



STELLAR
SIEGE

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Game Design by Josh Paugh and Ben Krieger

Artwork by Marta Maszkiewicz

Box Design by Matthias Bonnici

Rules Edited by

PJ Editing — Patricia Crebase and J Malloy

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Board Game Geek: Stellar Siege
Website: www.paw-warriorgames.com
E-mail: info@paw-warriorgames.com
Facebook: Paw-Warrior Games
Twitter: @PawWarriorGames
Insta: paw_warrior_games



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OVERVIEW

Brace for Impact! The raging war between the Antillians and the Morkolytes has reached its highest peak. In a final ferocious siege, the rival aliens battle for control of the star system. Each species gathers their forces planet by planet as tensions grow. In the end, command of the star system can fall under only one dominion, but whose?



Morkolytes

Antillians

Stellar Siege is a 2-player tactical card game in which you play as one of the rival alien species. You will deploy aliens from your hand into your siege forces at each planet. Hand management is the key to victory, because the number of cards in your hand dictates to which planet you will deploy your alien that turn. Outnumbering your opponent at a planet means you conquer it. At the end of the game, the player who has conquered the most planets wins!

SETUP

Star System: There are 8 double-sided Planet Cards numbered 1 through 8+. Each Planet has abilities that can trigger when forces are Deployed to them. Randomize the a/b sides of the Planets and then lay them out in numerical order as shown below.



Deck, Draw Pile, Discard Pile and Hand: Each player takes one of the two Alien Decks and shuffles it thoroughly. Draw four cards from your Alien Deck and place the remainder in a (face-down) Draw Pile in front of you. Your Discard Pile will be face-up next to your Draw Pile. It is currently empty.

1st Player card: Select a first player and give them the 1st Player Card. The 2nd player will always get the last turn of the game.

GAMEPLAY

Each turn, you will Deploy (play) one Alien from your hand. When you Deploy an Alien, it is placed in the area in front of the Planet you Deploy to on your side of the field, referred to as your Siege Force. As the game progresses, you will add more Aliens to your Siege Forces at the Planets.

TURN ORDER

On your turn:

1. Count the number of Aliens in your hand. If you have no Aliens in your hand, Draw four. The number of Aliens in your hand is your Deployment Value.
2. Deploy 1 Alien from your hand to the Planet that matches your Deployment Value. If your Deployment Value is 8 or more, Deploy your Alien to the 8+ Planet.
3. Apply the Alien Effect. If the Alien Effect gives you a choice to make, you must announce your choice immediately.
4. (Optional) Apply the Planet Effect at which you Deployed.
5. If you have no Aliens in your hand, Draw four cards.
6. Play moves to your opponent.

ALIEN CARDS

There are two ranks of Aliens: Soldiers and Officers. Soldier Effects cause you or your Enemy to Draw or Discard Aliens. Officers have more advanced, specialized effects. Note that some effects specifically target Soldiers and cannot affect Officers.

PLANET EFFECTS

Each Planet also has an effect that occurs when you Deploy an Alien to that Planet. Unless otherwise stated, resolve the effect of the Deployed Alien first, and then the effect of the Planet. The Planet Effects are optional, and don't have to be activated unless you chose to do so.

GLOSSARY

Alien: Each card in your Deck is referred to as an Alien. There are two categories of Alien Cards.

Soldier: *The more basic type of Alien Card. Soldiers make you or your Enemy Draw or Discard Aliens.*

Officer: *The more advanced type of Alien Card. Officers have effects other than Drawing or Discarding Aliens.*

Deploy: The act of playing an Alien from your hand to the field. You must Deploy the Alien to your Siege Force on the Planet that matches your Deployment Value. When you Deploy an Alien, you must resolve the effects of that Alien as much as possible.

Deployment Value: The number of Alien Cards in your hand before you Deploy an Alien.

Discard: To send an Alien of your choice from your hand to your Discard Pile.

Draw: To Draw an Alien from the top of your Draw Pile and put it into your hand.

Enemy: Your opponent.

Siege Force: The area in front of each Planet where you Deploy Aliens.

Siege Force Value: The number of Aliens in a Siege Force at a Planet.

CARD LIST

Soldiers: There are 3 copies of each Soldier Alien in a Deck.

- Draw 1 or 2 Aliens
- Draw 3 or 4 Aliens
- Discard 1 or 2 Aliens
- Discard 2 or 3 Aliens
- Your Enemy Draws 1 or 2 Aliens
- Your Enemy Draws 2 or 3 Aliens
- Your Enemy Discards 1 or 2 Aliens

SOLDIER EFFECT CLARIFICATIONS

- Draw cards: The designated player (you or your Enemy) Draws from their Draw Pile to their hand. If there are not enough Aliens in their Draw Pile to Draw the proper amount, Draw as many as possible.
- Discard cards: The designated player (you or your Enemy) Discards from their hand into their Discard Pile. If there are not enough Aliens in their hand to Discard the proper amount, Discard as many as possible.
- The player that Deploys the Soldier chooses which number of Aliens the designated player (you or your Enemy) Draws/Discards.

CARD LIST (CONTINUED)

Officers:

Discard this Alien from your hand at any time. 3 copies
-or- Deploy to a Siege Force with no effect.

These Aliens can be used in 1 of 2 ways. You may Discard them from your hand at any time, which does not count as Deploying your 1 Alien per turn. Alternatively, you can Deploy this Alien to your Siege Force as normal, without any other card effect. You may still activate your Planet Effect if you Deploy this Alien this way.

Move an Alien from an adjacent Siege Force 3 copies
into the same one as this Alien.

Adjacent Siege Forces are on either side of the Planet you Deployed to. For example, if you Deploy this Alien to your Siege Force at Planet 3, move one of the Aliens from your Siege Force at Planet 2 or Planet 4 over to your Siege Force at Planet 3. If you are able to move an Alien from an adjacent Siege Force when you Deploy this Alien, you must do so.

Deploy this Alien into any Siege Force, 1 copy
regardless of your current Deployment Value.
Do not activate a Planet Effect this turn.

CARD LIST(CONTINUED)

Officers(continued):

Activate any face-up Planet Effect this turn. 1 copy

Only activate one Planet Effect the turn that you Deploy this Alien.

Deploy an additional Alien from your hand 1 copy
to the same Siege Force as this Alien. Do not
activate a Planet Effect this turn.

Resolve the effects of the additional Alien you Deploy as much as possible. Even if the additional Alien you Deploy is the Alien whose effect would normally allow it to be Deployed to any Siege Force, it must be Deployed to the same Siege Force as this card.

Planets:

- 1** **Siptou** Switch your Siege Forces at two Planets.
- Valtinia** Switch your Enemy's Siege Forces at two Planets.

When you switch two Siege Forces, it may include Siege Forces with a Siege Force Value of zero.

- 2** **Cordontion** Your Enemy must Deploy a random Alien instead of choosing for their next turn.
- Zahwilta** Your Enemy can't activate a Planet Effect on their next turn.

CARD LIST(CONTINUED)

Planets(continued):

- 3** *Emalto* Add or subtract 1 from your Deployment Value next turn.
- Iontian* Add or subtract 1 from your Enemy's Deployment Value next turn.

- *These effects do not actually cause the player to Draw or Discard an Alien; they only adjust the Deployment Value.*
- *A Deployment Value cannot be less than one.*
- *If you are changing your own Deployment Value, you wait until the start of your next turn to choose if you want to do so.*

- 4** *Ambyria* If you Deploy a Soldier that affects you, make it affect your Enemy instead.
- Taltuva* If you Deploy a Soldier, make it affect both players instead of one.

If you want to activate these Planet Effects, it must be declared before the Soldier is added to the Siege Force.

- 5** *Plomeena* Your Enemy can't affect you with a Soldier during their next turn.

Your Enemy can still Deploy a Soldier. Simply ignore the Soldier's effect.

- Aspal* Change Draw into Discard or Discard into Draw for the Soldier you Deploy this turn.

If you want to activate this Planet Effect, it must be declared before the Soldier is added to the Siege Force.

CARD LIST(CONTINUED)

Planets(continued):

6 *Hyperion* Discard a Soldier from your hand, and trigger its effects.

You may not Discard Officers by using this Planet Effect.

Clio Put up to 3 Aliens from your hand into your Enemy's hand.

Aliens that are given to your Enemy from this Planet Effect are now part of the Enemy hand. They no longer count as part of your Deck.

7 *Artemis* Put the Alien you Deployed this turn into your Siege Force on any Planet.

Nyx Move an Alien from your Enemy's Siege Force at the Planet you Deployed to this turn to their Siege Force on a different Planet.

8 *Pandemonia* Discard as many Aliens from your hand as you'd like.

Aether Shuffle your hand into your Draw Pile.

OTHER CLARIFICATIONS

At the end of the game, if a player is supposed to Draw a certain number of Aliens from their Draw Pile but there aren't enough left, Draw as many as you can before the Draw Pile runs out. Do not shuffle the Discard Pile to restock the Draw Pile.

At the end of the game, it may be possible that your Draw Pile has run out and there are no Aliens in your hand at the start of your turn. If this happens, you are unable to Deploy an Alien for your turn.