## Road to Buckland

1

2

46/59

***Breeland. Road.***

Surge.

*The bandits even went as far as the Old Forest and the borders of Buckland to the west. The fellowship was hearing rumors that the Shire might be in trouble too, but that would have to wait till Bree was safe.*

LOCATION

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## South Downs

4

4

47/59

***Breeland. Hills.***

Doom 2.

While South Downs is the active location all Bandits get +1 .

**Forced**: When the South Downs leaves play after being the active location reveal 1 card from the Stolen Goods deck.

**Victory 1.**

LOCATION

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## Grey Boar's Orders

48/59

Doom 2.

**When Revealed**: All Captains in play engage the first player and make an immediate attack against him. If there are no Captains in play this card gains Surge. This card cannot be canceled.

*Word came down from the one calling himself The Grey Boar to kill the company at all costs.*

TREACHERY

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## Grey Boar's Orders

49/59

Doom 2.

**When Revealed**: All Captains in play engage the first player and make an immediate attack against him. If there are no Captains in play this card gains Surge. This card cannot be canceled.

*Word came down from the one calling himself The Grey Boar to kill the company at all costs.*

TREACHERY

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## Ambush on the Road

50/59

Surge.

**When Revealed**: Return the active location to the staging area. If this returned no location remove 4 progress from the current quest stage.

***Shadow:*** *Attacking enemy gains +2 (+3 if the active location is a Road.).*

TREACHERY

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## Ambush on the Road

51/59

Surge.

**When Revealed**: Return the active location to the staging area. If this returned no location remove 4 progress from the current quest stage.

***Shadow:*** *Attacking enemy gains +2 (+3 if the active location is a Road.).*

TREACHERY

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## Nightime Raid

52/59

**When Revealed**: Each player must either discard 1 ally from play that they control or remove one resource token from Breaking the Bandits' Back. If there are not enough legal targets this card gains Surge.

***Shadow:*** *Attacking enemy either gains +2 or remove 1 resource token from Breaking the Bandits' Back.*

TREACHERY

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## Nightime Raid

53/59

**When Revealed**: Each player must either discard 1 ally from play that they control or remove one resource token from Breaking the Bandits' Back. If there are not enough legal targets this card gains Surge.

***Shadow:*** *Attacking enemy either gains +2 or remove 1 resource token from Breaking the Bandits' Back.*

TREACHERY

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## Arrows from the Woods

54/59

Surge.

Archery X. X is the number of characters committed to the quest.

*The rain of arrows came from out of nowhere, but before the company could counter, the enemy had fled back deeper into the Chetwood.*

TREACHERY

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