

## ESTRAGON'S ISLAND A WARHAMMER GAMES MASTERED CAMPAIGN

### Baggage

Baggage represents a banner's supplies. Only Regular Banners can carry baggage. Other, faster-moving banners are mustered to move quickly and thus travel light. In campaign terms, any Regular Banner that has been assigned "extra" equipment and/or supplies that are not a part of the banner's fighting forces has baggage. The things that constitute baggage, in campaign terms, include the following.



- Gold Crowns (GCs)
- One-use magic items/equipment that have not yet been assigned to a character model (e.g., extra Dispel Scrolls, Warpstone, Dark Elf poisons)
- One-use troop types that have not yet been assigned to a particular unit (e.g., Night Goblin Fanatics)
- Extra animals, equipment, tools, small boats, building materials, or supplies that players have creatively purchased and had approved by the GM
- Siege equipment
- Captured Items of Power that are not currently assigned to a character model
- Anything else the GM dictates constitutes baggage.



Of course, baggage would also include food, water, medical supplies, cooking gear, tents, tools, and other things that an army would require to survive on the march. However, as this campaign is a quick "quest-style" one, we will ignore these mundane things (unless the GM and players decide otherwise) and assume that the troops carry such things in their packs, on pack animals, or on small carts that can navigate the jungle brush.

A banner that carries baggage must represent this baggage with a cart or some other appropriate model

on the battlefield. Baggage should be deployed like a regular unit in the army; however, baggage cannot move unless it has been captured. Baggage is considered **Undefended** if there are no friendly models within 6" of it for any reason. Only **Undefended** baggage can be captured. If at any time, an enemy unit (not character or other single model) makes contact with **Undefended** baggage, it captures it. The baggage model should be placed behind the unit to indicate that it is captured. Thereafter, the baggage can be captured and recaptured just like a unit standard. The side that ends the battle with the baggage controls it at the end of the game.

Captured baggage can be looted by the banner who captured it. Any one-use models, such as Night Goblin Fanatics, are put to the sword and lost. However, any gold, equipment, magic items, Items of Power, and anything else may be put to use. Note that as soon as the capturing banner acquires this baggage, it must become a Regular Banner (as only Regular Banners can carry baggage), unless the banner simply loots the baggage for its more portable items (i.e., takes only those items that can be assigned to characters or



units), abandons the baggage, or destroys it.

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