



NIMBUR, THE JEWEL OF VOLTURNA AND LARGEST CITY ON THAT CONTINENT, IS SO OLD THAT ITS FOUNDATIONS ACTUALLY PRE-DATE THE BIRTH OF MANKIND. POPULATED BY THE ALOOF AND ENIGMATIC RACE OF AETHERIONS, IT POSSESSES THE LARGEST LIBRARY IN THE WORLD. CONQUERED DURING THE BLESSED AGE BY HALODYNES, NIMBURIA WAS FORCED TO ENDURE A 1,700 YEAR OCCUPATION WHICH ALTERED IT IN FUNDAMENTAL WAYS. THE AETHERIONS DURING THAT TIME WERE SUFFERING THE INFERTILITY CURSE PLACED ON THEM BY THE ASRAE GODS, AND WITH THE CONQUEST BY HUMANS A CASTE OF MIXED AETHERIONS AND MORTALS INEVITABLY DEVELOPED. DURING THE OCCUPATION, CABALS OF AETHERIONS WORSHIPPING THE DAWN GODS WENT UNDERGROUND. THESE INSCRUTABLE DEITIES WERE THE CREATORS OF THE AETHERION RACE, DWELLING IN THE OUTER PLANES. OVER A PERIOD OF FOUR THOUSAND YEARS THE MYSTIC PRIESTS HEALED AND REINVIGORATED THE DAWN GODS BY CHANNELING KERAUNOI ENERGY - RAW REALITY.

AS THE HALODYNES' THREXIAN EMPIRE PEAKED AND DECLINED, THE AETHERIONS PATIENTLY WAITED THROUGH 23 INCARNATIONS OF THE PHOENIX CORPSE-KING, AND WHEN THE HALODYNE TEMPLE CULT OF AESYS LATER SEIZED THE COLLAPSED CHUNK OF THE EMPIRE AND RULED THE LAND, THE AETHERIONS BIDED THEIR TIME. THE MILLENNIA PASSED BUT FOR THE IMMORTAL AETHERIONS, 4,000 YEARS WAS BUT A SINGLE CHAPTER IN THE HISTORY OF THEIR GREAT CITY. THE MIRACULOUS BIRTH OF A CHILD TO THE DEPOSED IMPERIAL FAMILY HERALDED A NEW CHAPTER WHICH BEGAN WITH THE NIGHT OF POISONED DAGGERS WHEN THE PURE-BLOOD AETHERIONS ROSE UP AND ASSASSINATED THE ENTIRE HALODYNE PATRIARCH'S FAMILY TOGETHER WITH MOST OF THE TEMPLE PRIESTHOODS. A NEW HIERARCHY FELL INTO PLACE, WITH PURE-BLOOD AETHERIONS AS RULERS, HYBRID MORTHERIONS FORMING THE MIDDLE CLASS, AND MORTALS CONSTITUTING THE UNDER-CLASS. THE COMBINED ARMIES OF THE RESURGENT GOLDEN KINGDOM NOW MARCH RELENTLESSLY WESTWARD, CRUSHING EVERYTHING THE HALODYNES CAN THROW AT THEM.





CHAPTER I  
INTRODUCTION





## WELCOME TO GODSLAYER®

Well done, you made it! You got your hands on the avant-garde game system which we are confident sets a new benchmark for the tabletop gaming hobby!

As you browse through the following pages you are embarking on a blood-spattered quest through the hazardous and exotic world of Calydom!

After fifteen years of miniatures gaming ourselves, we felt compelled to design a new rules system and accompanying gaming universe, and thus GODSLAYER® was born.

At this moment you might ask yourself "Does the world really need another miniatures game?" - YES, it certainly does!

We found no other game satisfied us in terms of both ease of play, tactical challenge and authenticity, and so the creation of GODSLAYER® became a quest for that holy grail of game-design - the perfect combination of realism and playability.

Now, after four years of relentless scribbling by candlelight and quill, locked within the dungeons of our own obsession, and after countless hours of play-testing by our rabid team of devotees to the god of perfectionism, we are maniacally happy to unleash upon an unsuspecting world these tomes of mythic mayhem!

After playing a few games we hope you agree with us that GODSLAYER® has reached a new pinnacle in game design!

But do not take our word for it - grab your dice and miniatures and leap into the game. We sincerely hope you have as much fun as we have!

## WHAT IS GODSLAYER®?

### THE GAME

Set in a rich and detailed fantasy universe named Calydom, GODSLAYER® is a fast and tactically challenging tabletop skirmish game played with highly detailed metal miniatures.

The game is designed for two or more players and offers a totally new gaming experience with many aspects never before seen.

In the world of Calydom it is common for charismatic or brawny leaders to attract loyal troops, heroic individuals, and terrifying creatures to their cause - be it noble or nefarious.

As a skirmish game GODSLAYER® allows players to field a group of warriors in combat engagements. These so called warbands represent hunting parties, scouting forces, raiders or simply bands of adventurers, mercenaries, or bandits, etc.

The game places you in the role of a warlord, allowing you to create your own individual warband based on a versatile system of model and item selection.

Great care was taken to ensure that the rules system offers a new level of realistic miniature behavior. A unique system of action and resource management allows fast and logical game-play, while retaining core rules which are simple and memorable, allowing you to learn them rapidly.

To keep players continuously challenged, each model has been provided with individual rules that result in a vast multitude of devious and deadly combinations embedded within the system, providing a rich resource for developing new tactics to win upcoming battles.





## THE WORLD

GODSLAYER® revolves around the grim world of Calydorn, upon which numerous factions wage war for the very survival of their cultures and species, where individuals undertake heroic or diabolic quests to acquire unto themselves godlike powers.

Where once gleamed the glorious nations of the Golden Age now sit the ruins of the Darklands - regions where creatures of shadow, cursed races, and demons hold sway, their hordes relentlessly pounding the walls of crumbling civilizations.

The history of Calydorn is painted with the blood of countless fallen cultures, and its denizens are only now beginning to re-discover some of the world's more eldritch secrets.

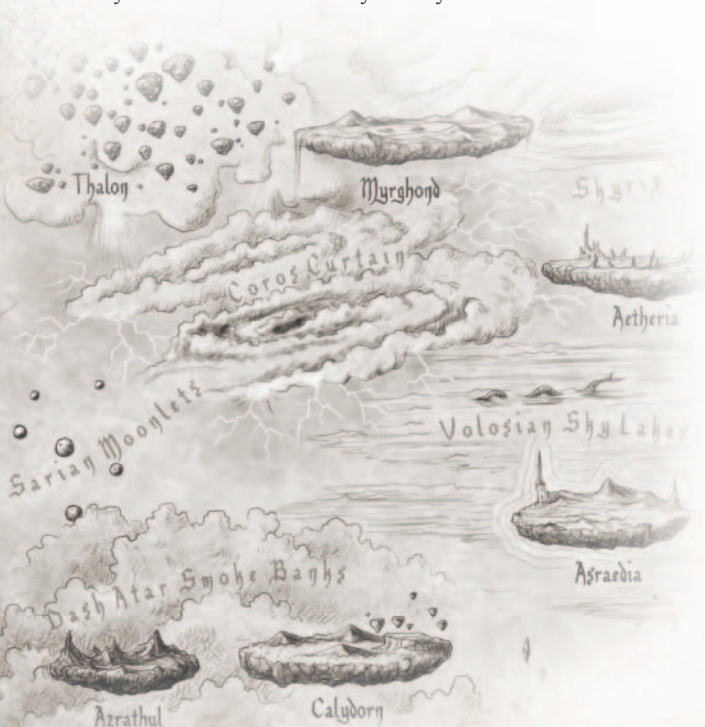
Ghorn - the central continent - has become the furnace of the gods, wherein deities forge the spirits of the boldest mortals into merciless mages and brutal warriors - fitting heroes for the current age, striving against hope to avert the holocaust of the Omegalypse.

The most exceptional characters manage to increase their powers through heroic deeds, mystic rituals, and the patronage of divine, demonic, or elemental entities. Some even follow the path of the Godquester, seeking out the Celestial Vortexes and consuming the encapsulated anima - the essence of a dead goddess - in order to attain the status of a demigod. A select few even undergo apotheosis, ascending to take their place among one of the divine pantheons.

All such heroes of legend began their careers as leaders of warbands, fighting countless battles - just as you will soon fight!

As you will discover, the world of GODSLAYER® is a rich tapestry on which to weave the heroic quests and sagas of your warbands; and on the brutal world of Calydorn thousands of such warbands seek glory or infamy, or simply strive to amass power and wealth in spoils and magical artifacts.

Now is the time for you to prove yourself worthy, leading your warband to its bloody destiny!



## A GAME OVERVIEW

Before we bombard you with all the detailed rules of GODSLAYER®, we would like to give you an overview of how a typical game of GODSLAYER® runs so that you have a broad picture before learning the detailed game mechanics.

Two players face each other over a model battlefield, each of them controlling a warband of different models which are composed before the game according to a points system that balances the opposing forces. Some models are individuals; some operate in groups (which are called units).

The game is divided into six or more rounds. In each round, players take alternating turns to activate some of their models. Activated models may do such things as move, shoot, fight, cast spells and use tactics.

All actions are regulated by a system of action tokens, whereby every model has a specific number of action tokens at the start of its turn, and each action they perform uses up a certain number of tokens. This system is a natural and realistic way of managing your warband's actions during each round and is one of the core systems of the game.

In GODSLAYER® there are no artificial turn sequences, and due to the constant turnabout play, the game has an immediacy and flow which other games may lack. The order in which a model performs its actions is basically open to the player's choice, making the game very realistic and flexible.

Statistics represent the fighting skills, the armor, the determination, etc. of each model, and are listed on profile cards which are included with each model. These statistics are used in conjunction with dice rolls to determine if actions such as fighting or shooting are successful. Often the result is compared against an opponent's statistic or roll. Luck plays a part, and so managing probabilities is a key factor, but GODSLAYER® is primarily a tactical game where even a streak of bad luck can be outweighed by clever play.

Each type of model has a unique combination of abilities and tactics which are special rules that translate the character of the model into game mechanics. In addition, some individual models are able to order tactics to other models, making the game even more strategic.

The winner of the game is normally determined by comparing what we call "kill points". Each player will earn a certain amount of kill points during the game and the one who has the most at the end of the game, is the victor! Special scenarios introduce additional victory conditions and provide new strategic challenges.

## ABOUT THESE BOOKS

To provide you with a short overview of these two tomes and our recommendations of how to get the most out of them, the following is a short introduction about their contents.

### CONTENT

The two books of GODSLAYER® - Rise of Legends not only deal with all the rules needed for game-play, but also act as a sourcebook for GODSLAYER®.

For ease of gaming we have separated the rules and the background material and that's why you get two books.



The rulebook of course covers everything you need to know to compose your warbands and lead them into battle. Here you will learn your tactical options and how to defeat your opponents and it also contains scenarios, multiplayer rules, tips on how to paint your miniatures, build terrain, and advice on how to get the most from your hobby. With this information you can recreate the dark and beautiful world of Calydorn on your tabletop gaming board.

The background book will provide you with detailed information about Calydorn - the focus of the Seven Worlds, and home of mortals - which has 50,000 years of history that has shaped the world into the darkly exotic and lethally vibrant place it is today. This tome contains a detailed background of each of the six main factions on the central continent of Ghorn, each of which represents a unique empire or culture.

## USAGE

To ensure easy comprehension of the rules, all topics have been placed in the most logical order possible. Nevertheless, it was occasionally unavoidable to foreshadow elements which will be explained at a later point. In such cases, the element previously not detailed will be written in red, bold italics, with the page of its later explanation noted in brackets.

**Reading and memorizing the rulebook is not necessary before beginning to play!**

A lot of the material contained within these pages is primarily for reference and amusement, and most of the game-relevant statistics and special rules are to be found on the *Profile Cards* (page 15), supplied with each model, for easy reference, so you will not need to constantly refer to the rulebook.

If you possess a copy of the Quick-Start Rules (which come as a printed version with each of the introductory boxed starter sets of each faction and can be downloaded from our website [www.megalith-games.com](http://www.megalith-games.com) for free), we would recommend you read the Quick-Start Rules first! After a few games you will have mastered the fundamentals of the rules, and should then take your time to read the complete core rules.

Further gaming will allow you to master the tactics and abilities of your chosen faction and gain an insight into the capabilities of other factions. At that point you may want to continue exploring the world of Calydorn in more detail on the Megalith Games website ([www.megalith-games.com](http://www.megalith-games.com)).

If at times you find it difficult to grasp a rule or have problems remembering everything, we suggest you keep a few models to hand and play-test what is written as you go along.

## NOTE

**IF YOU LEARNED THE BASICS OF GODSLAYER® WITH THE QUICK-START RULES, WE STRONGLY RECOMMEND YOU STILL READ THE CORE RULES SECTION IN ITS ENTIRETY, EVEN THOUGH SOME PARTS MIGHT SEEM FAMILIAR. THIS IS BECAUSE THERE ARE ADDITIONAL DETAILS FOR MANY OF THE RULES WHICH YOU SHOULD TAKE NOTE OF THAT ARE NOT COVERED IN THE QUICK-START RULES.**

## FUTURE BOOKS AND PRODUCTS

GODSLAYER® allows an immersive experience, starting with the very first game, and increases in enjoyment the deeper you go!

In order to support GODSLAYER® players, additional books will be released, extending the game with various new miniatures, additional rules, and background information about the world of Calydorn and its inhabitants.







# CHAPTER I - INTRODUCTION





THORBJÖRN SAW THEM FIRST; THEY WERE WYLDFOLK FOR SURE, DRESSED IN LEATHER AND SCALE ARMOR AND WALKING AROUND LIKE THEY OWNED THE WHOLE FOREST. DIDN'T THEY KNOW THE SKANNFYRD CLAIMED THIS LAND NOW? AND NEXT YEAR WE WOULD PUSH THE BORDER STILL FURTHER SOUTH. IT SEEMED TO ME THAT THE "WILD" HAD GONE OUT OF THE "WYLDFOLK" FOR THEY BUCKLED BENEATH THE FURY OF THE SKANNFYRD. WE RUSHED THEM AND THEN I ALMOST LOST MY HEAD DUE TO MY ARROGANT FOLLY. THESE WERE NO TRIBAL YOKELS, THEY WERE THE WYLDFOLK'S ELITE CROMLECH GUARD, AND THEY HAD A DRUID WITH THEM. STILL, WE HAD GREATER NUMBERS AND IN THE END NORDGAARD STEEL WON THE DAY BUT THE DRUID SLIPPED AWAY. GUNNAR TORTURED ONE OF THE SURVIVORS TO FIND OUT WHAT THE HELL THEY WERE DOING SO DEEP INSIDE OUR LANDS. APPARENTLY THEY HAD COME TO VISIT ONE OF THEIR BIG STONES. WHAT A THING TO DIE FOR, I THOUGHT TO MYSELF. I WOULD DIE FOR GOLD, I WOULD DIE FOR A WOMAN AND I MIGHT EVEN DIE FOR THE GODS IF I WAS IN A GOOD MOOD, BUT FOR A BIG STONE STUCK IN THE GROUND, I THINK NOT. DAMN STRANGE PEOPLE THE WYLDFOLK. JUST THEN THERE WAS A CRACKLING SOUND FROM THE EDGE OF THE TREES, AND I REMEMBERED THE DRUID. BENEATH THE SNOWDRIFT I COULD NOW MAKE OUT A BURIED MEGALITH WHICH THE DRUID WAS HURRIEDLY UNCOVERING. THEN THERE WAS A BURST OF BRILLIANT LIGHT AND THE NEXT THING I KNEW I WAS BACK IN MY VILLAGE NURSING THREE BROKEN BONES AND HANDS THAT LOOKED LIKE ROASTED BOAR MEAT. ALTHOUGH I LOST AN EYE, I HAD GAINED SOMETHING - A HEALTHY RESPECT FOR BIG STONES.





CHAPTER II

# GAME OVERVIEW



## HOW TO GET STARTED

If you are new to tabletop games, you should find the following sections a helpful introduction to starting your hobby. Experienced gamers will likely already be familiar with these concepts.

### GAME REQUIREMENTS

In order to start playing GODSLAYER®, you will need several things - firstly you will need a copy of this rulebook or the Quick-Start Rules.

Secondly you will also need miniatures. The best way to begin is to buy one of the starter boxes of the faction which appeals to you most. You can choose starter boxes from six different factions, each of which contains an adequate number of models to play smaller games, as well as a copy of the Quick-Start Rules which allow you to start gaming immediately.

Finally, you will also need a tape measure showing inches, some 6-sided dice, and a table or board to play on.

## EQUIPMENT

Below we discuss each of the components necessary to play in more detail.

### MINIATURES

Fundamentally, GODSLAYER® is a game of miniatures, each of which represents a specific individual on the battlefield.

Each of the factions of GODSLAYER® has a wide range of miniatures and will be continuously supported with new models.



### How many models do I need?

To start with, we recommend you purchase a starter box which contains around 5-8 miniatures including a warlord to lead your warband.

Additional models provide you with greater tactical flexibility and the novelty of using a great variety of interesting options. In time you will probably wish to expand your force in order to play larger games or to vary your tactics.

Calydorn is a world of brooding heroes and malevolent villains, whose individual actions have profound effects upon reality, so vast armies of miniatures are not required to have a challenging and fun game!

### Which Faction should I chose?

Each faction has a different style of play required to gain the greatest advantage from its particular benefits. Some factions are stronger with hit-and-run shooting or war-machines and some can call on horrifying monsters, while others excel in close combat tactics or delivering brute force. Nevertheless, all the factions are balanced, and have equal chances to triumph over their enemies.

Since you can only use models that belong to the same faction in a warband, you might want to flip through the "Factions" section of this book (page 121- page 229), to get a basic feel for style of each faction. To begin with, we recommend you simply purchase a starter box with the models which attract you the most!

### DICE

During adventures and times of war, not everything works out as planned, and so many of the actions of GODSLAYER® require a dice roll to determine if the action can be successfully accomplished.

GODSLAYER® uses two different types of dice divided into the following categories:

#### Standard Dice (D6)

These are regular six-sided dice, displaying numbers from 1 to 6. For game terms we refer to them as D6. When rolling multiple dice and adding their totals, we use a notation of a number followed by "D6". For example 2D6 means two six-sided dice should be rolled and their totals added together.

#### Effect Dice (D3)

Effect dice are six sided dice displaying numbers from 1 to 3. Each number is displayed two times to give equal chances of rolling one of the numbers. For game terms we refer to them as D3.

If you do not possess a D3, you can simply use a D6 and define it as follows:

D6 Dice Roll	D3 Result
1 or 2	1
3 or 4	2
5 or 6	3

### TAPE MEASURE

In order to measure movement and other game-relevant distances, you will need a tape measure showing inches.

You can obtain such a tape measure at any good gaming hobby stores or from most tool or DIY / Home-Improvement stores.





## PROFILE CARDS

Profile cards simplify keeping track of a model's statistics and special rules, and each model or unit has its own profile card or cards which come packed together with the miniature.

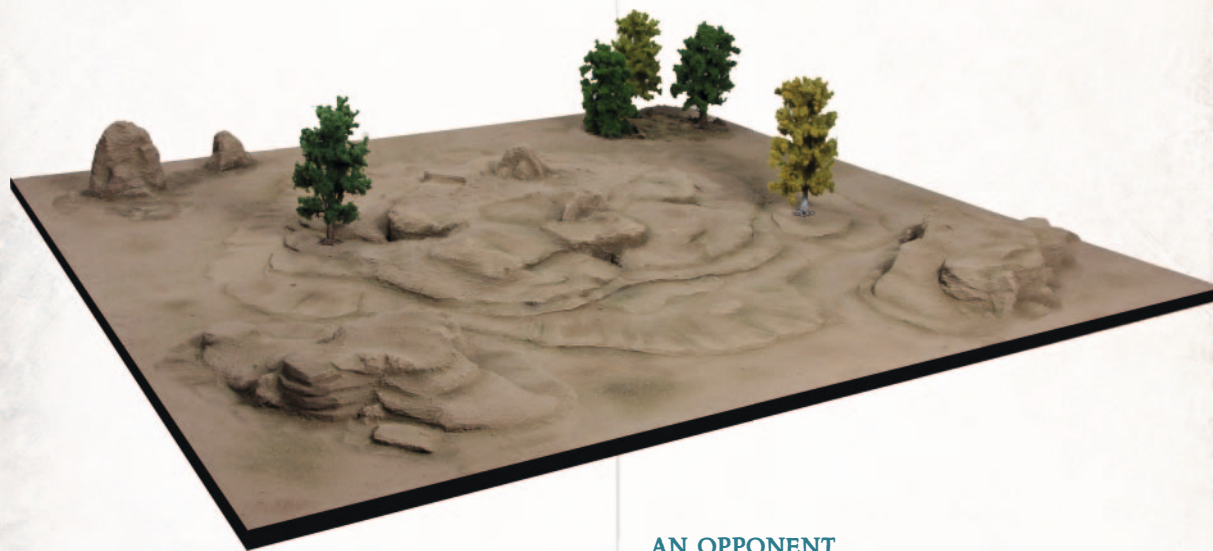
Better keep these cards in a safe place; you will need them to play the game efficiently. If you should lose or destroy a card by mistake, you can order new ones at the Megalith Games online store: [www.megalith-games.com](http://www.megalith-games.com)

## CARD PROTECTORS AND NON-PERMANENT MARKERS

To use the profile cards most effectively, you should slip them into transparent card protectors so that different things on the card can be marked.

Since the cards are manufactured with a plastic film cover, it would be possible to mark things on the cards directly with a non-permanent marker, but to ensure a longer life-time of the card itself it is recommended to use transparent card protectors and mark the protector with an erasable marker (non-permanent marker).

Card protectors and non-permanent markers can be bought at any good gaming hobby shops, while markers are also available at most art stores or stationary suppliers.



## PAINTS

Even though paints are not strictly required for the game, we strongly recommend players to paint their miniatures, since this increases the enjoyment of the game and displays your individual model designs and color schemes!

There are a number of firms producing professional acrylic paints designed especially for miniatures gaming which can be found in most hobby stores and art shops. We recommend players to use Vallejo paints for their miniatures, because Vallejo has a great pallet of top-quality acrylic colours which will bring out the best in your miniatures!

For tips and techniques on how to paint your miniatures, please have a look at the chapter "Painting Miniatures" on page 230.

## BATTLEFIELD

GODSLAYER® is played on what we refer to as a battlefield, so you will minimally need a flat surface such as a table.

We recommend using a battlefield of 48 inches width and 48 inches length for playing games with two to four people of an average game size but you also have the option to play your games on a bigger table of 48 inches width and 72 inches in length.

For larger games and games with more than 4 people we definitely recommend a battlefield of 48 inches width, and 72 inches length.

For regular gaming, it is a good idea to get yourself wooden or polystyrene boards, or a model grass mat, as explained later in the section on "Building Terrain" (page 233).

To add more excitement and attractiveness to the battlefield you should use terrain such as hills, trees and buildings which can be bought from professional hobby shops and good games and model stores or can be custom-made by enthusiasts who have a little time and some creative drive.

Further details on creating your own battlefield terrain are also found in the section "Building Terrain" (page 233).

## AN OPPONENT

You can spend a lot of time discovering the world of Calyrdorn by reading background information in our publications or on the GODSLAYER® website.

You could also immerse yourself in planning new tactics and warbands, painting miniatures and building terrain, but the hobby all comes together when playing the game against a worthy opponent!

### Where do I find other Players?

The easiest way is usually to enquire at your local hobby or games store stocking GODSLAYER®. Many such shops have gaming days and groups of like-minded players who like to meet, and who welcome other players!

You could also access the forums on the GODSLAYER® website ([www.megalith-games.com](http://www.megalith-games.com)) where you will meet lots of other players from around the world, or you could visit local tournaments.



## GAME CONVENTIONS

To assure a general fairness throughout a game of GODSLAYER®, there are two major game conventions to be followed by every player.

### DIVIDING AND ROUNDING

At times during the game a statistic or dice roll may become modified. Where this results in a half number, always round up.

*Example: When using a D6 to determine the roll of a D3 you just half the result of the D6 and round it up. Let us assume the D6 role shows a 3. Halving the 3 gives you 1.5 which rounded up results in a 2. The value of the role would then be assumed to be 2.*

### DISCLOSURE

Nearly all of the information about every model in the game is assumed to be available to all players, therefore anytime an opponent asks about specific model information or statistics you should give him this information or simply allow him to take a closer look at the profile cards of your miniatures.

## RULES CONVENTIONS

There are a few simple conventions to be understood to ensure that all players interpret the rules in the same way and to prevent misunderstandings and endless rules discussions during a game.

### UNDERSTANDING RULES

We endeavoured to ensure that every rule is written simply, briefly and precisely, leaving no room for other interpretations than their exact meaning. Everything explained in a rule description should be played exactly as it is stated!

If something is not mentioned, it does not apply, and you should not assume it to mean something other than what it is written.

It will be clearly stated in the rule explanation every time there is an exception to a rule.

### RULES PRIORITY

The rules inside this book form the fundamental rules of GODSLAYER®, which is why we call them the “core rules”.

Each model also has specific, additional rules in the form of abilities and tactics which we refer to as **Special Rules**.

Special rules consist of the following:

- Tactics
- Abilities (including sub-faction abilities)
- Weapon Abilities
- Items (including all spells)
- Special Talents

In the course of play you will find that some of this book's core rules and some model's special rules will be modified in some way as a result of effects or other situations.

Therefore we have made up two easy rules to establish rules priority:

- Special rules that extend or alter the core rules always overrule the core rules.
- Special rules can never overrule other special rules except where it is clearly stated.

*Example: A Banebrood Ursapine is a scary creature the size of a giant bear and covered in poisonous pines. The Ursapine model has the ability Fear; requiring enemy models within melee range of it to make a Fear test or suffer a penalty on their MEL statistic. The opponent has a unit of Wyldfolk of Annyr Cromlech Guard within melee range of the Ursapine. The Cromlech Guard have the ability Sacred Oaths which has the special rule “The Cromlech Guard are not required to take Fear tests due to Fear-causing enemy models but must test for Fear against Horror-causing enemy models.” So we have two special rules at work here. In this case the special rule Sacred Oaths takes priority because its text clearly describes that it overrules the Ursapine's Fear special rule, while conversely, the Ursapine's special rule Fear does not say it overrules the other special rule Sacred Oaths.*

### RESOLVING RULES ISSUES

In the case that players have different opinions about a rule or a special game situation, you should look up the exact rule or situation in the rulebook. If this takes too much time to clarify, then let the fates of Calydorn decide.

Both players roll a die, and the one who scores higher wins the decision.





## CHAPTER II - GAME OVERVIEW