

**WOUNDED**

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**BLINDED**

**BLOOD IN THE AIR**

**BLURRED VISION**

**CRIPPLED**

**DAZED!**

**ENRAGED!**

**WOUNDED!**  
LINE OF SIGHT REDUCED TO 0-1.  
DRIVEN VEHICLE MOVEMENT  
REDUCED TO 1 ZONE.

**WOUNDED!**  
SURVIVOR MAY ONLY MOVE  
WITH ANOTHER SURVIVOR  
IN THE SAME ZONE.

**WOUNDED!**  
SURVIVOR IS ALSO DAZED:  
SKIP NEXT TURN  
(DOES NOT STACK).

**WOUNDED!**  
ANOTHER SURVIVOR IN  
THE SAME ZONE ALSO  
RECEIVES A WOUND.

**WOUNDED!**  
SURVIVOR CANNOT PERFORM  
RANGED ATTACKS  
OR DRIVE VEHICLES.

**WOUNDED!**  
ZOMBIES NOW TARGET THIS  
SURVIVOR AS TOP PRIORITY.

## FATAL



**WOUNDED!**  
COUNTS AS 2 WOUNDS  
(OCCUPIES A SINGLE  
INVENTORY SLOT).

## FLESH WOUND



**WOUNDED!**  
DO NOT DROP ANY EQUIPMENT  
WHEN PLACING THIS CARD  
IN YOUR INVENTORY.

## GUT WOUND



**WOUNDED!**  
SURVIVOR LOSES 1 SKILL  
OF THEIR CHOICE  
(EXCEPT 'STARTS WITH' SKILLS).

## HEAD INJURY



**WOUNDED!**  
SURVIVOR LOSES USE  
OF ALL SKILLS  
(EXCEPT 'STARTS WITH' SKILLS).

## REVENGE!



**WOUNDED!**  
NEXT TURN, THE SURVIVOR MAY  
ONLY TARGET THE SPECIFIC ZOMBIE  
TYPE THAT INFLECTED THIS WOUND.

## SERIOUS WOUND



**WOUNDED!**  
+1 WOUND AFTER 2 ROUNDS  
(DRAW AGAIN FROM WOUND  
DECK) IF NOT REMOVED.

## SHOULDER WOUND



**WOUNDED!**  
-1 TO DIE RESULT  
ON ALL RANGED ACTIONS.

## STARTLED!



**WOUNDED!**  
SURVIVOR IS ALSO **STARTLED**:  
-1 ACTION NEXT TURN  
(DOES NOT STACK).

## STARTLED!



**WOUNDED!**  
SURVIVOR IS ALSO **STARTLED**:  
-1 ACTION NEXT TURN  
(DOES NOT STACK).

## UNTREATABLE



**WOUNDED!**  
THIS WOUND IS PERMANENT  
AND CANNOT BE REMOVED.

## WOUNDED ARM



**WOUNDED!**  
-1 TO DIE RESULT  
ON ALL MELEE ACTIONS.

## WOUNDED HAND



**WOUNDED!**  
PLACE IN EQUIPPED SLOT.  
SURVIVOR CAN ONLY  
EQUIP ONE WEAPON.



**WOUNDED LEG**

**WOUNDED!**  
MOVEMENT COSTS +1 ACTION.  
SURVIVOR CANNOT USE  
MOVEMENT RELATED SKILLS.

**ABERRANT BITE!**

**INFECTED!**  
SURVIVOR WILL BECOME A  
STANDARD ABOMINATION  
IF THEY DIE.

**INFECTED!**

**INFECTED!**

**INFECTED!**

**INFECTED!**

**CLOSE CALL**

**CLOSE CALL**



**ATTACK EVADED!**  
TAKE NO WOUND  
BUT DISCARD 1 WEAPON.



**ATTACK EVADED!**  
TAKE NO WOUND  
BUT DISCARD 1 WEAPON.

**DODGED!**

**DODGED!**

**EXPOSED!**

**EXPOSED!**



**ATTACK EVADED!**  
TAKE NO WOUND.



**ATTACK EVADED!**  
TAKE NO WOUND.



**ATTACK EVADED!**  
TAKE NO WOUND.  
+1 FREE IMMEDIATE  
COMBAT ACTION.



**ATTACK EVADED!**  
TAKE NO WOUND.  
+1 FREE IMMEDIATE  
COMBAT ACTION.

