


Emergency Management (EM)

Emergency Management in this game includes multiple roles including decision-makers, operations, and logistic coordinators. While you may not perform all actions at a CRC, this gives a good overview of the types of actions EM may take.



Specialty Actions

EM specializes in gaining resources to increase capacity and reducing **Hazard** . When requesting resources that arrive in later rounds, select the resource and place it on the corresponding round area on the Round Tracker.

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform a job action if there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker, and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay cost as long as team agrees.






PAY
0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.

Twice per game, you may perform self-care.

-2 Self-Fatigue 




PAY
0

ASSIST WAITING MEEPLE

Help someone in line get the resources they need such as a wheelchair.

Once per round, you may exchange one yellow meeples for one green meeples.



PAY
1




EOC REQUEST RESOURCE

Put in a request with the EOC officials for additional resources.

Choose one resource type to gain in 2 rounds. Place on Round Tracker 2 rounds from now.

2 Handheld Detectors (Post-Decon)



3 Registration Desks (Registration)






PAY
3

SAFETY CHECK

Perform radio check with all staff.

All staff +1 Fatigue 
-4 Hazard. 



PAY
4

REQUEST FEDERAL SUPPORT

Put in a request for federal resources.


Once per game, choose one resource type to gain next round. Place on next round of Round Tracker.

1 Portal Monitor (Contam. Screen.)

1 Mobile Decon Tent (Decon)

4 Handheld Detector (Post-Decon)

10 Funds



PAY
6

IMMEDIATE SUPPORT

Put in an urgent request with the state officials for additional resources.

Choose one resource type to gain immediately. Place at station.

1 Portal Monitor (Contam. Screen.)

4 Handheld Detectors (Post-Decon)

3 Registration Desks (Registration)

Fire and Police (FP)













Fire and Police in this game includes multiple responsibilities involving law enforcement and hazmat. While you may not perform all actions at a CRC, this gives a good overview of the types of actions both fire and police make take.

Specialty Actions

Fire and Police specialize in reducing **Hazard** , **Fatigue**  and gaining decontamination resources.

Round Order

- 1: Arrival** Take Meeple From Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform a job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

 <p>SELF-CARE</p> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p> <p>PAY 0</p>	 <p>PSYCHOLOGICAL FIRST AID</p> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <p><input type="checkbox"/> <input type="checkbox"/></p> <p>Twice per game, reduce another player's fatigue.</p> <p>Other Player -2 Fatigue </p> <p>PAY 0</p>	 <p>RE-ESTABLISH PERIMETER</p> <p>Patrol CRC for potential safety concerns.</p> <p>-2 Hazard </p> <p>PAY 2</p>
 <p>JUST-IN-TIME TRAINING</p> <p>Receive just-in-time training from other staff.</p> <p>Copy one other player action that costs 3 or less this turn.</p> <p>PAY 3</p>	 <p>MOBILE DECON TENT</p> <p>Receive support from the station.</p> <p><input type="checkbox"/></p> <p>Once per game, gain Mobile Decon Tent and place beside board. Mobile Decon Tent has 4 showers for use.</p> <p>PAY 4</p>	 <p>CALL FOR BACKUP</p> <p>Put in a request for additional staff.</p> <p>Choose One action for Next Round: Place status card on Round Tracker.</p> <div style="border: 1px solid black; padding: 5px;"> <p>All staff -2 Fatigue </p> </div> <div style="border: 1px solid black; padding: 5px;"> <p>FP -3 Fatigue </p> <p>All other staff -1 Fatigue </p> </div> <p>PAY 5</p>

Hospital Coordinator (HC)

Hospital Coordinator in this includes across multiple responsibilities involving hospitals and emergency medical services. While you may not perform actions at a CRC, this gives a good overview of the types of actions hospitals may take while working with a CRC.

Specialty Actions

Hospital Coordinator specialize in reducing **Hazard**  , **Anxiety**  and gaining additional ambulances.

Round Order

- 1: Arrival** Take Meeple From Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue 



PAY 1

COLLECT CONSENT FORMS

Inform meeples of health status and gather consent forms and waivers.



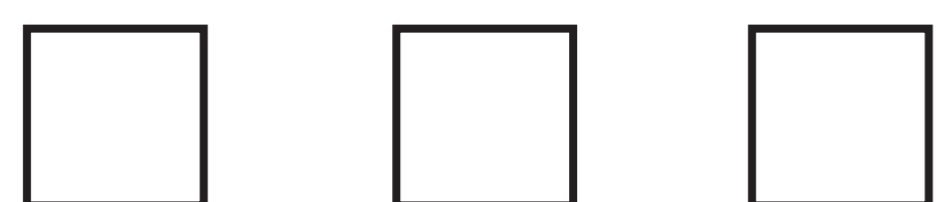
Once per game, you may **-1 Anxiety**  to gain **+4 Funds** next round. Place funds in Staging Area.





PAY 1

CONTAIN CONTAMINATED ENTRYWAYS

Coordinate with Radiation to create hot and cold zones with control points in the hospital.



HC and **Rad** **+1 Fatigue** 
Each round, **-1 Hazard** 



PAY 2

CONDUCT SPECIMEN TESTS

Review complete blood count (CBC) for serial lymphocyte levels.

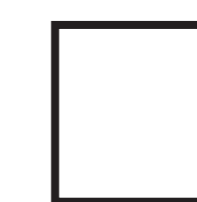
-3 Hazard 



PAY 2

TRANSFER STABLE PATIENTS

Coordinate with neighboring hospitals to transfer movable patients thus freeing up capacity of your hospital.



Once per game, gain additional Ambulance.

Public Health (PH)

Public health in this game includes multiple roles including decision-makers, epidemiologists, and public health nurses. While you may not perform all actions at a CRC, this gives a good overview of the types of actions public health may take.



























Specialty Actions

Public health specializes in gaining registration desks, increasing registration capacity, reducing some **Hazard**  and **Anxiety** .

Round Order

- 1: Arrival** Take Meeple From Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform a job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay cost as long as team agrees.

<div style="display: flex; justify-content: space-between;">    </div> <h3>SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>PSYCHOLOGICAL FIRST AID</h3> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, reduce another player's fatigue.</p> <p>Other Player -2 Fatigue </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>MENTAL HEALTH COUNSELING</h3> <p>Assist someone in line who is showing signs of mental and emotional distress with mental health counseling.</p> <p>Choose One:</p> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Immediately: -1 Anxiety </p> </div> <div style="border: 1px solid black; padding: 5px;"> <p>Spend a little longer with Meeple: Next Round, -2 Anxiety , exchange 1 yellow for 1 green meeple.</p> </div>
<div style="display: flex; justify-content: space-between;">     </div> <h3>PERFORM FIRST AID</h3> <p>Public health nurses perform minor first aid.</p> <p>-2 Anxiety  -1 Hazard </p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>SHORTEN FORM LENGTH</h3> <p>Epidemiologists decide to shorten the form to only priority questions.</p> <p>Registration will now process 4MP per desk. Flip all Registration resources over.</p> <p>For the rest of the game, reduce Funds gained by 2.</p>	<div style="display: flex; justify-content: space-between;">    </div> <h3>TRAIN INTERNS</h3> <p>Perform just-in-time training for public health interns, teaching them how to use the registration system.</p> <p>Gain 2 Registration resources and place at Registration.</p> <p>PH +1 Fatigue </p>

Public Information Officer (PIO)

Public Information Officer in this game includes multiple responsibilities involving communications and messaging. While you may not perform all actions at a CRC, this gives a good overview of the types of actions PIOs make take.














Specialty Actions

Public Information Officer specializes in reducing **Anxiety** and decreasing the number of meeple arriving to your CRC. PIO actions are either immediate or occur the next round.

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.

<div style="text-align: center;">  </div> <p style="text-align: center;">SELF-CARE</p> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;">Twice per game, you may perform self-care.</p> <p style="text-align: center;">-2 Self-Fatigue </p>	<div style="text-align: center;">  </div> <p style="text-align: center;">PSYCHOLOGICAL FIRST AID</p> <p>Assist another staff member by offering PFA to reduce their distress caused by this incident.</p> <div style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;">Twice per game, reduce another player's fatigue.</p> <p style="text-align: center;">Other Player -2 Fatigue </p>	<div style="text-align: center;">  </div> <p style="text-align: center;">SOCIAL MEDIA POST</p> <p>Coordinate several messages and videos to reduce public anxiety.</p> <p style="text-align: center;">-2 Anxiety </p>
<div style="text-align: center;">  </div> <p style="text-align: center;">EMERGENCY ALERT MESSAGE</p> <p>Use IPAWS and coordinate with EM to push out a targeted emergency message.</p> <p style="text-align: center;">Next Round, -2 Anxiety </p> <p style="text-align: center;">-1 Hazard </p> <p style="text-align: center;">EM -1 Fatigue </p> <p style="text-align: center;"><i>Place status cards on Round Tracker.</i></p>	<div style="text-align: center;">  </div> <p style="text-align: center;">PRESS CONFERENCE</p> <p>Plan a press conference with the local news media outlets to provide a situational update and key messages.</p> <p style="text-align: center;">Next Round, -3 Anxiety </p> <p style="text-align: center;"><i>Place status card on Round Tracker.</i></p>	<div style="text-align: center;">  </div> <p style="text-align: center;">COORDINATE WITH NEWS MEDIA</p> <p>Contact local news anchors to provide key messages about who should report to the CRC.</p> <div style="text-align: center;"> <input type="checkbox"/> </div> <p style="text-align: center;">Once per game, decrease meeple arriving by 3 for 2 rounds.</p>

Radiation (Rad)

Radiation in this game includes multiple responsibilities involving radiation control and assessment. While you may not perform all actions at a CRC, this gives a good overview of the types of actions Radiation may take.

Specialty Actions

Radiation specializes in reducing their own **Fatigue** and gaining contamination screening resources.

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue



PAY 0

ASSIST WAITING MEEPLE

Help someone in line get the resources they need such as a wheelchair.

Once per round, you may exchange one yellow meeple for one green meeple at any station.



PAY 0

MOVE DETECTION EQUIPMENT TO HELP WITH PROCESSING

Move handheld detectors to help with processing.

Move handheld detectors from one screening station to another. Screening stations are Contamination Screening or Post-Decon.



PAY 3

TRAIN ON RADIATION EQUIPMENT

Perform just-in-time training for staff, teaching them how to use the detectors.

Remove one Registration Desk

Rad -2 Fatigue



PAY 3

REQUEST ROSS

Put in a request for Radiation Operational Support Specialist (ROSS).



Once per game, **Rad -4 Fatigue**



PAY 5

STATE RADIATION ASSISTANCE

Put in a request with the state for additional detection equipment.



Twice per game, choose one resource type to gain immediately:

1 Portal

3 Handheld Detectors

Volunteer Coordinator (VC)

Volunteer Coordinator in this game includes multiple types of volunteer and community assistance agencies. While you may not perform all actions at a CRC, this gives a good overview of the types of actions volunteers may take.












Specialty Actions

Volunteer Coordinator specializes in reducing **Anxiety** , **Fatigue** , and gaining additional resources. Most Volunteer Coordinator actions can only be used once per game.

Round Order

- 1: Arrival** Take Meeple from Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform any job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.

 <p style="text-align: right;">PAY 0</p> <h3>SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, you may perform self-care.</p> <p>-2 Self-Fatigue </p>	 <p style="text-align: right;">PAY 0</p> <h3>ASSIST WAITING MEEPLE</h3> <p>Help someone in line get the resources they need such as a wheelchair.</p> <p>Once per round, you may exchange one yellow meeples for one green meeples at any station.</p>	 <p style="text-align: right;">PAY 1</p> <h3>MEDICAL RESERVE CORPS (MRC)</h3> <p>Work with local and neighboring MRCs for assistance with triage and minor first aid.</p> <div style="text-align: center;"> <input type="checkbox"/> </div> <p>Once per game, HC or PH -3 Fatigue </p>
 <p style="text-align: right;">PAY 1</p> <h3>CIVILIAN EMERGENCY RESPONSE TEAMS (CERT)</h3> <p>Coordinate response teams for assisting at the CRC.</p> <div style="text-align: center;"> <input type="checkbox"/> </div> <p>Once per game, gain 2 Registration Desks or 1 Handheld Detector. Place at appropriate station.</p>	 <p style="text-align: right;">PAY 2</p> <h3>RED CROSS</h3> <p>Request assistance setting up shelters and registering meeples from Red Cross.</p> <div style="text-align: center;"> <input type="checkbox"/> </div> <p>Once per game, gain 3 Registration Desks or PH -2 Fatigue </p> <p>Place Desks at Registration.</p>	 <p style="text-align: right;">PAY 4</p> <h3>ANIMAL ASSISTANCE TEAMS</h3> <p>Request assistance from National Veterinary Response Teams (NVRT) and Veterinary Emergency Response Teams (VERT).</p> <p>-3 Anxiety , -1 Hazard </p>

Public Health/Public Information Officer (PHI)

Public Health/Public Information Officer in this game includes multiple roles including decision-makers, epidemiologists, public health nurses and public information officers. While you may not perform all actions at a CRC, this gives a good overview.























Specialty Actions

PHI specializes in reducing the number of meeple arriving, **Hazard**  and **Anxiety**  and increasing registration capacity.

Round Order

- 1: Arrival** Take Meeple From Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform a job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay cost as long as team agrees.

<div style="display: flex; justify-content: space-between;">  <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> </div> </div> <p style="text-align: center;">SELF-CARE</p> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <p style="text-align: center;">Twice per game, you may perform self-care.</p> <p style="text-align: center;">-2 Self-Fatigue </p>	<div style="display: flex; justify-content: space-between;">  <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> </div> </div> <p style="text-align: center;">PSYCHOLOGICAL FIRST AID</p> <p>Assit another staff member by offering PFA to reduce their distress caused by this incident.</p> <div style="display: flex; justify-content: center; gap: 20px;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <p style="text-align: center;">Twice per game, reduce another player's fatigue.</p> <p style="text-align: center;">Other Player -2 Fatigue </p>	<div style="display: flex; justify-content: space-between;"> <div style="text-align: left;">    </div> <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 2</div> </div> </div> <p style="text-align: center;">EMERGENCY ALERT MESSAGE</p> <p>Use IPAWS and coordinate with EM to push out a targeted emergency message.</p> <p style="text-align: center;">Next Round, -2 Anxiety </p> <p style="text-align: center;">-1 Hazard </p> <p style="text-align: center;">EM -1 Fatigue </p> <p style="text-align: center;"><i>Place status cards on Round Tracker.</i></p>
<div style="display: flex; justify-content: space-between;"> <div style="text-align: left;">   </div> <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 2</div> </div> </div> <p style="text-align: center;">PERFORM FIRST AID</p> <p>Public health nurses perform minor first aid.</p> <p style="text-align: center;">-2 Anxiety </p> <p style="text-align: center;">-1 Hazard </p>	<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 2</div> </div> </div> <p style="text-align: center;">SHORTEN FORM LENGTH</p> <p>Epidemiologists decide to shorten the form to only priority questions.</p> <p style="text-align: center;">Registration will now process 4MP per desk. Flip all Registration resources over.</p> <p style="text-align: center;">For the rest of the game, reduce Funds gained by 2.</p>	<div style="display: flex; justify-content: space-between;"> <div style="text-align: left;">   </div> <div style="text-align: center;">  </div> <div style="text-align: right;"> <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 4</div> </div> </div> <p style="text-align: center;">COORDINATE WITH NEWS MEDIA</p> <p>Contact local news anchors to provide key messages about who should report to the CRC.</p> <div style="text-align: center; margin: 10px 0;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <p style="text-align: center;">Once per game, decrease meeple arriving by 3 for 2 rounds.</p>

Hospital Coordinator/Fire and Police (HFP)

Hospital Coordinator/Fire and Police in this game includes multiple roles involving law enforcement, hazmat and hospital coordination. While you may not perform all actions at a CRC, this gives a good overview.

Specialty Actions

HFP specialize in reducing **Hazard** , **Fatigue**  and gaining decontamination resources and ambulances.

Round Order

- 1: Arrival** Take Meeple From Staging Area and place them in line outside CRC.
- 2: Processing** Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
- 3: Funds and Resources** Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
- 4: Injects** Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
- 5: Player Action** Perform a job action as long as there are funds and the group agrees. If skipping turn, perform no action.
- 6: Prepare** Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Round Tracker.

Job Actions: Perform any action below and pay funds as long as team agrees.



PAY 0

SELF-CARE

Take care of yourself through fatigue and anxiety reducing behaviors.



Twice per game, you may perform self-care.

-2 Self-Fatigue 



PAY 0

PSYCHOLOGICAL FIRST AID

Assist another staff member by offering PFA to reduce their distress caused by this incident.



Twice per game, reduce another player's fatigue.

Other Player **-2 Fatigue** 



PAY 1

CONTAIN CONTAMINATED ENTRYWAYS

Coordinate with Radiation to create hot and cold zones with control points in the hospital.



HFP and **Rad** **+1 Fatigue** 

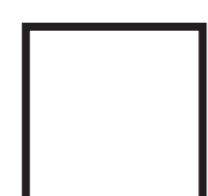
Each round, **-1 Hazard** 



PAY 2

TRANSFER STABLE PATIENTS

Coordinate with neighboring hospitals to transfer movable patients thus freeing up capacity of your hospital.



Once per game, gain additional Ambulance.



PAY 4

MOBILE DECON TENT

Receive support from the station.



Once per game, gain Mobile Decon Tent and place beside board.

Mobile Decon Tent has 4 showers for use.



PAY 5

CALL FOR BACKUP

Put in a request for additional staff.

Choose One action for Next Round:
Place status card on Round Tracker.

All staff **-2 Fatigue** 

HFP **-3 Fatigue** 

All other staff **-1 Fatigue** 