

PATROL 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.

Bounty

The player increases the bounty on a pirate they name by +1.

Plunder

Medal

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

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

Plunder

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Patrol Base

The player names a Star System that does not have a Base. A Patrol Base is built there. Move the *Law & Order* marker for the Sector it is built in up one space.

Plunder

Promotion

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

- Patrol Player: gain a one star promotion (affix a star sticker to your name badge)
- Other Player: collect all Plunder cards on this option – no other player can choose the *Promotion* option this turn.

Plunder

Patrol Carrier

Gain a Patrol Carrier sheet.

Plunder