

This month, Eric Sarlin provides us with Part 2 of the Estragon's Island Games-Mastered

Campaign. Part 1 of the campaign, the Players' Packet, appears online in *Black Gobbo* 23. To read Part 1, simply head to the U.S. web site at us.games-workshop.com and hit *Black Gobbo* in the top navigation bar.

ESTRAGON'S ISLAND

PART 2, THE GM'S PACKET

Maximilian von Schädel stood on the prow of the *Tapferkeit*, the flagship of the Marienburger fleet that had been dispatched to locate the fabled Estragon's Island, a near-mythic place rumored to hold untold treasures and riches. Over 400 miles southwest of the shores of Estalia, von Schädel's ships had spotted an uncharted island. Even though the fleet had reached latitudes far south of the cool climes of the Old World, the air around this island was uncharacteristically hot and tropical. As the *Tapferkeit* cut through the hazy air and the tepid waters of the island's lagoon, von Schädel spied a serpent three yards long, pink, and two-headed. Through the sail master's spyglass, von Schädel watched the snake slip gracefully into the water. Instantly, its bright hue changed to blue-green to match the waters around it. Von Schädel faced aft and shouted, "Captain, I believe we have found it. Please make arrangements to row my men to shore."

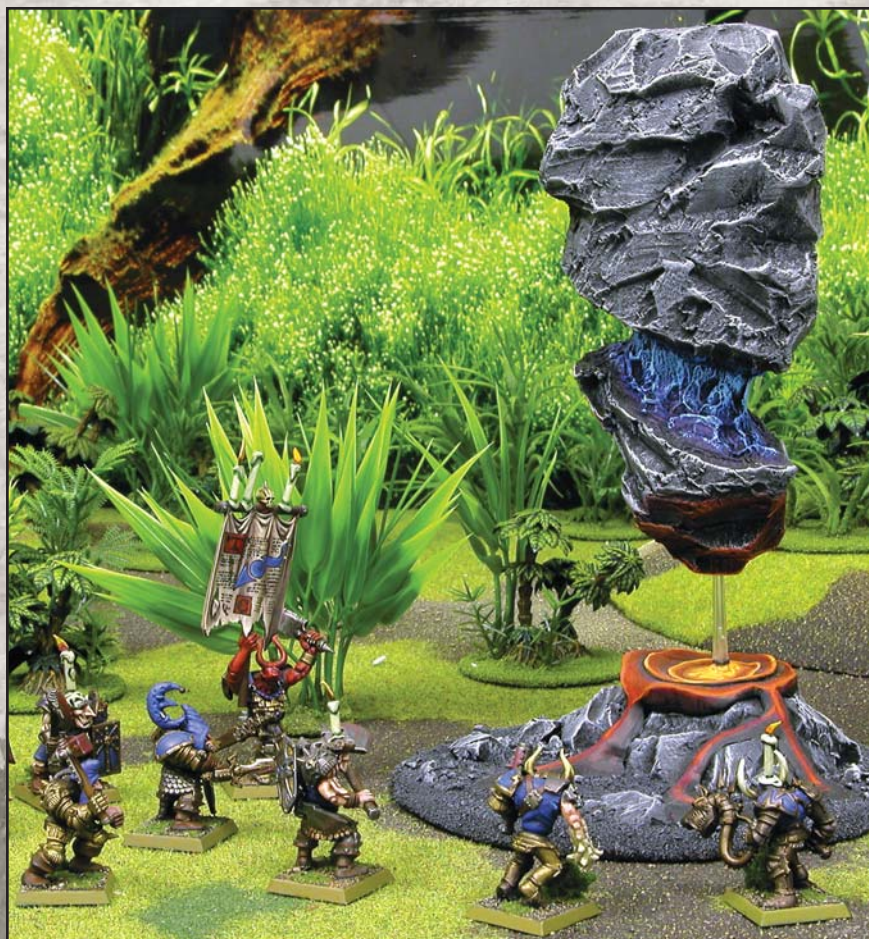
Estragon's Island is a Games-Mastered campaign designed for two to five players and a neutral referee or GM. As this campaign has been inspired by the map-based and GM campaigns rules in *The General's Compendium*, players and GMs alike are advised to scan Chapters 2 and 4 of that volume to get a general idea of how map-based campaigns and GM campaigns function. The Estragon's Island campaign asks players to create a large army, divide that army into banners (each with different functions and battlefield roles), explore the island, and locate five Items of Power. By capturing three of the five Items of Power, a player – or alliance of players – can claim victory in the campaign.

All of the proceedings are managed by a neutral Games Master, who keeps track of the movements of the players' banners on the

master map, explains to players what each of their banners learns and discovers as it explores the island, and arranges and determines the scenarios for all battles to be fought.

I designed this campaign originally for my own gaming group and was persuaded to write up the rules in two parts for *Black Gobbo* and *White Dwarf*. At the time of this writing, the campaign is still underway. A great time is being had by the three players who are its main participants, by the three other members of our gaming group who are playing in some battles as Random Encounters, and certainly by me as the GM.

Players and GMs alike should begin by reading the Players' Packet online in *Black Gobbo* at us.games-workshop.com. GMs, and only GMs, should then proceed to read the contents of this article.



The forces of Tzeentch cavort through the chaotic landscape of Estragon's Island.

SPOILER WARNING!!!

DO NOT READ THE REST OF THIS ARTICLE UNLESS YOU PLAN TO ACT AS GAMES MASTER OF THE ESTRAGON'S ISLAND CAMPAIGN.

Players should refer to the Players' Packet published in *Black Gobbo 23* and should NOT read the following rules and guidelines. These rules are for the GM's eyes only. Players who read these rules are cheating and will spoil their own and everyone else's good time. This campaign relies heavily on mystery and the unknown. Players who try to get a little insider information by reading the following will work against much that makes this campaign interesting. So, unless you're planning on acting as the GM for this campaign, STOP READING NOW!!!

INTRODUCTION

While organizing a Warhammer map-based campaign may not seem as much fun as playing in one, GMs should take heart. Running the Estragon's Island campaign will be challenging, will allow you to get creative, and (fear not) will allow you to get in some Warhammer games yourself. The GM gets to play the adversaries and other "bad guys" that will occasionally oppose or hunt down the players' armies. In the first-ever Estragon's Island campaign, I, as GM, have been able to play several battles with banners and models as diverse as pirates (Empire Free Companies), Undead, Chaos, Savage Orcs, and Manticores.

Although Estragon's Island is a competitive campaign and most participants will indeed play to win, it is important to realize that a GM campaign, unlike a tournament or league, is less about winning and more about creating an interesting environment and a continuing storyline in which to set your Warhammer games. Keep these things in mind as you act as the GM. Make sure that you run the campaign in such a way that everyone is playing games regularly. No one should be left out because of bad dice, poorly considered movement orders, and the like – regardless of who is winning or losing the campaign. The fun of this campaign is in the grand strategies, the sense of unknown, the thrill of discovery, the intrigue of politics and alliances, the challenge of choosing your battles wisely, the race to collect the Items of Power, and most importantly, playing lots of Warhammer. As GM, it is your job to keep everyone involved and interested.

Of course, as with any set of rules or guidelines we publish, feel free to modify the contents of this packet to your heart's content. Some sections, like the Random Encounters and Events Table, will probably require modification in order to match your collection of miniatures. Other sections can stand as is or be changed to suit your tastes.

STARTING THE CAMPAIGN

To begin the campaign, ask all of your players to read the Players' Packet and make up an army list and list of resources (if any of your players choose to spend their extra Gold Crowns in this manner). Read over your players' lists to make sure that they are "legal" according to the regular Warhammer rules as well as those of this campaign and that you approve of any creative purchases they may have made with their 1,000 Gold Crowns (GC), though, ideally, your players should have

discussed these purchases with you first. Players should also divide their forces into banners per the rules described in the Players' Packet. Make sure the players make these divisions according to the campaign rules.

Once all players have completed their lists, hand out the maps and lists of rumors to the players. Remind the players that they are to keep all information secret unless they choose to ally with another player. As the players peruse the maps and rumors, ask each to decide on a starting position anywhere along the shoreline of Estragon's Island where the ships will drop off the player's army. Players should communicate their starting positions to you secretly, along with their orders for the 1st turn of the campaign.

BACKGROUND

As it turns out, many of the rumors about Estragon's disappearance are true. With his wealth and success, Estragon's ambitions grew, and he was soon tempted by a servant of the Great Schemer, Tzeentch. A Norse merchant who called himself Eigil Tcharssen began trading with some of Don Diego's representatives. Their relationship proved profitable, and the two men became fast friends. Soon after their meeting, Estragon's already successful enterprises saw unprecedented profits. Every opportunity seemed to bear fruit and lead to other avenues of wealth. Indeed, it was Eigil who suggested that Estragon undertake the great trading journey of 2348. In fact, Eigil himself served as Captain of the *Arcelia*, one of the great ships that undertook the voyage.

The great storm that many believed wiped out Estragon's fleet had no effect on his armada whatsoever. The fleet sailed south to escape the hurricane and made a safe landfall in Lustria and later Cathay and dozens of ports of call all over the globe. The trading voyage was a huge success, and Estragon acquired vast amounts of wealth and many magical artifacts. Throughout the journey, however, Eigil's subtle and manipulative influence fueled Estragon's ambition and greed. He became increasingly willing to do whatever was required to acquire more wealth and power – including theft, murder, and the practice of Dark Arts.

Before long, Don Diego had unwittingly become an accomplished Sorcerer of Chaos. Though he believed he was practicing harmless and sanctioned magic, Estragon, under Eigil's tutelage, was fast becoming a master of the Lore of Change. Estragon used both the subtle

lesser magics of the Great Schemer as well as the more destructive battlefield spells to ensure the success of his voyage and to acquire several items of great power.

As Don Diego's ships, laden to the gunwales with riches and artifacts, headed for home, a transformation occurred. Estragon's skin took on a bluish tint, and small blue downy hairs began to grow from his neck and beard. Though some of the crewmen were shocked over their fleet captain's transformation, many sailors had already been converted to following the Great Schemer by Eigil's dark influence. Those who protested too loudly were eventually converted, thrown into the brig, or quietly murdered during a night watch.

By the time the fleet reached the stretch of land that would become known as Estragon's Island, Don Diego had transformed completely. His human head had been warped into that of a giant bird of prey with bright blue plumage. Though a mature man, his body rippled with the muscle of a strong young athlete, and he took to walking the deck shirtless, even on cold and stormy days. Don Diego's sailors were now loyal to the man they took to calling Lord Estragon and to Tzeentch himself. The men settled the island, and many took to the study of magic and the dark arts. Though the men had few women with them, they were enough to perpetuate the new colony's numbers. Eventually, a small and thoroughly evil community began to thrive on the island.

Because of the magics practiced there and the ever-watchful eye of Tzeentch, Estragon's Island is fixed in neither space nor time. Sailors never know if some ill-fated journey will end on the shores of this cursed island.

ALTERNATIVE BACKGROUNDS

You need not play the Estragon's Island campaign with the background provided here. Estragon could easily be renamed and could just as easily become a Necromancer, Vampire Count, Skaven Warlord, Tomb King, or Dark Elven Sorceress. It's up to you as GM how you choose to run the campaign.



The Estragon model from the first campaign

MAPS

There are four versions of the map available for download at us.games-workshop.com (see

Black Gobbo 23). Three are

player maps; one is the GM's map. All of the player maps are inaccurate and incomplete. The general shape and topography of the island as well as the placement of some key locations are somewhat distorted on each of the player maps (or even completely falsified). Only the GM's copy of the map is accurate. Note also that the GM's map is drawn on 1/4" hexes. As all movement and scouting distances are made in multiples of 1/4", the GM should find it considerably easier to keep track of the players' movement and scouting. Of course, the players will remain unaware of the fact that their maps are inaccurate, which will make movement something of a challenge for them.

Try to distribute the maps as evenly as possible. If there are three players, each should have a different version of the map. If there are five players, give map A to two players, map B to two players, and map C to one player. Of course, if there is a Dwarf player, give him the Dwarf map. If there is an Orc player, give him the greenskin map, and so on. Try to give different maps to players who are likely to ally (e.g., a Wood Elf player and a High Elf player). Should the players choose to ally, they will gain a good deal of information by sharing maps.

Having different versions of the map may cause some challenges for the GM. First, don't tell your players that you are distributing different versions of the map – that's part of the fun. Second and more importantly, players may find it difficult to keep track of their movements on a deliberately distorted map – 1" on their map does not necessarily equal 1" on yours. Just remember that your version of the map is gospel. If players complain that your measurements or records are off, explain that there may have been a scouting error, a bit of difficult ground that was not taken into account, a magical effect, or whatever. Never directly reveal that the player maps are inaccurate. Canny players will begin to suspect that something is amiss sooner or later.

For instance, in the first incarnation of the campaign, Mark, a Vampire Count player, was given Map C, the Dwarfen version of the map. Mark landed his fleet near the Caves of Naizondra where his Undead troops quickly recovered the Cursed Chest. He then marched North into the mountains to try to find Estragon's Fortress. This march took Mark's banners considerably less time than he anticipated, because the Dwarfen version of the map distends and exaggerates the actual width of the island (the distance from north to south). Mark was surprised to learn that he'd overshot the Fortress and ended up on the northern shore far faster than he assumed possible. These misdirections and miscues are part of what makes the Estragon's Island campaign a challenge (and a whole lot of fun for the GM when his buddies can't figure out which end is up!).

POINTS OF INTEREST

The following points of interest appear on the GM's version of the map. Each player version

of the map will feature some of these areas of interest. Any GM-controlled troops that are associated with these areas will remain in or near their locations and do not move around as described in *GM-Controlled Banners*. The following rules, guidelines, and descriptions apply to these areas of interest.

Alkaline Beach

The wide Alkaline Beach is a beautiful stretch of Estragon's Island. Several different plant species thrive there, including a giant carnivorous type that the locals call Flesh Vines. Resembling nothing more than giant Venus Flytraps, these plants will attack almost any nearby creature. Unfortunately, because of the density of the flora on the Alkaline Beach, the Flesh Vines are difficult to distinguish from the other plants. A local band of pirates and cutthroats knows this stretch of the island well and will often lie in wait for the Flesh Vines to do their work. The pirates will then plunder the undigested wealth, weapons, and equipment of the victims of the vines. There are no Items of Power at this location.

The following rules apply to the Alkaline Beach.

1. Roll a D6 for any banner scouting and/or moving through any of the hexes that make up the Alkaline Beach. On a result of 1-2, the banner loses D6 x 5 points of troops to the Flesh Vines. Otherwise, the banner may scout and move normally.

2. If two enemy banners do battle in any of the hexes that make up the Alkaline Beach, the GM should incorporate D6 corpses of Flesh Vines into the scenario. The Flesh Vines can be represented by any vegetation terrain base you may have as long as it measures no more than 3" in diameter. Corpses of Flesh Vines have the profile shown below.

3. On a D6 roll of 4+, any banner traveling through any of the hexes that make up the Alkaline Beach will encounter a band of pirates, who will behave exactly like the Pirates described in the *Random Encounters* section. Ignore any other Random Encounters generated this turn for the banner moving through the Alkaline Beach.

	M	WS	BS	S	T	W	I	A	Ld
FLESH VINE	–	4	–	4	4	3	2	D3	–

Flesh Vines are immobile, are *Immune to Psychology*, will never break, will pass any Leadership Test they are called upon to make, and will never pursue a fleeing enemy. In any given Combat Phase, Flesh Vines will attack any unit or model within 3". Calculate combat resolution, and make Break Tests for any unit that lost a round of combat to the Flesh Vines. Flesh Vines do not count as engaging (i.e., they cannot "pin" the opponent in combat). Thus, any unit or model may move away from the Flesh Vines in a subsequent round.



The Flesh Vines attack a small Druchii force on the Alkaline Beach.

Mount Arpia

Mount Arpia is the highest point on Estragon's Island. Because of the view afforded by this tall mountain, many canny players will be tempted to send a banner to scale it and survey the island. Only Skirmishing Banners may scale the mountain, as other banners are too large or encumbered to make the treacherous climb. Skirmishing Banners must take 3 full Campaign Turns to make the ascent. Flying Banners may simply fly to the top and move normally. If any banner on the hex containing the peak of Mount Arpia makes a successful scouting roll (i.e., the GM rolls a 3+ on the Scouting Table on the turn the banner reaches the peak), the GM should reveal the location and a general description of the following points of interest: Festerskrit Cavern, Tahmak Village, the Wrecked Fleet, and Estragon's Fortress.

However, the mountain is not without its perils. A large population of Harpies makes its home there and will attack any banner that scouts or occupies one of the hexes making up Mount Arpia. The Harpies are a Flying Banner who will refuse to parley and will always choose to attack. Each turn, 3D6 Harpies will attempt to attack any banner on the mountain. Make Parley Reaction checks as normal.



A small banner of Harpies prepares to swoop in for the kill.

Undead Swamps

This bleak, boggy area counts as difficult ground for Cavalry Banners moving through it. Kryger, an Exalted Champion of Chaos, and his forces dwell here and will attempt to attack any banner who enters the hexes making up the Undead Swamps. Kryger will accept no parley, but the player encountering Kryger's warband must make a Parley Reaction as normal. Kryger's Parley Reaction is always to attack.

Kryger has the Mark of Tzeentch, a shield, and the Rod of Pharakh (see *Items of Power*), which is the only magic item he carries. Kryger may also be equipped with any mundane weapons normally available to Exalted Champions. Kryger leads a force

of 500 points of Chaos Mortals (Core only) and 500 points of Skeletons, Zombies, and Ghouls.

Kryger's force is commanded by the GM or a neutral third party nominated by the GM. When Kryger's force brings a banner to battle, play the Meeting Engagement Scenario (see Warhammer rulebook, pp. 203-204) with the following changes.

Special Rule

Undead Bogs. As terrain is set up on the table, each player must place two pieces of bog terrain (for a total of four bog areas). The bogs count as Very Difficult Terrain. At the start of each of Kryger's turns, roll a D6 for each bog. On a result of 1, 2D6+5 Zombies emerge from the bog. These models may be controlled as normal by the Kryger player.

Victory Conditions. If the banner attacking Kryger and his underlings captures the Rod of Pharakh (see *Capturing Items of Power*), that banner is victorious. Any other result is a victory for Kryger and his forces.

Note. As long as Kryger lives, these rules apply to the Undead Swamps. Once he dies, his warband disbands and collapses, and these rules no longer apply. As long as he lives, however, he can always call upon a 1,000-point mixed banner to defend him in any given turn. Note that even after Kryger dies, the area remains a swamp. This fact will affect Cavalry Banners traversing it and should be taken into account by GM's planning scenarios in the area.



Here is one possible way to represent Kryger and his banner of Undead and Chaotic troops.

Abandoned Temple of Gor-Loq

This Temple is a long-abandoned Lizardman construction which is over a millennium old.

While its grandeur and majesty remain apparent even after centuries of vegetation growth and inhabitation by jungle creatures, the Temple has been stripped of all its treasures by pirates, explorers, and Estragon's followers. Any banner moving into the hex that contains the Temple will be beset by a number of Jungle Swarms up to half the points value of the banner in question (GM's discretion as to how many). Each Jungle Swarm base counts as a unit unto itself. If only one banner is moving through the area, the GM should design a scenario in which the Jungle Swarms surround the members of the banner and attack. If two or more banners are to do battle in the area, the GM should incorporate special rules whereby Jungle Swarms appear in random locations and move to attack the most proximate unit or model. There are no Items of Power at the Temple of Gor-Loq.



A High Elven Skirmish Banner explores the ruined Temple of Gor-Loq.



The Wrecked Fleet

Estragon's fleet made landfall on the island at this location. Seeing an island paradise on which to make his new home and knowing that dozens of sailors still loyal to their old gods were locked in the brig, Estragon had his ships cleared of all useful items and then scuttled his fleet with the captive men still aboard. Whether it was the power of Tzeentch, Estragon's will, or the curse of some long-forgotten Necromancer, the drowned prisoners did not rest long in their watery graves. Dozens of Undead sailors now inhabit the waters and shoreline near the Wrecked Fleet and will attack anyone who seeks to board the sunken ships or search the wreckage on shore. When a banner moves through the three hexes proximate to the wrecked fleet, the force will be attacked by the rotting remains of the sailors. The GM should set up a scenario with as many Zombies as he has on hand (but no more than 75% of the banner's current points value in Zombies). There are no Items of Power and nothing of interest in and around the Wrecked Fleet.

Left: These zombified mariner units by Thomas A. Haslup, Jr., (Above) and Dave Gentzler (Below) are perfect examples of what one might encounter if adventuring around the cursed waters near the Wrecked Fleet.



Tahmak Village

Many of the descendants of Estragon's original crews settled in the large village known locally as Tahmak, the name of the tribe from which Eigil Tcharssen originally hailed. Though centuries old, Eigil has been preserved by the power of Chaos and still rules the village to this day. Eigil wields the Scythe of Change, one of the Items of Power that are the objectives of this campaign. In order to win the Item of Power, a banner must attack the village and capture it from Eigil per the rules described in *Capturing Items of Power*.

Eigil is an Exalted Champion of Chaos with the Mark of Tzeentch, a hand weapon, Chaos armor, and the Scythe of Change. He leads a Hordes of Chaos Mortals banner of 1,500 points (the cost of Eigil does not count against this total). If possible, his banner should consist mainly of Marauders of Chaos and Marauder Horsemen. If any units/models are eligible to take a Mark of Chaos, they must take the Mark of Tzeentch.

As the GM designs the scenario, he should, as always, take the player's battle plan into account and should make sure to place many buildings, huts, and drinking halls on the table to represent the village itself.

Note. As long as Eigil lives, these rules apply to Tahmak Village. Once he dies, his banner disbands, and these rules no longer apply. As long as he lives, however, he can always call upon a 1,500-point banner to defend the village in any given turn.



The denizens of Tahmak Village muster to defend their homes.

Pool of Tchar

Perhaps the spot on the island most tainted by Chaos, the Pool of Tchar lies at the center of an area of eldritch and evil power. GMs should report to banners entering and scouting the area that something feels "off" or "wrong" about the place. Odd creatures like two-headed snakes, blue monkeys, and furtive, amorphous organic masses hide in the shadows and skitter among the treetops. At the center of this area is the Pool of Tchar and a monolith erected to honor the God Tzeentch. Ty'Chan Cho, a sailor recruited into Estragon's fleet in Cathay many years ago and one

of Estragon's most powerful apprentices, lives in this area, and it is perhaps his power that corrupts the natural order of this corner of the island. Ty'Chan Cho is an Aspiring Champion of Chaos with the Mark of Tzeentch, a hand weapon, Chaos armor, and the Cathayan Robe, one of the Items of Power. He leads a small force of 500 points of Chaos Mortals (Core only; any units eligible to take a Mark of Chaos must take the Mark of Tzeentch). In order to win the Item of Power, a banner must attack Cho and his forces and capture the Cathayan Robe per the rules described in *Capturing Items of Power*. Players should play the

Past the Edge of Reason scenario from p. 107 of *The General's Compendium* when a banner is attempting to capture the Cathayan Robe. Cho's forces will always include a Monolith with the Winds of Change power (see *The General's Compendium*, p. 106).

Note. As long as Cho lives, these rules apply to the Pool of Tchar. Once he dies, his banner disbands, and these rules no longer apply. Both the pool and monolith lose their power. As long as he lives, however, he can always call upon a 500-point banner to defend the area in any given turn.



The Pool of Tchar festers in the jungles of Estragon's Island and mutates and corrupts the indigenous flora and fauna.

Festerskrit Cavern

There is absolutely nothing of interest in Festerskrit Cavern except a thriving community of Skaven.

No one knows for sure how many of the vile ratmen inhabit the area, but Estragon allows them to live as they help to protect the eastern side of his island.

Any non-Skaven banner moving through the hex containing Festerskrit Cavern will meet with an immediate and remarkably aggressive response. A banner of Skaven with a points value equal to that of the player-controlled banner will immediately attack. Each turn a non-Skaven banner remains in the hex containing Festerskrit Cavern, a Skaven banner of equal size will attack.

If the banner moving through the area is a Skaven one, it may hire up to 300 points worth of Skaven mercenaries from the denizens of the cavern (as usual, 1 GC = 1 point to spend on troops). Skaven mercenaries can be hired only once in the campaign.

The Caves of Naizondra

Inside these serpentine cliffs and caverns hides the Cursed Chest, one of the five Items of Power hidden on Estragon's Island. Only Skirmish Banners may enter the Caves of Naizondra, as the passages are narrow and labyrinthine. The Caves of Naizondra always seem to be occupied by a group of wandering, hostile creatures. Some seek the Cursed Chest itself, while others are perhaps considering making the caves their home. In order to capture the Cursed Chest, a Skirmish Banner must defeat the local population, which will thereby buy time to search the caves and find the item. If the Skirmish Banner is defeated, however, it will be driven from the caves but may make subsequent attempts in subsequent turns.

Each time a Skirmish Banner enters the caves, the GM should either assign a particular army type or roll randomly to determine the type and nature of the denizens of the deep. If two (or more) rival banners enter the caves on the same turn, the GM should still generate another banner to represent the denizens of the Naizondra, and a three-way (or more-way) battle will take place. The banner acting as the caves' denizens always equals the points value of the player-controlled Skirmish Banner entering it (or the value of the largest player-controlled banner, if two or more banners are entering on the same turn).

OPTIONAL CAVE DENIZENS CHART*

1	Night Goblins
2	Skaven
3	Skeletons
4	Chaos Marauders
5	Skinks
6	A single large monster of approximately the same points value of the Skirmish Banner

*The GM may roll to determine the inhabitants of the cave or simply choose from whatever models he has available.



Skaven emerge from one of the many exits from Festerskrit Cavern.

Estragon's Fortress

In this mighty fortress, Lord Estragon, now centuries old, makes his home. Though now much of his time is dedicated to worshipping the God Tzeentch and honing his understanding of the Lore of Change, Estragon manages to stay in touch with his people and with the occurrences on his island. Well before the first banner reaches his Fortress, he will have been made well aware of its presence and will have prepared his defenses well. Estragon is a Chaos Lord with the Mark of Tzeentch. He wears the Crown of Estragon and is equipped with the Staff of Change, Chaos armor, a hand weapon, and shield. He will often ride a Disc of Tzeentch (GM's discretion). He leads a 1,250-

point banner of Chaos Mortals (his points cost does not come out of this total). In order to capture the Crown from Estragon, a banner or group of banners must lay siege to his castle and take the crown per the rules described in *Capturing Items of Power*. GMs can find siege rules and scenarios to modify in the Warhammer rulebook, *The General's Compendium*, and the U.S. GW web site.

Note. As long as Estragon lives, these rules apply to the Fortress. Once he dies, his banner disbands, and these rules no longer apply. As long as he lives, however, he can always call upon a 1,250-point banner to defend his Fortress in any given turn.

RUMORS

Below, GMs will find three lists of rumors corresponding to the three player maps. In the interest of fairness, the more accurate the map, the less accurate the rumors. To avoid confusion, we have included [in brackets] an assessment of the verity of each rumor. Of course, GMs should not convey the bracketed information to the players.

ORC MAP (MAP A) RUMORS LIST

GM's Note. Map A is the most accurate of the three maps, a fact that has more to do with dumb luck than with the general precision of greenskin cartography. However, the rumors associated with this map are wild and often inaccurate.

- Lord Estragon was spotted living in a village called Tahmak on the southeastern shore of the island. He wields an Item of Power called the Scythe of Change. [The rough location of Tahmak Village can be extrapolated

from this rumor. However, it is Eigil, not Estragon, who lives in Tahmak and wields the Scythe of Change.]

- A group of sailors took vast amounts of gold from an abandoned mine dug into the north face of the largest mountain on the northeastern corner of the island. They also spotted Skaven patrols in the area. [All of this information is false. The sighting of a Skaven patrol is possible, given Mount Arpia's proximity to Festerskrit Cavern.]
- A large castle has been constructed on the center of the island. Though occasionally inhabited, it has no garrison to speak of. Underneath the fortress is a vast labyrinth of catacombs rumored to contain arcane relics. [Aside from the rough location of Estragon's Fortress, this rumor is false.]
- Pirates and deadly plants inhabit the northwestern corner of the island. [All true].

MARAUDER MAP (MAP B) RUMORS LIST

GM's Note. Map B is reasonably accurate, as are its rumors. The map was reportedly drawn by a group of Marauder sailors who visited and traded with the Tahmak villagers.

- Beware the delta of the western river. There, the dead walk. [True, this is the location of the Undead Swamps.]
- Though there is a mountain pass to the southeast of Estragon's Fortress, the castle is best assaulted from the north. The northern wall is old and crumbling and will fall easily. [Mostly false. There is a mountain pass to the southeast, but the northern wall is strong.]
- Look to the east of the abandoned Temple of Gor-Loq to find a place of Chaos and madness. There, a man from the east makes his home. He wears a magic robe. [This is all true. To the east of the Temple, which is not identified by name on the Marauder map, lies the Pool of Tchar which is a chaotic landscape inhabited by Ty'Chan Cho who wears the Cathayan Robe and leads a small force.]
- A Dragon, a wyrm of ancient power and evil, inhabits the tall peak on the northeast point of the island. [False.]

DWARF MAP (MAP C) RUMORS LIST

GM's Note. Map C is the most distorted of all the maps. It was drawn by Krendal Kegbelly, one of the most notorious drunks ever to set foot on a Dwarfen Ironclad. The island he drew on his map is much too wide around the middle, much like Ensign Kegbelly himself. Although the shape is distorted, the map does depict several key locations on the island more or less accurately. Fortunately for the player who must try to negotiate the island with this map, the rumors he hears are largely true.

- Beware the peaks to the northeast. Great birds with the bodies and faces of witch-women make their roost there. [True, Mount Arpia is home to many Harpies.]
- Search carefully the caves known to the Dwarfs as Duk Naizondra. There, ancient treasure lies. But do not open the Cursed Chest, or your life may be forfeit. [All true.]
- To the east of the delta of the eastern river is a village where followers of the Dark Gods make their homes. Seek no hospitality there, for their chieftain is an ancient sorcerer of terrible power who wields the fabled Crown of Estragon. [All true, except for the Crown. Eigil, the sorcerer of terrible power, wields the Scythe of Change.]
- Near the westernmost shore of the island lies an ancient ruin, possibly constructed by the walking reptile-men of Lustria. It is abandoned, and nothing of value is there. If fortune finds you there, beware the many serpents and vipers. [All true.]

GM-CONTROLLED BANNERS

Before the campaign begins, the GM should create one 1,000-point army list per player in the campaign. These banners are Estragon's forces. All of these banners should be Regular Banners and should be selected per the usual rules in *Warhammer Armies: Hordes of Chaos*. These

banners are controlled by the GM according to the following guidelines.

- Before the start of the campaign, the GM should position the GM-controlled banners at different locations on the island. They should be spread out as evenly as possible.
- GM-controlled banners must be given orders like any other banner.
- Before the start of the campaign, the GM should assign each GM-controlled banner a "target" player. The GM should move each of the banners he controls to intercept and attack the largest banner of the target player. GM-controlled banners will continue to move and attack each player's largest banner (note that due to casualties and/or reorganization, a player's largest banner may change) until one or more of the Items of Power are captured by a player-controlled banner. GM-controlled banners may never choose to attack the same banner 2 turns in a row.
- Each time an Item of Power is captured by a player banner, a randomly determined GM-controlled banner should be assigned to try and retrieve the Item of Power. The GM should move this banner to intercept and attack whichever banner possesses the Item of Power. Each time a new Item of Power is discovered, a new, randomly determined banner should be assigned to retrieve it. If a GM-controlled banner succeeds in retrieving an Item of Power, the banner should return it to its place of origin or bring it to Estragon's Fortress (GM decides which).
- GM-controlled banners never parley and never ally with player-controlled banners.
- GM-controlled banners roll for recovery like any other banner but can never be reorganized.
- If the GM finds that the same GM-controlled banner is attacking the same player-controlled banner every other turn repeatedly, the GM can reassign his banner another "target" to keep the campaign lively and varied.

By controlling several banners in the campaign himself, the GM ensures that no player is left out of the game and that the referee himself is able to play some Warhammer as he masters the campaign. Also, the GM – and thus, by extension, his banners – has absolute knowledge of the position of every banner on the map. Thus, these banners will seem to move with an almost supernatural sense of where their foes are located. Attacks from Chaos banners will seem to come from nowhere and will help to create a feeling of menace appropriate for a chaotic island. If, however, at any time, the GM-controlled banners are becoming cumbersome (because the GM has to play too many games; the players have to play too many games; the GM-controlled banners are inflicting debilitating casualties on the player banners; or any other reason), the GM should simply stop issuing orders for his banners until they are needed later in the campaign.



A Bretonnian Scout surveys the island.

RANDOM ENCOUNTERS AND EVENTS

After the players submit their orders but before any banners are moved, the GM should secretly roll 2D6 for every player-controlled banner in the campaign. On a result of 2 or 3, the banner will experience a Random Encounter or Event. Roll a D66 and consult the chart on the next page. (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.) Apply the effect listed on the chart immediately.

Some Random Events (e.g., Illness) will cause troops in the banner to die. The controlling player may choose which troops to lose. The player must lose the full points value rolled and, as a result, may have to lose more points than the number rolled. For instance, if a banner consisting of only 6-point models rolls a loss of 25 points, it would have to lose 30 points of models (i.e., the banner would have to lose five 6-point models to lose the full 25 points; if it lost only four 6-point models, it would lose only 24 points and not the full 25 as dictated by the roll). Also, GMs should work out an alternate explanation for some of the events where appropriate. Skeletons would not suffer from malaria, for instance, but could become separated from their necromantic masters and collapse instead.

Some Encounters and Events will require a game of Warhammer to be played. The GM or a third party can act as opponents in these battles, which should be played in the Battles Phase of the Campaign Turn. GMs may wish to alter this table to accommodate the miniatures they have available. GMs should always set the scenario for any battles played.

Some encounters will require the player to decide whether or not to pay money. Note that all expenditures must be made from the banner's own baggage. If the banner has no money in its baggage, it cannot pay.

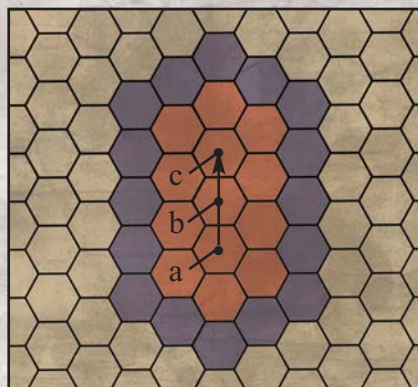
RANDOM ENCOUNTERS AND EVENTS TABLE

D66 Roll	Encounter or Event
11–13	Illness. Malaria, frequent in the tropical climate, sweeps through the banner. The banner cannot move this turn, and D6x5 points of troops are lost due to death and desertion.
14–16	Desertion. Some malcontents sneak off in the night (or are killed by local fauna). Lose D6x10 points of troops from the banner.
21–22	Confused Orders. The General's orders were misunderstood. The GM should roll a scatter die on his copy of the map and move the banner its full movement distance in the direction indicated.
23–25	Localized Storms. A severe storm slows the banner's progress. Flying Banners cannot move at all. All other banners are slowed to half rate.
26–31	Missing Scouts. The troops acting as the banner's scouts fail to return. Lose D6x5 points of troops from the banner. The banner receives no scouting report this turn.
32–33	Traps. The banner marches through an area of traps set by the local population. Lose D6x10 points of troops. Banners with Wood Elves of any kind or any troops with the <i>Scouts</i> or <i>Skirmishers</i> special rule may make a Leadership Test against the base Leadership value of those troops (use the highest Leadership available if more than one troop type qualifies). If passed, the banner loses a single model to the traps, and then the banner's woodsmen are able to avoid the rest.
34	Assassin. Randomly select one character in the banner. Roll a D6. On a 1, the Assassin kills this character in his sleep. On a 2–6, the character wakes up at the last moment and can fight for his life. Place an Assassin model next to the character model in question and fight it out. The Assassin can be represented by any model you like, but use the statistics for a Dark Elf Assassin. The Assassin is equipped with two hand weapons. The Assassin counts as Charging on the 1st turn of the fight. The targeted character can use any equipment or magic items normally assigned to him, except normal or magical armor (which no one sleeps in). If the character dies either in his sleep or fighting the good fight, he is dead. Remove him from the banner's roster. Do not roll for Injury. If the character should defeat the Assassin, he gains +1 Ld for the duration of the campaign (up to a maximum of 10).
35–36	Pirates. A group of 500 points of Pirates (use Empire Free Companies and Crossbowmen to represent the Pirates) encounters the banner. They (the GM should act as the Pirates) will parley with the banner if the controlling player wishes. The Pirates will always choose to attack if they outnumber the player-controlled banner and will always choose to retreat if facing an equal or larger force.
41–42	Undead. A wandering band of Core Vampire Count troops exactly half the size of the player-controlled banner attacks. They are led by a Necromancer who controls them from "off the board" (i.e., he plays no part in the game and cannot be killed). The Necromancer's goal is to swell his ranks; thus, the scenario should set Victory Conditions based on how many troops the Undead kill. The Undead will not parley and will always choose to attack.
43–44	Savage Orc Ambush! The banner has wandered into an ambush set by Savage Orcs. Play the Ambush scenario from p. 209 of the Warhammer rulebook with the player's banner as the Defenders. The Orcs are the Attackers and have two-thirds the number of points as the Defending banner.
45–51	Chaos Marauders. The banner has encountered a patrol or hunting party of Chaos Marauders, the descendants of Estragon's original crew who now inhabit the island. The GM should create a banner of Chaos Marauders, Chaos Hounds, and an Exalted or Aspiring Champion of Chaos of equal size to the player-controlled banner. The Marauders will not parley and will always choose to attack.
52–53	Big Guys. Two sizeable units of "Big Guys" (e.g., Ogres, Trolls, Rat Ogres, Minotaurs, Chaos Ogres, Chaos Trolls) encounter the banner. The combined cost of these two units can be up to 800 points. The Big Guys will parley as normal and demand to be hired for large amounts of gold. If the player pays 200 or more GCs for the Big Guys' services (the GM should negotiate for as large a fee as possible on the Big Guys' behalf), the Big Guys will fight as part of the banner for the duration of the campaign or until they die. If the player pays less than 200 GCs, the Big Guys will choose the attack Parley Reaction if the banner is equal to or less than 800 points and the retreat Parley Reaction if the banner is larger than 800 points. In any case, the Big Guys keep any money offered to them.
54	Large Monster. The banner disturbs a large monster such as a Dragon, Manticore, or Hydra. The monster will not parley and will always choose attack as a Parley Reaction. If a battle is fought, the GM should design the scenario. However, if the monster has been reduced to 1 Wound and is still alive and not fleeing at the end of the game, the General of the banner may make a Leadership Test (provided he survived the battle). If passed, the monster has been subdued and will act as the General's mount for the remainder of the campaign (or until one or both of them die).
55	Hidden Path. The banner's scouts find a hidden path that makes travel swift and easy. The banner may move an additional 1/2" this turn. Flying Banners are not affected by this result.
56	Extra Training. Add +1 WS or +1 BS to any one unit in the banner. The increase lasts for the duration of the campaign.
61	Healer. The banner encounters a mysterious old witch woman who offers to heal the wounds of the banner's officers. For 50 GCs, the witch woman will heal any permanent injuries sustained after rolling on the Character Injury Chart. She can restore limbs and eyes through magical means, cure madness, and remove Old Battle Wounds, but she cannot resurrect the dead, rescue captured characters, or restore stolen equipment. If the banner refuses to pay or cannot pay (even if no characters are injured), she will curse one randomly determined character model with an Old Battle Wound, which lasts for the duration of the campaign.
62	Freelance Spy. The banner encounters a freelance spy who offers his services to the banner. If the banner agrees to pay 50 GCs, the spy will reveal the locations and exact contents of the three enemy player-controlled banners closest to the banner in question. If the banner refuses to pay or cannot pay the spy, the spy will automatically reveal the banner's location and exact contents to the three closest enemy banners instead.
63	Wizard Advancement. After careful study on the long voyage to Estragon's Island and invaluable field experience, one Wizard in the banner gains a magic level (to a maximum level of 4). Note that the Wizard's statistics and point cost remain the same, but the Wizard will roll for one additional spell, will generate more Power Dice, and may generate more Dispel Dice. If there are no Wizards in the banner, reroll on this table.
64	Tradesmen. The banner encounters a group of unscrupulous pirate tradesmen, who sometimes trade with the denizens of Estragon's Island. They have few exotic goods but a good selection of weapons, armor, and battlefield equipment. The banner may purchase any upgrades from the normal army list for any of its units (e.g., a unit with no armor that is normally able to take armor could purchase armor from the tradesmen). Each GC purchases a single point of equipment (e.g., a 20-strong unit of Marauders of Chaos could purchase 20 flails, which normally cost 1 point each, for 20 GC).
65	Mercenaries. The banner encounters some traveling mercenaries and may hire them if it has the means. The banner may hire any one Dogs of War unit (including Regiments of Renown) normally available to the army type. Each GC purchases a single point worth of Dogs of War (e.g., an Empire banner could hire a 220-point unit of Dogs of War Dwarfs for 220 GC). The mercenaries will fight alongside the banner for the duration of the campaign.
66	Allies. A shipwrecked band of friendly troops agrees to ally with the banner in exchange for a free ride back to the Old World. The player may select up to 200 points of troops from any army permitted to ally with the banner's army (see the Allies Chart on p. 109 of <i>The General's Compendium</i>).

SCOUTING

After the GM rolls for Random Encounters and Events, roll a D6 for each banner that will move in the Campaign Turn. Add +1 to the result if the banner contains troops with the *Scouts* special rule. Once the results are determined, consult the table below to determine what, if any, information each banner's scouts report back. Convey this information to each controlling player.

Scouts are eligible to gather information from any and all hexes within their scouting range all along their banner's path. Remember that all hexes are 1/4" in size. Thus, Regular Banners, which have a scouting range of 1/4", can scout all hexes along their banner's path and all hexes adjacent to those hexes. However, Flying Banners, which have a scouting range of 1", may scout all hexes along their banner's path as well as any hex within four hexes of that path.



As the Regular Banner moves from a to b and then from b to c, it will scout all the red hexes (i.e., all hexes adjacent to those it travels through). Were the banner a Skirmish Banner, it would scout the blue hexes as well (i.e., all hexes within 1/2" of the banner's path).

EXAMPLE OF MOVEMENT AND SCOUTING

Let us imagine a participant in an Estragon's Island campaign, Sean, a Bretonnian player, and the movement and scouting of one of his Regular Banners called the Valor of Couronne, over the course of a few turns. Sean's banner is on the western arm of the island and moving north from just south of the Abandoned Temple of Gor-Loq. Among the orders he submits for the turn, he writes that he wants the Valor of Couronne to march directly north 1/2", its full movement distance. As the GM begins to process all the orders, he rolls 2D6 to see whether the Valor of Couronne will meet with a Random Encounter or Event. The GM rolls a 6 for the banner, and thus the Valor will not experience a Random Event or Encounter this turn. Had the GM rolled a 2 or 3, indicating a Random Event, he would have then gone on to roll a D66 and generate an Encounter or Event for the banner. The GM then tracks the movement on the map. The Valor is a Regular Banner and thus can move 1/2" or two hexes on the GM's map. The banner's scouts check all hexes adjacent to those two hexes the banner moves through.

As the GM moves the banner into its first hex in the First Movement Phase of the Campaign Turn, he makes a scouting roll. He rolls a 5 (i.e., Veteran Scouts). The scouts will report any

other banners in the area as well as any points of interest. There are no enemy banners in the area, and the GM will inform the player of this fact. Of course, the player has no way of knowing if his scouts' report is accurate or not and must keep in mind the possibility of proximate enemy banners that his scouts may have missed. The scouts will also report the location of the Temple of Gor-Loq, the one point of interest in scouting range.

Sean decides that he will not let his scouts' report change his initial orders (which is always an option for players who learn new information from their scouting reports). He wants his banner to head north to explore that section of the island and also wants to

investigate the Temple. Other banners in the game may have battles to fight at this point in the turn. Thus, it may be several days before the GM is ready to move on to the Complete Movement and Scouting Phase. After all battles are complete, the GM will move Sean's banner into the Temple hex and will again roll on the Scouting Table. The GM rolls a 4, Solid Scouting. The GM tells Sean that there are no enemy banners in the area and no points of interest other than the Temple. The GM also decides to tell Sean that his scouts have noticed snakes in the area. Next turn, Sean's banner will be given orders to explore the Temple area, and the serpents will attack his banner per the normal rules for the Temple of Gor-Loq.

SCOUTING TABLE

D6 Result	Information to Convey to the Controlling Player
1	Inaccurate Report. The scouts return with completely inaccurate information. If there are no banners within scouting range, the scouts will report a sizeable force in a location determined by the GM. If there are banners within scouting range, the scouts will miss them entirely and report that no enemy is proximate. All points of interest will be overlooked. Of course, do not inform the player that this information is inaccurate. In addition, roll a D6. On the result of a 1, some scouts have been lost. Subtract 2D6 x 5 points of troops from the banner; the controlling player may decide which troops to lose. If the banner was pursuing an enemy banner, the scouts have lost track of it.
2	Nothing to Report. The scouts return and have nothing useful to report. If the banner was pursuing an enemy banner, the scouts have lost track of it.
3	Minimal Intelligence. The scouts report the location, but not the size, of any enemy banners within scouting range. The scouts will also report any points of interest within scouting range. If the banner was pursuing a similar or slower enemy banner, the scouts have lost track of it on a D6 roll of 1.
4	Solid Scouting. The scouts report the location and approximate size of any enemy banners as well as any points of interest within scouting range. If enemy banners are moving, the scouts will report the direction they were moving. Distort the size of any enemy banners by D6 x 50 points. Roll another D6. On a 1-3, add this value to the report of the banner's actual size; on a 4-6, subtract this value from the report of the banner's actual size. Any resulting reported banner size equal to or less than zero should be reported as simply "a very small force," "a handful of men," or something similar. If the banner was pursuing a similar or slower enemy banner, the scouts have managed to keep track of the enemy's movements.
5	Veteran Scouts. The scouts report the location and exact size of any enemy banners as well as any points of interest within scouting range. If enemy banners are moving, the scouts will report the direction they were moving. If the banner was pursuing a similar or slower enemy banner, the scouts have managed to keep track of the enemy's movements.
6+	Master Spies. The scouts report the location and exact size of any enemy banners as well as any points of interest within scouting range. If enemy banners are moving, the scouts will report the direction they were moving. In addition, the scouts report a rough composition of enemy banners. The controlling player will learn what the number and type of all troops and characters, but not how they are equipped or any "secrets" like Night Goblin Fanatics. If the banner was pursuing a similar or slower enemy banner, the scouts have managed to keep track of the enemy's movements.



An Empire banner and greenskin banner clash in the jungles of Estragon's Island.

BATTLES

In addition to keeping track of the movement of banners on the master map, one of the Games Master's primary responsibilities will be to come up with scenarios for all the battles that will be played over the course of the campaign. Battles are fought whenever two enemy banners come into contact and make a Parley Reaction (see Players' Packet) that results in conflict. Each time Parley Reactions result in battle, the GM must determine the scenario that will be played.

GMs SHOULD STRIVE FOR NO PITCHED BATTLES. One of the reasons to play a campaign is to experience different kinds of games other than the standard competitive Pitched Battle.

Games Masters should make a vow not to impose any Pitched Battle scenarios on their players.

That does not mean that GMs must write every scenario for the campaign (though they may do so if they wish). GW has published many, many scenarios over the years. Aside from the scenarios in the Warhammer rulebook, you can look to *White Dwarf*, *Black Gobbo*, the GW web site, *Warhammer: Skirmish*, *The General's Compendium*, the Storm of Chaos campaign sourcebook, and any other GW publication for different scenarios to try. Another great resource is the Scenario Generator published in *WD* 291.

As GMs choose, modify, or write scenarios, they should keep in mind the players' goals. What is each player trying to accomplish by fighting this battle? Destroying the competition? Capturing an Item of Power? Controlling a tactical location on the map? Wholesale slaughter? Raiding the baggage? Player goals should help dictate the type of scenario played and the Victory Conditions for each battle. If one of the embattled banners is a Random Encounter or a GM-controlled one, the GM should ascribe a goal to the forces he controls.

EXAMPLE OF SCENARIO DESIGN AND BATTLE

Last turn, Joe's High Elf Regular Banner managed to wrest control of the Cathayan Robe from Geoff's Hordes of Chaos Cavalry Banner. Geoff has ordered his faster

Cavalry Banner to pursue Joe's Elves and try to bring the banner to battle. After a successful scouting roll, the Chaos Cavalry manages to bring Joe's Regular Banner to battle on the north shore of the island, a few hexes away from the Wrecked Fleet. Though Joe's Regular Banner tried to retreat, we can see on the Parley Reaction Table (see Players' Packet) that, when a Regular Banner retreats and a Cavalry Banner attacks, a battle will be fought.

The GM must now determine a scenario. He considers the terrain, the recent history of the two banners involved, and the tactical goals of the two players. Because they are fighting on the shoreline, the GM decides that one of the short table edges will be covered by water. Because these banners have been involved in a cat-and-mouse pursuit, the GM decides that they should deploy per the Meeting Engagement scenario from the Warhammer rulebook. Neither of these banners has had time to set up defensive positions or carefully deploy troops for battle – so this type of deployment seems appropriate. Finally, the GM considers the tactical goals for this battle. Both players want to control the Cathayan Robe, one of the great Items of Power that are the goals of this campaign. Thus, rather than setting Victory Conditions that involve Victory Points or capturing battlefield terrain, the GM decrees that whoever ends the game in possession of the Cathayan Robe will win. He conveys this information to the players, and they must arrange a time to play, get their game in, and report their results to the GM before the next Campaign Turn begins.

ITEMS OF POWER

Following are descriptions of the Items of Power that Estragon collected all over the world and that are distributed all over his island. Once captured, an Item of Power can be assigned to a character model like a regular magic item or can be placed in a banner's baggage.

- **The Crown of Estragon.** The bearer of the Crown of Estragon has Ld10 and is *Stubborn*. In addition, if the bearer is associated with a unit, it too is *Stubborn* and can use its leader's Ld10. The Crown bestows no benefit if the bearer is fleeing.
- **The Cursed Chest.** The Cursed Chest is a small ornate chest of apparently Cathayan design that contains many mysterious treasures from faraway lands. However, as the chest is cursed, the treasures themselves will have no effect on this campaign. Only when the chest is returned to the banner's homeland and powerful spells are cast to remove the curse can the treasures be removed and used.

If a banner attempts to open the chest outside of a battlefield situation, randomly nominate one character in the banner (or, if the controlling player specifies a particular character, then that model will suffer the following effects). The character nominated is instantly wreathed in blue flames and must pass two Toughness Tests or die instantly from the curse. Even if both tests are passed, the character will lose 1 point of Toughness permanently. The lid will then snap shut. Any time any banner attempts to open the chest outside of combat, the same thing will happen.

The Cursed Chest can be carried as baggage or assigned to a character in the banner. Should a character assigned the Cursed Chest attempt to open it in battle, at the beginning of the next Magic Phase, have the controlling player nominate three enemy units on the field and number them 1, 2, and 3. These "units" could be units proper, large monsters, war machines with crew, and/or individual characters and other single models. The controlling player's opponent then nominates three of his foe's "units" and numbers them 4, 5, and 6. Roll a D6. The number rolled indicates which unit has been affected by the curse. That unit takes 2D6 S10 hits. If possible, the GM should not reveal this aspect of the Chest's power until a player chooses to open it on the battlefield. If the GM cannot be on hand at the game itself, he should hand the controlling player a sealed envelope with these rules inside and instructions to the effect that that envelope should not be opened until the Chest is opened.

- **The Scythe of Change.** The Scythe of Change is a weapon of great power, which a Lord of Change bestowed to Eigil after he converted Estragon and his crews to worship the Changer of Ways. The weapon is a pure expression of Tzeentch's power, and its wielder can bring death and change in equal measure. The Scythe counts as a great weapon in

all respects. In addition, any model slain by the Scythe of Change becomes a Horror of Tzeentch. If the model(s) slain is (are) part of a unit, then the Horror model(s) should be placed in contact with the enemy unit on one of its free sides (chosen by the player controlling the model wielding the Scythe). All the Horror models created in a single combat become part of the same unit and may cast spells and fight as normal in subsequent rounds. If Horror units created as such are destroyed, they bestow no Victory Points to the enemy.

- **The Rod of Pharakh.** The bearer of this Enchanted Item counts as a Necromancer in all respects and may choose spells from the Black Art list in addition to any other list from which he would otherwise be entitled to choose. If the bearer is not normally a spellcaster, he counts as a level 2 Necromancer. If normally a spellcaster, the bearer maintains his usual level. In addition, once per Magic Phase, the bearer may cast the bound Invocation of Nehek at power level 4. This spell is always cast at the "middle level" and thus raises either 2D6 Skeletons or 2D6+2 Zombies.
- **The Cathayan Robe.** Estragon obtained this robe on one of his many voyages to Cathay. It is a simple silk robe of deepest crimson and can be used by any Wizard. The Wizard wearing the Cathayan Robe generates D3 more Power Dice and Dispel Dice than normal each Magic Phase.

In addition, once per battle, the bearer may elect to cast a single spell with Irresistible Force. No Power Dice are expended. The controlling player simply announces that he is using the Robe's special power. The spell cannot be dispelled by any means. After this ability is used, however, the Robe has no further effect on the battle and will not generate an additional D3 Power or Dispel Dice until it recharges for the next battle.

CAPTURING ITEMS OF POWER

There are two ways to capture an Item of Power from an enemy banner.

If an Item of Power has been placed in a banner's baggage, it will be captured if the baggage is captured (see Players' Packet).

If an Item of Power has been assigned to a character, it can be captured in any of the following ways.

- If the bearer of the Item of Power is removed as a casualty while in hand-to-hand combat, any enemy model in base contact may take the Item of Power for himself. If that model is a character model and is eligible to use the item in question (e.g., only Wizards may use the Cathayan Robe), he may use it immediately.
- If the bearer of the Item of Power is an independent character and is removed as a casualty while not in hand-to-hand combat, place a marker on the tabletop (a coin will work) to indicate where the Item of Power has fallen. Any model that moves into base contact with the Item of Power may pick it up. However, remember that only character models can use Items of Power.
- If the bearer of the Item of Power is a character in a unit and is removed as a casualty while not in hand-to-hand combat, either the unit the character was in OR another character in the unit (controlling player's choice) takes possession of the Item of Power.
- If ever a unit, rather than a character model, is in possession of an Item of Power, it may be captured exactly like a unit standard. If, for any reason, that unit is removed from the board while not in hand-to-hand combat (e.g., destroyed by shooting/magic or fled off the board), place a marker on the tabletop (a coin will work) to indicate where the Item of Power has fallen. Any model that moves into base contact with the Item of Power may pick it up. However, remember that only character models can use Items of Power.





After a Random Encounter result, a Chaos Skirmish Banner parleys with a group of Big Guys.



A banner of Tzeentch Daemons led by a specially converted Lord of Change sallies forth to do Estragon's bidding.



Two Skirmish Banners do battle in the Caves of Naizondra.



Two classic foes, the Lizardmen and the Dark Elves, take up arms at the foot of Mount Arpia.



Dwarfs, thinking the ruined Temple of Gor-Loq holds untold treasures, fend off a GM-controlled Tzeentch banner.

MAP MANAGEMENT

As you can imagine, the GM has a great deal to keep track of on his version of the map. There are a few different ways to make sure map management doesn't become a hassle.

One way 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 player's banners and for the GM-controlled banners. This method has the advantage of keeping a permanent record of where each banner has been and what has been explored. In addition, if you draw lines on your map to indicate each banner's path, it is easy to see where these paths intersect and where a Parley, Parley Reaction, and Battle might occur. 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 movements is to mount your GM 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 player's banners and for the GM-controlled banners. Attach bits of tape to the stick pins and write numbers on them to distinguish the banners from one another.

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 and permanent features, like where a Skaven player built a watchtower or where a greenskin banner was destroyed by malaria and dropped the Crown of Estragon.

ONE BANNER'S JOURNEY THROUGH ESTRAGON'S ISLAND

In order to demonstrate how a few Campaign Turns might unfold, let us continue to follow Sean's Bretonnian Regular Banner, the Valor of Couronne, over the course of a few Campaign Turns. When we last left our intrepid banner, Sean had written orders for his banner to explore the Temple of Gor-Loq. As the GM begins to execute all the players' orders, he rolls for a Random Encounter or Event for the Valor of Couronne, rolls a 9, and determines that no Encounter or Event will occur for the Valor this turn.

The GM then informs Sean that his exploration of the Temple has been interrupted by thousands of snakes and venomous lizards attacking his people. The GM then designs a scenario for the battle against the reptiles. The Valor is an 800-point banner. Thus, according to the campaign rules for the Temple, up to 400 points of Jungle Swarms could be sent against the Valor. The GM painted two bases of Jungle Swarms for the campaign and can borrow four more from a Lizardman player, and so decides to set 360 points of Jungle Swarms against the Valor of Couronne.

He decides to keep the scenario simple. The Valor will deploy on or within 8" of a ruined Lizardman Pyramid, representing the Temple of Gor-Loq, which will be placed in the center of the table. The Jungle Swarms can deploy anywhere within 12" of the table edges. Each Swarm base counts as its own unit, and the GM figures that this deployment will result in a creepy, surrounded feeling for the Bretonnians. The first side to destroy 200 points worth of enemy troops wins. If neither side destroys this many troops by the end of Turn 6, the game ends in a draw. The game will last up to 6 turns but will end early as soon as one side meets its Victory Conditions.

As the GM has several other battles to play in this Campaign Turn, he asks James, a member of his gaming group but not a full-time participant in the campaign, to take the role of the Jungle Swarms. James and Sean get together and play a battle. Sean is victorious and must now roll for Recovery. His two units of Peasant Bowmen were hit hard by the snakes. He has one unit of three Bowmen and another of four. Sean decides to use the Recovery and Reorganization Phase of the Campaign Turn to consolidate these two small units into a single unit of seven Bowmen. Sean then sends the GM an e-mail reporting the results of the battle, his casualties, and his reorganization. The GM makes notes of these changes, responds to Sean's e-mail, and explains that his search of the ruins of the Temple revealed nothing of interest.

Sean had been hoping to find an Item of Power in the Temple but decides that he doesn't want to waste time with a more thorough search for fear of the snakes returning. Next turn, he thus writes orders to make best possible speed north. The GM rolls and finds that there will be no Random Encounters and Events for the Bretonnian banner this turn. He also makes a scouting roll as he moves the banner one hex north and rolls a 1, Inaccurate Report. As there are no enemy banners in the area, the GM decides to invent a large Dwarf force. Sean had fought a battle against Dwarfs a few turns ago; thus, their presence here seems feasible. Not wanting to face a large Dwarfen banner, Sean changes his orders, as is his prerogative when scouting reports garner new information, and

decides to head east to avoid the Dwarfs, which exist only in the Scouts' imagination.

On the next turn, Sean writes orders to keep heading east. With no Random Encounters and an accurate scouting report that indicates no enemy banners and no points of interest, the Valor moves two hexes to the east.

Next turn, Sean orders his banner further east. However, the Valor of Couronne experiences a Random Encounter. After moving a single hex, the Bretonnian force is ambushed by a mob of ruthless Savage Orcs! The GM puts together a Savage Orc force two-thirds the current size of the Valor of Couronne and arranges to play a battle against Sean. In the battle, the Bretonnians are victorious but do take some casualties. As a result, Sean must make Recovery rolls and report his results to the GM. Because Sean's banner fought a battle this turn, it may neither complete its movement orders nor continue to scout. As such, the Valor of Couronne will end the turn on the site of the battle.

As the campaign continues, Sean's banner will continue to move east where it finds the Pool of Tchar. As the banner scouts the area, the GM chooses to add a bit of atmosphere by describing the local chaotic flora and fauna in colorful and creepy terms. There, the Bretonnians lose a close battle against Ty'Chan Cho and his forces but, in so doing, discover the location of the Cathayan Robe. Sean then orders some of his other banners to march on the areas of the Pool of Tchar, where the combined might of three Bretonnian banners defeats Cho's forces and captures the Cathayan Robe. The three banners,

after rolling for Recovery after the battle, are reorganized into two, and both head north to explore the Alkaline Beach.

VICTORY CONDITIONS

In order to win the Estragon's Island campaign, the banners of a single army (or two or more allied armies) must gather at least three of the Items of Power. All of the army's banners (or all banners of the allied forces) must gather in the same spot (i.e., the same hex) on the shoreline of the island. There, all the banners will send some prearranged signal – like lighting a bonfire, setting a winged familiar free, or alerting the fleet admiral telepathically – to order the ships to return.

The banners must defend their treasures successfully for 2 complete Campaign Turns while waiting for the ships. If the banners manage to do so, they can board the ships and thereby win the campaign. However, as the banners wait to rendezvous with their ships, they must fight at least one climactic battle. Ideally, this battle should be initiated by another player-controlled banner or banners and should be a reasonably fair fight. If not, the GM should use one or more of the banners under his control to attack the waiting banners. Even if the GM-controlled banners are too far away to attack, "the power of Tzeentch" or something similar



The Wood Elves, perhaps more accustomed to the dense foliage than other armies, surround a regiment of Orcs.



An Orc Skirmish Banner ambushes a small Wood Elf Cavalry Banner.



A small banner of Skaven was unable to evade the pursuit of the Tomb Kings.



This Aspiring Champion fights an Assassin in a potentially deadly Random Encounter.



One GM has decided to replace the Harpies with Fell Bats on Mount Arpia.

should transport them to the appropriate shoreline hex.

After a banner successfully defends the artifacts for 2 Campaign Turns, the ships arrive, and the player(s) controlling the three or more Items of Power will win the campaign. If the banners fail to maintain control of their Items of Power, campaign play will continue until one player or alliance of players captures three or more Items of Power, collects all banners controlled in one shoreline hex, and successfully defends the items for 2 complete Campaign Turns.

GENERAL ADVICE

There is no way that these rules and those that preceded them in *Black Gobbo 23* can cover or anticipate all the situations that may arise in a GM campaign – nor should they attempt to do so. Part of the fun of a Games Mastered campaign is improvisation, ad hoc rules, and making it up as you go. Don't be afraid to change these rules, write new ones, and revise as you see fit. Just let common sense and, where applicable, similar and established Warhammer rules be your guides, and you won't go wrong.

A big problem with campaigns is keeping things moving and maintaining player interest. For most gaming groups, that means making sure that you play at least 1 Campaign Turn a week. Don't let the campaign bog down just because two players can never find time to play a battle. If need be, have the players dice off to decide who wins the battle and keep things moving.

If a player has to drop out in the middle of the campaign, all is not lost. The GM can take over his banners. A new player can enter the campaign and take over the absentee player's troops. Alternatively, the banners can simply mysteriously disappear. Perhaps they were wiped out by a tropical storm or disease, were corrupted by the power of Tzeentch, or simply chose not to brave the dangers of Estragon's Island any longer and headed for home.

Of course, players can easily cheat too. They can share information with one another, buy a copy of this magazine and read all the GM-only information, or peek at your copy of the map. As the GM, it is up to you how to handle these unscrupulous players. You can punish their banners with an undue number of unfortunate Random Encounters and Events. You can change things up by moving the location of points of interest or Items of Power (remember, Tzeentch is the Lord of Change!). Most GMs play games and campaigns for fun and don't want to be put in a situation in which they're forced to police their friends and fellow gamers. As the GM, try to foster an environment in which fair play and honesty are expected and valued, and hopefully, your players will follow suit.

Above all, have fun! That's what gaming is all about!

