

ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

Write Orders

In the first phase of the Campaign Turn, players write orders for each of their banners. In general, banners will be ordered (i) to move in a particular direction or hold position, (ii) to follow and/or attack a proximate enemy banner, or (iii) to execute a [Special Order](#). Players should submit their orders (e-mail is a big help here) in writing to the GM by the deadline decided upon by the gaming group (most groups try to do 1 or 2 Campaign Turns a week). Players should not share their orders with fellow players (even those players with whom they have allied).



If a player wishes, he can submit very specific orders, such as “Skirmish Banner 3 will advance north toward the enemy banner spotted last turn. If the enemy banner is revealed to be a Skirmish Banner, my Banner 3 will attack. Otherwise, my Skirmish Banner 3 will retreat to the safety of the hills to the west.” However, most often, orders will be much simpler, such as “Regular Banner 3 moves west its maximum movement distance.”

As each banner executes its orders, the controlling player may gain more information as the banner’s scouts search new territories. At any time, a player can change any of his banners’ orders to react to the new information provided by the GM.



Note that banners can be given orders to pursue proximate enemy banners. Banners can pursue successfully only if they are the same type (e.g., Regular Banners can pursue other Regular Banners; Flying Banners can pursue other Flying Banners) or a faster type of banner (e.g., Cavalry Banners can pursue Regular Banners; Flying Banners can pursue any type of banner). When in pursuit, Banners are not given specific movement orders and are simply instructed to follow an enemy force and bring it to battle if possible. With successful scouting rolls, the pursuing banner can shadow the enemy banner over several turns. Pursuit can continue until the pursuers catch up, the pursuers lose track of their quarry, or the pursued cannot move for some reason, such as a [Random Event](#) or a geographical obstacle.

Special Orders can include things like construction projects, ambushes, and assassination attempts and are discussed in more detail in the [Special Orders](#) section.

Below is an example of one player’s orders for a particular turn.

- Skirmish Banner 1 heads north and will move its maximum movement.
- Skirmish Banner 2 will follow the shoreline west and will move its maximum movement.
- Regular Banner 3 will continue to pursue the Skaven banner.
- Regular Banner 4 will continue to build siege equipment in the forest (note this is the 3rd and hopefully final turn of



construction).

- Cavalry Banner 5 will head west and will move its maximum movement.
- Flying Banner 6 will fly to the top of the tall mountain to the north that we spotted last turn.

Once the GM receives all the orders, he will move on to the next phases of the Campaign Turn (Random Encounters and Events/Scouting Reports). If a player fails to submit orders by the deadline, all his banners will hold their positions and will do nothing for the turn except scout the area surrounding their location and react to encounters, events, and enemies as normal.

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