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CONFIDENTIAL.

# EARTHEN-WAR MANUAL

They asked everyone.

They asked the bakers, the fishermen, the farmers, the factory workers, the bankers, the soldiers -

Especially the soldiers -

To give what they could.

Eventually they asked those they did not want to ask.

They asked the mystics, the spiritualists and the crackpots.

It was in these desperate hours, that the secrets of breathing life into clay

Were slipped away from the safely-guarded vaults.

Secrets of the most fragile art -

Of bringing the earth to life -

Were passed into the red hands of generals.



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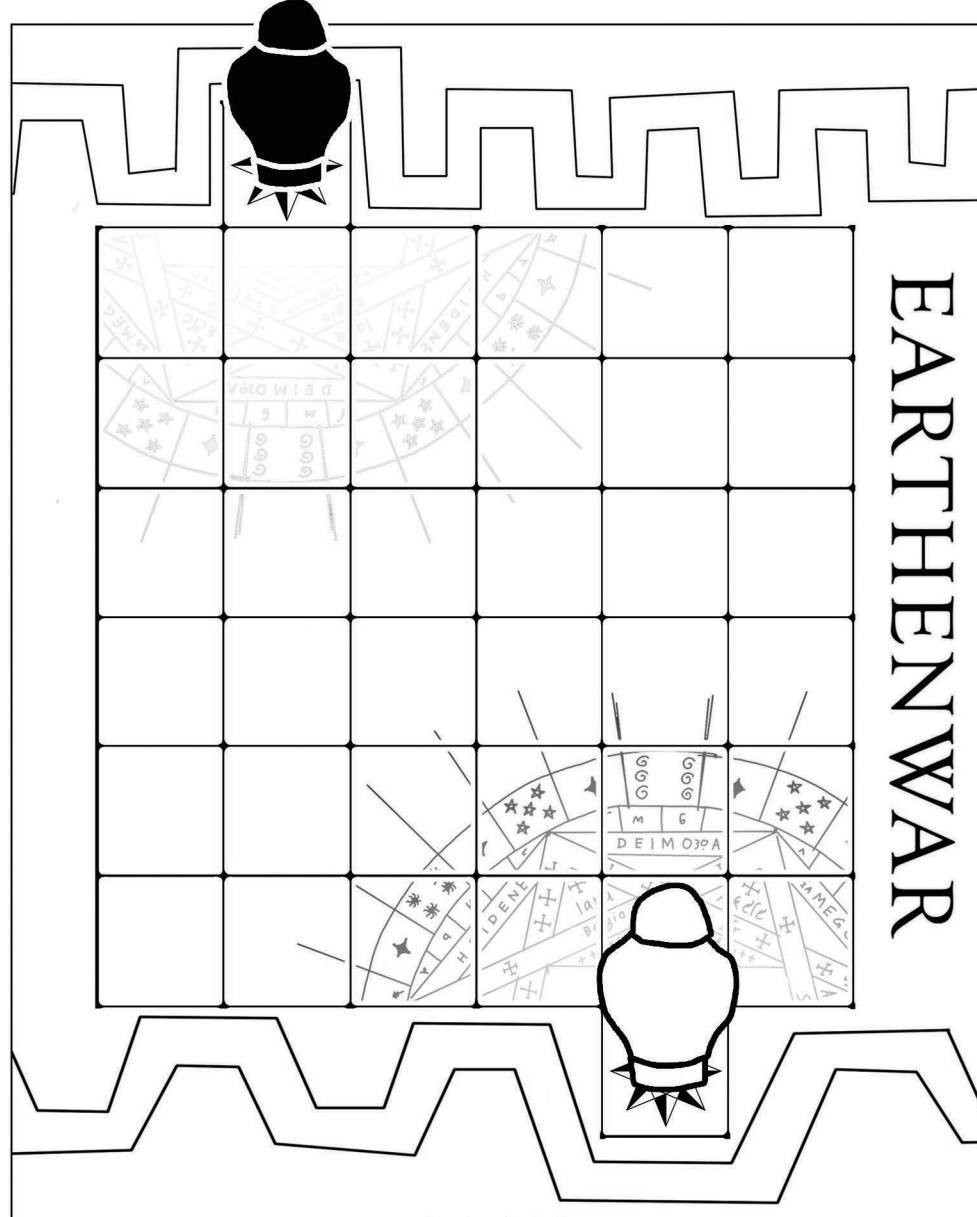
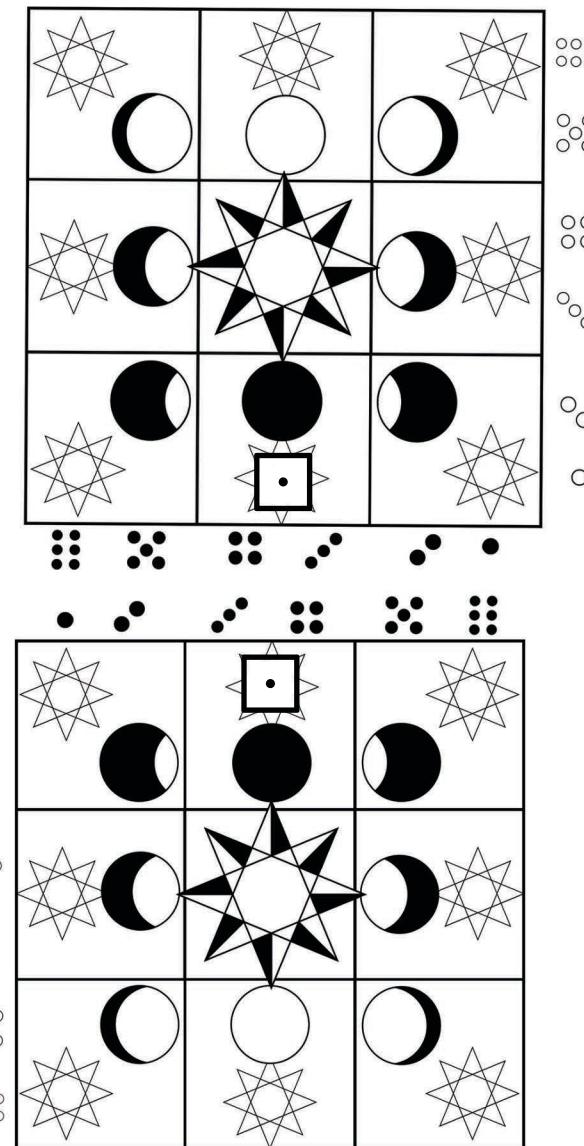
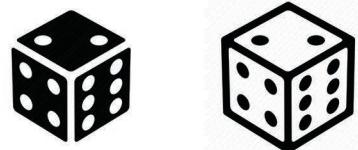
You have been recruited as a Mystic, remotely controlling a Golem on a battlefield of the First World War

Your current mission is simply to destroy the opponent's Golem, clearing the path for a Big Push.

From far behind the front lines, you use a magic 3x3 Control Grid, which determines what your Golem can do on the battlefield

Using the 8 squares around the edge of your grid, your Golem can attack or move in those 8 directions

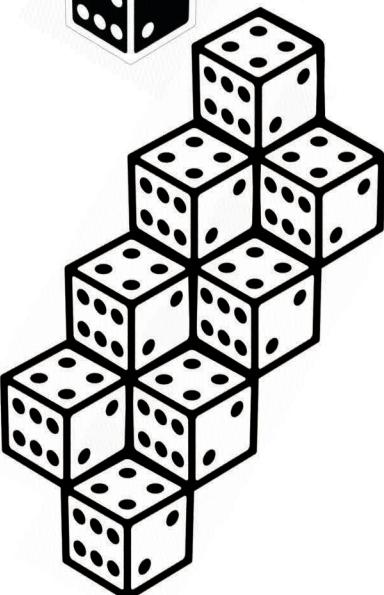
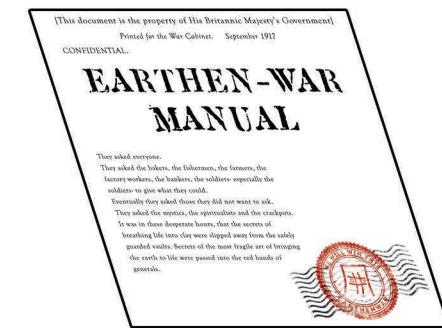
# SETTING UP



## CONTENTS

- 60 x Black dice tokens (or 10 dice)
- 60 x White dice tokens (or 10 dice)
- 12 x damage tokens
- 2 x Golems (or symbolic stand-ins)

- 1 x Battlefield
- 2 x 3x3 Grids
- 1 x Manual
- (At least 2 x dice)



# INTRODUCTION

- The object of the game is simply to defeat your opponent's Golem
- Your Golem can move and attack in 8 directions, represented by the 8 squares on the outside of your personal 3x3 control grid
- To do this, WHITE dice represent MOVEMENT, and BLACK dice represent ATTACK
- The NUMBER on the dice represents the DISTANCE you can move, or attack
- Adding more dice, or improving the ones already on the grid, allow you to move and attack further
- If you successfully attack on your opponent, they place a DAMAGE TOKEN on one square of their control grid. Once they have THREE damage counters in a row, horizontally or vertically, their Golem is destroyed
- To get started, set up the board as shown on the previous page. Roll to see who goes first

# PHASES OF A TURN

## 1) CHECK ALL DICE ARE REFRESHED

Reposition all dice onto the outer ‘refreshed’ SUN symbols on your grid, indicating they are available to use

## 2) COUNTDOWN MINES

Reduce the remaining time on any mines, or detonate them

## 3) IMPROVE

Take a new dice, OR upgrade one you already have

## 4) REARRANGE DICE

Rearrange your dice into a different strategic position, if desired

## 5) USE DICE

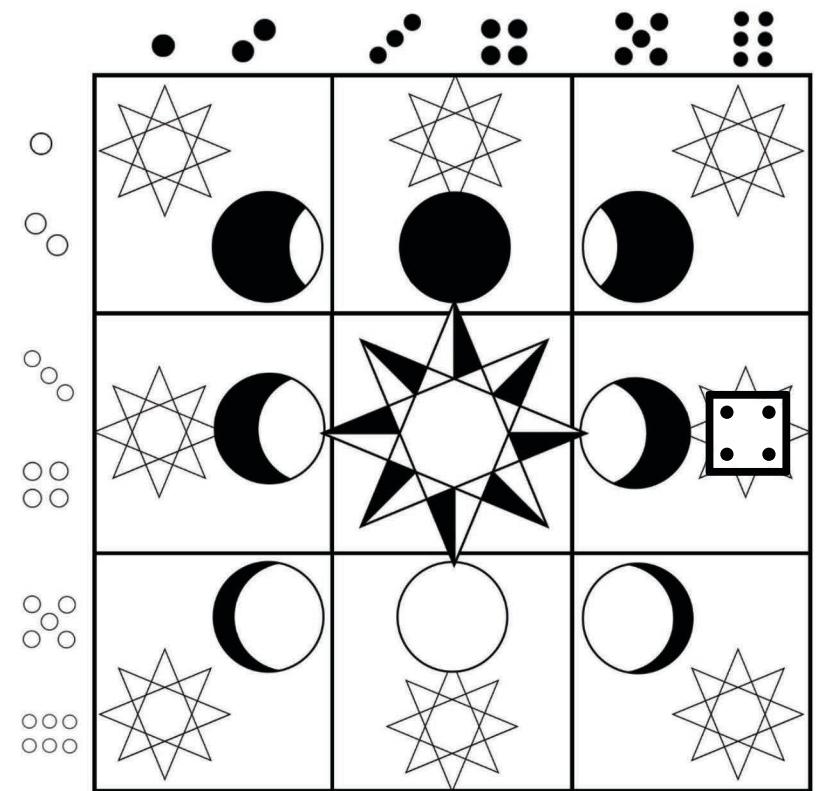
Use the dice in your grid to move and attack. When a dice is used, move it to the inner ‘extinguished’ MOON area of its square (to keep track of which have been used this turn), and downgrade if necessary

# YOUR GRID

Each player has a 3x3 control grid representing their Golem's abilities. Players place dice in this grid to allow their Golem to move, or attack.

## COLOUR

- White dice represent the movement of your Golem
- Black dice represent the attack ability of your Golem



## NUMBER

- The number on each die corresponds to the DISTANCE of movement/attack
- After using a black die to attack, it is always reduced to a 1 immediately
- White dice are not reduced, and remain the same number after use
- A 6 on a black die means attack any distance in that direction (reduced to 1 after use)
- A 6 on white dice means move any distance in that direction

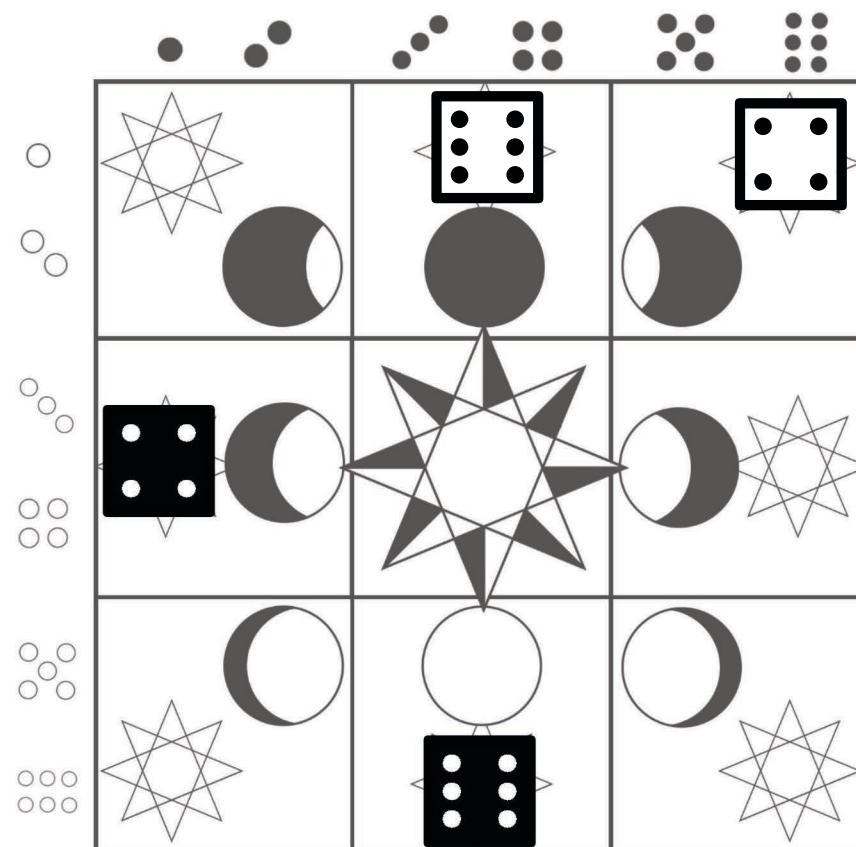
## POSITION

- The location of the die on the 3x3 control grid indicates the DIRECTION of that movement or attack
- The direction is given by the position of the dice, relative to the central square (see next page)

# EXAMPLE GRID

A white dice with SIX dots on the upper-middle square means that Golem can move ANY distance North

A black dice with TWO dots on the middle-left square means that Golem can attack TWO squares West

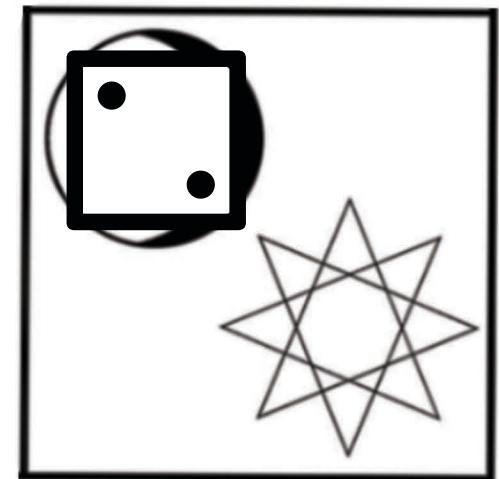
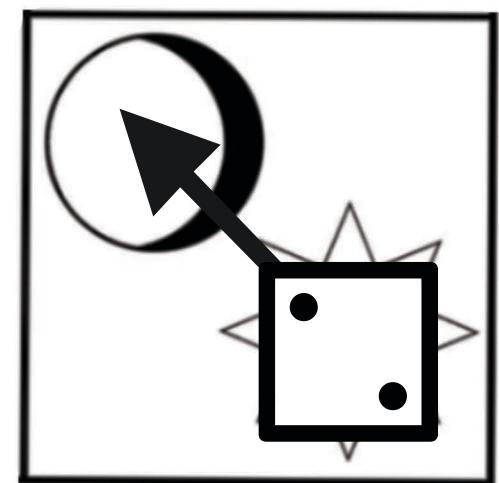
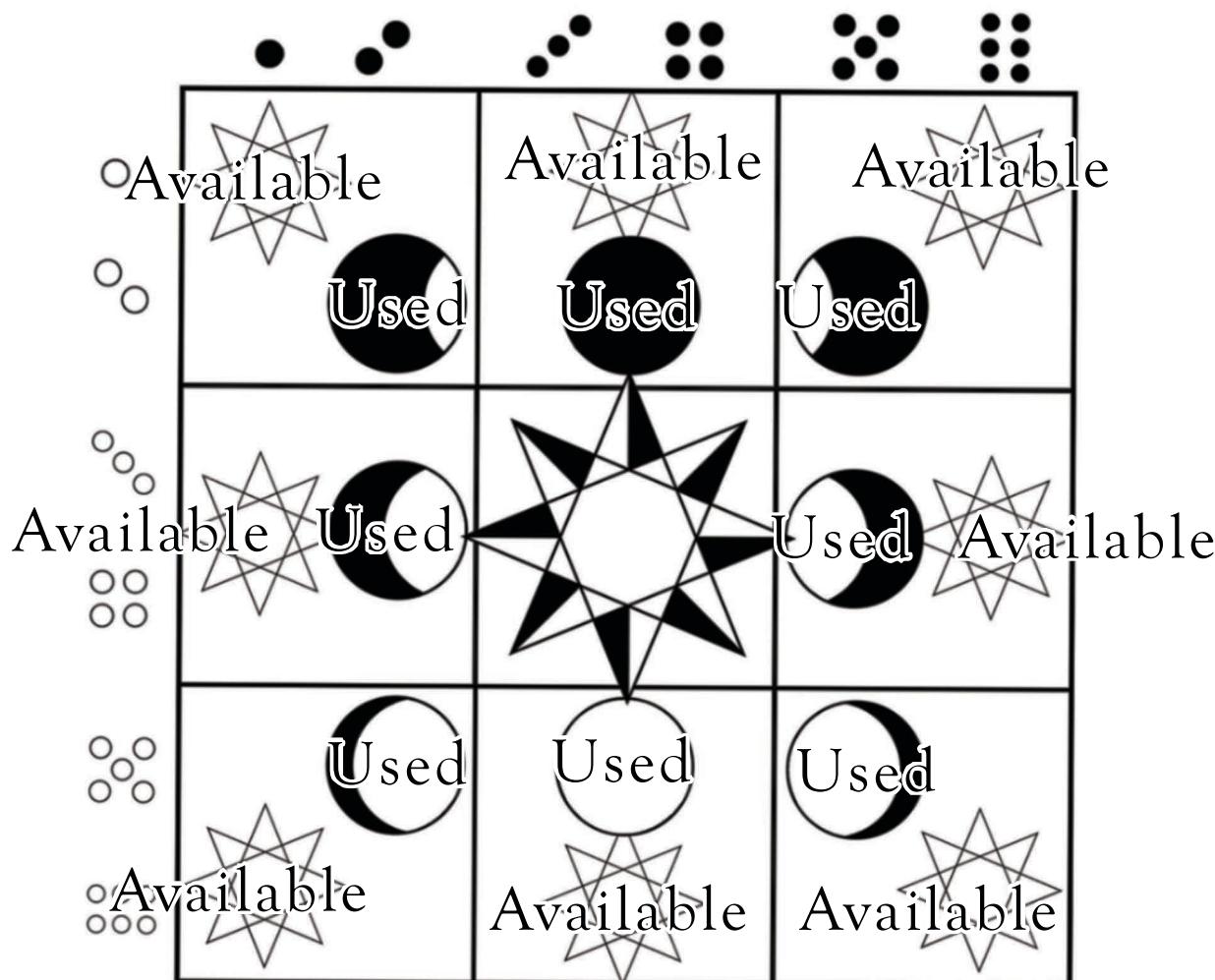


Q white dice with FOUR dots on the upper-right square means that Golem can move FOUR squares North-East

A black dice with SIX dots on the lower-middle square means that Golem can attack ANY distance South

# AVAILABLE/USED DICE

- Individual dice can only be used ONCE per turn
- To help indicate whether a dice has been used that turn, they should be moved INWARDS towards the centre of the grid, from the SUN half to the MOON half of their grid square immediately upon use
- At the start of your next turn, ‘refresh’ all dice by moving them outwards to the SUN side again
- This is purely to help you and your opponent keep track of which dice have and have not been used

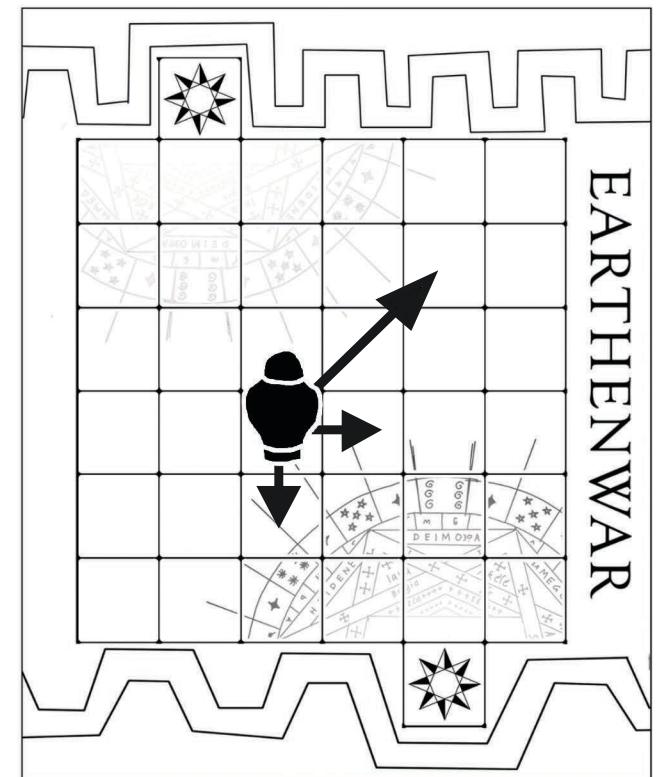
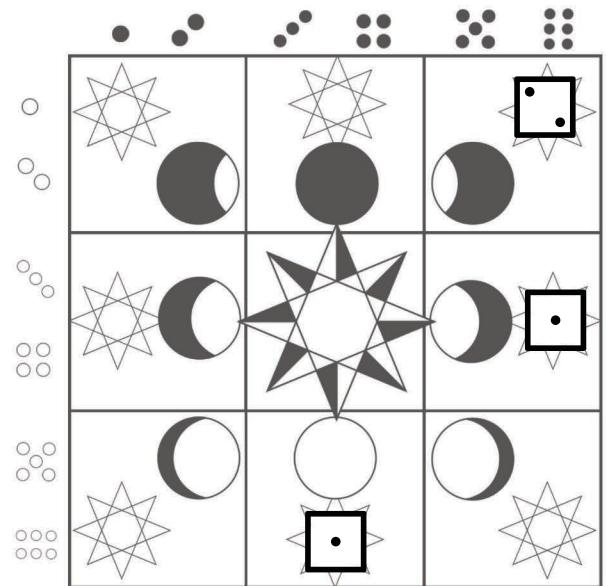


# IMPROVING DICE

- Each turn, you can IMPROVE your control grid by one die
- You can choose to EITHER add ONE EXTRA DIE to your grid, or add ONE EXTRA DOT to an existing die
- If you choose to ADD a die, you can choose the colour, EITHER black (attack) or white (movement)
- To add the die, you first ROLL it, to find the starting number (1-6) and then place it anywhere you choose in your grid
- You may only have one die per grid square

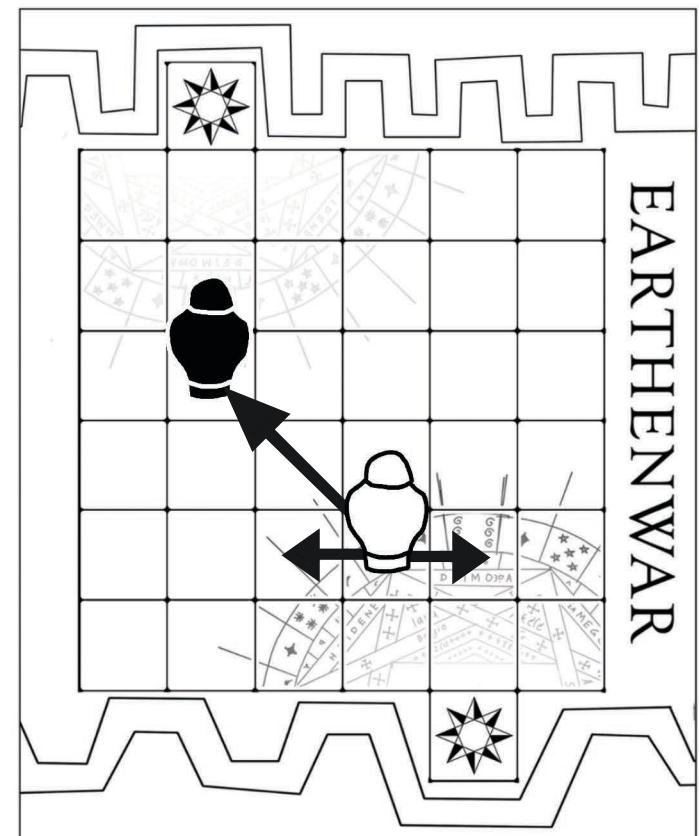
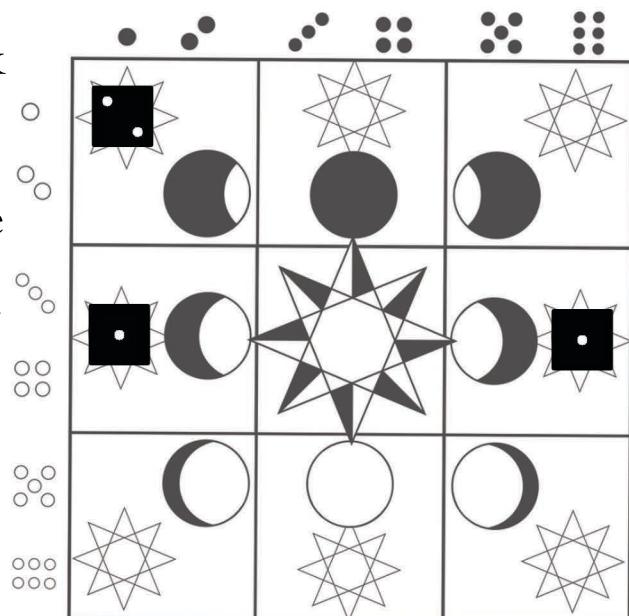
# MOVING

- Each individual white die can be used once per turn to move your Golem
- When each die is used, it should be moved from the ‘available’ SUN section to the ‘exhausted’ MOON section of its grid square (to allow you and your opponent to keep track of which dice you have used)
- The distance your Golem can move is given by the number of dots on the die
- The direction moved is given by the position of the dice on the grid. For example, If the die is East of the central square, then the golem can move that many squares East. If the die is north-west, the golem can move that many squares north-west
- Your Golem can move that number of squares ONLY (i.e., if the white die has 3 dots, it can move three squares only, not one, or two)
- If a die has SIX dots, it can move ANY distance in that direction
- You cannot move into the same square as another Golem.
- You may use white dice one after another to move across the board, until all your white dice are used
- You may use white and black dice in any order (for example, you may choose to move with a white die, then attack with a black die, then use a second white die to move out of harm’s way)



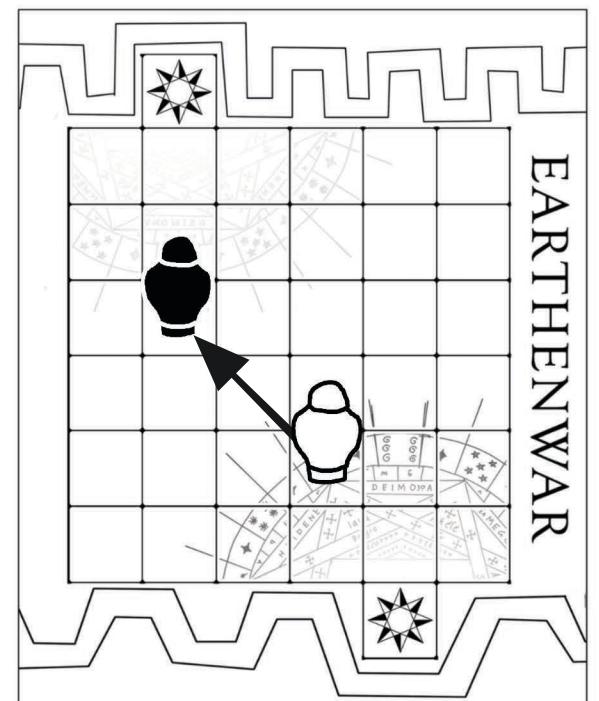
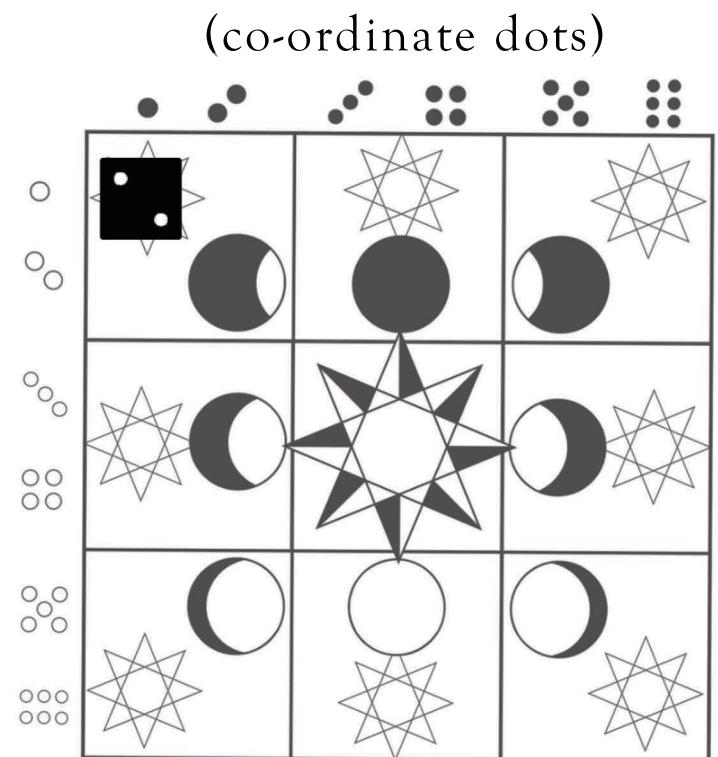
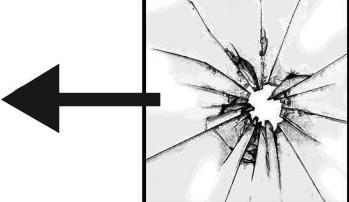
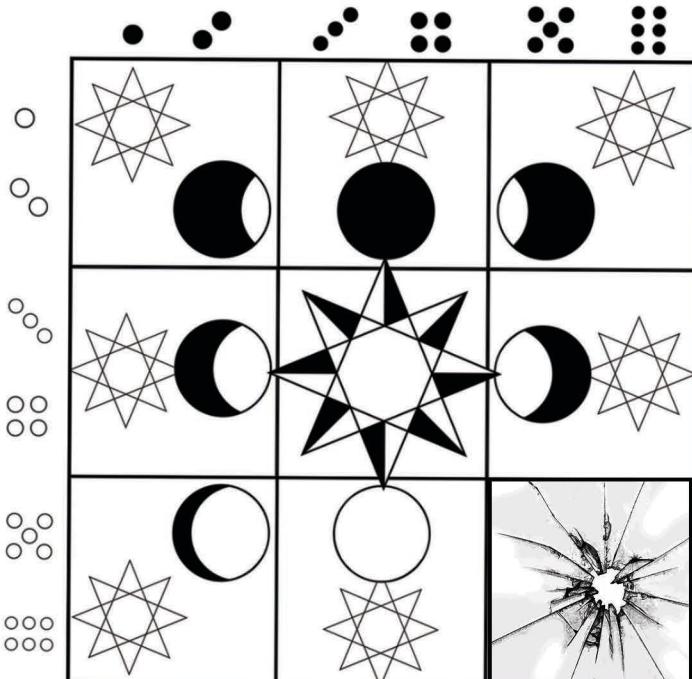
# ATTACKING

- Each individual black die can be used ONCE per turn to attack
- When each die is used, it should be moved from the ‘available’ SUN section to the ‘exhausted’ MOON section of its grid square (to allow you and your opponent to keep track of which dice you have used)
- When a black die is used to attack, it is always down-graded to a 1 immediately upon use, without exception
- The distance your Golem can attack is given by the number of dots on the die
- The direction attacked is given by the position of the dice on the grid. For example, If the die is East of the central square, then the Golem can attack East. If the dice is north-west, the golem can attack that many squares North-West
- Your Golem can attack that number of squares ONLY (i.e., if the black die has 3 dots, it can attack the space three squares away only, not one, or two)
- If a die has 6 dots, it can attack ANY distance in that direction.
- You may use white and black dice in any order (for example, you may choose to move with a white die, then attack with a black die, then use a second white die to move out of harm’s way)
- If you hit your opponent, place a damage token on their control grid (see next page)
- If you choose not to hit your opponent’s Golem, place a MINE on the battlefield where the attack lands (see page titled: ‘MINES’)



# DAMAGE

- When you successfully attack the opponent's Golem, put a damage token on the square the attack hit. For example, if you attack from the South, put a token on their South-facing square, and if you attack from the North-East, put a token on their North-East-facing square)
- If you manage to create a line of THREE tokens on your opponent's control grid, their golem is destroyed
- If you land an attack on a square which already has a damage token, roll TWO DICE - this will give you two numbers, which form a co-ordinate when matched with the dots on your opponent's control grid. This square is where the damage is placed
- If there is already a damage token on the location determined by the co-ordinates, then no damage is taken
- Mine damage works the same as attack damage

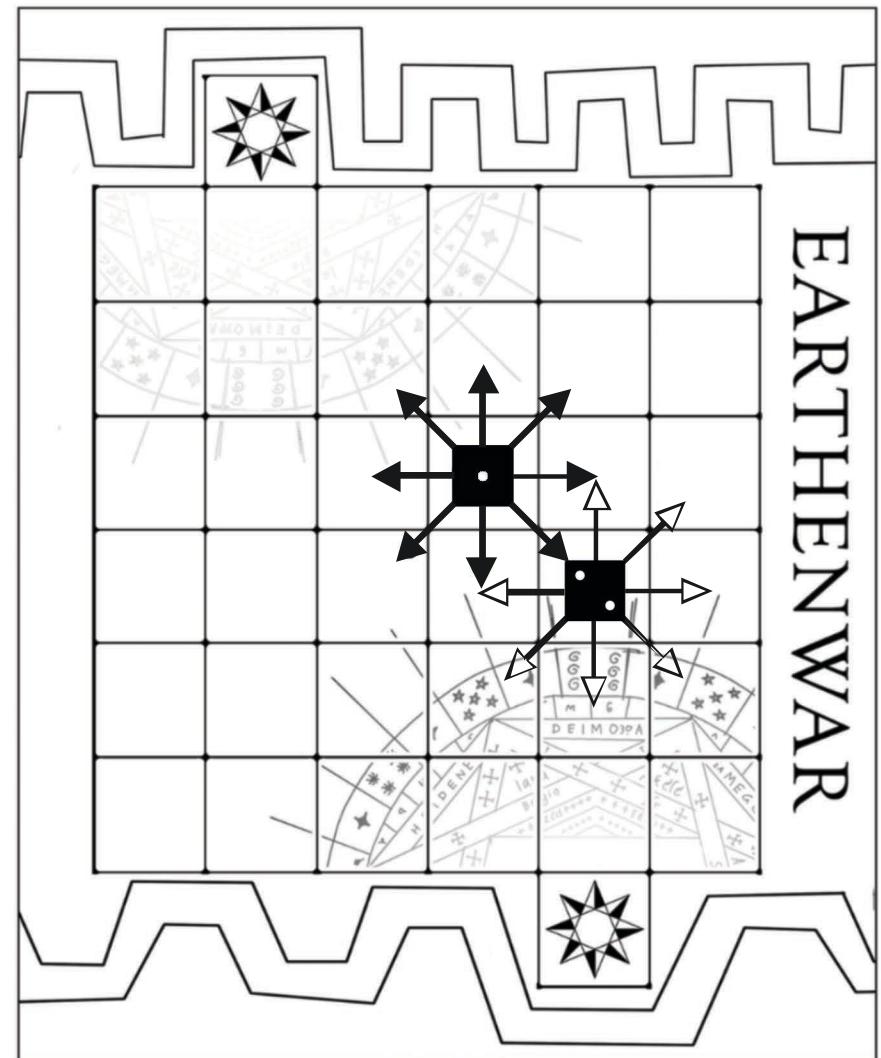


EXAMPLE: A player attacks from the South-West, so a damage counter is placed in the South West of the opponent's grid

NOTE: Damaged grids may still be used as normal

# MINES

- If you use a black die to attack an EMPTY square on the battlefield, a MINE is placed at the spot where the attack lands
- Mines are represented by dice placed on the board (the same colour as the Golem which placed it, white or black)
- Mines detonate after THREE turns
- The number on the dice indicates the number of turns remaining.
- At the START of a player's turn, any mines of their colour (white or black) have their timer reduced by ONE. The number on the dice is changed from 3, to 2, to 1.
- When a mine reaches 0, it explodes
- An exploding mine damages any Golem in the 8 surrounding squares (see diagram)
- Golem mine damage is directional (for example, if the mine explodes from the golem's South side, the damage counter is placed on the South square on their control grid)
- An exploding mine also detonates any other mine in these 8 surrounding squares immediately, causing a chain reaction
- If a Golem enters a square with a mine on it, the mine explodes, and damage is dealt in the direction the mine was



EXAMPLE: The first mine would explode the 8 squares around it (black arrows) thereby immediately setting off the second mine (white arrows)

# REARRANGING

At the start of your turn, after you have IMPROVED one die (added a dot to a single die in your control grid, or rolled and added one extra die), you can make ONE move to rearrange your control grid

## SWAP

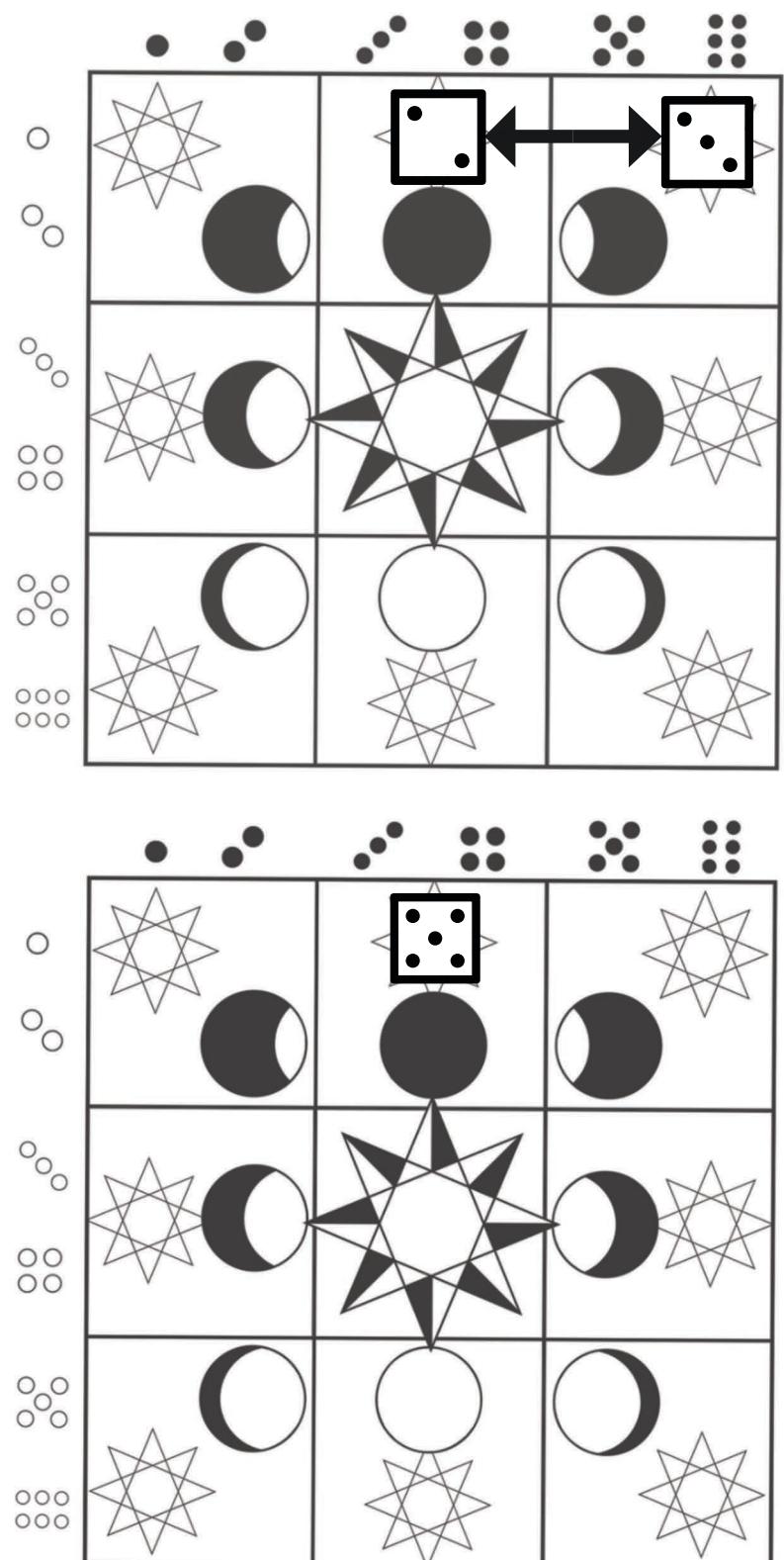
- You can SWAP two adjacent dice (in this game, adjacent includes diagonals)
- You may also swap a single die with an empty square

## MERGE

- You may also MERGE two adjacent dice of the same colour, to form one dice with the total number of dots (for example, merge a white 2 with a white 3 to create a white 5)
- The merged dice is placed on either square that the original dice were on
- You can't merge two dice if their total is more than 6

## REARRANGING DAMAGE

- Damage tokens always move with their dice
- You may not merge damage tokens (but may merge the dice on them)
- If a damage token is moved and forms a line of three damage tokens - that golem is immediately destroyed



Example of merging two dice