

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 Infrastructure	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		VP
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
Revolutionize Warfare	Own 3 unit upgrade technologies.	2
Rule Distant Lands	Control 2 planets that are each in or adjacent to a different, other player's home system.	2
Subdue the Galaxy	Control 11 planets in non-home systems.	2
Unify the Colonies	Control 6 planets that each have the same planet trait.	2

Secret Objectives (maximum 3 scored + in hand)

VP

Become a Martyr	Action	Lose control of a planet in a home system.	1
Betray a Friend	Action	Win a combat against a player whose promissory note you had in your play area at the start of your tactical action.	1
Brave the Void	Action	Win a combat in an anomaly.	1
Darken the Skies	Action	Win a combat in another player's home system.	1
Demonstrate Your Power	Action	Have 3 or more non-fighter ships in the active system at the end of a space combat.	1
Destroy Their Greatest Ship	Action	Destroy another player's war sun or flagship.	1
Fight with Precision	Action	Use Anti-Fighter Barrage to destroy the last of a player's fighters in a system.	1
Make an Example of their World	Action	Use Bombardment to destroy the last of a player's ground forces on a planet.	1
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	Use Space Cannon to destroy the last of a player's ships in a system.	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.	1
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	Own 2 faction technologies. <i>("Valefar Assimilator" technologies do not count toward this objective)</i>	1
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.	1
Control the Region	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	Have 4 PDS units on the game board.	1
Establish Hegemony	Status	Control 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 5 dreadnoughts on the board.	1
Hoard Raw Materials	Status	Control 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	Have 9 or more ground forces on a planet that does not contain 1 of your space docks.	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	Have units with a combined production of at least 8 in a single system.	1
Seize an Icon	Status	Control a legendary planet.	1
Stake Your Claim	Status	Control a planet in a system that contains a planet controlled by another player.	1
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 system.	1