

# GODTEAR<sup>®</sup>

## FREQUENTLY ASKED QUESTIONS

*Last updated: February 2023*

### CORE RULES

#### **What are the warband markers for on the battle ladder?**

Warband markers represent the end of the battle ladder and their location is decided by the scenario being played. A turn token can never travel any further than the space before the warband marker on the battle ladder.

#### **When a skill allows me to move a friendly model can I move a banner?**

No, only skills that mention banners in their text can move banners.

#### **Can banners ever be placed or moved off objective hexes?**

No, banners can't be moved or placed off objective hexes.

#### **What happens if an objective hex with a banner on is moved?**

If an objective hex is moved with a banner on it, the banner moves with it.

#### **Can I take more than one champion with the same name in my warband?**

No, you can't take the same champion more than once in your warband.

#### **Can followers be moved into objective hexes to knock them out?**

No, followers can't enter objective hexes unless otherwise stated.

#### **If all of my followers in a unit have been knocked out and I activate them do I have to take a recruit action?**

Yes, you must use recruit as your first action if the unit activating doesn't have any followers on the battlefield.



#### **Can you rally if your champion isn't knocked out?**

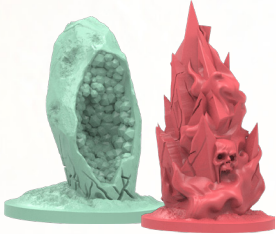
No, the rally action can only be used by a knocked out champion.

#### **Can a follower unit use a recruit action if all their followers are on the battlefield?**

No, only follower units with one or more knocked out followers may use the recruit action.

## How do boons and blights work if I am using a skill targeting multiple enemies?

The boons and blights only impact the first roll made. For example, Titus using Sweeping Slash with a boon of accuracy only gets the extra accuracy on the first accuracy roll he makes when using the skill.



## Can I push an enemy model onto their own banner to crush it?

No, only friendly champions can enter a hex with an enemy banner to remove it.

## When using a skill action with a follower unit does every model take the skill?

No, choose a single follower to take the skill. That follower may gain benefits to that skill if it is in a hex with other followers from its unit. Some skills will state every model in the unit takes the skill for example, Current on the Splashlings.

## Can a model move through a hex that contains a banner?

No, unless they are a champion moving through a hex containing an enemy banner.

## Do followers gain additional steps from their champions class trait?

No, only the champion has the class trait so only they gain the benefit.

## If a skill mentions an action (for example make a claim action) can I still take that action during the same activation?

No, you can only use an action once per activation even if it is as part of a skill.

## Can a knocked out champion be moved by skills or traits?

No, knocked out champions can't be moved by skills or traits unless they specifically refer to knocked out champions.

## Can champions or followers with their speed reduced to 0 by a blight take an advance action?

Yes, they would not move but the movement blight would be removed from them.

## If a model has a damage boon and it knocks out a model using a hit effect and doesn't roll damage does it lose the damage boon?

No, the model didn't use the skills damage stat so doesn't remove any boons or blights related to that stat.

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## CHAMPIONS

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### BLACKJAW

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## When Blackjaw knocks out multiple followers does he get multiple bonus actions?

No, you can only ever have one bonus action during your activation.





## GRIMGUT

### How many points does a maelstrom champion get for knocking out a Retchling?

Retchlings are worth 0 steps when knocked out, maelstroms gain +1 step for knocking out a follower for a total of 1.

### When the Retchlings use the Slimed skill and the Slip and Slide skill twice in activation does it use two actions?

Yes, both the Slimed skill and the Slip and Slide skill allow two different Retchlings to use them in the same activation; however each time a skill is used it still costs an action.



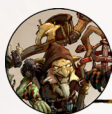
## HALFTUSK

### The Froglodytes can enter objective hexes, can they remove enemy banners?

No, only friendly champions can enter hexes containing enemy banners.

### Can the Froglodytes use Tongue Tow to move a banner off an objective hex?

No, banners can't be moved or placed in non-objective hexes.



## JAAK

### Does Jaak get to use Battlefield Brew after he makes a claim action?

Yes, his banner is on the battlefield after he completes his action so he does get to use Battlefield Brew.



## KAILINN

### Can Kailinn end a move in a hex containing followers if there are no hexes for the followers to be moved to?

No, Kailinn can only end a move in a hex containing followers if there are hexes she can move the followers to. This must be a hex they could normally move into.



## LILY

### When Lily puts a status effect token onto a hex, is that hex still considered empty?

Yes, hexes are no longer empty if they contain a banner, champion or followers.

### If a target has a dodge boon or blight, do I compare Thornlings Nature's Wrath to the target's original dodge value or the modified one?

Compare the roll to the modified dodge value including the boon or blight.

### How many times per activation can Lily place a status token from her trait, Touch of the Fae?

Lily places 1 status effect token per activation from Touch of the Fae.

### If a model already has a protection boon and enters a hex with a protection boon that Lily placed, what happens?

At the end of the movement, they remove the boon from the hex. They don't gain any benefits because they already have a protection boon. The same happens if they enter a hex with a blight they already have.



## LUELLA

### If Luella has a speed blight, does her trait still let her move 1 hex?

Yes, assuming she moves in a straight line her speed is 2 which is then lowered to 1 by the movement blight.



## MAXEN

### How does Maxen's Shrapnel Shot resolve damage if you move the enemy away using the hit effect?

If you move your target using the hit effect the damage is lowered because hit effects are resolved before damage.



## MOURNBLADE

### The Knightshades reduce movement to 0, can I move a single hex if I have a movement boon?

No, the Knightshades reduce movement to 0 during the entire advance action.

### If a model has a movement blight and is adjacent to a Knightshade can I use an advance action to remove the blight?

Yes, the model won't be able to move but you can still spend the action to remove the movement blight.

### Can a model which doesn't start adjacent to a Knightshade continue to move through a hex adjacent to a Knightshade?

Yes, the advance action was taken before being adjacent to the Knightshades so Death Grip doesn't take effect.



## RAITH'MARID

### Can Raith'Marid's Tsunami be used to move banners?

No, the skill doesn't mention banners in its description.

### Can Raith'Marid use Tsunami on the hex he is currently in?

Yes, his current hex is within range.



## RATTLEBONE

### How is the range of Rattlebone's Roll The Bones determined?

Roll a godtear die to determine the range. Then choose a model within range of Rattlebone and place the boon or blight on another model within range of Rattlebone.

### Can I use Roll The Bones to place boons or blights on banners?

No, only followers and champions are affected by boons and blights.

### I placed a banner on Rattlebone's Cursed Ground, do I score steps for it during the end phase?

No, the additional objective hexes are removed before the end phase and banners need to be on objective hexes during the end phase to score steps. Once the objective hexes have been removed, remove the banner from the battlefield.





## RHODRI

### Can a Rhodri use Bannerfall whilst his banner is already on the battlefield?

Yes, however he would not score claim steps because claim only gains steps in the plot phase. His banner would just be moved to the new location.

### When Rhodri is knocked out next to a friendly banner, can a player move him as normal for a knockout?

Yes, Rhodri's trait only stops him being moved by enemy models. Knockouts state the player that caused the knockout moves the model.

### If Rhodri is on an objective hex next to a banner and an enemy skill moves an objective hex and the models on it does Rhodri move?

No, due to Unyielding Rhodri can't be moved by enemy models whilst adjacent to a banner. The objective hex will move without him though.



## TITUS

### When Titus uses his ultimate skill, Path of Destruction how many actions does it use?

One action. Regardless of the number of actions contained within, a skill only ever uses a single action.

