

Phistomefel Mafia

Legend			1	2	3	4	5				
V	Vanilla	1	V	V	JK	R	N	N	Rc	V	T
T	Tracker	2	T	R	Rc	V	JK	V	N	N	V
JK	Jailkeeper	3	V	N	R	Rc	V	T	V	JK	R
Rc	Rolecop	4	N	V	R	JK	V	Rc	V	T	N
R	Roleblocker	5	V	V	T	V	N	R	JK	Rc	N
N	Neighbour		Rc	JK	N	V	T	N	V	R	V
			JK	Rc	R	N	R	V	T	N	V
			R	T	V	N	V	JK	N	V	Rc
			N	N	V	T	Rc	V	R	V	JK

Setup

12 Town
4 Mafia
1 Serial Killer

Role Rules

Rolecop doesn't get alignment only role
Role names are the same for mafia as town
Roleblocker is superior to Jailkeeper
All Neighbours share one neighbourhood
Mafia have a factional kill which cannot be performed alongside another action
Serial Killer Has a 1 shot Bulletproof and a 1 shot Strong Kill and appears as Vanilla to Rolecops

To Randomise roles

Randomise two sets of 1-5 numbers to generate the grid co-ordinate of the top left square within the blue section of the grid
Generate a 5x5 ring from that generated corner
The 4 corner roles are the mafia roles and the 12 roles between the corners are the 12 town roles

E.g

Roll 4 & 2

Grid co-ordinate 4,2 is the top left corner

Generate the 5x5 ring

	1	2	3	4	5					
1	V	V	JK	R	N	N	Rc	V	T	
2	T	R	Rc	V	JK	V	N	N	V	
3	V	N	N	Rc	V	T	V	JK	R	
4	N	V	R	JK	V	Rc	V	T	N	
5	V	V	T	V	N	R	JK	Rc	N	
	Rc	JK	N	V	T	N	V	R	V	
	JK	Rc	V	N	R	V	T	N	V	
	R	T	V	N	V	JK	N	V	Rc	
	N	N	V	T	Rc	V	R	V	JK	

Town Roles

5x Vanilla
2x Jailkeeper
2x Roleblocker
2x Neighbour
1x Rolecop

Mafia Roles

1x Vanilla
1x Jailkeeper
1x Tracker
1x Rolecop

3rd Party Roles

1x Serial Killer