

New Cabinet Positions for Junta

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Three new positions must now be assigned by El Presidente, as per rule 15. They are the Secretary of War, Foreign Secretary, and Labor Secretary. If there are less than 6 players in the game, some cabinet positions will be unassigned each turn. This is fine, but El Presidente **MUST** assign every Brigade and the Minister of Internal Security each turn. After positions have been assigned following the restrictions of rule 15, any unassigned positions are set aside and are not active for the turn.

THE SECRETARY OF WAR

The Secretary of War has 1 vote in the Chamber of Deputies.

The Secretary of War has the ability to grant any Brigade General, the Air Force Commander, or the Admiral of the Navy the "NEW WEAPONS" chit each turn just before the budget is announced by El Presidente. The Secretary of War has the option to not grant "NEW WEAPONS" to anyone for the turn. "NEW WEAPONS" allows **ONLY** the organic military units assigned to that players job(s) to score hits in a coup on a 5 or 6 rather than just a 6.

The Secretary of War controls only 1 unit, his bodyguard. The bodyguard is always equipped with "NEW WEAPONS" as above and rolls 2 dice for an attack. The bodyguard's location at the start of a coup is dependent on where the Secretary of War chose as his location:

Secretary's Location:	Bodyguard begins Coup at:
Bank	Bank
Headquarters	Cathedral
Home	Wealthy Neighborhood
Mistress	University City
Nightclub	Market

Also, because of his command staff, the Secretary of War may move 2 groups during each coup phase should he manage to gain control of that many.

THE FOREIGN SECRETARY

The Foreign Secretary has 1 vote in the Chamber of Deputies.

The Foreign Secretary controls the intervention forces of the major power bloc who has been backing the current government in power (not necessarily El Presidente, just his form of government). This is a random strength, determined by a die roll at the beginning of the coup:

Roll:	Result:	There are 4 sets of intervention units:		
		Foreign Units...	Acts like...	Quantity
1-2	No Intervention Units	Air Cavalry	Helicopter	1
3	1 Set of Intervention Units	Airborne Infantry	Paratroops	1
4	2 Sets of Intervention Units	Special Forces	Marines	3
5	3 Sets of Intervention Units	Bomber Wing	Air Strike	4
6	4 Sets of Intervention Units			

These units use all of the same rules of entry and placement as in a regular game. The Foreign Secretary cannot choose 2 sets of the same type of unit (i.e. you cannot choose 2 sets of Air Strikes, giving you 8!). All of these units are equipped with "NEW WEAPONS". (See Above)

Aside from his variable strength in a coup, the Foreign Secretary has control over 4 of the 8 budget money cards drawn each turn (representing the "foreign aid" half of the budget). He may increase this amount of the budget by up to 3 (meaning 7 money cards max.) or decrease it by up to 2 (meaning 2 money cards minimum). AFTER deciding how many he will draw, the Foreign Secretary may look at these money cards before handing them to El Presidente.

THE LABOR SECRETARY

The Labor Secretary has 5 votes in the Chamber of Deputies.

The Labor Secretary is always considered to have LABOR UNION and PEASANT influence with respect to event cards and SOCIALIST voting bonus ONLY (i.e. you do not get to use their votes in the Chamber of Deputies unless you actually have the card face-up). If someone else gets LABOR UNION or PEASANT influence, they get to use the influence as normal.

The Labor Secretary controls the other 4 of the 8 money cards (the "domestic income" half of the budget) in the same manner as Foreign Secretary above. The Labor secretary decides on his half of the budget draw first (before the Foreign Minister).

OTHER NOTES:

If there are more than 7 players, ignore the note next to the money deck area of the game board. Spent money gets shuffled back in each turn just before the money draw. Also, each player begins the game with only 4 political cards, and may have no more than 5 in their hand.

