

Senariæ Nebulæ

A board & dice game inspired by Tetra Master (Quadmist) from *Final Fantasy IX*.

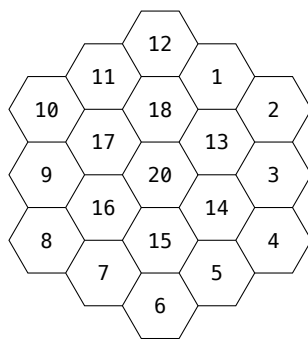
KOTENDO

21 June 2026

This is a game for two players using a hexagonal grid with nineteen hexagonal spaces. Six twelve-sided dice, two eight-sided dice, two six-sided dice and twelve tokens to mark the player's controlled hexes on the board are required for each, as well as one twenty-sided die for the board. The player places pieces on the board, attempting to capture pieces of the opponent. The player with the most after all are placed wins.

Before each match, the board configuration is determined by rolling a twenty-sided die one to six times. For each, except 19, block the indicated position on the board from piece placement. If the same is rolled again, remove the block.

Each player has a set of six hex pieces (a 'hand of cards') made as follows. Determine the hex-sides that can capture adjacent hexes: either by rolling two eight-sided dice twice taking the lower value for each digit on the table below, or by rolling one six-sided die one to six times (if the same is rolled, remove the side). The hexadecimal number for the binary encoding of the configuration is provided in the table simply to aid notation. Then, determine the attack and defence values by rolling two six-sided dice and taking the lesser for each.



To place a piece on the board, a player token is placed and the hex-sides and values are marked, either writing on the board or with extra dice. If a set of dice is used, coloured dice should be used to differentiate these the values from each other. Paper pieces of differently coloured sides with the values written on each might also be used. Each player takes turns placing hexes on the board in any unblocked space. *Once placed, a piece may switch player but not change otherwise.*

The interaction between placed pieces and those adjacent proceeds as follows. If there are several sides marked on the placed piece, the player chooses the side from which to start. If the opposing hex-side *is not* marked, the hex is captured automatically by the attacker, except for the one with no marks (00) which always defends but cannot attack. If the opposing hex-side *is* marked, there is a contest: The attacker rolls a number of twelve-sided dice equal to the attack value and the defender that with the defence value. The player with the highest value among all dice wins, and the winner captures the opposing hex. More than one die of the same value has no significance; both players having equal highest values results in a draw. When a hex is captured, the token is changed to that of the opponent.

The winner *also* captures adjacent hexes at unopposed marked sides. While

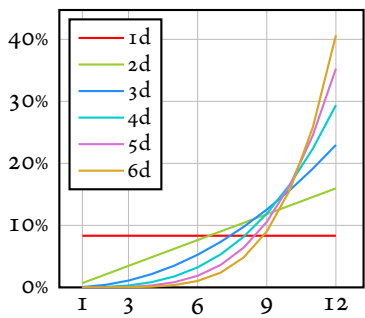
a victorious attacker may continue with contested attacks as desired, a victorious defender may *not*. After the first successful capture, an attacker may check any additional hex-sides in whatever order, as well as from any other controlled hexes, using values of those hexes, so long as attack hex-sides connect from the starting hex of that turn, in order of proximity to it. This continues until the turn player can no longer attempt to capture hexes, or decides to stop and end the turn.

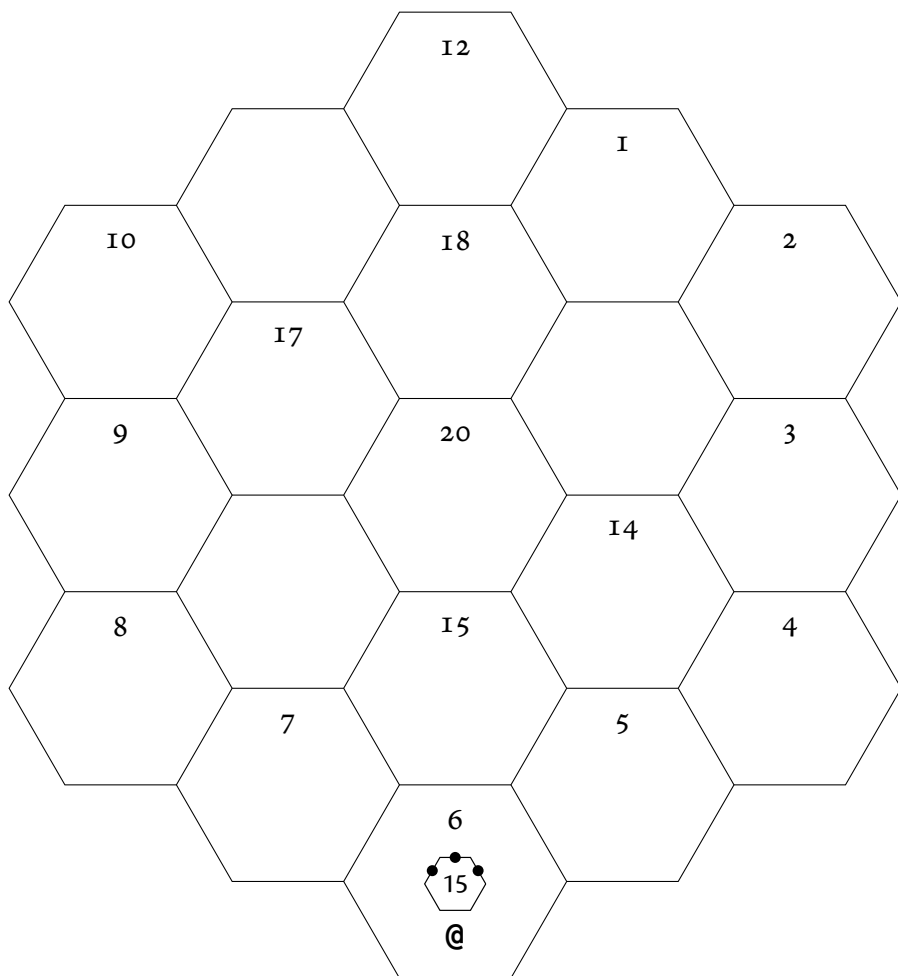
Each round one piece must be placed by each player. To win, one player must finish with more captured hexes than the other.

After completion for subsequent matches, the winner can choose to take one from the captured set; if the winner captures all, then all can be taken. Also, the winner may level up the original six pieces by rolling one six-sided die for each, to a maximum of six: upon rolling 1, the attack is incremented; upon 2 the defence. On a tie, each player may roll a twelve-sided die for this. Blocked hexes are reset and determined anew. The six pieces in play should be designated before starting, rolling new ones if fewer remain.

1I		2I		3I		4I		5I		6I		7I		8I	
12		22		32		42		52		62		72		82	
13		23		33		43		53		63		73		83	
14		24		34		44		54		64		74		84	
15		25		35		45		55		65		75		85	
16		26		36		46		56		66		76		86	
17		27		37		47		57		67		77		87	
18		28		38		48		58		68		78		88	

Victory Probability (%)		DEFENCE					
ATTACK	nd	1	2	3	4	5	6
	1	<u>45.8</u>	29.3	21.0	16.1	12.8	10.5
	2	62.4	<u>44.5</u>	53.7	59.8	64.2	67.4
	3	70.7	55.7	<u>42.5</u>	48.7	53.3	56.9
	4	75.6	59.8	48.7	<u>40.5</u>	45.1	48.7
	5	78.9	64.2	53.3	45.1	<u>38.6</u>	42.0
	6	81.2	67.4	56.9	48.7	42.0	<u>36.6</u>





Round 1 Turn @

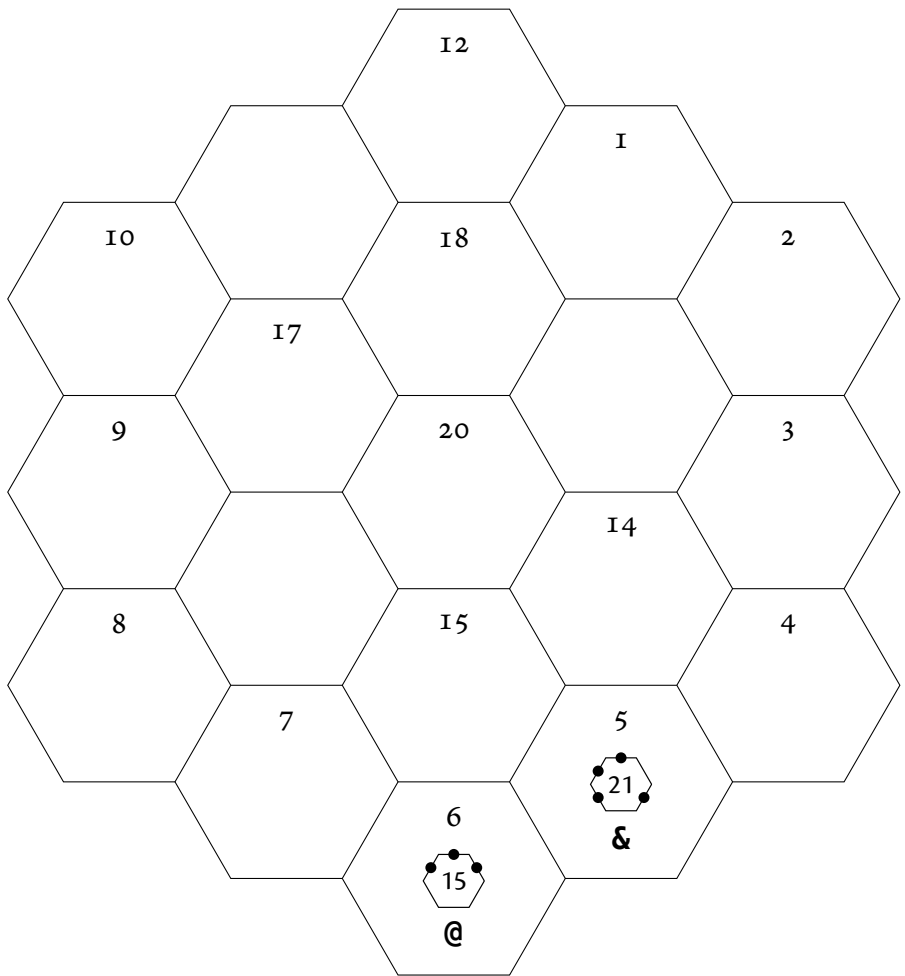
@ 1, & 0

Place  at 6.



This is a sample game with the pieces below, turn by turn in the following pages. The first player is @; the second is &. Unnumbered hexes are blocked. The state of the board on each page is after the new piece is placed but before the subsequent contests and captures. The numbers in the hexes are the attack and defence values, not hexadecimal binary code for the hex-sides.

@       |       &



Round 1 Turn &

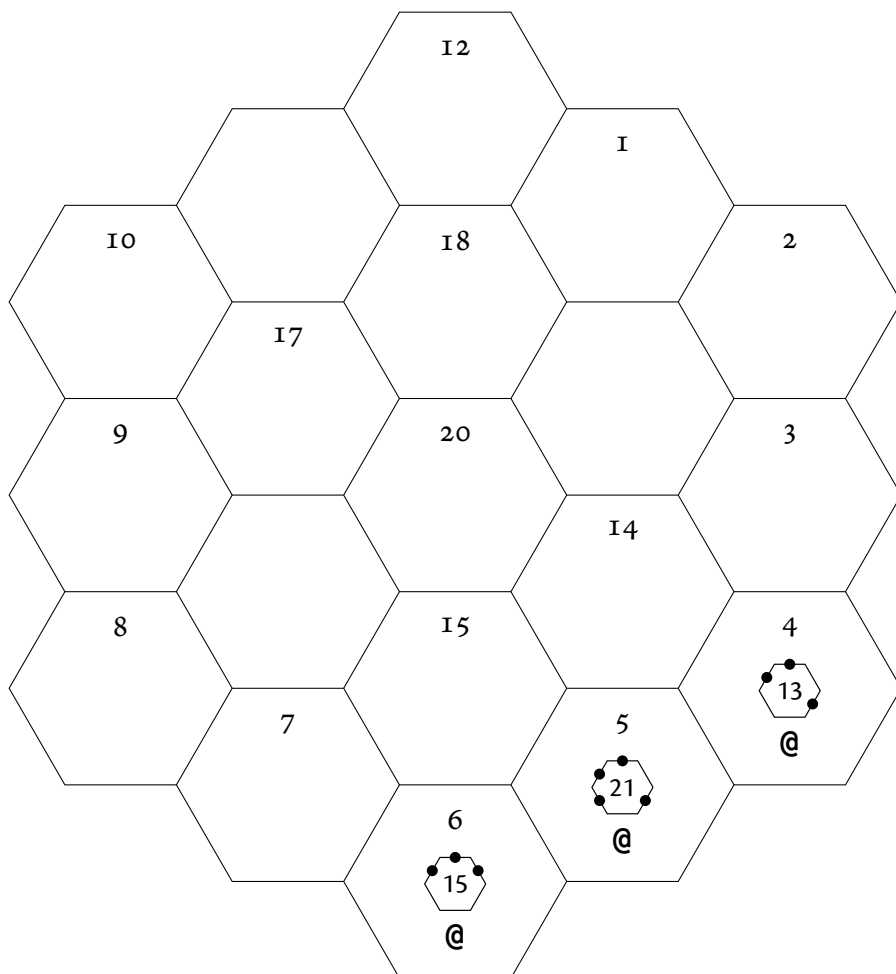
@ 1, & 1

Place 21 at 5.

Contest between hex 5 attack 2 × hex 6 defence 5.

Attacker & 2: 7 2. Defender @ 5: 5 10 4 2 5.

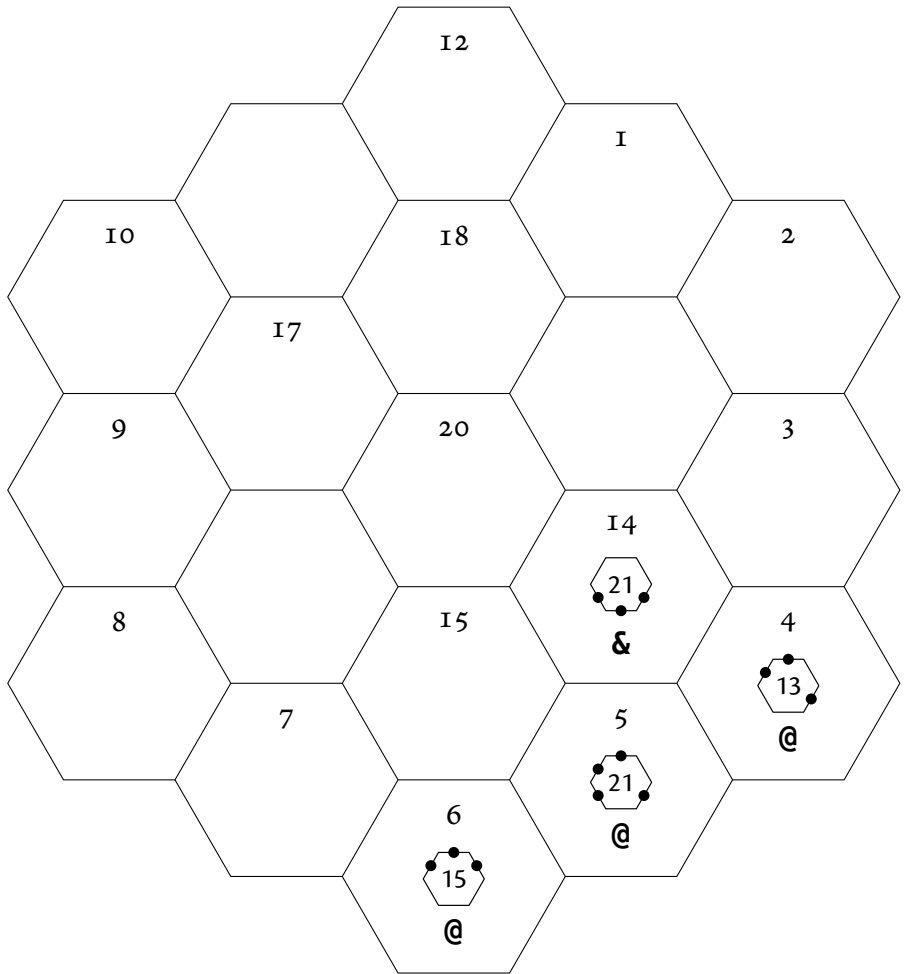
Defender @ captures hex 6.



Round 2 Turn @

Place  at 4.

@ 3, & o



Round 2 Turn &

@ 3, & 1

Place  at 14.

Contest: hex 14 attack 2 × hex 5 defence 3.

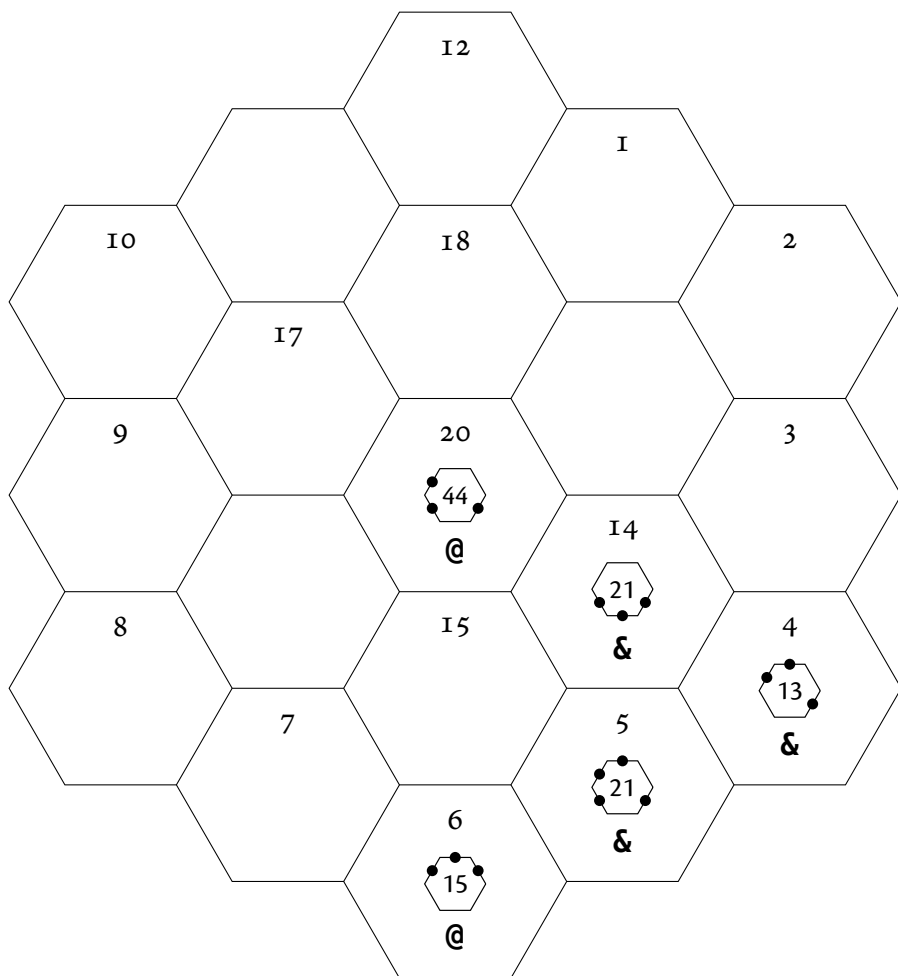
Attacker & 2: 12 3. Defender @ 3: 9 4 6. Attacker & captures hex 5.

Contest: hex 5 attack 2 × hex 6 defence 5.

Attacker & 2: 10 1. Defender @ 5: 5 1 10 6 3. *Tie*.

Contest: hex 14 attack 2 × hex 4 defence 3.

Attacker & 2: 8 2 4. Defender @ 3: 4 1. Attacker & captures hex 4.



Round 3 Turn @

@ 2, & 3

Place  at 20. Attacker captures hex 14 *uncontested*.

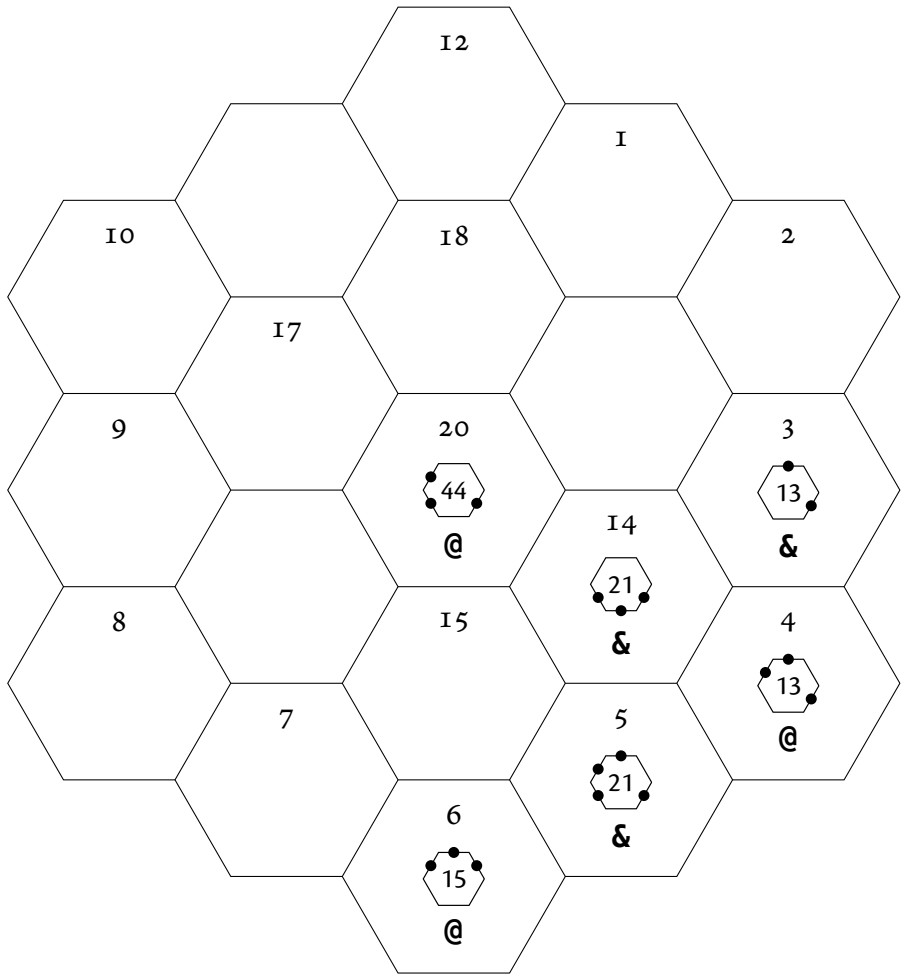
Contest: hex 14 attack 2 × hex 4 defence 3.

Attacker @ 2: 9 6. Defender & 3: 3 8 6. Attacker @ captures hex 4.

Contest: hex 14 attack 2 × hex 5 defence 1.

Attacker @ 2: 3 5. Defender & 1: 6. Defender & captures hex 14.

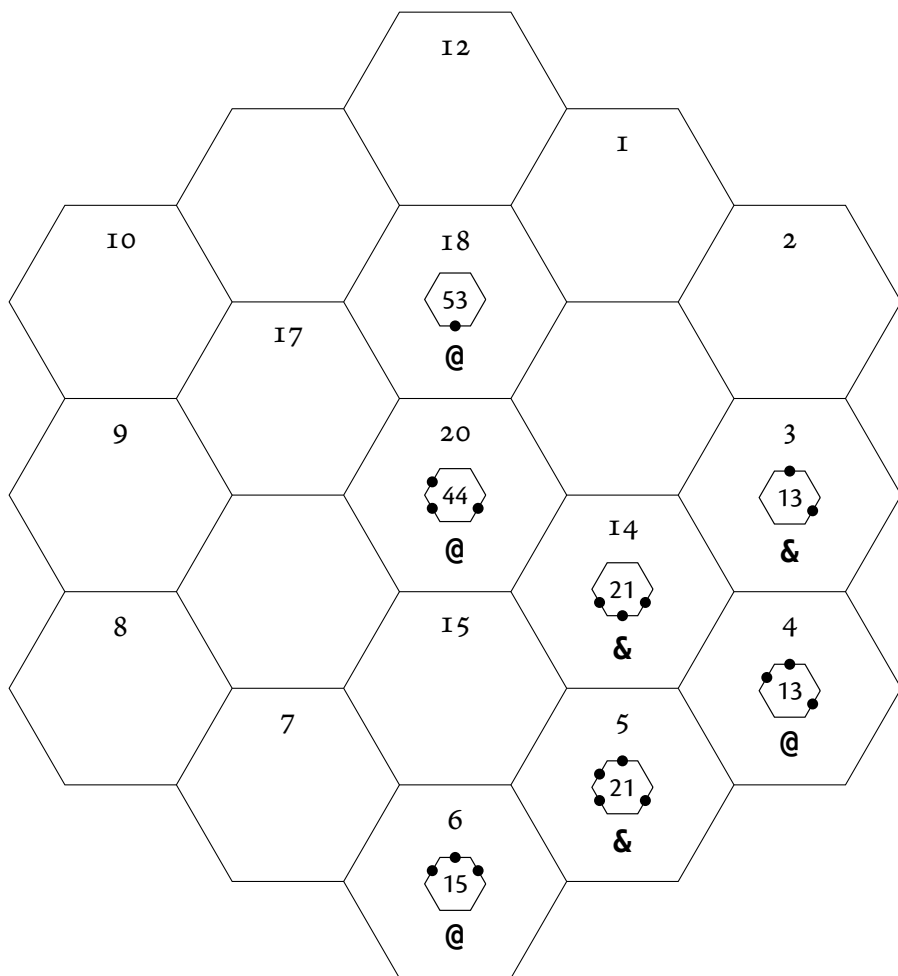
Defender & cannot attack hex 5 as it is contested by the adjacent side.



Round 3 Turn &

Place  at 3.

@ 3, & 3



Round 4 Turn @

@ 4, & 3

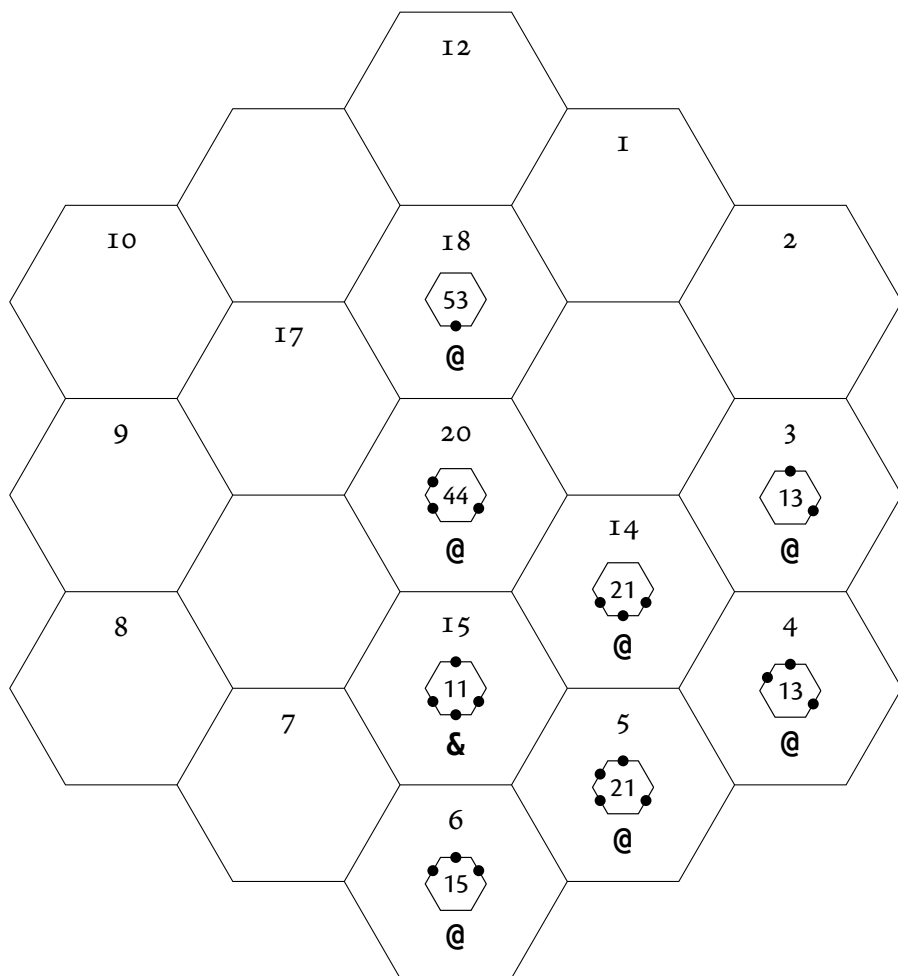
Place  at 18.

Attacker @ via hex 20 captures hex 14 *uncontested*.

Contest: hex 14 attack 2 × hex 5 defence 1.

Attacker @ 2: 5 10. Defender & 1: 9. Attacker @ captures hex 5.

Attacker @ via hex 4 captures hex 3 *uncontested*.



Round 4 Turn &

@ 7, & 1

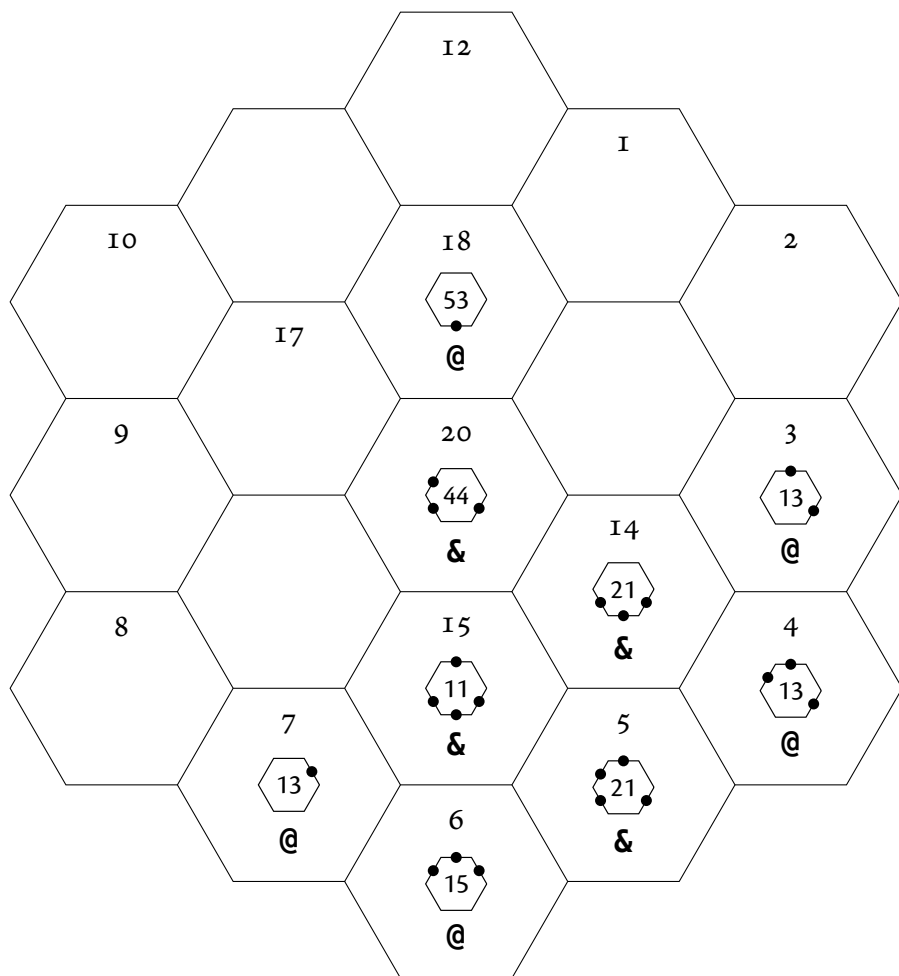
Place  at 15. Attacker & captures hex 20 *uncontested*.

Attacker & via hex 20 captures hex 14 *uncontested*.

Contest: hex 14 attack 2 × hex 5 defence 1.

Attacker @ 2: 13. Defender & 1: 2. Attacker @ captures hex 5.

Attacking hex 6 is risky due to high defence. End turn.



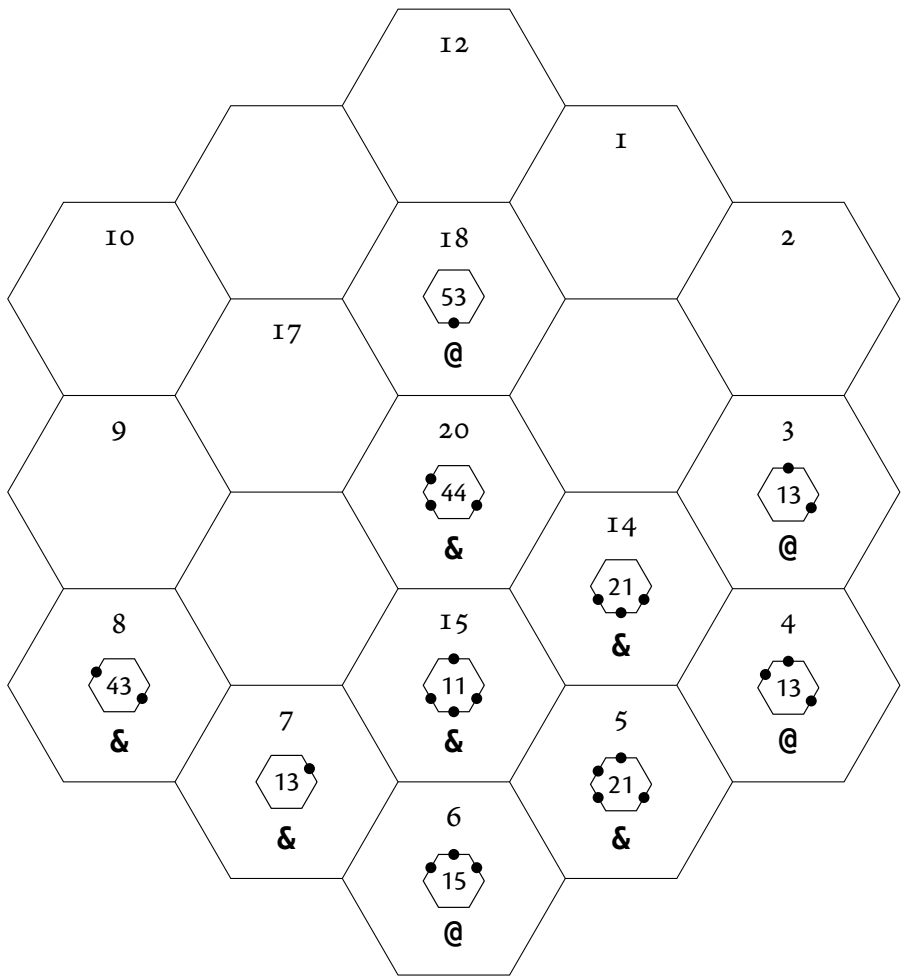
Round 5 Turn @

@ 5, & 4

Place  at 7.

Contest: hex 7 attack 1 × hex 15 defence 1.

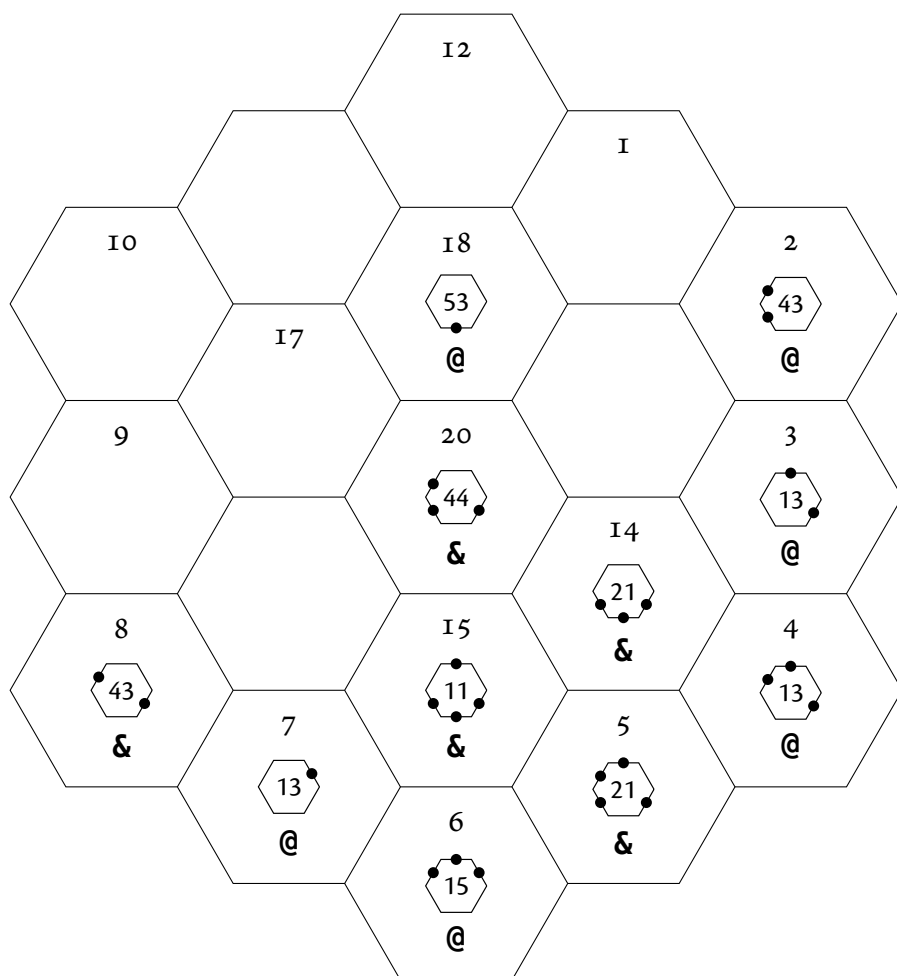
Attacker @ 1: 6. Defender & 1: 10. Defender & captures hex 7.



Round 5 Turn &

Place  at 8.

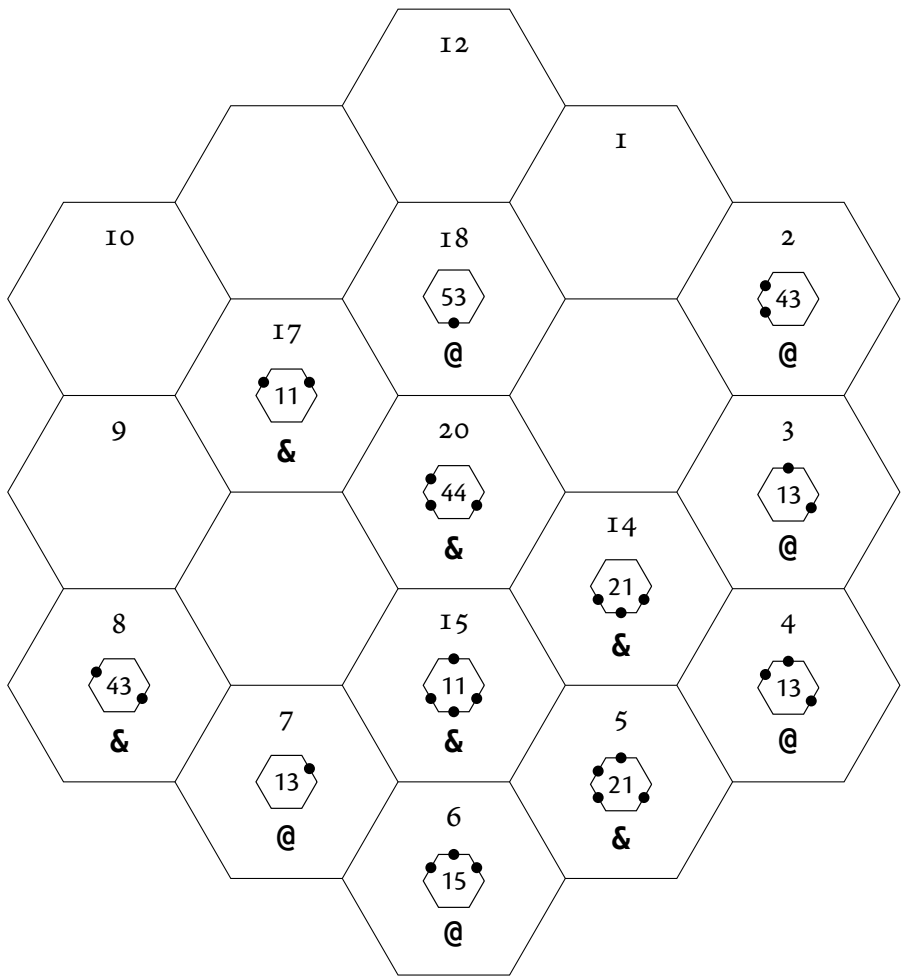
@ 4, & 6



Round 6 Turn @

Place 43 at 2.

@ 6, & 5



Round 6 Turn &

@ 6, & 6

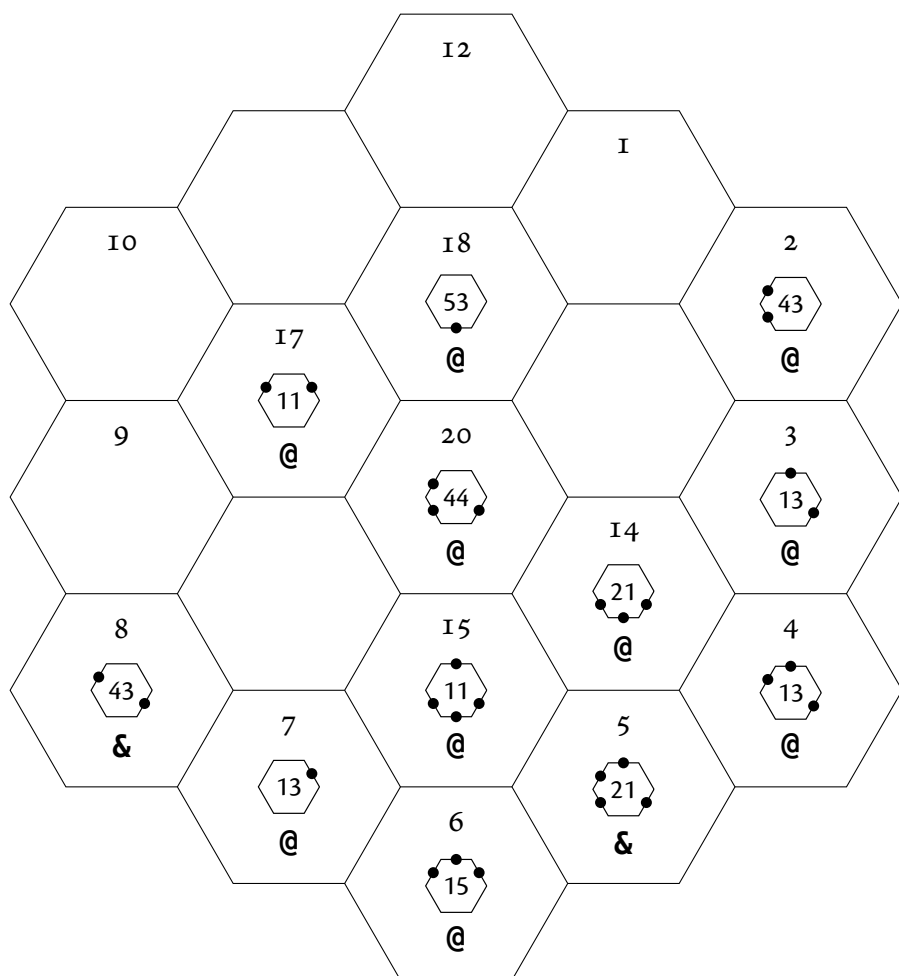
Place  at 17. Attacker & captures hex 18 *uncontested*.

Victory of & is all but certain; hex 8 is protected from capture, so total victory or defeat is impossible. But choosing to attack hex 4 results in defeat for &:

Contest: hex 14 attack 1 × hex 4 defence 5.

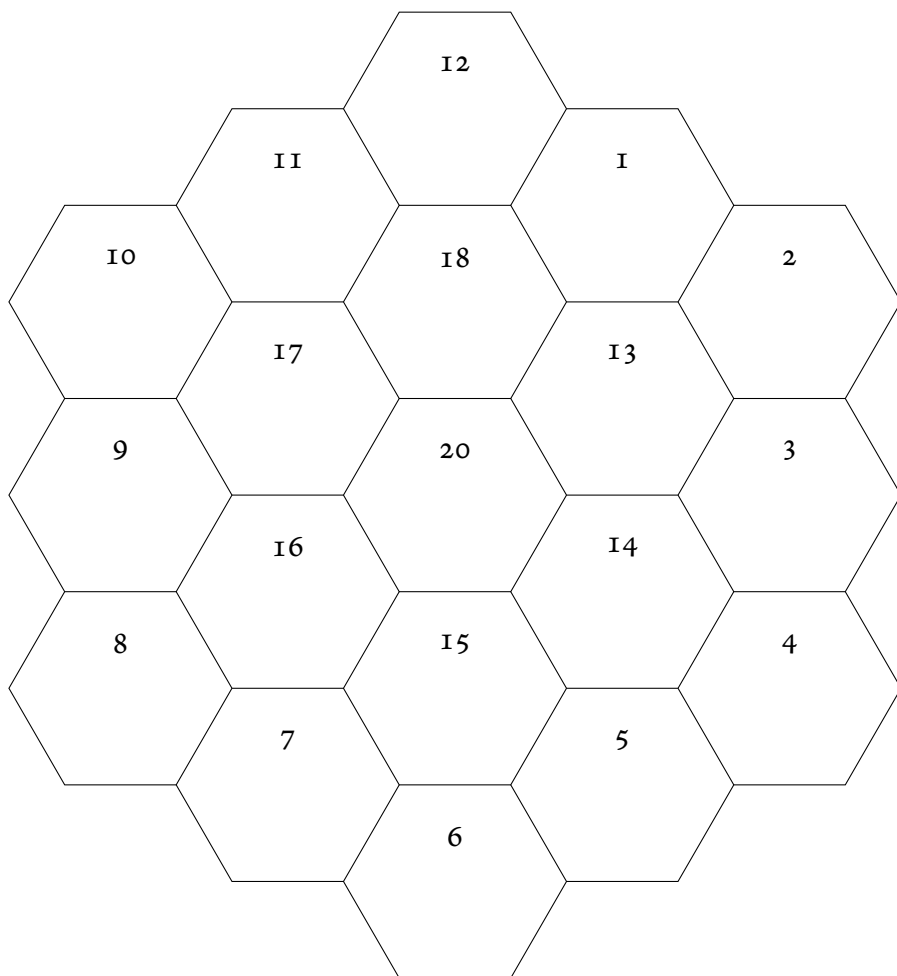
Attacker & 1: 8. Defender @ 3: 6 10 1.

Defender @ captures hex 14, then *uncontested* hexes 15, 20, 17, 18.

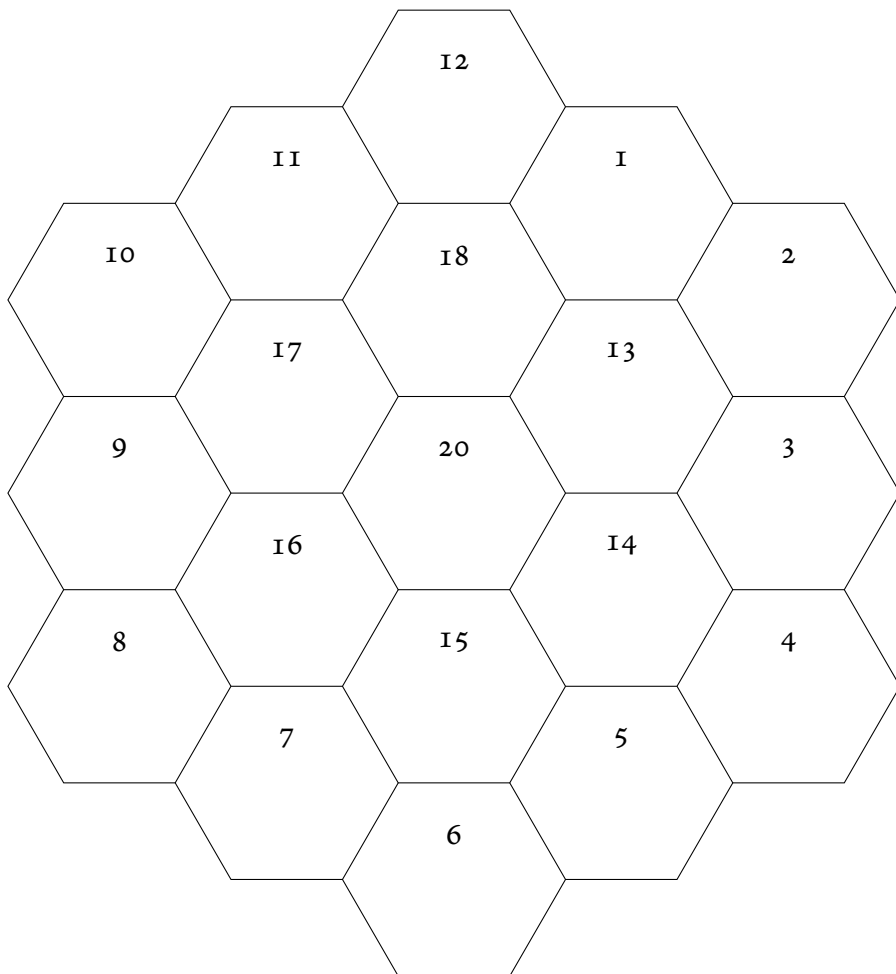


Result

@ 10, & 2



11	08	21	08	31	18	41	18	51	28	61	28	71	38	81	38
12	01	22	09	32	11	42	19	52	21	62	29	72	31	82	39
13	02	23	0A	33	12	43	1A	53	22	63	2A	73	32	83	3A
14	03	24	0B	34	13	44	1B	54	23	64	2B	74	33	84	3B
15	04	25	0C	35	14	45	1C	55	24	65	2C	75	34	85	3C
16	05	26	0D	36	15	46	1D	56	25	66	2D	76	35	86	3D
17	06	27	0E	37	16	47	1E	57	26	67	2E	77	36	87	3E
18	07	28	0F	38	17	48	1F	58	27	68	2F	78	37	88	3F



I	00	08	10	18	20	28	30	38
2	01	09	11	19	21	29	31	39
3	02	0A	12	1A	22	2A	32	3A
4	03	0B	13	1B	23	2B	33	3B
5	04	0C	14	1C	24	2C	34	3C
6	05	0D	15	1D	25	2D	35	3D
7	06	0E	16	1E	26	2E	36	3E
8	07	0F	17	1F	27	2F	37	3F
I	2	3	4	5	6	7	8	

