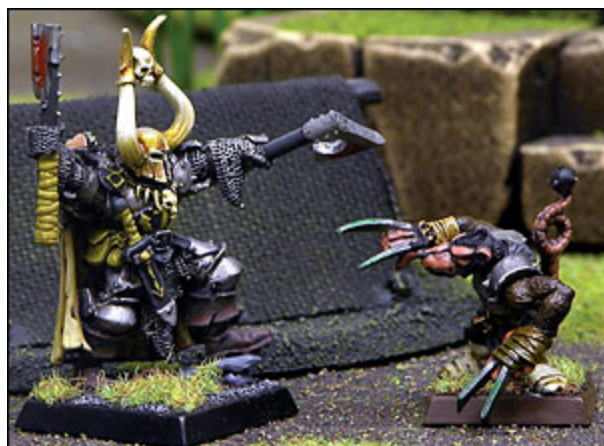


ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

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.

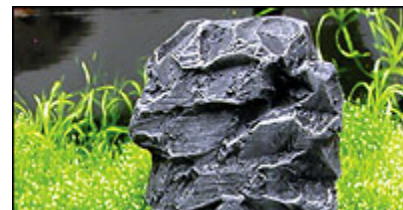
Parley Reaction Table

	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

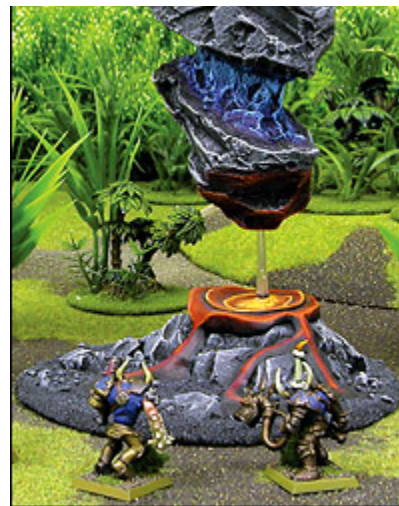
A. A battle is fought. The scenario is determined by the GM.

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.

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