



## TRAFFIC JAM

Cars are getting backed up in the parking lot to where meeples cannot leave your CRC or park to enter.

### **Choose One:**

**Direct Traffic:** FP skip their turn

**Add Signage and Cones:** FP +3 **Fatigue**

**Find Another Lot:** Pay 3 Funds



## CONTAMINATED AND BREASTFEEDING

A meeple is contaminated and very concerned about what breastfeeding might do to their baby. Staff must offer counsel.

**Choose One:**

**Radiation:** -1 Hazard, +1 Anxiety,  
+2 Fatigue

**PH:** +1 Hazard, +2 Fatigue

**Work Together:** All Staff +1 Fatigue



## LOST NETWORK CONNECTION

Internet Connection has been lost. Registration will not process anyone next round unless you find a backup router or use paper forms.

### **Choose One:**

**Back up Router:** Pay 2 Funds,  
EM **+1 Fatigue**

**Paper Forms:** PH **+2 Fatigue**, Registration will only process 1MP per desk next round. Place on Turn Tracker.



## SHORT CIRCUIT

A circuit has tripped resulting in several outlets unable to power Registration stations. You may choose to steal power from another station.

**+1 Hazard**

**Choose One:**

**Contamination Screening** will not process anyone next round.

**Registration** will not process anyone next round.



## LIMITED WATER SUPPLY

The water main to the facility has been damaged and there is limited water available at the Decontamination station.

**Choose One:**

**Find Alternate Source:** Decontamination will not process anyone next round including Mobile Decon Tents.

**Fix Water:** EM or FP **+2 Fatigue** or skip



## CONTAMINATED EQUIPMENT

Resources at the Registration station have become contaminated and will not process meeples' next round unless they are screened and decontaminated.

**Choose One:**

**Choose 6 Registration Desks** that will not process meeple this round,

**+1 Hazard.**

**Screen Equipment:** Radiation

**+3 Fatigue.**



## GOVERNMENT FUNDING

Your CRC has received additional governmental aid.

**Next round, gain an additional 2 Funds.**



## FEDERAL AID

Your CRC has received additional federal aid.

### **Choose 1 Resource to gain:**

- **2 Portal Monitor**
- **1 Mobile Decon Tent**
- **3 Handheld Detectors**
- **Staff Support (All staff -2 Fatigue)**
- **Funding (+4 Funds)**





## STATE SUPPORT

Your CRC has received additional state support.

### **Choose 1 Resource to gain:**

- **1 Portal Monitor**
- **1 Mobile Decon Tent**
- **3 Handheld Detectors**
- **Staff Support (All staff -2 Fatigue)**
- **Funding (+3 Funds)**



## **REALLOCATION OF RESOURCES**

Neighboring CRC has less meeples to process and send staff to assist with Registration.

**Gain 3 Registration Desks**



## STAFF LUNCH BREAK

Boxed lunches arrive for staff.

**All staff -2 Fatigue**



## TEMPORARY ASSISTANCE

Lines are dropping at Decontamination.  
Registration may request assistance  
from the staff at Decontamination.

**If less than 3 meeple are in line at  
Decontamination, gain  
2 Registration Desks for 2 rounds.  
Afterwards, remove  
2 Registration Desks.**





## MUTUAL AID AGREEMENT

A neighboring jurisdiction offers to provide your CRC with decontamination assistance through your mutual aid agreement.

**Gain Mobile Decon Tent. If a Mobile Decon Tent is already in play, gain an additional tent for 2 rounds.**





## **PORTAL ALARM MALFUNCTION**

A damaged sensor on a portal monitor causes it to malfunction.

**Lose 1 portal monitor for the  
rest of the game.**



## CROSS CONTAMINATION

Some contaminated meeples have gotten to Registration.

**If FP or Rad Fatigue in orange or red zone**, choose 5 meeple from the Registration line and move them to the Decontamination line.



## LIMITED TRANSLATION ASSISTANCE

A family has arrived with limited ability to speak or understand English. No one on staff that can speak their natural language. They do have a small child who can speak some English.

### **Choose One:**

**Hire Translator:** Pay 3 Funds

**Google Translate:** +1 **Anxiety**,  
1 Staff +1 **Fatigue**

**Talk to Child:** Choose 2 Staff  
+2 **Fatigue**





## SERVICE ANIMAL CONTAMINATED

A service animal has been found contaminated. Will you continue to process the animal with its owner or separate them?

**Choose One:**

**Process with Owner:** Move yellow meeple from Contamination Screening line to Decontamination line, **-1 Anxiety**

**Separate:** **+1 Anxiety, +2 Hazard**



## CAT FIGHT

Animals at your CRC begin to fight, causing each other anxiety and distress. Will you choose to expand the pet area and separate them or leave them alone?

**Choose One:**

**Separate:** Pay 3 Funds, gain "Outdoor Animal Area"

**Leave them:** +2 Anxiety



## TRIP OVER WIRES

Staff have been tripping over wires at the Contamination Screening station. Do you tape down the wires immediately or tell staff to be more careful?

**+1 Hazard**

**Choose One:**

**Tape Down:** EM **+1 Fatigue**

**Be Careful:** Additional **+1 Hazard**



## SLIP AND FALL

Water has begun building up in the Decontamination station and has caused a slip hazard.

**Choose one Decontamination resource to not use next round, +1 Hazard, FP +1 Fatigue**



## FIGHT IN LINE

A fight has broken out in lines at your CRC. Choose a staff member to break up the fight.

**+1 Anxiety**

**Choose One:**

**FP: +1 Fatigue**

**FP Exert Themselves:**

**+2 Fatigue, -1 Hazard**

**Other Staff: +2 Fatigue**



## IMPATIENT MEEPLE

Lines are getting long, and many meeple are getting rowdy and impatient.

**Ignore if no lines at any station**

**Choose One:**

**Walk the Lines:** 3 Staff +2

**Fatigue Penalty:** +1 Anxiety,  
trade 2 green meeple for 2 yellow meeple



## REQUEST FOR MORE INFORMATION

EOC requests information from PIO about your CRC.

**PIO must skip this turn and +2 Fatigue.**

If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.



## REQUEST FOR MORE INFORMATION

EOC requests information from Public Health about your CRC.

**PH must skip this turn and  
+2 Fatigue.**

If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.





## REQUEST FOR MORE INFORMATION

EOC requests information from Emergency Manager about your CRC.

**EM must skip this turn and +2 Fatigue.** If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.



## REQUEST FOR MORE INFORMATION

EOC requests information from Fire/Police about your CRC.

**FP must skip this turn and +2 Fatigue.**  
If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.



## CHILD SEPARATED FROM CARETAKER

Several young meeple cannot find their parents.

### **Choose One:**

**Exchange** 3 green meeple for  
3 yellow meeple

**All staff +1 Fatigue**



## REQUEST TO ENTER CRC DATA INTO RADRESPONDER

Radiation gets a request to enter CRC data into RadResponder.

**Rad must skip this turn and +2 Fatigue.**

If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.



## VIRAL VIDEO

Teens have been posting to social media about the long lines at your CRC and talking about how unsafe it is.

**Choose One:**

**Counter with Media Campaign:**

PIO **+3 Fatigue**

**Penalty: +3 Anxiety**



## MOBILITY ASSISTANCE

Several wheelchairs are contaminated. Will you fully decontaminate the wheelchairs, get more wheelchairs, or spot wipe as best you can?

**Choose One:**

**Full Decon:** EM & Rad **+2 Fatigue**

**Request Chairs:** Pay 3 Funds

**Spot Wipe:** **+3 Anxiety**



## DOSE ASSESSMENT

Several meeples have been registering as contaminated even after they have been showered and may have internal contamination.

### **Choose One:**

**Assess Dose and Collect Urine:**

Rad & PH **+2 Fatigue**, **-1 Anxiety**

**Refer to Hospital: +2 Anxiety,**

Pay 2 Funds, HC **+2 Fatigue**



## FAINTING IN LINE

Someone in line has fainted for unknown reasons.

**Choose One:**

**Provide First Aid:** Choose 1 staff  
**+1 Fatigue, -1 Hazard**

**Send to Hospital:** **+1 Anxiety,**  
Pay 2 Funds, HC **+2 Fatigue**





## LOW BLOOD SUGAR

A meeple in line feels faint and has low blood sugar levels.

### **Choose One:**

**Provide First Aid and Snack:** Choose 1 staff **+1 Fatigue**, Pay 1 Fund **Send to Hospital:** **+1 Anxiety**, Pay 2 Funds, HC **+2 Fatigue**



## CLOTHING NEEDS

Meeples that have been found contaminated require a change of clothes after they have completed decontamination.

**Choose One:**

**Get Clothing Supply:** Pay 3 Funds

**Penalty:** +2 Anxiety, +1 Hazard



## CONTAMINATED ELECTRIC WHEELCHAIR

An electric wheelchair is contaminated at high levels, and you are having difficulty determining the level of contamination of the meeple.

### **Choose One:**

**Move Meeple to Chair:** Rad and 1 other

Staff **+1 Fatigue**, **+2 Anxiety**

**Decontaminate Wheelchair then**

**Monitor:** **+1 Hazard**, choose 2 showers not to use next round.



## MEDICAL RADIATION OR CONTAMINATION?

Meeples have alarmed the portal, but they may have had a nuclear medicine procedure.

### **Choose One:**

**Interview Meeple:** Rad +3 **Fatigue**

**Penalty:** Change 2 green for 2 yellow meeple in Contamination Screening line



## MEDICAL COUNTERMEASURE DISTRIBUTION

Some meeples require medical countermeasures after dose assessment is performed. Resources are limited.

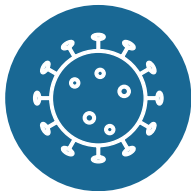
**Choose One:**

**Perform Additional Tests: +1 Anxiety,**

**HC +2 Fatigue**

**Create Triage Metrics: PIO, PH, &**

**HC +1 Fatigue**



## SEASONAL VIRUS

Meeples arriving have flu-like symptoms including fever and cough.

**Choose One:**

**Perform Additional Screening:**

PH **+1 Fatigue**

**Penalty: +2 Hazard**



## RADIATION INJURY TREATMENT NETWORK (RITN)

A few meeples need a bone marrow transplant and require quick action.

### **Choose One:**

**Request assistance from REAC/TS:** Pay  
3 Funds

**Administer Cytokines:** HC +2 **Fatigue**,  
Pay 1 Fund



## ENVIRONMENTAL ASSESSMENT

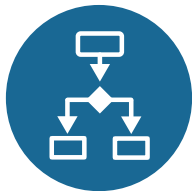
Mobile decon tents have been storing the contaminated water from showers. There are concerns about what to do with it.

**Choose One:**

**Dispose in Sewer:** P10 **+2 Fatigue**,  
**+1 Anxiety**

**Dispose as Radiation Waste:** Rad  
and FP **+2 Fatigue**





## MEDICAL TRIAGE

Hospital beds are limited and only those in most need should be sent there. Ambulances are also in high demand.

### **Choose One:**

**Set New Standards: HC +2 Fatigue**

If PIO **Fatigue** in red zone, **+2 Anxiety**

**Keep Same Standards: +3 Hazard**



## SUSPICIOUS BEHAVIOR

Someone is walking around the parking lot and checking cars during CRC operations that is not a staff member.

**Choose One:**

**Call Command for Guidance:** EM and FP  
**+1 Fatigue**

**Confront Suspect:** Flip a coin. If heads,  
**+2 Hazard**



## CONFUSED MEEPLE

Mixed messaging has cause meeple to become confused and they have entered the CRC from the wrong direction.

### Choose One:

#### Screen at Registration:

Rad **+2 Fatigue**

#### Bring to Contamination Screening:

Take 3 meeple from Registration and place in line at Contamination Screening.



## QUIET SPACE NEEDED

A child with an emotional disorder has become very anxious and overstimulated. Their guardian has asked for space to calm them down.

**If lines are less than 5 meeple at registration, -1 Anxiety.**

Otherwise, **+2 Anxiety.**



## INTERPRETER ASSISTANCE

A group of meeple enter the CRC where they have limited-to-no hearing ability. Will you attempt sign language, hire an interpreter, or use an online ASL service?

### Choose One:

**Attempt Sign:** +1 Anxiety, +1

**Hazard, Staff\* +1 Fatigue**

**Hire Interpreter:** Pay 2 Funds

**Online ASL:** Pay 3 Funds, -1 Anxiety

\*PIO, PH or EM may assist



## STOMACH BUG OR ACUTE RADIATION SYNDROME?

Several meeples are showing up to the CRC complaining of nausea and vomiting. Develop a method to screen meeples.

### **Choose One:**

**Develop Method:** If PH, Rad, & PIO all take **+2 Fatigue**, then ignore this card.

**Penalty:** **+3 Anxiety**, **+3 Hazard**



## MISCOMMUNICATION WITH MAYOR

The mayor misunderstood a press briefing and pushed out messaging that meeples in some unaffected areas should go to your CRC.

**For next 2 rounds, +3 meeples arriving**





## MISLEADING NEWS COVERAGE

The local news outlet has directed everyone to go to your CRC, including those who were not impacted.

**For the rest of the game, +3  
meeples arriving.**

\*If PIO holds Press Conference and skips this turn, +1 meeple arriving.





## ANIMAL BITE

Two animals have gotten into a small fight. A staff member has been bitten. *PH* needs to provide rabies shot to staff. Will you hire a vet to assist with animals or move staff from another station?

**PH +2 Fatigue**

**Choose One:**

**Hire Vet:** Pay 4 Funds, **+1 Hazard**,  
**+1 Anxiety**

**Move Staff:** Remove 2 Registration  
Desks, **+2 Hazard**, **+2 Anxiety**



## PET ACT

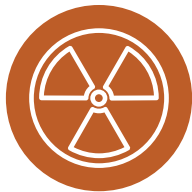
Pets and their owners are showing up at your CRC and you need to determine where to put them.

### **Choose One:**

**Outside Check-in/Holding:** Pay 3 Funds, gain "Outside Animal Area" and place on side of board

**Inside Check-in/Holding:** Pay 5 Funds, gain "Indoor Animal Area" and place on side of board

**Send Away:** +5 Anxiety



## EXCEED CONTAMINATION THRESHOLD

Many contaminated meeples have been showing up to your CRC. Consider raising your screening criteria to prioritize meeples with the highest levels of contamination.

### Choose One:

**Establish New Criteria:** *Rad* skips turn, **+1 Fatigue**, **+1 Anxiety**

**Keep Same:** Next Turn, all meeples are contaminated and those screened go to Contaminated area, **+1 Hazard**



## POPULATION EXPERIENCING HOMELESSNESS

Many meeples experiencing homelessness were in the affected area and are on their way to your CRC. In addition to population monitoring, they will need food and shelter.

### **Choose One:**

**Coordinate with Red Cross:** EM & PH

**+2 Fatigue**, Pay 2 Funds

**Penalty: +4 Anxiety, +2 Hazard**



## PARENT AND CHILD REQUIRING DECON

A father and young daughter are contaminated and arrive at *Decontamination*. How will you proceed?

**Choose One:**

**Keep the Family Together:** EM +2

**Fatigue,** choose 1 *Decontamination* resource to not use next round. **Separate**

**Family: +4 Anxiety**



## MENTAL HEALTH CRISIS

Several meeples are coming to your CRC showing signs of mental and emotional distress.

### **Choose One:**

**Get help from Disaster/Behavioral Health:** Pay 4 Funds, **-1 Anxiety**

**Perform Counseling:** Choose 1 Staff  
**+3 Fatigue, +1 Anxiety Penalty:**

**+4 Anxiety, +2 Hazard**



## DATA SHARING AND HIPPA

Many meeples are questioning how you will protect their information provided at registration.

What measures will you use?

### Choose One:

**Secure File Transfer:** Pay 3 Funds, **-1 Anxiety**

**Password Protect Files:** All Staff **+1 Fatigue**

**Store on Flash drive:** **+2 Anxiety, +2 Hazard,**  
exchange 2 green for 2 yellow meeple



## UNDOCUMENTED MEEPLES

Several meeples are showing up to your CRC with no documentation or identification. What data will you collect if you process them?

### **Choose One:**

**Name and Phone Number:** PH **+2 Fatigue**, **+3 Anxiety**

**No Data:** **+1 Hazard**, Next Round, Gain 4 less Funds. Place on Turn Tracker.

**Penalty:** **+3 Anxiety**, **+3 Hazard**





## DECONTAMINATION ASSISTANCE NEEDS

A meeple with limited mobility requires decontamination and needs assistance.

### **Choose One:**

**Assist with Decon:** EM **+3 Fatigue**,  
**-1 Anxiety**

**Penalty:** **+4 Anxiety**, **+2 Hazard**



## MODEST CLOTHING REQUIREMENTS

There are members of the community who practice religions where dressing modestly or covering their body is desired. Currently, you have only scrubs to give them.

### **Choose One:**

**Get Modest Clothing Supply:** Pay 3 Funds, Choose 1 staff **+1 Fatigue**, **-1 Anxiety**

**Penalty:** **+3 Anxiety**, exchange 2 green for 2 yellow meeple



## INCLEMENT WEATHER

Severe weather has created a situation where it is unsafe to have meeples or pets waiting outside.

### **Choose One:**

#### **Relocate Meeples and Pets Indoors:**

Pay 3 Funds, **-1 Anxiety**, all staff

**+1 Fatigue**

**Penalty: +4 Anxiety, +3 Hazard**



## BLAST INJURY

A few meeples have arrived at the CRC with blast injuries and are contaminated.

**Choose One:**

**Immediately Place in Ambulance: +1**

**Anxiety, HC +2 Fatigue**

**Screen for Contamination: +4 Hazard**



## LIMITED WORKFORCE

Several staff have not shown up for work either due to inability or anxiety from the radiation incident.

### **Choose One:**

**Assign Staff Extra Duties: +2**

**Fatigue** for all players

**Request Civilian Support Teams:**

Pay 6 funds

The background is a solid blue color with a repeating pattern of light blue radiation symbols (the trefoil symbol) arranged in a grid.

# MINOR INJECT



**MAJOR  
INJECT**