

ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

Allies and Sharing Information



Players may ally with each other if permitted to do so by the Allies Table on p. 109 of **The General's Compendium**. If they fight battles together, use the **Command Structure**, **Enmity**, and **Allies** rules. Allies may share information (e.g., location of their banners, rumors, location of enemies) or misinformation as they see fit.

An alliance can be broken at any time. An ally can call off the alliance formally, attack one or more of his former friend's banners, or simply cease cooperating in maneuvers, attacks, and intelligence gathering.

Players may also share information (or misinformation) during a Parley. For instance, during a [Parley](#), a Dwarf player may warn an Empire player, even if the two are not allied, to stay clear of the region immediately to the south because there are huge Chaos forces there.

Otherwise, players are advised to keep information to themselves. Players should not tell each other anything about their armies, even which type of army they are playing. Part of the fun of the campaign is not knowing what is happening and exploring the island. Sharing too much information with other players will work against this sense of mystery and make the campaign less fun to play. If, on the off chance, two or more players should bend the rules and share information when they shouldn't (or worse, read the GM's Packet in **White Dwarf**), the GM may choose to beat down their banners with "Random" Encounters, Events, and other repeated attacks. So everyone, please, play in the spirit of the game and keep it fun.

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