

IMPARTIAL ADVICE

Play at any time.

Double the value of the **Blame die** in a 3d6 roll.

SHIFT BLAME

Play at any time.

Shift a Blame token from one Government agency to another agency.

SHIFT PAWN

Play at any time.

Shift a Pawn from one Government agency to another agency.

PURGE

Play as an Action.

Target a government agency. Remove one **Blame token** and a number of Pawns (from any faction) equal to the Blame token value.

SPIN

Play at any time.

Reduce your faction Blame point score by one per Pawn you have in the Bureaucracy office.

ARCHIVES

Play as an Action.

Shift Blame one point of score from your faction to another faction per Pawn you have in the Bureaucracy office.

STAR CHAMBER

Play when a **disaster** (13) is rolled on 3d6.

Faction causing the disaster must remove faction Pawns equal to the roll of the **blame die**.

PUPPETS

Play as a Secret Action, or play at any time if there is a **Weak Emperor**.

Place one Pawn token in either (a) each branch of government, or (b) each government office.

Restriction: no effect on government agencies where you have the most Pawns.

RED TAPE

Play as an Action.

Propose a **special action** involving government offices to Control, who will adjudicate resource cost, chance of success, and outcomes.

Tip: you might want to discuss your idea with Control before playing this card.

GOLDEN AGE

Play if a **Strong Emperor** is appointed.

Remove all of your faction Pawns from one government agency. Gain a Legacy token and build a Monument on a Quadrant map.