



GODTEAR[®]

THE AWAKENING

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Legends tell the Broken Plains once were a verdant sea of rich green, broken only by immense towers of metal and stone soaring skywards. But such visions belong to a previous time. All we have inherited is an endless wasteland of sand and barren stone, inhospitable to all but the most determined life. The only shadow from the unrelenting sun comes from rusted iron skeletons, the pitiful remnants of a near forgotten age.

Yet, it is from these desolate surroundings the siren call of the godtears sounds, heralded by great tremors and storms. To this place champions now race, the awakening at their fingertips—but the mighty chosen are not alone. In the shade of a ruined city stands a crude fortress, home to a tyrant of bloody deed, warden to great pits where minions dig for the sacred stone. Surely such an individual cannot hope to harness the power of the gods... but who will claim their throne, and pronounce themselves as the new ruler of this unforgiving land?

Welcome to the Awakening, a Godtear campaign for 4-8 players. During this campaign, warbands clash with their rivals as they scour the desolate landscape for godtears, and champions empower themselves with these sacred stones to become more powerful than ever before.

Although they'll still be attempting to defeat their rivals during each game, players should embrace campaigns as an opportunity to create stories surrounding their games, and immerse themselves in each location and event. Godtear campaigns are story light, so players have the freedom to really develop their champions' identities and destinies as they envision them. As more campaigns are released, players will create legends within the Godtear universe that will echo down the ages as mighty and infamous deeds.

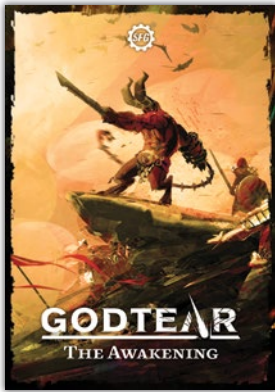
Good luck—the godtears await the chosen!

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COMPONENTS



1x RULEBOOK

This is the book you're reading now!



15x CHAMPION UPGRADE PATH REFERENCE CARDS (ONE PER CHAMPION)

These are double-sided cards which display the two different upgrade paths available to each champion.



18x INTRODUCTORY CHAPTER CARDS

These are divided into three decks, for eight players, six players, and four players respectively. Which deck a card belongs to can be identified by the number in the top left corner of the card.



62x CHAPTER CARDS

These are the cards which players will draw after each game, telling them the next location their warband is headed to. These cards are also numbered; for ease of reference, we recommend keeping them in numerical order!

PLAYING CAMPAIGNS

6

Godtear campaigns are designed to be concise and user-friendly experiences. They are ideal for players who are less experienced in running or playing campaigns, have friends who cannot commit to a long campaign, or would simply like to play a shorter campaign with fewer games. They are also ideal if players want to run a single day event at their local gaming store or gaming club.

STARTING THE CAMPAIGN AND PLAYING GAMES

At the start of the campaign, each player creates a warband consisting of three champions. Alternatively, if players have additional models available to them, they can create a larger warband with more champions, and then choose which three champions they want to use in each game. Players can select whichever champions they like, but their warband cannot contain multiples of the same champion.

Next, shuffle the **introductory chapter** deck that corresponds to the number of players taking part in the campaign, rounding up if there are an odd number of players (i.e., if there are seven players, shuffle the eight-player deck). Then deal each player one card.

Campaigns are split into a series of chapters, in which each player has a double-sided act card.



- ① This is the name of the warband's current location.
- ② This is the current chapter of the campaign.
- ③ This is an image of the location, to help the player visualize the setting.
- ④ Each card has a brief flavour description for the location, to give the player a feel for their surroundings.
- ⑤ This is the name of the act.
- ⑥ This is the scenario from the Godtear rulebook the player will play during this chapter.
- ⑦ Any special rules that apply during setup or the game itself are listed here. These can be effects that last for the entire game, changes to the deployment hexes, or even asymmetrical effects that only affect one player.
- ⑧ The act progression is listed here, telling which cards the players should take if they won or lost the game.

Each act card is part of a pair, which means that another player's warband will also have arrived at that location. If players have chosen to play with larger warbands, they should select which three champions they're using in secret, then both players should reveal their chosen champions at the same time. Once they're ready, the players set up the scenario listed on their act cards and play a game!

Scenarios use the rules listed in their entry of the Godtear rulebook, unless the act card states otherwise. If a special rule conflicts with a scenario rule in the rulebook, the act card rule takes precedence.

If the campaign has an odd number of players, there will always be one player who does not have an opponent. This player automatically wins their game, as their warband has no rivals to contest them.

UPGRADING CHAMPIONS

Throughout the campaign, champions are searching for godtears, sacred crystals imbued with the essence of the fallen gods. When champions find such stones, they are able to absorb them into their bodies, amplifying their own power in a variety of ways.

At the end of a scenario, both players roll a number of dice to see how many godtears their warband managed to find. Before the start of the next chapter, players may spend these godtears to upgrade their champions.

If a player won their game, they roll three dice and add the results together. If a player lost their game, they roll two dice and add the results together. The total amount rolled is added to the player's godtears total. A player can reroll a single dice for each turn they won during the game.



SPENDING GODTEARS AND CHAMPION UPGRADE PATHS

This expansion includes a double-sided upgrade path for each champion. Each path represents one of their potential paths to godhood, called an aspect. The effects of adopting an aspect will begin as relatively minor changes to a champion, perhaps making them a little faster or stronger, but as a champion continues to absorb godtears will also affect their abilities, and even grant them new powers.

- ① This is the **name** of the champion the card applies to.
- ② This is the **aspect** of this upgrade path.
- ③ Each upgrade has a **level**. As the level of an upgrade increases, so too does its potency.
- ④ The **cost** is how many godtears must be spent to gain the upgrade.
- ⑤ This is the upgrade's **effects**.



The first time a player upgrades a champion, they select one of the champion's aspects, then spend the number of godtears listed next to their level one upgrade. The champion then gains the effects of that upgrade.

When upgrading a champion that has already been upgraded, the player cannot select the same upgrade(s) again, and must instead upgrade to the next level after their current upgrade (provided they have sufficient godtears to do so). Upgrades are cumulative, but once a champion has gained an upgrade for one of their aspects, they cannot select any upgrades from their other aspect—once a champion has begun ascension to godhood along one path, they cannot embrace another!

Players are free to upgrade any of their champions when spending godtears, even if that champion did not take part in the scenario. Players do not have to level up their champions equally if they do not wish to do so, meaning they can prioritize one champion over others if they so wish, maxing out their upgrades before moving on to the next champion.

Any godtears not spent before the next game should be tracked by the player, allowing them to save up for more powerful abilities later on should they so wish.

If a player cannot afford to upgrade any of their champions using their godtears after finishing a game, they may discard all of their godtears and then upgrade one of their champions.

UPGRADE EFFECTS

Typically, upgrades come in three different types. Effects only apply to champions and not their followers unless specifically stated.

Stat increases change one or more core stats on the champion's card. These changes affect the stat irrespective of the phase.

Skill changes add additional range, damage, or rules to an existing skill, replacing the standard version. The skill can only be used in the phase shown on the champion's card.

New Skills add an entirely new skill to a champion's card. This skill does not replace any existing skill, and will list which phase it can be used in. If the skill does not list a specific phase, it can be used in both the plot and clash phase.



ENDING A CHAPTER

At the end of each scenario, after each player has finished their game and upgraded their champions, the chapter ends. Each player then refers to their current act card. Depending on the result of their game, each player then takes the numbered act card indicated by their current card, and discards the old one. Once every player has a new act card, the next chapter begins, and players pair up for games once more.

After four chapters have passed, the campaign comes to an end. Each player will have a final act card, including some flavor text, and can choose to either salute their rivals' triumphs, or secretly plot their downfall during the next campaign!



PLAYING LONGER CAMPAIGNS

Although a standard Godtear campaign is relatively short, Godtear campaigns can also be played over longer periods of time. Longer campaigns are ideal for veteran gamers and provide a more open format, allowing players longer to progress their champions over more games. These campaigns also allow a greater degree of customization to reflect a warband's journey—especially as future campaign packs are released, when locations can be mixed together to create epic adventures!

Longer campaigns use the core rules from the standard format, but also introduces additional rules, allowing players to enjoy their games at a more relaxed pace and in a less structured way. These changes are introduced below.

UNEASY ALLIANCES

Champions are an unpredictable and single-minded breed, not always given to cooperation. Although they frequently band together in uneasy alliances, these pacts are often broken for any number of reasons.

During a long campaign, players are free to add to or remove champions from their warband at any time. New champions always begin without any upgrades, even if they replaced a champion that had received upgrades in earlier chapters. Once a champion has been removed, they may not return to their warband once more—champions are far too proud to return after announcing their departure!

EXPANDED CHAPTERS AND CHOOSING LOCATIONS

In longer campaigns, after all players have finished their scenarios and made any upgrades, instead of ending the chapter and drawing new act cards based on the results of their games, players follow the steps below.

1. Each player returns their act cards, creating a deck.
2. The players that won their previous game each roll two dice. If necessary, reroll ties, until these players have established an order.
3. The player with the highest result chooses a card from the deck first, followed by the next highest, and so on, until all of the players who won in the previous round have chosen a card.
4. The remaining cards are then shuffled, and each player that lost in a previous round draws a card.

Chapters can last as long as players wish in a longer campaign, although we recommend that players play three acts per chapter to keep a good pace and allow players plenty of time to evenly upgrade champions across larger warbands.

After a chapter ends, the players find the next chapter's set of act cards (as detailed on the act cards they are currently using), discard the old act cards, then repeat the steps above.

CUSTOMIZATION

Longer Godtear campaigns are designed to be flexible and allow for extensive customization as more campaign products are released. Each time a new campaign pack is released, players will have the ability to mix up and customize their previous campaigns, allowing for a huge depth of replayability and exciting adventures across continents.

CHAMPIONS

As Godtear continues to grow, new champions will become available. Future campaigns will include upgrade paths for each of these champions, allowing them to be played as part of a campaign. To include these champions in a campaign, players can simply select the champion at the start of the campaign, or add them using the Uneasy Alliances rule above. Upgrade paths for new champions will be entirely backwards compatible.

The length of a chapter is entirely up to you—you could even have different length chapters if you wanted, so the campaign speeds up towards the end, once champions have a lot of upgrades and can really make the earth tremble with their power!

LOCATIONS

If players have access to additional act cards with different locations, either because they are playing with three to six players using Awakening, or have access to cards from another Godtear campaign, they can add these new locations into a longer campaign.

If you're creating a custom campaign with a mix of act cards, you'll need to establish at the start of the campaign which locations you'll be using in each chapter, and set aside specific pairs of act cards for each location. This will ensure that players will always have a pairing for each of their games!

REFERENCE

CAMPAIGN STRUCTURE

At the start of the campaign, each player draws a card from the introductory chapter deck corresponding to the number of players.

CHAPTER START

Players pair off, based on their act cards.

PLAY SCENARIO

Record how many turns each player wins during the game, and which player wins.

UPGRADE CHAMPIONS

The winning player rolls 3 dice, and the losing player rolls 2. Each player adds the total of these dice to their total godtears. A player may reroll one die per turn they won during the game.

Players may then spend their godtears on upgrading their champions.

If a player is unable to afford any upgrades to any of their champions they may discard their godtears and select a free upgrade instead.

CHAPTER ENDS

Players take new act cards, based on the result of their previous game.

A new chapter begins.