

UC: Unit placement		UC: Unit movment		UC: Attack		UC: Battle	
Actor	System	Actor	System	Actor	System	Actor	System
Clicks a territory		Clicks a territory		May click "Next Phase"			shows a dialog with buttons
	Checks if terrirory owner is Actor		Remembers which territory was clicked if Actor is owner		Shifts to Move Phase (see UC: Unit Movement)	Chooses between "One Attack" "Death Match" and "Retreat"	
	if owner increase nbr of units in that territory by 1	Clicks another territory		Clicks on a territory			If "one Attack" preformes a attack between the territories, by simulating dice roll
May spend souls if possible to increase nbr of units available for placement			Checks if Actor is owner and territories are connected		Check if Actor is owner if so, remember the territory clicked		If "Death Match" preformes "one Attack"s over and over until either party is wiped out
	increase nbr of units available for placement		Shows a dialog with a slider	Clicks another territory			If "Retreat" Close the battle dialog
					Checks if Actor is NOT owner and that the territories are connected, if so performs battle UC		Afterwards, Returns to attack phase
iterate	iterate	Chooses ratio					
clicks Done			Adjust number of units accordingly				
	Shifts to Attack phase	Clicks "End turn"				see Attack UC	
			Draws a card if a territory was conquered				
See Attack UC			Shifts to next Actors turn				