

Demonstration of Strength

This round I have won 3 Space Battles; in each of these I destroyed at least 3 opponent ships.

 **1**
Victory Point

Industrial Dominance

I have 4 Dreadnoughts and 5 other (non-Fighter) ships on the board. I have 12 Ground Forces on Arc Prime *or* Mecatol Rex. I control planets totalling 10 resources outside my Home System.

 **2**
Victory Points

Fear and Awe

This round I invaded or bombarded to neutrality 4 planets, of which two contained Space Docks.
I have at least 9 (non-Fighter) ships orbiting Mecatol Rex.

 **3**
Victory Points

The Raid

I have destroyed 3 enemy Carriers this round.

 **1**
Victory Point

To the Stars

I control a total of 3 Space Docks and/or planets at least 4 systems away from my Home System. I have 5 ships within these systems.

 **1**
Victory Point

The Promised Land

I control a system with a combined total of 7 resources and influence, at least 3 spaces from my Home System. I have 15 units in the system. I control either Mallice *or* Hope's End.

 **2**
Victory Points

Cosmic Caravan

I control at least 2 (non-Fighter) ships in each of 8 connected systems outside my Home System. These contiguous systems contains systems at least 4 spaces apart.

 **3**
Victory Points

The Mother Lode

This round I used Salvage Operations to obtain a War Sun *or* two Dreadnoughts. I have stolen 4 Trade Goods from my opponents using my special ability this round.

 **2**
Victory Points

Wheels of Civilization

I now spend 8 Trade Goods.

 **1**
Victory Point

From Sand to Gold

I control 5 planets outside my Home System with resource values of 2 or more.

 **2**
Victory Points

Interstellar Monopoly

I control all Trade Stations. I control an A- and a B wormhole (if it exists). I control Mecatol Rex.

I now spend 12 Trade Goods.

 **3**
Victory Points

Victory or Death

I was the attacker in 6 different Space Battles this round, and I won at least 3. I Control Hope's End *or* a Non-Home System with the most resources on the map (one of them if several tie)

 **3**
Victory Points

Perimeter Jord

I control 6 systems within two spaces from Jord, which includes all systems adjacent to Jord. I have 2 Dreadnoughts, 6 Fighters and 4 Carriers within these systems.

 **1**
Victory Point

Frontier Defense

I control 3 planets outside my Home System. Each of these planets is at least two spaces apart from Jord and each other, and each contains a Space Dock, PDS and 4 Ground Forces.

 **2**
Victory Points

Proud Federation

I have 3 Technology Advances of every color, 9 planets outside my Home System, and 20 (non-Fighter) ships on the board. I have 6 Ground Forces on Quann *or* Mecatol Rex.

 **3**
Victory Points

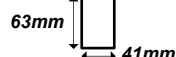
Relic of Origin

I control two Artifacts and my scientist is present with one of them. I have two Dreadnoughts in each of these two systems.

 **1**
Victory Point

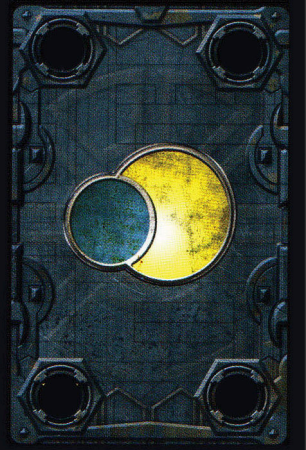
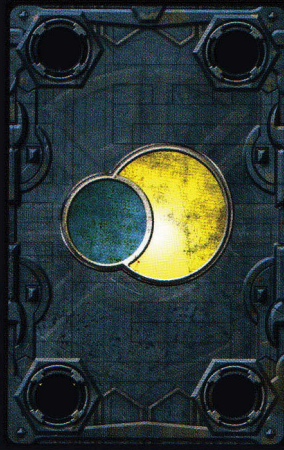
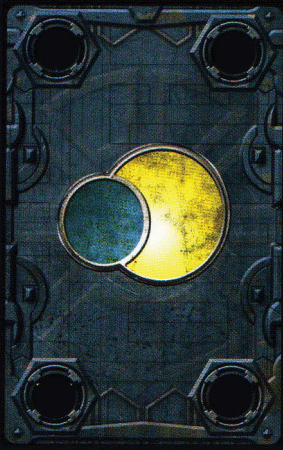
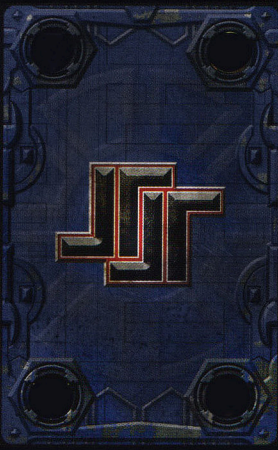
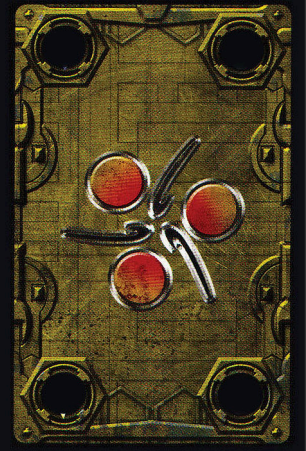
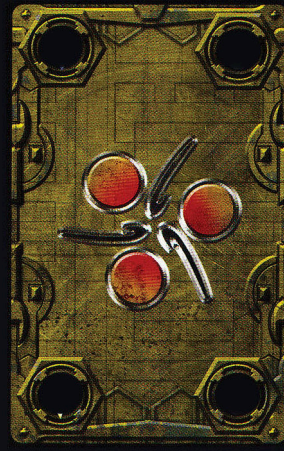
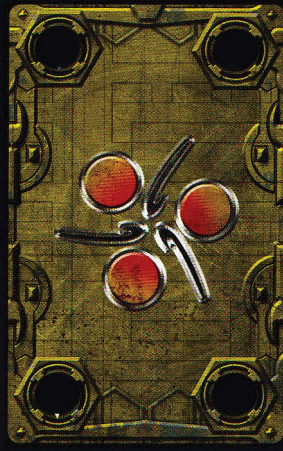
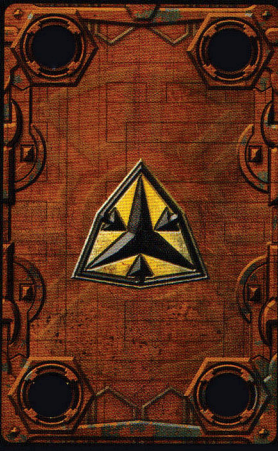
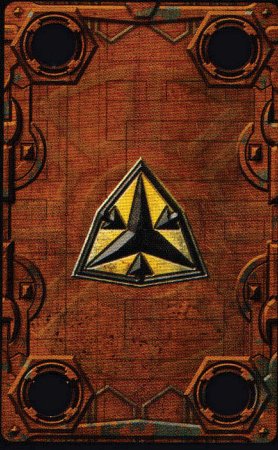
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Frontside 1/4



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Left and Top margin: 1 cm



A4

Backside 1/4

63mm



41mm

Black bleed around and between cards: 3mm

Right and Top margin: 1 cm

Siren Call

This round, I used my racial ability to retreat from an opponent, and later destroyed a fleet of theirs in the system I retreated from.

 **1**
Victory Point

Harmony

I control eight systems (or all eligible systems) within two spaces of my Home System. There are no enemy units within two spaces of my Home System, except in enemy Home Systems.

 **2**
Victory Points

Trinity

I control Mecatol Rex, Mallice and Hope's End*. I have at least 6 Fighters in each of these systems. I now spend 3 Command Counters.

*If Hope's End is not in play, control planet in an opponent Home System instead.

 **3**
Victory Points

Forgotten Secrets

I control one Artifact and have 4 Technology Advances of its color. I have my Scientist in the system containing the Artifact.

 **1**
Victory Point

Eradicate

This round I destroyed (or converted) a Space Dock and at least 5 non-Fighter ships.

 **1**
Victory Point

Consume

I have 8 Technology Advances. This round I attacked and destroyed a total of 10 units in opponent Home Systems or successfully invaded all planets in a Home System.

 **2**
Victory Points

Devour

I eliminated an opponent this round, and control a Space Dock in an opponent Home System. I have all Valefar Assimilators active, and control at least 10 planets.

 **3**
Victory Points

Ancient Glory

I control the Blue or Green Artifact. I control Mecatol Rex and have a Space Dock and three Leaders here. I control each eligible system in the shortest line from my Home System

 **2**
Victory Points

Veiled Threat

I have a total of 6 PDS units adjacent to Mecatol Rex or opponent Home Systems. I have a total of 10 Ground Forces and two Generals in these systems.

 **1**
Victory Point

Ancient Rite

This round I have destroyed a War Sun, Flagship or two Dreadnoughts.

I control 3 planets with red technology speciality.

 **2**
Victory Points

Might of the Great Hive

I control 9 systems outside my Home System or a planet in two different opponent Home Systems. I have a total of 15 ships and 6 PDS units adjacent to or on Mecatol Rex.

 **3**
Victory Points


Galactic Culture

I control planets totaling 12 influence outside my Home System. I have at least two Minister positions.

 **3**
Victory Points

Scientific Supremacy

I have 12 Technology Advances. I have 4 Technology Advances that no other opponent has.

 **1**
Victory Point

Xeno-technological Research

I control a total of 7 Artifacts and planets with Technology Specialties. I have a Scientists in two of these systems.

 **2**
Victory Points

Technological Singularity

I have all Technology Advances of two colors, and all three of my Race-specific Technologies.

 **3**
Victory Points

Darkened Skies

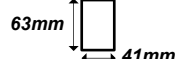
I control a total of 4 Dreadnoughts in opponent Home Systems or over three opponent Space Docks.

I Control Mecatol Rex.

 **2**
Victory Points

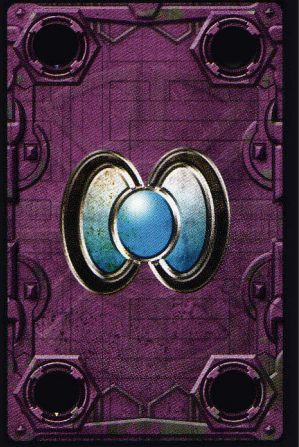
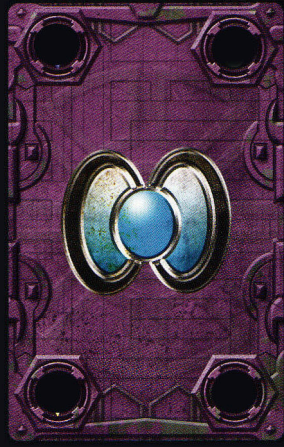
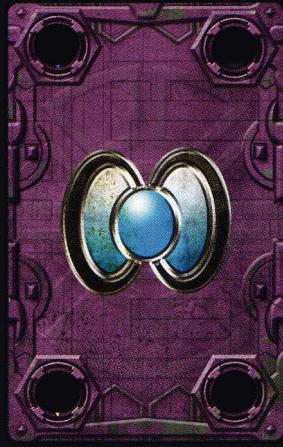
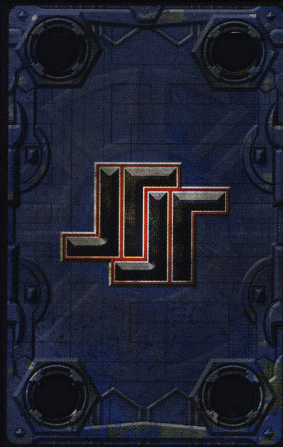
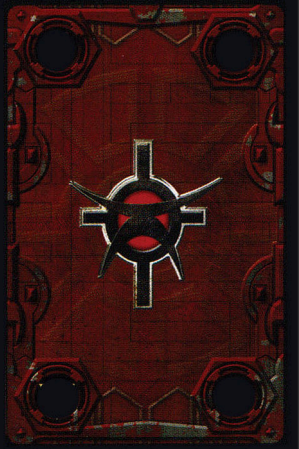
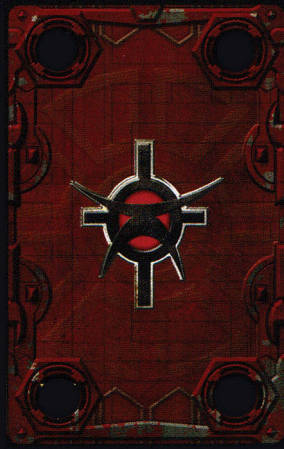
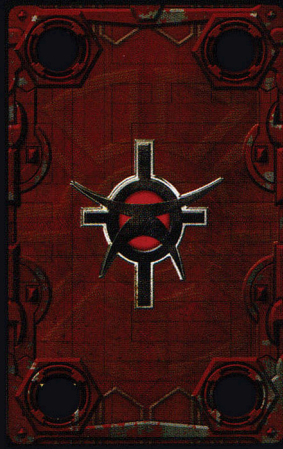
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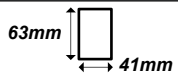
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Backside 2/4



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Right and Top margin: 1 cm

Wise Guidance

Three of my revealed political agendas have so far been chosen for voting in the Twilight Council. Their result was each as I voted.

1
Victory Point

Peace Above All

Until now, I have taken no hostile actions against anyone having taken no hostile actions against me or my trade partners. I have freed a Leader this round. I now donate 5 Trade Goods to opponents.

2
Victory Points

Might, Mercy and Honor

This round I let two fleets worth at least 10 resources retreat before combat using my Diplomats (and did not lose the battle if retreat was not called). I am the Voice of the Council *and* have a Minister position.

3
Victory Points

Enigma

I have ships in 4 systems adjacent to enemy ships. This round I called at least 2 retreats or withdraws.

1
Victory Point

Unseen Numbers

I have played 5 Action Cards in a single Space Battle or Invasion Combat this round, *or* 8 Action Cards throughout this round.

1
Victory Point

Of Silence and Shadows

This round I successfully invaded 4 enemy controlled planets that lies closer to enemy Home Systems than my own. The invasions took place either on refreshed planets, or after the opponent had passed.

2
Victory Points

Silent Subversion

I have replaced 6 buildings (PDS and Space Docks) on invaded planets using my Agents or Shock Troops. I have captured 3 enemy Leaders during the game.

3
Victory Points

Vanguards of the dark rim

I control 7 systems along the edge of the board (I control a system when I have ships in the system and control all planets in the system).

2
Victory Points

The Greater Good

I killed or converted at least 8 Ground Forces this round, or at least 5 during a single turn.

1
Victory Point

Sword of Salvation

I have killed or executed two opponent Leaders.

2
Victory Points

Eternal Utopia

I control Mecatol Rex or an opponent Home System and have 12 Ground Forces here. I control the Green Artifact and have 2 green Tech Specialties.

3
Victory Points

Omni-presence

I control units or planets adjacent to (or in) every system on the board, *or* I control 5 planets with a blue tech specialty.

3
Victory Points

Vengeance Unchained

I have War Suns in three different systems outside my Home System. I have 4 Red Technology Advances.

1
Victory Point

Of Fire and Flame

This round I bombarded a planet containing a Space Dock to neutrality. I have won two Space Battles this round.

2
Victory Points

Sphere of Annihilation

This round I bombarded to neutrality either Mecatol or a planet in an opponent Home System. I control ships, including two War Suns, in all controllable systems adjacent to this system.
*If fewer than six adjacent spaces can be controlled, compensate by systems one space further away.

3
Victory Points

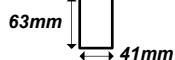
End of an Era

I control Mecatol Rex. I have successfully invaded planets belonging to 4 different (or all) opponents this round. I have a total of 5 Dreadnoughts in at least 3 different systems adjacent to (or inside) Mecatol Rex.

3
Victory Points

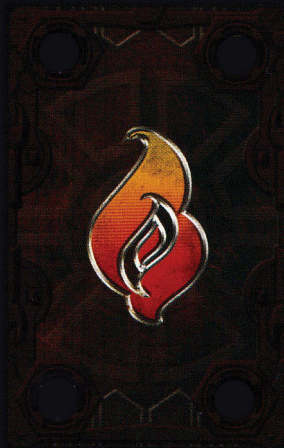
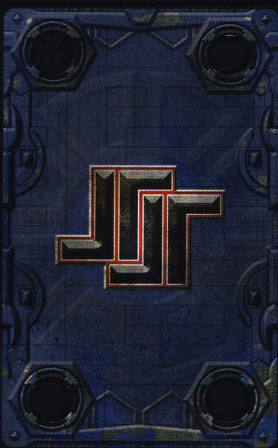
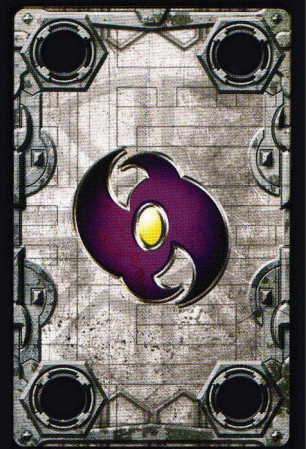
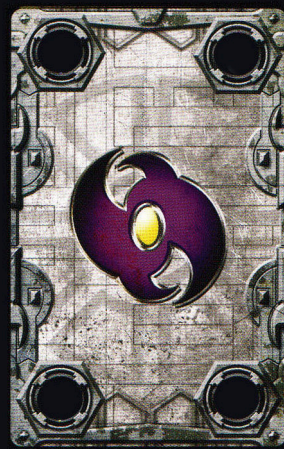
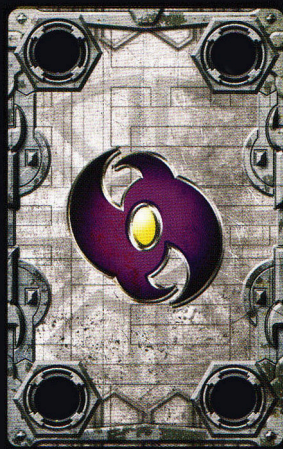
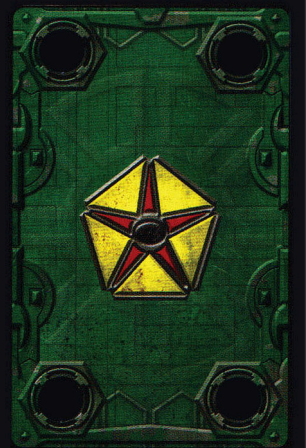
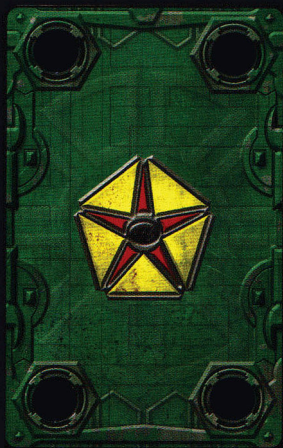
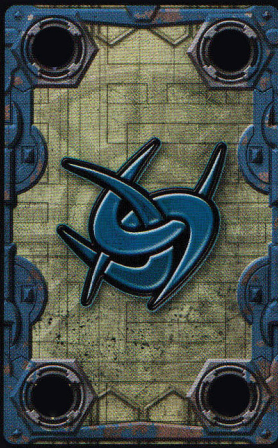
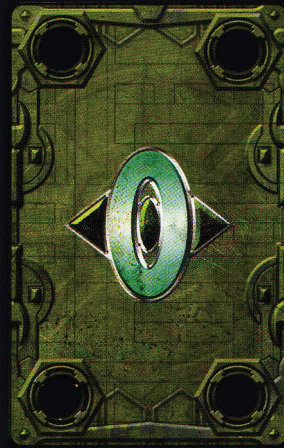
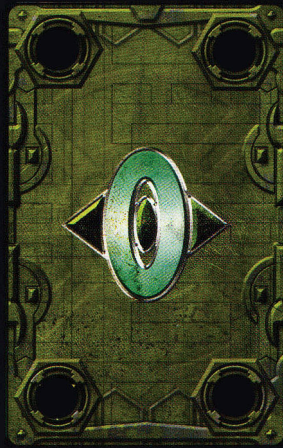
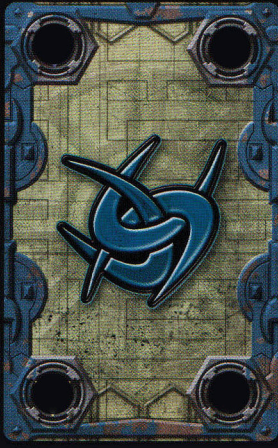
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Backside 3/4



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Symbiotic Surge

I have a total of 4 Ground Forces on each of 4 different planets outside my Home System.

1
Victory Point

Zoetic Essence

I control the Green Artifact and 3 planets with green Technology Specialties.

2
Victory Points

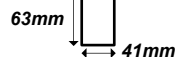
Zenith of the Symphony

I control either Mecatol Rex, Mallice or Faunus.
I have 12 non-Fighter ships at least 2 spaces from Nestphar.
I have all green Technology Advances.

3
Victory Points

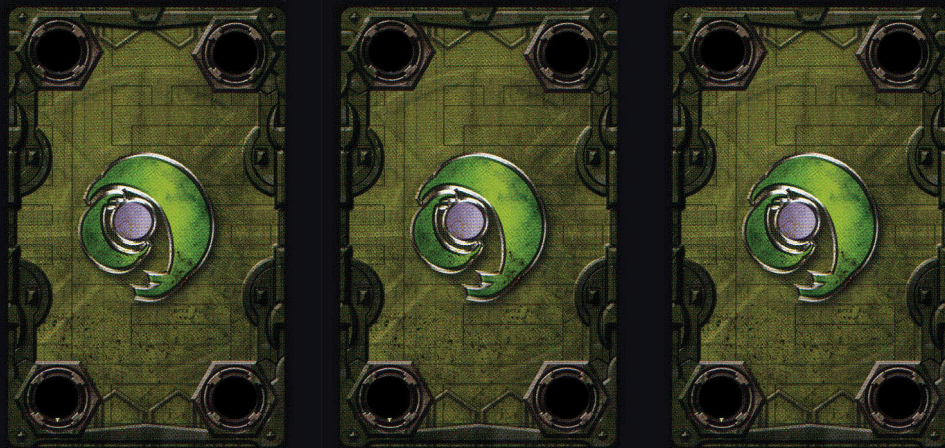
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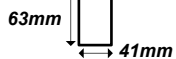
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