

The Woods in the woods 2021

Application form

Name:

Contact email:

Emergency contact telephone number:

Warband type:

Which of the following best describes you? (select appropriate):

I'm an experienced The Woods player

I've played a few games of The Woods

I've read the rules but haven't had a chance to play

I have a copy of the book

Do you have any medical conditions that we need to know about?

If you intend to stay for the barbeque do you have any dietary requirements?

By submitting this form you confirm you are over the age of 18 and have read, understood and agree to all the information in the attached booklet.

All information supplied will be used solely to administrate the event. No information will be shared with third parties, stored on communal-access machines or retained after the event has concluded.

Thank you for your interest in Oakbound Games Day 2021!

Please take some time to read this important information, if you have any further questions get in touch by emailing info@oakbound.co.uk and we will be happy to answer them.

When is The Woods in the woods?

The event will be held on Saturday 19th June 2021. Arrival will be from 9am, with the first game starting at 10am. We expect to finish at approximately 6pm, with the option to remain longer at the site for socialising.

Where is The Woods in the woods?

Games day is taking place at Wild Woodland Celebrations, West Rugger's Green, Shipton's Grave Lane, Avening, Gloucestershire. The woodland is near Nailsworth, it has no postcode but GL6 0QQ will get you close. For more details about the site see their website:

<https://www.wildwoodlandcelebrations.co.uk/faqs/>

How do I get there?

The site is accessible by car with parking available on the site itself and in the lane approaching. Please be aware that Shipton's Grave Lane is a rough track and may be muddy if it has rained recently. West Rugger's Green is best approached from Bath Road A46 via Shipton's Grave Lane. The alternative approach via Tetbury Lane is very narrow and uneven.

The Barton End Manor bust stop (Stop ID: glogpdmw) is about a 15 minute walk from the site and is served by the Stagecoach 63 bus route from Gloucester and Stroud.

What do I need to be aware of?

This site is woodland. It is uneven underfoot and may be boggy. A short walk is required even if travelling by car to reach where the games will be taking place. Attendance is strictly at the participant's own risk, West Rugger's Green Proprietors will not be responsible for any damage to persons or property by fire, loss or injury; however it occurs whilst on site.

Smoking and Vaping are not allowed on site.

There will be toilet facilities on site.

When travelling through the woods please ensure paths are adhered to. This is to avoid unnecessary disturbance and damage to fragile fauna and flora. On occasion areas of the woods maybe out of bounds, this may be due to breeding animals/birds or unsafe trees. These areas will be clearly marked and pointed out on arrival. Please respect the woodland at all times, failure to do so may result in the event being terminated early.

On rare occasions gale force winds may mean the site has to shut for safety. If this or new government restrictions mean the event is unable to go ahead we will reschedule for later in the year. If unable to reschedule we will refund booking fees. Because there are canopies at the site we will not postpone or cancel in the event of rain.

This event is suitable only for those over 18 years of age. Please do not bring guests, children or pets onto the site.

What's the plan for the day?

This will be a day of friendly, Skirmish level, 1-on-1 games.

We aim to run 5 game slots during the day but will play it by ear if there are not enough attendees to fill all slots or if people need more time. At a minimum you will get 5 hours play time. The estimated timings are as follows:

9:00+ Arrival

10:00 Game 1- a longer slot to allow for getting to grips with the basics of the game

11:30 Half hour break for moving tables and doing warband advancement

12:00 Game 2

13:00 Lunch

14:00 Game 3- with optional weather conditions!

15:00 Half hour break for moving tables and doing warband advancement

15:30 Game 4- with optional places of power

16:30 Half hour break for moving tables and doing warband advancement

17:00 Game 5- with optional monsters! (Monsters will be supplied)

18:00 End of the day, but feel free to stay for barbeque and drinks around the fire.

We will provide themed 3'x3' tables fully set up with scenery. We'll also be on hand to help out, guide and adjudicate wherever possible, but please remember this is not a tournament and there are no prizes for being the killiest warband! A degree of glossing over or ignoring the rules is totally fine!

We will try to arrange pairings for each game based on the warband you are bringing and your level of experience playing The Woods to ensure that you get to play against a variety of different warbands during the day. If you feel you would like a breather at any time and want to sit a game out just let one of the organisers know and we can adjust the lineup accordingly.

What do I need to bring

Essential- A copy of The Woods rulebook and your warband.

Warbands should be picked from the rulebook only. This is in order to be fair to all players who might not have a chance to look over the warband lists in Mythic Cycles. Seelie and Unseelie Courts are allowed. Any of the second edition books can be used for warband development after the first game has been played. Your miniatures ought to reflect the character of the warband chosen, but you are absolutely allowed to use any miniatures from any range you think suitable. If your characters are not equipped with the same gear as your models then your opponent may ask you to announce what each model is before the start of the game, if you are playing WYSIWYG this makes things a bit easier to keep track of. We would love it if you can bring painted models, it just makes playing against them that much nicer. You might want to bring extra miniatures in case you want to recruit new warband members during the course of the day.

Essential- Your warband list.

We will provide sheets on the day for you to record your warband's stats as they change, but if you complete the warband roster and character cards provided in this pack and bring them with you that will help things get moving quicker at the start of the day.

Essential- Lunch.

There aren't any shops within easy reach of the woodland and foraging is discouraged, so please bring a packed lunch. We will be providing tea, coffee and soft drinks but to keep us Covid-secure please bring your own cup or mug to drink these from.

Essential- Good footwear.

The terrain is uneven and may be boggy if it has rained, dress appropriately.

Recommended- A tape measure and field of vision template

We'll have some spare but if you could bring your own that would help.

Recommended- Dice/counters to track endurance etc.

We like to use a D6 to track endurance and a D8 or D12 for stamina, but however it works for you.

Recommended- A camping chair

We'll have seats at the site but they might not be as comfortable as yours!

Recommended- Pencils, pens, rubber, sharpener

For all those lovely advancements you're going to be making.

What about Covid-19?

As last year's beach scenes showed the level of infection whilst outdoors is significantly lower than in enclosed spaces. Nevertheless tables and chairs will be spaced at 2 metre distance. Please only handle your own miniatures, tape measure, counters etc. during the day and only approach the table when it is your turn to move models. Hand sanitiser will be provided on all tables so if you handle communal tape measures, templates etc. please sanitise your hands beforehand. Mask wearing is your personal choice, we appreciate some people may feel more comfortable only facing opponents wearing a mask (and some vice versa!) so please bring one and be prepared to wear it for the sake of others.

What will be provided?

We'll supply all the tables, a stock of spare tape measures and templates and models to represent monsters and places of power you may wish to use. Every attendee will receive a special games day exclusive pack of counters as a memento. We'll also provide a range of hot and cold drinks throughout the day and food for barbequing in the evening.

Are there prizes?

Let me reiterate, this is not a tournament but yes there are prizes. We will be awarding three prizes which will be announced after the event:

1: Best looking warband

This prize will be awarded to the warband we deem looks the coolest. Painting is an aspect but this isn't specifically a painting competition. Model choice, basing, theme and atmosphere will be just as important when considering which warband gets the prize. Our secret judges will be watching throughout the day and will confer afterwards with the announcement the following weekend.

2: Opponent of the day

At the end of the day all participants will be asked to write the name of an opponent they have enjoyed facing during the day and a reason for nominating. Yes, sorry, just one. It might be that they were especially committed to their warband's style of play, they might have been a good laugh to play against, they might have been really helpful in learning the game, there are all kinds of reasons why playing with them may have been especially pleasant. After the event we'll look over all the nominations and the player with the most will receive the award.

3: Coolest saga

The Woods is intended to create narratives around the characters in a warband, so we want to hear those narratives! The format is entirely up to you, you can record your exploits in prose, as a battle report, through photographs (just try not to hold up the games for too long!), through illustration, as an epic poem or however best suits your style. After the event hone your creation and email it to us at info@oakbound.co.uk by the following Friday. We'll take a look through them and pick one to receive the award. Just to let you know we'll probably also publish all of them in the newsletters to let everyone know how cool your warband was!

What will I win?

Each recipient of the above awards will be able to choose any character or creature from the world of The Woods to be made into a miniature. They can have full control over the design of the model and will be credited as such when it is released. They'll also receive a free master casting of their miniature.

Will there be more games days?

We hope so. We would like to run this as an annual event, perhaps coupled with an RPG event in the autumn and expanding to include Factious Waste. We'll have to see how it goes! If you live too far away to make it to The Woods in the woods maybe you'd like to organise your own event closer to home? Get in touch and maybe we can help make it happen.

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Items, Skills, Traits

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