STARCOM 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 <u>greater</u> 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 <u>after</u> 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.

Plunder

Bounty

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

Plunder

Black Missions

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

STARCOM Committee

Pirate King: any current King is dethroned, triggering a vote between the players present at STARCOM. Players have votes equal to the greater of Status, Bounty, Rank or Medals. The Pirate with the highest vote score is appointed as Pirate King.

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

Plunder

Plunder

Weapon Upgrades

The player draws a Weapon Upgrade card.

Privateer Ship:

Gain a Scimitar Ship sheet.

Plunder