



CINDERFALL

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A five-year war for the ash of Earth,
the seafloor trenches and the Moon.



EARTH



TRENCHES



LUNA

PLAYER AND DEVELOPER MANUAL · VERSION 1.0.0

Tronsoft Games · Package Specification v1.4

Cinderfall 2210

A five-year war of machine armies for the ash of Earth, the seafloor trenches and the Moon.

The campaign

It is 2210. Five machine houses hold what is left of the world and none of them can finish the others. What they have instead is a mandate that runs **5 years**, and a ledger that closes at the end of it. There is no conquest victory and no race to eliminate anyone. The campaign always runs its full term and is always settled on what you are holding when the fifth year ends.

That single fact shapes everything else. Ground taken in year two is only worth anything if you still have it in year five. A house that spends the whole campaign attacking will arrive at the ledger thin. A house that never attacks will arrive at it small. The game is the argument between those two.

The shape of a year

Every year opens with a **sealed bid** for the order of march, and then each house takes its march in the order the bids settled, through four phases.

Step	What happens
Sealed bid	Every house commits energy in secret. Bids are revealed together and the rail re-sorts into the order of march. The energy is spent either way.
Commission	Draw energy. Hire marshals, raise Launch Spires, draw directives.
Deploy	Place your automata on ground you hold.
Invade	Attack adjacent territories. Occupy what you empty.
Manoeuvre	One free shift of any size between two connected territories you hold.

The order of march

Turn order is bought, not rotated. The house that takes the **first march** also draws **+2 automata** that year, so the front of the queue has a real price attached to it. The **last march** acts after every other house — which in year five means acting last before the ledger closes, with full knowledge of what everyone else has already done.

Bidding high early and bidding low late is a reasonable doctrine. So is the reverse. What does not work is ignoring the auction: energy you refuse to spend on the queue is energy the house ahead of you will spend on automata.

The map

The board carries **62 territories** in three domains: **42 land** territories in 6 sectors, **8 seafloor trenches** in 3 basins, and **12 lunar craters** in 4 maria. Territories are adjacent when the board draws a link between them; adjacency is always mutual. The average territory has 4.6 neighbours, the loneliest has 2 and the busiest has 7.

The Earth plate is projected from real coastline geometry, and the territory borders are carved directly out of the territory graph, so what you see painted on the map is the same structure the rules use.

Sectors and bonuses

Holding *every* territory in a sector pays its bonus in the final ledger and adds 2E per sector to your yearly income. A single devastated territory anywhere in a sector breaks the bonus.

Sector	Domain	Territories	Bonus
Boreal Rim	Land	8	+5
Meridian Reach	Land	4	+2
Old Continent	Land	7	+5
Sahelian Belt	Land	6	+3
Great Steppe	Land	12	+7
Austral Arc	Land	5	+3
Atlantic Trenches	Seafloor	3	+3
Pacific Trenches	Seafloor	3	+3
Indo-Arctic Deep	Seafloor	2	+2
Mare Imbrium	Luna	3	+3
Mare Serenitatis	Luna	3	+3
Mare Nubium	Luna	3	+3
The Farside	Luna	3	+3

The three gates

The map is gated rather than open, and the gates are the real strategic terrain of the game. Two thirds of the board is unreachable at the start of the campaign.

Gate	What it takes
Seafloor trenches	A Deepwater Marshal in post. Without one, no trench is a legal target and none of your automata may enter one.
Ascent to Luna	A Launch Spire raised on land you hold (7E) <i>and</i> an Orbital Marshal . Ascents may only land on the 4 marked landing sites: Serenity Flat, Imbrium Plain, Nubium Basin, Tsiolkovsky Basin.
Descent from Luna	The Skyfall directive. Nothing else brings automata back down the well.

A spire is infrastructure and comes before the marshal, not after: raise it while you are still saving for the commission. Spires are visible on the board to every house, so raising one announces your intention a year in advance.

Energy and deployment

Energy is the single currency. It hires marshals, raises spires, draws directives and buys your place in the order of march. It is drawn at the start of your march and it does not expire.

Quantity	Formula	Note
Yearly energy	$5 + (\text{territories held} \div 3, \text{rounded down}) + 2 \text{ per whole sector}$	Devastated ground draws nothing
Automata deployed	territories held $\div 3$, rounded down, minimum 3	Devastated ground is not counted and cannot be reinforced
First march levy	+2 automata	To the house that takes the first place in the order of march
Opening reserve	14E	Plus a Ground Marshal, free
Opening garrison	3 automata per territory	Dealt at setup

The opening deal

The 42 land territories are dealt out at setup. They do not divide evenly at every player count, so the deal is rotated by a random offset each campaign rather than always favouring the first seats.

Houses	Territories each	Spare, dealt round-robin
2	21	0
3	14	0
4	10	2
5	8	2

Marshals

A marshal is an officer, not a unit. They occupy no place in a stack, they are never the casualty of a lost exchange, and they add nothing to a garrison count — but they are lost with the ground they stand on. Every house begins with a Ground Marshal already in post at no cost.

A marshal present at an exchange swaps **one d6 for a d8**, and only in their own element. A Ground Marshal is dead weight in a trench or on the Moon.

Marshal	Element	Commission	Deck
Ground Marshal	Land only	8E	Ground
Deepwater Marshal	Trenches only	8E	Deep
Orbital Marshal	Luna only	8E	Orbital
Ordnance Marshal	Any domain	9E	Ordnance
Envoy	Any domain	7E	Envoy

Invading

An attack runs between two adjacent territories, from one you hold to one you do not. You must leave at least one automaton behind, so a stack of one cannot attack.

Rule	Value
Attacking dice	up to 3, one per automaton committed beyond the one left behind
Defending dice	up to 2, one per automaton in the defending stack
Matching	highest against highest, then next against next
Ties	go to the defender
Losses	one automaton per die lost
Marshal present	one d6 becomes a d8, in that marshal's element only
Occupying	empty the defender and move forward as many as you like, leaving at least one behind

Every exchange is itemised on the dice slip on the rail: both sides' rolls, with d8s ringed in gold and the winning dice picked out, so you can always see exactly why an attack went the way it did.

Manoeuvre

Once per march, at the end of your turn, you may make a single free shift of any number of automata between two territories you hold, provided a chain of territory you hold connects them. At least one automaton must remain in the territory you are shifting from. This is how a front is rebuilt after a year of attacking.

Devastation

Ordnance directives can devastate ground. Devastated ground:

Effect	Detail
Draws no energy	It is not counted in your yearly income
Takes no reinforcement	It cannot be deployed to and is not counted for deployment
Scores nothing	0 points at the close, however many automata sit on it
Breaks the sector	The surrounding sector pays no bonus while it stays devastated
Bleeds	Fallout costs the owner one automaton per march

A warhead is therefore as much a denial of somebody else's sector bonus as it is a killing blow — and devastating ground you may later want to hold is a real cost, not a free action.

Scoring and the mandate

The ledger closes at the end of year 5.

Item	Points
Each territory held	1
Each whole sector held	+2
Each devastated territory held	0

Ties

Ties are settled in the open, in this order: total score, then territories held, then whole sectors held, then territories taken over the whole campaign, then surviving energy, and only then by a random draw. Nothing about seating order enters into it.

The computer houses

Rival houses play at one of three doctrines, chosen on the opening panel.

Doctrine	Character
Cadet	Attacks on thin margins, hoards energy, over-bids for turn order and buys few directives. A forgiving opponent.
Veteran	Attacks on sound odds, reads sector bonuses, buys directives freely and keeps its commissions balanced.
Ace	Picks the best line on the board rather than the first, weights whole sectors heavily, bids nothing in the final year so as to march last, and commits early to a doctrine — deep, orbital, ordnance or broad — and follows it through.

Each house commits in year one to a line of development and sticks to it, which is why you will see the trenches and the Moon contested in most campaigns rather than one track dominating.

Saving

The campaign is written back to this browser after every action, under a single key: `tronsoft_cinderfall_2210_save`. Nothing leaves your machine and no other game's storage is read or written. If the browser refuses local storage — a private window, or a `file://` origin — the game plays normally and the resume option is simply not offered. **New** in the top right discards the saved campaign.

Directives

There are **30 directives** in five decks of 6, one deck per marshal. You may only draw from a deck whose marshal is in post. A draw costs **2E** and takes a card at random from that deck; you may hold at most **5** at a time. Each card names the phase in which it may be played.

Ground Marshal deck

Directive	Cost	Phase	Effect
Frontal Assault	2E	Invade	Reroll every attacking die once in one combat.
Landgrab	3E	Invade	After you take a territory, drop 3 automata into it from reserve.
Entrench	2E	Defend	Add 1 to your highest defending die in one combat.
Forced March	4E	Maneuver	Make a second manoeuvre this turn.
Scorched Retreat	3E	Defend	When a territory of yours falls this round, the attacker loses 2 automata.
Column of Steel	5E	Deploy	Place 4 extra automata in a territory holding your Ground Marshal.

Deepwater Marshal deck

Directive	Cost	Phase	Effect
Riptide	3E	Invade	A seafloor defender rolls only one die in one combat.
Deep Landing	4E	Invade	Attack any coastal territory from any trench you hold.
Hull Breach	2E	Defend	An attacker into your trench rolls one fewer die in one combat.
Salvage	2E	Reserve	Draw 1 energy for every trench you hold.
Silent Running	3E	Maneuver	Move automata between any two trenches you hold, connected or not.
Pressure Doctrine	5E	Invade	All your seafloor attack dice are d8 for the rest of this turn.

Orbital Marshal deck

Directive	Cost	Phase	Effect
Orbital Drop	4E	Deploy	Place 3 automata straight into any lunar territory you hold.
Skyfall	5E	Invade	Attack any land territory from a lunar territory you hold.
Lunar Grid	3E	Reserve	Draw 2 energy for each complete lunar sector you hold.
Vacuum Discipline	2E	Defend	Add 1 to each defending die on Luna for one combat.
Second Spire	4E	Recruit	Raise a Launch Spire at no further cost.
Low Orbit Sweep	5E	Invade	Destroy 2 automata in a lunar territory next to one of yours.

Ordnance Marshal deck

Directive	Cost	Phase	Effect
Warhead	5E	Invade	Destroy half the automata (rounded up) in an adjacent enemy territory and devastate it.
Fallout	3E	Invade	Devastate an adjacent enemy territory; it bleeds 1 automaton at the start of each of its holder's turns.
Hardened Silo	3E	Defend	Your territories are immune to enemy ordnance directives until your next turn.
Dirty Bomb	5E	Defend	Any territory you lose this round is devastated as it falls.
Counterforce	4E	Invade	Kill an enemy commander in an adjacent territory without a fight.
Chain Reaction	5E	Invade	A chosen enemy territory and every enemy territory beside it each lose 1 automaton.

Envoy deck

Directive	Cost	Phase	Effect
Ceasefire	4E	Deploy	Name a rival. They cannot attack you until your next turn.
Defection	5E	Deploy	Pull 1 automaton out of an adjacent enemy territory into yours.
Bribe the Line	3E	Invade	The defender may not roll a d8 in one combat.
Trade Concession	2E	Reserve	Draw 3 energy.
Emergency Session	4E	Bid	After bids are read out, raise yours by up to 3 and pay the difference.
Annexation	6E	Invade	Take an adjacent enemy territory holding a single automaton, without a fight.

Reference

Every constant below is read from the shipped rules module when this manual is built, so it cannot disagree with the game you are playing.

Constant	Value	Meaning
YEARS	5	Length of the campaign
START_ENERGY	14	Opening reserve, in energy
START_AUTOMATA	3	Automata per territory at setup
MIN_DEPLOY	3	Floor on the yearly deployment
DEPLOY_DIVISOR	3	Territories per automaton deployed
FIRST_MARCH_BONUS	2	Extra automata to the first march
ENERGY_BASE	5	Flat part of the yearly income
ENERGY_DIVISOR	3	Territories per energy drawn
ENERGY_PER_SECTOR	2	Extra energy per whole sector
SPIRE_COST	7	Cost of a Launch Spire
CARD_COST	2	Cost of drawing one directive
HAND_LIMIT	5	Directives held at once
MAX_ATTACK_DICE	3	Attacking dice ceiling
MAX_DEFEND_DICE	2	Defending dice ceiling
SCORE_PER_TERRITORY	1	Points per territory held
SCORE_PER_SECTOR	2	Points per whole sector held
DEVASTATED_SCORE	0	Points for devastated ground

For developers

The package follows Tronsoft Games Package Specification v1.4. Its layout is flat at the ZIP root, with `manifest.json` and `index.html` directly inside.

Path	Responsibility
<code>index.html</code>	Markup only. No inline CSS, no inline JavaScript; every script is deferred.
<code>css/game.css</code>	The whole console skin.
<code>js/data.js</code>	Map, sectors, marshals, directives, rules constants. No DOM, no logic.
<code>js/game.js</code>	The rules engine. Deterministic, seeded, DOM-free — the same module the test harness drives.
<code>js/ai.js</code>	The three computer doctrines. Required by §5 because <code>computer_ai</code> is true.
<code>js/save.js</code>	The only file in the package that touches storage (§23).
<code>js/interface.js</code>	Canvas drawing, the rail console, and all input handling.
<code>images/</code>	The two generated board plates.
<code>validate.js</code>	In-package validator. Run it with Node from the package root.

The package makes no network requests of any kind, loads no remote fonts or scripts, collects nothing, and requires no server-side support. It declares `internet_access: false` in the manifest and the in-package validator enforces it.