

ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

Battles



In this phase of the Campaign Turn, any battles that must occur are fought. Most campaigns will be organized such that players will usually have from a few days to up to a week to play their games before the deadline for orders for the next Campaign Turn. The GM will dictate which scenario will be used. Scenarios may come from the Warhammer rulebook, **Warhammer: Skirmish**, **The General's Compendium**, **White Dwarf**, **Black Gobbo**, any other GW-published source, or the GM's imagination. The Warhammer Scenario Generator published in **WD291** is also an excellent source for new scenarios. For **Skirmish** games, GMs can also consider modifying scenarios from the Mordheim rulebook, **Town Cryer**, or **Fanatic** magazine.

Most battles will use the normal Warhammer rules. Battles involving only Skirmish Banners should be played per the **Skirmish** rules, and models fight as Independent Characters and need not maintain unit coherency. When Skirmish Banners are involved in regular Warhammer battles, the regular Warhammer rules are used, but the controlling player may choose whether each unit in the Skirmish Banner will fight in its traditional formation or skirmish formation (unless of course the unit's traditional formation is a skirmish formation, in which case the unit always fights in skirmish formation).



Some random events can result in battles. The GM, one of the other campaign participants, or a third party can control any additional models per the GM's instructions. Asking third-party players to participate is a good way of involving other people in the campaign, especially those members of your gaming group who can't devote enough time to participate as full-fledged members of your campaign.



Battles involving three or more players are possible. The rules for allies and multi-player games (**Allies**, **Enmity**, and **Command Structure**) in Chapter 7 of **The General's Compendium** are in effect. Some of the scenarios detailed therein may also prove useful.

If one player calls for it and the GM approves, very uneven battles can be resolved per the **Uneven Battles** rules on p. 73 of **The General's Compendium**.

No matter what type of battle is fought, keep track of which models were removed as casualties (or Taken out of Action, if playing a skirmish game) or run down by pursuers, and which models simply fled off the board.

It is certainly possible to have 1 or more turns in which no battles are fought. If so, the GM can accelerate the pace of the campaign and require a new set of orders to be submitted more quickly than the usual

deadline.

[**Back: Parley and Parley Reactions**](#)

[**Next: Recovery and Reorganization**](#)

[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