

Stellar Virtue

A Cooperative Board Game by Zoseco

Version 1.0

Stellar Virtue Game Board



Player Ship Token

Health: [] [] []

Charge: [] [] [] (Dmg: 1/2/3)

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Player Ship Token

Health: [] [] []

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Player Ship Token

Health: [] [] []

Charge: [] [] [] (Dmg: 1/2/3)

Enemy Ship Token

Health: [] []

Enemy Ship Token

Health: [] []

Enemy Ship Token

Health: [] []

Enemy Ship Token

Health: [] []

Enemy Ship Token

Health: [] []

Enemy Ship Token

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Enemy Action

Advance: Move all enemy ships one sector toward the nearest base.

Enemy Action

Assault: All enemy ships attack; spawn 1 new ship.

Enemy Action

Flank: Move half the enemy ships (round up) two sectors toward a base.

Enemy Action

Regroup: Move all enemy ships one sector away from bases.

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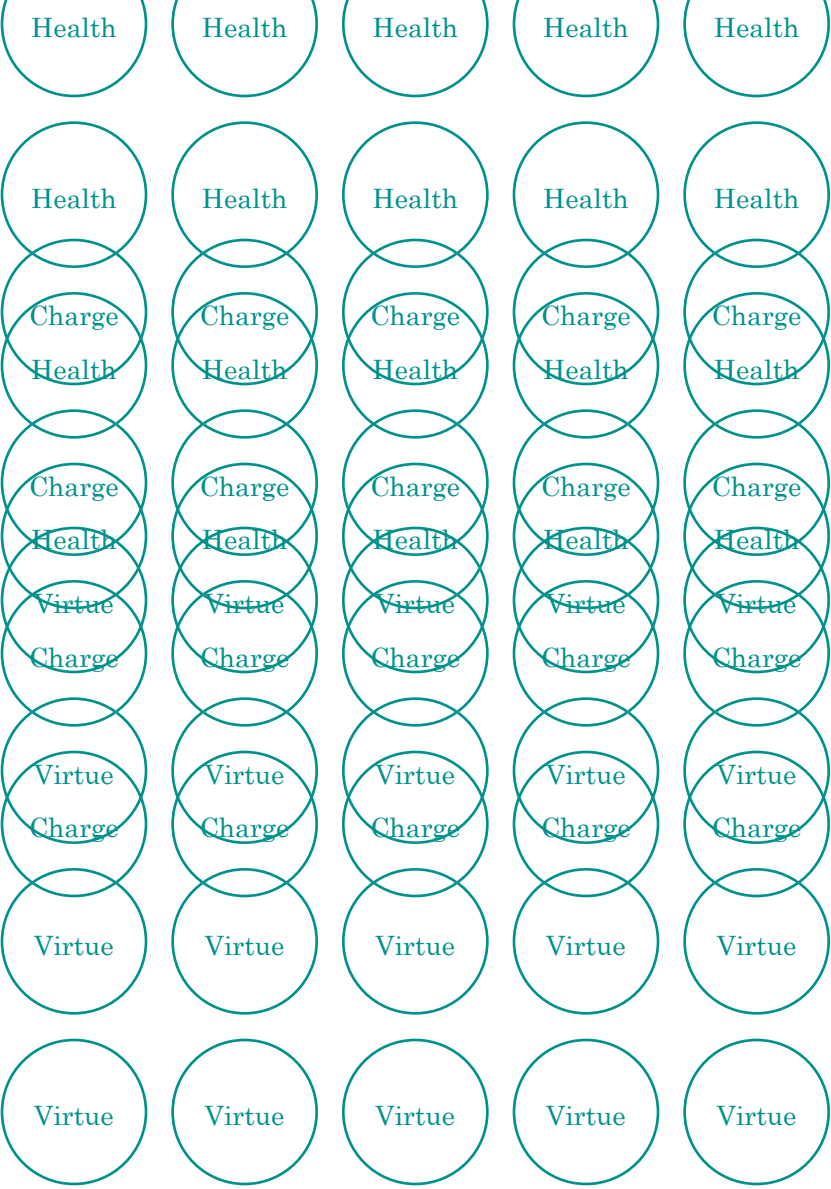
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Stellar Virtue: How to Play

Stellar Virtue is a cooperative game where players command virtuous AI fleets to defend human colonies from rogue AI ships. The game lasts 9 days, starting on Friday, with each day offering 7 turns (except Sundays, which are special).

Setup: Place the game board, assign player bases, and set up ships and markers. Randomly determine the start day (e.g., roll a die or draw a card).

Gameplay: Each day, players take 7 turns to move, attack, charge, repair, or pray. Charging increases attack damage (e.g., 1 charge = 2 damage, 2 charges = 3 damage). On Sundays (Lord's Days), players rest—no moving or attacking—but may pray to gain virtue points or use them for special abilities, making it a day of renewal.

Cycle: Starting on Friday, play 9 consecutive days. If Friday is early in the week, you may encounter two Sundays, enhancing strategic depth.

Winning: Survive all 9 days without any base destroyed. Bonus for defeating 20 enemy ships.