

MORDHEIM

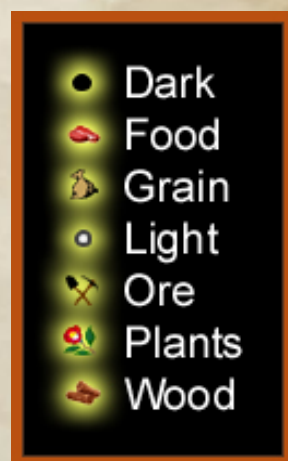
Darkness in Glücksheim

Glücksheim city map and surroundings. Eight wilderness areas (A1-A8) are located around the city. Five neighborhoods can be found inside the city : North (N1-N5), East (E1-E5), South (S1-S5), West (W1-W5) and Center (zone of Darkness). Each warband controls one randomly determined wilderness areas at the start of the campaign. Warbands movements determine battles.



Resources

Each territory can produce different resources (pictured with symbols on the map - see legend). Seven resources exist : Dark, Food, Grain, Light, Ore, Plants and Wood. A territory with a band headquarters automatically produces one resource every turn (unless HQ is moved or ransacked!). Otherwise, 2 workers or 1 warrior must be assigned to a controlled territory for resource production to take place. Warriors assigned to this task cannot be involved in battles unless their area of assignment is attacked.



Artifacts

Every sector of the city has treasures. When a warband keeps a neighborhood under control for one complete turn, it gains one of the zone artifacts (randomly determined). This artifact must be assigned to a Hero. If the Hero is *Stunned* or *taken ODA*, the artifact is dropped on the ground (place a marker with base contact with the recent owner). A movement or attack action must be spent to recover the artifact.

Territoires

ID	Nom
C1	Darkness Zone
E1	Market Place
E2	Great Library
E3	Dark Temple
E4	Cemetary
E5	Temple of Healing
N1	Palace
N2	Armory
N3	Stables
N4	Gardens

N5	Prison
S1	Brewery
S2	Bridge
S3	Wizard's Mansion
S4	General Store
S5	Coliseum
W1	Sewers
W2	Docks
W3	Pleasure District
W4	Slums
W5	Clock Tower

A1	Old-Growth Forest
A2	Shrubby Plains
A3	Rolling Hills
A4	Young Forest
A5	Shallow Waters
A6	Haunted Marsh
A7	Ragged Hills
A8	Grassy Plains