



PRINT + PLAY MATERIAL STATUS

4 ROUNDS

FEAR

You can't take any **Action**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

SNARED

You can't take any "Move" **MANEUVER**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

STUNNED

You can't take any **Reaction**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

FEAR

You can't take any **Action**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

SNARED

You can't take any "Move" **MANEUVER**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

STUNNED

You can't take any **Reaction**.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Burning

At the beginning of your **Turn**, take 3 Damage.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Poisoned

Reduce your Max Attribute by 1.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Bleeding

Whenever you push your **Actions** or **Reactions**, always commit the maximum number of cards. Pushed cards then go onto the Damage Pile.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Burning

At the beginning of your **Turn**, take 3 Damage.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Poisoned

Reduce your Max Attribute by 1.

3 ROUNDS

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4 ROUNDS

Bleeding

Whenever you push your **Actions** or **Reactions**, always commit the maximum number of cards. Pushed cards then go onto the Damage Pile.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

DRUGS

You cannot look at committed cards. Cards are always committed face down.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

HIGH

You have used Drugs!

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Weakened

-1 Base Push

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

DRUGS

You cannot look at committed cards. Cards are always committed face down.

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

HIGH

You have used Drugs!

3 ROUNDS

2 ROUNDS

1 ROUND

4 ROUNDS

Weakened

-1 Base Push

3 ROUNDS

2 ROUNDS

1 ROUND