

General #1: Can kill anyone except bombs and spies; can only be killed by bombs and spies

Colonel #2: Can kill all numbers over 2; can only be killed by Generals & bombs

Major #3: Can kill all numbers over 3; can be killed by all numbers less than 3 as well as by bombs

Lieutenant #4: Can kill all numbers over 4; can be killed by all numbers less than 4 as well as by bombs

Sergeant #5: Can kill all numbers over 5; can be killed by all numbers less than 5 as well as by bombs

Private #6: Can kill all numbers over 6; can be killed by all numbers less than 6 as well as by bombs

Bomb Squad #7: Can kill all numbers over 7 *and* can kill bombs; can be killed by all numbers less than 7 and cannot be killed by bombs

Spy/Assassin #8: Can only kill Generals; can be killed by everyone else as well as by bombs

Bomb: Cannot tag anyone, but can kill anyone who tags it except a Bomb Squad

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Sergeant #5: Can kill all numbers over 5; can be killed by all numbers less than 5 as well as by bombs

Private #6: Can kill all numbers over 6; can be killed by all numbers less than 6 as well as by bombs

Bomb Squad #7: Can kill all numbers over 7 *and* can kill bombs; can be killed by all numbers less than 7 and cannot be killed by bombs

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