

ESTRAGON'S ISLAND

A WARHAMMER GAMES
MASTERED CAMPAIGN

Random Encounters and Events

Once the GM receives all the players' orders, he will determine whether any banners have experienced a Random Encounter or Event. Random Encounters and Events are detailed in the GM's section and can affect player banners at any point in the Campaign Turn. Some encounters and events can be beneficial. Others can be harmful and can even result in battles. The GM will inform the relevant player of the nature of the encounter or event and what, if any, action the player must take.



Encounters and events might include such things as storms that slow maneuvers, random attacks by the denizens of Estragon's Island, and even helpful encounters that will strengthen your banners or give you more information.

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