



## Treasury

The head of Treasury may use an action to gain 2 additional actions. This action may only be performed once in a player's turn.

## Executive Branch

The head of Executive Branch may use an action to restructure. You may move remove, move, reverse, or add a control arrow. An arrow cannot be added or moved so that control loops. If you can follow a department's control arrows back to itself, then it is an illegal placement.

## Secret Service

The head of Secret Service may use an action to investigate the department of his or her choice. All departmental blame tokens on the investigated department immediately transfer to the personal blame pool of the head of the investigated department.

## Human Resources

The head of Human Resources may use an action to reassign players to departments.

Players' pawns may be moved to any department. A department may not have more than one head. The head of Human Resources can reassign themselves with this action, they continue their turn as head of the new department.

## Department of Reform

This department has no special action.

## Admiralty

The head of Admiralty may use an action to go on maneuvers, inspiring all with the majesty of the imperial navy. The department loses 4 departmental blame tokens; the head of Admiralty loses 2 personal blame tokens. This action may only be performed once in a player's turn.