results of a
dirty trick into a particular player's Scouting Report. For
instance, if a 1,000-point banner was taking steps to hide
its size and disguise itself as a small force to lure an
enemy into battle, the GM would determine the banner's
chances of pulling off the ruse (say, a Leadership Test
made at -2). If the test was successful, the misguided
enemy scouts would report the location of a 400-point
banner (rather than a 1,000-point one) to the controlling
player.

Note About Food. This campaign lasts a short period of
game-world time. As such, players need not keep track of
food and other supplies the way they must in other
campaigns that last longer periods of game-world time.
However, some dirty tricks like poisoning the enemy's food
and water or destroying or stealing his supplies may make

food an issue. Should such a Special Order be executed successfully, the GM will have to create ad hoc rules for starvation and desertion.

ALLIES AND SHARING INFORMATION

Players may ally with each other if permitted to do so by the Allies Table on p. 109 of **The General's Compendium**. If they fight battles together, use the **Command Structure**, **Enmity**, and **Allies** rules. Allies may share information (e.g., location of their banners, rumors, location of enemies) or misinformation as they see fit.

An alliance can be broken at any time. An ally can call off the alliance formally, attack one or more of his former friend's banners, or simply cease cooperating in maneuvers, attacks, and intelligence gathering.

Players may also share information (or misinformation) during a [Parley](). For instance, during a Parley, a Dwarf player may warn an Empire player, even if the two are not allied, to stay clear of the region immediately to the south because there are huge Chaos forces there.

Otherwise, players are advised to keep information to themselves. Players should not tell each other anything about their armies, even which type of army they are playing. Part of the fun of the campaign is not knowing what is happening and exploring the island. Sharing too much information with other players will work against this sense of mystery and make the campaign less fun to play. If, on the off chance, two or more players should bend the rules and share information when they shouldn't (or worse, read the GM's Packet in **White Dwarf**), the GM may choose to beat down their banners with "Random" Encounters, Events, and other repeated attacks. So everyone, please, play in the spirit of the game and keep it fun.

BAGGAGE

Baggage represents a banner's supplies. Only Regular Banners can carry baggage. Other, faster-moving banners are mustered to move quickly and thus travel light. In campaign terms, any Regular Banner that has been assigned "extra" equipment and/or supplies that are not a part of the banner's fighting forces has baggage. The things that constitute baggage, in campaign terms, include the following.

GCs
One-use magic items/equipment that have not yet been assigned to a character model (e.g., extra Dispel Scrolls, Warpstone, Dark Elf poisons)
One-use troop types that have not yet been assigned to a particular unit (e.g., Night Goblin Fanatics)
Extra animals, equipment, tools, small boats, building materials, or supplies that players have creatively purchased and had approved by the GM
Siege equipment
Captured Items of Power that are not currently assigned to a character model
Anything else the GM dictates constitutes baggage.

Of course, baggage would also include food, water, medical supplies, cooking gear, tents, tools, and other things that an army would require to survive on the march. However, as this campaign is a quick "quest-style" one, we will ignore these mundane things (unless the GM and players decide otherwise) and assume that the troops carry such things in their packs, on pack animals, or on small carts that can navigate the jungle brush.

A banner that carries baggage must represent this baggage with a cart or some other appropriate model on the battlefield. Baggage should be deployed like a regular unit in the army; however, baggage cannot move unless it has been captured. Baggage is considered **Undefended** if there are no friendly models within 6" of it for any reason. Only **Undefended** baggage can be captured. If at any time, an enemy unit (not character or other single model) makes contact with **Undefended** baggage, it captures it. The baggage model should be placed behind the unit to indicate that it is captured. Thereafter, the baggage can be captured and recaptured just like a unit standard. The side that ends the battle with the baggage controls it at the

end of the game.

Captured baggage can be looted by the banner who captured it. Any one-use models, such as Night Goblin Fanatics, are put to the sword and lost. However, any gold, equipment, magic items, Items of Power, and anything else may be put to use. Note that as soon as the capturing banner acquires this baggage, it must become a Regular Banner (as only Regular Banners can carry baggage), unless the banner simply loots the baggage for its more portable items (i.e., takes only those items that can be assigned to characters or units), abandons the baggage, or destroys it.

MAP MANAGEMENT

As you can see after reading these rules, players will have several banners under their control at any given time. Each player must maintain his own version of the map and must keep track of his own banners' positions thereupon. If a player loses track of his banners' positions, he will have a difficult time issuing accurate orders and exploring the island efficiently. Thus, we suggest a few map-management tips for players of the Estragon's Island campaign.

One effective method is to use pens or pencils to mark your map to indicate each banner's position and path as well as other salient information. Use colored pencils or markers and use a different color for each. This method has the advantage of creating a permanent record of where each banner has been and what you have explored. The problem with this method is that your map will quickly be covered with marks and notes. You can change to a fresh copy of the map every few turns to avoid confusion, however. Keep the old versions of the maps and mark them clearly to indicate which turns the maps represent (e.g., Campaign Turns 4-6).

Perhaps an easier way to keep track of banner movement is to mount your map on a piece of cardboard and use stick pins with colored heads to keep track of the movement of banners. Use a different color for each banner.

A third way is to use a combination of the two methods. Use pins to keep track of banners and mark the map to indicate only the most salient information, Points of Interest, and other facts you might find useful at a later time.

VICTORY CONDITIONS

The Victory Conditions for this campaign are very simple. There are five Items of Power hidden all over the island. Victory can be achieved by collecting three or more of these items, bringing them together in the same spot on the island's shoreline, and defending them there for 2 full Campaign Turns. After these turns, the army's ships return to pick up the surviving troops and the Items of Power and take them home. Thus is victory achieved. Allied players who together control three or more Items of Power may play for a joint victory in the same fashion.

EXAMPLE OF A CAMPAIGN TURN

In order to give players and GMs alike a taste of the ebb and flow of the campaign, let us follow the actions of one player, Jim, an Empire player, through a turn of the campaign. Jim currently controls five banners: two Regular Banners, two Skirmish Banners, and one Cavalry Banner. Jim controlled two additional banners at the start of the campaign. One was a Skirmish Banner, and the other was a Cavalry Banner. However, due to heavy casualties after a series of battles and unfortunate Random Events, these banners lost a lot of troops. Jim decided to incorporate these depleted banners into other forces under his control. Note that, to preserve the sense of mystery of the Estragon's Island campaign, the following descriptions may include Points of Interest and other landmarks and enemies that play no part the actual campaign. However, these false areas and enemies will give players and GMs the general idea of how the campaign functions. We join Jim at the start of Turn 8.

To start the turn, Jim submitted orders to the GM via e-mail a day before the due date. Jim's gaming club plays 1 Campaign Turn a week, and orders are due every Monday at 2 p.m. Jim's Orders were as follows.

  Regular Banner 1 moves south its full movement distance.
  Regular Banner 2 will move into the mountains to the north and will move its full distance.
  Skirmish Banner 3 will continue to follow the river north and will move its full distance.
  Skirmish Banner 4 will move southeast toward the red monolith we spotted from Virgil's Peak and explore the area.
  Cavalry Banner 5 will continue to pursue the Dwarf Banner and, if possible, bring it to battle.

Soon after the deadline for submitting orders, the GM contacts Jim and gives him the following information.

  Regular Banner 1 moves only a fraction of an inch and experiences a landslide. The banner loses 35 points of troops in the accident and can move no further this turn as the troops regroup. The banner's scouts report no enemy banners and no Points of Interest. Please deduct at least 35 points worth of troops from the banner and send me an

updated army list for the banner.

Regular Banner 2 moves into the mountains, and its scouts report a High Elven force of indeterminate size heading south toward your banner's position. Do you choose to Parley?

Skirmish Banner 3 follows the river north through an area of particularly dense jungle terrain. The scouts report nothing of interest save for a wide variety of exotic animals.

Skirmish Banner 4 moves into the area of the red monolith, but apparently, your scouts missed the fact that a herd of Beastmen approximately 1,500 points strong are worshipping at this apparent altar of Khorne. Do you choose to Parley?

Cavalry Banner 5 has caught the Dwarf banner which was heading east toward the shore. Your scouts tell you that the force is approximately 750 points strong and that it has baggage. Do you choose to Parley?

Jim then must make decisions based on whether or not he will Parley with the banners and what he will say. He decides to Parley with High Elves, but not with the Beastmen or the Dwarfs. Joe, the High Elf player, and Jim live on opposite sides of town and decide to conduct their Parley via telephone. Joe, unbeknownst to Jim, decides to give his opponent some misinformation and tells him there is nothing of interest in the mountains (in fact, Joe found an abandoned Dwarfen mine there). Jim has no useful information to give Joe but thanks him for the tip. Later, both will inform the GM of their Parley Reactions. Both decide to pass, and thus, no battle is fought.

Though Jim decided not to Parley with the Beastmen, he must still make a Parley Reaction. As the 1,500-point Beastman banner is much larger than Jim's tiny Skirmish Banner, Jim decides to retreat. The GM later informs Jim that his retreat was successful but that the Beastmen did try to bring him to battle.

Jim has been trying desperately to bring the Dwarfen banner to battle for several turns now. He suspects that the Dwarfs have one of the Items of Power in their baggage and wants his larger Cavalry Banner to take it from them. As Jim's actions have all but made these intentions plain, he

decided not to Parley with the Dwarfs and informs the GM
that his Parley Reaction will be to attack. The GM tells
Jim that he has successfully brought the Dwarf banner to
battle and gives Jim and Ken, the Dwarf player, the
scenario to be played. The two will deploy in a heavily
wooded area per the Meeting Engagement scenario in the
Warhammer rulebook (a deployment method that makes sense
given the pursuit of the last turn). Since the goal of both
banners is the Item of Power in the baggage, the GM makes
it the objective for the scenario. Whoever ends the game
with the Item of Power wins. Jim and Ken schedule a time to
play the game.

Jim's Cavalry Banner outnumbers the Dwarfen banner and, by
weight of numbers, manages to win the game as well as the
Cursed Chest. Jim must roll for recovery. One of his
character models fell in battle, as did several members of
three of his cavalry units. His character develops a
Nervous Condition and thus will have -1 Initiative for the
remainder of the campaign. In total, Jim loses eight
horsemen of the Knightly Orders. He reports these losses to
the GM and asks whether he can consolidate a unit of four
Knights with a unit of three Knights to make a single unit
of seven Knights. The GM approves the reorganization and
makes note of the changes to Jim's Cavalry Banner. Ken
makes similar rolls for his Dwarfen banner and also reports
his results to the GM.

In the next phase of the Campaign Turn, Jim's banners
complete their movement and scouting. The Cavalry Banner
can move no further this turn because it fought a battle.
Jim realizes that the Dwarf banner that he just defeated
will have to retreat 1/4" and makes a note of the Dwarfs'
likely position on the map. This information might prove
useful later. Jim tells the GM that he intends not to
change any of his banners' orders as a result of the
information he learned this turn, but he could have done so
had he wished to. As the rest of Jim's banners complete
their moves, the GM informs Jim that the scouts of Banner 2
have discovered what looks to be the entrance to an old
Dwarfen mine. Did the High Elves lie to him, or did they
miss this key Point of Interest? Jim will have to wonder
about that for the time being.

Next turn, Jim intends to send his banner to explore the
Dwarfen mine and to send his Cavalry Banner with the Cursed
Chest as far away from the defeated Dwarfen banners as

possible. Jim ends the turn with a vow not to trust the
treacherous High Elves in the future.