

TRADE 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.

Trade Routes

This creates a trade route between a Colony and another Star System on the same game map.

Add one merchant rocket ship to each system on the trade route (the shortest route connecting the two systems).

Plunder

Plunder

Monopoly

Choose a Star System and add three merchant rocket ships to it.

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Fuel and Power Upgrades

The player draws a Fuel and Power Upgrade card.

Plunder

Q-Ships

Gain a Q-Ship sheet.

Plunder

Gate Defence Units

The player places Gate Defence Units equal to the highest of their Bounty, Medals, rank or Status, in Star Systems or Jump Points in or adjacent to a system with a Patrol or Colony Base, but no more than one Gate Defence Unit per area.

Plunder