

## **DOMINATE HYPERLANES**

Take if you control more hyperlane starbases than any other player at your map table.

**Gain a bonus Megapower token when you take this card, and at the end of each cycle you hold it.**

## **DOMINATE SECTORS**

Take if you control more sector starbases than any other player at your map table.

**Gain a bonus Megapower token when you take this card, and at the end of each cycle you hold it.**

## **VICEROY**

Take if appointed as Viceroy or you win a Quadrant Coup.

**Control Quadrant government.**

Determine initiative.

**Gain a bonus Legacy token when you take this card, and at the end of each cycle you hold it.**

## **UNDERDOGS**

Awarded at Control discretion to the player in the worst position.

**Draw a bonus card in battles.**

**Gain a bonus Megapower token when you take this card, and at the end of each cycle you hold it.**

## **STRONG ADMIRAL**

Take if you have the most Glory out of all the players at your map table.

**Draw a bonus card in battles.**

**Can become an Usurper if there is a Weak Emperor.**

## **MONUMENT**

Take if you control the most Monument markers out of all the players at your map table.

**Gain a bonus Legacy token when you take this card, and at the end of each cycle you hold it.**