

# ESTRAGON'S ISLAND

A WARHAMMER GAMES  
MASTERED CAMPAIGN

## 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.



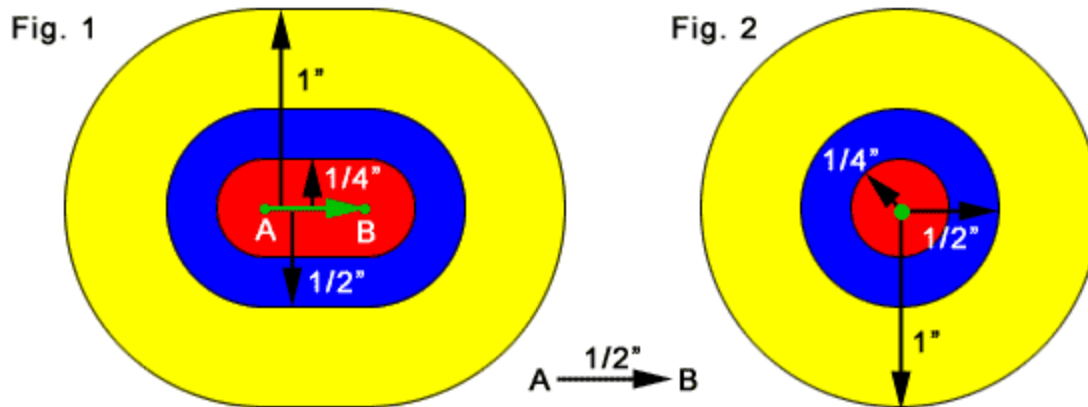


Figure 2 shows how a banner that doesn't move (because of an order to hold, a Random Encounter or Event, or a failure to submit orders) still has a Scouting Range.

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