

# Black Death

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|    |            |    |
|----|------------|----|
| 10 | 20         | 30 |
| 9  | 19         | 29 |
| 8  | 18         | 28 |
| 7  | 17         | 27 |
| 6  | 16         | 26 |
| 5  | 15         | 25 |
| 4  | 14         | 24 |
| 3  | 13         | 23 |
| 2  | 12         | 22 |
| 1  | 11         | 21 |
| 0  | BODY COUNT |    |

x 1 Million

**Mortality Rate**

|   | 1-   | 2    | 3    | 4   | 5+  |
|---|------|------|------|-----|-----|
| 1 | 1/6  | 1/3  | 1/3  | 1/2 | 1/2 |
| 2 | 1/6  | 1/6  | 1/3  | 1/3 | 1/3 |
| 3 | 1/6  | 1/6  | 1/6  | 1/3 | 1/3 |
| 4 | 0    | 1/6  | 1/6  | 1/6 | 1/3 |
| 5 | 0    | 0    | 1/6  | 1/6 | 1/6 |
| 6 | CURE | CURE | CURE | 1/6 | 1/6 |

**Death Results Table**

The result is the fraction of the player's infected units that die this turn (round down).

**Catastrophic Kill:** If a unit is removed from a multi-center region, that space is permanently depopulated. Only one space can be affected in a player's turn, and no more than half a region's sites can be destroyed this way (round up).

**CURE:** Instead of dying, 1/6 of the player's units get better. The next player to go chooses them, and removes them from the map.

○ City

— Line of Communication

1347 Dated Line of Comm.  
(Exists only in labeled year)

1665 Dated Region  
(Exists only in labeled year)

**Turn Order**  
(Lowest Body Count goes first)

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

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