

BANDIT INFORMANT
QUEER FOLK ABOUT

0 0 0

1

Stolen Item. Ally.
When Revealed: The first player takes control of Bandit Informant as an ally.

Response: When you kill a Bandit pay X resources where X is the number of bandits remaining in the game, or 1, whichever is higher, to add one resource token to Breaking the Bandits' Back.

Victory 1.

OBJECTIVE

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HIDDEN CAMP

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Breeland. Forest. Refuge.
Time 3. **Forced:** After the last time counter is removed from this location remove 1 resource token from Breaking the Bandits' Back. Place 3 time counters on this location.

Travel: Each player must exhaust one character to travel to this location.

Victory 1.

LOCATION

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5 5 5

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COLEMAN CUTLEAF

Bandit. Captain. Scarlet Brotherhood.
Immune to player card effects while other Scarlet Brotherhood cards are in play.
All other Bandits gain +1 and +1 .
All other Scarlet Brotherhood cards gain Doomed 2.

Victory 2.

ENEMY

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ABANDONED FARMSTEAD

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Breeland. Refuge.
When Revealed: Return the topmost enemy in the discard pile to the staging area.

While in the Staging Area all bandits gain +1 .

Travel: The players must each discard a card to travel here.

Victory 1.

LOCATION

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DEFENSIBLE POSITION

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Breeland. Refuge.
Archery X. X is the number of players in the game.

While in the staging area all bandits gain +1 .

Travel: Trigger the Archery keyword of this card to travel here.

Victory 1.

LOCATION

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3 5 3

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GRINNING AZALEA

Bandit. Captain. Azure Spiders.
Forced: When removing tokens from Breaking the Bandits' Back remove 1 additional token each time.
Forced: When Azelea engages a player remove 1 resource token from Breaking the Bandits' Back.

Victory 2.

ENEMY

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ANCIENT RUINS

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Breeland. Refuge.
Time 3. **Forced:** After the last time counter is removed from this location remove the top card from the Stolen Goods Deck from the game. Place 3 time counters on this location.

Travel: Reveal X cards, where X is the number of players, from the encounter deck to travel here.

Victory 1.

LOCATION

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THE MIDGEWATER

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Breeland. Marsh.
Immune to player card effects while The White Hand Captain is in play.

Time 2. **Forced:** After the last time counter is removed from this location remove all damage from The White Hand Captain. Place 2 time counters on this location.

Victory 3.

LOCATION

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RAWLEY THE BOLD

Bandit. Captain. The Hounds.
Players may not draw cards from the Stolen Good Deck while Rawley is in play.
Reduce the engagement cost of all other The Hounds cards by 10 while Rawley is in play.

Victory 2.

ENEMY

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