

# The Favourite

## (King)

You are Stalin's right hand. You spy for him; you kill for him. You would betray your best friend if it would make Stalin love you more. No wonder that you are one of the most feared persons around. And one of the most hated.

**True loyalty:** If you have a single goal card which means that you must kill Stalin, it instead means that you must protect him. If you have two goal cards which mean that you must kill Stalin, both have their normal meaning.

**Hated:** If Stalin dies, but just before the game has ended, all surviving players (you excluded) get to vote on whether they want to kill you. If the majority wants to kill you, you die. If there is a tie, you still die. This does not apply if you're the only person left alive.

**Spy:** Choose any goal card on the table. Look at it. You cannot show it to anyone else. You can make claims about it, but these do not have to be true. **Costs 1 token.**

You begin the game with **2 tokens**.

# The Heir

## (Queen)

Everybody expects you to become the next General Secretary when comrade Stalin dies ... may he live forever, of course! Whether you are patient enough to wait for his natural demise, or are willing to help him vacate the office, is up to you.

**Chosen successor:** If only you and Stalin are left alive, the game ends immediately. You both win, independent of your goal cards.

**Poised for takeover:** If Stalin dies, you can immediately discard one of your goal cards. Thus, you'll only have to achieve one goal in order to win.

**Spy:** Choose any goal card on the table. Look at it. You cannot show it to anyone else. You can make claims about it, but these do not have to be true. **Costs 1 token.**

You begin the game with **1 token**.

# The General

(Jack)

You are a decorated war hero, immensely popular with the people because of the ruthless way you have dealt with their enemies. Now, you're in charge of a large part of the army. That can be a source of great strength, if used correctly.

**Backed by the army:** When Stalin attempts to kill you, you count as your own defender. (So you need one fewer defender to survive the attempt.)

**Bring in the troops:** Your vote, either to kill or to defend someone, counts double. Cannot be used when Stalin attempts to kill you. **Costs 2 tokens.**

**Counter-espionage:** You prevent a spy or expose action. The spying or exposing person loses their token as if the action had been a success. **Costs 1 token.**

You begin the game with **4 tokens.**

# The Ideologue

(10)

The philosophy of Marxism-Leninism has no secrets for you, and you engage in material dialectics for fun. More importantly, you can detect wrong thoughts faster than the bourgeois scum who will be your next victim can even think them.

**Purify:** Whenever Stalin chooses you to perform a killing, you receive a token.

**Expose:** Choose any goal card on the table. Turn it face up, for everyone to see. That card will remain face up for the rest of the game, even if it gets transferred to someone else later in the game. **Costs 1 token.**

You begin the game with **1 token.**

# The assassin

(9)

They give you a target. You kill that person. Some people think you're a monster, but you're just doing a necessary job for the Revolution. Though nobody can stop you from using your skills for your own gain, now can they?

**Purify:** Whenever Stalin chooses you to perform a killing, you receive a token.

**Merciless:** Your vote to kill (not to defend) someone counts double. **Costs 1 token.**

**Spy:** Choose any goal card on the table. Look at it. You cannot show it to anyone else. You can make claims about it, but these do not have to be true. **Costs 1 token.**

You begin the game with **2 tokens**.

# The believer

(8)

Other people may be cynical and just in this for their own gain, but not you. You believe that under communism, everyone will be happy, and that the people's democratic dictatorship has only everyone's best interests at heart. Imagine what happens when you find out the truth.

**Open book:** You can expose your own goal cards whenever you wish, turning one or both face-up. Any card turned face-up remains that way for the rest of the game, even if it gets transferred to someone else. You can use this ability as often as you like.

**Betrayed:** If Stalin attempts to kill you and fails, from that point onwards all goal cards you possess mean "kill Stalin." They revert to their normal meaning when transferred to someone else.

**Spy:** Choose any goal card on the table. Look at it. You cannot show it to anyone else. You can make claims about it, but these do not have to be true. **Costs 1 token.**

You begin the game with **1 token**.

# The Informer

(7)

**I have the dirt on you:** At the beginning of the game, before the goal cards are dealt, choose one person (not Stalin and not the Protégé) and announce your choice. If you are killed, you can choose to have that person die as well.

**Purify:** Whenever Stalin chooses you to perform a killing, you receive a token.

**Spy:** Choose any goal card on the table. Look at it. You cannot show it to anyone else. You can make claims about it, but these do not have to be true. **Costs 1 token.**

You begin the game with **1 token**.

# The Protégé

(Joker)

You're living in somebody's shadow. For now.

*The Protégé does not receive any goal cards. There are no goal cards indicating that the Protégé must be killed or protected. If the Protégé kills someone, the killed person does not give a goal card to the Protégé.*

**Powerful patron:** At the beginning of the game, before the goal cards are dealt, choose one person (not Stalin) and announce your choice. As long as that player remains alive, Stalin cannot attempt to kill you. If that player dies, you immediately discard the role of Protégé and take over that player's role and goal cards, though you keep your own tokens. (The dying player gets to exchange role cards with his killer first.) Any goal cards that used to indicate that person, now indicate you. If the Informer had the dirt on your patron, they now have the dirt on you, unless they used it to kill your patron.

**Ambitious:** You cannot win while you are the Protégé.

You begin the game with **2 tokens**.