

# WORMHOLE 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.

## Wormhole Maintenance

The player chooses one Star System for maintenance. All Yellow Wormholes in that Star System are upgraded to Green Wormholes, and all Red Wormholes are upgraded to Yellow Wormholes. Any wormhole mines on those routes can be removed.

## Plunder

## Wormhole Surveys

A Colony or Patrol player chooses one Blue Wormhole route, and converts it into a Green Wormhole route.

A Pirate player can create one Blue Wormhole route between two points on the same map table.

## Plunder

# WORMHOLE COMMITTEE

## Wormhole Mines

Gain a number of Wormhole mines equal to your Status, Rank, or Bounty. Deploy these on Green, Yellow, or Red wormhole routes on your home sector map.

## Plunder

## Jump Drive Upgrades

The player draws a Jump Drive upgrade card.

## Plunder

## Survey Ship

Gain a Survey Ship sheet.

## Plunder