

Appolunius

1
Independent anarch: Appolunius gets +1 bleed for each titled vampire controlled by the target of the bleed.
Baron of London: Appolunius can enter combat with any minion as a **D** action.

10

Illus: Gines Quibonero 2014

Ariane

5
Independent anarch: Ariane gets -1 stealth on undirected actions.

3

Illus: Mark Kelly 2014

Gengis

3
Independent anarch: If Gengis is blocked by a titled vampire, he does not untap as normal during your next untap phase.
Gengis gets +1 level of **Auspex** **Q** and **Celerity** **I**.

3

Illus: Heather Kreiter 2014

Marguerite Foccart

4
Independent anarch: Marguerite gets +1 strength in combat with a titled vampire.
M +1 strength.

6

Illus: Mark Kelly 2014

Salvador Garcia

4
Independent anarch: While Salvador is ready, cards requiring an anarch cost you and anarchs you control 1 less blood or pool.

7

Illus: Carmen Cornet 2014

Jenna Cross

4
Independent anarch: Cards that cost blood cost Jenna 1 additional blood to play. **Sterile**.

4

Illus: Carmen Cornet 2014

Maldavis

3
Independent anarch: Primogen get +1 vote in referendums called by Maldavis.
Baron of Chicago.

4

Illus: Noora Hirvonen 2014

Tori Longwood

2
Independent anarch: After the end of your minion phase, tap Tori if she did not take an action this turn.

4

Illus: Noora Hirvonen 2014

Crow

5
Independent anarch.

5

Illus: Christopher Shy 2014

Danielle Diron

3
Independent anarch: If Danielle is ready during a referendum, she can burn 1 blood to get +1 vote.
 Baron of Berlin.

7

Illus: Carmen Cornet 2014

Vulture

2
Independent anarch: Once each turn, an anarch vampire you control can untap after successfully equipping with a vehicle from your hand.

7

Illus: Riccardo Fabiani 2014

Zack North

1
Independent anarch.
 Once each round of combat, Zack can burn 1 blood to make the damage from his hand strikes aggravated that round.

6

Illus: Heather Kreiter 2014

Dancin' Dana

1
Independent anarch.
 You get +1 hand size while Dancin' Dana is in combat.

6

Illus: Gilbert L. Gifford 2014

Philip van Vermeer IV

2
Independent anarch: You and Philip can play cards requiring a Ventrue as if he were a member of that clan.

7

Illus: Noora Hirvonen 2014

The Medic

5
Independent anarch: During your turn, you can burn the Edge to add 1 blood to an anarch you control.

6

Illus: Mark Kalyp 2014

Sundown

3
Independent anarch.
 If Sundown is ready during a referendum, you can discard a political action card to force a vampire to abstain.

6

Illus: Mark Kalyp 2014

Desiree Naravan, Anarch Historian

6
Independent anarch.

6

Illus: Noora Hirvonen 2014

Irena

5
Independent anarch.

5

Illus: Noah Hirka 2014

Victor Gerard

2
Independent anarch: You and Victor can play cards requiring a Camarilla vampire as if Victor were a Camarilla vampire. While Victor is a Baron, you and Victor can play cards requiring a Prince as if Victor were a Prince.

7

Illus: Gábor Németh 2014

Javier Montoya

2
Independent anarch: During your minion phase, Javier can burn 1 blood to untap a younger ready anarch.
 ☐ **Baron of Barcelona.**

9

Illus: Riccardo Fabiani 2014

Monica Chang

5
Independent anarch.

3

Illus: Noah Hirka 2014

Daliah

4
Independent anarch: When Daliah enters combat, she gains 1 blood.

6

Illus: Heather Kreiter 2014

Boss Callihan

3
Independent anarch: Callihan gets -1 intercept against Sabbat vampires.
 ☐ **Baron of New York.**

5

Illus: Mark Kelly 2014

Louis Fortier

4
Independent anarch.
 ☐ Louis gets +1 level of Dominate ☑ and Presence ☑.

5

Illus: Riccardo Fabiani 2014

Adhocracy

Requires an anarch.
 ☑ +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.

2

Illus: Gimés Quiñero 2014

Bollix

Requires an anarch.
 ☑ 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.

2

Illus: Tomáš "velgans" Zahradníček 2014

Carfax Abbey

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

2

Illus: Javier Santos 2014

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 "zelgari" Zahradníček 2014

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 2014

Eat the Rich

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.

1 Vote

Illus: Jared Smith 2014

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.

1

Illus: Tomáš zelgari Zahradníček 2014

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 2014

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: Gregorz Bobrowski 2014

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 2014

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 Quintero 2014

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: Gregorz Bobrowski 2014

Memory Rift

Requires an anarch. 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 anarch can strike: combat ends during the first round of the resulting combat.

Illus: Jared Smith 2014

Netwar

Requires an anarch.

- 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 2014

Ni Dieu ni Maitre

Requires an anarch. 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 anarch gets +1 strength in the resulting combat.

Illus: Ruben Bravo 2014

Propaganda of the Deed

Requires an anarch. Only usable after a successful 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 2014

Protection Racket

Requires an anarch.

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

Illus: Greg Gullis 2014

The Red Question

Requires an untitled, non-anarch vampire.

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

1

Illus: Carmen Cornet 2014