









SMUGGLER'S MAPS
FIRE AND BLOOD



Item. Clue.

Guarded.

Action: Exhaust a hero to claim this objective if it has no encounters attached and attach it to him.

Travel Action: Exhaust Bandit Maps to place one progress on Ferny's Secret Hideout.

OBJECTIVE

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HIDDEN CONTRABAND
FIRE AND BLOOD



Item. Clue.

Guarded.

Action: Exhaust a hero to claim this objective if it has no encounters attached and attach it to him.

Travel Action: Exhaust Stolen Goods to place one progress on Ferny's Secret Hideout.

OBJECTIVE

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DOBOMAR STONEKEG
FIRE AND BLOOD



0 2 2

3

Dwarf. Ally.

Guarded.

Action: Exhaust a hero to claim this card if it has no encounters attached.

Reaction: Exhaust Dobomar to reduce one Burning effect to 0 as it enters play.

My brewery!

OBJECTIVE

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BUCKET BRIGADE
FIRE AND BLOOD



1 0 0

1

Bree. Ally.

Guarded.

Action: Exhaust a hero to claim this card if it has no no encounters attached to it.

Action: Exhaust Bucket Brigade to place 1 progress on any location in play with the Burning keyword.

OBJECTIVE

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WEST GATE



2

2

Bree.

While West Gate is in the staging area all Brigands gain +2 .

Shadow: Attacking enemy gains +2 . (+4 instead if this attack is undefended.)

The village of Bree was guarded from outsiders by a deep ditch and a hedge. The great East Road passed through this hedge on its western side through the West-gate.

LOCATION

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STONEKEG BREWERY



1

4

Bree.

Burning X
X is the number of players in the game.

Travel: Exhaust a hero and give him 1 damage to travel here. Ignore this cost if you control Dobomar Stonekeg.

Forced: When this card leaves play as an explored location search the encounter deck and discard pile for Dobomar Stonekeg and put him into play unguarded.

Victory 1.

LOCATION

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SOUTH GATE



2

2

Bree.

While South Gate is in the staging area all Brigands gain +2 .

Shadow: Attacking enemy gains +2 . (+4 instead if this attack is undefended.)

The South-gate was at the point where the hedge and its defensive dike circled round to meet the slopes of Bree-hill.

LOCATION

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THE PRANCING PONY



2

4

Bree.

Response: After the players travel here, the first player puts 1 ally into play from his hand.

Forced: After The Prancing Pony leaves play, discard cards from the top of the encounter deck until X enemies have been discarded. X is the number of players in the game. Put each enemy discarded by this effect into play engaged with the first player.

Victory 1.

LOCATION

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HEATHERTOE'S WAREHOUSE



2

2

Bree.

Burning X
X is equal to the number of Objective cards in play.

Forced: When Warehouse leaves play as an explored location search the Encounter Deck for Hidden Contraband and put it into play

Mat Heathertoës refused to be bullied by Ferny. He died for his heroism, and his warehouse fell into Ferny's hands.

Victory 1.

LOCATION

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DRY WELL



28/40

When Revealed: Trigger the Burning keyword on a location in the staging area with the highest value.

Just as the villagers thought they had the fire under control the well ran dry. Flames spread from building to building unabated.

TREACHERY

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CLOSE TO THE FIRE



25/40

When Revealed: Do damage equal to the number of locations in play with Burning to questing characters. This damage may be divided up among all questing characters.

Shadow: Defending character takes one damage.

TREACHERY

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CLOSE TO THE FIRE



24/40

When Revealed: Do damage equal to the number of locations in play with Burning to questing characters. This damage may be divided up among all questing characters.

Shadow: Defending character takes one damage.

TREACHERY

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CHOKING SMOKE



32/40

When Revealed: Each player must exhaust one character he controls. If Choking Smoke exhausts no character this card gains Surge.

Shadow: Defending character loses 2 until the end of the phase.

TREACHERY

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CHOKING SMOKE



31/40

When Revealed: Each player must exhaust one character he controls. If Choking Smoke exhausts no character this card gains Surge.

Shadow: Defending character loses 2 until the end of the phase.

TREACHERY

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CHOKING SMOKE



30/40

When Revealed: Each player must exhaust one character he controls. If Choking Smoke exhausts no character this card gains Surge.

Shadow: Defending character loses 2 until the end of the phase.

TREACHERY

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ARSON!



27/40

When Revealed: Each enemy and location currently in the staging area gets +1 (instead if it has the Burning keyword). Players may exhaust Bucket Brigade to cancel this.

Shadow: Attacking enemy gains +1 instead if the active location has Burning.

TREACHERY

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ARSON!



26/40

When Revealed: Each enemy and location currently in the staging area gets +1 (instead if it has the Burning keyword). Players may exhaust Bucket Brigade to cancel this.

Shadow: Attacking enemy gains +1 instead if the active location has Burning.

TREACHERY

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STOLEN GOODS

FIRE AND BLOOD



36/40

Item. Clue.

Guarded.

Action: Exhaust a hero to claim this objective if it has no encounters attached and attach it to him.

Travel Action: Exhaust Stolen Goods to place one progress on Ferny's Secret Hideout.

OBJECTIVE

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1A

SMOKE OVER BREE

BLOOD IN BREELAND



Returning to Bree the Fellowship finds the city burning. Smoke rises in great billowing clouds over many structures throughout the city. A long chain of people work frantically to put the fires out on several homes near the South Gate but the fire is still spreading. The fires must be brought under control.

Remove Bill Ferny and Ferny's Secret Hideout from the deck and set them out of play to the side. Then put South Gate and 1 Burning Homes into the staging area.

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1B

SMOKE OVER BREE

BLOOD IN BREELAND



The Fellowship quickly took to putting out fires across all of Bree. It wasn't easy as arsonists and opportunists lurked in the smoke filled allies Chief among them was Bill Ferny and his lackey Harry Goatleaf.

Forced: At the end of the turn remove 1 progress from the quest for each player in the game.

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2A

HUNTING FOR BILL FERNY

BLOOD IN BREELAND



With the fires under control the company now looks for signs of Bill Ferny and his ruffian companions. It isn't easy, but there are clues within Bree. Each one gets them closer and closer to finding Ferny and putting an end to his malice once and for all.

When Revealed: Each player must search the encounter deck and discard pile for 1 Brigand card of his choice, reveal it and add it to the staging area.

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2B

HUNTING FOR BILL FERNY

BLOOD IN BREELAND



The pieces of the puzzle quickly put the picture together. With just enough evidence the Fellowship began hunting for Ferny's secret hideout within Bree. His ruffians, lead by a Squinty Eyed Southerner did their best to stop the company.

Players cannot defeat this stage unless they control at least 1 Objective Clue Card.

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3A

THE PURGE OF BREE

BLOOD IN BREELAND



The final push to run the ruffians out of town is underway. If Bill Ferny can be found and run out of town the rest of the bandits will easily follow suit. Many Breefolk have lost their homes to the fires, and four men have died in the chaos. Its time to purge Bree of these ruffians once and for all.

When Revealed: Add Bill Ferny and Ferny's Secret Hideout to the staging area.

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3B

THE PURGE OF BREE

BLOOD IN BREELAND



At last Bill Ferny has been found. The company must drive him from Bree to break the back of the bandits who have taken root in the old city. Once driven from the city many clues to the locations of other bandit and smuggler operations in Breeland come to light. Those bandits rings must now be hunted down and eliminated. Hints among his things suggests that even Ferny was just a pawn to a darker power rising in Eriador.

Players cannot defeat this stage while Bill Ferny is in play.

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