



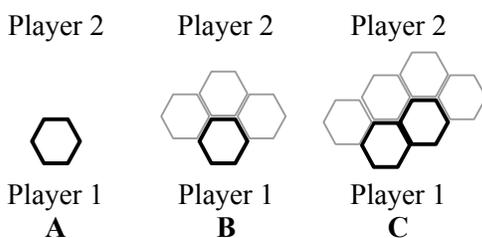
*A strategy game by Dutchmogul*

Ages 6 and above – 20-35 minutes

**Saga of the Nine Worlds** is powered by **Pocket-Tactics**, a modular, fast-paced, strategy war game system that you can take with you and play just about anywhere.

### SETUP

Choose factions and roll to determine who places first. The first player places their Base tile, draws a Terrain tile from the bag, and places the Terrain tile against an outward-facing side of their Base tile. Players then take turns drawing and placing tiles towards the second player.



- A – The starting Base tile
- B – Possible plays for the first Terrain tile
- C – Possible plays for the second Terrain tile

Do not place tiles against sides that face the first player's half of the table.

When all Terrain tiles are in play, the second player places their Base tile as far as possible from the first

Base tile while still touching the same number of tile sides.

Starting with the first player, players take turns placing units on the Terrain tiles closest to their base. When each player has three units in play, move the rest of the units to the side of the map to act as reserves.

### UNIT OVERVIEW

Each unit in a game of Pocket-Tactics has a corresponding stat card. Detailed on each unit's stat card are 3 combat abilities and a number of other factors important to the way they act within the game.

**Combat Abilities:** Every unit has three combat abilities. These abilities will range from zero to three in both OFF and DEF (Red and Blue). This value determines how many red and blue dice a unit rolls when using that combat ability. The abilities are as follows:

- **Melee:** Skill with close combat weapons (swords, axes, unarmed strikes, etc)
- **Ballistics:** Skill with ranged weaponry (Bows, thrown spears, slings, etc)
- **Arcane:** Skill with magic or other supernatural powers

**Type:** A unit's type is a basic descriptor of their species or similar classification (human, elf, robot, etc). On its own, type has no effect, though there are many special abilities and other game effects that play off of a unit's type.

**Terrain Advantage:** Each unit may have a terrain advantage (or in some cases, multiple advantages). Whenever a unit occupies the tile type listed under their terrain advantage, they gain an additional situational re-roll. In addition, some special abilities or other game effects may play off of a unit's terrain advantage.

**Special Abilities:** Each unit may have one or more special ability. Special abilities grant unique tactical options for a unit and may affect movement, assaults, or any other part of game play.

**Cost:** A unit's cost is useful in determining their overall value. Each starting faction is built with a total of 100 points. However, in alternate game modes (such as customized forces or adding mercenary units) cost is an important factor.

## GAMEPLAY

The first player starts the game. On their turn, a player can perform a single **Move**, **Assault**, or **Summon**.

**Move:** A unit moves to an adjacent unoccupied tile. Units may “hop” one tile occupied by a friendly unit to reach an unoccupied tile.

Some units have special abilities that affect movement. These abilities are detailed under the **Unit Stat Sheets**.

**Assault:** A unit attacks an enemy unit. There are two kinds of assaults: **Close Assaults** and **Ranged Assaults**.

**Close Assaults:** To perform a close assault, the attacking unit moves onto an adjacent enemy's tile. The attacker declares **Melee** or **Arcane** combat, and each player rolls Offense and Defense dice based on the corresponding OFF and DEF values of their respective units. **Melee** may only be matched against **Melee**, while **Arcane** must be matched against **Arcane**. These rolls represent the attacker striking and the defender simultaneously counter-striking. Match Offense dice to Defense dice from highest to lowest, removing ties. The highest single die value determines if each strike succeeds.

*Example combat:*

*Attacker (OFF: 2, DEF: 2) – Offense: 6, 1 Defense: 3, 1*

*Defender (OFF: 1, DEF: 2) – Offense: 3 Defense: 4, 2*

*Attacker's strike (6, 1 strikes 4, 2): The attacker's 6 is the highest die value, so the strike succeeds. Defender's counter-strike (3 strikes 3, 1): The defender's 3 and the attacker's 3 cancel each other out. The attacker's 1 is the highest remaining die value, so the counter-strike fails.*

If one strike succeeds, the struck unit is captured and removed from the map. If both the strike and the counter-strike succeed, both units are captured and removed. If neither strike succeeds, the combat is a stalemate and the attacker returns to their tile.

**Re-rolls:** Some abilities and situations allow units to re-roll one or more dice before the assault resolves. Alternate re-rolls starting with the attacker, one at a time unless otherwise specified by a special ability.

Re-rolls granted by special abilities may be used first. Each unit may then use any **Situational** re-rolls. Each Situational re-roll affects one die, Offense or Defense, belonging to the re-rolling unit. The two sources of

Situational re-rolls are **Terrain Advantage** and **Assists**.

**Terrain Advantage:** Each unit's stat sheet lists an advantageous terrain type (Forest, Hill, etc...). Assaulting into that terrain type grants the attacker one Situational re-roll.

**Assists:** Each unit adjacent to the assaulted tile grants their ally (attacker or defender) one Situational re-roll. Adjacent bases grant allies two Situational re-rolls.

**Ranged Assaults:** To perform a ranged assault, the attacker chooses an adjacent enemy and declares **Ballistics** or **Arcane** combat. As with close assaults, like values must be matched. Ranged assaults differ from close assaults in the following ways:

- The attacker does not move into the defender's tile. Use the attacker's tile to determine Terrain Advantage for the attacker, and the defender's tile to determine Terrain Advantage for the defender.
- Use the defender's tile to determine Assists for both the attacker and the defender.

*Extended Range:* Some units use special abilities to make ranged assaults from even farther away. A defender cannot counter-strike unless a similar special ability extends their own range out to the attacker. Empty spaces with no tiles in them block line of sight and may not be counted in this way.

**Summon:** Instead of moving or assaulting, a player can summon a unit from their reserves and place it on an empty tile adjacent to their base. Summoning a unit onto a water tile does not require a drowning check. A player can send a unit back to their reserves by moving the unit onto their base.

**Water Tiles:** When moving to a water tile, roll a die. On a 1-3, the unit “drowns”. Remove the unit from the board and add it to the units captured by your opponent. When close assaulting into a Water tile, perform this check before combat starts.

## WINNING THE GAME

To win, a player must either capture their opponent's entire force or assault and defeat their opponent's base.

**Assaulting Bases:** When assaulted, bases always defend with 3 Defense dice. Adjacent allied units can grant Assists to bases.