

GODTEAR[®]

BEGINNERS GUIDE

In a shattered world called the Cradle, players take control of mighty champions as they battle to claim the powerful tears of perished gods.

Their goal? To use the godtears to gain immortality...and ultimate power.

WHAT IS GODTEAR?

Godtear is a tabletop skirmish board game for two players. With its dynamic scenarios and pre-assembled, pre-coloured miniatures, it's quick to start but hard to master!

THE LEGEND

When the gods were destroyed, their tears rained from the sky as crystalline meteors filled with godly essence. These meteors—or 'godtears'—bestow incredible power on those strong enough to seek them.

Just a handful of mortals are able to withstand and harness the divine power of the godtears. Those chosen few fast develop a taste for the tears, becoming great champions in their perpetual quest to gain more...

GAMEPLAY

Each player assembles a warband consisting of champions and their followers.

1. Godtear uses a tug-of-war scoring system represented by the battle ladder on the side of the board. As they score points, each player moves the turn token toward their side of the battle ladder.
2. Players can score points by:
 - Knocking out enemy champions or followers.
 - Placing their champions' banners on godtears.
 - Keeping those banners in play until the end of the turn.
3. At the end of each turn, the player with the turn token on their side of the battle ladder wins the turn and gains the number of victory points shown on the token.
4. As the action intensifies, turns increase in point value, culminating in a mighty clash! before tapering off as the battle nears its conclusion. Players must therefore make calculated tactical choices around when to commit their warband and score points.
5. At the end of each turn, the battlefield shifts as the power of the godtears manipulates the surrounding ground. This creates new openings for players to score points and makes sure every game of Godtear is different.
6. The game consists of two main phases:
 - In the plot phase, players activate everything in their warband at once, moving their forces into position and setting up the turn ahead.
 - In the clash phase, players take alternating turns to activate miniatures, allowing them to adapt to changes on the battlefield.



CHAMPION TYPES

There are four champion classes, each with their own playstyle.



SLAYERS

Slayers are powerful warriors that focus on fighting enemy champions. They gain additional points for knocking out champions.



GUARDIANS

Stoic defenders, guardians protect their allies and their banner. They gain additional points if their banner remains in play.



MAELSTROMS

Maelstroms are destructive vortices that excel at eliminating enemy followers. They gain additional points for knocking out followers.



SHAPERS

Keen to control the flow of the game, shapers manipulate the battlefield. They gain additional points for placing their banner.

BUILDING A WARBAND

1. Godtear battles are fought by two opposing warbands made up of an equal number of champions and their followers.
2. A standard game features three champions in each warband.
3. Whilst learning the game, we recommend starting with one or two champions in each warband.
4. A warband can be made up of any Godtear champions, regardless of class. So, players have complete freedom to play with their favourite champions!
5. Players can tailor their warband to suit their preferred playstyle. For example, a player who wants to focus on taking out enemy champions could play a three slayer warband.
6. The Borderlands and Eternal Glade sets are the ideal way for players to get started with Godtear. Each set features two champions, so players can learn the game with a friend, or start building a warband for larger battles!

