

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. Must Coup, if you have 10 or more Coins.	
<b>(A) Mercenary</b>	<i>Disappear</i>	Pay 3 coins to place Disappear token on a chosen target. The target loses 1 influence after their next turn.	Blocks Disappear
<b>(K) Capitalist</b>	<i>Dividends</i>	Take 4 coins from Treasury, then pay 1 coin to the other Capitalists	Blocks Foreign Aid
<b>(Q) Peacekeeper</b>	<i>Peacekeep</i>	Take 1 coin and the Peacekeeper token. Holder of this token cannot be targeted except by Coup.	
<b>(J) Writer</b>	<i>Propaganda</i>	Draw 1 card from the Court, then if desired, pay 1 coin to draw another. Return same number of cards to Court.	
<b>(2) Communist</b>	<i>Redistribution</i>	Steal up to 3 coins from the wealthiest target, giving them to the poorest player.	Blocks Redistribution