



Second Edition 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 & 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 4 foot by 4 foot kitchen table, or any flat space of that size, 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! You can download all of the warrior profiles for all of the kindreds of Darklands from the Mierce Miniatures website, using this link - <http://mierce-miniatures.com/index.php?act=drm> - or by using the QR code here.

You won't need a lot of the stuff on the warrior profiles for a Quick Play Guide game, so just ignore those bits for now.

*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 start!



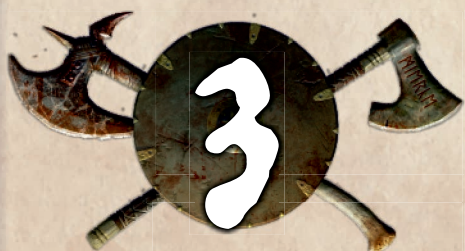
POSITION HOSTS

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 both of you. Note, however, that you must place your units as units, and every warrior within a particular unit must be within **2** inches of another warrior from that same unit. Additionally, you must place your general - the commander miniature in your starter host - within **7** inches of each unit in your host. make sure your hosts are within **10** inches 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

Gain the Initiative



MOVE

Move one of your units around the battlefield



ATTACK

If the *Moved* unit is now engaged with an enemy unit



ATTACK

If one of your units is engaged with an enemy unit, that unit can *Attack* that enemy unit



SHOOT

Shoot an enemy unit with a unit of your own



Pass the Initiative



*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 inches 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!

If your unit hasn't *Moved* in the current turn, and if some of your warriors are engaged with an enemy unit and some aren't (i.e., if they are unengaged) simply *Move* those unengaged warriors as many inches as their PACE attribute allows so that they are engaged. Then you can *Attack*!

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** inches, he can *Attack* any enemy warrior within **2** inches (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 Strike / Shoot Value Table (which can be downloaded along with the warrior profiles as well as the table presented here), cross-reference your Attacker's **SKILL** attribute against your opponent's **SKILL** attribute. If your Attacker's **SKILL** is in a higher **SKILL BAND** than your opponent's (for example, if your warrior's **SKILL** is in the **30s** and his opponent's **SKILL** is in the **20s**), it will be easier to strike him - and vice versa!

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.

Fated strikes

If any of your strike dice are **9s**, and if your warrior's **SKILL** attribute is in the same **SKILL BAND** as his opponent's - or if it is higher than his opponent's **SKILL** - you've scored a **fated strike**. Your opponent cannot parry any fated strikes and so they are **fated damage**!

Your opponent parries the strike dice

Your opponent must then, using the Parry / Evade Value Table overleaf, cross-reference your warriors' **COMBINED MIGHT (M+W)** attribute to his opponent's **COMBINED CONSTITUTION (C+A)** attribute. The resulting value - the **parry value** - is the number your opponent needs to roll on the strike dice to negate your warrior's *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** and his **C+A** is greater than or in the same **C+A band** as his opponent's **M+W**, he's performed a **fated parry** and he can discard another strike die for each **9** rolled that he failed to parry! Remember though - any fated strikes cannot be parried!

Assign damage

Any remaining dice - i.e., any strike dice rolled that are lower than the parry value - and fated strikes are now **damage dice**. Simply count how many strike dice and fated strike dice there are; that's the **attack damage** value. Multiply this attack damage value by the **damage*** value of the warrior's weapon, as shown on his profile, as some weapons are more brutal than others!

Remove dead warriors

The attack damage value is then deducted from your opponents' warriors' **WOUNDS**, carrying over wounds to other warriors with the same profile when that enemy warrior's **WOUNDS** drops to **0**, even if they're out of attack range. Enemy warriors that drop to **0 WOUNDS** are, of course, **dead** and must be removed from the battlefield by your opponent once all of your warriors have finished all of their *Attacks*. 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 **WOUNDS**, 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.

STRIKE / SHOOT VALUE TABLE

Attacker or Shooter's SKILL	Strike Value
2+ SKILL BANDS higher than the Attacked or Target warrior's SKILL	3
1 SKILL BAND higher than the Attacked or Target warrior's SKILL	4
Same SKILL BAND as the Attacked or Target warrior's SKILL	5
1 SKILL BAND lower than the Attacked or Target warrior's SKILL	6
2+ SKILL BANDS lower than the Attacked or Target warrior's SKILL	7

Many rules require the comparison of attributes in a broader sense, using attribute bands, which can be applied to all attributes. An attribute's BAND is considered to be in the same tens grouping of the current value of that attribute. For example, if a warrior's SKILL is 36, his SKILL BAND is 30-39 or simply the 30s.

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 Strike / Shoot Value Table, cross-reference your warrior's **SKILL** attribute to your opponent's **SKILL** attribute. 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.

Fated shots

If any of your shot dice are 9s, and if your warrior's **SKILL** attribute is in the same **SKILL BAND** as the Target's (for example, if your warrior's **SKILL** is in the 30s and his Target's **SKILL** is in the 30s) - or if it is higher than his Target's **SKILL** - you've scored a **fated shot**. The Target cannot evade any fated shots and so they are fated damage!

Your opponent evades the shot dice

Your opponent must then, using the Parry / Evade Chart below, cross-reference your warriors' **COMBINED MIGHT (M+W)** attribute to his Target's **COMBINED CONSTITUTION (C+A)** attribute. The resulting value - the **evade value** - is the number your opponent needs to roll on the shot dice to negate your warrior's *Shots*.

If he's rolled equal to or above the parry value with a shot die, he's parried that shot die - discard it; he's evaded that shot. Additionally, if he's rolled a 9 and his **C+A** is greater than or in the same band as his opponent's **M+W**, he's performed a **fated evade** and he can discard another shot die for each 9 rolled!

Remember though - any fated shots cannot be evaded!

Assign damage

Any remaining dice - i.e., any shot dice rolled that are lower than the parry value - and fated shots are now **damage dice**. Simply count how many shot dice and fated shot dice there are; that's the **shoot damage** value. Multiply this shoot damage value by the **damage*** value of the warrior's shot weapon, as shown on his profile, as some shot weapons are more brutal than others!

Remove dead warriors

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 / EVADE VALUE TABLE

Attacker's or Shooter's M+W	Parry Value
2+ ATTRIBUTE BANDS higher than the Attacked warrior's C+A	3
1 ATTRIBUTE BAND higher than the Attacked warrior's C+A	4
Same ATTRIBUTE BAND as the Attacked warrior's C+A	5
1 ATTRIBUTE BAND lower than the Attacked warrior's C+A	6
2+ ATTRIBUTE BAND lower than the Attacked warrior's C+A	7



Bows of Carn Dinas, Bow-Drune 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**.

*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.*



FURTHER READING

These Quick Play Rules give you a brief introduction to playing Darklands, but there's so much more to Darklands and Mierce Miniatures, both in print and online!

The Darklands: Second 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 mierce-miniatures.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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BaneLegions and Templar's Forge

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Concept Art Book

We produce a new Compendium every year, showcasing all of our amazing miniatures, and you can still purchase the quite incredible Concept Art Book stuffed full of concept art for those miniatures!

The Mierce Miniatures website - 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!



The 2021 Mierce Miniatures Compendium



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sell-swords



HAPPY NEW WOCOR

newsdesk

It's 2019, so it is, and it's about time we released something. So here are some things for Darklands and BaneLegions, led by four new miniatures for the Brythoniaid, including three new versions of Carys and the utterly brilliant Twroch ap Roch - a new Wocor! Technically they were released in December, but we've been so busy it's been impossible to get a news article done. Anyway, they're followed up by our first releases for 2019 - the long-awaited Eoric's Pack; the awesome Haraald and Aastrid, superb new nobles for the Fomoraic; the utterly brilliant new versions of Seza for the BaneLegions. [more »](#)

news stories:

asta, beastman, bloke, bat and... big lizards | limited edition reaper bānbreca | get some things | pre-order the new bog beasts!

NEW RELEASES

detail view | small tile view | large tile view | list view

shieldwall joanna,
warrior-queen of mierce
ANG-MRC-0005-100

langseax joanna,
warrior-queen of mierce
ANG-MRC-0006-100

regal joanna,
warrior-queen of mierce
ANG-MRC-0006-100

sir onumo huntington-sir
explorer hippoxus
BLG-BNL-0055





**Fight as your ancestors once did
to create your own myths and legends!**

Darklands is a tabletop skirmish wargame in which YOU command the hosts of man and beast that your ancestors once did for glory, power or simple survival. Fight breathtaking battles on your tabletop with some of the finest resin miniatures ever created!

What if dragons really flew, in those ancient times, and giants really walked the earth? What if berserkers actually were bear-men, man and bear joined together? What if all of the myths and legends we take for granted were real and our ancestors fought against - and with - creatures and beings and realms we thought were nothing more than the fantasies of our uncivilised selves?

Darklands answers all of those questions for you and more, so take a deep breath and re/create the true history of our world...

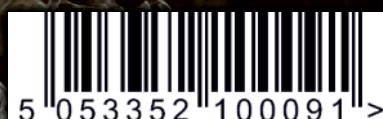
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