

ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

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.



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