



INTERPRETER ASSISTANCE

A group of meeple enter the POD 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 

*HC PC & LG may assist

Hire Interpreter: Pay 2 Funds

Online ASL: Pay 3 Funds, -1 Anxiety 



STOMACH BUG OR NOVEL VIRUS?

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

Choose One:

Develop Method: If **LG** and **SO** 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 POD.

For next 2 rounds, +3 meeple arriving.





MISLEADING NEWS COVERAGE

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

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

*If **HC** holds Press Conference and skips their player action phase this round, +1 meeple arriving.



FAMILY EMERGENCY

A staff member reports a family emergency and must leave their shift early.

Remove one resource from any station for the rest of the game.



STAFF SHELTER

Some staff have homes in the affected area and are unable to return home.

Choose One:

Provide Accommodations: Pay 3 funds. Choose one staff **-1 Fatigue** 

Penalty: **+1 Anxiety** , choose one staff **+2 Fatigue** 



ALLERGIC REACTION

A few patients are complaining of throat tightness and shortness of breath.

+2 Anxiety 

Choose One:

Ask if they have EpiPen:

MD and **S0** +2 Fatigue 

Call EMS: Pay 2 funds,

MD +2 Fatigue 



POPULATION EXPERIENCING HOMELESSNESS

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

Choose One:

Coordinate with Red Cross: Pay 2 Funds, **LG** and **PC** +2 **Fatigue** 

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




VACCINES LEFT OUT

Staff notice a batch of vaccines left out in an unrefrigerated and unsecured area.

Choose One:

Put back in storage: +4 Hazard 

Throw out vaccine: Use only half of your vaccine administration resources next round. **LG +1 Fatigue** 

Contact Health Dept:
SO and **MD +2 Fatigue** 



MENTAL HEALTH CRISIS

Several meeples are coming to your POD 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 meeple 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 POD with no documentation or identification. Will you still provide medication?

Choose One:

Provide Medication: Pay 4 Funds

Turn Away: +3 Anxiety 
+3 Hazard 



NO APPOINTMENT

Several meeples are showing up with no appointment. Your POD has been busy and there are lines.

Choose One:

Allow to Enter POD: Draw 5 meeples and add them to your arrival line.

Separate Walk-Up Line: Draw 2 meeples, **+1 Anxiety** , **IE +1 Fatigue** 

Turn Away: **+2 Anxiety** 
+2 Hazard 



MORE PILLS

Meeple are showing up requesting more pills than on their head of household form.

Choose One:

Provide Pills: Lose 3 Dispensing resource cards for one round.

Refuse: +2 Anxiety , +1 Hazard 



INCLEMENT WEATHER

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

Choose One:

Relocate Meeples Indoors: Pay 3 Funds, **-1 Anxiety** , all staff **+1 Fatigue** 

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



PATIENT INJURY

A few meeple have arrived at the POD with a small open wound that may require stitches.

Choose One:

Immediately Place in Ambulance:

+1 Anxiety , **MD** **+2 Fatigue** 

Bandage and Direct Back in Line:

+4 Hazard 



LIMITED WORKFORCE

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

Choose One:

Assign Extra Duties to Staff:

+2 Fatigue  for all players

Request Additional Staff:

Pay 6 funds



MEDICATION EDUCATION

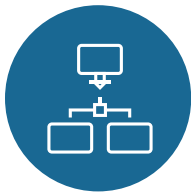
Many meeples have questions about the medication and its potential side effects.

Choose One:

Develop Informational Flyers:

HC and **LG** +2 **Fatigue** 

Set up Education Desk: **TE** and **PC** +2 **Fatigue** 



ALTERNATIVE MEDICATION

Some meeple have previous issues with the current medication.

Pay 2 funds

Choose One:

Request alternative medication:

LG +2 **Fatigue**

Send to hospital for follow-up:

MD +1 **Fatigue** , **Anxiety** +1



WRONG POD LOCATION

Several meeple have arrived at your POD that should have been directed to a different site.

Choose One:

Allow to enter: Draw 3 meeple and add them to the arrival line.

Direct to other site:

+2 Anxiety , **IE** +1 Fatigue 



SERVICE ANIMAL

A meeple has arrived with a miniature horse as their service animal.

Choose One:

Allow Entry: **SO** and **LG** +2 **Fatigue** 

Turn Away: +3 **Hazard** ,
+3 **Anxiety** 



DRIVE THRU POD

The EOC has decided that your sites should add a drive thru option to your POD.

Choose One:

Set up Drive Thru Lanes: Remove one resource card from each station.

Negotiate with EOC: **SO** and **LG** skip player action phase this round.



RELOCATION TO HIGH-RISK AREAS

High risk populations are unable to access your POD site.

Choose One:

Relocate POD: LG+4 Fatigue ,
Next round, your POD will not process anyone. You will skip Phase 2.

Split POD Staff to 2 Sites:
LG+2 Fatigue . Divide resource cards at all stations by 2. Round up.



NO TRANSPORTATION TO POD

Several nearby housing communities have people that lack transportation to get to your POD.

Choose One:

Send Staff to Deliver Medicine:

Remove one resource card for the rest of the game.

Coordinate with Dept of

Transportation: LG+2 Fatigue



MOBILE VACCINE BUS

The mayor has decided that mobile vaccine busses will be deployed to targeted areas to increase medicine update.

Choose One:

Request Additional Staff to Assist:

PC and **LG+2 Fatigue** 

Split Staff from POD: Remove one resource card from each station.



PRE-REGISTRATION

To alleviate long lines, you are offered a pre-registration system that will need to be promoted in the community.

Choose One:

Implement Pre-Registration:

Registration desks now process 2x meeple points. **HC** +2 **Fatigue**

Maintain Current Registration

System: **E** +2 **Fatigue** . If there is a line at Forms/Registration, +2 **Anxiety**



FIRE ALARM

A fire alarm is going off but there are no obvious sources of fire or smoke.

Choose One:

Evacuate Building: +1 Anxiety , all staff +1 Fatigue .

Confirm Fire before Evacuation: +2 Hazard  +1 Anxiety 

Ignore: +4 Hazard 



CAR BREAK DOWN

A car has broken down blocking the exit of the POD parking lot.

Choose One:

Call Tow Truck: **LG**+1 Fatigue ,
Pay 2 Funds

Redirect Traffic: **SLE**+2 Fatigue ,
LG+1 Fatigue 

Push Car to Side: **SLE**+3 Fatigue 




UNREGISTERED VOLUNTEERS

Several meeples have arrived at your POD saying they want to volunteer and assist. They are not currently registered with any agency.

Choose One:

Send to Personnel Coordinator:

PC +3 Fatigue 

Allow to Work: +3 Hazard ,
gain one additional resource at any station.



MISPLACED PAPERWORK

Paperwork from several meeple have been misplaced and not entered into the system.

Choose One:

Cross reference patient list:

IE and **MD** +2 Fatigue 

Report loss: LG +1 Fatigue ,

+2 Anxiety 



TRAFFIC JAM

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

Choose One:

Direct Traffic: **SLE** skip their player action this round.

Add Signage and Cones:

SLE +3 Fatigue 

Find Another Lot: Pay 3 Funds



LACTATION SPACE NEEDED

A meeple requires privacy for breastfeeding their baby.

Choose One:

Set Up Private Space: -2 Anxiety ,
SO or **LG +2 Fatigue** 

Send to Medical Evaluation: Next turn, do not use 1 Medical Evaluation resource.

Penalty: +2 Anxiety ,
+1 Hazard 



LOST NETWORK CONNECTION

Internet connection has been lost. Forms/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,

LG+1 Fatigue

Paper Forms: **LE+2 Fatigue** ,

Forms/registration will only process 1MP per desk next round.

Place on Round Tracker.



SHORT CIRCUIT

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

+1 Hazard 

Choose One:

Administration will not process anyone next round.

Forms/registration will not process anyone next round.



LIMITED WATER SUPPLY

The water main to the facility has been damaged and there is limited water.

Choose One:

Relocate to New Site:

All staff **+2 Fatigue**

Contact Water Management and Halt Operations: **+3 Anxiety**

LG **+2 Fatigue**

Penalty: **+4 Hazard**



GOVERNMENT FUNDING

Your POD has received additional governmental aid.

Next round, gain an additional 2 Funds.



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 

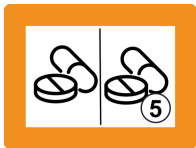
Talk to Child:
Choose 2 Staff +2 Fatigue 



SNS DELIVERY

Your POD has received additional aid.

**Gain 4 Dispensing/
Administration Desks.**



x4



STATE SUPPORT

Your POD has received additional state support.

Choose 1 Resource type to gain:

2 Forms/Registration Desks

2 Dispensing/Administration Desks

Staff Support All staff **-2 Fatigue** 

Funding (+3 Funds)



REALLOCATION OF RESOURCES

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

Gain 3 Forms/Registration Desks





STAFF LUNCH BREAK

Boxed lunches arrive for staff.

All staff -2 Fatigue 



TEMPORARY ASSISTANCE

Lines are dropping at Triage. Forms/ registration may request assistance from the staff at Triage.

If less than 3 people are in line at Triage, gain 2 resource cards at Forms/Registration for 2 rounds. Afterwards, remove resources.





TRIP OVER WIRES

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

+1 Hazard 

Choose One:

Tape Down: **50** +1 Fatigue 

Be Careful: Additional +1 Hazard 



SLIP AND FALL

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

Choose one resource to not use next round, +1 Hazard 

SO +1 Fatigue 



FIGHT IN LINE

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

+1 Anxiety

Choose One:

SLE: SLE +1 Fatigue

SLE Exert Themselves: -1 Hazard

SLE +2 Fatigue

Other Staff: Choose one staff
+2 Fatigue



IMPATIENT MEEPLE

Lines are getting long, and many meeples 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 HC about your POD.

HC must skip their player action this round and **+2 Fatigue** 

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



REQUEST FOR MORE INFORMATION

EOC requests information from LG about your POD.

LG must skip their player action this round and **+2 Fatigue** 

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



CHILD SEPARATED FROM CARETAKER

Several young meeples cannot find their parents.

Choose One:

Move to Holding Area:

Exchange 3 green meeple for
3 yellow meeple

Search for Caretakers: All staff

+1 Fatigue 



VIRAL VIDEO

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

Choose One:

Counter with Media Campaign:

HC +3 **Fatigue**

Penalty: +3 Anxiety

+1 Hazard



FAINTING IN LINE

Someone in line has fainted for unknown reasons.

Choose One:

Provide First Aid: -1 Hazard 

MD +1 Fatigue 

Send to Hospital: Pay 2 Funds



LOW BLOOD SUGAR

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

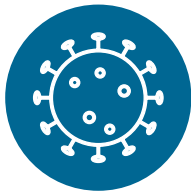
Choose One:

Provide First Aid and Snack:

MD and 1 other staff **+1 Fatigue** 
1 Fund

Send to Hospital: +1 Anxiety 

Pay 3 Funds



SEASONAL VIRUS

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

Choose One:

Isolate and Send to Med Eval:

MD and **IE** +1 Fatigue

-1 Hazard

Penalty: +2 Hazard



SUSPICIOUS BEHAVIOR

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

Choose One:

Call Command for Guidance:

S0 and **SLE+1 Fatigue**

Confront Suspect: Flip a coin.


If heads, **+2 Hazard**

If tails, no action.



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 Forms/Registration, -1 Anxiety 

Otherwise, **+2 Anxiety** 