

ESTRAGON'S ISLAND A WARHAMMER GAMES- MASTERED CAMPAIGN

Campaign Turn Sequence

The campaign is divided into Campaign Turns. Each turn represents a period of a few days. The entire campaign will probably last a few “game time” weeks – possibly longer. Each turn consists of the following phases.

- [Write Orders](#)
- [Random Encounters and Events](#)
- [First Movement and Scouting](#)
- [Parley and Parley Reaction](#)
- [Battles](#)
- [Recovery and Reorganization](#)
- [Complete Movement and Scouting](#)
- [Special Orders](#)



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[Next: Write Orders](#)

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