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Printed for the War Cabinet. *September 1917* CONFIDENTIAL

EARTHENWAR MANUAL

DESPERATE MEASURES

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.
The most fragile art
Of bringing the earth to life
Was passed into the red hands of generals.

Now we turn to you.
You have been recruited for your mystic sensitivities.
From far behind the front lines, you will use your magic Control Grid to determine the action of your Golem on the battlefield.
And the fates of us all.

Your mission is simple:
Destroy the enemy Golem.

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SETTING UP

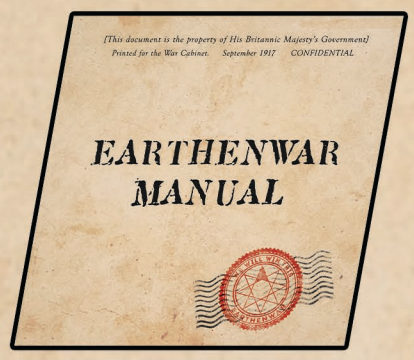
Set up the contents as shown below.

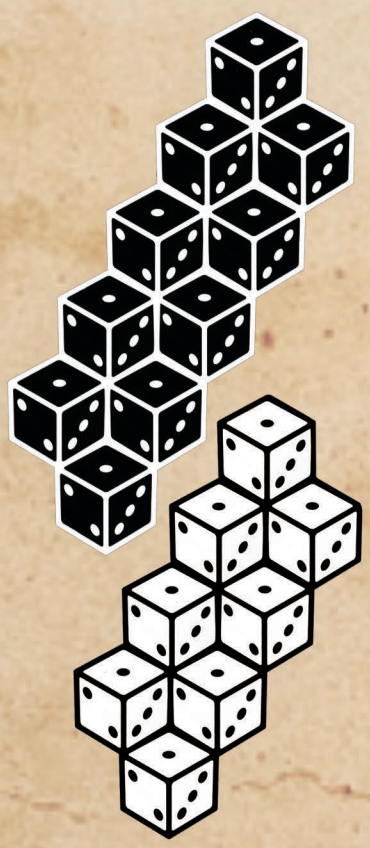
Place the Golems on the starting squares (marked with a ✳) as shown.

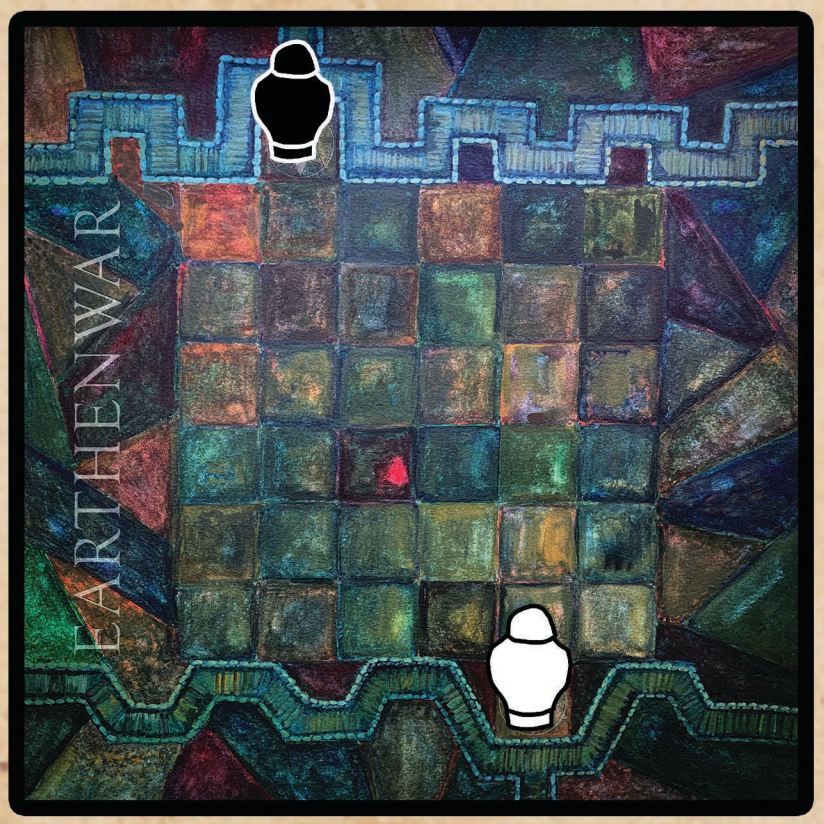
It does not matter which way your Golem piece faces.

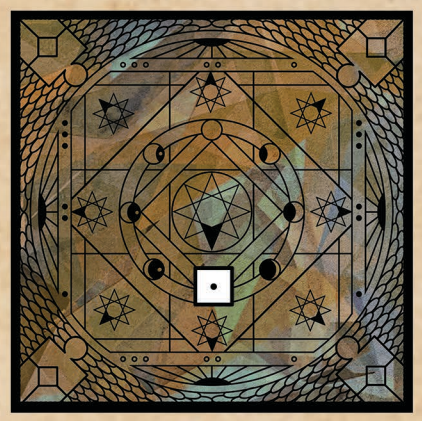
To the side of the main Board, place two Control Grids oriented with the central arrow in each Grid pointing to the opponent's Grid.

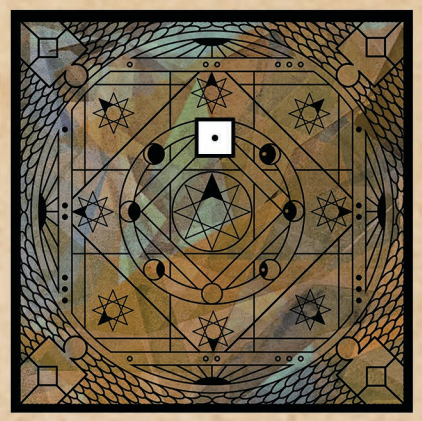
Each player starts with a white dice showing a 1 at the top moon in each Control Grid.

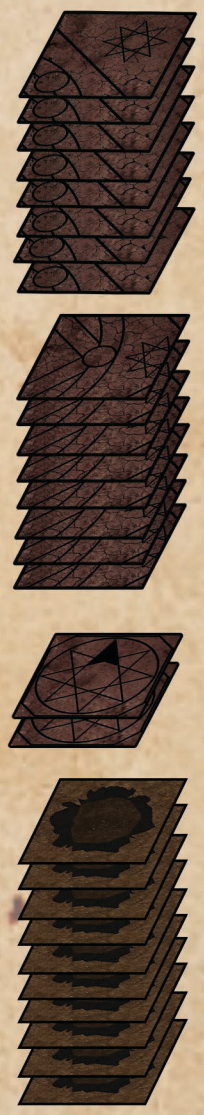












2 x Golems
1 x Board
10 x Black D3 dice
10 x White D3 dice
2 x Control Grids
1 x Manual

8 x Corner Damage Tokens
8 x Side Damage Tokens
2 x Central Damage Tokens
10 x Shell holes (optional)
2 x Soldier pieces (optional)

INTRODUCTION

A Golem is a powerful being made of clay brought to life to defend people in a time of need.

The object of the game is 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 land an attack on your opponent, they place a DAMAGE TOKEN on a square of their Control Grid.

Once they have THREE damage tokens 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.

There are additional variants for the game on pages 12 - 14.

YOUR CONTROL 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

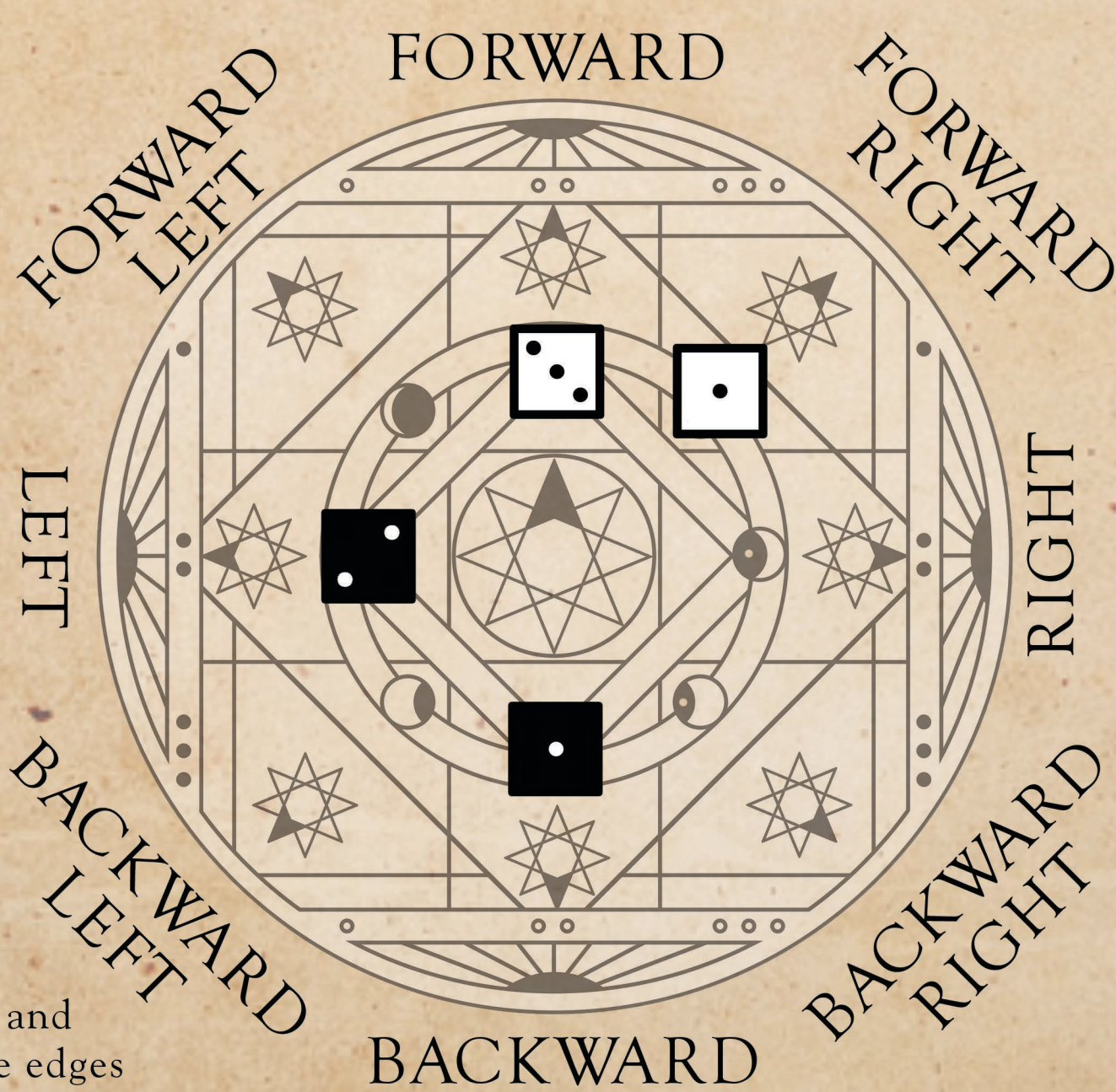
The location of the dice on the 3x3 control grid indicates the DIRECTION of that possible movement or attack, in relation to the central square.

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 CONTROL GRID

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



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

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

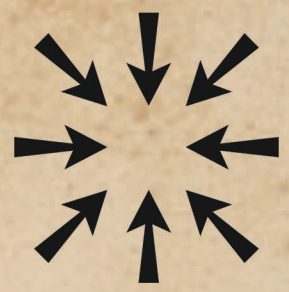
The small black and white dots at the edges of the Grid are used as coordinates when damamging enemy Golems (see page 11).

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

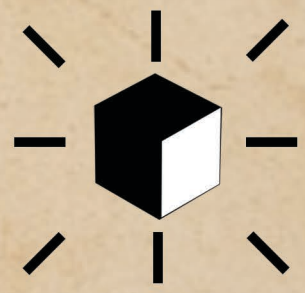
PHASES OF A TURN

Each turn, players work through the following phases in the following order:

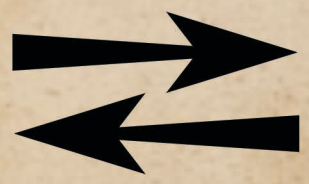
1) REFRESH
Reposition all dice onto the inner 'refreshed' MOON symbols on your Control Grid, indicating they are available to use.



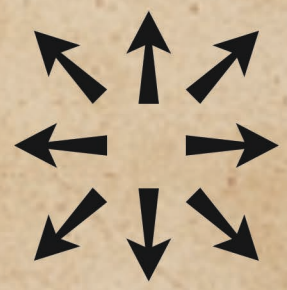
2) IMPROVE
Take a new dice, OR upgrade/downgrade one you already have (optional).



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



4) USE
Use the dice in your grid to move and attack (optional). 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.



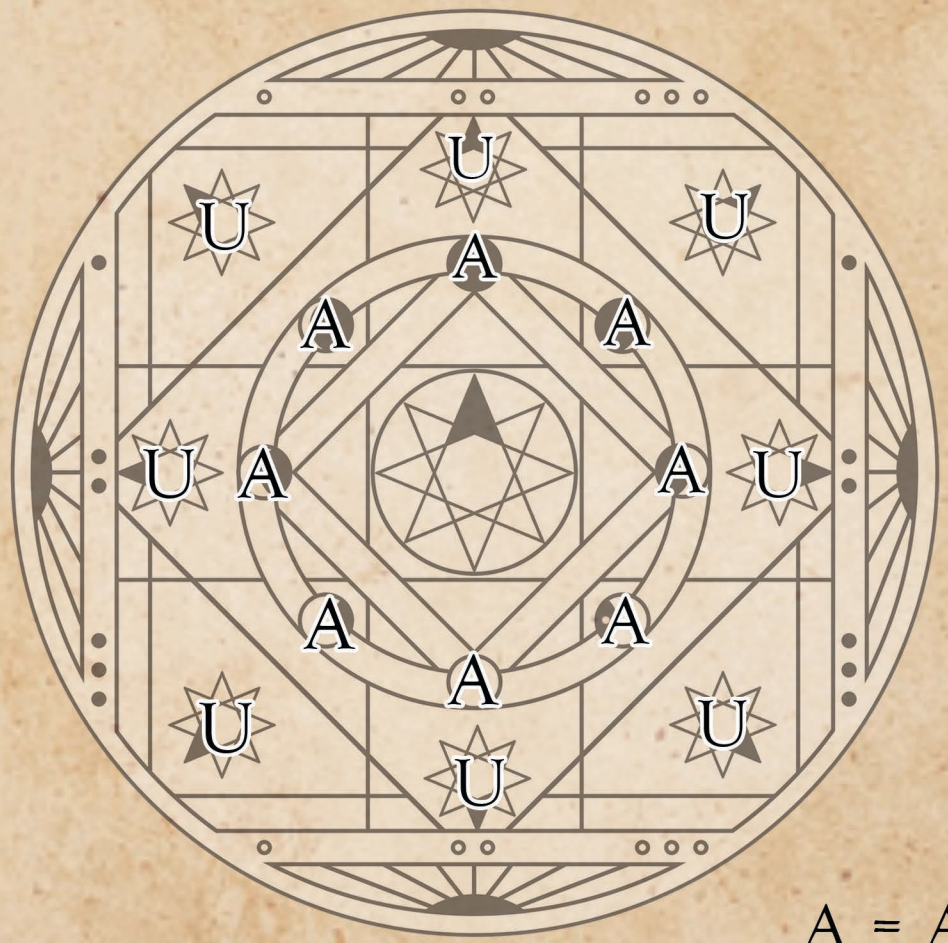
PHASE 1: REFRESH

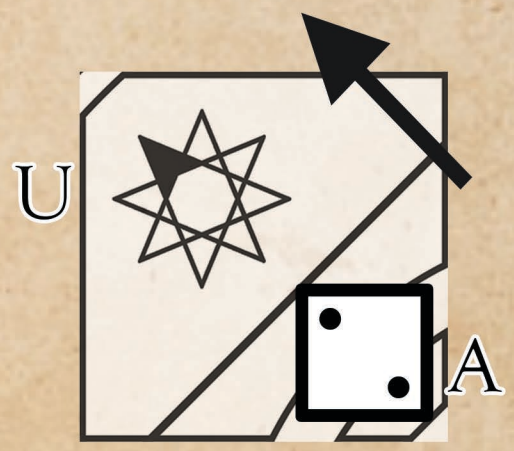
Individual dice can only be used ONCE per turn.

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.

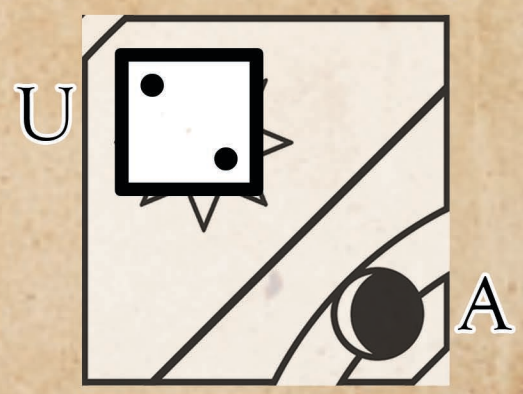
At the start of your turns, 'refresh' all dice by moving them INWARDS to the MOON side again.

This is purely to help you and your opponent keep track of which dice have and have not been used.





This dice is available



This dice has been used

A = Available
U = Used

PHASE 2: IMPROVE

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).

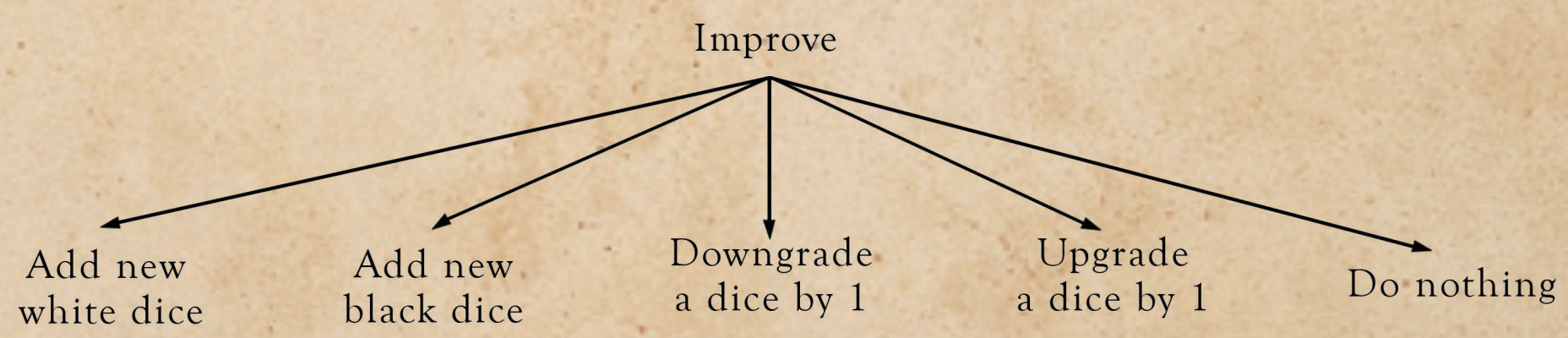
To add the new dice, you first ROLL it, to find the starting number (1-3) and then place it anywhere you choose on your Grid.

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.)

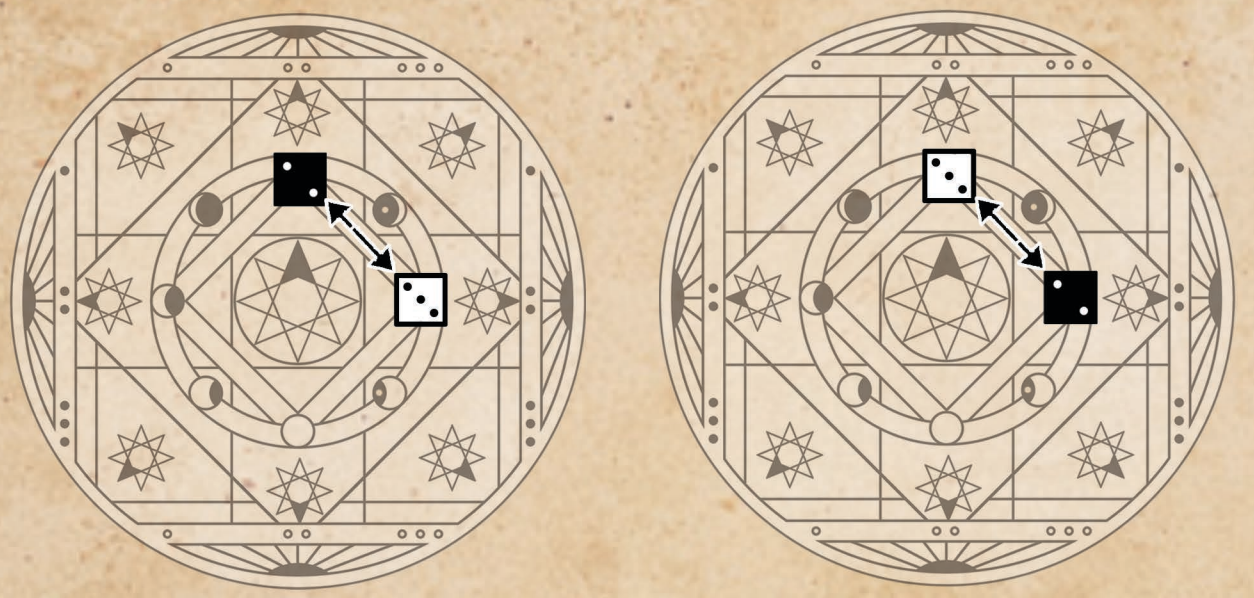
You may only have one dice per Grid square.

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:
swapping two dice

You can make ONE move to rearrange your Control Grid per turn.

You can SWAP two adjacent dice (in this game, adjacent includes diagonals).

You may also swap a single dice with an empty square (this is a special version of a swap, called a ‘slide’).

For clarity, squares on opposite sides of the Grid are not adjacent as the central square is in the way.

EXAMPLE: swapping a dice with an empty space (slide)

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 (the small arrows in the suns can also be referred to).

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).

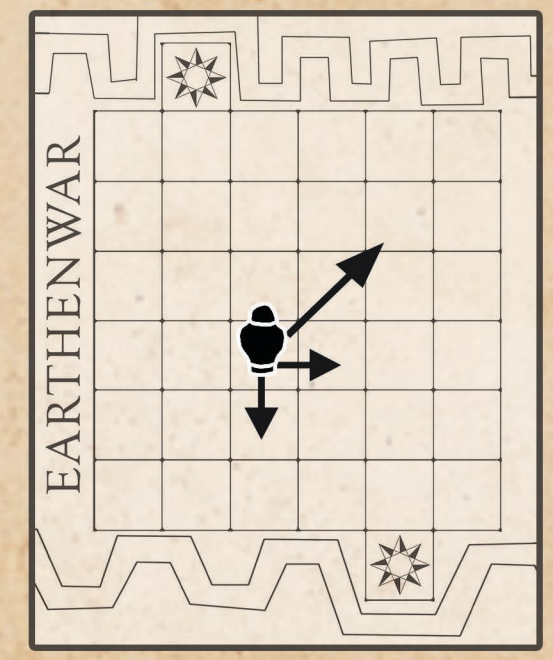
You cannot move into the same square as another Golem, or 'through' a Golem.

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 by 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.

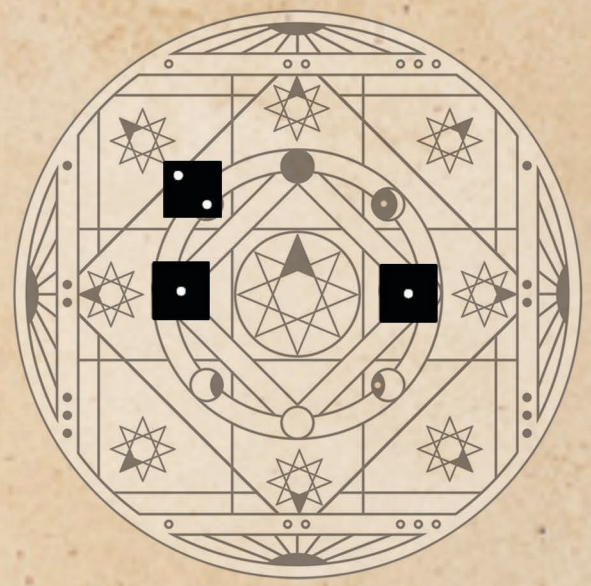
You can choose to not use any dice on your turn.

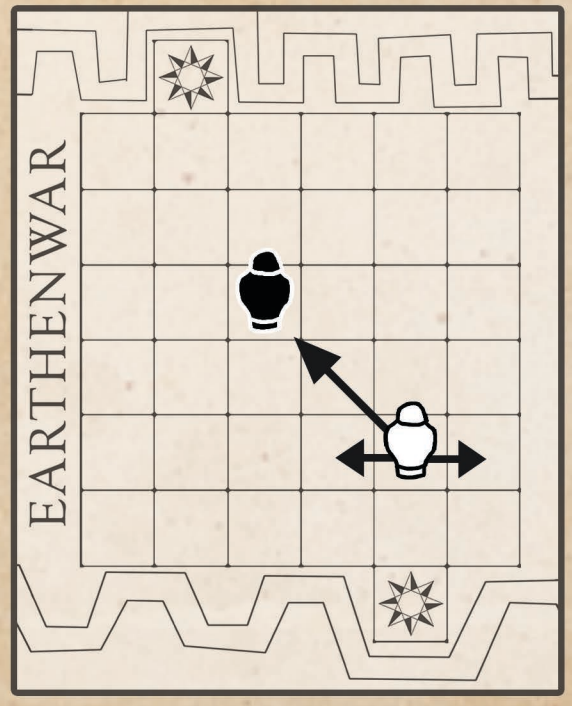
The distance your Golem can attack is given by the number of dots on the dice.

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

Damage placement is determined by the moon symbol in the square the attack came from. Place a damage token in the square in your opponent's Grid which has the matching symbol. (EXAMPLE: if you attack from the quarter-moon with a dot, place a damage token on their square with a quarter-moon with a dot). For clarity, you may also compare the two co-ordinate dots on the outer edge of the Grids, which will also match.

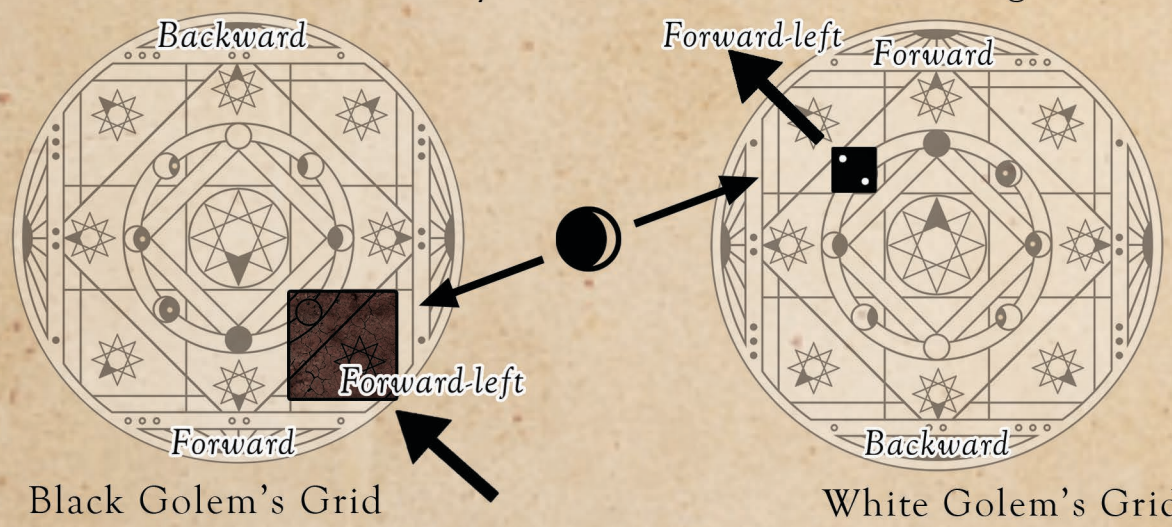
If you land an attack on a square which is already damaged, roll TWO dice (one black, one white). This will give you a 3x3 co-ordinate,which determines which square on your opponent's Grid to place to damage on. See the dots at the edge of the grids for the co-ordinates.

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.

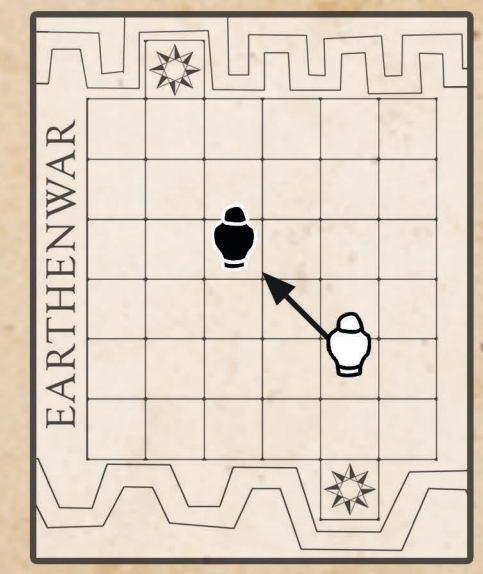
If you manage to create a line of THREE tokens on your opponent's grid, their Golem is destroyed and the battle ends.

If a square is damaged, then any dice on that square are NOT removed, and that square may still be used in the same way as when it was undamaged.



Black Golem's Grid

White Golem's Grid



EXAMPLE: The white attacking player attacks from their quarter-moon square (1,1) so a damage counter is placed in the quarter moon square (1,1) of the black opponent's Grid.

SCENARIOS

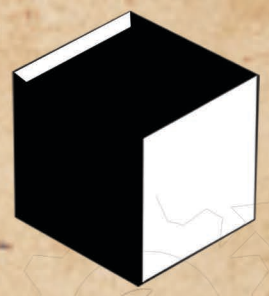
There are variations of Earthenwar that you can play. Different variants may be played at the same time. You can choose which combinations to play. Alternatively, you can generate a combination of Scenarios randomly using the 'Scenario generator' (page 15).

SHELL HOLES

Shell hole counters indicate impassable pieces of terrain. At the Start of the game, randomly distribute shell hole counters on the board. Atacking a shell hole removes it (black dice downgrade as normal when used).

AMMO BOX

Golems can use their central Grid square to 'store' a dice. This square is considered 'adjacent' to all other squares for the purposes of swaps. A new dice may be placed here during the 'improve' phase (providing it is empty beforehand).



AMMO BOX PLUS

Same rules as Ammo Box, but during Phase 3, players may have additional swap (or slide, see page 8), which must be with the central square.

SCENARIOS

SCRAMBLE
Each player starts with 3 randomly rolled black and 3 randomly rolled white dice, placed anywhere they choose on their Grid. Players hide their Grids from opponents until all dice are placed.

PRECISION ENGINEERING
Each player chooses up to 5 white and 5 black dice. Players may choose the number and position of these dice in their Grid. Players hide their Grid from their opponent until all dice are placed.

FOG OF WAR
Players play with their Grids hidden from their opponent's view. The game box may be used as a visual blocker. When either Golem crosses the central line (3 rows distance from either trench), both players' Grids become visible as normal for the rest of the game. Whilst the Grids are hidden, players can still attack and be attacked. Players can comunicate to indicate the co-ordinate dice have been used, if an attack is a hit or miss, and if they have been defeated.

DENSE FOG OF WAR
Same rules as FOG OF WAR, except Grids are hidden until the Golems are adjacent to each other. They then remain visible for the rest of the game.

SCENARIOS

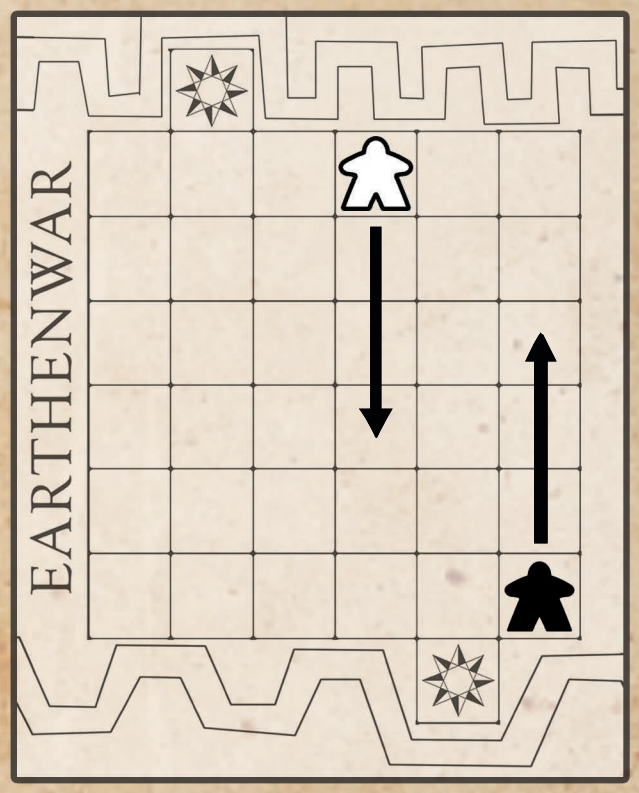
OVER THE TOP

Each player uses a Soldier Token which matches the colour of their Golem. In addition to normal victory conditions, if your Soldier reaches your opponent's trench, you win.

During their first Refresh Phase, each player places their Soldier Token in a square closest to their side of the board. A player may not place their Soldier opposite another Soldier on the board.

At the end of the Use Phase, that player's Soldier Token moves one square forward on the board, towards the opponent's trench. Soldiers can only be eliminated by Golem attacks. Golems and Soldiers may not share a square or move 'through' one another. If a Soldier is blocked, the Soldier does not move that turn. Soliders cannot pass over shell-holes.

If a Soldier is eliminated by a Golem, the player whose Soldier was eliminated may replace it back in a square closest to them, on their next turn. Two Soldiers may never be placed opposite one another. Players may only have one active Soldier each at any one time.



EXAMPLE: the two Soldier Tokens are placed so they are not opposite one another (in different rows).

THE BIG PUSH

Same rules as OVER THE TOP, but Soldiers may move in any direction at the end of the Use Phase.

SCENARIO GENERATOR

Generate a combination of Scenarios randomly using this Scenario Generator.

Roll a D3 for each row, to determine the extent to which that Scenario is used.

(You may choose to roll only for certain rules and not for every row.)

	⚀	⚁	⚂
Golem Build	Normal rules	Scramble	Precision Engineering
Board	Normal rules	6 Shell Holes	10 Shell Holes
Central Square	Normal rules	Ammo Box	Ammo Box Plus
Visibility	Normal rules	Fog of War	Dense Fog of War
Game Type	Normal rules	Over the Top	The Big Push

For example, you might roll a ‘2’ for Golem Build, a ‘3’ for Board, a ‘1’ for Central Square, a ‘2’for Visibility and a ‘3’ for Game Type.

This would mean you play with the rules for Scramble, 10 Shell Holes, normal rules for the Central Grid Square (it does nothing), Fog of War (invisible until a Golem reaches the halfway line), and The Big Push (Soldier tokens may move in any direction).

FUTLITY

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.

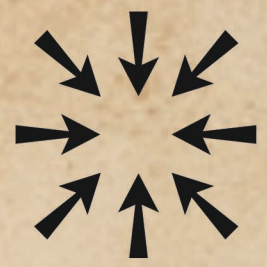
Think how it wakes the seeds—
Woke once the clays of a cold star.
Are limbs, so dear-achieved, are sides
Full-nerved, still warm, too hard to stir?
Was it for this the clay grew tall?
—O what made fatuous sunbeams toil
To break earth's sleep at all?

Fulity, Wilfred Owen (1917)

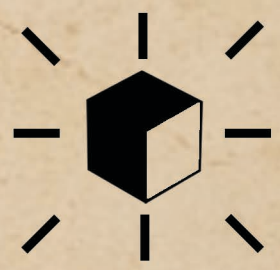
PHASES OF A TURN

Each turn, players work through the following phases in the following order:

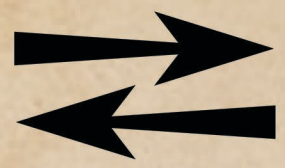
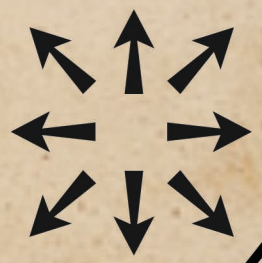
1) REFRESH
Reposition all dice onto the inner 'refreshed' MOON symbols on your Control Grid, indicating they are available to use.



2) IMPROVE
Take a new dice, OR upgrade/downgrade one you already have (optional).



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



4) USE
Use the dice in your grid to move and attack (optional). 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.