

# 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

Emergency Management 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 Turn 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 any 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 Turn Tracker.

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

<div data-bbox="113 984 163 1034" style="color: blue; font-size: 20px;">●</div> <div data-bbox="378 1009 579 1208" style="text-align: center;"> </div> <div data-bbox="756 984 856 1084" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> <h3 style="text-align: center;">SELF-CARE</h3> <p>Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div data-bbox="403 1457 617 1532" style="text-align: center;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p>Twice per game, you may skip your turn to perform self-care. <b>-2 Self-Fatigue</b></p>	<div data-bbox="1171 1009 1373 1208" style="text-align: center;"> </div> <div data-bbox="1524 984 1625 1084" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> <h3 style="text-align: center;">ASSIST WAITING MEEPLE</h3> <p>Help someone in line get the resources they need such as a wheelchair.</p> <p><b>Once per round, you may exchange one yellow meeple for one green meeple.</b></p>	<div data-bbox="1902 1009 2104 1208" style="text-align: center;"> </div> <div data-bbox="2305 984 2406 1084" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 1</div> <h3 style="text-align: center;">REQUEST RESOURCE FROM EOC</h3> <p>Put in a request with the EOC officials for additional resources.</p> <p><b>In 2 Rounds, choose one resource type to gain:</b></p> <ul style="list-style-type: none"> <li>•2 Handheld Detectors</li> <li>•3 Registration Desks</li> </ul>
<div data-bbox="113 1731 163 1781" style="color: blue; font-size: 20px;">●</div> <div data-bbox="113 1794 163 1844" style="color: green; font-size: 20px;">●</div> <div data-bbox="378 1731 579 1931" style="text-align: center;"> </div> <div data-bbox="756 1731 856 1831" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 3</div> <h3 style="text-align: center;">SAFETY CHECK</h3> <p>Perform radio check with all staff.</p> <p><b>All staff +1 Fatigue, -4 Hazard.</b></p>	<div data-bbox="1171 1731 1373 1931" style="text-align: center;"> </div> <div data-bbox="1524 1731 1625 1831" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 4</div> <h3 style="text-align: center;">REQUEST FEDERAL SUPPORT</h3> <p>Put in a request for federal resources.</p> <p><b>Once per game, choose one resource type to gain Next Round:</b></p> <ul style="list-style-type: none"> <li>• 1 Portal Monitor</li> <li>• 1 Mobile Decon Tent</li> <li>• 4 Handheld Detector</li> <li>• 10 Funds</li> </ul>	<div data-bbox="1902 1731 2104 1931" style="text-align: center;"> </div> <div data-bbox="2305 1731 2406 1831" style="text-align: right; border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 6</div> <h3 style="text-align: center;">IMMEDIATE SUPPORT</h3> <p>Put in an urgent request with the state officials for additional resources.</p> <p><b>Immediately choose one resource type to gain:</b></p> <ul style="list-style-type: none"> <li>• 1 Portal Monitor</li> <li>• 4 Handheld Detectors</li> <li>• 3 Registration Desks</li> </ul>



# 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 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 Turn 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 skip your turn to 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 2

### RE-ESTABLISH PERIMETER

Patrol CRC for potential safety concerns.

**-2 Hazard**



PAY 3

### JUST-IN-TIME TRAINING

Receive just-in-time training from other staff.

Copy one other player action that costs 3 or less this turn.



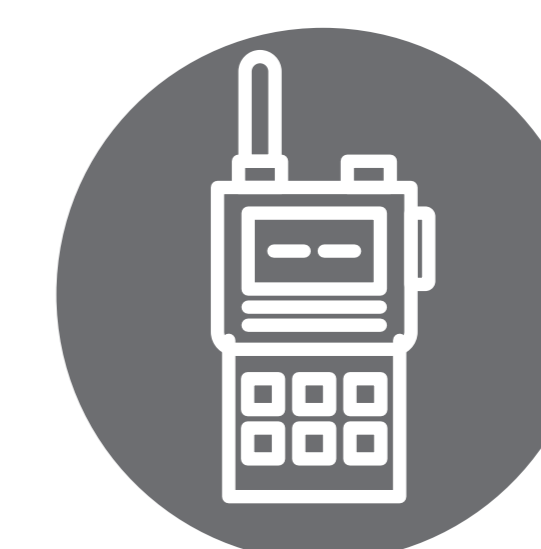
PAY 4

### 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:

Next Round, all staff **-2 Fatigue**.

Next Round, FP **-3 Fatigue**, all other staff **-1 Fatigue**



# 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 Turn 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 skip your turn to perform self-care.  
**-2 Self-Fatigue**



PAY 1

### COLLECT CONSENT FORMS

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

Immediately **-1 Anxiety** and gain **+4 Funds** next round.



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 for 1 use.



# 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 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 Turn Tracker.

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

<div style="display: flex; justify-content: space-between; align-items: center;">   <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> </div> <h3 style="text-align: center;">SELF-CARE</h3> <p style="text-align: center;">Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px; margin: 10px 0;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;"><b>Twice per game, you may skip your turn to perform self-care.</b> <b>-2 Self-Fatigue</b></p>	<div style="display: flex; justify-content: space-between; align-items: center;">   <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 0</div> </div> <h3 style="text-align: center;">PSYCHOLOGICAL FIRST AID</h3> <p style="text-align: center;">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; margin: 10px 0;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;"><b>Twice per game, reduce another player's fatigue.</b> <b>Other Player -2 Fatigue</b></p>	<div style="display: flex; justify-content: space-between; align-items: center;">   <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 1</div> </div> <h3 style="text-align: center;">MENTAL HEALTH COUNSELING</h3> <p style="text-align: center;">Assist someone in line who is showing signs of mental and emotional distress with mental health counseling.</p> <p><b>Choose One:</b> <b>Immediately: -1 Anxiety</b> <b>Spend a little longer with the meeple: Next Round, -2 Anxiety, exchange 1 yellow for 1 green meeple.</b></p>
<div style="display: flex; justify-content: space-between; align-items: center;">    <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 2</div> </div> <h3 style="text-align: center;">PERFORM FIRST AID</h3> <p style="text-align: center;">Public health nurses perform minor first aid.</p> <p style="text-align: center;"><b>-2 Anxiety, -1 Hazard</b></p>	<div style="display: flex; justify-content: space-between; align-items: center;">   <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 2</div> </div> <h3 style="text-align: center;">SHORTEN FORM LENGTH</h3> <p style="text-align: center;">The lead epidemiologist decides to shorten the registration form to only priority questions making long term registries more difficult to set up in the future.</p> <p style="text-align: center;"><b>Registration will now process 4MP per desk.</b> For the rest of the game, reduce Funds gained by 2.</p>	<div style="display: flex; justify-content: space-between; align-items: center;">   <div style="border: 1px solid black; border-radius: 50%; padding: 2px;">PAY 3</div> </div> <h3 style="text-align: center;">TRAIN INTERNS</h3> <p style="text-align: center;">Perform just-in-time training for public health interns, teaching them how to use the registration system.</p> <p style="text-align: center;"><b>Gain 2 Registration desks and place immediately at Registration.</b> <b>PH +1 Fatigue</b></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 Turn Tracker.

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

<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: blue; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 0</span> </div> <h3 style="text-align: center;">SELF-CARE</h3> <p style="text-align: center;">Take care of yourself through fatigue and anxiety reducing behaviors.</p> <div style="display: flex; justify-content: center; gap: 20px; margin: 10px 0;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;"><b>Twice per game, you may skip your turn to perform self-care.</b> <b>-2 Self-Fatigue</b></p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: blue; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 0</span> </div> <h3 style="text-align: center;">PSYCHOLOGICAL FIRST AID</h3> <p style="text-align: center;">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; margin: 10px 0;"> <input type="checkbox"/> <input type="checkbox"/> </div> <p style="text-align: center;"><b>Twice per game, reduce another player's fatigue.</b> Other Player <b>-2 Fatigue</b></p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: orange; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 2</span> </div> <h3 style="text-align: center;">SOCIAL MEDIA POST</h3> <p style="text-align: center;">Coordinate several messages and videos to reduce public anxiety.</p> <p style="text-align: center; color: orange;"><b>-2 Anxiety</b></p>
<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: orange; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 2</span> </div> <h3 style="text-align: center;">EMERGENCY ALERT MESSAGE</h3> <p style="text-align: center;">Use IPAWS and coordinate with EM to push out a targeted emergency message.</p> <p style="text-align: center;"><b>Next Round, -2 Anxiety, -1 Hazard, EM -1 Fatigue.</b> Place on Turn Tracker.</p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: orange; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 2</span> </div> <h3 style="text-align: center;">PRESS CONFERENCE</h3> <p style="text-align: center;">Plan a press conference with the local news media outlets to provide a situational update and key messages.</p> <p style="text-align: center;"><b>Next Round: -3 Anxiety.</b> Place on Turn Tracker.</p>	<div style="display: flex; justify-content: space-between; align-items: center;"> <span style="color: orange; font-size: 20px;">●</span>  <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">PAY 4</span> </div> <h3 style="text-align: center;">COORDINATE WITH NEWS MEDIA</h3> <p style="text-align: center;">Contact local news anchors to provide key messages about who should report to the CRC.</p> <p style="text-align: center;"><b>Once per game, decrease meeple arriving by 3 for 2 rounds.</b></p> <div style="display: flex; justify-content: center; gap: 20px; margin-top: 20px;"> <input type="checkbox"/> <input type="checkbox"/> </div>



# 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 Turn 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 skip your turn to 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 2

### PERFORM BACKGROUND READINGS

Use detectors to perform background readings at the CRC.

**-1 Anxiety, -2 Hazard**

 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 R.O.S.S

Put in a request for Radiation Operational Support Specialist (R.O.S.S.).

Once per game, Rad **-4 Fatigue** Next Round.

 PAY 5

### STATE RADIATION ASSISTANCE

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

Twice per game  
Gain 1 Portal and place immediately



# 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 Turn Tracker.

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

 <p><b>SELF-CARE</b></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 skip your turn to perform self-care. <b>-2 Self-Fatigue</b></p> <p>PAY 0</p>	 <p><b>ASSIST WAITING MEEPLE</b></p> <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.</p> <p>PAY 0</p>	 <p><b>MEDICAL RESERVE CORPS (MRC)</b></p> <p>Work with local and neighboring MRCs for assistance with triage and minor first aid.</p> <p>Once per game, HC or PH <b>-3 Fatigue</b>.</p> <p>PAY 1</p>
 <p><b>CIVILIAN EMERGENCY RESPONSE TEAMS (CERT)</b></p> <p>Coordinate response teams for assisting at the CRC.</p> <p>Once per game, gain 2 Registration Desks or 1 Handheld Detector.</p> <p>PAY 1</p>	 <p><b>RED CROSS</b></p> <p>Request assistance setting up shelters and registering meeples from Red Cross.</p> <p>Once per game, gain 3 Registration Desks or PH <b>-2 Fatigue</b>.</p> <p>PAY 2</p>	 <p><b>ANIMAL ASSISTANCE TEAMS</b></p> <p>Request assistance from National Veterinary Response Teams (NVRT) and Veterinary Emergency Response Teams (VERT).</p> <p><b>-3 Anxiety, -1 Hazard</b></p> <p>PAY 4</p>