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| <p style="text-align: center;">Assassin</p> <p>Gain 1 prel. point. Then, if there is just one player with most assassins, that player is killed. However, if that player has at least 5 assassins, he is not killed, but gains instead 15 prel. points. 8./-28</p> | <p style="text-align: center;">Assassin</p> <p>Gain 1 prel. point. Then, if there is just one player with most assassins, that player is killed. However, if that player has at least 5 assassins, he is not killed, but gains instead 15 prel. points. 8./-28</p> | <p style="text-align: center;">Assassin</p> <p>Gain 1 prel. point. Then, if there is just one player with most assassins, that player is killed. However, if that player has at least 5 assassins, he is not killed, but gains instead 15 prel. points. 8./-28</p> |
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| <p style="text-align: center;">Soldier</p> <p>[front] Gain -2 prel. points. You count as having 2 less assassins when counting for most. [rear] Gain 1 prel. point for each assassin you have. 3./-28</p> | <p style="text-align: center;">Assassin</p> <p>Gain 1 prel. point. Then, if there is just one player with most assassins, that player is killed. However, if that player has at least 5 assassins, he is not killed, but gains instead 15 prel. points. 8./-28</p> | <p style="text-align: center;">Assassin</p> <p>Gain 1 prel. point. Then, if there is just one player with most assassins, that player is killed. However, if that player has at least 5 assassins, he is not killed, but gains instead 15 prel. points. 8./-28</p> |
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| <p style="text-align: center;">Politician</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If there are exactly 2 players with Politicians, gain 2 prel. points. Otherwise, gain -1 prel. point.</p> <p>[rear] If there are 3 or more players with Politicians, gain 1 prel. point.</p> <p style="text-align: right;">4./-28</p> </div> | <p style="text-align: center;">Politician</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If there are exactly 2 players with Politicians, gain 2 prel. points. Otherwise, gain -1 prel. point.</p> <p>[rear] If there are 3 or more players with Politicians, gain 1 prel. point.</p> <p style="text-align: right;">4./-28</p> </div> | <p style="text-align: center;">Politician</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If there are exactly 2 players with Politicians, gain 2 prel. points. Otherwise, gain -1 prel. point.</p> <p>[rear] If there are 3 or more players with Politicians, gain 1 prel. point.</p> <p style="text-align: right;">4./-28</p> </div> |
| <p style="text-align: center;">Politician</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If there are exactly 2 players with Politicians, gain 2 prel. points. Otherwise, gain -1 prel. point.</p> <p>[rear] If there are 3 or more players with Politicians, gain 1 prel. point.</p> <p style="text-align: right;">4./-28</p> </div> | <p style="text-align: center;">Noble</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If you have at least 3 prel. points, gain 1 prel. point.</p> <p>[rear] Steal 1 prel point from each player with at least 5 prel. points. If there are none, gain -1 prel point.</p> <p style="text-align: right;">3./-28</p> </div> | <p style="text-align: center;">Noble</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If you have at least 3 prel. points, gain 1 prel. point.</p> <p>[rear] Steal 1 prel point from each player with at least 5 prel. points. If there are none, gain -1 prel point.</p> <p style="text-align: right;">3./-28</p> </div> |
| | <p style="text-align: center;">Grave Digger</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If all players are alive, you are killed. If not, you may choose to be killed. If there are at least 3 killed players, you gain 3 real points (even if you are killed).</p> <p>[rear] Gain -1 prel. point.</p> <p style="text-align: right;">1./-28</p> </div> | <p style="text-align: center;">Noble</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] If you have at least 3 prel. points, gain 1 prel. point.</p> <p>[rear] Steal 1 prel point from each player with at least 5 prel. points. If there are none, gain -1 prel point.</p> <p style="text-align: right;">3./-28</p> </div> |
| <p style="text-align: center;">Sergeant (Soldier)</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] Gain -2 prel points. You count has having 1 less Assassin when counting for most.</p> <p>[rear] If somebody was killed due to assassins, gain 3 prel points. If not, you are killed.</p> <p style="text-align: right;">1-(3)/-28</p> </div> | <p style="text-align: center;">Chef (Cook)</p> <div style="border: 1px solid black; padding: 5px;"> <p>[front] Gain 2 prel. points.</p> <p>[rear] Each Cook in rear row gains effect "Gain 1 prel. point per player who was killed due to the Cook effect".</p> <p style="text-align: right;">1-(5)/-28</p> </div> | <p style="text-align: center;">Wizard (Magician)</p> <div style="border: 1px solid black; padding: 5px;"> <p>If you have 1 Magician, gain 1 prel. point.</p> <p>If you have 2 Magicians, you are killed.</p> <p>If you have 3 or more Magicians, you steal all prel. points from the player to your right. Then he is killed.</p> <p style="text-align: right;">1-(4)/-28</p> </div> |
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