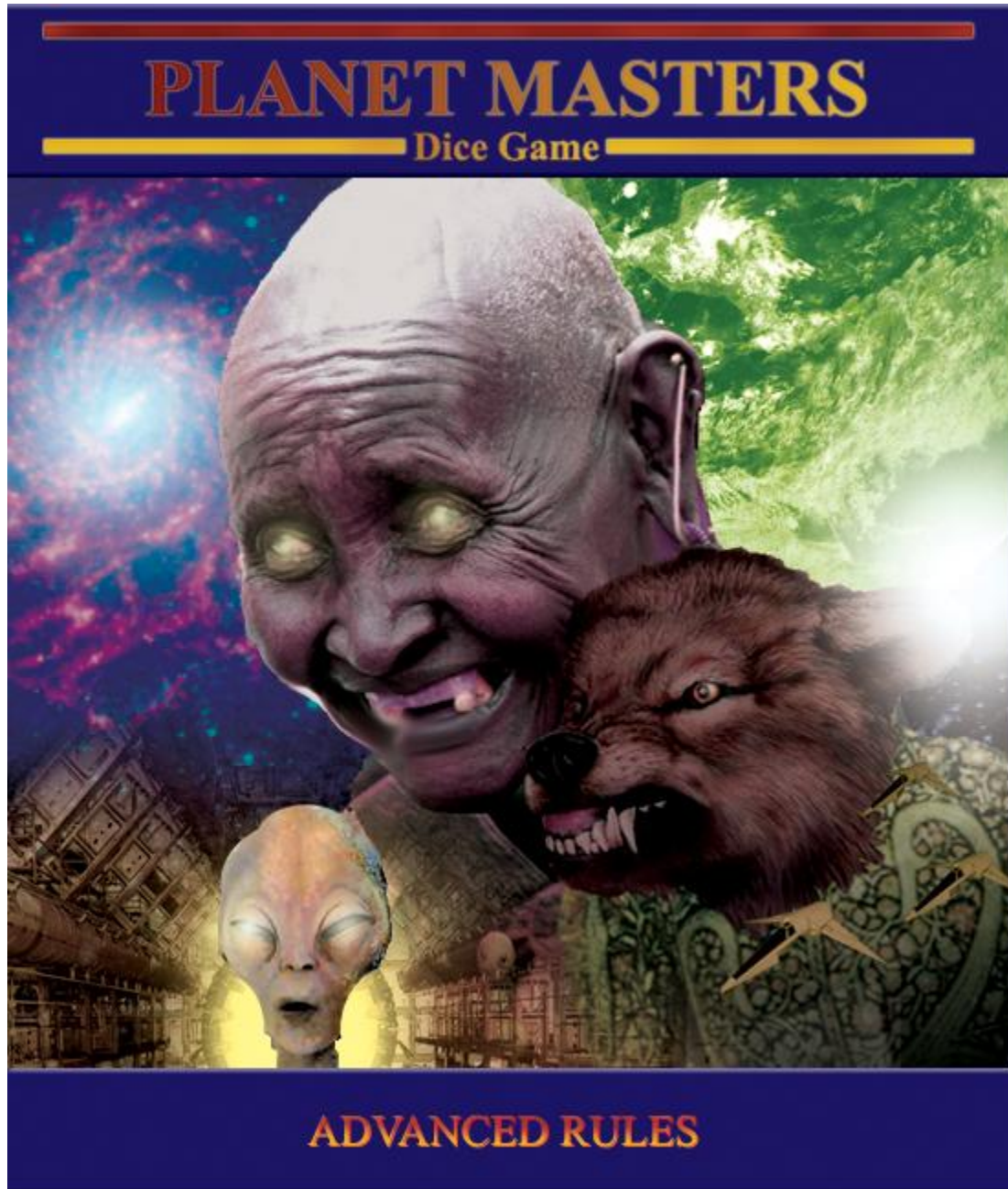


# Planet Masters – Stars of Hope

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*A Dice Game Battle Between Empires in Twilight*



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## About

*Planet Masters*© is a dice game that simulates the building of an empire. Various species compete in a struggle for control of planets. They wish to expand their empires on contested planets requires diplomatic pacts and will unavoidably lead to war.

Players will roll dice for resources to build spaceships and weapons. With spaceships they can conquer planets and defend them with weapons against other players.

Playing other board games based on building a civilization and conquering an empire can consume many hours per game session. In contrast to those other games *Planet Masters*© is a fast flowing game. Because it is based on dice only it will enable you to play a quick game that only lasts a couple of minutes. Now you can conquer galaxies during lunchtime! Galactic empires have never risen and fallen this fast before.

*Planet Masters*©: *Stars of Hope* is the second expansion for the *Planet Masters*© dicegame. This optional set of rules explains how to use the new dice. Decide before each game which extra rules and new dice you are going to add to the basic game. It is not necessary to use the first expansion *Shattered Throne* in order to play with advanced rules from this PDF.

## Background Story

*With order restored, diplomacy now reigns. Politicians are on their apex of power. Discussion and consensus now decide almost each and every action that happens in the galaxy. The claws of diplomacy hold entire empires in their grasp.*

## Game Components

- Six new Home Planet game boards.
- One Special Sectors & Deep Space reference sheet which requires one dice of any color.
- One Politics game board with one corresponding purple dice.

## New Game Options

This Stars of Hope expansion for Planet Masters adds six new Home Planet game boards to the game. They are provided as alternatives from the basic rulebook and the Shattered Throne expansion. You will require one black dice for each player.

Reference sheets are special game boards that will not be controlled by any player. They are placed in the Galaxy so they are within reach for all players. Reference sheets require any one dice to generate random results. The dice will not be placed on the reference sheet.

The Politics game board must be placed in the Galaxy and will be shared by all players. It has one corresponding purple dice.

It is advisable to use the Expanding Universe rules from the basic rulebook when playing with expansions for Planet Masters.

## Expansion Setup

Follow the setup procedure from the basic rulebook.

Decide before the game starts if you wish to play with the Politics rules. Add the game board and corresponding Politics Dice to the Galaxy. Do not put the purple Politics Dice on a Dice Slot.

Decide before the game starts if you wish to play with Special Sectors rules. Make sure all players are aware of these additional rules.

Decide before the game starts if you wish to play with Deep Space rules. Make sure all players are aware of these additional rules.

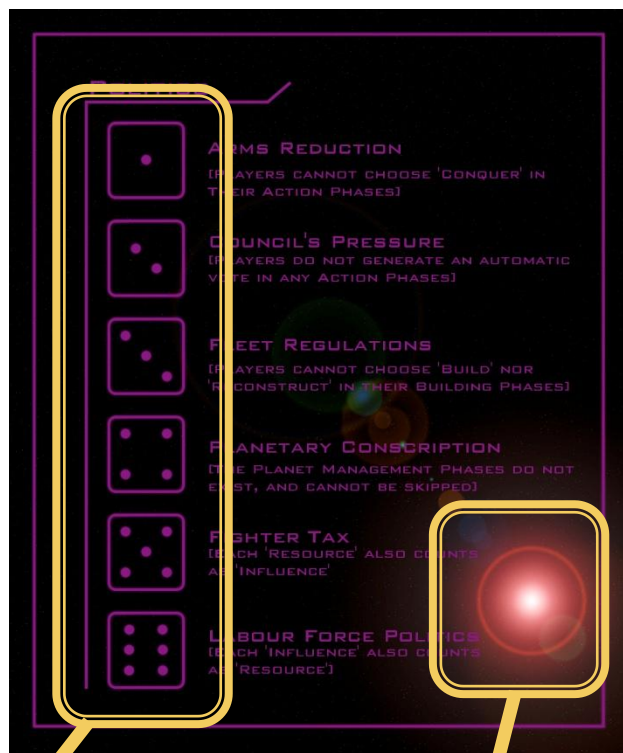
Add the Special Sectors & Deep Space reference sheet and one dice to the Galaxy when playing with these additional rules.

## Explanation of Components

### Politics Game Board

The Politics game board represents the active galactic law. After many destructive wars some races are trying to restore order by imposing rules and laws that apply to all species.

At the beginning of the game the purple Politics Dice Is not in effect. Put the dice next to the Dice Slots.



Put the Politics Dice here  
at the start of the game.

Dice Slots for the Politics Dice  
when galactic laws are in effect.

## Dice

In *Planet Masters*® you will roll various six sided dice. An explanation of the new dice from this expansion will be explained in the following chapters.

### Politics – Purple

The Politics game board represents the active galactic law. There is only one Politics Dice per game. When it is placed on a Dice Slot the a galactic law becomes active for all players.

A player may choose to skip her/his Action Phase to (re)roll the Politics Dice. The result remains in effect until the Politics Dice is rolled again and another galactic law becomes activated.

The Politics Dice has six sides and the top side will be used as a result to indicate what it represents. See the table below for an explanation of the different options.

Top Side	Representation	Rules
1	<b>Arms Reduction</b>	Players cannot choose the <i>'Conquer'</i> action in their Action Phases.
2	<b>Council's Pressure</b>	Players do not generate an automatic vote in any Action Phases.
3	<b>Fleet Regulations</b>	Players cannot choose the <i>'Build'</i> and <i>'Reconstruct'</i> options in their Building Phases.
4	<b>Planetary Conscription</b>	The <i>'Planet Management Phases'</i> do not exist, and cannot be skipped.
5	<b>Fighter Tax</b>	Each <i>'Resource'</i> also counts as <i>'Influence'</i> .
6	<b>Labor Force Politics</b>	Each <i>'Influence'</i> also counts as <i>'Resource'</i> .

#### *Law: Fighter Tax*

Each of your Resources is now virtually accompagnied by one Influence. (*i.e. You can now use a Resource to vote.*)

#### *Law: Labor Force Politics*

Each of your Influences is now virtually accompagnied by one Resource. (*i.e. You can now use Influence to Build weapons.*)

### Special Sectors – Any Color

The dice roll for Special Sectors represents an obstacle or special event. The Special Sector rules are activated during the Action Phase when a player chooses the ‘*Conquer*’ action. The current player must roll the Special Sector Dice before an attack against an opponent.

Any one dice can be used to check the Special Sectors result. This dice does not have to be placed onto the reference sheet. When rolling this dice, just check the result.

Roll the Special Sector Dice first, resolve the result. Then continue the attack unless directed otherwise.

Top Side	Representation	Rules
1	<b>Empty Space</b>	No extra effect. Continue the attack.
2	<b>Wormhole</b>	Continue the attack. The current player takes a complete extra turn after this Action Phase.
3	<b>Ion Storm</b>	Fighters and Cruisers of all players have 0 Power during this Action Phase. Continue the attack.
4	<b>Supernova</b>	The current player’s turn ends immediately. Cancel the attack.
5	<b>Nebula</b>	Continue the attack. Add 2 to the total Power of the Defender.
6	<b>Asteroids</b>	The current player loses one Weapon Dice immediately.

### Deep Space – Any Color

The dice roll for Deep Space represents the environment of newly discovered planets. The Deep Space rules are activated every time a player takes a Regular Planet Dice from the Galaxy. That player must first roll the Deep Space Dice before adding the planet to her/his Home Planet game board.

Any one dice can be used to check the Deep Space result. This dice does not have to be placed onto the reference sheet. When rolling this dice, just check the result.

Roll the Deep Space Dice first and resolve the result. Then roll the Regular Planet Dice unless stated otherwise.

Top Side	Representation	Rules
1	<b>Technological Society</b>	The player receives a Technology Dice. If she/he already controls a Technology Dice then she/he may reroll it now.*
2	<b>Radiation</b>	The player loses all her/his Weapon Dice.
3	<b>Ancient Ones</b>	The player may choose to put the new Regular Planet Dice on Influence instead of rolling it.
4	<b>Settlers</b>	The player may choose to put the new Regular Planet Dice on Infantry instead of rolling it.
5	<b>Peaceful Annexation</b>	No extra game effect.
6	<b>Industrial Society</b>	The player may choose to put the new Regular Planet Dice on Resource instead of rolling it.

*\*Note: Ignore this result if you do not own the Shattered Throne expansion for Planet Masters.*

## Overview of the New Species

Each player represents an entire species. She or he will be the virtual leader of that species (or race). Every race has its own home planet. One or more sides on each Home Planet Dice represent a Racial Skill. Each race has its own Racial Skill which allow different player strategies.

In the tables below you can find the specific Racial Skill for the new species and a background story.

Species	Racial Skill	Rules			
Lions	Crates	The Crates represent excellent trading skills. When this side is rolled then you may switch ANY two Weapon Dice (without rerolling those Weapon Dice).			
<i>The Lions prosper because of their excellent trading capabilities formed by generations of well respected merchant families. The Lions will always get what they want because they play the market so that the prices will always be in their favor.</i>					
1	2	3	4	5	6
Crates	Transporter	Resource	Resource	Influence	Infantry

Species	Racial Skill	Rules			
Mentali	2x Resource	This side counts as two Resources. With this '2x Resource' side up, you can spend two virtual Resource during your Building Phase.			
<i>The Mentali sirens can tap into the very fabric of space and time. Their mind control of other species is an extremely powerful weapon in order to seize control of the entire galaxy. If it weren't for their internal distrust, the Mentali would already rule all.</i>					
1	2	3	4	5	6
2x Resource	Transporter	Resource	Resource	Influence	Exhausted

Species	Racial Skill	Rules			
<i>Spirits</i>	Wormhole	When this Racial Skill is rolled in the Spirits’ player Planet Management Phase then she/he takes a complete extra turn after this turn is completed.			
<i>Wormholes, anomalies of space blamed for so many unexplained mysterious events. One of those wormholes is the home of the Spirits. A race of ethereal beings encased in metal armour carved with strange runes. The ghost stories about encounters with the Spirits are frightful tales about spaceships that went missing. Most space farers avoid this region of so-called "bad space". What secret lurks beneath their dark helmets?</i>					
1	2	3	4	5	6
Wormhole	Transporter	Resource	Resource	Influence	Infantry



Species	Racial Skill	Rules			
Yang	Resource + Influence	With this side up, you can spend one virtual Resource during your Building Phase. Influence is used for politics. This dice side up is worth one vote.			
<p><i>The Yang are masters of cloning. They sculpt life as if it were clay in their hands. They mimic other races to form diplomatic pacts. If this method proves not efficient, then they will unleash their army of warriors upon their enemy in order to achieve their rebellious goals.</i></p> <p><i>The Yang are not afraid to abduct specimen of other races to extract genes and create biological gene-cocktails to further strengthen their own superior race.</i></p>					
1	2	3	4	5	6
Resource + Influence	Transporter	Resource	Resource	Influence	Exhausted

Species	Racial Skill	Rules			
Dednedt	2x Fleet Supply	With this side up, this planet can support two Weapon Dice.			
<i>When an illustrious experiment of the technology-obsessed Matriks cyborgs went wrong the Dednedt race was born. The ambitions of this metal-sheathed lethal race with servo-operated tentacles are unknown to others. They are a perfect blend of machine and biology with a mind that is out of control. They have only one secret goal: the total annihilation of all organic matter.</i>					
1	2	3	4	5	6
2x Fleet Supply	Transporter	Resource	Resource	Influence	Infantry

Species	Racial Skill	Rules			
Goblino	Prestige	The Racial Skill ‘Prestige’ expands the main winning condition. A player wins the game if she/he controls 3 or more planets AND all these planets represent either <b>Influence</b> and/or <b>Resource</b> and/or <b>Prestige</b> .			
<p><i>The Goblino also known as the "Stealth People" have a vast network of villages and tribes founded on their swampplanet. The intelligent Goblino are often hired as spies and assassins in covert operations of other races. For a thousand of years, the Goblino learned the skills of stealth and the power of information. This is a handy trait in a galaxy that thrives on business, trade and war.</i></p> <p><i>The other races of the galaxy may have found good use of the Goblins' skills but would be terrified if they knew the ruthless ambitions of this chameleon race.</i></p>					
1	2	3	4	5	6
Prestige	Transporter	Resource	Resource	Influence	Prestige

## Glossary

Action	In the Action Phase the current player must choose and perform one action.
Control	A dice on a game board is considered to be controlled by the player who plays with that game board.
Dice Slot	An icon on a game board to hold controlled dice.
Influence	A virtual indication for political power, used against attacks and for voting.
Fleet Supply	The upper limit for Weapon Dice you control equals the amount of planets you control. Destroy a Weapon Dice immediately if this rule becomes breached.
Free	A planet that is not under control of a player is considered to be free.
Galaxy	The center of the game table within reach of all players where all unused dice are placed.
Home Planet Dice	Each player will always have one black Home Planet Dice. It is considered a planet. This dice cannot be destroyed and will never be removed from the player's game board (except to reroll it).
Planet	A game term to indicate Regular, Home or Unique Planet Dice.
Power	A virtual number to indicate the military might of a player. There are two types of Power: defense Power or attack Power.
Prestige	While this Racial Skill has no special rule to add, it does count as a prerequisite to win the game.
Racial Skill	Each Home Planet Dice matches one unique game board and represents a certain species in the universe. The Racial Skill is what differentiates the species from each other.
Reference Sheet	Special card to check a certain dice result. Rolled dice don't go to this sheet.
Regular Planet Dice	White dice represent planets that are not home worlds. Regular Planet Dice are sources for Resource and Influence and are necessary to achieve victory.
Resource	This is the virtual currency of the game. A player can use Resources to build spaceships and weapons.
Rolled	The game effect from this dice side is not permanent. Only at the exact moment the dice is rolled and this result comes up. (e.g. <i>Transporter</i> , <i>Wormhole</i> , ...)
Weapon Dice	Red dice are Weapon Dice. When controlled they can represent starships or weapons. They generally generate special abilities or Power for the player to attack or defend with.

## Credits

Game Design, Cover Art, Background Stories  
Game Boards

*Tommy De Coninck (Toco)*  
*Paul Harford (Gmaal)*

Website                      [www.toco.be/pm](http://www.toco.be/pm)

## Game Boards

The game boards and reference sheets on the following pages can be printed for personal use only.

**PLANETS**

CRUISER (+1 POWER)

DREADNOUGHT (+2 POWER)

WARSTAR (+3 POWER)

TRANSPORTER (CONQUER PLANET)

PLANETARY DEFENSE (+2 DEF POWER)

FIGHTERS (+1 DEF POWER)

MINEFIELD

1 dot	EXHAUSTED
2 dots	WORMHOLE (WHEN ROLLED, FREE TURN AT THE END OF THIS ONE)
3 dots	RESOURCE
4 dots	TRANSPORTER
5 dots	RESOURCE
6 dots	RESOURCE
7 dots	INFLUENCE
8 dots	INFANTRY (+1 DEF POWER)

**SPIRITS**

WORMHOLES: ANOMALIES OF SPACE BLAMED FOR SO MANY MYSTERIOUS EVENTS. ONE SUCH IS THE HOME OF THE SPIRITS, AN EHTEREAL RACE ENCASED IN METAL ARMOUR CARVED WITH STRANGE RUNES. STORIES OF THEIR SPACE ARE BAD ONES - GHOST TALES OF VANISHING SHIPS. WISE SPACEFARERS STAY FAR AWAY. BUT WHAT SECRETS LURK BENEATH THEIR DARK ARMOUR?

**PLANETS**

CRUISER (+1 POWER)

DREADNOUGHT (+2 POWER)

WARSTAR (+3 POWER)

TRANSPORTER (CONQUER PLANET)

PLANETARY DEFENSE (+2 DEF POWER)


FIGHTERS (+1 DEF POWER)

MINEFIELD

1 dot	EXHAUSTED
2 dots	RESOURCE AND INFLUENCE
3 dots	RESOURCE
4 dots	TRANSPORTER
5 dots	RESOURCE
6 dots	RESOURCE
7 dots	INFLUENCE
8 dots	INFANTRY (+1 DEF POWER)
9 dots	EXHAUSTED


**YANG**

THE YANG ARE MASTERS OF CLONING. THEY SCULPT LIFE AS IF IT WERE CLAY IN THEIR HANDS. THEY MIMIC OTHER RACES TO FORM DIPLOMATIC PACTS - IF THIS DOESN'T WORK THEY UNLEASH AN ARMY OF WARRIORS. THEY ARE NOT AFRAID TO ABDUCT SPECIMENS FROM OTHER RACES TO EXTRACT GENES AND CREATE BIOLOGICAL GENE-CKOCKTAILS TO FURTHER STRENGTHEN THEIR OWN RACE.



### MENTALI

THE MENTALI SIRENS CAN TAP THE VERY FABRIC OF SPACE AND TIME. THEIR MIND CONTROL OF OTHER SPECIES IS AN EXTREMELY POWERFUL WEAPON IN ORDER TO SEIZE CONTROL OF THE ENTIRE GALAXY. IF IT WEREN'T FOR THEIR INTERNAL DISTRUST, THE MENTALI WOULD ALREADY RULE ALL.



### PLANETS

●

EXHAUSTED

○

2 X RESOURCE

● ●

RESOURCE

○ ○

TRANSPORTER

● ● ●

RESOURCE

● ● ● ●

RESOURCE

● ● ● ● ●


INFLUENCE

● ● ● ● ● ●


INFANTRY

○ ○ ○ ○ ○ ○


EXHAUSTED




**CRUISER**  
(+1 POWER)




**DREADNOUGHT**  
(+2 POWER)




**FIGHTERS**  
(+1 DEF POWER)




**PLANETARY DEFENSE**  
(+2 DEF POWER)




**WARSTAR**  
(+3 POWER)



**TRANSPORTER**  
(CONQUER PLANET)




**MINEFIELD**



### LIONS

THE LIONS PROSPER BECAUSE OF THEIR EXCELLENT TRADING CAPABILITIES FORMED BY GENERATIONS OF WELL-RESPECTED MERCHANT FAMILIES. THE LIONS WILL ALWAYS GET WHAT THEY WANT, BECAUSE THEY PLAY THE MARKET SO THAT THE PRICES WILL ALWAYS BE IN THEIR FAVOUR.



### PLANETS

●

EXHAUSTED

○

TRADING  
(SWITCH ANY 2 WEAPON DICE)

● ●

RESOURCE

○ ○

TRANSPORTER

● ● ●

RESOURCE

● ● ● ●


RESOURCE

● ● ● ● ●


INFLUENCE

● ● ● ● ● ●


INFANTRY




**CRUISER**  
(+1 POWER)




**DREADNOUGHT**  
(+2 POWER)




**FIGHTERS**  
(+1 DEF POWER)




**PLANETARY DEFENSE**  
(+2 DEF POWER)



**WARSTAR**  
(+3 POWER)




**TRANSPORTER**  
(CONQUER PLANET)



**MINEFIELD**





**CRUISER**  
(+1 POWER)

**DREADNOUGHT**  
(+2 POWER)

**MINEFIELD**









**FIGHTERS**  
(+1 DEF POWER)


**PLANETARY DEFENSE**  
(+2 DEF POWER)

**TRANSPORTER**  
(CONQUER PLANET)

**WARSTAR**  
(+3 POWER)


**PLANETS**

-  EXHAUSTED
-  PRESTIGE  
(WIN IF 3 PLANETS  
SHOW PRES AND/OR  
INF AND/OR RES)
-  RESOURCE
-  TRANSPORTER
-  RESOURCE
-  RESOURCE
-  INFLUENCE
-  INFANTRY  
(+1 DEF POWER)



**GOBLINO**

KNOWN AS 'THE STEALTH PEOPLE', THE GOBLINO HAVE A VAST NETWORK OF VILLAGES AND TRIBES ON THEIR SWAMP-PLANET. FOR MILLENNIA THEY HAVE STUDIED THE SKILLS OF STEALTH AND THE POWER OF INFORMATION AND ARE OFTEN HIRED BY OTHER RACES AS SPIES AND ASSASSINS. THOSE OTHER RACES WOULD BE TERRIFIED IF THEY KNEW THE RUTHLESS AMBITIONS OF THIS RACE.



**CRUISER**  
(+1 POWER)

**DREADNOUGHT**  
(+2 POWER)

**MINEFIELD**









**FIGHTERS**  
(+1 DEF POWER)


**PLANETARY DEFENSE**  
(+2 DEF POWER)

**TRANSPORTER**  
(CONQUER PLANET)

**WARSTAR**  
(+3 POWER)

**PLANETS**

-  EXHAUSTED
-  DOUBLE FLEET  
(EACH PLANET CAN  
SUPPORT TWO  
WEAPONS DICE)
-  RESOURCE
-  TRANSPORTER
-  RESOURCE
-  RESOURCE
-  INFLUENCE
-  INFANTRY  
(+1 DEF POWER)



**DEDNEDT**

WHEN AN ILLUSTRIOUS EXPERIMENT OF THE TECH-OBSSESSED MATRIKS WENT WRONG THE DEDNEDT WERE BORN. THE AMBITIONS OF THIS LETHAL METAL-SHEATHED, SERVO-TENTACLED RACE ARE UNKNOWN. THEY ARE A PERFECT BLEND OF MACHINE AND BIOLOGY WITH A MIND THAT IS OUT OF CONTROL. THEY HAVE ONLY ONE SECRET GOAL: THE TOTAL ANNIHILATION OF ALL ORGANIC MATTER.

## DEEP SPACE



**TECHNOLOGICAL SOCIETY**  
[RECEIVE OR RE-ROLL A TECHNOLOGY DIE]



**RADIATION**  
[LOSE ALL YOUR WEAPONS DICE;  
YOU STILL RECEIVE THE PLANET DIE]



**ANCIENT ONES**  
[YOU MAY PUT THE GAINED PLANET DIE  
ON INFLUENCE INSTEAD OF ROLLING IT]



**SETTLERS**  
[YOU MAY PUT THE GAINED PLANET DIE  
ON INFANTRY INSTEAD OF ROLLING IT]



**PEACEFUL ANNEXATION**  
[NO EXTRA EFFECT]



**INDUSTRIAL SOCIETY**  
[YOU MAY PUT THE GAINED PLANET DIE  
ON RESOURCE INSTEAD OF ROLLING IT]

## SPECIAL SECTOR



**EMPTY SPACE**  
[NO EXTRA EFFECT]



**WORMHOLE**  
[AFTER THIS TURN HAS ENDED, YOU MAY  
IMMEDIATELY TAKE ANOTHER ONE]



**ION STORM**  
[DURING THIS TURN, ALL FIGHTERS AND  
CRUISERS HAVE ZERO POWER]



**SUPERNOVA**  
[YOUR TURN ENDS. CANCEL THE ATTACK.  
NEXT PLAYER'S TURN STARTS NOW]



**NEBULA**  
[ADD 2 TO THE TOTAL POWER  
OF THE DEFENDER]



**ASTEROIDS**  
[IMMEDIATELY LOSE ONE WEAPON DIE  
OF YOUR CHOICE]

## POLITICS



**ARMS REDUCTION**  
[PLAYERS CANNOT CHOOSE 'CONQUER' IN  
THEIR ACTION PHASES]



**COUNCIL'S PRESSURE**  
[PLAYERS DO NOT GENERATE AN AUTOMATIC  
VOTE IN ANY ACTION PHASES]



**FLEET REGULATIONS**  
[PLAYERS CANNOT CHOOSE 'BUILD' NOR  
'RECONSTRUCT' IN THEIR BUILDING PHASES]



**PLANETARY CONSCRIPTION**  
[THE PLANET MANAGEMENT PHASES DO NOT  
EXIST, AND CANNOT BE SKIPPED]



**FIGHTER TAX**  
[EACH 'RESOURCE' ALSO COUNTS  
AS 'INFLUENCE']



**LABOUR FORCE POLITICS**  
[EACH 'INFLUENCE' ALSO COUNTS  
AS 'RESOURCE']