

Godtear Quick Reference Sheet

Battlefield Setup (p.10)

Preparing the Battlefield (p.10)

1. Choose a scenario.
2. Determine 1st player randomly.
3. Choose sides, then place warband tokens on the battle ladder, per scenario.
4. Place the first turn token on the middle start space, nearest the 1st player.

Deployment (p.11)

1. 1st player places a Champion and their followers in any deployment hexes.
2. 2nd player places a Champion and their followers in any deployment hexes.
3. Alternate placing units until all have been deployed. (Max. 3 followers /hex.)

Turn Phases (p.15)

Plot Phase (p.15)

1. 1st player activates all his Champions and follower units.
2. 2nd player activates all his Champions and follower units.

Clash Phase (p.15)

1. 1st player activates **one** of his Champions or follower units.
2. 2nd player activates **one** of his Champions or follower units.
3. Alternate activations until all units have been activated once.

End Phase (p.15)

1. Count banner points. Move the victory token based on the difference.
2. The turn token goes to the player whose side of the battle ladder it is on.
3. Perform END PHASE rules, per the scenario.
4. Losing player determines 1st player for the next turn. 1st player gets the turn token on his side of the battle ladder.

Activating Your Models (p.18-19)

All units get 2 actions per activation. No one action may be repeated.

| Champions | Followers |
|---|----------------|
| Advance | Advance |
| Skill action (includes ULTIMATES) | Skill action |
| Claim action (PLOT phase only) | Recruit action |
| Rally action - the first action Champions must perform after a KNOCKOUT | |

Advance » Models may only move into empty hexes. Followers may never enter Godtear hexes. Followers may enter similar followers' hexes (max. 3/hex). Champions may enter enemy banner hexes to destroy them.

Skills » Specific skills may only be used once per activation. Follower skills - choose one model to perform the skill, which may be modified by having multiple followers in the same hex.



Skills for Friendlies Skills for Enemies Skills for Banners

Ultimate » Champions can use their ULTIMATE skill once per game. **Skill** Flip the Champion's trait card to show it has been used.

Recruit » Place 1 follower model adjacent to its Champion. If it's a large follower, remove all its wounds before placing. If adjacency isn't possible, RECRUIT into your deployment area.

Claim » Champions may place a banner in an adjacent, empty obj. hex.

Rally » Champions must rally as a first action, after being KNOCKED OUT. Remove all wound tokens from the Champion after rallying.

Attack Skills (p.21)



Attack Procedure (p.21)

1. **Declare target in range** - single or multiple targets are possible
2. **Roll dice = to ACCURACY** - roll dice equal to your skill's ACCURACY
3. **Hit target's DODGE** - to hit, equal or exceed the target's DODGE
4. **Hit effects** - apply any hit effects from the skill now
5. **Roll dice = to DAMAGE** - roll damage dice if the hit was successful
6. **Determine wounds: DAMAGE - PROTECTION = wounds caused**

Boons & Blights (p.22)

There are five BOONS & BLIGHTS. They are opposites of each other. Whenever you acquire an opposite token to one you already have, they are both discarded. A unit can never have more than one status token of each BOON or BLIGHT. BOONS & BLIGHTS linger, and are not removed until used.



+1 or -1 ADVANCE to the unit's next movement action. Expires - remove the token after moving (used or not).



+1 or -1 DODGE when the unit is next attacked. Expires - remove the token after the attack.



+1 or -1 PROTECTION when the unit is next damaged. Expires - remove token after determining damage.



+1 or -1 ACCURACY DIE when the unit makes its next hit roll. Expires - remove the token after making the roll.



+1 or -1 DAMAGE DIE when unit makes its next damage roll. Expires - remove the token after making the roll.

Knockout (p.23)



Champions (p.23)

When a Champion reaches 0 health, it suffers a KNOCKOUT.

1. **Move up to 2 hexes** - player who knocked out the Champion may do this
2. **Discard all tokens** - remove all tokens from the Champion's dashboard
3. **Rally** - KO'd Champions must RALLY as their next action during an activation. Wounds cannot be removed until it rallies.
4. **KNOCKOUT restrictions** - knocked out Champions cannot be moved, placed, or gain status tokens. They keep their wounds until rallied.

Followers (p.23)

When a follower reaches 0 health, it suffers a KNOCKOUT.

1. **Remove it** - 0 health followers are removed from the battlefield
2. **Status Tokens** - status tokens on their dashboard are not removed unless ALL of the followers from that unit have been KO'd.
3. **Recruit** - a follower unit with no models on the battlefield must RECRUIT as their next unit action.

Battle Ladder Scoring Note

If a model is removed from the battlefield for any reason other than 0 health, it is NOT scored on the battle ladder for being knocked out.

Scoring (p.8)



Basic victory points

| | |
|----------------------------------|---|
| 4 pts Champion KO | 5pts if done by a SLAYER Champion |
| 1 pt Follower KO | 2pts if done by a MAELSTROM Champion |
| 2 pts Large Follower KO | 3pts if done by a MAELSTROM Champion |
| 1 pt Claim Action | 2pts if done by a SHAPER Champion |
| 4 pts Banner at End Phase | 5pts if it belongs to a GUARDIAN Champion |

