

30

X

2

3

3

28/59

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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32

1

2

2

3

29/59

BREELAND SMUGGLER

Bandit. Azure Spiders.

When Revealed: Each player must discard 1 resource from a hero they control. If each player did not discard 1 resource then remove 1 resource from Breaking the Bandits' Back for each player that failed to do so.

Shadow: If this attack is undefended remove 1 resource token from Breaking the Bandits' Back.

ENEMY

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32

1

2

2

3

30/59

BREELAND SMUGGLER

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Shadow: If this attack is undefended remove 1 resource token from Breaking the Bandits' Back.

ENEMY

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20

2

2

2

3

31/59

CHETWOOD SKIRMISHER

Bandit. Azure Spiders.

Surge.

Forced: If Skirmisher is dealt a shadow card with no effect, return Skirmisher to the staging area after it attacks.

Shadow: Return this attacking enemy to the staging area after it attacks.

ENEMY

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20

2

2

2

3

32/59

CHETWOOD SKIRMISHER

Bandit. Azure Spiders.

Surge.

Forced: If Skirmisher is dealt a shadow card with no effect, return Skirmisher to the staging area after it attacks.

Shadow: Return this attacking enemy to the staging area after it attacks.

ENEMY

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40

3

5

3

5

33/59

GREENWAY OUTLAW

Bandit. Black Banner.

When Revealed: The first player chooses to either remove 1 resource token from Breaking the Bandits' Back or Outlaw engages the first player and makes an immediate attack.

Shadow: This enemy makes an additional attack after this one.

ENEMY

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40

3

5

3

5

34/59

GREENWAY OUTLAW

Bandit. Black Banner.

When Revealed: The first player chooses to either remove 1 resource token from Breaking the Bandits' Back or Outlaw engages the first player and makes an immediate attack.

Shadow: This enemy makes an additional attack after this one.

ENEMY

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38

3

2

2

2

35/59

PILLAGERS

Bandit. Black Banner.

Forced: When Pillagers attack return the top most location from the discard pile to the staging area.

Shadow: This enemy gains +X, X is the of the active location.

The outlying farms and homesteads were the first targets.

ENEMY

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38

3

2

2

2

36/59

PILLAGERS

Bandit. Black Banner.

Forced: When Pillagers attack return the top most location from the discard pile to the staging area.

Shadow: This enemy gains +X, X is the of the active location.

The outlying farms and homesteads were the first targets.

ENEMY

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