

C.S.C.A.R. COMMITTEE

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.

Public Enemy #1

Name a player with a bounty score of 1+.
Their bounty score is doubled temporarily.
If another player is named PE#1, the
bounty score of the previous PE#1 drops to
its original value.

Plunder

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Influence

The effect of this option depends on the
role of the player selecting it:

- Colony Player: gain status (affix a dot sticker to your name badge)
- Other Player: collect all Plunder cards on this option – no other player can choose the *Influence* option this turn.

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Viceroy

Any current Viceroy is sacked, triggering a vote between the players present at CSCAR. Players have votes equal to the greater of Status, Bounty, Rank or Medals. The player with the highest vote score is appointed as Viceroy.

- Give the *Viceroy* card to the winner
- If the vote is tied, no Viceroy is appointed, and the *Law & Order* marker for the home sector map of the player choosing this option is reduced by one per Pirate Ship there.

Plunder

Taxation

Collect Plunder cards equal to your home sector's *Law & Order* value, then reduce its value by 1. If you choose to collect the Plunder cards stacked on this option, your home sector's *Law & Order* value is still reduced by one.

Plunder

Senate Mission

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

Plunder