

# I BURY THE GODS

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WOUND CARDS

**HOBbled**

Deduct 1 from the Scoundrel's movement score.

**HOBbled**

Deduct 1 from the Scoundrel's movement score.

**BLINDED**

Deduct 1 from the Scoundrel's aim ability.

**BLINDED**

Deduct 1 from the Scoundrel's aim ability.

**CONFUSED**

Deduct 1 from the Scoundrel's wits ability.

**CONFUSED**

Deduct 1 from the Scoundrel's wits ability.

**WEAKENED**

Deduct 1 from the Scoundrel's strength ability.

**WEAKENED**

Deduct 1 from the Scoundrel's strength ability.

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WOUND

| <b>STUNNED</b>                               |  | <b>DISARMED</b>                                    |  |
|--|--|--|--|
| Deduct 1 from the Scoundrel's dodge ability. | Deduct 1 from the Scoundrel's dodge ability. | Discard one asset card.                            | Discard one asset card.                            |
| <b>BLEEDING</b>                              |  | <b>SURFACE</b>                                     |  |
| Draw another wound card face down.           | Draw another wound card face down.           | This wound has no further effect on the Scoundrel. | This wound has no further effect on the Scoundrel. |

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