

# 1861

## Event Card

Tuberculosis: Each player rolls a D6. On a 4+, that player's piece furthest from the doctor catches Tuberculosis. Characters with Tuberculosis have their Health and Movement permanently reduced by 1 and temporarily may not interact with any neutral building except the doctor. If a character already has 1 health, they perish. Diseases can be cured by using Medicine or the Doctor.

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## Event Card

Pneumonia: Any characters with less than full health gets Pneumonia. Characters with Pneumonia need to roll a D6 at the start of their turns. On a 6, that character can only move for the turn. Diseases can be cured by using Medicine or the Doctor.

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## Event Card

Diarrhea: Unpleasant, but at least it's not Cholera. Draw a new event card.

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## Event Card

Deserters loot the town. Remove all food from the bakery. Place a bandit token on the bakery. Raise tension by 1. The deserter has 1 health and stays until killed. If a character ends their turn next to the deserter then roll a D6 and lose 1 health on a 5+. If civilians kill the deserter, raise tension by an additional 1. If the soldier kills the deserter, lower tension by 1.

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## Event Card

Sunny days and dry roads make travel easier. For 2 rounds, increase the movement stat of all pieces by 1.

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## Event Card

There has been a good harvest. On the next round, any food that appears on the map is doubled.