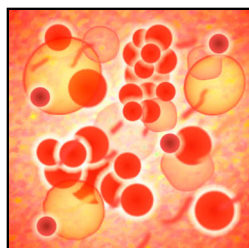


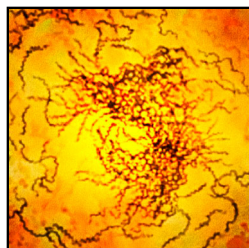
Disease tracks



COLD ADAPTED

This disease has +1 Virulence in:
Moskva
Novgorod
Helsinki
Oslo

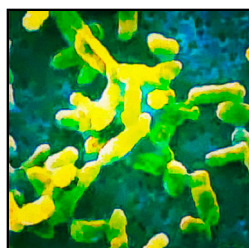
Once per game you may automatically win an infection chance in one of these regions



WARM ADAPTED

This disease has +1 Virulence in:
Dimashq
Tunis
Cadiz
Al Qahirah

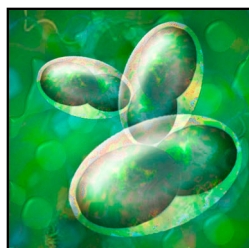
Once per game you may automatically win an infection chance in one of these regions



CROWD ADAPTED

This disease has +1 Virulence in:
Al Qahirah
Paris
Madrid
Moskva

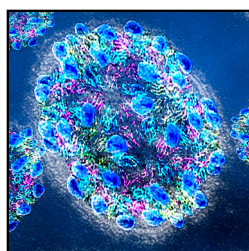
Once per game you may automatically win an infection chance in one of these regions



WET ADAPTED

This disease has +1 Virulence in:
Venice
Roma
Moskva
London

Once per game you may automatically win an infection chance in one of these regions



GENERIC DISEASE

This disease has no Virulence bonus

Twice per game you may automatically win an infection chance in any region



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Black Death

RULES REFERENCE

Turn order

Turn order is from lowest Body Count to highest Body Count, with ties decided by a roll. On the first turn, everyone rolls for turn order.

On your turn:

1. Roll 2 six-sided dice. You get to choose which of these is the number of Infection chances you get, and which is the number of Movement points you have.

2. Infections are always done first. You can infect any area that is adjacent to one of your counters, either in the same multi-square city, or along any line of communication to a square in an adjacent city. Your chance of success is a roll of a six-sided die equal or less than the Virulence of your disease. The *Virulence* is modified by any event cards in play, bonuses or penalties in the square you are targeting, and penalties along the line of communication. In addition, there are two special modifiers. If you give up one of your Infection chances, your first infection attempt in a turn gets a +1 to Virulence. If you attempt to infect another player's counter, your infection attempt gets a -1 to Virulence. If your infection attempt succeeds, place one of your counters in the square you were targeting. If another player's counter was there, it is returned to their stockpile.

3. Movement is done second. Unless an event card says otherwise, no counter may be moved more than once on a player's turn. The cost in Movement points to move a counter to an adjacent square is 1, plus the absolute value of any modifier on the line of communication (it will always cost more Movement points). You may move any player's counters, not just your own. Moving a counter off the board always costs 2 Movement points. Moving a counter to a different square in a multi-square city always costs 1 Movement point.

4. Mortality is done third. The player rolls one six-sided die on the **DRT** (Death Results Table), using the current Mortality of their disease. The result of that roll is the fraction of that player's units *on the map* which die, are removed from the board and are put back in their owner's stockpile. The player's **Body Count** goes up by the number of counters removed. The fractions given in the DRT round down: so a player with 8 units on the map who rolled a "1/3" DRT result would lose 2 units, not 3. The units to be removed are *always* selected by the *owning* player. If the DRT result has "Cure", some of the victims recover. The player who goes next may remove 1/6 of that player's counters from the map and return them to their stockpile. These do *not* add to that player's Body Count.

Event cards:

Each player starts with one random Event card, and draws another whenever their Body Count crosses a total of 5, 10 or 20. Event cards may usually be played at any time, and their effect usually last until the player who played it begins their next turn.

Victory:

For 2-3 players, victory is for the first to reach a Body Count of 20 million. For 4-5 players, it is 15 million, and for 6 players it is 10 million.

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Bad Weather!

Slows travel. Subtract 1 from all Movement die rolls until the beginning of this player's next turn.

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Bad Weather!

Unseasonably damp and cold weather aids the spread of disease. Add 1 to all Virulence ratings until the beginning of this player's next turn.

Crusade!

All players must move at least one unit towards Yerushalayim until the beginning of this player's next turn.

Famine!

All diseases add 1 to their Mortality *ratings* until the beginning of this player's next turn, but subtract 1 from all Movement die rolls.

Good Weather!

All Virulence *ratings* are reduced by 1 until the beginning of this player's next turn.

Fire!

Pestilence-cleansing fire gets out of hand. Reduce a multi-square region by one square, as if there had been a Catastrophic Kill. One unit in that region may perish in the flames.

Quarantine!

Fear of disease closes one region until the beginning of this player's next turn. However, infection chances *in* this region are increased by 1 for diseases already there.

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For one turn only, player may alter the Virulence *or* Mortality of any disease by 1 point in either direction. Must be played at the start of the target's turn (before rolling the dice).

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Mongols!

Add 1 to all Movement die rolls until the beginning of this player's next turn; however, each player must move at least one unit *away from* the Eastern map edge.

Smugglers!

Move infected goods past inspectors. This player's units may move *two* regions this turn, but are still limited to the total movement points indicated by the Movement die roll.

Traders!

Returning from distant lands with an unwelcome present. This player gets *one* extra infection chance at +1 Virulence, which must be used adjacent to any map Enter route.

Traders!

Returning from distant lands with an unwelcome present. This player gets *two* extra infection chances at normal Virulence, which must be used adjacent to any map Enter route.

Pogrom!

Xenophobic fever strikes one region. Until the beginning of this player's next turn, any unit moving there is immediately eliminated (and applies to its owner's Body Count).

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War!

Tensions cause any two Lines of Communication to be closed until the beginning of this player's next turn. Place a "WAR" marker on these lines until then.

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