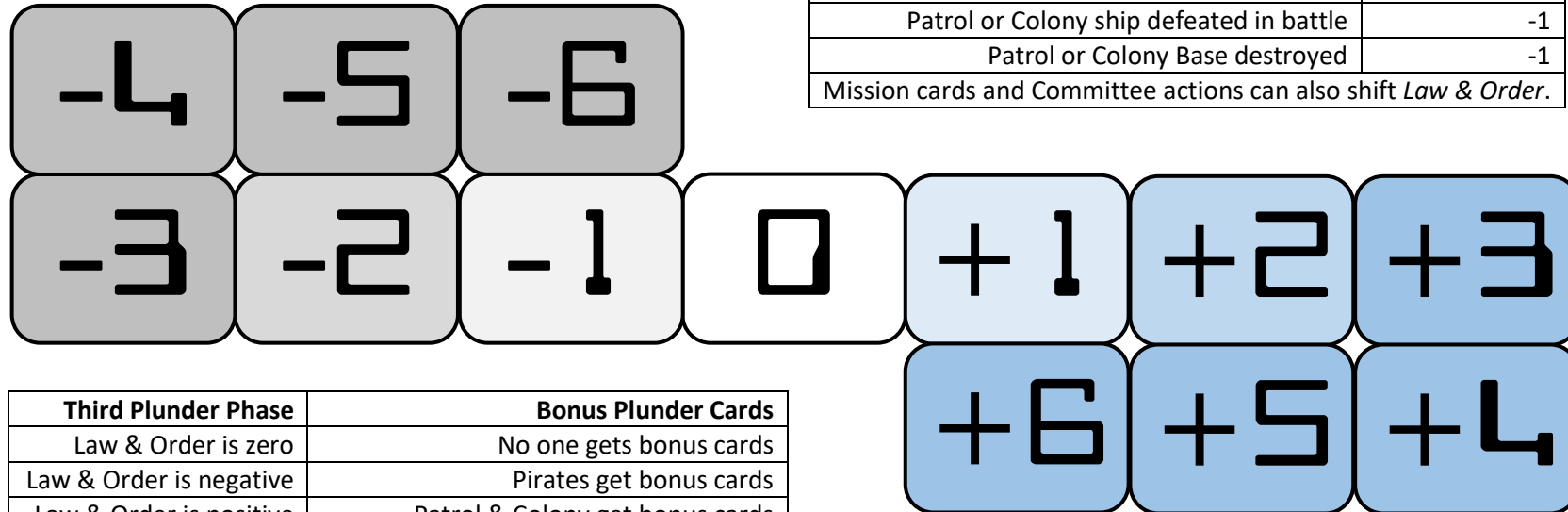


SERPENS MAIN LAW & ORDER TRACK



Event	Law & Order
Pirate Ship defeated in battle	+1
Smuggler's Base removed	+1
Patrol or Colony ship defeated in battle	-1
Patrol or Colony Base destroyed	-1
Mission cards and Committee actions can also shift <i>Law & Order</i> .	

Third Plunder Phase	Bonus Plunder Cards
Law & Order is zero	No one gets bonus cards
Law & Order is negative	Pirates get bonus cards
Law & Order is positive	Patrol & Colony get bonus cards
Bonus cards are equal to the number on the track, i.e. at -2 all pirate players on the map table get two bonus plunder cards, at +4 all Patrol and Colony players get four bonus plunder cards.	

At start of new game turn if...	Merchant Ship Spawn (Star Systems)	Merchant Ship Spawn (Jump Points)	Wormhole Degradation
Law & Order is negative	+1 Merchant Ship per star system	-1 Merchant Ship per jump point	Three jump routes
Law & Order is zero	+2 Merchant Ships per star system	No merchant ships spawn	Two jump routes
Law & Order is positive	+3 Merchant Ships per star system	+1 Merchant Ship per jump point	One jump route
After adjustments are made, shift the <i>Law & Order</i> marker one space towards zero. No change if on zero.			