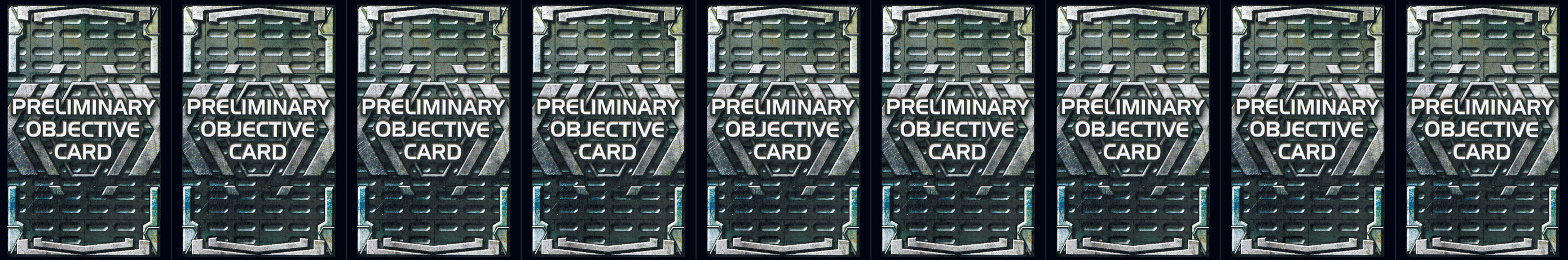


<p>Plunder</p> <p>This round I took control of an enemy planet while it was refreshed.</p> <p>Victory Point</p>	<p>The Sun Never Sets</p> <p>I control 2 planets outside my Home System which are at least 4 spaces apart* (from each other).</p> <p><small>*Shortest route ignoring unstable wormholes.</small></p> <p>Victory Point</p>	<p>Supervised Research</p> <p>I have 2 Technologies in 3 different colors.</p> <p>Victory Point</p>	<p>Assign Liaison Officers</p> <p>I now spend 3 Command Counters from my Command Pool or Strategy Allocation areas (or a mix thereof).</p> <p>Victory Point</p>	<p>Wreak Havoc</p> <p>I destroyed, through combat rolls, at least 4 non-Fighter ships this round.</p> <p>Victory Point</p>	<p>Reinforce Industrial Capacity</p> <p>I control 3 Space Docks, at least 2 of which are outside my Home System.</p> <p>Victory Point</p>	<p>Focused Material Acquisition</p> <p>I control 3 planets (or Artifacts) with the same technology specialty.</p> <p>Victory Point</p>	<p>Perimeter Patrols</p> <p>I control ships in 5 different systems outside my Home System.</p> <p>Victory Point</p>	<p>Burgeoning Empire</p> <p>I control 5 planets outside my Home System.</p> <p>Victory Point</p>
<p>Tactical Victory</p> <p>I won, as the attacker, a Space battle against at least 5 enemy ships this round.</p> <p>Victory Point</p>	<p>Lobbyism</p> <p>I now spend 6 influence.</p> <p>Victory Point</p>	<p>Expenditures</p> <p>I now spend 6 resources.</p> <p>Victory Point</p>	<p>Major Lobbyism</p> <p>I now spend 8 influence.</p> <p>Victory Point</p>	<p>Major Expenditures</p> <p>I now spend 8 resources.</p> <p>Victory Point</p>	<p>Establish Blockade</p> <p>I am blockading* an opponent's Space Dock.</p> <p><small>*Having destroyed a Saar Space Dock this round qualifies.</small></p> <p>Victory Point</p>	<p>Investigate Anomalies</p> <p>I now control 2 Special (red-bordered) Systems.</p> <p>Victory Point</p>	<p>Expand Territory</p> <p>I control 5 systems.</p> <p>Victory Point</p>	<p>Heart of the Empire</p> <p>I control Mecatol Rex.</p> <p>Victory Point</p>
<p>War on Two Fronts</p> <p>This round I destroyed units belonging to two different opponents as a result of Space Battle or Invasion Combat.</p> <p>Victory Point</p>	<p>Deep Space Exploration</p> <p>I control 2 or more ships at least 4 spaces away* from my Home System.</p> <p><small>*Shortest route ignoring unstable wormholes.</small></p> <p>Victory Point</p>	<p>Fortified Outpost</p> <p>I control a planet 3 spaces away* from my Home System, containing a PDS and 2 ground units.</p> <p><small>*Shortest route ignoring unstable wormholes.</small></p> <p>Victory Point</p>	<p>Glorious Assault</p> <p>This round, I was the attacker in a Space Battle against a fleet worth at least 12 resources, in which I inflicted at least 3 hits.</p> <p>Victory Point</p>	<p>Dead or Alive</p> <p>This round I killed or now hold captive an opponent Leader.</p> <p>Victory Point</p>	<p>Tactical Stronghold</p> <p>I controlled <i>Mallice</i> or <i>Hope's End</i> at the start of the round, and have not lost control of it since then.</p> <p>Victory Point</p>	<p>Political Prominence</p> <p>The total influence of my planets is greater than that of the player to my left, and greater than that of the player to my right.</p> <p>Victory Point</p>	<p>Territorial Prominence</p> <p>No player controls more planets outside their Home System than I do.</p> <p>Victory Point</p>	<p>Imperial Stronghold</p> <p>I controlled <i>Mecatol Rex</i> or <i>Hope's End</i> at the start of the round, and have not lost control of it since then.</p> <p>Victory Point</p>
<p>Watcher of Gates</p> <p>I have ships in all systems containing a stable <i>alpha</i> wormhole, or in all systems containing a stable <i>beta</i> wormhole.</p> <p>Victory Point</p>	<p>Destroy Shipyards</p> <p>This round an enemy Space Dock was destroyed or captured by my units.</p> <p>Victory Point</p>	<p>Preliminary Demand</p> <p>SPECIAL When this card is revealed, replace it with a random <i>Preliminary Objective</i>. Treat it as a normal Public Objective in all respects, worth 1 Victory point.</p> <p>Victory Point</p>	<p>Top Secret Demand</p> <p>SPECIAL When this card is revealed, replace it with a random <i>Secret Objective</i>. Treat it as a normal Public Objective in all respects, worth 2 Victory point.</p> <p>Victory Point</p>	<p>Economic Stimulus Package</p> <p>I now spend 2 Trade Goods, 2 resources and 2 influence.</p> <p>Victory Point</p>	<p>Tactical Formation</p> <p>I control ships in a contiguous line of adjoining systems that contains systems at least 3 spaces apart.</p> <p><small>(ignoring wormholes)</small></p> <p>Victory Point</p>	<p>Focused Research</p> <p>I have 4 Technologies of the same color.</p> <p>Victory Point</p>	<p>Diversified Research</p> <p>I have a Technology of each of the 4 colors.</p> <p>Victory Point</p>	<p>Diversified Material Acquisition</p> <p>I control planets (or Artifacts) with 3 different technology specialties.</p> <p>Victory Point</p>



<p>Aggressive Expansion</p> <p>I took control of enemy controlled planets in 2 different systems this round.</p> <p>Victory Point</p>	<p>Rapid Expansion</p> <p>I took control of three planets this round.</p> <p><small>(Taking control of the same planet multiple times does not qualify)</small></p> <p>Victory Point</p>	<p>Trade Hegemony</p> <p>I control 2 (or all) Trade Stations.</p> <p><small>Discard and draw another if no Trade Stations are present on the map.</small></p> <p>Victory Point</p>						
<p>Antagonist</p> <p>I control two planets closer to opponent Home Systems than to my own.</p> <p><small>(Range through stationary wormholes count)</small></p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Arbiter</p> <p>I control 2 systems adjacent to Mecatol Rex.</p> <p><small>(Your own Home System do not count toward these two systems)</small></p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Commander</p> <p>I have my Flagship and 2 Dreadnoughts on the board.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Defender</p> <p>I have 3 planets containing 2 PDS units.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Enemy</p> <p>This round I destroyed enemy units in two different systems.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Enterprise</p> <p>I control a Space Dock at least 3 spaces away from my Home System.</p> <p><small>(shortest route through stationary wormholes count toward this range)</small></p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Galactic Guardian</p> <p>I control ships in 6 different systems outside my Home System.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Infiltrator</p> <p>This round I have destroyed two units in a system adjacent to their owner's Home System.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Isolated</p> <p>I control fewer planets outside my Home System than any other player.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>
<p>Legislator</p> <p>I now spend 8 influence.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Pioneer</p> <p>I control a planet at least 4 spaces from my Home System.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Politician</p> <p>I voted on the winning side of three agendas this round.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Venture Capitalist</p> <p>I now spend 6 resources.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Researcher</p> <p>I control at least 4 planets with a technology specialty.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Scientist</p> <p>I have a technology specialty (Artifacts count) of every color and a Space Dock outside of my Home System.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Seeker</p> <p>I have controlled 2 Artifacts during the entire Strategy- and Action Phase of this round.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Traitor to the Throne</p> <p>This round I successfully invaded Mecatol Rex when it was controlled by an opponent.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>	<p>Custodian of the Old Empire</p> <p>I have controlled Mecatol Rex for the entire Strategy- and Action Phase of this round.</p> <p>Flip this objective around after claiming it. It can not be claimed by other players in later rounds.</p> <p>Victory Point</p>
<p>Ancient Shipwreck</p> <p>I control the blue Artifact.</p> <p></p> <p>Gain 1 blue technology specialty while qualifying for this objective.</p> <p>Victory Point</p>	<p>Precursor Fossil</p> <p>I control the green Artifact.</p> <p></p> <p>Gain 1 green technology specialty while qualifying for this objective.</p> <p>Victory Point</p>	<p>Lazax Armory</p> <p>I control the red Artifact.</p> <p></p> <p>Gain 1 red technology specialty while qualifying for this objective.</p> <p>Victory Point</p>	<p>Imperial Datacache</p> <p>I control the yellow Artifact.</p> <p></p> <p>Gain 1 yellow technology specialty while qualifying for this objective.</p> <p>Victory Point</p>	<p>Imperial</p> <p>I control 12 planets outside my Home System.</p> <p>Victory Point</p>	<p>Sovereign</p> <p>I control 8 planets outside my Home System.</p> <p>Victory Point</p>	<p>Voice of the Council</p> <p>I am the Voice of the Council.</p> <p>Gain 5 bonus votes as long as you qualify for this objective.</p> <p>Victory Point</p>	<p>Voice of the Council</p> <p><i>"His word shall cut through discord and dissent, guiding us back to the unity that forged this once great empire."</i></p> <p>Elect Player</p> <p></p> <p>Spend 1 Strategy Allocation to call.</p>	



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<p>Bureaucrat</p> <p>I control Mecatol Rex. I am the player with the highest total influence. I am the elected player of a "Minister of..." agenda.</p> <p>2 Victory Points</p>	<p>Bureaucrat</p> <p>I control Mecatol Rex. I am the player with the highest total influence. I am the elected player of a "Minister of..." agenda.</p> <p>2 Victory Points</p>	<p>Colonizer</p> <p>I control 3 planetary systems outside my Home System, which are not adjacent to each other or to my Home System. I have a Carrier and 4 ground units in each of these systems.</p> <p>2 Victory Points</p>	<p>Colonizer</p> <p>I control 3 planetary systems outside my Home System, which are not adjacent to each other or to my Home System. I have a Carrier and 4 ground units in each of these systems.</p> <p>2 Victory Points</p>	<p>Conqueror</p> <p>I control all the planets in an opponent's Home System.</p> <p><small>*The Home System of the Clan of Saar grants only 1 Victory Point.</small></p> <p>2* Victory Points</p>	<p>Conqueror</p> <p>I control all the planets in an opponent's Home System.</p> <p><small>*The Home System of the Clan of Saar grants only 1 Victory Point.</small></p> <p>2* Victory Points</p>	<p>Diversified</p> <p>I control Mecatol Rex and have a Space Dock in the system. I have 2 Technologies in each of three different colors.</p> <p>2 Victory Points</p>	<p>Diversified</p> <p>I control Mecatol Rex and have a Space Dock in the system. I have 2 Technologies in each of three different colors.</p> <p>2 Victory Points</p>	<p>Expansionist</p> <p>I control 9 systems outside my Home System.</p> <p>2 Victory Points</p>
<p>Expansionist</p> <p>I control 9 systems outside my Home System.</p> <p>2 Victory Points</p>	<p>Explorer</p> <p>I have ships in 5 systems that are either Ion Storms, Nebulae, Gravity Rifts, the Wormhole Nexus or 4 spaces away* from my Home System.</p> <p><small>*Count shortest routes ignoring Unstable Wormholes</small></p> <p>2 Victory Points</p>	<p>Explorer</p> <p>I have ships in 5 systems that are either Ion Storms, Nebulae, Gravity Rifts, the Wormhole Nexus or 4 spaces away* from my Home System.</p> <p><small>*Count shortest routes ignoring Unstable Wormholes</small></p> <p>2 Victory Points</p>	<p>Focused</p> <p>I have 4 technologies of the same color, and 3 of my non-Home System planets have technology specialties of that color and have been under my control the entire Strategy and Action Phase this round.</p> <p>2 Victory Points</p>	<p>Focused</p> <p>I have 4 technologies of the same color, and 3 of my non-Home System planets have technology specialties of that color and have been under my control the entire Strategy and Action Phase this round.</p> <p>2 Victory Points</p>	<p>Forceful</p> <p>I control the Mecatol Rex system, and I have a Space Dock and one Dreadnought there. I have 4 non-Fighter ships in each of 4 planetary systems (outside my Home System).</p> <p>2 Victory Points</p>	<p>Forceful</p> <p>I control the Mecatol Rex system, and I have a Space Dock and one Dreadnought there. I have 4 non-Fighter ships in each of 4 planetary systems (outside my Home System).</p> <p>2 Victory Points</p>	<p>Industrial</p> <p>I have 4 Space Docks on the board, of which at least 2 are outside my Home System. The total resource value of the planets I control outside my Home System is at least 12 (ignoring bonus from Refineries).</p> <p>2 Victory Points</p>	<p>Industrial</p> <p>I have 4 Space Docks on the board, of which at least 2 are outside my Home System. The total resource value of the planets I control outside my Home System is at least 12 (ignoring bonus from Refineries).</p> <p>2 Victory Points</p>
<p>Keeper of Gates</p> <p>I have 1 non-Fighter ship in every system containing a <i>stable</i> A wormhole and every system containing a <i>stable</i> or B wormhole.</p> <p>2 Victory Points</p>	<p>Keeper of Gates</p> <p>I have 1 non-Fighter ship in every system containing a <i>stable</i> A wormhole and every system containing a <i>stable</i> or B wormhole.</p> <p>2 Victory Points</p>	<p>Master of Ships</p> <p>I have a combined total of 15 non-Fighter ships in or adjacent to the Mecatol Rex system (but outside my Home System).</p> <p>2 Victory Points</p>	<p>Master of Ships</p> <p>I have a combined total of 15 non-Fighter ships in or adjacent to the Mecatol Rex system (but outside my Home System).</p> <p>2 Victory Points</p>	<p>Ruthless</p> <p>I control 3 planetary systems, each of which being closer* to (one or more) opponent Home Systems than to my own.</p> <p><small>*Count the shortest route ignoring Unstable Wormholes.</small></p> <p>2 Victory Points</p>	<p>Ruthless</p> <p>I control 3 planetary systems, each of which being closer* to (one or more) opponent Home Systems than to my own.</p> <p><small>*Count the shortest route ignoring Unstable Wormholes.</small></p> <p>2 Victory Points</p>	<p>Protagonist</p> <p>I qualify for Sovereign, and am the elected player of either Voice of the Council or a "Minister of..." agenda. At the end of this Action Phase, no player had scored more Public Objectives than me.</p> <p>2 Victory Points</p>	<p>Protagonist</p> <p>I qualify for Sovereign, and am the elected player of either Voice of the Council or a "Minister of..." agenda. At the end of this Action Phase, no player had scored more Public Objectives than me.</p> <p>2 Victory Points</p>	<p>Regulator</p> <p>This round, I have destroyed or captured 2 Space Docks controlled by different opponents as a result of invasion (or bombardment).</p> <p><small>Destroying Saar Space Docks by having ships in the system qualifies.</small></p> <p>2 Victory Points</p>
<p>Regulator</p> <p>This round, I have destroyed or captured 2 Space Docks controlled by different opponents as a result of invasion (or bombardment).</p> <p><small>Destroying Saar Space Docks by having ships in the system qualifies.</small></p> <p>2 Victory Points</p>	<p>Technocrat</p> <p>I control at least 6 planets with a technology specialty.</p> <p><small>(Reminder: Artifacts on planets do not count)</small></p> <p>2 Victory Points</p>	<p>Technocrat</p> <p>I control at least 6 planets with a technology specialty.</p> <p><small>(Reminder: Artifacts on planets do not count)</small></p> <p>2 Victory Points</p>	<p>Threatening</p> <p>I control 6 ships and 4 ground units adjacent to each of two opponent's Home Systems.</p> <p><small>Units adjacent to several Home Systems may only be counted once. Units adjacent to your own Home System do not count toward this objective.</small></p> <p>2 Victory Points</p>	<p>Threatening</p> <p>I control 6 ships and 4 ground units adjacent to each of two opponent's Home Systems.</p> <p><small>Units adjacent to several Home Systems may only be counted once. Units adjacent to your own Home System do not count toward this objective.</small></p> <p>2 Victory Points</p>	<p>Usurper</p> <p>I have controlled a Space Dock in the Mecatol Rex System through the entire Strategy and Action Phase of this round. I have 6 ground units, 2 PDS and one of my Leaders on Mecatol Rex.</p> <p>2 Victory Points</p>	<p>Usurper</p> <p>I have controlled a Space Dock in the Mecatol Rex System through the entire Strategy and Action Phase of this round. I have 6 ground units, 2 PDS and one of my Leaders on Mecatol Rex.</p> <p>2 Victory Points</p>	<p>Warmonger</p> <p>This round I won 4 Space Battles.</p> <p>2 Victory Points</p>	<p>Warmonger</p> <p>This round I won 4 Space Battles.</p> <p>2 Victory Points</p>



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<p>Public Objective STAGE II</p> <p>I won two Space Battles as the attacker this round, each of them against at least 3 opposing ships.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control 3 systems at least 3 spaces from my Home System.</p> <p><small>Shortest path through stationary wormholes count toward this range. Unstable wormholes and Domain Counters are ignored.</small></p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control ships in adjoining systems containing systems at least 5 spaces apart.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I have at least 5 (non-Fighter) ships in two different opponent's Home Systems.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I have 5 Technologies of the same color.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I have at least 9 Technologies.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control 10 planets outside my Home System.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I now spend 12 Trade Goods.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I now spend 15 influence.</p> <p>2 Victory Points</p>
<p>Public Objective STAGE II</p> <p>I now spend 15 resources.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I now spend 20 resources or influence, or a mix thereof.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>This round I destroyed or now blockade two enemy Space Docks (or a mix thereof).</p> <p>2 Victory Points</p>	<p>Domination!</p> <p>I control all the planets in the Home Systems of two opponents.</p> <p>I win the game</p>	<p>Public Objective STAGE II</p> <p>I control at 8 ships and 4 planets at least 4 spaces away from my Home System.</p> <p><small>Shortest route through stationary wormholes count toward this range, but Unstable Wormholes and Domain Counters are ignored.</small></p> <p>2 Victory Points</p>	<p>Imperium Rex</p> <p>The game ends immediately upon initiation of Stage II.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>This round, I successfully invaded three planets, each containing enemy ground units.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control the Mecatol Rex system and at least 3 systems adjacent to it.</p> <p><small>I "control" a system if I have at least one (non-Fighter) ship there, and I control every planet in the system.</small></p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control the Mecatol Rex system and all systems adjacent to it.</p> <p><small>I "control" a system if I have at least one (non-Fighter) ship there, and I control every planet in the system.</small></p> <p>2 Victory Points</p>
<p>Public Objective STAGE II</p> <p>I control planets with a combined total influence greater than the combined total influence of the player to my right and the player to my left.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I have controlled Mecatol Rex, Mallice and Hope's End the entire Strategy- and Action Phase of this round.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I control ships in 10 systems.</p> <p>2 Victory Points</p>	<p>Public Objective STAGE II</p> <p>I now spend 6 Command Counters from my Command Pool or Strategy Allocation (or a mix thereof).</p> <p>2 Victory Points</p>	<p>Supremacy!</p> <p>I control 18 planets outside my Home System.</p> <p>I win the game</p>				

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