





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:

PH, **Rad**, & **PIO** +2 **Fatigue** 

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 their player action this round, +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

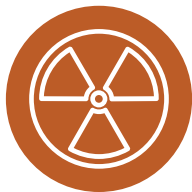
Pets and their owners are showing up at your CRC and you need to determine where to put them.

Choose One:

Outside Check-in/Holding: Pay 3 Funds, and place on side of board

Inside Check-in/Holding: Pay 5 Funds, 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 player action phase, **+1 Fatigue** , **+1 Anxiety** 

Keep Same: Next Round, 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 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 at any station



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 Round 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 at any station



INCLEMENT WEATHER

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

If you have chosen to have an indoor animal area, ignore this card.

Choose One:

Relocate Meeples and Pets Indoors:

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

+1 Fatigue 

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

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

**MAJOR
INJECT**



BLAST INJURY

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

Choose One:

Immediately Place in Ambulance:

+1 Anxiety , **HC** **+2 Fatigue** 

Spend an ambulance and 2 funds to send a meeple to hospital.

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:

All Staff **+2 Fatigue**

Request Civilian Support Teams:

Pay 6 funds



TRAFFIC JAM

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

Choose One:

Direct Traffic: **FP** skip their player action.

Add Signage/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 , **Rad** +2 Fatigue 

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

Work Together:

PH and **Rad** +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 Round 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 their player action phase.



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: Rad **+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 type to gain:

2 Portal Monitors (Contam Screen)

1 Mobile Decon Tent (Decon)

4 Handheld Detectors (Post-Decon)

Staff Support (All staff -3 Fatigue )

Funding (+4 Funds)



STATE SUPPORT

Your CRC has received additional state support.

Choose 1 Resource type to gain:

1 Portal Monitor (Contam Screen)

1 Mobile Decon Tent (Decon)

3 Handheld Detectors (Post-Decon)

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.**

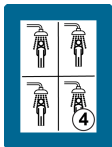




MUTUAL AID AGREEMENT

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 meeples from the Registration line and move them to the Contaminated area.



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 parking area to Contaminated area. **-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:

Expand and Separate: Pay 3 Funds

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 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 Public Health about your CRC.


PH must skip 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
Emergency Manager about your CRC.

EM must skip 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 Fire/Police about your CRC.

FP must skip 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 meeple cannot find their parents.

Choose One:

Ask meeple to wait: exchange 3 green meeple for 3 yellow meeple

Search for parents:

All staff **+1 Fatigue** 



REQUEST TO ENTER CRC INFO INTO RADRESPONDER

Radiation gets a request to enter CRC data into RadResponder.

Rad must skip 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.



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 



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: Exchange 2 green for 2 yellow meeples in Contamination Screening line



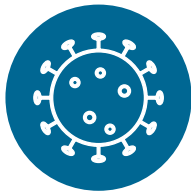
MEDICAL COUNTERMEASURE DISTRIBUTION

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



VOLUNTEERS CONCERNED WITH RADIATION

Staff are concerned about their safety and have questions about the potential effects of radiation.

Choose One:

Utilize RITN Just-in-Time Training:

VC +1 Fatigue 

Provide On Site Radiation Training:

Rad +1 Fatigue 



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: **PIO** +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** 

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