

| 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) Plantation Owner | <i>Harvest</i> | Take 1 coin from Treasury. All Plantation Owners gain 1 coin for each Plantation Owner claimed. | 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) Inquisitor | <i>Examine</i> | Examine another player's card (their choice). May force them to exchange with card from Deck | Blocks Examine |
| (2) Communist | <i>Redistribution</i> | Steal up to 3 coins from the wealthiest target, giving them to the poorest player. | Blocks Redistribution |