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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

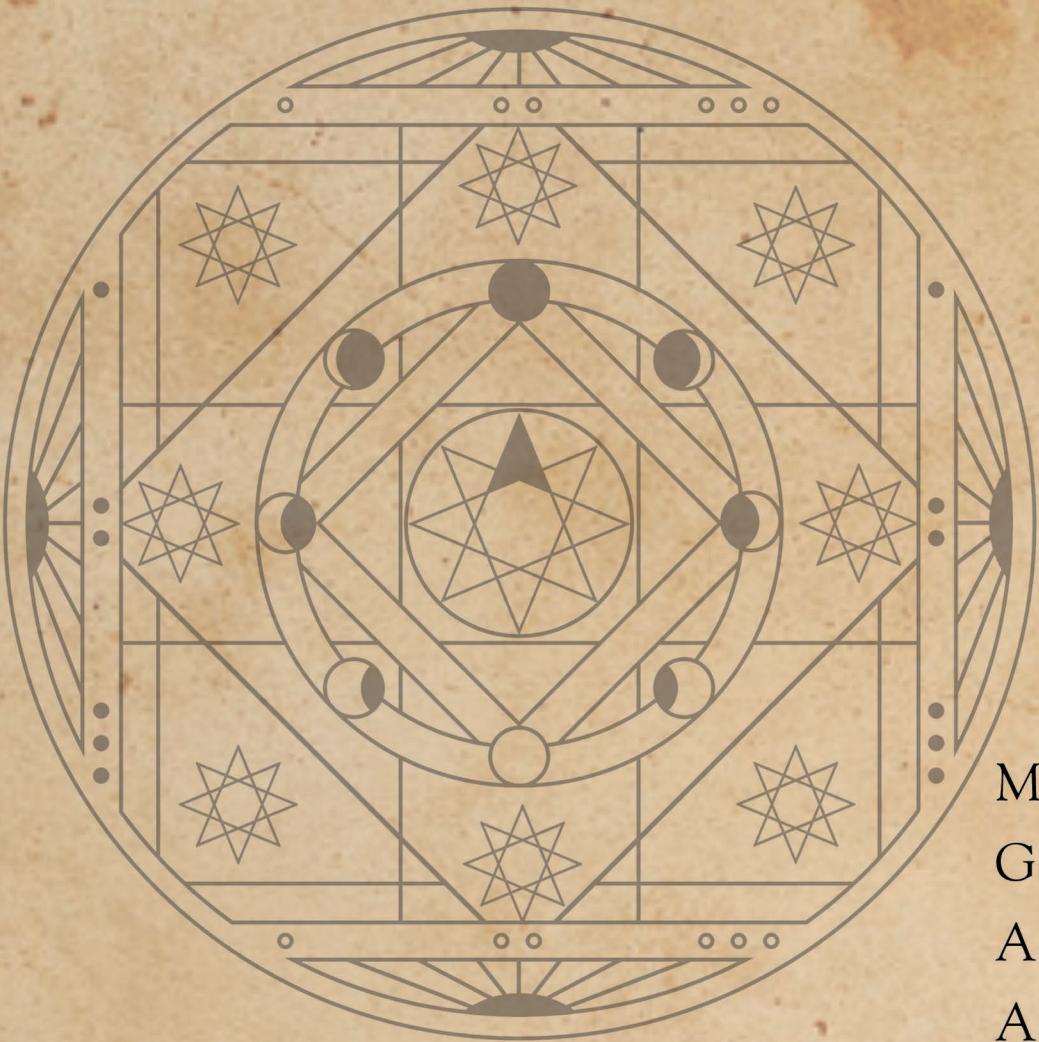
Were slipped away from the safely-guarded vaults.

Secrets of the most fragile art -

Of bringing the earth to life -

Were passed into the red hands of generals.





Move him into the sun—
Gently its touch awoke him once,
At home, whispering of fields half-sown.
Always it woke him, even in France,
Until this morning and this snow.
If anything might rouse him now
The kind old sun will know.

Think how it wakes the seeds—
Woke once the clays of a cold star.
Are limbs, so dear-achieved, are sides
Full-nerved, still warm, too hard to stir?
Was it for this the clay grew tall?
—O what made fatuous sunbeams toil
To break earth's sleep at all?

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.

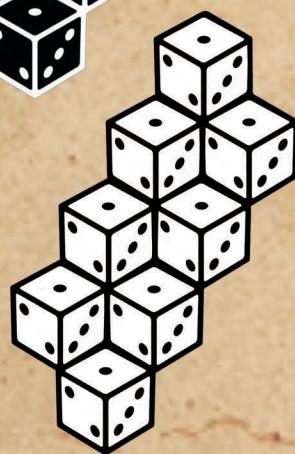
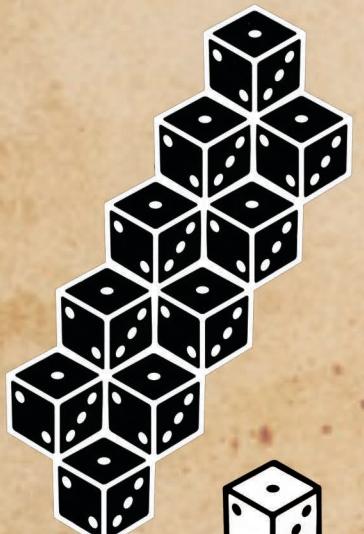
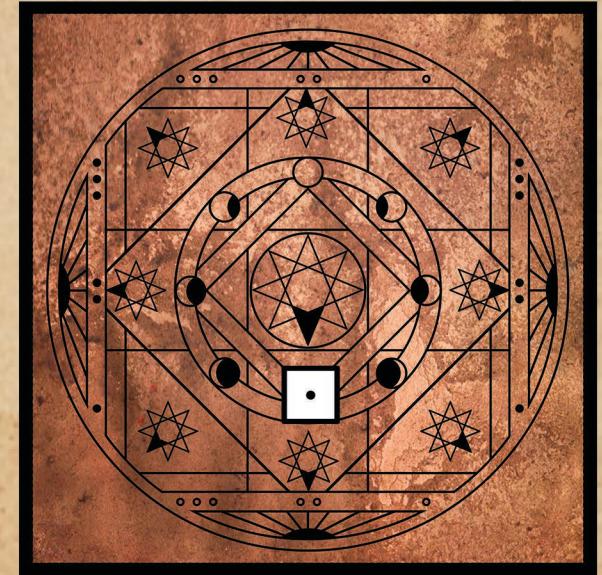
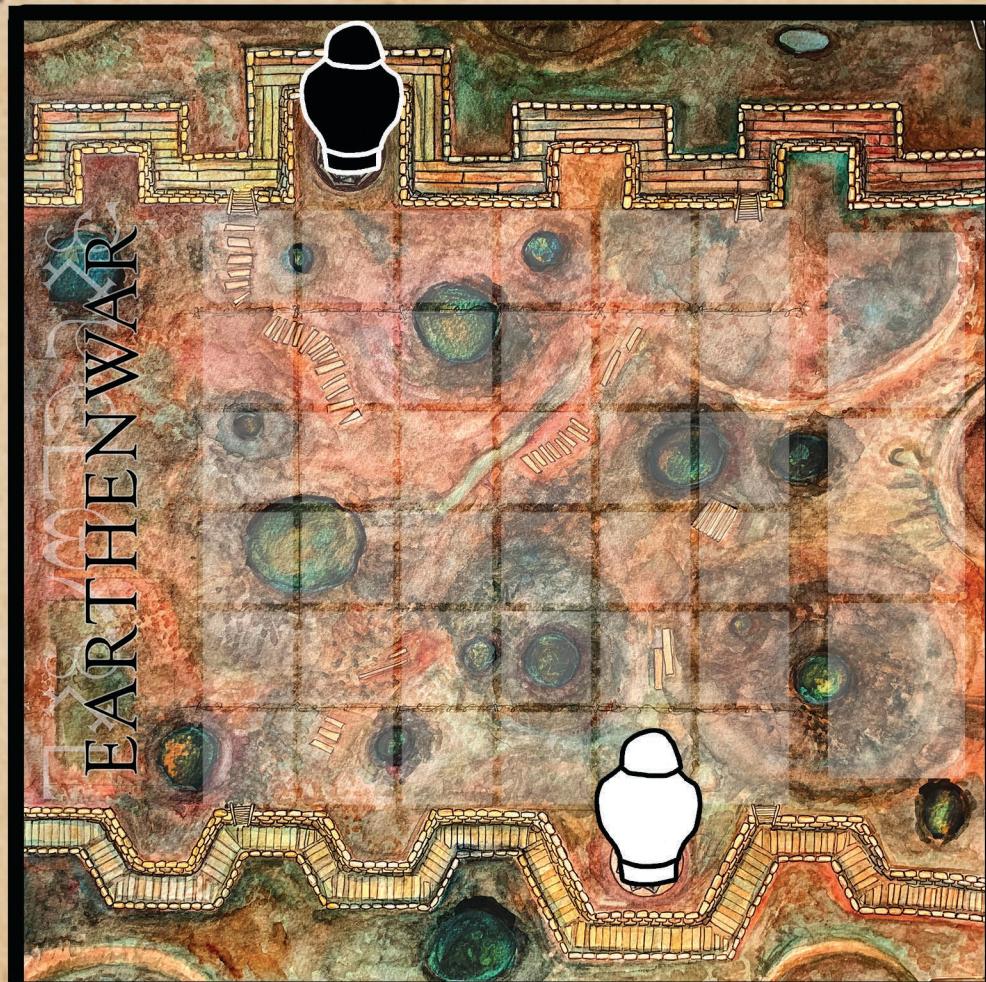
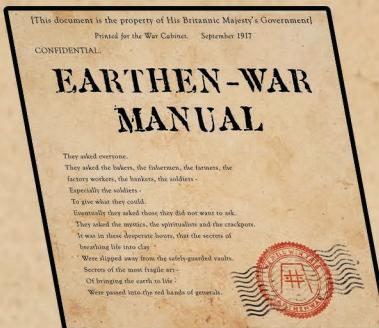
Using the 8 squares around the edge of your grid, your Golem can attack or move in those 8 directions.

CONTENTS

1. Setting up
2. Introduction
3. Your grid
4. Example grid
5. Phases of a turn
6. Phase 1: Refresh dice
7. Phase 2: Improve dice
8. Phase 3: Swapping
9. Phase 4: Use dice - moving
10. Phase 4: Use dice - attacking
11. Phase 4: Damage
- [12. Optional Additional Variant - Artillery]

SETTING UP

Set up the contents as shown below. Place the golems on the starting squares as shown. To the side of the main board, place two grids oriented with the central arrow in each grid pointing to the opponent's grid. Place a white dice/token showing a 1 at the top moon in each grid.



- | | |
|--------------------|-----------------|
| 10 x Black D3 dice | 1 x Battlefield |
| 10 x White D3 dice | 2 x 3x3 Grids |
| 12 x Damage tokens | 1 x Manual |
| 2 x Golems | |



INTRODUCTION

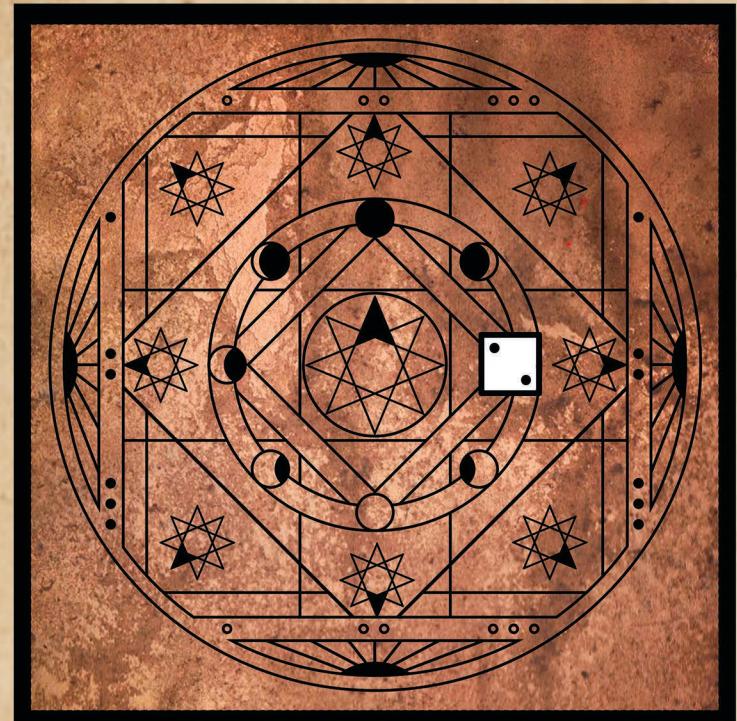
- The object of the game is simply to defeat your opponent's Golem.
- Your Golem can move and attack in 8 directions, represented by the 8 squares on the outside of your personal 3x3 control grid.
- To do this, WHITE dice represent MOVEMENT, and BLACK dice represent ATTACK.
- The NUMBER on the dice represents 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, vertically, or diagonally, their Golem is destroyed.
- To get started, set up the board as shown on the previous page. Each player rolls 2 dice, the highest scoring player goes first.

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 dice corresponds to the DISTANCE of movement/attack.
- After using a black 2 or 3 to attack, it is always downgraded to a 1 immediately.
- After using a black 1 to attack, it is removed from your grid and put back in the supply.
- White dice are not reduced, and remain the same number after use.

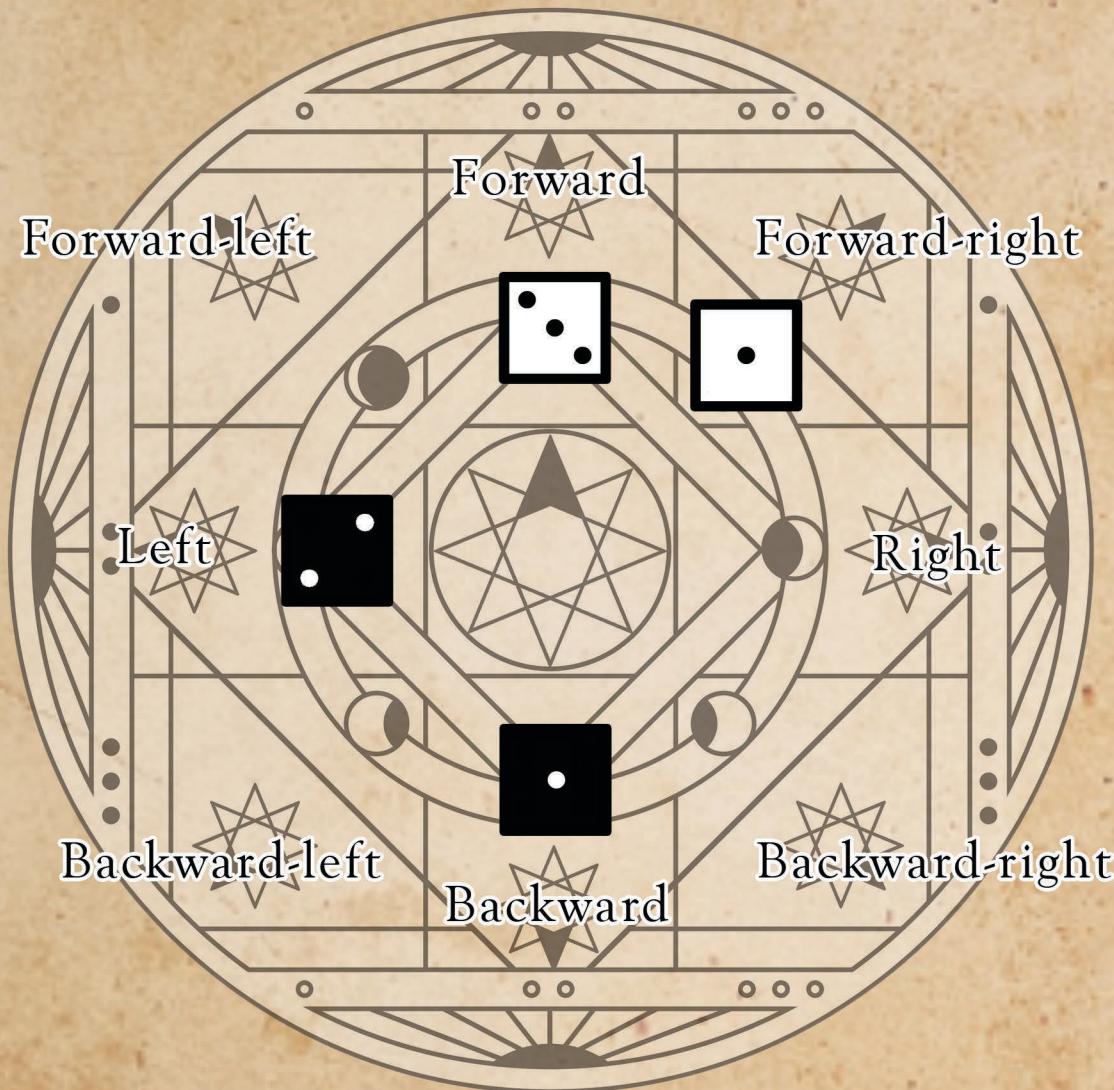
POSITION

- The location of the dice on the 3x3 control grid indicates the DIRECTION of that possible movement or attack, in relation to the central square.
- Each square contains a sun with a small black arrow as one of the points. This arrow indicates the direction of a movement or attack for dice in that square.
- The central square cannot contain dice. It can, however, be damaged.

EXAMPLE GRID

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

A white dice with THREE dots on the upper-middle square means that Golem can move THREE distance forward



A black dice with ONE dot on the lower-middle square means that Golem can attack ONE distance backward

A white dice with ONE dot on the upper-right square means that Golem can move ONE square diagonally forward-right

PHASES OF A TURN

1) REFRESH ALL DICE

Reposition all dice onto the inner ‘refreshed’ MOON symbols on your grid, indicating they are available to use.

2) IMPROVE

Take a new dice, OR upgrade/downgrade one you already have.

3) SWAP DICE

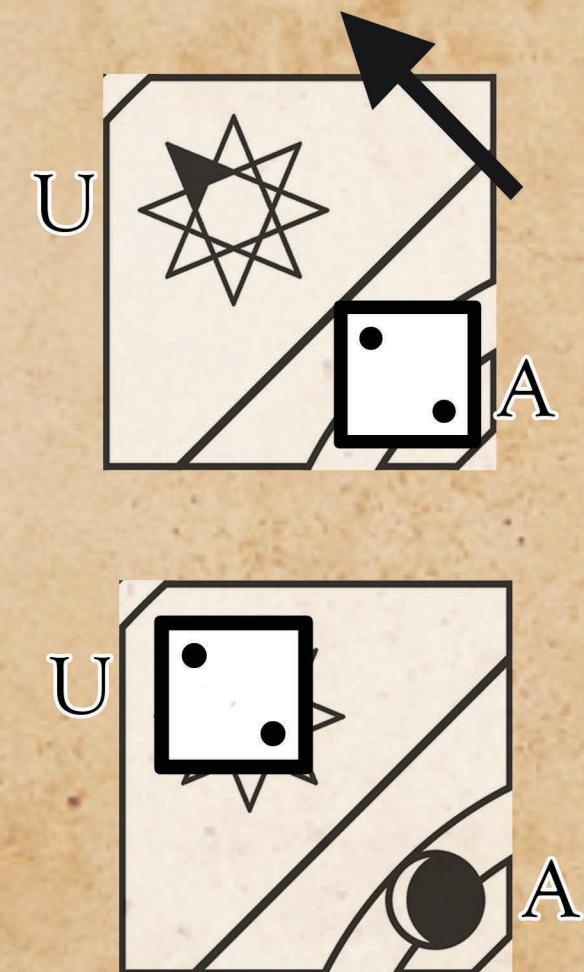
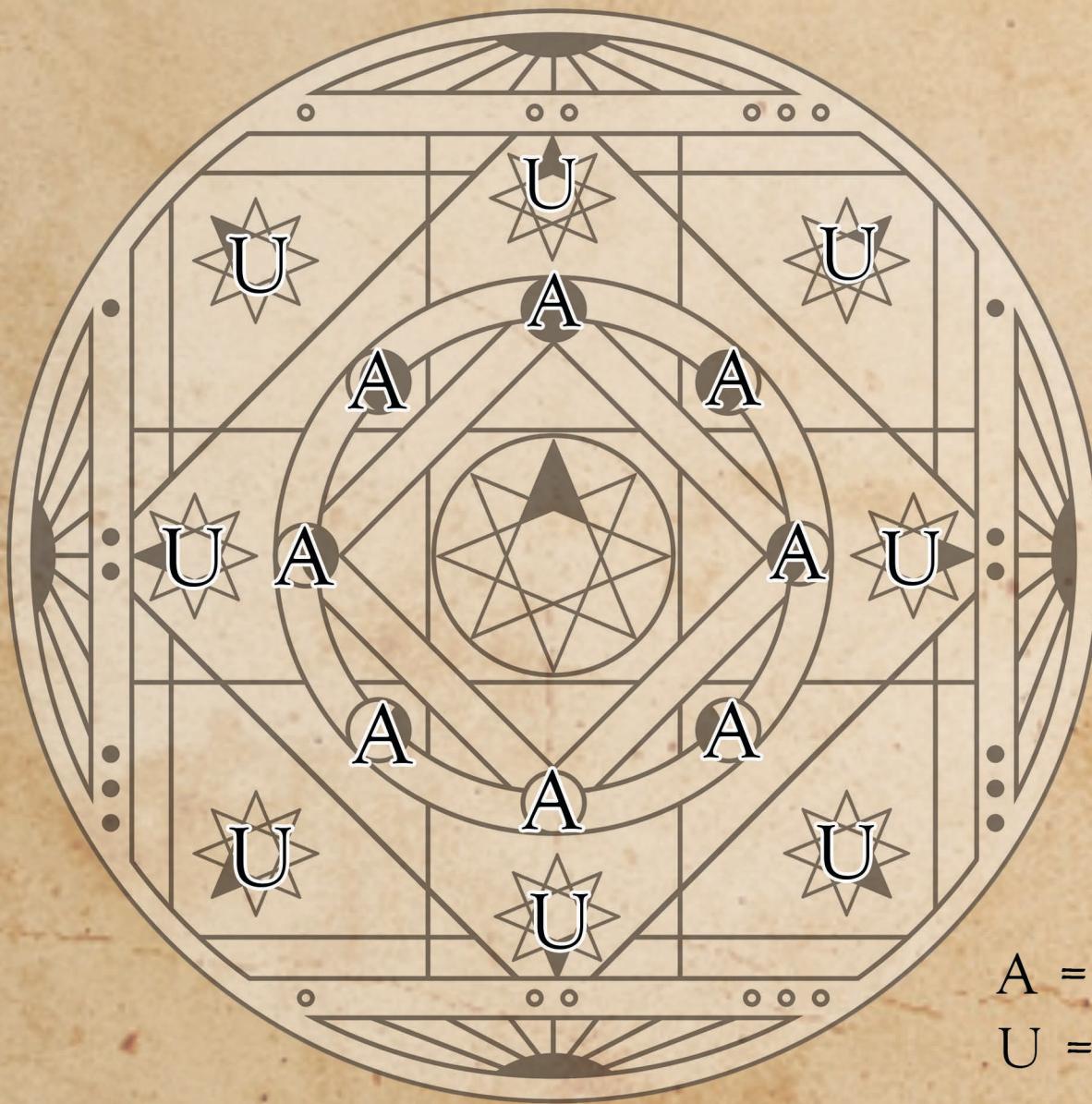
Rearrange your dice into a different strategic position (optional).

4) USE DICE

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

PHASE 1: REFRESH 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 OUTWARDS towards the edge of the grid, from the MOON half to the SUN half of their grid square immediately upon use.
- At the start of your turns, ‘refresh’ all dice by moving them INWARDS to the MOON side again.
- This is purely to help you and your opponent keep track of which dice have and have not been used.

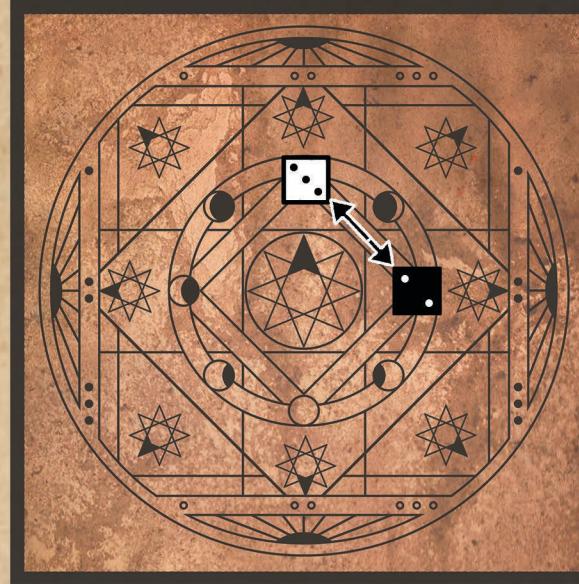
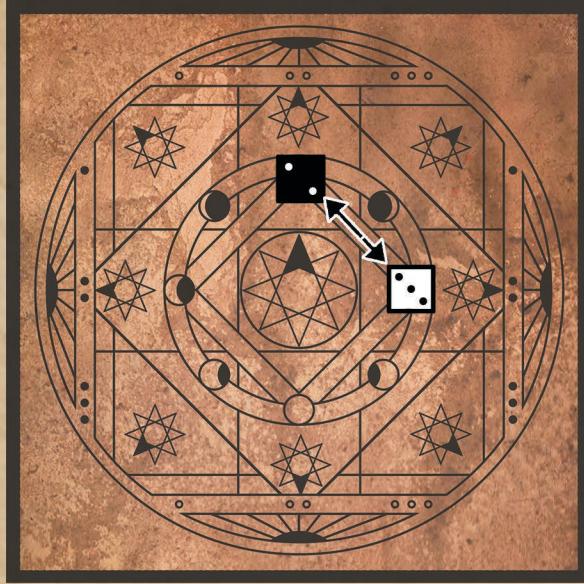


A = Available
U = Used

PHASE 2: IMPROVE DICE

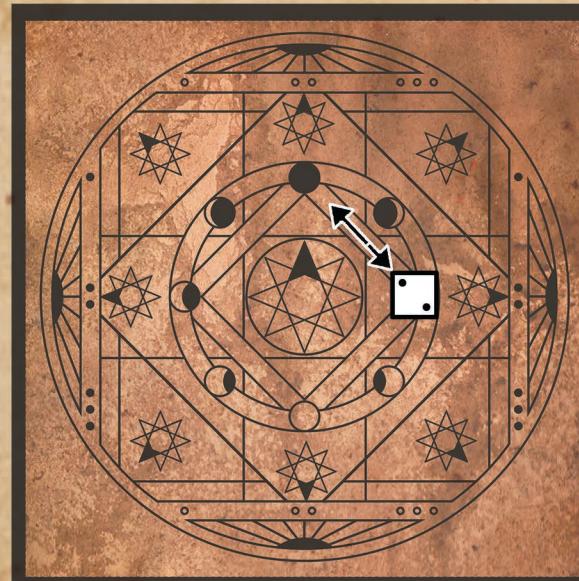
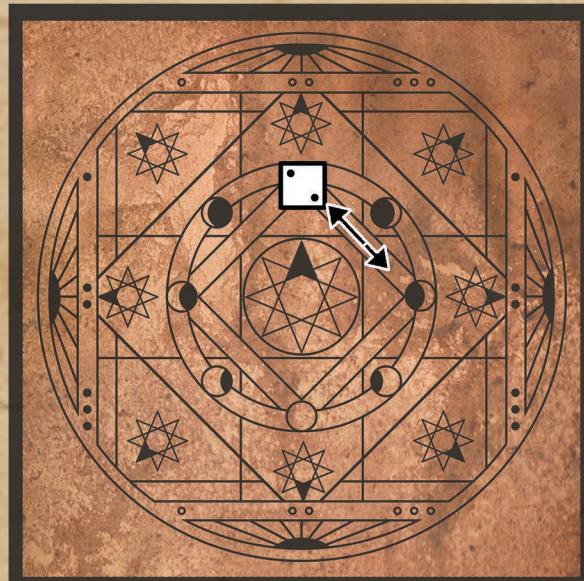
- Each turn, you can IMPROVE your control grid.
- You can choose to EITHER: ADD one extra dice to your grid, UPGRADE one dice, DOWNGRADE one dice, or do nothing.
- If you choose to ADD a dice, you can choose the colour, EITHER black (attack) or white (movement).
- To add the new dice, you first ROLL it, to find the starting number (1-3) and then place it anywhere you choose in your grid.
- To UPGRADE/DOWNGRADE a dice, turn it so that one additional/fewer dots are on the upward face. (When upgrading or downgrading a dice, the colour remains the same.)
- You may only have one dice per grid square.
- If you want to add a dice of a certain colour, but there are no more left, you must choose a different colour.
- You can downgrade a 1 to remove it from the board.

PHASE 3: SWAPPING



Example of
swapping two dice

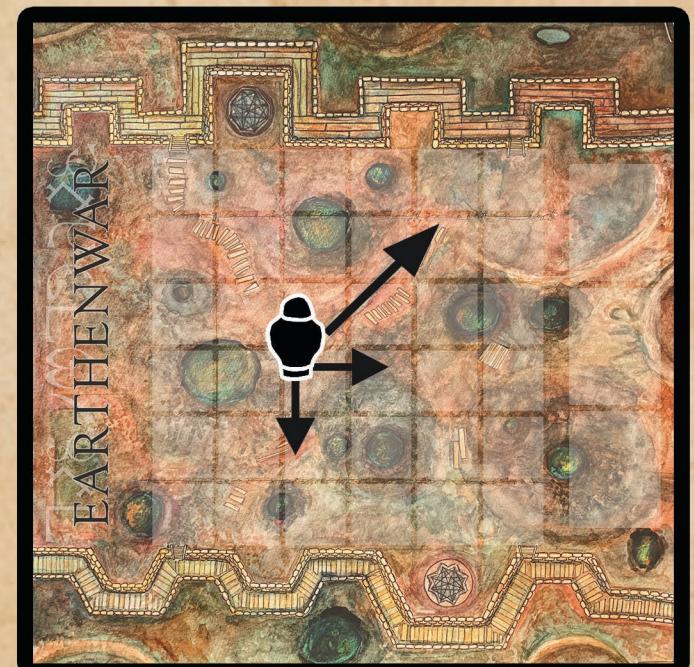
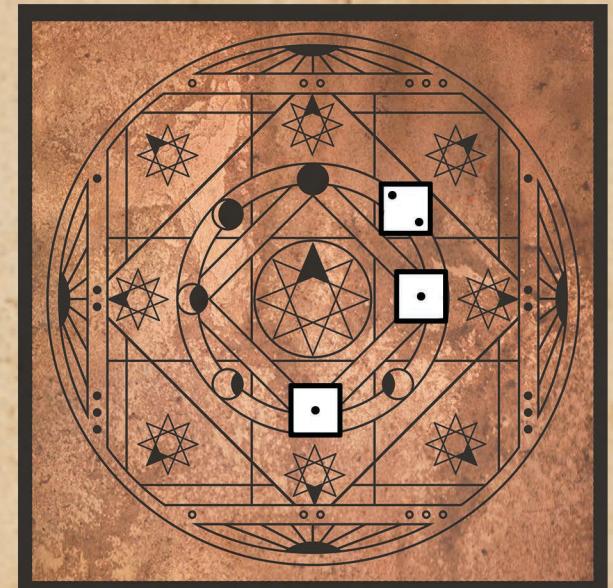
- You can make ONE move to rearrange your control grid (after Phases 1 and 2 have been completed and before Phase 4).
- You can SWAP two adjacent dice (in this game, adjacent includes diagonals)
- You may also swap a single dice with an empty square
- For clarity, squares on opposite sides of the board are not adjacent as the central square is in the way.



Example of swaping
a dice with an
empty space

PHASE 4: USE DICE - MOVING

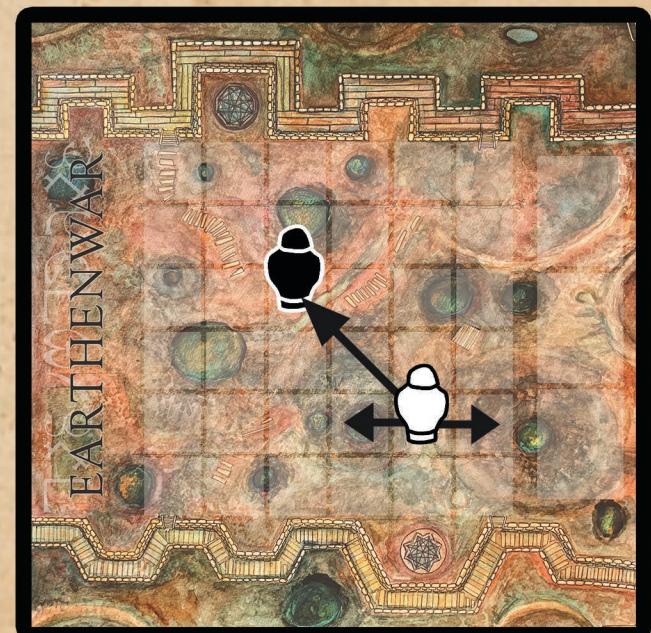
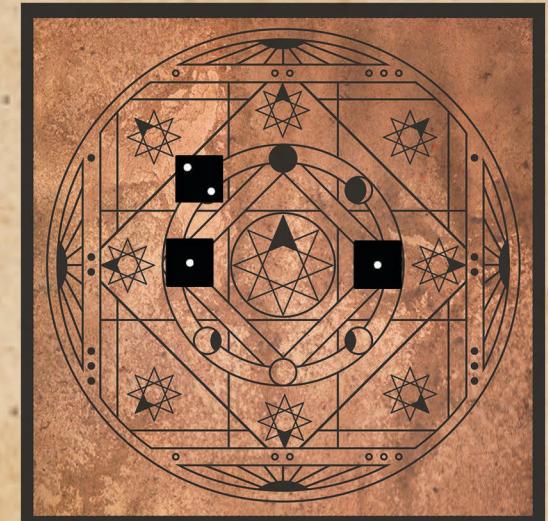
- Each individual white dice can be used once per turn to move your Golem.
- When each dice is used, it should be moved outward from the ‘available’ MOON section to the ‘used’ SUN section of its grid square.
- The distance your Golem can move is given by the number of dots on the dice.
- The direction moved is given by the position of the dice on the grid.
- Your Golem can only move that EXACT number of squares (i.e. if the white dice has 2 dots, it can move two squares only, not one, not three).
- You cannot move into the same square as another Golem, or ‘through’ a 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 dice, then attack with a black dice, then use a second white dice to move out of harm’s way).
- You can choose to not use any dice on your turn.
- After leaving the starting squares, neither piece may return there.



EXAMPLE: this Golem can move two squares forward-right, one square right, and one square backward (in any order)

PHASE 4: USE DICE - ATTACKING

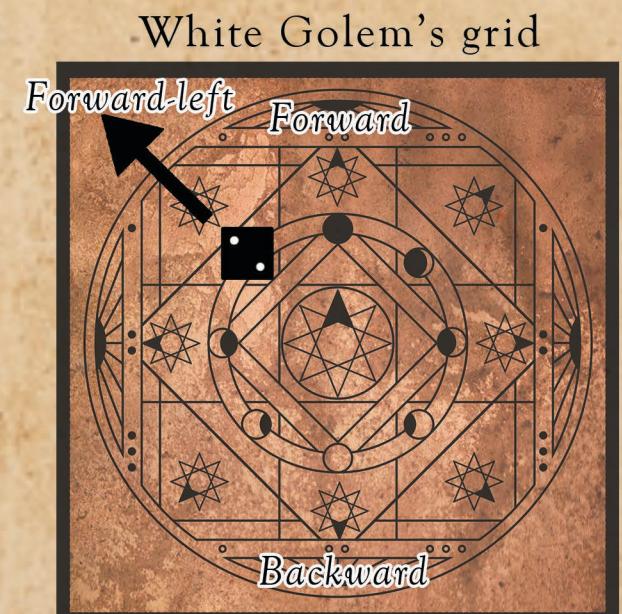
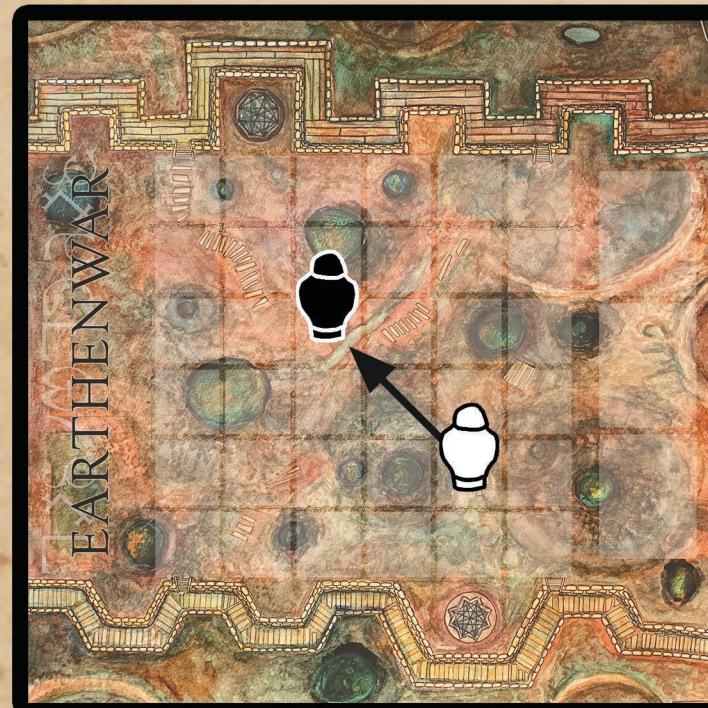
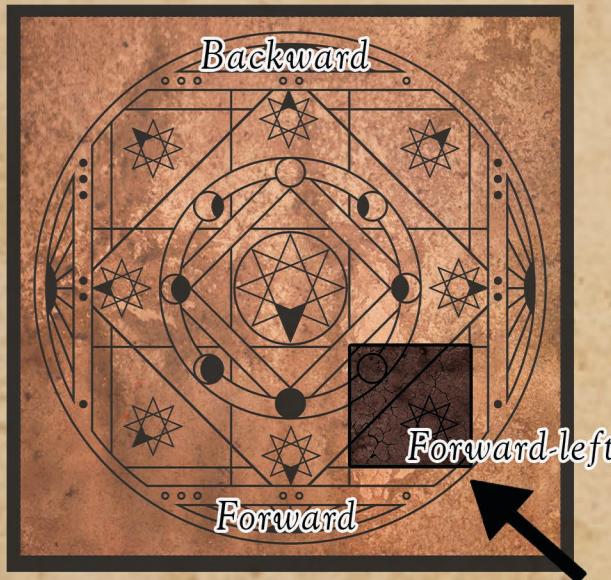
- Each individual black dice can be used ONCE per turn to attack.
- When each dice is used, it should be moved from the ‘available’ MOON section outwards to the ‘used’ SUN section of its grid square.
- After using a black 2 or 3 to attack, it is always downgraded to a 1 immediately. After using a black 1 to attack, it is removed from your grid and put back in the supply.
- You can attack empty squares (to strategically downgrade your dice).
- You can attack more than once per turn.
- You can choose to not use any dice on your turn.
- The distance your Golem can attack is given by the number of dots on the dice.
- The direction attacked is given by the position of the dice on the grid.
- Your Golem can only attack that EXACT number of squares (i.e. if the black dice has 2 dots, it can attack a distance of two squares only, not one, not three).
- If you hit your opponent, place a damage token on their control grid (see next page).



EXAMPLE: the white Golem can attack two squares forward-left, one square left, and one square right (in any order)

PHASE 4: DAMAGE

- When you successfully attack the opponent's Golem, put a damage token on the square the attack hit.
- The grid square the damage is placed in is determined by the direction that the attack came from.
- When you attack, note which square it came from in your grid (i.e. the front square, right square, back-left square etc.). Place a damage counter in the same square in your opponent's grid, from their point-of-view (see example, arrows show damage direction).
- If you land an attack on a square which is already damaged, roll TWO dice (one black, one white) - this will give you a 3x3 co-ordinate, which matches a square on the opponent's 3x3 grid. This square is where the damage is placed (see dots on the sides of the grids for co-ordinates).
- Rolling co-ordinates "2, 2" is the only way to damage the central square.
- If there is already a damage token on the location determined by the dice, no damage is taken.
- If you manage to create a line of THREE tokens on your opponent's grid, their golem is destroyed and the battle ends.



EXAMPLE: The white attacking player attacks from their forward-left square so a damage counter is placed in the forward-left square of the black opponent's grid (from THEIR point-of-view)

OPTIONAL VARIANT - ARTILLERY

[THIS IS AN EXPERIMENTAL ADDITIONAL TACTICAL VARIANT TRY AT YOUR OWN RISK]

EXPERIMENTAL

- If you use a black die to attack an EMPTY square on the battlefield, an artillery shell can be placed at the spot where the attack lands.
- Shells are represented by black dice placed on the board, and detonate after THREE turns.
- The number on the dice indicates the number of turns remaining.
- At the START of a player's turn, all shells have their timer reduced by ONE.
- The number on the dice is reduced from 3, to 2, to 1. When a shell reaches 0, it explodes.
- An exploding shell damages any Golem in the 8 surrounding squares (see diagram).
- Shell damage is directional (for example, if the mine explodes from the Golem's right side, the damage counter is placed on the right square of their grid).
- An exploding shell also detonates any other shell in these 8 surrounding squares immediately, causing a chain reaction.
- If a Golem walks into a shell, the shell explodes, and damage is dealt in the direction the shell was in before contact.
- A Golem receives damage from every shell it is in radius of (for example, if a Golem is between two shells, and both explode that turn, they receive two damage).
- If a square is already damaged, no damage is taken.
- If there are insufficient black dice in the supply, no new shells can be placed that turn.



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



REMINDER: PHASES OF A TURN

1) REFRESH ALL DICE

Reposition all dice onto the inner ‘available’ MOON symbols on your grid, indicating they are available to use.

1.5) [OPTIONAL VARIANT - REDUCE SHELL COUNTDOWNS]

If playing the artillery variant, reduce all shells by 1, or explode if any reach 0 and allocate any damage.

2) IMPROVE

Take a new dice, roll it, and add it to your grid, OR upgrade/downgrade one you already have.

3) SWAP DICE

Swap a pair of adjacent dice OR slide a dice to an adjacent empty square.

4) USE DICE

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