

### **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.