

Stellar Virtue

A Cooperative Board Game by Zoseco

Version 0.12

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 24 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 24 enemy ships.

Turn Actions and Daily Office

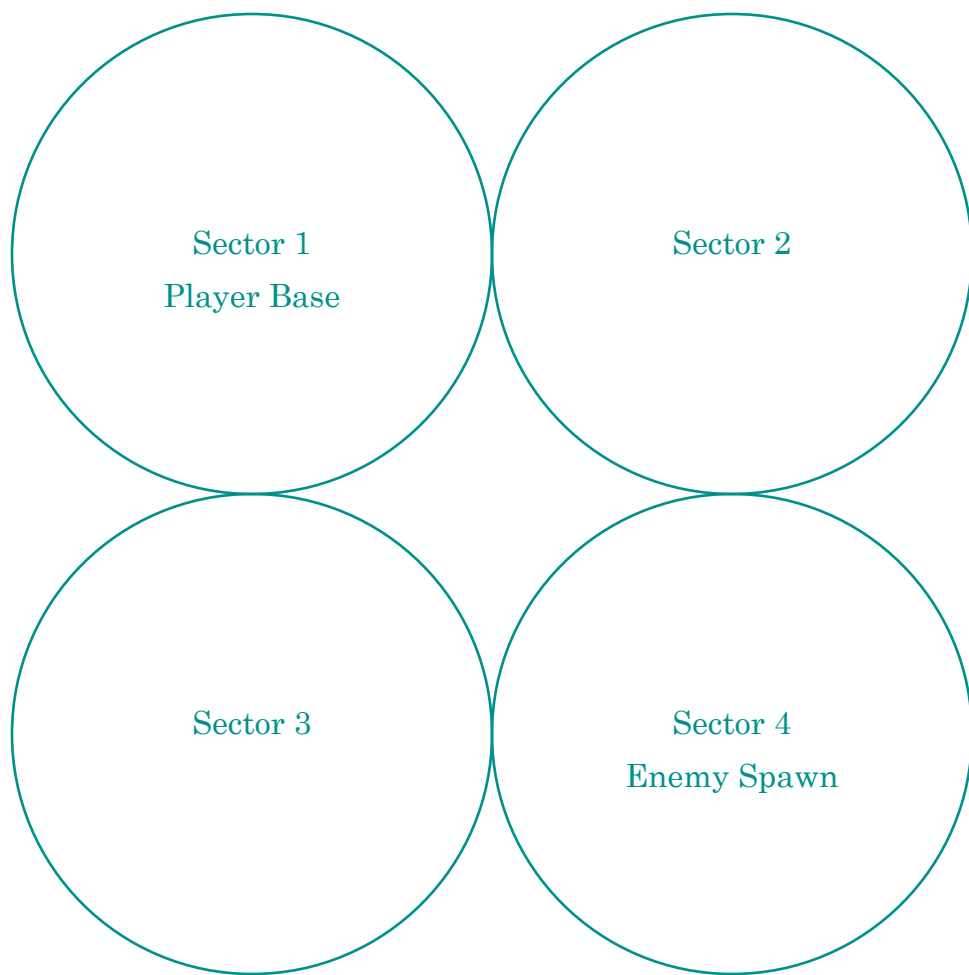
Each day consists of 7 turns, themed after the daily office:

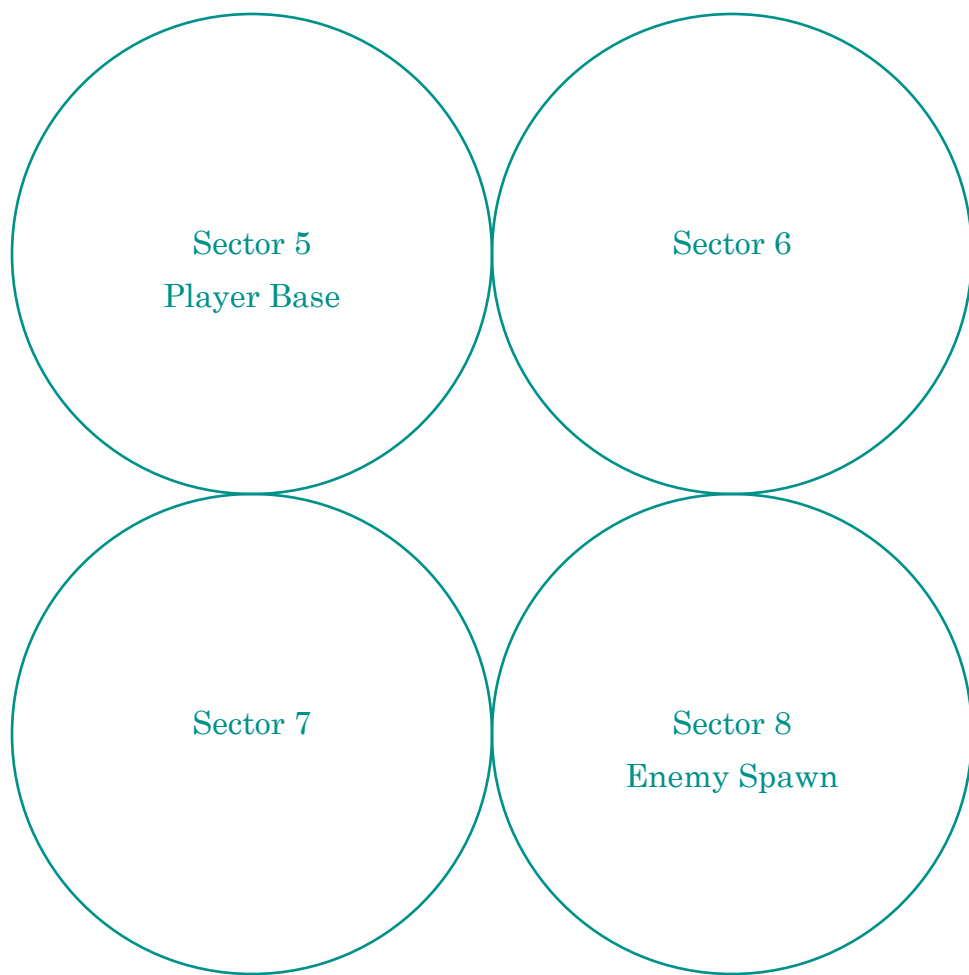
- Lauds: Morning prayer; gain 1 virtue point.
- Prime: Plan your strategy; draw a Catholic Action Card.
- Terce: Mid-morning; move or attack.
- Sext: Noon; charge or repair.
- None: Afternoon; pray or use a virtue ability.
- Vespers: Evening; reflect and prepare for the next day.
- Compline: Night; rest and heal 1 health per ship.

Players can customize their turns or use this as a guide for thematic play.

Customization Page

This page is for players to create their own custom cards, tokens, or rules. Use it to expand the game with your own ideas, such as new saint ships, enemy actions, or virtue abilities. Copy this page as needed to create more custom components.





Stellar Virtue Game Board - Page 3 of 3

Saint Peter

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

Sector 9

Player Base

Saint Paul

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

Sector 10

Saint Augustine

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

Saint Thomas Aquinas

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

Sector 11

Saint Francis of Assisi

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

Sector 12

Enemy Spawn

Saint Teresa of Avila

Player Ship Health: [] [] []
Charge: [] [] [] (Dmg:
1/2/3)

SaintElmartyShipLoyola

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

SaintCatherShip2Siena

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

SaintInyaShipArc

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

SaintElmartyShipLasieux

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

SaintJohnShip5 II

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

SaintMartyShip6

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

Enemy Ship 7

Health: [] []

Enemy Ship 8

Health: [] []

Enemy Ship 9

Health: [] []

Enemy Ship 10

Health: [] []

Enemy Ship 11

Health: [] []

Enemy Ship 12

Health: [] []

Enemy Ship 13

Health: [] []

Enemy Ship 14

Health: [] []

Enemy Ship 15

Health: [] []

Enemy Ship 16

Health: [] []

Enemy Ship 17

Health: [] []

Enemy Ship 18

Health: [] []

Catholic Action 1

Pray the Rosary [Gain 2 virtue points.

Catholic Action 2

Act of Charity: Heal all ships in one sector by 1 health.

Catholic Action 3

Confession: Remove one enemy ship from the board.

Catholic Action 4

Fast: Skip turn to gain 3 virtue points.

Catholic Action 5

Almsgiving: Donate virtue points to another player.

Catholic Action 6

Lectio Divina: Gain 1 virtue point and draw a card.

Catholic Action

Pray the Rosary: Gain 2 virtue points.

Catholic Action

Act of Charity: Heal all ships in one sector by 1 health.

Catholic Action

Confession: Remove one enemy ship from the board.

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Catholic Action

Lectio Divina: Gain 1 virtue point and draw a card.

Enemy Action

Advance Movement: All enemy ships on interceptors toward the nearest base.

Enemy Action

Assault Carrier: If ships attack, is spawned to ship health.

Enemy Action

Flank Movement: All enemy ships (re ship from the sectors toward a base.

Enemy Action

Regroup Movement: All enemy ships on interceptors away from bases.

Enemy Action

Amplifying Enemy ship time played sectors heal player damage.

Enemy Action

Return to Base: Gain 2 new equipment and is in a sector.

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

Ambush: Enemy ships in player sectors deal double damage.

Enemy Action

Reinforce: Spawn 2 new enemy ships in a spawn sector.

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

Ambush: Enemy ships in player sectors deal double damage.

Enemy Action

Reinforce: Spawn 2 new enemy ships in a spawn sector.

Tokens

Enemy Action

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

Health

Health

Health

Health

Health

Health

Health

Health

Health

Enemy Action

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

Health

Health

Health

Health

Health

Health

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.

Health

Health

Health

Charge

Charge

Charge

Charge

Charge

Charge

Charge

Charge

Charge

Enemy Action

Ambush: Enemy ships in player sectors deal double damage.

Health

Health

Charge

Charge

Charge

Charge

Charge

Charge

Enemy Action

Reinforce: Spawn 2 new enemy ships in a spawn sector.

Charge

Charge

Charge

Charge

Charge

Virtue

Virtue

Virtue

Virtue

Virtue

Virtue

Virtue

Virtue

Virtue

Virtue