

Character	Action	Effect	Counteraction
	<i>Income</i>	Take 1 Coin from Bank.	
	<i>Foreign Aid</i>	Take 2 Coins from Bank.	
	<i>Coup</i>	Pay 7 Coins to Bank and choose player to lose influence.	
(A) Assassin	<i>Assassinate</i>	Pay 3 Coins to Bank Choose a player to lose influence.	
(K) Duke	<i>Tax</i>	Take 3 coins from the Bank.	Blocks Foreign Aid
(Q) Contessa	-	-	Blocks Assassination
(J) Socialist	<i>Share</i>	All other players are Targets. Take 1 Coin OR 1 Card from Targets. Keep 1 Card, give others back.	Blocks Stealing
(2) Captain	<i>Steal</i>	Steal 2 Coins from another player.	Blocks Stealing