

BLACK MARKET

1. Players present at the Committee meeting declare the value of their Plunder cards.
2. The player with the most Plunder chooses the next item of business. Break ties by age (oldest first).
3. Each time a player chooses the next item of business, they can either:
 - a. Collect all of the Plunder cards sitting on one of the Committee options.
 - b. Play Plunder cards with a value greater than the value of the Plunder cards currently sitting on one of the Committee options. The player adds one of their played Plunder cards to the pile, and discards the others.
 - c. If the Plunder card added to the pile has a value of **zero**, the player can make another item of business choice after all other players have had a choice. A player cannot benefit from this more than once per Committee meeting.
 - d. For choosing Upgrade cards only, a player draws a number of Upgrades equal to the highest of Bounty, Rank, Medals, or Status. Choose one Upgrade, discard the rest.

Smuggler's Base:

The player names a Jump Point where there is not a Smuggler's Base or Patrol Ship present. A Smuggler's Base is built there.

Plunder

Spice Run Missions

The player draws a Spice Mission card.

This generates a special mission for that player to achieve, in exchange for a reward specified on the card.

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Smuggler Ship:

Gain a Century Hawk Ship sheet.

Plunder

Scavenger Upgrades

The player draws a Scavenger Upgrade card.

Plunder