

IMPARTIAL ADVICE

Play at any time.

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

BUREAUCRACY

SHIFT BLAME

Play at any time.

Shift a Blame token (of any value) from one Government agency to another agency.

BUREAUCRACY

SHIFT PAWN

Play at any time.

Shift a Pawn from one Government agency to another agency.

BUREAUCRACY

PURGE

Play as an Action.

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

BUREAUCRACY

SPIN

Play at any time.

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

BUREAUCRACY

ARCHIVES

Play at any time.

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

BUREAUCRACY

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**.

BUREAUCRACY

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.

BUREAUCRACY

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.

BUREAUCRACY

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.

BUREAUCRACY