

Tarot Card		Ace of Swords	
Alleyman’s Tarot Card:		The Queen of Bombs (Page No. 105)	
No. & Name of Faction		14. Anarchist Movement	
Expansion		Base Game	
Timeframe			
Alignment		E/C	
Politics	Militant	Category	Political Parties
Enemies	other Political Parties, Lawfuls		
Seats  (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Citizen, The Queen of Bombs		
Location A	Various Cells, mostly in The Maze	Area A	Lower East Side
Location B		Area B	
Resources	Bombs, Suicide Bombers		
Circle		Forest	
Otherworld		Domain	
Random Event	The Bomb Factory explodes.		
Background	The Anarchists believe in the freedom of the individual and are opposed to all forms of Government and Laws. They seek to demonstrate the ineffectiveness of Government by attacking it, or by attacking the people to provoke outrage and show how the Council is powerless to protect them. Bombs are a favourite method (and make satisfying explosions), many of them produced in the Bomb Factory by the Queen of Bombs (a disgraced Alchemist). For security, and because they do not believe in command structures, the Anarchists operate in separate cells - with political guidance coming from pamphlets and speeches by a mysterious (possibly mythical) figure known only as "The Citizen". Recruitment is generally amongst the poor, who have gained little from the existing political structure, but there are occasional rebels from amongst the		

	<p>established ruling Factions. Some Anarchist cells have been infiltrated by outside elements that are more interested in causing Chaos and Terror than in any political cause (in particular the Troublemakers of the Temple of TERRIK and the Hatemongers of the Temple of HAERIM).</p>
<b>Notes</b>	<p>Does not control the votes of neutral Militant or Independent Seats. / <b>FgF: Spies:</b> Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) is a secret agent of your Faction. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction (in which case they are now a double-agent). You must specify the Character is a secret agent of your Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the agent betrays him or herself. You now role-play the agent and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the agent in subsequent Game Turns (where relevant to current Plots). The agent must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further the purposes of your Faction. Double or triple agents may have their actions specified by the Players of all Factions of which they are agents, but the last Player to specify them as an agent of his or her Faction / a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be secret agents unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing agent is in fact a Champion (in which case he or she now plays that agent).</p>