MOLE

MOLES



Knows: The other Moles (except the Snitch).

Does: Plays Clean or Sabotage. One Sabotage blows the lock. In the Getaway, marks the Contact.

SNITCH

MOLES



Knows: Every Mole. They do not know him and the Contact does not see him.

Does: Is one more Mole: sabotages and marks in the Getaway.

CONTACT

CREW



Knows: A shuffled set of suspects, with no labels.

Does: Guides the Crew with votes and proposals, without saying who is suspicious.

DOUBLE

CREW



Knows: Nothing. Knows he is on the Crew.

Does: Always plays Clean. Appears among the Contact's suspects.

LOOKOUT

CREW

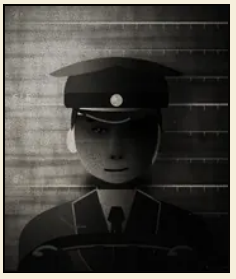


Knows: Gets an alibi after the 1st and 2nd lock that blows with cards.

Does: A team member who played Clean. A clue, not proof.

DRIVER

CREW



Knows: Nothing extra.

Does: In the Getaway protects one person (not himself). If accused, the accusation is void.

CREW MEMBER

CREW



Knows: Nothing. No powers.

Does: Votes, plays Clean and watches. His Getaway mark does not count.