

# 1861

## Event Card

Heavy rain turns the roads to mud. For 2 rounds, reduce the movement stat of all pieces by 1.

# 1861

## Event Card

There is a heavy storm. All location actions in town are disabled for 1 round. If any character ends the round outside a building, roll a D6. Lose 1 health on a 5+.

# 1861

## Event Card

The rivers are flooded. If any character uses their full movement range for any turn this round, roll a D6. Discard resources equal to the amount rolled divided by 2. Round down.

# 1861

## Event Card

Dysentery: Roll a D6 for every food you need to discard during this round's status stage. For every 4+, 1 rolling player's characters catches dysentery. Characters with Dysentery need twice their usual food during future status stages. Diseases can be cured by using Medicine or the Doctor.

# 1861

## Event Card

Smallpox: 1 character of each players choice gets smallpox. Characters infected with Smallpox lose 1 health every round. Diseases can be cured by using Medicine or the Doctor.

# 1861

## Event Card

Cholera: 1 character of each players choice gets Cholera. Characters infected with Cholera have to roll a D6 at the start of their turns. On a 6, that character loses that turn. Diseases can be cured by using Medicine or the Doctor.