

KGB Agent (*USSR*)

Ability: Eliminates a player each night.

Did you know?

The KGB was the Soviet Union's main security agency, involved in espionage and surveillance worldwide.

Propagandist (*USSR*)

Ability: Can replace one message during the game.

Did you know?

Propaganda was widely used during the Cold War. Both sides broadcast ideologies using TV, radio, and newspapers.

Saboteur (*USSR*)

Ability: Blocks a player from acting at night.

Did you know?

Sabotage operations aimed to destabilize opposing powers.

CIA Analyst (*USA*)

Ability: Can investigate one player per night.

Did you know?

The CIA led Cold War covert operations to counter Soviet expansion.

Journalist (*USA*)

Ability: Reveals a player's role once per game.

Did you know?

Investigative journalists exposed Cold War secrets.

President (*USA*)

Ability: Has double voting power during the day.

Did you know?

Presidents shaped Cold War diplomacy and global pressure.

Double Agent (*Independent*)

Ability: Survive and mislead others.

Did you know?

Double agents played both sides, often leaking secrets.

Arms Dealer (*Independent*)

Ability: Wins if survives 3 nights with 2 players left.

Did you know?

Supplied weapons to both sides during proxy wars.