

WEREWOLF TEAM		VILLAGER TEAM									TANNER
WEREWOLF	MINION	VILLAGER	ROBBER	DRUNK	TROUBLEMAKER	INSOMNIAC	HUNTER	SEER	MASON	DOPPELGÄNGER	TANNER
Night action is mandatory.			Night action is optional.	Night action is mandatory.	Night action is optional.	Night action is optional.		Night action is optional.	Night action is mandatory.	Night action is optional.	
Wakes with the Werewolves. If only one Werewolf wakes up, he may look at a centre card.	Werewolves put out their thumbs for the Minion so he can see who they are.	No special power.	May rob another player's card and replace it with his Robber card. He then looks at his new card. He does not wake again for his new role.	Must exchange his Drunk Card for a centre card without looking at his new card.	May switch the cards of two other players without looking at those cards.	Looks at her own card to see if it has been changed.	If he dies, then so does the player he pointed at.	May look at one other player's card or two centre cards.	Wakes with the other Masons. Masons can then ensure they don't vote for each other, increasing the chance of Werewolves being voted for.	Looks at another player's card and becomes that role. If Seer/Robber/Troublemaker/Drunk then does actions immediately. If Wolf/Mason, then wakes with them.	Wants to die and tries to get others to vote for him.
Wins if no Wolves die. If the Tanner is in play, then wins if no Werewolves die & Tanner is still alive.	Wins if Wolves win, even if HE dies. If no Wolves then wins if any other player dies BUT both he & Tanner live.	Wins if 1+ Wolves die, even if HE dies. If no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if 1+ Wolves die. If there are no Wolves then wins if NOBODY else dies.	Wins if he dies, even if somebody else dies.
		Villagers AND Tanner can BOTH win if Tanner AND Werewolf die.	Only wakes once at night, even if he steals a role that wakes later.							Role seen by Doppelgänger player moves with the card. Player who ends up with card assumes role viewed by the original Doppelgänger player.	Tanner AND Villagers can BOTH win if Tanner AND Werewolf die.