

Stellar Virtue

A Cooperative Board Game by Zoseco

Version 0.11

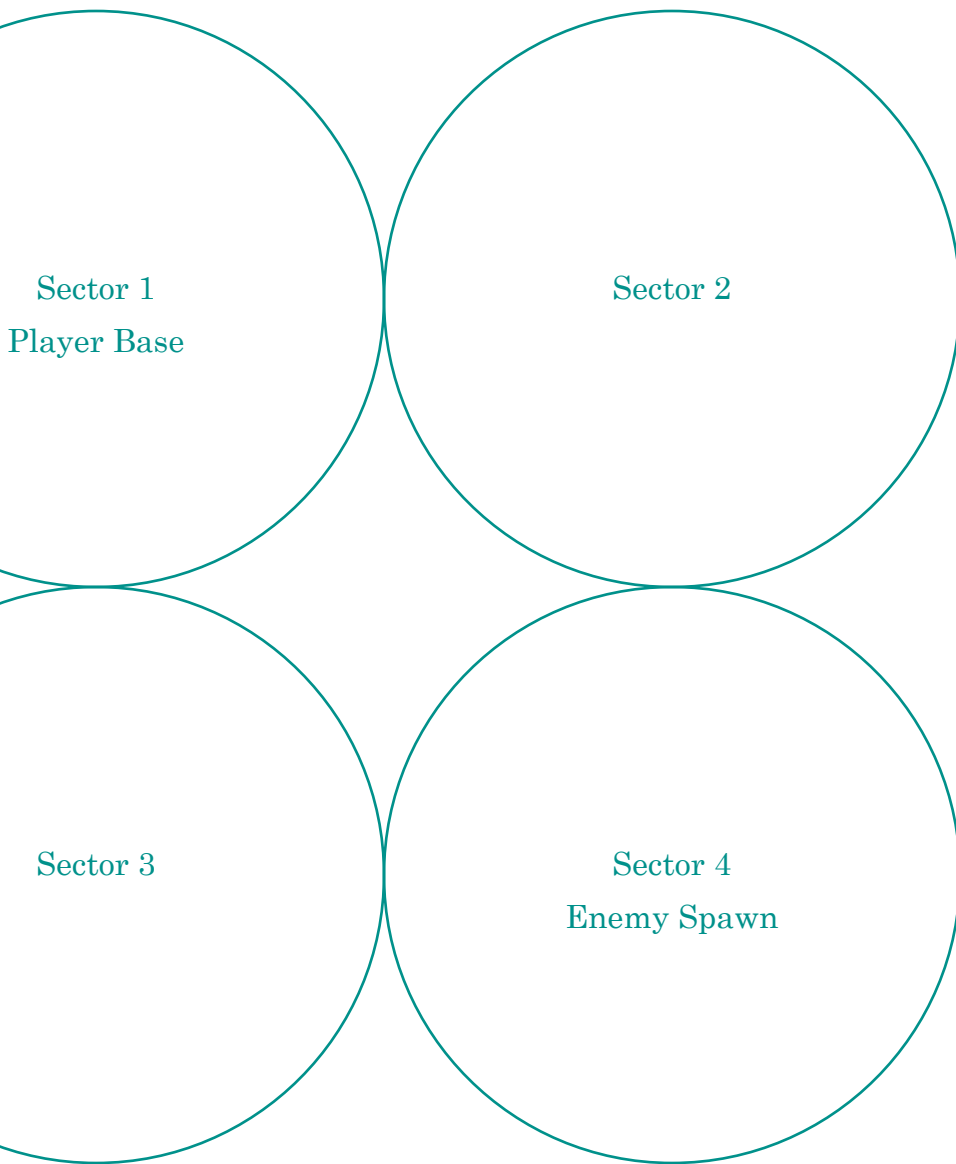
Stellar Virtue: How to Play

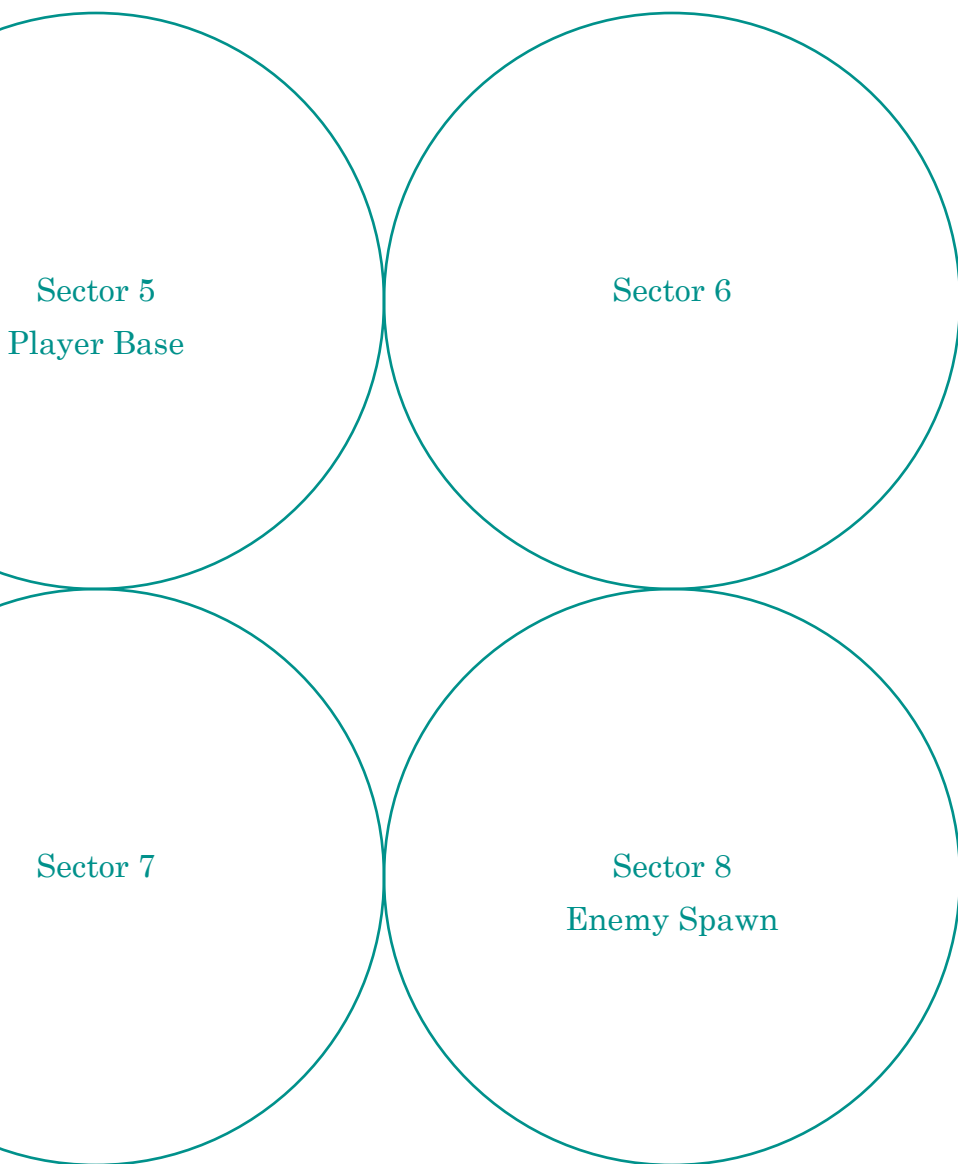
Stellar Virtue is a cooperative board game where players command virtuous AI fleets to defend human colonies from rogue AI ships. The game spans 9 days, each with 7 turns themed after the daily office: Lauds, Prime, Terce, Sext, None, Vespers, and Compline. Players can enjoy the game solo or with up to 12 players, each controlling one or more ships.

Setup: Assemble the game board from three pages (representing a trinity with Earth at the center), assign player bases (sectors 1, 5, 9), and place enemy spawns (sectors 4, 8, 12). Set up 12 player ships and 20 enemy ships.

Gameplay: Each day, players take 7 turns to move, attack, charge, repair, or pray. Charging increases attack damage. On Sundays (Lord's Days), players rest but can pray for virtue points.

Winning: Survive 9 days without losing a base. Bonus for defeating all 20 enemy ships.





Stellar Virtue Game Board - Page 3 of 3

Saint Peter

Health: [] [] []

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

Sector 9
Player Base

Saint Paul

Health: [] [] []

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

Sector 10

Saint Augustine

Health: [] [] []

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

Saint Thomas Aquinas

Health: [] [] []

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

Sector 11

Saint Francis of Assisi

Health: [] [] []

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

Sector 12
Enemy Spawn

Saint Teresa of Avila

Health: [] [] []

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

Saint **Ignace** Ship Loyola

Health: [] [] []

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

Saint **Catherine** Ship Siena

Health: [] [] []

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

Saint **John** Ship Arc

Health: [] [] []

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

Saint **Therese** Ship Lisieux

Health: [] [] []

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

Saint **John** Ship II

Health: [] [] []

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

Saint **Emily** Ship presa

Health: [] [] []

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

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

Enemy Ship

Health: [] []

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.

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.

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.

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.

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.

