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

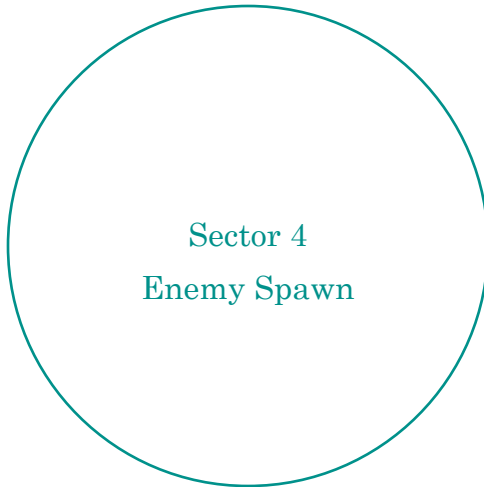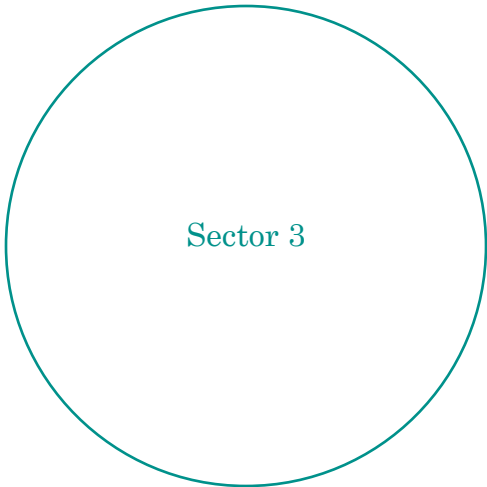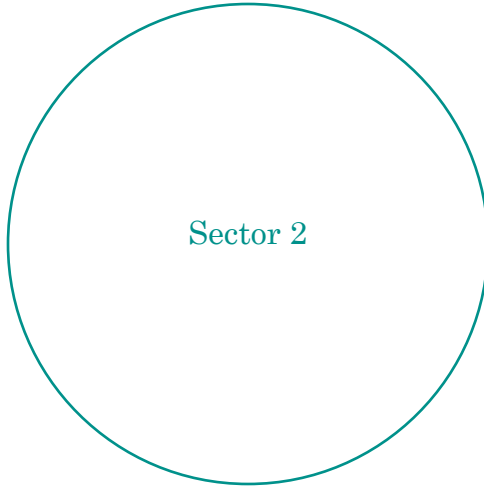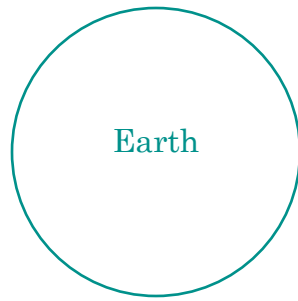Each day consists of 7 turns, themed after the daily office:
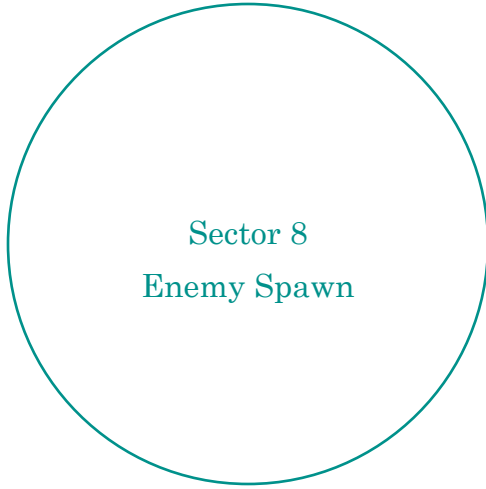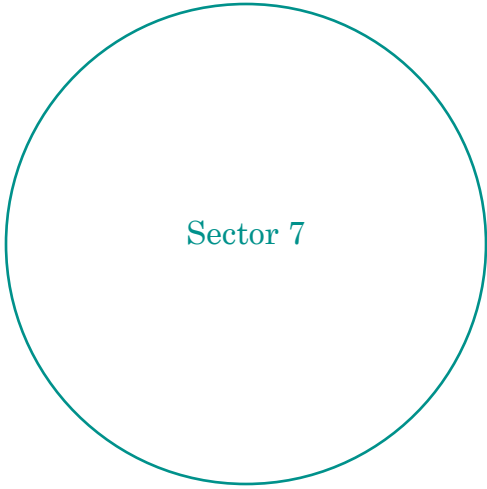- Lauds: Morning prayer; gain 1 virtue point.
- Prime: Plan your strategy; draw a Catholic Action Card.
- Terce: Mid-morning; move or attack.
- Sext: Noon; charge or repair.
- None: Afternoon; pray or use a virtue ability.
- Vespers: Evening; reflect and prepare for the next day.
- Compline: Night; rest 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.

Earth

Sector 1

Player Base

Sector 2

Sector 3

Sector 4

Enemy Spawn

Sector 5

Player Base

Sector 6

Sector 7

Sector 8

Enemy Spawn

Sector 9

Player Base

Sector 10

Sector 11

Sector 12

Enemy Spawn
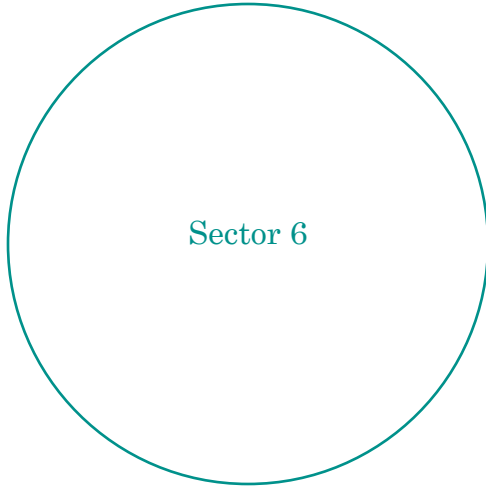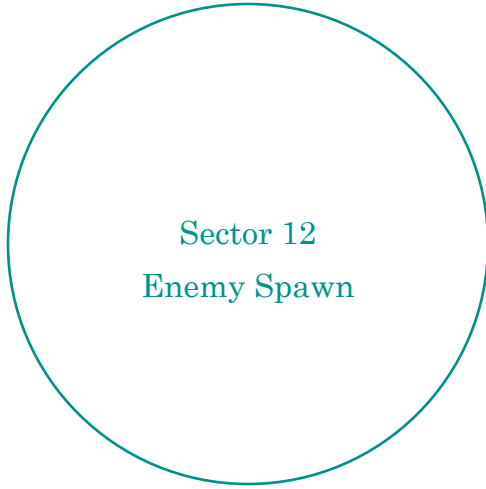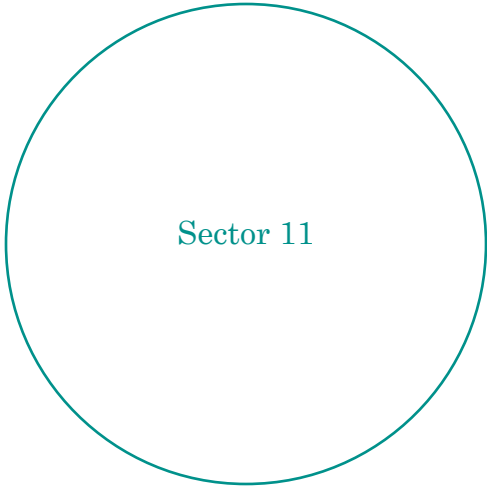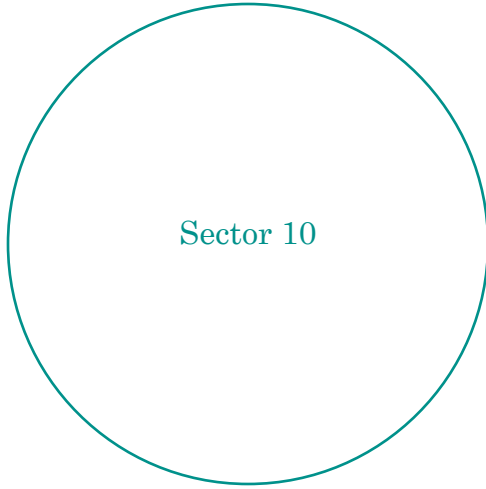
Saint Peter

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

Saint Paul

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

Saint Augustine

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

Saint Thomas Aquinas

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

Saint Francis of Assisi

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

Saint Teresa of Avila

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

Saint Ignatius of Loyola

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

Saint Catherine of Siena

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

Saint Joan of Arc

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

Saint Therese of Lisieux

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

Saint John Paul II

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

Saint Mother Teresa

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

Enemy Ship 1

Health: [ ] [ ]

Enemy Ship 2

Health: [ ] [ ]

Enemy Ship 3

Health: [ ] [ ]

Enemy Ship 4

Health: [ ] [ ]

Enemy Ship 5

Health: [ ] [ ]

Enemy Ship 6

Health: [ ] [ ]

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: [ ] [ ]

Enemy Ship 19

Health: [ ] [ ]

Enemy Ship 20

Health: [ ] [ ]

Enemy Ship 21

Health: [ ] [ ]

Enemy Ship 22

Health: [ ] [ ]

Enemy Ship 23

Health: [ ] [ ]

Enemy Ship 24

Health: [ ] [ ]

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.

Catholic Action

Fast: Skip a turn to gain 3 virtue points.

Catholic Action

Almsgiving: Donate virtue points to another player.

Catholic Action

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.

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Catholic Action

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

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.

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Tokens

Health	Health	Health	Health	Health
Health	Health	Health	Health	Health
Health	Health	Health	Health	Health
Health	Health	Health	Health	Health
Charge	Charge	Charge	Charge	Charge
Charge	Charge	Charge	Charge	Charge
Charge	Charge	Charge	Charge	Charge
Charge	Charge	Charge	Charge	Charge
Virtue	Virtue	Virtue	Virtue	Virtue
Virtue	Virtue	Virtue	Virtue	Virtue