

• DARKLANDS v2.02 WENDLIST •

The Darklands rules are living rules and are updated every quarter with various fixes, typo corrections, changes and other alterations in an attempt to ensure Darklands the game is fair and balanced for everyone. The **Darklands v2.02 wendlist** enables players to print, cut out and paste the changes for version 2.02 into the physical Darklands: Second Edition rule book, or simply keep at the back of the book for easy reference.

p13, replace

1 • 3 • 4 • 3
D5

Sometimes a player is asked to roll a D5. If you don't have any D5s to hand, roll a D10 and halve the result, rounding any fractions down and adding 1. So, for example, a D5 roll of 8 or 9 would result in a 5. The results of D5s used in Darklands have a range of 1-5.

p36, add immediately before the 2.3.3.2.4: Shaken subtitle

Angering Frenzied Units

Conversely, it is very easy to anger a non-Frenzied Feral unit! Should a non-frenzied Feral unit become Victorious after an *Attack action* is resolved, that Feral unit immediately becomes frenzied again and a frenzied token must be attached to it.

p82, add immediately after the *Might + Weapon* subsection

Damage*

The damage* value of a weapon artefact is applied to damage caused in the usual manner, but in the case of shot weapon artefacts combined with armament artefacts (such as a bow artefact and an arrow artefact) that have differing damage* values, the highest damage* value of the shot weapon and armament applies; they are not added together. For example, if a bow artefact has a damage* of 2 and an arrow artefact has a damage* of 1, the shots have a damage* value of 2.

p51, replace

2 • 4 • 4 • 1 • 23
UNSEEING

Not all warriors need eyes to be able to see their enemies. Warriors that are **Unseeing** are blind sighted as well as night sighted and cannot become unsighted in any way. Unseeing warriors can see warriors that are unseen and warriors that are seen n" normally. Remember that lines of sight can still be blocked for Unseeing warriors. A Bound unit, mounted warrior or war engine only has the 'unseeing' trait if the Binding unit, rider or crew have it.

p138, replace

Slow Move Rate Table

Movement	Rate reduced by
up to PACE	- D5
up to twice PACE	- 2D5
up to thrice PACE	- 3D5

p85, replace

2 • 7 • 5 • 1 • 3
EFFECT DAMAGE

Some weapons or invocations can cause a different type of damage than normal. Weapons with the rule 'effect damage' cause damage of type 'effect' when fated damage (from a fated strike, fated shot, fated invoke or fated damage) is caused.

If the effect damage rule is suffixed by a number - for example, 'fire damage (2)' - the amount of effect tokens applied to a unit is multiplied by the number indicated.

6 - Continuously Affected units Quell or Dissipate

Continuously Affected units must perform a *compulsory Quell* action or, if there is a Sorcerer in the unit, a *compulsory Dissipate* action, which can only be performed by Sorcerers in the unit and only to *Dissipate* continuous effects on themselves or the unit they have *joined* (not both).

p151, replace

The End of the Battle Hour

Any rules that are active 'until the end of the battle hour' end before attempting to *Quell* continuous effects.

p154, add after the 4.2.7: *An Hour Passes* paragraph

p243, replace

6 • 23 • 5 • 7 • 2
PASSED CONSTRICTION TEST

If the CONSTRICTION TEST is passed, the Grabbed warrior suffers D10 damage per successful grab strike. If the Grabbed warrior dies, replace the dead warrior with a dead warrior token of the appropriate mass; Constrictors cannot do anything with dead warriors.

Once the *Grab* and *Constrict* action has been completed, remove any object tokens as necessary from the Grabbing unit.



Darklands v2.02 Wendlist

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6 · 30 · 2 · 1 · 1
DISTINCT TARGETS

Some Shooting units have shot weapons or abilities that enable them to choose an individual warrior from a Target unit to be the only Target of their shots, called the **Distinct Target warrior**.

- **Ability:** A Shooting warrior that has the 'marksman' ability may select any single warrior he can see from any potential Target unit to be the Distinct Target warrior with any or all of his shot weapons

p246, replace

- **Rule:** A Shooting warrior using a shot weapon with the rule 'distinct shot' may select any single warrior he can see from any potential Target unit to be the Distinct Target warrior with that shot weapon

p252, replace

6 · 30 · 4 · 6 · 1
FATED SHOTS

Fated shots can be distributed to any warrior in the Target unit that is in the same SKILL BAND as (or has lower SKILL than) the Shooter, as long as Target warriors suffering the fated shots can be seen by the Shooter. This means nobles within a Target unit, for example, can suffer all of the fated shots or none of them (assuming the Shooter's SKILL is in the same SKILL BAND as or is higher than the SKILL of those nobles).

p263, add after the 6.33.3: Shoot & Drag paragraph

Nobles with a shoot and drag weapon may always combine their Shoot actions with warriors in their unit, as long as those warriors' shoot and drag weapons are of the same type. Roll for the noble separately to Shoot and to evade, but the noble will add his mass to the dragging mass if he successfully Shoots the shot and dragged warriors.

Dragged warriors that contact impassable terrain that is a water feature do not stop and can be pulled into it to their doom. If the majority of a Shot & Dragged warriors' base is within that impassable water feature after its Drag Move, it is dead.

p264, add after the Dragging Through Terrain paragraph

6 · 37 · 3 · 3 · 1
PASSED GAZE TEST

If the GAZE TEST is passed, the Gazed at warrior has managed to avoid the grip of the Gazing warrior's gaze before he is seriously affected and suffers an amount of **gaze damage** equal to the **glance damage value** indicated on the gaze weapon's profile, multiplied by the amount of shot dice (but not including fated shot dice).

If the glance damage value indicates to roll a number of dice, the result of rolling that amount of dice becomes the amount of gaze shoot damage.

6 · 37 · 3 · 3 · 2
FAILED GAZE TEST

If the GAZE TEST is failed (or if the shoot roll results in a fated shot), the Gazed at warrior is transfixed by the Gazer and suffers an amount of gaze shoot damage equal to the **gaze damage value** indicated on the gaze weapon's profile, multiplied by the amount of shot dice and fated shot dice.

If the gaze damage value indicates to roll a number of dice, the result of rolling that amount of dice becomes the amount of gaze shoot damage.

6 · 37 · 3 · 4 · 1
REMAINING DAMAGE

Remaining damage can never be carried over to warriors that are not the Gazed at warrior unless they are of the same profile. This means that the total gaze shoot damage can never exceed the Gazed at warrior's (and any warriors of the same profile's) remaining WOUNDS.

Gazed at warrior as the Wounded Warrior

The Gazed at warrior may be the Gazed at unit's wounded warrior (if it has one). Should the wounded warrior die, remaining gaze damage will carry over to warriors of the same profile as the wounded warrior as normal. Whilst separate warriors from the same unit can be the Target of a unit's Gazes, it is the wounded warrior that dies first.

p277, replace

Focus Invocations

The range reduction amount cannot be higher than the focus range of the Invoker. The focus range of a focus invocation is reduced by the range reduction amount, and the power of a focus invocation increased by half the range reduction amount (rounding fractions down), until the *Invoke action* is resolved.

EXAMPLE

A forwighere wishes to *Invoke* the Tanglethicket invocation but worries it will not cause enough damage to an enemy nearby. Thus, he reduces his focus range (normally 9") by 6" to increase the power of the invocation by 3. This means his focus range becomes 3" but the power of the invocation is 60.

p284, replace

Focus Invocations

The focus range of a focus invocation is increased by half the power reduction amount (rounding fractions down), and the power of a focus invocation reduced by the power reduction amount, until the *Invoke action* is resolved.

EXAMPLE

The seer-drune now wishes to *Invoke* Bursting Flesh at an enemy obviously outside his focus range. Thus, he reduces the power of the invocation by 10 to increase the range of the invocation by 5". This means his focus range becomes 12" but the power of the invocation is 43.

p283, replace

6 · 40 · 4 · 7 · 1
FATED INVOKES

Fated invokes for sight invocations for sight invocations can be distributed to any warrior in the Marked unit that is in the same **ATTRIBUTE BAND** as (or has lower **SKILL** than) the Invoker's **TEMPER**, as long as Marked warriors suffering the fated invokes can be seen by the Invoker. Fated invokes for focus invocations can be distributed to any warrior in the Marked unit that is in the same **TEMPER BAND** (or has lower **TEMPER** than) the Invoker's **TEMPER**.

p290, replace

p369, replace

7 · 21 · 3
**RESOLVE THE
RAMPAGE REACTION**

Once the Rampaging unit becomes weary, or is destroyed, the *Rampage reaction* is resolved.

7 · 21 · 3 · 1
VIGOUR

The Rampaging unit enters a **weary** vigour state after the *Rampage reaction* is resolved.

p372, replace

Earth Equipment

A warrior that uses a piece of equipment to *Earth*, called an **equipped Earther**, must use that equipment's specified earth range and this cannot be augmented by any means. The earth dice of Earthing equipment cannot be combined with the natural earth dice of an Earther, and nor can the earth range of Earthing equipment be used for the natural earth dice of an Earther.

7 · 41 · 2 · 1 · 1
**SWAPPING
EARTH DICE**

The Earther may swap any one earth die he rolled as part of his earth roll with any one invoked die (including fated invoked dice) rolled by the Invoker, using the earth die result instead of the swapped invoked die. Fated invoked dice may only be swapped with an earth die that is below the invoke value, but fumbles cannot occur if fated invoked dice are swapped. This means that an Earther can swap his lower-scoring earth dice for higher-scoring invoke dice, turning them into dissipated dice and thus completely negating the invocation if there are no invoked dice remaining that are equal to or above the invoke value.



p373, replace

p375, replace

7 · 42 · 2 · 1 · 1
SWAPPING ABSORBED DICE

The Absorber may swap any one absorb die he rolled as part of his absorb roll with any one invoked die (including fated invoked dice) rolled by the Invoker, using the absorb die result instead of the swapped invoked die. Fated invoked dice, however, must be swapped with an absorb die that is below

the invoke value, but fumbles cannot occur if fated invoked dice are swapped.

p377, replace

7 · 43 · 2 · 1 · 1
SWAPPING CHANNEL DICE

The Channeller may swap any one channel die he rolled as part of his channel roll with any one invoked die (including fated invoked dice) rolled by the Invoker, using the channel die result instead of the swapped invoked die. Fated invoked dice, however, must be swapped with a channel die that is below the invoke value, but fumbles cannot occur if fated invoked dice are swapped.

p389, replace

7 · 62 · 1 · 2
EXCEPTIONS

Some warriors cannot perform a *Breakthrough reaction*, simply because they are weary or perhaps through some effect. Some warriors will always *Breakthrough* after destroying their enemy! The following exceptions apply to certain units when called upon to perform a *Breakthrough reaction*:

- **Acuity:** Feral warriors must perform a *compulsory Breakthrough reaction*
- **Vigour:** unconscious units never perform a *Breakthrough reaction*
- **Heart:** Frenzied units must perform a *compulsory Breakthrough reaction*
- **Mobility:** immobile, entangled, prone and circling units cannot perform *Breakthrough reactions*
- **Action:** Units that have not performed a *Charge Attack action* and that are not triumphant can never perform a *Breakthrough reaction*

• DARKLANDS v2.03 WENDLIST •

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p78, add immediately before the 2.7.4.2: Equipment Numbers subsection

2.7.4.1.4 NEGATED EQUIPMENT

If a warrior's equipment has been **negated** it cannot be used while it is negated. If all of a warrior's combat weapons have been negated he may only perform an *Attack action* with attack dice equal to his mass and with a **COMBINED MIGHT** of his **MIGHT** and a damage* of 1. If all of a warrior's shot weapons have been negated he cannot perform *Shoot actions*. If all of a warrior's armour elements have been negated he may only use his **CONSTITUTION** as his **COMBINED CONSTITUTION**.

2.7.4.1.5 DESTROYED EQUIPMENT

If a warrior's equipment has been **destroyed** in some way it cannot be used again in the battle. If all of a warrior's combat weapons have been destroyed he may only perform an *Attack action* with attack dice equal to his mass and with a **COMBINED MIGHT** of his **MIGHT** and a damage* of 1. If all of a warrior's shot weapons have been destroyed he cannot perform *Shoot actions* at all. If all of a warrior's armour elements have been destroyed he may only use his **CONSTITUTION** as his **COMBINED CONSTITUTION**.

p87, replace

2.7.5.2.6 HOOK

Shieldwalls have proved extremely effective and this, combined with a little thought, has led to the use of hooked axes (or similar weapons) to break those shieldwalls. Shields do not gain a parry modifier in combat if they are being used to parry the strike dice of weapons with the rule 'hook', and Shieldwall warriors do not gain shieldwall parry modifiers in combat if they are being used to parry the strike dice of weapons with the rule 'hook'. This only applies if the mass of the Hooking warrior is greater than or equal to the mass of the warrior with the shield, and if the Hooking warrior is not the rider of a mount.

p151, replace

Multiple Command Actions

Most *command actions* can be performed more than once per activation, such as the *Inspire action* or *New Order action*, which can be performed up to three times. Some *command actions*, however, can only be performed once per activation, such as the *Leave action*; although such *command actions* can still be performed whenever the Action Sequence allows.

p79, replace

2.7.4.3 NEGATING EQUIPMENT

Some powerful effects, usually brought about by sorcery or an artefact's special rules, can **negate** a piece of equipment. Natural or worn equipment can never be negated in any way.

2.7.4.4 DESTROYING EQUIPMENT

Luckily, only the most powerful attacks or effects can destroy equipment, but natural equipment can never be destroyed in any way.

p87, replace

Impact Strikes

When performing any kind of *Hold reaction* or *Hold and... reaction* against a *Direct Engagement*, Hedge warriors cause impact strikes called **hedge impact strikes** with the hedge weapon upon enemy warriors within the hedge weapon's attack range. The hedge weapon's attack dice are equal to the hedge warrior's mass, and its **COMBINED MIGHT** is as normal

for the hedge weapon. The hedge weapon does not count as being used in the current activation by any hedge impact strikes.



p111, replace

Khthones	- Rocky Ground, Scrub, Hill
Khthones (Krokod, Khelona)	- Rocky Ground, Deep Water, Shallow Water
Norse	- Deep Water, Hill, Wood
Seaxna	- Wood, Hill, Scrub
Visigoths	- Rocky Ground, Scrub, Hill
Vras	- Rocky Ground, Scrub, Hill
Ysians	- Scrub, Wood, Hill
Sell-Swords	- Hill, Wood, Scrub



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3 · 8 · 7 · 1
DIFFICULT MOVING

Difficult Moves are performed in exactly the same way as a *Ground Move* except that the amount a unit (now also called a **Difficult Moving unit**) can *Move* over a certain area of the battlefield is reduced by the **difficult move rate**.

3 · 8 · 7 · 1 · 1
DIFFICULT MOVE RATE

The amount a warrior's remaining MOVE is reduced by - the **difficult move rate** - is variable as rough ground is entirely unpredictable. The difficult move rate is determined by rolling a D5 for each piece of rough ground the Difficult Moving unit *Moves* over, called a **difficult move roll**.

Note that a Difficult Moving unit makes a difficult move roll for the whole of the unit and not per individual warrior within the unit.

p137, replace

3 · 8 · 7 · 1 · 2
REDUCE REMAINING MOVE

The Difficult Moving unit's remaining MOVE is then reduced by the difficult move rate to a minimum remaining MOVE of 1".

EXAMPLE

A unit of trolls (PACE 6) wish to perform a *Run action* and thus have a MOVE of 12. However, they will have to perform a *Difficult Move* through a wood to get to their destination beyond it. The trolls start 2" away from the wood and so, when they reach it, have a remaining MOVE of 10. To get to the open ground beyond the wood they must *Difficult Move* through 4" of rough ground.

The trolls' player rolls a 4 on a D5 for the difficult move rate through the wood and thus their remaining MOVE is reduced by 4" to 6".

The Difficult Moving warriors then use their remaining MOVE to *Move* across the rough ground.

EXAMPLE

The trolls, as they have 6" MOVE remaining, must then perform another difficult move roll, resulting in a 2. To get to the edge of the rough ground beyond the wood they must *Move* 4", and as they must also reduce their MOVE by 2" because of the difficult move roll, this means they use up all of their remaining MOVE to get to the edge.

p151, replace

3 · 8 · 8 · 1
SLOW MOVING

Slow Moves are performed in exactly the same way as a *Ground*, *Flight* or *Sorcerous Move* - whatever the type of *Movement* affected is - except that the amount a unit (now also called a **Slow Moving unit**) can *Move* in its current activation is reduced as a whole.

In short, a *Slow Move* reduces a warrior's MOVE at a greater rate than a normal *Move*, regardless of his type of *Movement*, and for however far he *Moves* in the current activation.

3 · 8 · 8 · 1 · 1
SLOW MOVE RATE

The amount a warrior's remaining MOVE is reduced by - the **slow move rate** - is fixed and affects all of that warrior's remaining MOVE in the current activation. The slow move rate is determined as half of a warrior's remaining MOVE, rounding fractions up.

Note that a Slow Moving unit makes a slow move roll for the whole of the unit and not per individual warrior within the unit.

3 · 8 · 8 · 1 · 2
REDUCE REMAINING MOVE

The Slow Moving unit's remaining MOVE is then reduced by the slow move rate to a minimum remaining MOVE of 1".

EXAMPLE

A unit of bow-drums is *Slowed* and they wish to *Walk*, which is thus a *Slow Move*. The bow-drums unit's remaining MOVE is 5, so their *Move* is reduced to 3".

p215, replace

6 · 20 · 2 · 1 · 2
DECLARE THE ATTACKED WARRIOR FOR EACH COMBAT WEAPONS ATTACK DICE

The intended Attacked warrior of each of a combat weapon's attack dice used by an Attacking warrior must be declared by the Attacking unit's player before he rolls any attack dice and before he declares the Attacked warrior of any of his other combat weapons. The Attacking warrior's player may resolve the *Attack action* of each combat weapon separately.

p217, replace

6 · 20 · 3 · 1 · 4
MULTIPLE COMBAT WEAPONS

Warriors with multiple combat weapons, such as a many-limbed monstrous beast, may perform the *Attacks* from their combat weapons against Attacked warriors with different profiles as they wish. Remember that the Attacking warrior may resolve the *Attack action* of each of his combat weapons separately.

p221, add before the *All Easy Strikes can be Fated* subsection

Some Charge Strikes can be Fated

An Attacker may always cause a fated strike on the strike roll of a 9 if he is performing a *Charge Attack action* with his primary combat weapon, regardless of comparative SKILL values.

p241, replace

6 · 23 · 3 · 2 · 2
SUCCESSFUL GRAB STRIKE

If the Grabbing warrior successfully grab strikes a potential Grabbed warrior, one warrior per strike dice equal to his mass - or one warrior per fated strike die - is **Grabbed** (becoming a **Grabbed warrior** in the process) and each must try to escape the Grabber's usually smelly hands with an ESCAPE TEST, as outlined below.

p285, replace

If an invocation does not have the 'entire mark' rule or 'majority mark' rule the invoke distance is the distance between the Invoking unit's leader and the closest warrior from the Marked unit to him regardless of lines of sight.

If the invoke distance is further than the Invoker's total focus range, the Marked unit is completely unaffected by the invocation. The *Invoke action* is still deemed to have been performed, however, and invoke dice must still be rolled in case the Invoker fumbles. If the invocation in question places an area effect template, it is still placed if the invocation is successful, but at a point on the battlefield that is closest to the Marked unit from the Invoker and within the Invoker's total focus range.



Thurnaag,
Aangakoq

Within Focus Range

If the invoke distance is equal to or closer than the invocation's total focus range, or if the invocation does not have a range, the *Invoke Sequence* continues as below.

Invocation Effect Application

If a focus invocation has an **effect**, that effect is only applied to marked warriors within the total focus range.

p285, replace

If the invoke distance for an Invoker is further than a sight invocation's **maximum range** or closer than its **minimum range**, that Invoker's *Invoke action* hasn't reached the Mark, although he is still deemed to have performed it and invoke dice must still be rolled in case the Invoker fumbles.

p289, replace

o - *Boom! Splat!*

The Fumbling Invoker is overwhelmed by the energy invoked and explodes in a shower of gore, messy bits and sorcerous power. As many Fumbling Invokers are **dead** as there are fumbled invoked dice and a dead warrior template of a size equal to the mass of the Fumbling Invokers multiplied by the fumble dice must be centred over one Invoker. Warriors underneath the dead warrior template suffer D10 sorcerous splash shots at a **COMBINED MIGHT** equal to the Fumbling Invoker's **TEMPER** attribute.

p357, replace

Engaging warriors that become **shaken**, **confused**, **prone**, **entangled** or **immobile** after a *Hold and...* reaction cannot complete their *Engagement Move* and simply remain where they are, becoming **confused** in the process, if they were not already. Flying units that become **shaken**, **confused**, **entangled**, **immobile** or **grounded** after a *Hold and...* reaction must, of course, *involuntarily Land* immediately (see the 6.7.2.6: *Involuntary Landings* subsection for details).

p334, replace

6 • 65 • 2 • 1 EXCEPTIONS

As well as the roar range, there are some exceptions to who can become a Frightened unit or a Roused unit, and these are outlined below.

- **Privilege:** construct and undead units cannot become a Frightened or Roused unit
- **Acuity:** Fanatical and Mindless units cannot become a Frightened or Roused unit
- **Trait:** units with the 'fearless' or 'deaf' traits cannot become a Frightened or Roused unit
- **Vigour:** unconscious units cannot become a Frightened or Roused unit
- **Heart:** Frenzied and broken units cannot become a Frightened or Roused unit
- **Mobility:** Immobile units cannot become a Frightened or Roused unit
- **Engaged:** units that are engaged with or beset by an enemy unit other than the Roaring unit cannot become a Frightened or Roused unit