

The logo for 'Stellar Conflict' is set within a dark, metallic, rectangular frame with ornate, riveted details. The word 'stellar' is in a light blue, sans-serif font, and 'CONFLICT' is in a larger, bold, blue, sans-serif font. A small, bright starburst is positioned to the right of the text.A circular emblem in the top right corner featuring a stylized Union Jack flag in red, white, and blue.

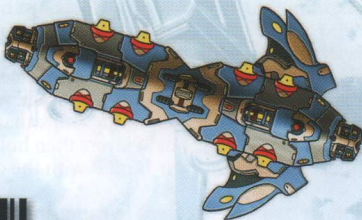
# stellar CONFLICT

*While attempting to revive various sectors of the galaxy, the forces of the Alliance come across several hostile races refusing to abandon their newly claimed territories. Such situations require military intervention. As expected, the resistance is strong.*

***Stellar Conflict*** is a quick card game of space combat for 2 to 4 players who control fleets of alien ships, fighting to dominate a sector of the Galaxy.

## 1 Contents

- 48 Damage tokens • 16 Cargo cubes • 12 Delay tokens
- 20 Wiss Ship cards • 20 Vak Ship cards • 23 Tetrakori Ship cards
- 20 Hexai Ship cards • 5 Asteroid cards • Rubber bands • Rulebook



## 2 Gameplay


The following rules are for the 2-player game. For 3 and 4 player games, check the corresponding section.



## 2.1 Setup

Choose a large, open table as your playing surface - the bigger it is, the better. We advise you to have a cloth on the table since cards may slide on a polished surface. Keep the included rubber bands, nearby. They are there to help you check your laser shots - use either the rubber band itself or its shadow to trace straight lines. When doing so, make sure not to disturb the cards in play, as their position will matter later.

Each player chooses a race to play with and takes all of that race's cards. He also receives all damage tokens from a color of his choice. Players agree on the scale of the battle:

**Dispute:**  credits | **Conflict:**  credits | **War:**  credits

## 2.2 Phases

The game is played in 4 phases:

A) Preparation    B) Deployment    C) Battle    D) Scoring

### 2.2.1 Preparation Phase

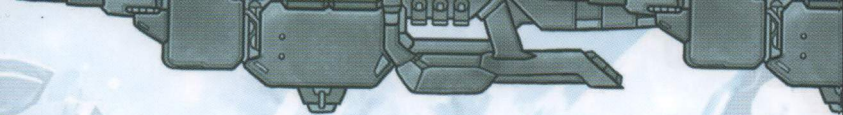
In the Preparation phase, the players secretly choose which of their fleet's ships will participate in the battle. The total credit value of the chosen ships must be equal to or less, than the credit value of the chosen battle.

After each player has finished choosing his cards, he shuffles them and forms a face-down pile in front of him. He then adds his race's Cargo ship on top of the pile and his Flag ship on the bottom of it. This will now be the deck he will be using during the game. All the remaining ships that will not be participating in the battle are returned in the box. Players then hold their deck face-down in one hand so that they can draw cards off it with the other.

Take a digital timer or a cellphone with a timer application and set it to a count-down based on the scale of the battle:

**Dispute:** 30 seconds    **Conflict:** 60 seconds    **War:** 120 seconds





### 2.2.2 Deployment Phase

All players play simultaneously.

When the countdown begins, both players draw immediately the top card of their deck and they play it anywhere on the table face-up, pointing in any direction they want and making sure it doesn't touch or overlap with another card. While a card is being played, the player may keep his finger on it and move it on the table or change its orientation in any way he likes. As soon as he lifts his finger from the card, the ship is considered to be deployed - the player may not touch it again to change its position or orientation.

The player then draws the next card from his deck and plays it, following the same rules. This goes on until the timer alarm goes off, at which point both players must immediately stop drawing cards.

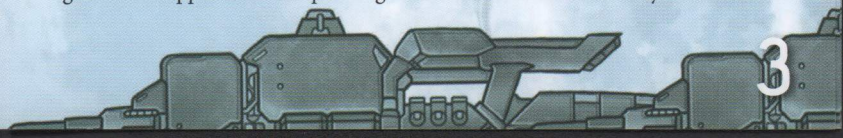
If they are in the process of playing a card, they immediately stop moving it and may either lift their finger, deploying it where it is, or choose to remove it and not deploy it at all. Return the rest of the cards in the player's deck to the box - they will not be used in the game.

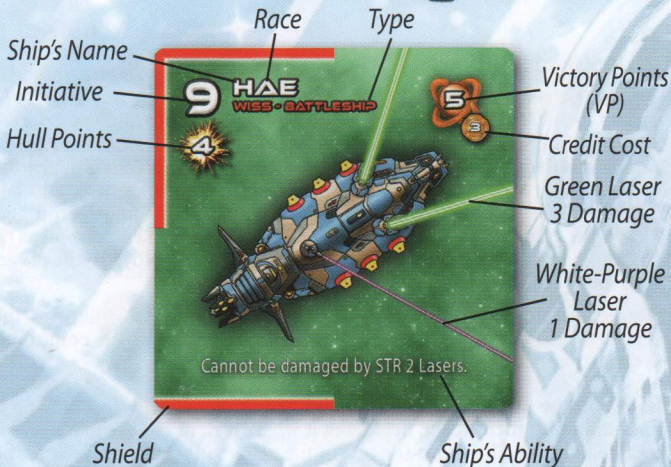
Players then put 8 Cargo tokens on each Cargo ship on table.

If you do not have access to a timer, or simply prefer it, you may use the *"original Light Speed's rules for deployment"*: Instead of using a timer, players start playing cards from their decks without any time limitations. When a player deploys his last card, he immediately calls "Stop!". The other player then immediately stops and may not play any more cards. The rest of his deck is returned to the box. Any cards that were already being played when "Stop!" was called, are either deployed exactly where they were or removed from the game as well.

### 2.2.3 Battle Phase

In this phase, based on their Initiative, ships fire their lasers with the ships with the lower Initiative (faster) going first. When a laser hits a ship, it damages or destroys it. When it hits a Cargo ship, it "steals" cargo off it. Destroyed ships go into the opponent's "kill pile" regardless of whose lasers destroyed them.





## Initiative

The number in the top left corner of a ship is the Initiative. Lower numbers shoot first, and ships of the same Initiative fire at the same time. This means that a ship with a higher Initiative may even be destroyed before it gets a chance to shoot.

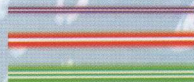
## Victory Points (VP)

VP represent the value of the ship once destroyed.

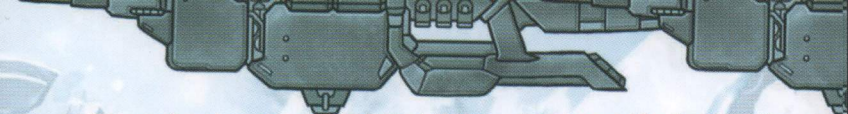
## Shooting

There are three basic sizes of laser beams:

- Thin White laser with Purple aura - **1 damage**
- Medium Red laser - **2 damage**
- Thick Green-White laser - **3 damage**







When you fire a laser, extend the line of that weapon using a rubber band until it hits any part of another card or leaves the table. All ships are assumed to be the entire size of the card. Friendly fire also causes damage as normal.

- When a ship shoots at another ship, regardless of whom it belongs to, the shooting ship's owner must put damage tokens of his color equal to the value of his shot on the ship that was hit.
- When a ship shoots a Cargo Ship, remove Cargo cubes equal to the damage it received and put them on the ship that made the shot. This is called "stealing" from the Cargo Ship. When a player's ship shoots at his own Cargo ship, any Cargo cubes that would be Stolen, are instead Vaporized.

## Hull Points

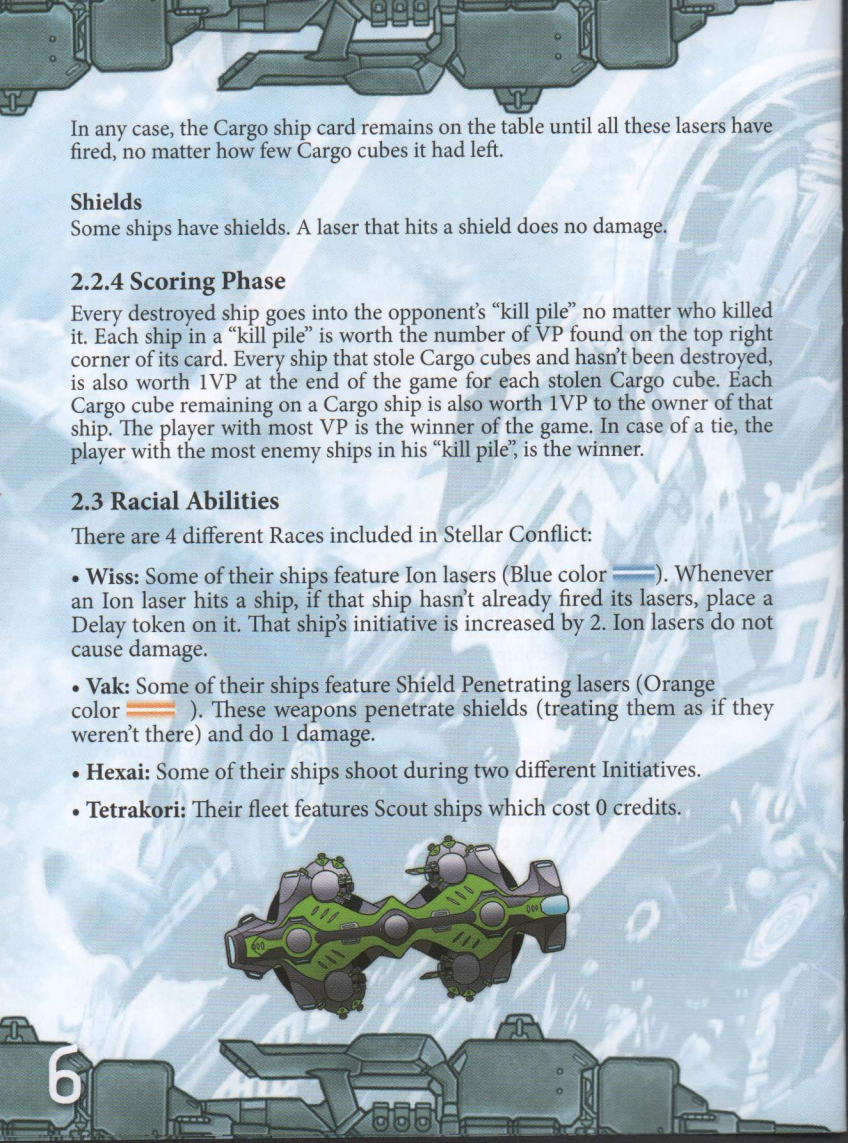
Hull Points are found below the Initiative on each card. When a ship has damage tokens equal to or greater than its hull points, it is destroyed. However, this happens only after all simultaneous lasers have been fired. This means that a ship that is destroyed by another ship on the same Initiative, does get to fire before it is destroyed.

To time this properly, you must fire all lasers from every ship at the current Initiative, then check all ships to see if they have taken lethal damage. Remove the destroyed ships from the table and put them in the appropriate "kill pile". Any Cargo cubes on these ships are Vaporized.

## Destroying the Cargo Ship

As soon as a Cargo Ship loses its last Cargo cube, it must be removed from the game. If multiple ships are shooting at the same Cargo Ship simultaneously, and if they are trying to remove more cargo cubes than the Cargo Ship has left, you distribute the Cargo cubes as follows:

- First, all lasers (regardless of color) fire once. Give one Cargo cube to each laser, or vaporize all Cargo cubes if there aren't enough for every laser that fired.
- Then, the Red and Green lasers fire again. Give one Cargo cube to each laser that fired or vaporize all Cargo cubes if there aren't enough for every laser that fired.
- Finally, the Green lasers fire once more, Give one Cargo cube to each laser that fired or vaporize all Cargo cubes if there aren't enough for every laser that fired.



In any case, the Cargo ship card remains on the table until all these lasers have fired, no matter how few Cargo cubes it had left.

## Shields



Some ships have shields. A laser that hits a shield does no damage.

## 2.2.4 Scoring Phase

Every destroyed ship goes into the opponent's "kill pile" no matter who killed it. Each ship in a "kill pile" is worth the number of VP found on the top right corner of its card. Every ship that stole Cargo cubes and hasn't been destroyed, is also worth 1VP at the end of the game for each stolen Cargo cube. Each Cargo cube remaining on a Cargo ship is also worth 1VP to the owner of that ship. The player with most VP is the winner of the game. In case of a tie, the player with the most enemy ships in his "kill pile", is the winner.

## 2.3 Racial Abilities

There are 4 different Races included in Stellar Conflict:

- **Wiss:** Some of their ships feature Ion lasers (Blue color ). Whenever an Ion laser hits a ship, if that ship hasn't already fired its lasers, place a Delay token on it. That ship's initiative is increased by 2. Ion lasers do not cause damage.
- **Vak:** Some of their ships feature Shield Penetrating lasers (Orange color ). These weapons penetrate shields (treating them as if they weren't there) and do 1 damage.
- **Hexai:** Some of their ships shoot during two different Initiatives.
- **Tetrakori:** Their fleet features Scout ships which cost 0 credits.





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## 3 & 4 Player Games

With 3 players put 5 Cargo cubes on each Cargo ship during the Deployment Phase.

With 4 players put 4 Cargo cubes on each Cargo ship during the Deployment Phase.

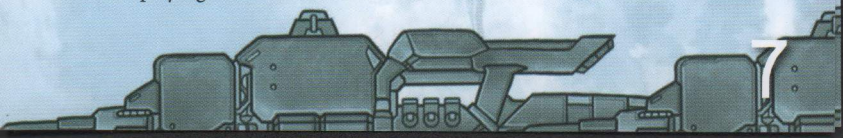
In a game with more than 2 players, whenever a ship is destroyed, it goes into the “kill pile” of the player who did the most damage to it. This is true even if that player is the owner of the ship. Any ships on a player’s “kill pile” that belong to him count as negative VP. If there is a tie on the amount of damage each player did, the ship is considered vaporized and no one receives any VP for it. However, a player’s own damage counts slightly higher than others’, so if the owner of a ship is tied with one or more other players, he always wins the tie and ends up killing his own ship.

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## Variants

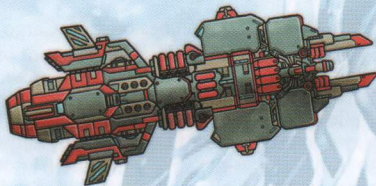
### 4.1 Asteroids

Instead of adding the Cargo ships into the game, place 1-5 Asteroid cards on the table before the Deployment Phase and put an equal amount of Cargo cubes on them. An Asteroid is considered neutral ground from which each player can Steal Cargo cubes. As soon as an Asteroid is depleted, it is removed from the playing area.



## 4.2 Stolen Goods

In the normal game, whenever a ship with Stolen Cargo cubes is destroyed, the cargo is Vaporized. In the Stolen Goods variant, if a ship with Stolen Cargo cubes is destroyed, those cubes are transferred to the ship that fired the final blow. If more than one ship hit that ship at the same time, the Cargo cubes are Vaporized and no one receives any.



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## Credits

***Stellar Conflict** is based on the game **Light Speed**, designed by **Tom Jolly** and **James Ernest**, first published by **Cheapass Games** in 2003.*

***Developers:** Anastasios Grigoriadis, Konstantinos Kokkinis*

***Illustrators:** Jim Francis, Antonis Papantoniou*

***Illustrator and Graphic Designer:** Konstantinos Kokkinis*

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