

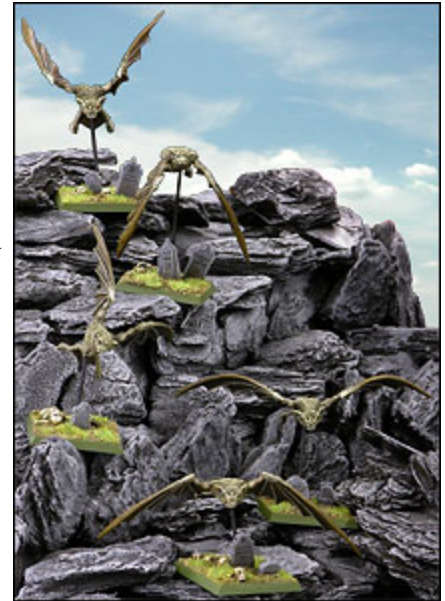
ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

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** campaign book, or any list compatible with Sixth Edition Warhammer from

Ravens 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](#).
- 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 |

[Back: Introduction](#)[Next: Campaign Turn Sequence](#)

[Home](#) | [About Games Workshop](#) | [Job Announcements](#) | [Contact Us](#) | [Introduction Tour](#)
[GW Worldwide](#) | [Help](#) | [Shopping and Online Store](#) | [Investor Relations](#) | [Site Map](#)
[Privacy Policy](#) | [Terms of Use](#)
[Copyright](#) Games Workshop Ltd 2000-2006