

40

5 ♣
4 ♠
2 ♠

10

DUNMORE HILLCREST

Bandit. Captain. Black Banner.

Immune to player card effects while other Black Banner cards are in play.

Give all other Bandit cards +1 ♣ and +1HP.

All other Black Banner cards gain Surge.

Victory 2.

ENEMY

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0

5 ♣
7 ♠
4 ♠

10

THE WHITE HAND CAPTAIN

Bandit. Uruk-Hai.

Immune to player card effects while The Midgewater is in play.

Forced: If the White Hand attacks and kills a character remove all progress from The Midgewater.

"Look at the size of him!" - Athelstan

Victory 3.

ENEMY

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38

2 ♣
3 ♠
1 ♠

4

BRIGAND ARCHER

Bandit. Scarlet Brotherhood.

Archery 1.

Shadow: Deal 1 damage to the defending character.

"Damn these blasted archers!" - Dobomar Stonekeg

ENEMY

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38

2 ♣
3 ♠
1 ♠

4

BRIGAND ARCHER

Bandit. Scarlet Brotherhood.

Archery 1.

Shadow: Deal 1 damage to the defending character.

"Damn these blasted archers!" - Dobomar Stonekeg

ENEMY

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28

2 ♣
3 ♠
2 ♠

3

ROADSIDE THUGS

Bandit. Scarlet Brotherhood.

Forced: When Roadside Thugs attack raise the defending player's threat by 3.

Shadow: Add Roadside Thugs to the staging area.

None of the roads were safe in or out of Bree.

ENEMY

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28

2 ♣
3 ♠
2 ♠

3

ROADSIDE THUGS

Bandit. Scarlet Brotherhood.

Forced: When Roadside Thugs attack raise the defending player's threat by 3.

Shadow: Add Roadside Thugs to the staging area.

None of the roads were safe in or out of Bree.

ENEMY

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35

3 ♣
4 ♠
3 ♠

3

OLD SOUTH ROAD MARAUDER

Bandit. The Hounds.

Forced: When Marauder attacks remove 1 resource token from Breaking the Bandits' Back and place it on Marauder.

Marauder gains +1 ♠ and +1 ♠ for each resource token on it.

Forced: When Marauder is defeated return all resource tokens on it minus 1 to Breaking the Bandits' Back.

ENEMY

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35

3 ♣
4 ♠
3 ♠

3

OLD SOUTH ROAD MARAUDER

Bandit. The Hounds.

Forced: When Marauder attacks remove 1 resource token from Breaking the Bandits' Back and place it on Marauder.

Marauder gains +1 ♠ and +1 ♠ for each resource token on it.

Forced: When Marauder is defeated return all resource tokens on it minus 1 to Breaking the Bandits' Back.

ENEMY

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30

X ♣
2 ♠
3 ♠

3

HIGHWAY MAN

Bandit. The Hounds.

X is the number of locations in play.

While in play Locations in the staging area are immune to player card effects.

Shadow: Remove all progress from the active location.

ENEMY

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