

The cover art for the Godtear Demo Guide features a dynamic scene with three samurai-style warriors in the upper half. One warrior in the foreground is in a crouching, ready stance, while two others are in mid-air, one with a sword raised. The background is a mix of blue and yellow light effects. In the lower half, a close-up of a warrior's helmet and armor is shown, with a bright yellow energy effect. The title 'GODTEAR' is prominently displayed in the center, with a stylized sword blade integrated into the letter 'A'.

GODTEAR[®]

Demo Guide



WHAT YOU NEED

TITUS' WARBAND



TITUS

5 GLORY SEEKERS

TITUS' BANNER



TRAIT CARD,
CHAMPION CARD AND
FOLLOWER CARD

FINVARR'S WARBAND



FINVARR

3 SHADOW SENTINELS

FINVARR'S BANNER



TRAIT CARD,
CHAMPION CARD AND
FOLLOWER CARD

ADDITIONAL MATERIALS



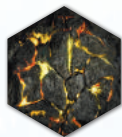
BOONS AND BLIGHTS



WOUND TOKENS



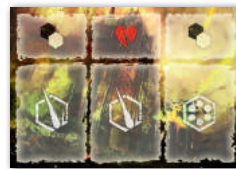
DICE



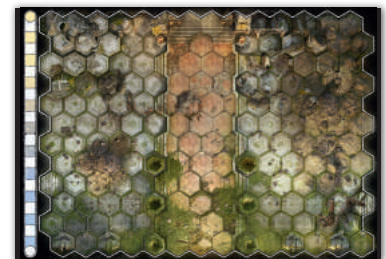
OBJECTIVE
HEXES



TURN
TOKENS



DASHBOARDS



GODTEAR BOARD

WHAT IS GODTEAR?

Godtear is a miniature skirmish game that pits two players head-to-head on a hex-based board. Each player controls powerful champions in a ruined fantasy world, seeking to absorb the crystalised tears of perished gods, godtears. After obtaining enough godtears, a champion can ascend to godhood and cement their legacy in the pantheon of the gods. Each champion is supported by their entourage of followers, mortal disciples aiding them in their path to ascension.

HOW TO USE THIS GUIDE


This demo guide will take you step by step through a scripted first turn of Godtear, that will teach both players how to play a full turn. Whenever dice are rolled during the demo the guide will suggest an amount rolled. This keeps the demo script easier to follow. After your first turn you will be able to finish the rest of the game and begin your path to ascension.

Traditionally games of Godtear are played with each player controlling a warband of 3 different champions each with different abilities and playstyles. However, in this demo you will be playing a smaller game with just a single champion on each side to learn the mechanics and flavour.

Between yourselves you should decide which champion each player will control, Titus or Finvarr. Titus is a human maelstrom champion. He is an offensive focused champion that ruthlessly cuts down enemy followers. Finvarr is an elven guardian champion. He is a stoic resilient champion that protects his warband's banners with ironclad defence.



SETUP

1. Place the miniatures and objective hexes as shown in the diagram.
2. Place the turn token into a space beside the centre line of the battle ladder that is closer to Titus' side as shown in the diagram. Place the warband markers in the final spaces on each end of the battle ladder.
3. Ensure all the cards are shown the plot phase side (the white background with ) and the champion trait cards are on the side showing the ultimate skills, Path of Destruction and Phantom Banners.



GAME OBJECTIVE

During Godtear players battle to gain victory points by winning turns. Each game has a maximum of 5 turns with each turn being worth different amounts of victory points.

The first player to get 5 victory points wins the game!

Throughout a turn each player will perform momentous actions (like knocking out enemies and placing banners) that will score steps. Whenever a player gains steps they move the turn token that many spaces along the battle ladder towards their warband marker. The turn token can never move into the spaces on the ladder with the warband markers. At the end of a turn, if the turn token is on your side of the ladder you win the turn gaining the victory points on the back of the turn token.

Turns increase in value as the action intensifies with a mighty clash, and then taper off again as the fighting nears its conclusion.

PHASES OF A TURN

A turn in Godtear is made up of three phases resolved in order: the plot phase, the clash phase and the end phase.

In the plot phase, players focus on primarily getting into position and setting up their game plan for the turn. The clash phase sees both players implement those plans with brutal attacks against enemy models. Finally, the end phase is a short clean up that determines the winner of the turn and resolution of any scenario rules.

PLOT PHASE

Each turn of Godtear begins with the plot phase, where the planning and positioning of the battle happens. Champions stake their claim and get ready to strike in the forthcoming clash phase.

During the plot phase, the first player will activate one by one their champions and followers. Afterwards the other player will activate their champions and followers. Titus' warband is the first player and their warband will be activating first.

TITUS' WARBAND'S PLOT PHASE


TITUS' ACTIVATION

ACTIVATING A FOLLOWER UNIT OR CHAMPION

When a champion or a follower unit activates, they can take up to two actions, but each action must be different. These actions will most commonly be the advance action or skill actions from the champion's or follower's card.

Once two actions have been completed, the next champion or follower unit activates. We are going to begin by activating the champion, Titus.

ADVANCING A CHAMPION

For his first action Titus is going to use an advance action. When advancing a champion, it can move up to its speed  in hexes. He cannot move into hexes that contain models. Titus moves forward two hexes into one of the objective hexes.



MAKING A CLAIM ACTION (PLOT PHASE ONLY)

As his second action he is going to make a claim action. Each champion comes with their own banner they use to stake their claim to the godtear energy. The claim action allows a champion to place their banner in an adjacent objective hex.

When a banner is placed the player scores a step. It will score additional steps if it's still in play at the end of the turn.

Banners can only be placed during the plot phase.

Place Titus' banner on the objective hex adjacent to him and move the turn token 1 step towards Titus' warband marker.


Titus has completed his two actions, so his activation now ends. Flip his card to show he has activated then we'll move onto the Glory Seekers activation.



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GLORY SEEKERS' ACTIVATION

ADVANCING A FOLLOWER UNIT

When activating a follower unit every model of the same type activates together. For their first action the Glory Seekers are going to advance. When a follower unit advances, every single model in the unit can move up to its listed speed  in hexes.

During their movement the follower unit can group up or separate provided they never exceed more than three models in a single hex.

They cannot enter a hex that contains models from outside their unit.



Due to the raw godlike energy, followers cannot enter objective hexes.


Move each group of Glory Seekers two hexes forward.

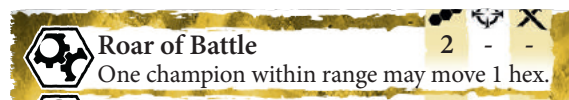
For their second action, the Glory Seekers are going to use the skill 'Roar of Battle' listed on their card.



USING A SKILL TARGETING A FRIENDLY MODEL

When a follower unit uses a skill, only a single model from the unit uses the skill. The type of skill is indicated by the icon. This skill has the friendly  icon so it may only target friendly models. The range  indicates the number of hexes away the skill can affect (in this case 2).

Roar of Battle targets a champion within range  and allows them to move 1 hex. Move Titus a single hex forward towards the enemy.



With both of their two actions complete, flip the Glory Seekers' card to end their activation.

All of Titus' warband have now activated, Finvarr's warband will now take their plot phase in response.



FINVARR'S PLOT PHASE

FINVARR'S ACTIVATION

REMOVING ENEMY BANNERS

Once a banner has been placed a warband needs to defend it from enemy champions. If a champion is ever able to move onto an enemy banner it is removed from the battlefield. Finvarr's uses his first action to advance into the same hex as Titus' banner, crushing it beneath his boots. Remove the banner from the battlefield.

For his second action he makes a claim action placing his banner in front of him. Hopefully he can protect it better than his opponent.

Place Finvarr's banner in the objective hex adjacent to him and move the turn token 1 step towards Finvarr's warband marker.

Flip his card to end his activation.

SHADOW SENTINEL'S ACTIVATION

For their first action, the Shadow Sentinels are going to advance to get into a better position. Moving as a group adjacent to Titus and Finvarr.

For their second action, the Sentinels are going to use the skill 'Protect' listed on their card. This skill has a range of 1 and makes a friendly target gain the protection boon, increasing their protection. They decide to use the skill on themselves. Place the protection boon token on the dashboard above their card.

With both of their actions complete, flip the Shadow Sentinel's card over to show they have activated.








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BOONS AND BLIGHTS

Using boons and blights to alter stats of both friendly and enemy models is a key tactical element of Godtear.

Boons increase the statistic shown by 1 the next time the statistic is used. For example, the protection boon  will provide +1 to the model's protection  the next time an enemy attempts to damage it. After an enemy makes a damage roll, the protection boon  must be removed.

A model can never have more than one of the same boon or blight.

Blight works the same way but reduce the stat by 1 instead of increasing it.



END OF THE PLOT PHASE


With both players having activated all their champions and followers we now move into the clash phase.



THE CLASH PHASE

The clash phase is where the combat begins and the planning from the plot phase is put into motion.





During this phase each player will alternate, taking turns to activate either; a champion or a follower unit each until they have activated everything in their warband.





In the clash phase champions and followers have different skills and, in some cases, different speed  values. As the first player, Titus' warband will activate first!


TITUS' ACTIVATION

Titus decides to take the first activation of the clash phase, so he can bring his blade down on Finvarr.





USING A SKILL AGAINST AN ENEMY


Skills that have the  icon target enemy models. When using a skill with the  icon we must first choose an enemy within range . Piercing Strike has range  1 so we can choose any enemy model in a hex adjacent to Titus. Piercing Strike allows Titus to target multiple models in a single hex. Despite this Titus is going to target Finvarr to seek vengeance for his crushed banner.

We then check the accuracy  value for the skill and roll the number of dice equal to this value. Piercing Strike has 5 accuracy  so we roll five Godtear dice. We compare the number of symbols rolled to the dodge  value of the target. If the number of symbols rolled is equal to or higher than Finvarr's dodge  of 4, the attack has hit and we move onto damage. If we roll less than the dodge, the attack misses and the action ends.

Titus rolls a total of 4, equalling Finvarr's dodge  and thus hitting him.



We now roll dice equal to the damage  value of the attack. We then subtract the protection  of the target from the total number of symbols rolled, every remaining symbol is a wound to the target. Piercing Strike has 6 damage  so Titus will roll six dice and then subtract 3 from the result due to Finvarr's protection  3.

Titus rolls a total of 5 on his dice, exceeding his protection  by 2, dealing two wounds to Finvarr.

Take two wound tokens and place them on the dashboard above Finvarr's card.





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USING A SKILL TARGETING MULTIPLE ENEMIES

Titus decides to use his second action to try and finish off Finvarr. He cannot use the same action twice so must use another skill on his card. Sweeping Slash targets up to two models in different hexes that are within range . When targeting multiple enemies we completely resolve the skill against one model before moving onto the next model.

Titus chooses Finvarr as his first target.



Sweeping Slash

1 6 5

This skill may target up to two models that are in different hexes.

He rolls a 5 on his 6 accuracy dice, hitting Finvarr.

He then rolls 5 damage getting a 5, causing 2 wounds after Finvarr's protection 3. Place the wounds on dashboard above Finvarr's card.

For his second target, Titus chooses a Shadow Sentinel.

He rolls a 4 on his 6 accuracy dice, though lower than his last roll it is still equal to the of the Shadow Sentinel.

He then rolls 5 damage . He would normally need to roll a 3 to knock out a Shadow Sentinel however they currently have a protection boon increasing their protection from 2 to 3.

Titus rolls a 4 enough to knock out the Shadow Sentinel he targeted. The protection boon is removed from the Shadow Sentinels.

KNOCKING OUT FOLLOWERS

Whenever a follower is knocked out, remove the model from the battlefield. The player that knocked out the follower moves the turn token a single step towards their side.

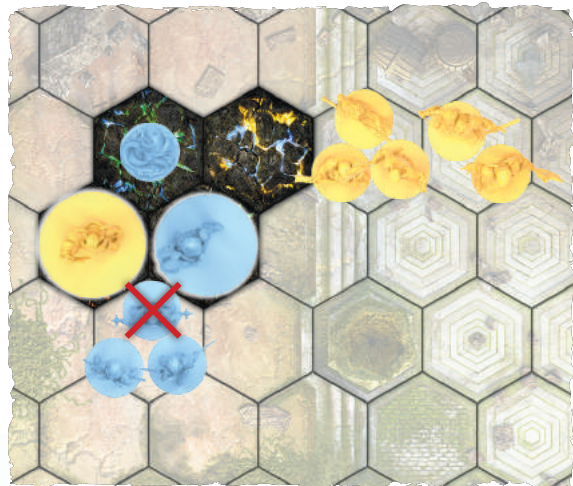
Titus is a maelstrom champion that excels at knocking out followers. He gains an additional step whenever he knocks out a follower.

Maelstrom Champion

A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Remove one of the Shadow Sentinels from the battlefield and move the turn token two steps towards his side of the ladder.

Titus has made both his actions, flip his card to end his activation.



FINVARR ACTIVATION

Finvarr begins his activation. For his first action he decides to use Void Weapon, giving him a damage boon (⊗). Place the damage boon (⊗) token on the dashboard above Finvarr's card.

With his opponent at close quarters, he decides to use his second action to use the Life Blade skill against Titus.

Life Blade 1 4 5
Hit Effect: Remove up to 1 of Finvarr's wounds.

Life Blade has 4 accuracy (⊕), however Finvarr's Banner Warden trait increases his (⊕) by 2 whilst he is on an objective hex.

Banner Warden
If Finvarr is on an objective hex, his skills have +2 (⊕).

Finvarr rolls his 6 accuracy (⊕) and gets a 4 hitting Titus.

HIT EFFECTS

Some attacks have hit effects, that are resolved if the skill hits its target. We resolve these effects before we roll for damage. Life Blade's hit effect removes a wound from Finvarr.

Remove a wound from his dashboard.

Life Blade has 5 damage (⊗) so ordinarily Finvarr will roll five dice and then subtract 3 from the result due to Titus' protection (⊖) 3. However, Finvarr currently has a damage boon (⊗) increasing his damage (⊗) by 1, meaning he would roll six dice instead of five.

Finvarr rolls a 5 on his dice, dealing two wounds to Titus.

Take the wound tokens and place them on the dashboard above Titus' card. Remove the damage boon (⊗) from above Finvarr's card.

Flip his card to end his activation.



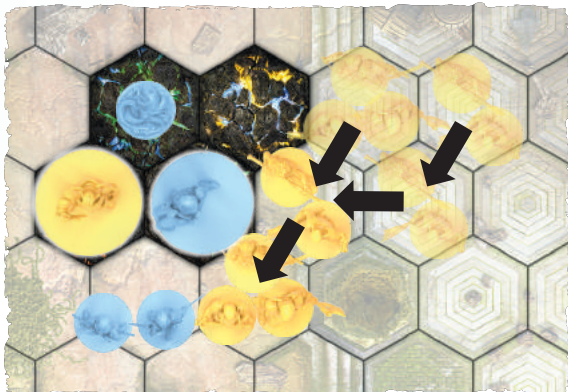


GLORY SEEKERS ACTIVATION

The Glory Seekers activate and see an opening to surround Finvarr.

As their first action they advance to surround Finvarr.

As their second action they are going to use their 'Surround Pound' skill against him.



FOLLOWER UNIT TARGETING AN ENEMY WITH A SKILL

Much like with a champion we begin by choosing a single follower to use the skill then choose a target within range of them. For this skill we are going to choose one of the Glory Seekers that are in the hex of 3 and then choose Finvarr as our target.

Unlike champions, followers have three rows of accuracy and damage numbers. The row that is used is dependent on the number of followers sharing the hex with the follower using the skill. If there is a single follower on the hex use the damage and accuracy in the first row, for two use the second line and for three use the third line.

Surround Pound
 This skill has +1 and for each other hex adjacent to the target that contains one or more Glory Seekers.

1	4*	3*
	4*	4*
	4*	5*

There are three Glory Seekers in the hex so will use the bottom row for their accuracy and damage. Surround Pound gains an additional accuracy and damage for each other hex of Glory Seekers adjacent to the target, increasing their accuracy to 5 and damage to 6.

Roll to hit against Finvarr's dodge of 4. The Glory Seekers roll a 4 and hit Finvarr. Surround Pound does not have a hit effect, so we move onto damage.

The Glory Seekers will then roll 6 damage and each point above protection will place a wound on Finvarr.

The Glory Seekers roll a mighty 6 and cause 3 wounds to Finvarr. This exceeds Finvarr's health , knocking him out. Place wounds on Finvarr's dashboard until he has wounds equal to his health .

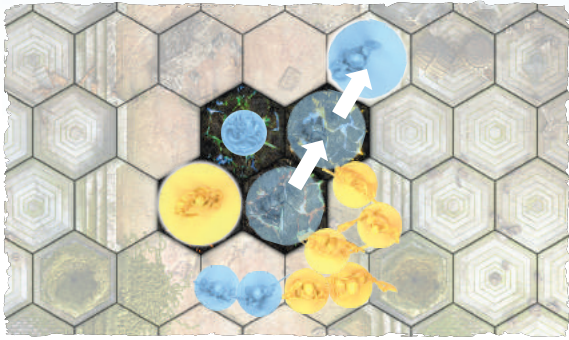
KNOCKING OUT A CHAMPION

If a champion ever has wounds equal to or exceeding their health they are knocked out. The player who caused the knockout can move the knocked out champion up to two hexes and then they gain 4 steps on the battle ladder.

Remove all boons and blights currently on the champion and do not remove the champion from the battlefield. A knocked out champion cannot move, be placed, gain boons and blights or have wounds removed by other models.

The Glory Seekers move Finvarr down the battlefield away from the objective hexes. Move the turn token 4 steps towards Titus' side.

The Glory Seekers have taken two actions so flip their card to end their activation.



RALLYING A KNOCKED OUT CHAMPION

To get back into the fight, a knocked out champion must use the rally action as its first action next time it activates. When a champion uses the rally action they remove all of the wounds and can then carry on as normal. A champion is never truly out of the fight when there are godtears on the line!

SHADOW SENTINELS ACTIVATION



The Shadow Sentinels see their chance to gain revenge for Finvarr.


RETURNING A FOLLOWER TO PLAY USING THE RECRUIT ACTION

Followers that have been knocked out are not permanently out of the game. During a follower unit's activation they may take the recruit action to return a knocked out model from their unit to the battlefield in a hex adjacent to their champion.

The Shadow Sentinels are currently below their maximum unit size so can use a recruit action.

Return a Shadow Sentinel to the battlefield in a hex adjacent to Finvarr.

For their second action they will then use their Life Trade skill to attack a Glory Seeker. There are two Shadow Sentinels in the hex so we will use the second row of the skill with 5 accuracy  and 5 damage .

	Life Trade	1	4	4
	If this skill knocks out an enemy while the Shadow Sentinels are below their maximum unit size, add 1 Shadow Sentinel to this hex.		5	5
			5	5

The Shadow Sentinels roll a 3 and hit, then roll 5 on the subsequent damage roll. This inflicts two wounds against the Glory Seeker knocking them out.

Move the turn token one step towards Finvarr's side of the battle ladder.

The Shadow Sentinels have now taken their second action, flip the Shadow Sentinels' card ending their activation. Everyone has now activated, bringing the clash phase to a close.





END PHASE

With both the plot phase and the clash phase completed we now enter the end phase. During this phase there are a few steps we need to run through in order.

1. SCORE BANNERS

Both players score 4 steps for each banner still remaining on the battlefield and 5 steps for each guardian banner on the battlefield. After scoring banners remove them from the battlefield.

Finvarr's guardian banner scores 5 steps moving the turn token 5 steps towards Finvarr's side of the ladder. It is then removed from the battlefield banner.

2. GAIN VICTORY POINTS

The player who has the turn token on their side of the battle ladder wins the turn. They take the token, flip it over, and gain the victory points shown. The first player to gain 5 victory points, wins the game.

Currently the turn token is on Titus' side by a single step winning him the turn, he takes the turn token and gains 1 victory point on the other side of the token.

Turn tokens are worth different amounts of victory points, so be sure to check how much each token is worth!



3. FOLLOW THE SCENARIO RULES

Each scenario in Godtear has specific scenario rules that alter the battlefield giving an advantage to the player that lost the previous turn. For this game we are playing the Life scenario.

For the Life scenario, the losing player rolls a die and adds two to the result and places that many new objective hexes on the battlefield. These must be placed adjacent to another objective hex in an empty hex.

Finvarr rolls a one which gives him a total of three new hexes. He places them in a line leading towards him, primed for a banner placement next turn.



4. CHOOSE FIRST PLAYER

The player that lost the turn then chooses whether to be the first player or second player in the next turn. Place the turn token for the next turn in the space beside the midline of the battle ladder that is closer to the first player's warband token.

Eager to seize the initiative, Finvarr decides to go first in the next turn. Place the token in the middle of the ladder on Finvarr's side.





CONTINUING THE GAME

That is your first turn completed! Though things look desperate for Finvarr he can use the rally action to get back into the action. He also has a difficult to reach objective hex available for his banner, giving him a strong foundation to win turn 2. Additionally, the new objective hexes protect him from the Gloryseekers. Turns continue until a player has a total of 5 victory points.

CHAMPION ULTIMATE SKILLS

Each champion has an ultimate skill, a skill that they can use once per game. These skills can be used in either phase often allowing champions to impact the battlefield in unique ways. Once a champion has used their ultimate skill flip the card to track that it has been used. Be sure to use your ultimate skill, using it at the correct time can secure victory for the warband!

ADDITIONAL SKILL ICONS

So far, we have seen the enemy  and friendly  skill types. However, there are two additional types we have yet to cover. Self  skills target the model using them. Special  skills often have effects that impact banners, objective hexes or multiple effects. Be sure to read the skill carefully to understand how it works.



YOUR NEXT GAME

For your next game we recommend trying two champions per player.

If you played Titus, try pairing him with a shaper champion such as Nia, Rattlebone, or Raith'Marid in your next game. Shapers can manipulate and create objective hexes to create footholds for banners. Shapers gain an additional step when placing their banner.






If you played Finvarr, try pairing him with a slayer champion such as Lorsann, Rangosh,

or Keera. Slayers are aggressive combat champions that focus on dealing damage. They gain an additional step when knocking out an enemy champion.





After you have had some experience with the Life scenario it is recommended to explore another scenario such as; Death, Change, or Chaos.

You can share your game, ask rules questions and connect with other Godtear players on the Steamforged Games Discord Community.








BATTLE LADDER STEPS

- Knock out an enemy champion
..... 4 steps (+1 for )
- Knock out a small enemy follower
..... 1 step (+1 for )
- Knock out a large enemy follower
..... 2 steps (+1 for )
- Make a claim action during the plot phase
..... 1 step (+1 for )
- Have a friendly banner on an
objective hex during the end phase
..... 4 steps (+1 for )

STAT ICONS

-  **Speed:** The number of hexes the model may move with an advance action.
-  **Dodge:** The number an enemy needs on its hit roll when it targets this model with a skill.
-  **Protection:** The amount of damage that is ignored each time this model suffers damage.
-  **Health:** The number of wounds a model can have before it is knocked out.

SKILL ICONS

-  The skill affects the champion or follower unit using the skill.
-  The skill affects a friendly champion or follower unit.
-  The skill affects the models or hexes described in the skill.
-  The skill targets an enemy champion or follower.
-  The maximum number of hexes away a model can be and still be affected by this skill.
-  The number of dice rolled to hit your target.
-  The number of dice rolled to damage your target.

PHASE ICONS

-  **Clash Phase**
-  **Plot Phase**

ACTIONS

CHAMPION OR FOLLOWER UNIT

Advance: Move the champion or each follower a number of hexes up to its speed.

Skill: Use a skill from the model's card.

CHAMPION ONLY

Ultimate Skill: Use the champion's ultimate skill.

Claim: Place the champion's banner model in an adjacent empty objective hex.











Rally: Clear a champion's wounds after it is knocked out.

FOLLOWER ONLY











Recruit: Return a follower model to the battlefield after it is knocked out

STATUS ICONS

BOON ICONS

-  +1  for its next advance action.
-  +1  for the next hit roll against it.
-  +1  for the next damage roll against it.
-  +1 die on its next hit roll .
-  +1 die on its next damage roll .

BLIGHT ICONS

-  -1  for its next advance action.
-  -1  for the next hit roll against it.
-  -1  for the next damage roll against it.
-  -1 die on its next hit roll .
-  -1 die on its next damage roll .