Objectives	Value	Round	1	2	3	4	5	6	7	8
COMBAT										
1st/2nd/3rd most destroyed	[3 – 2 – 1]									
Leader killed/captured/released	[1 – 1 – 1]									
enemy Flagship destroyed	[1]									
CONTROL										
Mecatol Rex	[2]									
Mallice	[1]									
2 systems	[1 per each]									
other Home Systems	[2 each]									
non-control of own Home System	[-2]									
3 Space Docks	[1]									
Artifacts	[1 each]									
ACHIEVEMENTS										
1st/2nd/3rd most votes	[3 – 2 – 1]									
Technology acquired	[2 – 1 – 1 …]									
SPENDING (maximum of 3)										
3 resources	[1 per each]									
2 influence	[1 per each]									
2 Action Cards	[1 per each]									
1 Command Counter	[1 per each]									
MISCELLANEOUS										
Preliminary Objective	[5 – 3 – 2]									
Secret Objective	[10–6–4–3–2–1]									
Flagship built (this round)	[2]									
	TOTAL FOR ROUND										
Version 1.3.1	**TOTAL FOR GAME**										

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Secret Objective	[10–6–4–3–2–1]									
Flagship built (this round)	[2]									
	TOTAL FOR ROUND										
Version 1.3.1	**TOTAL FOR GAME**										

VICTORY CONDITIONS:

- The player that reaches *or passes* **75VP** first is the winner. (The winner must also control the planets of his Home System.)
- Victory Points are claimed simultaneously.
- If more than one player passes the 75VP plateau in the same Status Phase, the player who has the **most** points is the winner.
- In the event of a tie, all players vote among the tied players for a winner, using all of their influence.

COMBAT:

- When a player destroys an enemy unit, that unit is placed on the destroying player's race sheet. This unit cannot be rebuilt until the following round (with the exceptions of Ground Forces and Fighters being attached to current armies and fleets).
- At the end of each Status Phase, all units are returned to their original owners' reinforcements.

BUREAUCRACY is adjusted as follows:

- Special is removed.
- Primary Ability is changed to: "Receive 1 Command Counter from your reinforcements. Then, draw the top two cards from the Secret Objective deck. Place one faceup in the common play area and the other on the top or bottom of the deck. You may then immediately claim one (non-Secret) objective for which you qualify."
- Secondary ability is as normal.
- (NOTE: Bureaucracy makes it possible for you to claim the same objective twice in one round (double-claim). For example, if you control Mecatol Rex, you can claim 2VP when you play Bureaucracy, then 2VP again if you still control it in the Status Phase.)

PRELIMINARY OBJECTIVES:

- Draw one card from this deck in the Strategy Phase and place it faceup in the common play area.
- Continue to do so each round until each player has claimed a Preliminary Objective.
- As per normal rules, each player may only claim one Preliminary Objective.

CLAIMING OBJECTIVES:

- During each Status Phase, claim **all** objectives for which you qualify.
- You may claim objectives even if you do not control your Home System.
- If multiple players qualify for a given PreO or SO in the same Status Phase, each receives the current highest available amount.

Combat Objectives:
- Each player tallies the resource value of enemy units on their race sheet. For the player with the:
  - highest total: **3VP**
  - second-highest total: **2VP**
  - third-highest total: **1VP**
  NOTE: A player may not qualify for this objective if he destroyed no ships.
- Each time an enemy Leader is killed or captured in combat, or a captured Leader is returned to its original owner: **1VP**
- If you destroyed an enemy Flagship in the round: **1VP**.

Control Objectives:
- If you control Mecatol Rex (*planet*, not system): **2VP**
- If you control Mallice (*planet*, not system): **1VP**
- For every TWO *systems* you control (including your Home System): **1VP**
- For each other Home System you control: **2VP**
- If you have all three of your Space Docks on the board: **1VP**
- For each Artifact you control: **1VP**

Achievement Objectives:
- Whenever voting occurs (except endgame tiebreaker), the player who:
  - casts the most votes: **3VP**
  - cast the second-most votes: **2VP**
  - cast the third-most votes: **1VP**
  NOTES: Abstention is not voting. Speaker breaks ties.
- If you acquired a technology this round:
  - for the first tech you acquired this round: **2VP**
  - for each additional tech acquired this round: **1VP**

Spending Objectives:
IMPORTANT: You may only claim *3* Spending Objectives in any given Status Phase. They need not be the same type.
- For every 3 resources you spend: **1VP**
- For every 2 influence you spend: **1VP**
- For every 2 Action Cards you choose to discard: **1VP**
- For every Command Counter you spend: **1VP**

Miscellaneous Objectives:
- *Preliminary Objectives*: For each revealed Preliminary Objective:
  - The first player to claim gains **5VP**.
  - The second player to claim gains **3VP**.
  - The third player to claim gains **2VP**.
- *Secret Objectives*: For each revealed Secret Objective:
  - The first player to claim gains **10VP**.
  - The second player to claim gains **6VP**.
  - The third player to claim gains **4VP**.
  - The fourth player to claim gains **3VP**.
  - The fifth player to claim gains **2VP**.
  - The sixth player to claim gains **1VP**.
- *Flagships*: In the round in which a Flagship is produced: **2VP**.