

# DARKLANDS



## *Quick Play Guide*

**MIERCE**  
MINIATURES



# WHAT YOU NEED

*The first thing players need to do is to find an opponent with a host, grab a few necessities such as a tape measure and a battlefield, set up the two hosts so that you're ready to play and – well, get playing!*



## FRIENDS AND HOSTS

You'll need **two players**, yourself and your opponent, and **two hosts** (what we call armies), in order to play. Simply put, grab yourself a host from our website and then all you'll need to do is get a friend to purchase a host, too!





## A BATTLEFIELD

The **battlefield** itself is important. A kitchen table is enough to get you playing, and you could add a couple of pieces of terrain to it – although that’s not essential to get you started and learn the basics of Darklands.



## STATIONERY

As well as the above, you’ll need a **tape measure** that measures in inches, **ten D10 dice** and at least one differently coloured D10 die, a **pen**, a **wipeable pen** for any laminated warrior profiles, and some **paper** to make notes.



## WARRIOR PROFILES

You’ll definitely need printed copies of the **warrior profiles** in your host, so that you can move and shoot and fight properly! If you got this Quick Play Guide from a Darklands host bundle, you’ll already have these warrior profiles, of course; but you can download all of the warrior profiles for all of the kindreds of Darklands from the Mierce Miniatures website, using this link – <http://mierceminatures.com/index.php?act=drm> – or by using the QR code here.



*Darklands Rules and  
Musters web page*

# GET PLAYING!

*The second thing to do is to get your hosts set up on the battlefield, which is a lot easier than it sounds. Once you've done that, you can get playing!*



## POSITION HOSTS

Getting your host on the battlefield is easy and it's called **positioning your host**. You and your opponent can either take it in turns to place your hosts, or you can place them at the same time! It's entirely up to you. Just make sure your hosts are within 10' of your battlefield edge, the edge you're standing behind, and you're good to go.



## GAIN THE INITIATIVE

Now we need to find out who goes first, called *Gaining the Initiative*! This is easy – both players just need to roll a **D100** – i.e., roll two differently-coloured D10 dice, declaring one colour D10 as the tens, and the other colour as the units – and whoever rolls lowest has *Gained the Initiative* and thus goes first.



## ACTIVATE A UNIT

The player that *Gains the Initiative* chooses one of his units to go first by **activating** them! Simply decide what your unit is going to do using the Play Flow Chart opposite. Once your unit has done that, you must *Pass the Initiative* to your opponent and he picks one of his units to activate in the same way – i.e., your opponent has now *Gained the Initiative*.

This continues until you and your opponent have activated all of your units once, at which point the **Battle Hour** (what we call a game turn) is over, and a new Battle Hour begins from step 2 above.

A Darklands battle lasts until a **Victor** is found (see "Victory and Defeat" overleaf), and this may only happen after many battle hours have been played – so make sure you've got enough time to play!

# PLAY FLOW CHART



*Baagath's Herd,  
Gabrax Unit*

*Units* are the basic building blocks of hosts within Darklands. A unit can be a group of *warriors* that act together as a single entity upon the battlefield, a single warrior acting independently or even a group of two or more units that act in unison. Each warrior in a unit must remain within 2" of another warrior of the same unit.

# ACTIVATIONS

When you activate a unit, you must choose what to do with it. In this quick play guide you've got three options; you can either **Move** with your unit, **Attack** with your unit or **Shoot** with your unit, if it has shot weapons!

## MOVE

Moving your unit across the battlefield is easy. Your unit can either *Walk* or *Run*, with the amount they can move defined as equal to their **PACE** attribute in inches (for a *Walk*) or double their **PACE** attribute in inches (for a *Run*), and you can move less than that if you wish.

So, take your tape measure, check the **PACE** attribute on each warrior's profile and physically move each warrior within the unit across the battlefield, in the direction you choose. For reference, each warrior is pointing in the direction of the **head mark** on his base – the middle of the three marks on the base sides.

### Flying Units

Note that, if your warriors are flyers, they'll have a **FLIGHT** attribute as well as a **PACE** attribute. When moving Flying warriors in the air (they can still move along the ground, using their **PACE**), Flyers don't *Walk* or *Run* – they *Fly* up to their **FLIGHT** attribute in inches.

### Engaging the Enemy

Once you've moved your unit, your activation is over and you must *Pass the Initiative* back to your opponent – unless your warriors have moved so that they are very close to an enemy unit. If any of your warriors are within **attack range** of an enemy warrior (see the weapons on their profile), they are now **engaged** with the enemy and can therefore *Attack* them as described below. Get stuck in!



Measure a warrior's Movement from his head mark



Physically *Move* a warrior in the direction that his head mark is pointing. A warrior's Movement ends when his head mark is at the end of the tape measure!



All Darklands bases have sight marks upon them – the head mark, left mark and right mark. These marks determine which way the warrior is facing as well as its line of sight.

# ATTACK

If your unit is engaged with any of your opponents units, or is still locked in hand-to-hand combat, it's time for them to fight each other with the *Attack* action!

## Check the attack range

Each of your warriors can *Attack* any enemy warrior of your choice within **attack range** - i.e., if your warrior has a weapon with an attack range of **2"**, he can *Attack* any enemy warrior within **2"** (with that weapon only, mind).

## Roll the attack dice

First of all you need to try and strike the enemy, and to do so you'll need to find out how many attack dice your warriors' weapons have from their profile. Players roll these **attack dice** to see if they can hit the enemy. You must separate the attacks of your warriors if they have different profiles (i.e., roll for each profile separately); but you can combine the *Attacks* of your warriors with the same profile, so if a lot of your warriors can *Attack* the same enemy warriors, you can merge their *Attacks* together so that you get to roll lots of **attack dice**, which is great fun!

Using the Attack/Shoot Chart (which can be downloaded along with the warrior profiles as well as the chart presented here), cross-reference your warrior's **SKILL** attribute (rows) to your opponent's **SKILL** attribute (columns). The resulting value - the **strike value** - is the number you need to roll on your attack dice. If you've

rolled equal to or above the **strike** value with your attack dice, you've scored a **strike** on the enemy - put that die to one side for your opponent to parry; and if you've rolled a **9**, you've scored a **swift strike**, so add another die to the strike dice pile!

## Your opponent parries the strike dice

Your opponent must then, using the Parry/Shot Chart (which can be downloaded along with the warrior profiles as well as the chart presented here), cross-reference your warriors' **COMBINED MIGHT** attribute (rows) to his warriors' **COMBINED CONSTITUTION** attribute (columns). The resulting value - the **parry value** - is the number he needs to roll on the strike dice to negate your warriors' Attacks. If he's rolled equal to or above the parry value with a strike die, he's parried that strike die - discard it; he's managed to block that strike with his armour or toughness. Additionally, if he's rolled a **9**, he's performed a **swift parry** and he can discard another strike die that he's failed to parry!

## Roll the wound dice

Any remaining dice - i.e., any strike dice rolled that are lower than the parry value - are now **wound dice**. You must roll them all and add the results together to find the **attack damage** value. If you've rolled a **9** with a wound die, that's a **fated wound** - a particularly nasty wound that means you can roll another wound die and add that to the attack damage, too!

## ATTACK / SHOOT CHART

### DEFENDER'S SKILL VALUE

		DEFENDER'S SKILL VALUE										
		0-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99	100
ATTACKER'S SKILL VALUE	0-9	5	5	6	6	7	7	8	8	9	9	9
	10-19	4	5	5	6	6	7	7	8	8	9	9
	20-29	4	4	5	5	6	6	7	7	8	8	9
	30-39	3	4	4	5	5	6	6	7	7	8	8
	40-49	3	3	4	4	5	5	6	6	7	7	8
	50-59	2	3	3	4	4	5	5	6	6	7	7
	60-69	2	2	3	3	4	4	5	5	6	6	7
	70-79	1	2	2	3	3	4	4	5	5	6	6
	80-89	1	1	2	2	3	3	4	4	5	5	6
	90-99	1	1	1	2	2	3	3	4	4	5	5
	100	1	1	1	1	2	2	3	3	4	4	5

## Remove dead warriors

The attack damage value is then deducted from your opponents' warriors' **CONSTITUTION**, carrying over wounds to other warriors with the same profile when that enemy warrior's **CONSTITUTION** drops to 0, even if they're out of attack range. Enemy warriors that drop to 0 **CONSTITUTION** are, of course, **dead** and must be removed from the battlefield by your opponent. He must remove these warriors in distance order, removing the closest warriors to your *Attacking* warriors first.

Note that if there's no more enemy warriors with the same profile after reducing **CONSTITUTION**, wounds can't carry over to enemies with a different profile.

Once the attack damage has been applied and any dead warriors removed, your activation is over and you must *Pass the Initiative* back to your opponent.

# SHOOT

If you've got warriors with shot weapons such as a bow or a sling, you can Shoot an enemy within range and hopefully kill a few warriors!

### Identify the Target

First you must identify the enemy unit your Shooters are going to Shoot at. Any enemy unit that your units can see can be a **Target**. Choose one! Needless to say, if your Shooters can't see an enemy unit, they can't *Shoot* at it.

### Check the Range

Next, check the **effective range** of your Shooter's shot weapon on their profile and then measure from your Shooters to a **Target** warrior. If the **Target** warrior is within the effective range, he can be shot!

### Roll the Shot Dice

Now it's time to Shoot. Find out how many **shot dice** your warriors' shot weapons have from their profile. Players roll these shot dice to see if they can hit the enemy with their shots. You must separate the shots of your warriors if they have different profiles (i.e., roll for each profile separately); but you can combine the shots of your warriors with the same profile, so if a lot of your warriors can Shoot the same enemy warriors, you can merge their shots together so that you get to roll lots of **shot dice**, which is great fun!

Using the Attack/Shoot Chart, cross-reference your warrior's **SKILL** attribute (rows) to your opponent's **SKILL** attribute (columns). The resulting value – the **shoot value** – is the number you need to roll on your shoot dice. If you've rolled equal to or above the shoot value with your shoot

dice, you've scored a **shot** on the enemy – put that die to one side for your opponent to evade; and if you've rolled a 9, you've scored a **swift shot**, so add another die to the shot dice pile!

### Your opponent evades the shot dice

Your opponent must then, using the Parry/Shot Chart, cross-reference your warriors' **COMBINED MIGHT** attribute (rows) to his warriors' **COMBINED CONSTITUTION** attribute (columns). The resulting value – the **evade value** – is the number he needs to roll on the shot dice to negate your warriors' shots. If he's rolled equal to or above the shoot value with a shot die, he's evaded that shot die – discard it; he's managed to evade that shot with his armour or dexterity. Additionally, if he's rolled a 9, he's performed a **swift evade** and he can discard another shot die that he's failed to evade!

### Roll the wound dice

Any remaining dice – i.e., any shot dice rolled that are lower than the evade value – are now **wound dice**. Now you just need to roll those wound dice to find the **shoot damage**, deduct **CONSTITUTION** from enemy warriors and remove any dead warriors in exactly the same way as for an *Attack* action. Remember to remove dead enemies in distance order – the closest enemies to your Shooting warriors first!

Once the shoot damage has been applied and any dead warriors removed, your activation is over and you must *Pass the Initiative* back to your opponent.

# PARRY / SHOT CHART

## DEFENDER'S COMBINED CONSTITUTION

ATTACKER'S COMBINED MIGHT	DEFENDER'S COMBINED CONSTITUTION										
	0-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99	100+
0-9	5	5	4	4	3	3	2	2	1	1	1
10-19	6	5	5	4	4	3	3	2	2	1	1
20-29	6	6	5	5	4	4	3	3	2	2	1
30-39	7	6	6	5	5	4	4	3	3	2	2
40-49	7	7	6	6	5	5	4	4	3	3	2
50-59	8	7	7	6	6	5	5	4	4	3	3
60-69	8	8	7	7	6	6	5	5	4	4	3
70-79	9	8	8	7	7	6	6	5	5	4	4
80-89	9	9	8	8	7	7	6	6	5	5	4
90-99	9	9	9	8	8	7	7	6	6	5	5
100+	9	9	9	9	8	8	7	7	6	6	5

*Increase the Parry Value by 1 (to a maximum of 9) in the sequence established on the Parry Chart should an Attacker's Combined Might be greater than 100. Similarly, decrease the Parry Value by 1 (to a minimum of 1) in the sequence established on the Parry Chart should a Defender's Combined Constitution be greater than 100.*

*Warriors can see anything within their sight arc that is not hidden by a hill or a wood.*

*Warriors within units can see over any other member of the same unit.*



# VICTORY AND DEFEAT

*Darklands battles are won or lost on the particular **victory conditions** of a battle scenario. For these Quick Play rules, the victory conditions are very simple!*

Whilst there are many forms of victory and defeat in the full Darklands rules, this is a quick play guide and so let's make victory and defeat nice and simple – **kill the enemy!** You must kill all of the warriors within your enemy's host.

Thus, the **victor** of a Darklands battle using these Quick Play rules is determined by two things – first, you are **Victorious** if you have units left on the battlefield and your opponent's units are all dead; second, you are **Victorious** if your opponent concedes! Needless to say, in both instances, your opponent has been **Defeated**.

## FURTHER READING

*The Mierce Miniatures website ([mierce-miniatures.com](http://mierce-miniatures.com)) is regularly updated with new releases and holds all of the Darklands range of miniatures, including their components. You'll also find the BaneLegions generic fantasy range of miniatures and the Templar's Forge hobby range!*

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Welcome to the Mierce Miniatures webstore!

**JINGLE ALL THE WAY**  
newsdesk

It's Christmas, so it is, and we have some time for Santa Claws - twenty of them in for the BaneLegions - but don't take our word for it.

For the BaneLegions, we have The Horror one of our very finest miniatures, the Oghurithne, and in alphabetical kindred of Albainn (two new Oghurithne warriors and seven releases for the Érainn (a huge Oa unit itself), one for the Infernii (the mighty Kthones (the superb Agrosávra on S Flesh-Scavengers Unit containing Gondar Heap, plus two new Flesh-Piles; and all requiring your attentions!

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**Battle Bonnets**  
Re: Darklands'...

*Visit our Kickstarter projects, held regularly throughout the year, to fund new miniatures or give you older ones at great prices!*

The Darklands: First Edition Rule Book contains everything players need to know in order to play games of Darklands and expands hugely upon these Quick Play Rules.

Each section outlines the rules regarding one particular aspect of playing Darklands, from what comprises a Darklands host to how the battlefield is set up to how a unit within the wargame performs actions and reactions.

It should be noted that the Darklands rules are necessarily technical and extremely detailed, and whilst they are intuitive and easy to read (once a few principles are understood) these rules can be quite daunting for the new player. That's why these Quick Play Rules exist – to give you a taste of Darklands without resorting to the full rules!

*The Mierce Miniatures forum - surf to [mierceminatures.com/forum](http://mierceminatures.com/forum) - is a great place to get in touch with Darklands players all around the globe, to display your painted miniatures or to ask us questions!*

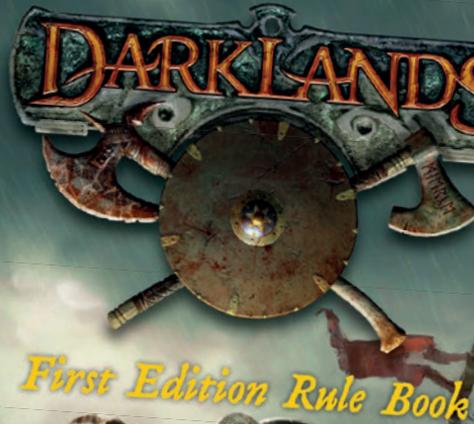
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*Darklands Quick Play Guide V1.1*

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