

WOUNDED

WOUNDED

WOUNDED

WOUNDED

WOUNDED

WOUNDED

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.

FATAL

FLESH WOUND

GUT WOUND

HEAD INJURY

WOUNDED!

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

WOUNDED!

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

WOUNDED!

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

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!



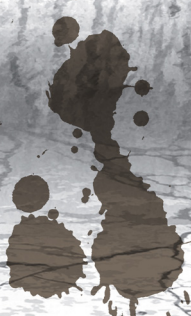
INFECTED!



INFECTED!



INFECTED!



CLOSE CALL



ATTACK EVADED!
TAKE NO WOUND
BUT DISCARD 1 WEAPON.

CLOSE CALL



ATTACK EVADED!
TAKE NO WOUND
BUT DISCARD 1 WEAPON.

DODGED!



ATTACK EVADED!
TAKE NO WOUND.

DODGED!



ATTACK EVADED!
TAKE NO WOUND.

EXPOSED!



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

EXPOSED!



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

STUMBLE



ATTACK EVADED!
TAKE NO WOUND BUT SURVIVOR
CANNOT PERFORM ANY
MOVE ACTIONS NEXT TURN.

STUMBLE



ATTACK EVADED!
TAKE NO WOUND BUT SURVIVOR
CANNOT PERFORM ANY
MOVE ACTIONS NEXT TURN.

