

MORDHEIM

Darkness in Glücksheim

A campaign turn consists of 4 phases.

1. Movement phase : warband decides if it moves and where. Warband can move its headquarters to another controlled territory.

2. First battle phase (offensive/expansion) : warband tries to reach its destination and to increase its area of control in the city.

3. Second battle phase (defensive/exploration) : warband explores the city while trying to stop other warbands from gaining control of other territories.

Battle phases (#2 et #3) includes the following activities :

Before the battle:

Choose (or roll) a scenario based on target territory.

Roll on Weather Conditions Table

Roll to see warband's available warriors (e.g. old battle wounds, etc.)

Battle

After the battle:

Injuries - Income - Experience - Trading - Recruitment

Attacking warband gains control over target territory if it wins the battle. If this territory belonged to another warband, the losers must relocate to another one of their territory. In the event where the losing warband doesn't have any other territory under control, it is expelled into an adjacent, unoccupied territory and must gain control of this territory before setting up new headquarters.

4. Management phase

Resource acquisition (and associated bonus)

Artefacts acquisition when a whole city sector is under control

Buying new headquarters and/or HQ improvements

Allocating workers and warriors to resource production for next campaign turn