Stage	1 Public Objectives	VP		
Amass Wealth	Spend 3 influence, 3 resources and 3 trade goods.	1		
Build Defenses	Have 4 or more structures.	1		
Corner the Market	Control 4 planets that each have the same planet trait.	1		
Develop Weaponry	Own 2 unit upgrade technologies.	1		
Discover Lost Outposts	Control 2 planets that have attachments.	1		
Diversify Research	Own 2 technologies in each of 2 colors.	1		
Engineer a Marvel	Have your flagship or a war sun on the game board.	1		
Erect a Monument	Spend 8 resources.	1		
Expand Borders	Control 6 planets in non-home systems.	1		
Explore Deep Space	Have units in 3 systems that do not contain planets.	1		
Found Research Outposts	Control 3 planets that have technology specialties.	1		
Improve Infrastrcture	Have structures on 3 planets outside of your home system.	1		
Intimidate the Council	Have 1+ ships in 2 systems that are adjacent to Mecatol Rex's system.	1		
Lead From the Front	Spend a total of 3 tokens from your tactic and/or strategy pool.	1		
Make History	Have units in 2 systems that contain legendary planets, Mecatol Rex, or anomalies.	1		
Negotiate Trade Routes	Spend 5 Trade Goods.	1		
Populate the Outer Rim	Have units in 3 systems on the edge of the game board other than your home system.	1		
Push Boundaries	Control more planets than each 2 of your neighbors.	1		
Raise a Fleet	Have 5 or more non-fighter ships in 1 system.	1		
Sway the Council	Spend 8 influence.	1		
Stage 2 Public Objectives				
Achieve Supremacy	Have your flagship or a war sun in another player's home system or the Mecatol Rex system.	2		
Become a Legend	Have units in 4 systems that contain legendary planets, Mecatol Rex, or anomalies.	2		
Centralize Galactic Trade	Spend 10 trade goods.	2		
Command an Armada	Have 8 or more non-fighter ships in 1 system.	2		
Conquer the Weak	Control 1 planet that is in another player's home system.	2		
Construct Massive Cities	Have 7 or more structures.	2		
Control the Borderlands	Have units in 5 systems on the edge of the game board other than your home system.	2		
Form Galactic Brain Trust	Control 5 planets that have technology specialties.	2		
Found a Golden Age	Spend 16 resources.	2		
Galvanize the People	Spend a total of 6 tokens from your tactic and/or strategy pools.	2		
Hold Vast Reserves	Spend 6 influence, 6 resources, and 6 trade goods.	2		
Manipulate Galactic Law	Spend 16 influence.	2		
Master of Sciences	Own 2 technologies in each of 4 colors.	2		
Patrol Vast Territories	Have units in 5 systems that do not contain planets.	2		
Protect the Border	Have structures on 5 planets outside of your home system.	2		
Reclaim Ancient Monuments	Control 3 planets that have attachments.	2		
Dovolutionino Worfers	Own 3 unit upgrade technologies.	2		
Revolutionize Warfare				
Revolutionize Warfare Rule Distant Lands	Control 2 planets that are each in or adjacent to a different, other player's home system.	2		
		2		

Betray a Friend Action Action Win a combat against a player whose promissory note you had in your play area at the start of your factorial action. Win a combat in an anomaly. It is a combat in an anomaly. Desmonstrate Your Power Action Desmonstrate Your Power Action Desmonstrate Your Power Action Destroy Their Groatest Ship Action Destroy Their Groatest Ship Action Destroy another player's war sun or flagship. It is a combat in another player's war sun or flagship. It is a combat in another player's war sun or flagship. It is a combat in another player's war sun or flagship. It is a combat in another player's war sun or flagship. It is a combat in another player's war sun or flagship. It is a combat gainst a player who has to a player's fighters in a yealer. It is a player's flagship. Action Use Bombardment to destroy the last of a player's ground forces on a planet. It is a player to pass during a game round. It is a player who has the most victory points. It is a player who has the most	Secret Objectives (maximum 3 scored + in hand) VP				
Brave the Void Action Win a combat in an anomaly. Demonstrate Your Power Action Win a combat in an anomaly. Less the Void Win a combat in an anomaly. Less the Void Win a combat in an anomaly. Less the Void Win a combat in an anomaly. Less the Void Win a combat in another player's home system. Less the Void Win a combat in another player's home system at the end of a space combat. Less the Void Win a combat in another player's war sun or flagship. Fight with Precision Action Less Anti-Fighter Barrage to destroy the last of a player's fighters in a system. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet. Less Bombardment to destroy the last of a player's ground forces on a planet value to a player who has the most victory points. Less Bombardment to destroy the last of a player's ground forces on a planet value for a player's space dock. Less Bombardment to destroy the last of a player's space dock. Less Bombardment to destroy the last of a player's space dock. Less Bombardment to destroy the last of a player's space dock. Less Bombardment to destroy the last of a player's space dock. Less Bombardment to destroy the	Become a Martyr	Action	Lose control of a planet in a home system.	1	
Demonstrate Your Power Action Action Destroy Their Greatest Ship Fight with Precision Action Action Make an Example of their World Action Action Action Make an Example of their World Action Action Action Destroy another player's war sun or flagship. Lise Bombardment to destroy the last of a player's fighters in a system. 1 Prove Endurance Action Spark A Rebellion Action Action Win a combat against a player who has the most victory points. 1 Turn Their Fleets to Dust Action Unveil Flagship Action Win a combat against a player who has the most victory points. 1 Turn Their Fleets to Dust Action Unveil Flagship Action Win a combat against a player who has the most victory points. 1 Turn Their Fleets to Dust Action Unveil Flagship Action Win a some system that contains your flagship. You cannot score this objective if your flagship is destroyed in the combat. 1 Dictate Policy Agenda There are 3 or more laws in play. 1 Dictate Debtate Agenda Adapt New Strategies Status Own 2 faction technologies ("Velefar Assimilator" technologies do not count toward this objective) Turn Their Fleets to Dust Action Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in 8 same system as another player's space dock. 1 Bestablish a Perimete	Betray a Friend	Action		1	
Destroy Their Greatest Ship	Brave the Void	Action	Win a combat in an anomaly.	1	
Destroy Their Greatest Ship Action Destroy another player's war sun or flagship. 1 Pight with Precision Action Destroy another player's war sun or flagship. 1 Action Use Anti-Fighter Barrage to destroy the last of a player's fighters in a system. 1 Action Win a combat against a player who has the most victory points. 1 Destroy Their Floets to Dust Action Win a combat against a player who has the most victory points. 1 Unveil Flagship Action Win a combat against a player who has the most victory points. 1 Unveil Flagship Action Win a combat against a player who has the most victory points. 1 Unveil Flagship Action Win a spece combat in a system that contains your flagship. 1 You cannot score this objective if your flagship is destroyed in the combat. 2 Dictate Policy Agenda There are 3 or more laws in play. 2 Dire the Debate Agenda You or a planet you control are elected by an agenda. 3 Adapt New Strategies 3 Status Ova 2 faction technologies. 3 (*Velefar Assimilator' technologies do not count toward this objective) 4 Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that c	Darken the Skies	Action	Win a combat in another player's home system.	1	
Action Use Anti-Fighter Barrage to destroy the last of a player's fighters in a system. Action Use Bombardment to destroy the last of a player's ground forces on a planet. Prove Endurance Action Be the last player to pass during a game round. 1 Prove Endurance Action Win a combat against a player who has the most victory points. 1 Turn Their Fleets to Dust Action Use Space Cannon to destroy the last of a player's ships in a system. 1 Unveil Flagship Action Win a combat against a player who has the most victory points. 1 Unveil Flagship Action Win a space combat in a system that contains your flagship. 2 You cannot score this objective if your flagship is destroyed in the combat. 1 Prove Endurance Agenda There are 3 or more laws in play. 1 Dictate Policy Agenda There are 3 or more laws in play. 2 Own 2 faction technologies. 2 ("Valefar Assimilator" technologies do not count toward this objective) 3 You or a planet you control are elected by an agenda. 4 Adapt New Strategies 3 Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in the same system as another player's space dock. 1 Destroy Heretical Works 1 Status Have 1 or more ships in the same system as another player's space dock. 1 Destroy Heretical Works 1 Status Have 2 or more ships in the same system as another player's space dock. 2 Tomore ships in a system that contains and player's space dock. 3 Tomore ships in a system that contains a number of the laws 12. 4 Tomore ships in a system that cont	Demonstrate Your Power	Action	•	1	
system. Make an Example of their World Action Be Be be Bembardment to destroy the last of a player's ground forces on a planet. Prove Endurance Action Be the last player to pass during a game round. 1 Diversity of the planet of their World Win a combat against a player who has the most victory points. 1 Unveil Flagship Action Win a sombat against a player who has the most victory points. 1 Unveil Flagship Action Win a space combat in a system that contains your flagship. You cannot score this objective if your flagship is destroyed in the combat. Dictate Policy Agenda There are 3 or more laws in play. 1 Prove annot score this objective if your flagship is destroyed in the combat. Dictate Policy Agenda There are 3 or more laws in play. 1 Prove annot score this objective if your flagship is destroyed in the combat. 1 Prove the Debate Adapt New Strategies Status Status Status Status Adapt New Strategies Status St	Destroy Their Greatest Ship	Action	Destroy another player's war sun or flagship.	1	
planet. Prove Endurance Action Be the last player to pass during a game round. 1 Spark A Rebellion Action Win a combat against a player who has the most victory points. 1 Turn Their Fleets to Dust Action Unveil Flagship Action Win a space combat in a system that contains your flagship. You cannot score this objective if your flagship is destroyed in the combat. Dictate Policy Agenda There are 3 or more laws in play. 1 Drive the Debate Agenda You or a planet you control are elected by an agenda. 1 Adapt New Strategies Status Covn 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) ("Valefar Assimilator" technologies do not count toward this objective) Become the Gatekeeper Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole. Cott Supply Lines Status Have 1 or more ships in the same system as another player's space dock. 1 Defty Space and Time Status Have 1 or more ships in the same system as another player's space dock. 1 Destroy Heretical Works Status Purge 2 of your relic fragments of any type. 1 Establish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Control 4 cultural planets. 1 Forge an Alliance Status Control 4 cultural planets. 1 Forge an Alliance Status Have 3 space docks on the game board. 1 Foster Cohesion Status Have 3 space docks on the game board. 1 Festel the War Machine Status Have 3 space docks on the game board. 1 Have 3 space docks on the game board. 1 Have 4 PDS units on the game board. 1 Have 4 PDS units on the game board. 1 Foster Cohesion Status Have 4 PDS units on the game board. 1 Forger an Alliance Status Control 4 cultural planets. 1 Forger an Alliance Status Control 4 cultural planets. 1 Forger an Alliance Status Control 4 cultural planets. 1 Forger and Highty Fleet Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks on the game board. 1 Have 1 or more ships in 3 systems that are ea	Fight with Precision	Action		1	
Spark A Rebellion	Make an Example of their World	Action		1	
Unvoil Flagship Action Win a space combat in a system that contains your flagship. You cannot score this objective if your flagship is destroyed in the combat. Dictate Policy Agenda There are 3 or more laws in play. Adapt New Strategies Status Become the Gatekeeper Become the Gatekeeper Status Become the Jeckeeper Become the Gatekeeper	Prove Endurance	Action		1	
Unveil Flagship Action Win a space combat in a system that contains your flagship. You cannot score this objective if your flagship is destroyed in the combat. There are 3 or more laws in play. There are 3 or more laws ano	Spark A Rebellion	Action	Win a combat against a player who has the most victory points.	1	
Dictate Policy Agenda There are 3 or more laws in play. 1 Adapt New Strategies Status Own 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) ("Valefar Assimilator" technologies do not count toward this objective) There are 3 or more laws in play. 2 Adapt New Strategies Status Own 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) The Control the Region Status Avenue 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole. Cut Supply Lines Status Have 1 or more ships in 6 systems. 1 Cut Supply Lines Status Have 1 or more ships in 6 systems. 1 Defry Space and Time Status Have 1 or more ships in the same system as another player's space dock. 1 Destroy Heretical Works Status Bestablish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Control 4 cultural planets. 1 Form a Spy Network Status Form a Spy Network Status Be neighbors with all other players. 1 Form a Mighty Fleet Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Status Have 3 space docks on the game board. 1 Learn the Secrets of the Cosmos Status Master of the Laws of Physics Status Master of the Laws of Physics Status Master of the Laws of Physics Status Monopolize Production Status Control 4 industrial planets. 1 Monopolize Production Status Control 4 hazardous planets Control 4 planets Control 4 planets 1 Control 4 planets 1 Threaten Enemies Status Control a legendary planet. 1 Threaten Enemies Status Have 1 or more ships in a system that contains a planet controlled by another player's home 1 Threaten Enemies 1 Threaten Enemies Status Have 1 or more ships in a system that on a planet that does not contain 1 of your space docks. 1 Threaten Enemies Status Have 1 or more ships in a system that contains a planet controlled by another player's home 1 1 Threaten Enemies Status Have 1 or more ships in a system that contains a planet controlled	Turn Their Fleets to Dust	Action	Use Space Cannon to destroy the last of a player's ships in a system.	1	
Adapt New Strategies Status Own 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) Become the Gatekeeper Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole. Control the Region Status Have 1 or more ships in 6 systems. 1 Cut Supply Lines Status Have 1 or more ships in 16 systems. 1 Defry Space and Time Status Have units in the wormhole nexus. Destroy Heretical Works Status Have 4 PDS units on the game board. 1 Establish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Control 4 cultural planets. 1 Form a Spy Network Status Discard 5 action cards. 1 Form a Spy Network Status Have 3 space docks on the game board. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Have 3 space docks on the game board. 1 Have 3 space docks on the game board. 1 Have 3 dreadnoughts on the board. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems that are each adjacent to an anomally. 1 Have 1 or more ships in 3 systems that are each adjacent to an anomally. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 2 or more ships in 6 systems. 1 Have 3 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 3 or more ships in 6 systems. 1 Have	Unveil Flagship	Action		1	
Adapt New Strategies Status Own 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) Become the Gatekeeper Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole. Control the Region Status Have 1 or more ships in 6 systems. 1 Cut Supply Lines Status Have 1 or more ships in 16 systems. 1 Defry Space and Time Status Have units in the wormhole nexus. Destroy Heretical Works Status Have 4 PDS units on the game board. 1 Establish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Control 4 cultural planets. 1 Form a Spy Network Status Discard 5 action cards. 1 Form a Spy Network Status Have 3 space docks on the game board. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Have 3 space docks on the game board. 1 Have 3 space docks on the game board. 1 Have 3 dreadnoughts on the board. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems that are each adjacent to an anomally. 1 Have 1 or more ships in 3 systems that are each adjacent to an anomally. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 1 or more ships in 6 systems or 6 and 1 least 12. 1 Have 2 or more ships in 6 systems. 1 Have 3 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 1 or more ships in 6 systems. 1 Have 3 or more ships in 6 systems. 1 Have	Dictate Policy	Agenda	There are 3 or more laws in play.	1	
Adapt New Strategies Status Own 2 faction technologies. ("Valefar Assimilator" technologies do not count toward this objective) Become the Gatekeeper Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in 6 systems. Cut Supply Lines Status Have 1 or more ships in 6 systems. 1 Cut Supply Lines Status Have 1 or more ships in the same system as another player's space dock. 1 Defy Space and Time Status Have units in the wormhole nexus. 1 Destroy Heretical Works Status Purge 2 of your relic fragments of any type. 1 Establish a Perimeter Status Control planets that have a combined influence value of at least 12. 1 Establish Hegemony Status Control 4 cultural planets. 1 Form a Spy Network Status Discard 5 action cards. 1 Fuel the War Machine Status Be neighbors with all other players. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Status Have 3 space docks on the game board. 1 Hoard Raw Materials Status Control Jelanets that have a resource influence value of at least 12. 1 Master of the Laws of Physics Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. 1 Master of the Laws of Physics Status Have 1 or more ships in 3 systems that does not contain 1 of your space docks. 1 Monopolize Production Status Control 4 hazardous planets. 1 Monopolize Production Status Control 4 hazardous planets. 1 Occupy the Fringe Status Control 4 hazardous planets. 1 Droduce en Masse Status Control 4 leagendary planet. 1 Status Have 1 or more ships in a system that contains a planet controlled by another player. 1 Status Have 1 or more ships in a system that is adjacent to another player's home 1	Drive the Debate			1	
Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole. Control the Region					
Status Have 1 or more ships in a system that contains an alpha wormhole and 1 or more ships in a system that contains a beta wormhole.	Adapt New Strategies	Status		1	
or more ships in a system that contains a beta wormhole. Control the Region Status Have 1 or more ships in 6 systems. Status Have 1 or more ships in 6 systems. Status Have 1 or more ships in the same system as another player's space dock. Status Have units in the wormhole nexus. Destroy Heretical Works Status Purge 2 of your relic fragments of any type. 1 Establish a Perimeter Status Have 4 PDS units on the game board. Status Control planets that have a combined influence value of at least 12. 1 Establish Hegemony Status Control 4 cultural planets. Forge an Alliance Status Discard 5 action cards. Form a Spy Network Status Discard 5 action cards. Foster Cohesion Status Have 3 space docks on the game board. Gather a Mighty Fleet Status Have 5 dreadnoughts on the board. Hoard Raw Materials Status Control planets that have a resource influence value of at least 12. Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Control 4 hazardous planets. Monopolize Production Status Control 4 hazardous planets. 1 Monopolize Production Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Control A hazardous planets. 1 Produce en Masse Status Have units with a combined production of at least 8 in a single system. 1 Status Control a legendary planet. Control a legendary planet. Status Control a legendary planet. Status Have units with a combined production of at least 8 in a single system. 1 Status Control a legendary planet. Status Have units with a combined production of at least 8 in a single system. 1 Status Control a legendary planet. Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Recome the Gatekeeper	Status	,		
Cut Supply Lines	become the Catekeeper	Otatao	· · · · · · · · · · · · · · · · · · ·	1	
Defy Space and Time Status Have units in the wormhole nexus. 1 Destroy Heretical Works Status Purge 2 of your relic fragments of any type. 1 Establish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Contol planets that have a combined influence value of at least 12. 1 Forge an Alliance Status Control 4 cultural planets. 1 Form a Spy Network Status Discard 5 action cards. 1 Foster Cohesion Status Be neighbors with all other players. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Status Have 3 space docks on the game board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. 1 Master of the Laws of Physics Status Own 4 technologies of the same color. 1 Mechanize the Military Status Have 1 mech on each of 4 planets. 1 Mine Rare Minerals Status Control 4 hazardous planets. 1 Monopolize Production Status Control 4 industrial planets. 1 Occupy the Fringe Status Control 4 industrial planets. 1 Occupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. 1 Produce en Masse Status Control Mecatol Rex and have 3 or more ships in its system. 1 Status Control a legendary planet. 1 Status Control a planet in a system that contains a planet controlled by another player. 1 Status Have 1 or more ships in a system that is adjacent to another player's home 1	Control the Region	Status		1	
Destroy Heretical Works Status Purge 2 of your relic fragments of any type. 1 Establish a Perimeter Status Have 4 PDS units on the game board. 1 Establish Hegemony Status Control 4 cultural planets. 1 Forge an Alliance Status Status Discard 5 action cards. 1 Every Cohesion Status Be neighbors with all other players. Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Status Have 5 dreadnoughts on the board. 1 Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Monopolize Production Status Control 4 industrial planets. 1 Monopolize Production Status Control 4 hazardous planets. 1 Control 4 industrial planets. 1 Contro	Cut Supply Lines	Status	Have 1 or more ships in the same system as another player's space dock.	1	
Establish a Perimeter Status Have 4 PDS units on the game board. Status Contol planets that have a combined influence value of at least 12. Forge an Alliance Status Control 4 cultural planets. Discard 5 action cards. Status Be neighbors with all other players. Fuel the War Machine Status Have 3 space docks on the game board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. 1 Have 5 dreadnoughts on the board. 1 Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Status Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Master of the Laws of Physics Status Own 4 technologies of the same color. Mechanize the Military Status Have 1 mech on each of 4 planets. Monopolize Production Status Control 4 industrial planets. 1 Monopolize Production Status Control 4 industrial planets. 1 Occupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Occupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. 1 Produce en Masse Status Control a legendary planet. Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Have an ormer ships in a system that is adjacent to another player's home 1 Threaten Enemies	Defy Space and Time	Status	Have units in the wormhole nexus.	1	
Establish HegemonyStatusContol planets that have a combined influence value of at least 12.1Forge an AllianceStatusControl 4 cultural planets.1Form a Spy NetworkStatusDiscard 5 action cards.1Foster CohesionStatusBe neighbors with all other players.1Fuel the War MachineStatusHave 3 space docks on the game board.1Gather a Mighty FleetStatusHave 5 dreadnoughts on the board.1Hoard Raw MaterialsStatusContol planets that have a resource influence value of at least 12.1Learn the Secrets of the CosmosStatusHave 1 or more ships in 3 systems that are each adjacent to an anomaly.1Master of the Laws of PhysicsStatusOwn 4 technologies of the same color.1Mechanize the MilitaryStatusOwn 4 technologies of the same color.1Mine Rare MineralsStatusControl 4 hazardous planets.1Monopolize ProductionStatusControl 4 hazardous planets.1Occupy the FringeStatusControl 4 industrial planets.1Occupy the Seat of the EmpireStatusControl Mecatol Rex and have 3 or more ships in its system.1Produce en MasseStatusControl a legendary planet.1Seize an IconStatusControl a planet in a system that contains a planet controlled by another player.1StatusHave unother player's promissory note in your play area.1Threaten EnemiesStatusHave another player's promissory note in your pl	Destroy Heretical Works	Status	Purge 2 of your relic fragments of any type.	1	
Forge an Alliance Status Control 4 cultural planets. 1 Form a Spy Network Status Discard 5 action cards. 1 Foster Cohesion Status Be neighbors with all other players. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Gather a Mighty Fleet Status Have 5 dreadnoughts on the board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. 1 Master of the Laws of Physics Status Own 4 technologies of the same color. 1 Mechanize the Military Status Have 1 mech on each of 4 planets. 1 Mine Rare Minerals Status Control 4 hazardous planets. 1 Monopolize Production Status Control 4 industrial planets. 1 Coccupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. 1 Coccupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. 1 Produce en Masse Status Control a legendary planet. Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home 1	Establish a Perimeter	Status	Have 4 PDS units on the game board.	1	
Form a Spy Network Status Discard 5 action cards. 1 Foster Cohesion Status Be neighbors with all other players. 1 Gather a Mighty Fleet Status Have 3 space docks on the game board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Own 4 technologies of the same color. Mechanize the Military Status Have 1 mech on each of 4 planets. 1 Monopolize Production Status Control 4 hazardous planets. 1 Monopolize Production Status Control 4 industrial planets. 1 Coccupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Control Mecatol Rex and have 3 or more ships in its system. Produce en Masse Status Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home 1 Threaten Enemies	Establish Hegemony	Status	Contol planets that have a combined influence value of at least 12.	1	
Foster Cohesion Status Be neighbors with all other players. 1 Fuel the War Machine Status Have 3 space docks on the game board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Own 4 technologies of the same color. Mechanize the Military Status Have 1 mech on each of 4 planets. Image: Control 4 hazardous planets. Control 4 industrial planets. Control 4 industrial planets. Coccupy the Fringe Status Control Mecatol Rex and have 3 or more ships in its system. Produce en Masse Status Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home 1 Threaten Enemies	Forge an Alliance	Status	Control 4 cultural planets.	1	
Fuel the War Machine Status Have 3 space docks on the game board. Gather a Mighty Fleet Status Have 5 dreadnoughts on the board. Contol planets that have a resource influence value of at least 12. Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Own 4 technologies of the same color. Mechanize the Military Status Have 1 mech on each of 4 planets. Mine Rare Minerals Status Control 4 hazardous planets. Control 4 industrial planets. Coccupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Coccupy the Seat of the Empire Status Have units with a combined production of at least 8 in a single system. Produce en Masse Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Form a Spy Network	Status	Discard 5 action cards.	1	
Gather a Mighty Fleet Status Have 5 dreadnoughts on the board. 1 Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. 1 Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. 1 Master of the Laws of Physics Status Own 4 technologies of the same color. 1 Mechanize the Military Status Have 1 mech on each of 4 planets. 1 Mine Rare Minerals Status Control 4 hazardous planets. 1 Monopolize Production Status Control 4 industrial planets. 1 Coccupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Occupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. 1 Produce en Masse Status Have units with a combined production of at least 8 in a single system. 1 Stake Your Claim Status Contol a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home 1	Foster Cohesion	Status	Be neighbors with all other players.	1	
Hoard Raw Materials Status Contol planets that have a resource influence value of at least 12. Learn the Secrets of the Cosmos Status Have 1 or more ships in 3 systems that are each adjacent to an anomaly. Master of the Laws of Physics Status Own 4 technologies of the same color. Have 1 mech on each of 4 planets. Indicate the Military Mine Rare Minerals Status Control 4 hazardous planets. Control 4 industrial planets. Indicate the Fringe Status Control 4 industrial planets. Indicate the Status Control Mecatol Rex and have 3 or more ships in its system. Indicate the Empire Status Control Mecatol Rex and have 3 or more ships in its system. Indicate the Empire Status Control a legendary planet. Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Status Status Control a planet in a system that contains a planet controlled by another player. Status Have another player's promissory note in your play area. Indicate the Advance of the least 12. Indicate the Advance and have 3 or more ships in its system. Indicate the Advance of the least 12. Indicate the Advance of the	Fuel the War Machine	Status	Have 3 space docks on the game board.	1	
Learn the Secrets of the CosmosStatusHave 1 or more ships in 3 systems that are each adjacent to an anomaly.1Master of the Laws of PhysicsStatusOwn 4 technologies of the same color.1Mechanize the MilitaryStatusHave 1 mech on each of 4 planets.1Mine Rare MineralsStatusControl 4 hazardous planets.1Monopolize ProductionStatusControl 4 industrial planets.1Occupy the FringeStatusHave 9 or more ground forces on a planet that does not contain 1 of your space docks.1Occupy the Seat of the EmpireStatusControl Mecatol Rex and have 3 or more ships in its system.1Produce en MasseStatusHave units with a combined production of at least 8 in a single system.1Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusContol a planet in a system that contains a planet controlled by another player.1Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home1	Gather a Mighty Fleet	Status	Have 5 dreadnoughts on the board.	1	
Master of the Laws of PhysicsStatusOwn 4 technologies of the same color.1Mechanize the MilitaryStatusHave 1 mech on each of 4 planets.1Mine Rare MineralsStatusControl 4 hazardous planets.1Monopolize ProductionStatusControl 4 industrial planets.1Occupy the FringeStatusHave 9 or more ground forces on a planet that does not contain 1 of your space docks.1Occupy the Seat of the EmpireStatusControl Mecatol Rex and have 3 or more ships in its system.1Produce en MasseStatusHave units with a combined production of at least 8 in a single system.1Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusControl a planet in a system that contains a planet controlled by another player.1Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home1	Hoard Raw Materials	Status	Contol planets that have a resource influence value of at least 12.	1	
Mechanize the MilitaryStatusHave 1 mech on each of 4 planets.1Mine Rare MineralsStatusControl 4 hazardous planets.1Monopolize ProductionStatusControl 4 industrial planets.1Occupy the FringeStatusHave 9 or more ground forces on a planet that does not contain 1 of your space docks.1Occupy the Seat of the EmpireStatusControl Mecatol Rex and have 3 or more ships in its system.1Produce en MasseStatusHave units with a combined production of at least 8 in a single system.1Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusContol a planet in a system that contains a planet controlled by another player.1Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home1	Learn the Secrets of the Cosmos	Status	Have 1 or more ships in 3 systems that are each adjacent to an anomaly.	1	
Mine Rare Minerals Status Control 4 hazardous planets. Control 4 industrial planets. Coccupy the Fringe Status Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Coccupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. Produce en Masse Status Status Have units with a combined production of at least 8 in a single system. Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Status Have another player's promissory note in your play area. 1 Threaten Enemies	Master of the Laws of Physics	Status	Own 4 technologies of the same color.	1	
Monopolize ProductionStatusControl 4 industrial planets.1Occupy the FringeStatusHave 9 or more ground forces on a planet that does not contain 1 of your space docks.1Occupy the Seat of the EmpireStatusControl Mecatol Rex and have 3 or more ships in its system.1Produce en MasseStatusHave units with a combined production of at least 8 in a single system.1Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusContol a planet in a system that contains a planet controlled by another player.1Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home1	Mechanize the Military	Status	Have 1 mech on each of 4 planets.	1	
Occupy the Fringe Status Have 9 or more ground forces on a planet that does not contain 1 of your space docks. Occupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. Produce en Masse Status Have units with a combined production of at least 8 in a single system. Status Control a legendary planet. Status Control a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Mine Rare Minerals	Status	Control 4 hazardous planets.	1	
space docks. Occupy the Seat of the Empire Status Control Mecatol Rex and have 3 or more ships in its system. Produce en Masse Status Have units with a combined production of at least 8 in a single system. Status Control a legendary planet. Stake Your Claim Status Contol a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Monopolize Production	Status	Control 4 industrial planets.	1	
Produce en MasseStatusHave units with a combined production of at least 8 in a single system.1Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusContol a planet in a system that contains a planet controlled by another player.1Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home1	Occupy the Fringe	Status	· · · · · · · · · · · · · · · · · · ·	1	
Seize an IconStatusControl a legendary planet.1Stake Your ClaimStatusContol a planet in a system that contains a planet controlled by another player.Strengthen BondsStatusHave another player's promissory note in your play area.1Threaten EnemiesStatusHave 1 or more ships in a system that is adjacent to another player's home	Occupy the Seat of the Empire	Status	Control Mecatol Rex and have 3 or more ships in its system.	1	
Stake Your Claim Status Contol a planet in a system that contains a planet controlled by another player. Strengthen Bonds Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Produce en Masse	Status	Have units with a combined production of at least 8 in a single system.	1	
player. Strengthen Bonds Status Have another player's promissory note in your play area. 1 Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Seize an Icon	Status	Control a legendary planet.	1	
Threaten Enemies Status Have 1 or more ships in a system that is adjacent to another player's home	Stake Your Claim		player.	1	
1	Strengthen Bonds	Status		1	
	Threaten Enemies	Status	Have 1 or more ships in a system that is adjacent to another player's home system.	1	