

Character	Action	Effect	Counteraction
	<i>Income</i>	Take 1 Coin from Bank.	
	<i>Foreign Aid</i>	Take 2 Coins from Bank.	
	<i>Social Media</i>	Take 1 card from Deck. Return 1 card to Deck. Cannot be challenged or blocked	
	<i>Coup</i>	Pay 7 Coins to Bank and choose player to lose influence. Must Coup, if you have 10 or more Coins.	
(A) Anarchist	<i>Anarchy</i>	Active player does not have to claim anarchist role to take this action. Active player pays \$3, Takes a Bomb Card and passes it to a target. Unless target passes or diffuses the bomb they lose a life.	either pass on the bomb to another player or diffuse it and end the turn. The bomb may never return to any player
(K) Capitalist	<i>Dividends</i>	Take 4 coins from Treasury, then pay 1 coin to the other Capitalists	Blocks Foreign Aid
(Q) Arms Dealer	<i>Deal</i>	Active player names a character role. Turn over two random cards in the deck. If either of those cards are the named role, active player gains \$4	
(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 Share
(2) Communist	<i>Redistribution</i>	Steal up to 3 coins from the wealthiest target, giving them to the poorest player.	Blocks Redistribution Blocks Share