

## Adhocracy



### Requires an anarchy.

- ☉ +1 bleed. You cannot play another action modifier to increase this bleed amount.
- ☐ Only usable during the referendum of a political action. This anarchy gets +3 votes.
- ☑ If this anarchy is blocked, he or she gets +1 strength in the resulting combat.

Illus: Ginés Quiñero

2016

## Netwar



### Requires an anarchy.

- ☑ Look at the acting Methuselah's hand.
- ☉ Untap another ready minion you control. That minion attempts to block.
- ☑ Give another minion you control +1 intercept.

Illus: Jared Smith

2016

## Guardian Vigil



### Requires an anarchy. More than one discipline can be used when playing this card. This anarchy attempts to block.

- ☑ +1 intercept, even if intercept is not yet needed.
- ⚡ This anarchy gets 1 optional maneuver in the resulting combat if he or she blocks.
- ☑ This anarchy does not tap for the block.

Illus: Carmen Cornet

2016

## Dust Up



### Requires an anarchy.

- ☑ Strike: hand strike at +1 damage. This strike cannot be dodged.
- ⚡ Strike: dodge, with 1 additional strike.
- ☑ Strike: hand strike at +2 damage.

Illus: Javier Santos

2016

## Bollix



### Requires an anarchy.

- ⚡ Maneuver or press.
- ⚡ Cancel the opposing minion's aim, frenzy, or grapple card as it is played, and its cost is not paid.
- ☑ Strike: hand strike at +1 damage. This damage cannot be prevented by cards requiring Fortitude. ☑ The opposing vampire's strikes with weapons inflict no damage on this vampire this round.

Illus: Tomáš "zelgaris" Zahradníček

2016

## Donnybrook



### Requires an anarchy. Only usable at close range.

- Strike: burn equipment or retainer with first strike.
- ☑ Strike: hand strike, aggravated.
- ☑ Strike: steal 2 blood.

Illus: Tomáš "zelgaris" Zahradníček

2016

## Illegalism



### Requires an anarchy. More than one discipline can be used when playing this card.

- ☉ Bleed.
- ⚡ Untap this anarchy if the bleed is successful.
- ☉ This action is at +1 stealth.
- ⚡ The bleed is at +1 bleed.

Illus: Carmen Cornet

2016

## Make the Misere



### Requires an anarchy. More than one discipline can be used when playing this card.

- ☉ Enter combat with a tapped minion.
- ⚡ This anarchy gets 1 optional maneuver during this combat.
- This action is at +1 stealth.
- ☑ This anarchy gets +1 strength during this combat.

Illus: Grzegorz Bobrowski

2016

## Memory Rift



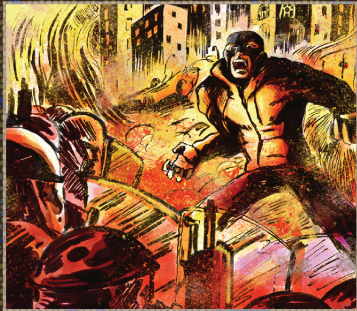
### Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.

- ☑ Choose a titled vampire or a younger vampire. That vampire cannot block this action.
- +1 stealth, even if stealth is not yet needed.
- ☑ If this action is blocked, this anarchy can strike: combat ends during the first round of the resulting combat.

Illus: Jared Smith

2016

## Ni Dieu ni Maitre



Requires an anarchy. Only usable as the action is announced. More than one discipline can be used when playing this card.

- ☞ If this action is blocked, the opposing minion cannot use maneuvers in the resulting combat.
- ☞ Vampires must burn 1 blood to attempt to block this action.
- ☞ If this action is blocked, this anarchy gets +1 strength in the resulting combat.

Illus: Rubén Bravo

2016

## Eat the Rich



1 Vote



Requires an anarchy.

Choose one or more Methuselahs. Successful referendum means each chosen Methuselah burns 1 pool, plus 3 additional pool if he or she controls a ready titled vampire. In this referendum, non-priscus titles are worth 1 fewer vote each, priscus titles are worth 1 less ballot each, and burning the Edge is worth 1 additional vote.

Illus: Jared Smith

2016

## Propaganda of the Deed



Requires an anarchy. Only usable after a successful **D** action.

Put this card in play. You can burn this card during the referendum of a political action to get +2 votes.

Illus: Javier Santos

2016

## The Red Question



Requires an untitled, non-anarchy vampire.

Put this card on this vampire. This vampire is considered anarchy (and Independent). Burn this card if this vampire changes sect.



Illus: Carmen Cornet

2016

## Field Training



+1 stealth action. Requires an anarchy.

Put this card on another ready, non-titled vampire you control, choose a Discipline the acting vampire has at superior and untap the acting vampire. The vampire with this card is considered anarchy (and Independent), and gets +1 level of the chosen Discipline. If this vampire changes sect, burn this card. A vampire can have only one Field Training.



Illus: Tomáš Zelgaris Zahradníček

2016

## Protection Racket



Requires an anarchy.

+1 intercept, with an additional +1 intercept if the acting vampire is titled.

Illus: Ginés Quiñero

2016

## Carfax Abbey



Requires a ready anarchy. **Unique location. Hunting ground.** During your untap phase, a ready anarchy you control can gain 1 blood, and, if you control a ready baron, another ready anarchy you control can gain 1 blood as well. A vampire can gain blood from only one hunting ground each turn.



Illus: Javier Santos

2016

## Hackerspace



Location.

Put this card in play with X counters, where X is the number of anarchs you control. When an anarchy comes into play under your control, or when a vampire you control becomes anarchy, add 1 counter to this card. When equipping an anarchy, you can use the counters on this card to pay some or all of the blood or pool cost of the equipment.

Illus: Grzegorz Bobrowski

2016

## Legacy



+2 stealth action. Requires an unmerged advanced vampire.

Untap this vampire, search your crypt (shuffle afterward), uncontrolled region and/or ash heap for his or her base version and merge him or her with it.

Illus: Ginés Quiñero

2016