

Utala: KAOS 9

A 2-player tactical grid combat card game.

Objective

Be the first player to achieve **3 Rocketmen in a row** (horizontal, vertical, or diagonal).

If no player achieves 3-in-a-row after all combat resolves, the player controlling the **most squares** wins.

Components

- One standard 52-card deck
- One token (Joker or coin)
- A 3x3 grid (real or imagined)

Card Roles

Rocketmen (2–10) – Units placed on the board. The number equals its Power. Cards 2, 3, 9, 10 are placed face-down.

Weapons (A, K, Q, J) – Each player has 4. Single use. First played = Rocket (attack). Played in response = Flare (defense). All ranks interchangeable.

Kaos Deck – Each player uses a full A–K suit (A=1). Shuffled. Used to resolve combat. Discards remain visible.

Setup

- Each player chooses a suit.
- Take Rocketmen (2–10) and Weapons (A, K, Q, J) from that suit.
- Choose a different full suit (A–K) as your Kaos deck.
- Shuffle Kaos decks separately.
- Decide first player.
- Give the Joker token to one player (typically Player 2).

Phase 1 – Placement

- Players alternate placing one Rocketman on any empty square.
- Cards 2, 3, 9, 10 must be placed face-down.
- Squares may become contested (one Rocketman from each player).
- No combat occurs during placement.
- Continue until all 9 squares are filled.

Phase 2 – Dogfights

A dogfight occurs in every contested square.

Resolve one square at a time (recommended order: center → edges → corners).

Flip any face-down cards before resolving.

Dogfight Resolution

Step 1 – Acting Order

Lower Power acts first. If equal Power, Joker holder acts first and then passes the Joker.

Step 2 – Weapon Exchange

Underdog may attack (Rocket) or pass. Opponent may defend (Flare), counter-attack, or pass as appropriate. If both pass, proceed to Kaos Resolution.

Step 3 – Weapon Outcomes

Undefended Rocket: draw 1 Kaos card. 7–13 = Hit (target removed). 1–6 = Miss.

Rocket vs Flare: both discarded, proceed to Kaos.

Step 4 – Kaos Resolution

Each remaining Rocketman draws 1 Kaos card. Total Power = Rocketman + Kaos value. Higher total wins. Tie = both removed.

Winning

After each dogfight resolves, check for 3-in-a-row. If achieved, that player wins immediately.

If all dogfights resolve with no 3-in-a-row, the player controlling the most squares wins. Equal control = draw.

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