

1 • 1 THE SHERWOOD GRAND TOURNAMENT

Welcome to the Sherwood Grand Tournament of 2023! Congratulations! You've decided to join Mierce Miniatures in their celebration of all things Darklands!

1 • 1 • 1 WHAT'S A SHERWOOD GT?

If you don't know who **Mierce Miniatures** are, you probably won't know anything about the **Sherwood GT** and are no doubt wondering what the bloody hell's going on. So, for those of you in that peculiar pickle, here's a brief rundown.

Mierce Miniatures hail from from the middle of Sherwood Forest and are in the business of making wargaming miniatures, rules and associated hobby products. **Darklands** is Mierce Miniatures' signature wargame and the Sherwood Grand Tournament is their signature event where Darklands players and lots of other people attend to speak to the creators and organisers, buy some miniatures, take part in the quiz or Q & A session and generally have a fantastic weekend!

The very first Darklands tournament was held a few years back and since that time such events have become well-known for their friendliness, sense of fun and relaxed atmosphere, as well as two square meals and as much beer as you can stomach.

What more could you ask for at a weekend away?

1 • 1 • 2 SO WHAT'S THIS THEN?

This booklet is the Sherwood GT 'rules pack' and it is designed to give you all the information you will ever need to take part in the event, from a tournament overview and timetable to the scoring system and rules we'll be using. Please make sure you read it closely and, of course, bring it with you!

Held at the renowned **Clumber Hotel** in the heart of Sherwood Forest, the event is easy to get to from north or south and the surroundings are idyllic.

1 • 1 • 3 I WANT TO TAKE PART!

If you'd like to enter the Sherwood GT, visit our webstore and purchase the Sherwood GT 2023 tournament ticket.

Entering the tournament will cost £75 and this encompasses all expenses for trophies, prizes and whatnot. Lunch will be provided on both days as well as a meal on the Saturday night. Please make sure you pay for the event by the end of July 2023 and make sure you attend if you say you that you can. Your entry fee is non-refundable.

See you on the day! We hope you will have a great tournament!

1 • 1 • 4 CONTACTING US

If you've any questions about this pack or, indeed, the tournament in general, don't hesitate to contact the tournament organiser, who is:

Rob Lane

roblane@mierce-miniatures.com

Alternatively, you could simply visit our website forums and leave a question in the Sherwood GT topic, here:

<https://www.mierce-miniatures.com/forum/viewtopic.php?f=38&t=1499>

*The Sherwood GT
2022 Darklands
event in full swing*



1 • 2 TOURNAMENT OVERVIEW

The Sherwood GT 2023 tournament challenges Darklands players from all over the country to find out which of them can prevail over their opponents and conquer the battlefields of the lands of darkness with their chosen army!

1 • 2 • 1 THE CHALLENGE

Each entrant must play against five other Darklands players over the course of the tournament, playing three battles on Saturday and two on Sunday, the ultimate aim being to win every game and score as many **battle points** as possible.

After the first round, in which players are matched randomly, players will be matched against each other using the Swiss chess system, which uses the battle points they have scored in previous battles to find opponents of roughly equal standing. Battle points are recorded on the tournament's **leaderboard** at the end of each round.

Scores for **painting** and **sportsmanship** will also be recorded on the leaderboard at the end of the tournament, which will add to the total amount of battle points scored to rank each player overall. In this way we can find the best Darklands players of the tournament, as well as those who have painted the best army and the person that shows the most sportsmanship, and reward them accordingly!

1 • 2 • 2 TOURNAMENT SYSTEM

The Sherwood GT 2023 Darklands tournament will use the rules from the second edition of Darklands, as well as the Desolate Fields Scenario Book, the latest version of the Muster Rules and official kindred musters for each kindred. We will also be using any official Mierce Miniatures FAQs, errata and addenda that are released up to the host muster submission deadline, and of course any relevant rules presented here.

We strongly suggest that players familiarise themselves with these rules and get plenty of practice as time constraints will apply at the tournament. What better excuse could players hope for to play more Darklands!

1 • 2 • 3 REGISTRATION

Registration for the event will begin at around 5pm on the Friday or 8am on the Saturday. Players can therefore register early and set up their hosts before the games begin. Players are free to use the hall after 5pm on Friday, too, to play some games, or, more likely, get drunk and be merry!

1 • 2 • 4 ODD NUMBERS OF PLAYERS

If for some reason we don't get an even number of players on the day (as the Swiss chess system won't work on uneven numbers), one of our team will drop out and concentrate on umpiring only. Regardless, please make sure you can attend if you say that you can!

1 • 2 • 5 WHAT NEEDS BRINGING

Players must remember to bring the following for the tournament:

- **Host:** your fully painted host!
- **Rules:** the Darklands Second Edition Rule Book and the Desolate Fields Scenario Book
- **Scenery:** two pieces of scenery corresponding to your kindred terrain; this kindred terrain can be any of those within the appropriate terrain class. For example, Anglecynn can bring Wood terrain features, which can be Copse, Grove, Small Wood, Wood or Large Wood
- **Gaming Aids:** any dice, templates or tokens required for your host
- **Writing Materials:** a pen and paper
- **Money:** some money for snacks and maybe a night out!

If players forget things the organisers may have access to what is needed but players should not count on this!

1 • 2 • 6 WHAT NEEDS DOING

Players do have to sort a few things out for themselves, chief of which are:

- **Accommodation:** somewhere to sleep overnight, and while the venue for the tournament is also a hotel (and rates are cheap for the weekend) players do not have to stay there
- **Transport:** transport to and from the event
- **Food:** we will not provide breakfast, nor an evening meal on Friday night or Sunday night but you'll be able to use the hotel to purchase meals
- **Spending Money:** some spending money for snacks and maybe a night out!

See page 15 for directions to the event's venue!

1 • 2 • 7 WHAT WE'LL DO FOR YOU

We'll sort all this out for you lucky Miercenaries:

- **This Rule Book:** we will print this document as an A4 booklet for you to use to fill in your scores and to keep as a souvenir!
- **Muster Sheet and Warrior Profiles:** based on your submitted host we will provide laminated, wipeable A4 sheets that contain your muster as a whole and all of the warrior profiles plus artefacts and invocations in your muster. Keep them with your host!
- **Food:** we will provide lunch on both days and one evening meal on the Saturday!

1 • 2 • 8 HAVE FUN!

Remember - Darklands is only a game even if the whole world revolves around it... so have fun and enjoy it!

1 • 3 TOURNAMENT SCHEDULE

These times are approximate and may change over the weekend, but please try to keep to them as much as you can. Lateness especially offends as this can affect another attendee's experience, so please make sure you're on time or you may be penalised!

1 • 3 • 1 SATURDAY 5TH AUGUST

REGISTRATION

8:00am - 9:15am

Make sure you arrive early enough, as if the games begin and you're not there, somebody else will get a bye, and you'll get nowt. At this point you must have registered (you can register on Friday night if you wish)

INTRODUCTIONS

9:15 am

The exciting bit where Mr Lane reads out your first opponents. Grudge matches are most definitely allowed. Register them on the forums!

GAME 1 AMBUSH ON WÆCELINGA STRÆT

9:30am - 12:30pm

Straight into it and your first opportunity to get to grips with your opponents!

LUNCH

12:30pm - 1:30pm

Feel free to leave for lunch if you've finished early. The umpires will be marking painting scoring at this point, so please leave your armies on the tables with your army lists and names beside them.

GAME 2 DOOM AT MAGH RATH

1:30pm - 4:30pm

The second battle comes around pretty quickly after lunch so players must be ready!

GAME 3 BATTLE OF HÆTHFELD

4:30pm - 7:30pm

Battle three of the day but don't flag, this is where strategic skills start to come to the fore!

EVENING MEAL

7:30pm

Feel free to leave for the evening meal if you've finished early. Then it's time for the Q & A session and a pub quiz!

1 • 3 • 2 SUNDAY 6TH AUGUST

SUNDAY MORNING

8:00am - 9:30am

The morning after the night before... but you can be there from 8:00 to get a brew!

GAME 4 BATTLE OF BREGUOIN MOUNT

9:30am - 12:30pm

Another cracking Darklands game to get to grips with! Note that the organisers will place a hill in the centre of the battlefield for this scenario, and remove it for the next one.

LUNCH

12:30pm - 1:30pm

Again, feel free to leave for lunch if you've finished early, but make sure your armies are on tables with musters and names beside them as it's time for some photography and host judging.

GAME 5 DEFENCE OF DEORHAM

1:30pm - 4:30pm

The fifth battle of the event and the wheat is beginning to be sorted from the chaff!

HONOURS CEREMONY

5:00pm - 5:30pm

Don't leave early... you might miss out on some trophies and prizes!

*Tournament
organiser Rob
Lane attempts to
formulate a word
with more than
two syllables as Fo
Archer looks on
bemusedly*



1 • 4 MUSTERING YOUR HOST

Hosts may only be mustered from the relevant **kindred muster** (with the most recent version taking precedence), using the *Darklands: Second Edition Muster Rules* to do so.

1 • 4 • 1 BATTLE SIZE

Hosts are to be mustered to a maximum of 1,500 silver and no more. Any army lists found to do so, either through design or error, will be penalised as the Umpires see fit. The various battle limitations for battles at the Sherwood GT are summarised in the **Battle Details Table** below.

Battle Details Table

Detail	Restriction
Battle Size	up to 1,500 silver
Host's Realm Cost	750 silver or more
Contingent Limit	up to 500 silver
Artefact Limit	up to 150 silver
Host's Warlords	up to 2
Host's Animus	up to 4

1 • 4 • 1 • 1 HOST'S REALM COST

At least 750 silver must be spent on units from the same realm as the general.

1 • 4 • 1 • 2 CONTINGENT LIMIT

A general may spend up to (and including) 500 silver on sell-swords or allied contingents.

1 • 4 • 1 • 3 ARTEFACT LIMIT

A general may purchase up to (and including) 150 silver on artefacts for his host.

1 • 4 • 1 • 4 WARLORDS

There may not be more than two Warlords in a host, including the general.

1 • 4 • 1 • 5 HOST'S ANIMUS

The host's animus is 4, so generals may not muster sorcerers that collectively have an animus higher than that value.

1 • 4 • 2 HOST MUSTER

All host musters must be submitted to the organisers for checking by 5pm on the **22nd of July 2023** at the latest. Late lists will incur a -5,000 battle points penalty to your tournament score, unless you come up with a bloody good reason for your tardiness! Please send all lists to the following e-mail address:

roblane@mierce-miniatures.com

Host musters must be submitted in either Microsoft Word or OpenOffice Writer format, detailing unit types and costs,

although simple text files will suffice as a last resort. Needless to say, illegible hand-written lists will be penalised!

Players must make sure that the host musters they hand in are correct and conform exactly to the host that you will be using. All weapons, armour options and upgrades must be shown on the majority of the miniatures in each unit.

The umpires will check host musters scrupulously and any errors will incur a silver deduction. It goes without saying that players should check and double check their musters before submitting them! Also note that you must use the muster you submit. Anyone found not doing so will face harsh penalties.

1 • 4 • 3 FULLY PAINTED HOSTS

All hosts must be fully painted, not just undercoated - and this includes bases (although if you have clear bases, that's fine)! For this purpose, 'painted' means more than three colours on each miniature and bases with contrasted sight marks so they can be easily seen by an opponent.

If all or part of a host is not fully painted that player could be disqualified and his games forfeited to his opponent.

1 • 4 • 4 MIERCE MINIATURES ONLY

While there are a huge number of amazing miniatures out there, many of which we love, this is a Mierce Miniatures tournament and we must insist that all miniatures in all of the hosts in the tournament are official Mierce Miniatures. This includes conversions; the components used to convert a miniature must be made by Mierce Miniatures.

1 • 4 • 4 • 1 MINIATURE AVAILABILITY

Players may muster any unit from their chosen kindred musters. We will accept conversions for miniatures that have the 'coming soon' or 'unavailable' status, as long as all of the components used are Mierce Miniatures components. This is a change from last year and is intended to allow people to use esoteric musters!

1 • 4 • 4 • 2 BASES

Please make sure all of your miniatures are based correctly on the base sizes listed on the warrior profiles. Any miniatures based on sizes smaller than they should be will be removed from play by the Umpires.

1.5 PREPARING FOR BATTLE

There's a number of things you need to think about before you start playing, not the least of which are the rules found within this book, so make sure you read all your rule books and supplements again - and practice playing with your host!

1.5.1 BATTLE SCENARIOS

Each battle within the Sherwood GT 2023 will be played according to a battle scenario found in the **Desolate Fields Scenario Book**. Each scenario will be different, as noted in the **1.3: Tournament Schedule** section, but the last battle on Saturday night will be the standard Battle of Hæthfeld scenario so people don't have to think too much in the third game!

Players must ensure they have read each scenario fully and playtested it to ensure they know how it all works and are prepared for every eventuality in the tournament!

1.5.1.1 BATTLEFIELD

The **battlefield size** will be six feet by four feet.

Terrain

Terrain will be positioned by the organisers before the tournament and no terrain is to be moved by any player at any time except for their own **kindred terrain**. Players must, however, choose their head edge as per the battle scenario.

Attack and Defender

The **Attacker** and **Defender** are determined as per the **3.3.4.3.1: Determine Territory** section. Attacking generals may position one kindred terrain feature from those available to him. Defending generals may position two kindred terrain features from those available to him but must swap one of the existing terrain features on the battlefield for their second piece of kindred terrain (should a Defending general do this they must replace the original terrain where it was previously). Marching generals may position one kindred terrain feature from those available to him and do not have to roll. Bear in mind the battle scenarios also govern whether players can place kindred terrain.

Weather and Time

The battlefield's **weather** is Fine and the **battle start time** is 10am for the purposes of this tournament. The rules for artefacts and invocations that affect the weather or battle time are ignored. Fomoraic players may place snow covering as normal, however.

1.5.1.2 POSITIONING HOSTS

Hosts are **positioned** as per the battle scenario's rules.

*Hugh Badham's
Fomoraic take on
Joe Connor's
Ysians*





*The action heats up
between James
Polmear's
Atalantes and
Dayle Archer's
Byzantii*

1.5.1.3 JOINING BATTLE

Generals must issue **battle orders**, determine the **initial unit states** of their units, **Incite** and **balance activations** as per the battle scenario rules.

Battle Orders

Battle orders may be given as per the **4.1.1: Issue Battle Orders** rules unless this is altered by the battle scenario.

Gaining the Initiative

To determine who **gains the initiative**, follow the rules in the **4.2.2: Gaining the Initiative** section, unless the initiative is gained in a different manner according to the battle scenario.

1.5.1.4 BATTLE PLANS

Battle plans from the *Desolate Fields Scenario Book* may be used by both generals.

1.5.1.5 ENDING THE BATTLE

For this tournament the battle will usually end because of the three hours allowed, but of course each battle scenario has its own rules as to how victory can be achieved.

Battle Length

The battle's **last battle hour** is six battle hours (or three real time hours), at which point the butcher's bill must be sought.

Butcher's Bill

The **Butcher's Bill** is calculated normally as per the **4.3.3: The Butcher's Bill** section, unless this is altered by the battle scenario or the battle plans achieved.

1.5.2 HOST MUSTERS

Both players must be prepared to display their army on the battlefield prior to positioning. This means that they can see in a general sense what has been mustered and react accordingly within positioning, which is perfectly fair.

However, it is felt by us that swapping host musters is detrimental to the battle ahead - after all, a real general wouldn't know everything his opponent has up his sleeve, he'd only know vaguely what he was up against. Because of this, players are not allowed to swap host musters before the battle and are urged not to show their opponents their own host muster. If anybody tries to gain an advantage by doing so,

players must call over an umpire. Players may feel free to swap host musters after the game, however!

1.5.3 FIRST BATTLE

The draw for the first battle of the tournament will be created randomly and posted in the Sherwood GT 2023 event topic on the Mierce Miniatures forums before the tournament. This can be found at the following addresses:

<http://www.mierce-miniatures.com/forum/viewtopic.php?f=38&t=1499>

This means players can find out who their first opponent is on the Saturday and lay down some smack talk!

1.5.3.1 SUBSEQUENT BATTLES

Opponents for subsequent battles will be decided by the Swiss system, which ensures players are matched against opponents of equal ability, more or less, meaning they won't win or lose all of the time and there'll be lots of close battles to test their skills to the limit.

Players don't really have to worry about how their opponents for the next round are worked out but it is worth explaining how it is done. Broadly, the players ranked next to each other on the leaderboard play each other. For example, the person ranked top of the leaderboard will play the person below him, and so on until the bottom ranked player. Next to each name will be a number - a player's overall position, based on the battle points they have scored - and the table number, which will tell them where they'll be playing; each battlefield will of course have a number on it.

Note that players must play the person indicated on the leaderboard unless they have already played that person during the tournament. There are no exceptions to this except for repeat encounters.

1.5.3.2 REPEAT ENCOUNTERS

If players find they are paired against someone they've already played, they must mention this to the umpires who will then sort out a different opponent. Players must not swap with other players without the agreement of an umpire!

1.5.3.3 WHERE'S MY OPPONENT?

If players find themselves without an opponent at the start of a battle they must call over an umpire, who will find one for them. That player may even be an umpire!

1.5.3.4 LATENESS OFFENDS!

If players are more than fifteen minutes late for a game it may be that they have to sit that game out - and thus miss out on the chance of some battle points! As always, players must notify the umpires if they turn up late or miss a game, and umpires may give games to opponents as if players had conceded them should they feel this is justified. In other words, we ask that players don't take the mick with lateness just to avoid playing someone they don't want to!

1 • 6 BATTLES

Please read the Darklands: Second Edition rule book and other relevant material to refresh your memory. Remember that you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing a rule incorrectly.

The Sherwood GT 2023 will use the second edition Darklands rule book as well as any official Mierce Miniatures FAQs, errata and addenda, and of course the rules given here.

1 • 6 • 1 BATTLE LENGTH

As stated previously, each battle will last for a maximum of three real time hours (or six battle hours, whichever ends soonest) and players should ensure that equal player battle hours are played. Players must not start another battle hour if there is not enough time for his opponent to complete his battle hour!

The battle ends at this time limit, if any victory conditions have been met or at the end of battle hour six, whichever is sooner.

1 • 6 • 1 • 1 VICTORY CONDITIONS

At the end of each hour, players must check to see if any victory conditions have been fulfilled in the order presented within the IV-III-I: Victory Condition Sequence on page 158 of the Darklands: Second Edition rule book (as well as any additional victory conditions found within the battle scenario being played) to see if the field has been won. If a victory condition is fulfilled, the battle ends and the player indicated wins the field.

1 • 6 • 2 UMPIRES

If there are any rules questions that can't be resolved by either looking in the rule book, talking with each other or rolling a D10 and getting on with the game, have a word with the umpire which for this tournament is Rob Lane. Please check the rulebooks prior to asking the umpire - most answers are in there somewhere - but once an umpire makes a ruling, that decision is binding.

Note that umpires will interfere with a game if they see errors being made, or if something is going on that goes against the spirit of the rules.

Play fair!

1 • 6 • 3 COACHING

When a player is in the heat of battle the last thing he needs is somebody telling their opponent what to do or how to play against their army. If someone deliberately begins to coach a player, and that includes reminding them they've forgotten something, he or she will get a severe talking to and if he persists in doing it will get a points deduction in his own battles. The old adage 'two heads are better than one' does not apply here!

If players see an error going on during a battle, don't interfere - leave that to the umpires. Call them over instead!

1 • 6 • 4 DICE ROLLS

All 'cocked' dice - i.e., dice that do not have one face flat against the playing surface - must be re-rolled, and any special dice rolls must be declared before they are made and witnessed by either your opponent or an umpire. Note that all dice must be rolled, not dropped or spun, and no dice tumblers may be used.

1 • 6 • 5 FORGETFULNESS

There is a sequence of play. Should a player forget to move a monster or shoot an enemy - well, that's tough, it is not their opponent's fault. Players must not use the 'puppy dog eyes' tactic to try to make their opponent feel guilty, this is unfair. Mistakes must be accepted gracefully.

This is a friendly event so players must not feel they should allow their opponents to correct a mistake!

1 • 6 • 6 UNSPORTING BEHAVIOUR

Wargaming is a social activity and sometimes it's difficult to remember that opponents are real people with real feelings when the battle is in full flow, but here at Mierce Miniatures we're keen to ensure that everybody enjoys themselves during our events. Whilst we love the competitive element of tournaments as much as anybody, we take a dim view of any unsporting behaviour or any kind of toys thrown out of prams.

We hope that we will never have to use a more serious disciplinary route with players who we think have been unsporting, but we reserve the right to disqualify anybody who does not play Darklands in the true spirit of gaming. Note that, should this happen, there are no ticket refunds.

Please be nice - it's only a game!

1 • 6 • 7 COMMUNICATE!

Players must remember to be patient with their opponents and be willing to point out paragraphs in the rules if an agreement cannot be made over a rule. If players have to call over an umpire, they must remember that most questions can be answered directly from the Darklands rules.

Additionally, players must ensure all conversations at the battlefield are in English.

Remember the old wargamer saying 'if it means that much to you...' and 'a game won by a quarter of an inch is no game at all...'?!

1 · 7 TOURNAMENT SCORING

Every tournament needs winners and losers – by their very nature, they are competitive events – and thus needs a system of ranking players based on how they’ve performed during each battle. The Sherwood GT 2023 Darklands tournament is no different!

1 · 7 · 1 THE FIVE THOUSAND POINT SYSTEM

The scoring system we use for Mierce Miniatures events – the **five thousand points** or **ftp** system – is calculated in the thousands to easily relate scoring to the butcher’s bill and, more importantly, to ensure no player is tied on the **leaderboard**.

Players should appreciate that this scoring system is designed to encourage people to get stuck in and score as many battle points as possible. Skirting around the enemy or playing for a draw is not always the best course of action; the battle might not be lost, but the resultant loss of available battle points from destroying enemy units could cost a player dearly when the spoils are divided at the end of the tournament!

Each discipline of wargaming in this event – battle, sportsmanship and painting – is worth up to 5,000 **tournament points**, and as there are five battles during the tournament the maximum tournament points that can be scored by any player is 35,000 points. It is very rare for a player to achieve those maximums, but that shouldn’t put them off trying!

1 · 7 · 2 THE LEADERBOARD

During the course of the tournament, the **leaderboard** will show all of the battle scores handed in as well as painting and sportsmanship scores.

The leaderboard shows who is winning, losing or indifferent at any time and players should pay a lot of attention to it during the tournament – guessing where a player places or who they are playing next is not recommended because disappointment may ensue, but it’s all part of the fun!

1 · 7 · 3 TOURNAMENT POINTS

Tournament points are used to rank players both during the tournament and after the last battle has been played, where winners and losers are decided. Tournament points are ranked from the highest value to the lowest, and all three disciplines – battle, sportsmanship and painting – come into play.

Tournament points for each player are found by adding their battle points for each round together, from which players can find their next opponent in the Swiss system.

At the end of the tournament, sportsmanship points and painting points are added to the battle points from each round to find out where each player is finally ranked.

*Charles
Westerman and
his Brythoniaid
look on as Billy
Young manoeuvres
his Anglecynn for
an ambush*



1 • 8 BATTLE SCORING

Battle scores are where the tournament is won and lost, for they reflect exactly how players have performed on the battlefield. If a player's opponents have been butchered without much of his own army being lost, he has done well!

1 • 8 • 1 THE BUTCHER'S BILL

Battles are scored by working out which host has **won the field** - using the various victory conditions found on pages 158-159 of the Darklands: Second Edition rule book - and then by calculating the **butcher's bill**. Note that both the victory conditions and the butcher's bill can be modified by the **battle scenario** being played as well as any **battle plans** that have been achieved.

As soon as the battle ends both players must work out which of them has won the field. This has the greatest effect on how many battle points they score, as can be seen in the Victory Chart below!

Victory Chart

Result	Battle Points
Won the Field	5,000
Stalemate	2,500
Lost the Field	1,500

Even if a player has won the field, they could have suffered so many losses that their victory becomes worthless. Thus, both players must work out their **butcher's bill** to see how many warriors they have lost in the battle. The more warriors a player has lost, the worse it is for the battle points he has scored in the game!

The resulting butcher's bill total is then deducted from the battle points scored. Remember to add or deduct any extra silver for host warriors to the butcher's bill, and from any battle plans!

1 • 8 • 2 CALCULATING BATTLE POINTS

Players do not have to worry about how battle points are calculated, because all they have to do is record whether they have won the field and their butcher's bill on the score sheet on the last page of this tournament booklet.

It's worth saying that again:

Only record who has won the field and the butcher's bills onto the score sheet!

1 • 8 • 3 COWARDLY WITHDRAWAL

Players may only concede a battle via a **cowardly withdrawal** at the start of one of their battle hours. If a player concedes before a battle is over, that person becomes the loser and his opponent becomes the winner, with the loser scoring no battle points regardless of how many units he has destroyed. The winner will score 5,000 battle points.

In other words, a conceding player will always have lost the battle and scored 0 battle points, and his opponent will always have won the battle and scored 5,000 battle points - which should tell players that it is always better to carry on and finish games than concede!



*Dayle Archer
explaining why his
extreme combos
shouldn't be nerfed*

1 • 8 • 4 ENTERING SCORES

At the end of each battle players must fill in the relevant parts of the Tournament Score Sheet on the back page of this tournament booklet.

First of all, players must fill in their opponent's name - this is very important!

Then players must indicate who has won the field by circling either '**won**', '**lost**' or '**stalemate**' onto their score sheet.

After this, their own butcher's bill must be worked out and written in the space provided on the score sheet along with the butcher's bill of their opponent.

Again, only enter who has won the field and the butcher's bills onto the score sheet - not the calculated battle points!

Once all the information required has been completed, players must hand their tournament booklet into the Tournament Scorer. Once the scorer has finished with them, they will be returned so players must make sure they write their name in the box provided.

Scoresheets must be handed in on time so that the tournament scorers can process the results from battles quickly. Players that hand their scoresheets in late will get a bit of a talking to and may incur a penalty!

After all battles have been played and the final scores are in, this tournament booklet will be returned to players so they can keep them as a record of the tournament and the battles they have played, thus fulfilling their geeky collectible and statistician side!

1 • 9 SPORTSMANSHIP SCORING

Sportsmanship scores are a very important part of tournaments and are included for many reasons, but mainly because good sports – those wargamers that play with good grace whatever happens during their battles and have a happy demeanour – should be rewarded!

Most wargamers, of course, are good sports and play battles in the spirit they are intended to be played in, but some can spoil the experience for their opponents and ruin an event weekend. That's why Sportsmanship scores are given, to reward great sports and penalise bad ones, and it is the duty of all players in the tournament to mark their opponents fairly and justly for their behaviour during battles.

1 • 9 • 1 SPORTSMANSHIP AND HOSTS

Please note that Sportsmanship scoring is not there for players to mark their opponents for the composition of their armies; it is there for players to mark their opponents' behaviour only.

It can be difficult for a player to enjoy a game if he feels he has no chance because of his opponent's army, but that is not an excuse to gain a fleeting moment of revenge by marking him down for his Sportsmanship. We take a dim view of players that feel they must mark their opponents down because of the army they have taken, so don't do it!

1 • 9 • 2 HANG ON TIGHTLY...

For all wargaming and not just Darklands, it's worth sticking to an old saying from the Golden Age of tournaments: "Hang on tightly, let go lightly". In other words, players must play the game as competitively as they must to win, but should they find themselves in a losing position through ill

*Scott Atkinson
(right) won the
Best Sportsman
award at the
Sherwood GT
2022!*



fortune or simply facing a better player, they should lose gracefully without complaint or toy-throwing.

After all, the sun will still rise in the East the day after a game is lost – it's not the end of the world!

1 • 9 • 3 SPORTSMANSHIP POINTS

At the end of each battle players must mark their opponent's Sportsmanship, as long as this is done in secret. Players must not put their opponents under pressure to mark them well.

Opponents must be ranked according to the following:

Sportsmanship Points Table

pts	given for
800	Good I had a really good time and a great laugh against someone who knows what he's doing. I'd play my opponent again without reservation!
600	Okay We had an average game, really – a few queries cropped up and it wasn't an amazing amount of fun, but I'd play this person again.
400	Fair It was all right, I suppose. I'm not sure if I really enjoyed it, to be honest, and I probably wouldn't like to play my opponent again.

At the end of the tournament, after all six battles have been played, players may change two Sportsmanship scores to either of the following:

pts	given for
1,000	Ace I had a fantastic time! My opponent was awesome and showed great character and courtesy. We had no problems whatsoever and it was one of the best games I've ever played!
0	Bad It was a bad-tempered game and I really didn't enjoy it at all. I wish I hadn't played this person and don't want to in the future.

Players are only allowed to give one 'Ace' or 'Bad' score, but are not limited in the amount of other scores. Additionally, players must not feel that they have to give 'Ace' or 'Bad' scores to their opponents – these scores are for exceptional battles only.

1 • 9 • 4 TACTICAL MARKING

'Tactical' marking – i.e., marking opponents' Sportsmanship for any other reason than how they have behaved during the battle – is totally against the spirit of this tournament and the Referees will punish any players for doing so. Don't do it!

1 • 10 PAINTING SCORING

Fully painted armies facing off against each other on the battlefield look very nice indeed and making the effort to paint an army, regardless of how talented a painter is, is rewarded as much as possible. The more effort applied, the greater the reward!

Unpainted models do detract from the spectacle and for that reason players must bring fully painted miniatures to this event. If players do not bring painted miniatures they will not be allowed to play.

1 • 10 • 1 WHAT YOU SEE IS WHAT YOU GET

Miniatures must, where possible, conform to the 'What you see is what you get' or 'WYSIWYG' principle, which ensures that players can see and understand what their opponent's models represent without resorting to asking their opponent. We positively encourage conversions and love seeing the imagination of wargamers come to life on the battlefield, but players must try to ensure their opponents can understand which model is which and what it is armed with!

Any models that do not conform to the WYSIWYG principle will be removed from play by the umpires. If a Captain Scarlet Spectrum Patrol Vehicle is being used as a Fomorai Mammox War Tower, expect it to be removed!

1 • 10 • 2 MARKING HOSTS

During lunch on one (or maybe both) days of the tournament players will be asked to leave their Darklands hosts set up nicely on their battlefields for the umpires to mark.

As well as that, players must fill in the painting scores part of the Tournament Scoresheet - effectively whether they have painted the models or somebody else has - and lay it next to their army as the umpires will need to know who it belongs to. We do have dunce hats and we are not afraid to use them if players don't put their scoresheets out!

If players have not painted the army they have brought to the tournament themselves, they will still receive painting scores but they will not be eligible for the Best Painted honour.

1 • 10 • 3 PAINTING POINTS

At Mierce Miniatures we feel the hobby is as important as the gaming, but we do believe effort should be rewarded as much as talent. To reflect this, at least three quarters of the points available for painting can be gained by painters and modellers of any standard.

The points given for painting will begin at zero points, and the

maximum given is 5,000. The umpires will mark your host and apply reward points that follow these guidelines:

Painting Points Table

pts	given for
+3,000	<i>Painted and Based</i> miniatures that are painted and based will be rewarded regardless of the perceived quality of the painting or modelling. However, please note that the 'three colour' cheat clause does not apply - players must have applied some effort! Note that we will allow clear bases at the event.
+600	<i>Cohesiveness</i> Hosts that have been painted and based in a coherent pattern - for example, all your Ysians are painted in the same colour scheme or your Byzantii infantry are based to look like they are on the same battlefield - will receive this reward.
+400	<i>Conversions</i> This reward is given for converting at least two of the models within an army, the minimum work required being weapon or head swaps as long as the WYSIWYG principle is adhered to.
+400	<i>Detailed</i> All of the models have had their details painted in a variety of colours or with noticeable effects. This discriminates between the merely painted and miniatures that have really been worked upon.
+600	<i>Wow!</i> The army has made the Referees go 'wow!'. These are clearly among the best painted Darklands miniatures they have ever seen, and the army is in contention for the Best Painted award as long as they have been painted by the player using them. Note that this mark will be handed out sparingly!

*Christian Hacon's
Erainn host,
which won Best
Painted Host at
the Sherwood GT
2022!*



1 • 11 WINNING THE TOURNAMENT

When the last battle has been played, the last scores handed in and all the tournament points worked out, the leaderboard will show the final rankings for all the players. Then we'll know who's won and who's lost, and who we can give lots of trophies and prizes to!

Should any players have the same Tournament Points at the end of the tournament, they will be ranked by their Sportsmanship Points, followed by their Painting Points and finally their Battle Points.

In the unlikely event of a tie after all of those considerations, there will be a roll-off between the two players to decide who's the best!

1 • 11 • 1 HONOURS CEREMONY

The honours ceremony will take place after we've resolved the final rankings. We do urge you all to stay for this part of the tournament so they can cheer, boo or generally heckle whoever gets an honour!

The following honours will be awarded at the conclusion of the tournament:

- *First Place*
- *Second Place*
- *Third Place*
- *Best General*
- *Best Painted*
- *Best Sportsman*

In addition, the event organiser may award other honours at his discretion to add a bit of fun and randomness to the weekend's gaming!

*Joe Connor's
wierdly bent left
elbow manoeuvre
ensured he was
Best General and
overall winner of
the Sherwood GT
2022!*



1 • 11 • 1 • 1 FIRST PLACE

The player with the most tournament points is of course the overall winner of the Sherwood GT 2023 Darklands tournament, and he'll receive a trophy and a prize for his efforts as well as the satisfaction that he's played five excellent opponents too!

1 • 11 • 1 • 2 RUNNERS-UP

The players with the second- and third- most tournament points will each receive a trophy and a prize... but they shouldn't be disappointed with that, because they've done extremely well!

1 • 11 • 1 • 3 BEST GENERAL

The player who scores the most battle points overall will receive a trophy and a prize as the best general at the tournament, and the knowledge that their fighting skills are clearly the best... even if they're annoyingly good at the game!

1 • 11 • 1 • 4 BEST SPORTSMAN

The player who has the highest sportsmanship score, as judged by his opponents, will receive a trophy and a prize and the knowledge that he has been voted a nice guy by his peers.

1 • 11 • 1 • 5 BEST PAINTED

The player with the best painted army, as judged by the umpires, will receive a trophy and a prize. If a player does win this honour, he can also have a set of pictures of his army taken by our studio photographer, so he must be prepared to hang around after the honours ceremony has taken place!

1 • 11 • 1 • 6 THE WOODEN SPOON

The player with the least tournament points (i.e., who came last), will receive the wooden spoon... but taking part's the main thing... right?

1 • 11 • 2 PUBLISHED RESULTS

Once the honours ceremony has finished we will hand out free results sheets for any attendees that want them, and you will also find the results on our Events website over the course of the days after the event.

e reserve the right to correct any errors with scores during the tournament, but once the tournament has finished we cannot alter the published results in any way.

1 • 11 • 3 SEE YOU NEXT TIME!

When all the dust has settled we hope that you have had a great time at the Sherwood GT and we'll see you next time!

1 • 12 EVENT LOCATION

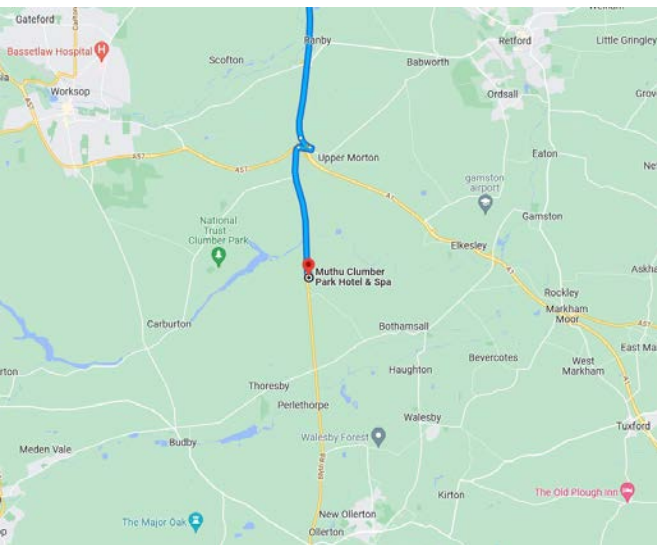
Wherever you are in the world, the location of the Sherwood GT is easy to get to. The full address is **Muthu Clumberpark Hotel and Spa, Blyth Road, near Worksop, S80 3PA, United Kingdom.**

1 • 12 • 1 FROM THE NORTH

Find a route to the **A1** from the north as the Clumber Hotel is just off that road. Take the **A1 south** to the **A57 exit** for Worksop / Sheffield / Nottingham / Ollerton / Babworth.

At the roundabout, take the **4th exit** onto the **A57** and then immediately take the first exit onto Blyth Road / **A614**.

Travel south along the **A614** for just over two miles until the **Clumber Hotel** appears on the left.

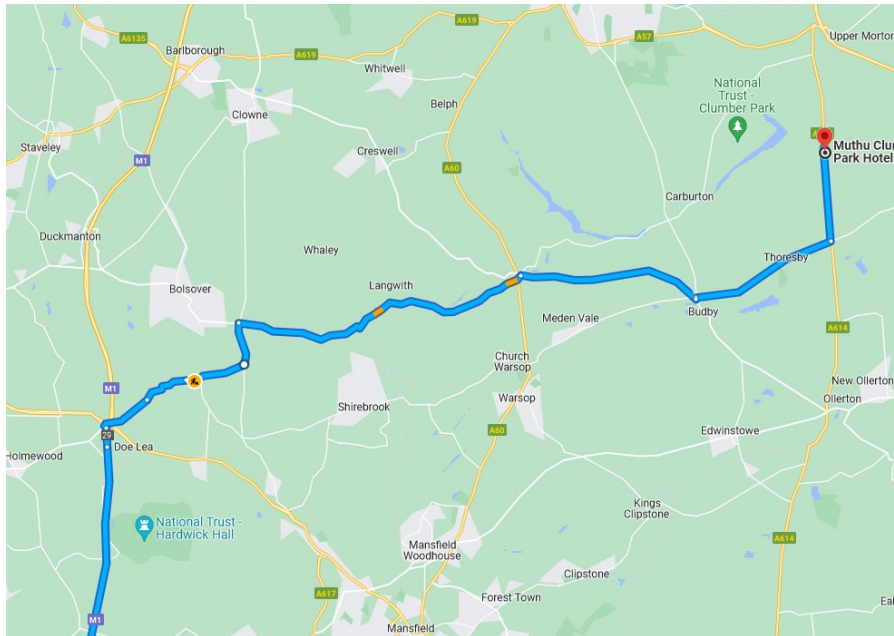
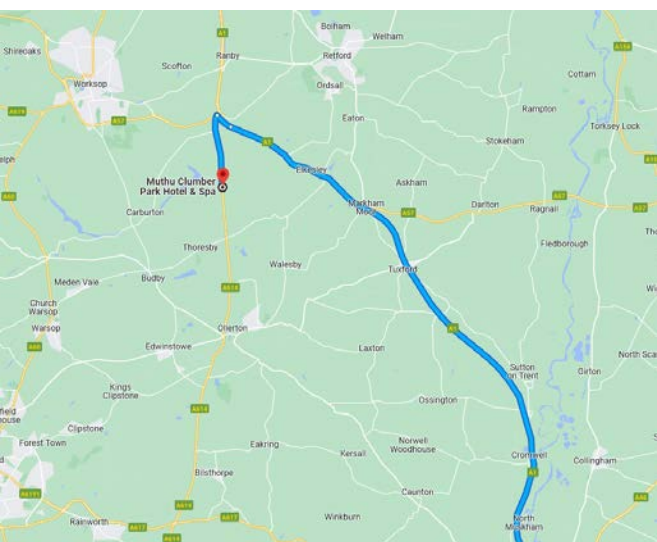


1 • 12 • 2 FROM THE EAST OR SOUTH-EAST

Find a route to the **A1** from the south-east as the Clumber Hotel is just off that road. Take the **A1 north** to the **A57 exit** for Worksop / Sheffield / Nottingham / Ollerton / Babworth.

At the roundabout, take the **4th exit** onto the **A57** and then immediately take the first exit onto Blyth Road / **A614**.

Travel south along the **A614** for just over two miles until the **Clumber Hotel** appears on the left.



1 • 12 • 3 FROM THE WEST OR SOUTH-WEST

Find a route to the **M1** from the south-west or west. Take the **M1 north** to the **Junction 29 exit** (Heath Interchange) for Mansfield. At the roundabout, take the fourth exit onto Rylah Hill, signposted **Palterton**. Follow this road for a couple of miles through Palterton to Scarcliffe, turning left onto the **B6417** at Scarcliffe.

After three-quarters of a mile turn right onto the **A632**, signposted **Cuckney**, Nether Langwith and Shirebrook. Follow this road for five miles until Cuckney itself is reached, then go straight on over the A60 and immediately turn right onto the **A616** to **Newark**.

After three miles you get to a roundabout; turn left and immediately right onto **Netherfield Lane** via another roundabout. Follow this road for two and a half miles until the **A614** is reached, at which point you must turn left and follow the road north for almost two miles until the **Clumber Hotel** is on your right.