

Pathogen

Bad News Bug 1

When this species is in play, you lose 1 additional health at end of turn Resistance:

- Ampicillin
- Tetracycline

Something interesting here

Microbe

Pathogen

Bad News Bug 1

When this species is in play, you lose 1 additional health at end of turn Resistance:

- Ampicillin
- Tetracycline

Something interesting here

Microbe {

Pathogen

Clostridium dificile

When this species is in play, you lose 2 additional health at end of turn. In addition you cannot play any "beneficial only" microbes

- Resistance:
 - Kanamycin Tetracycline

Something interesting here



Pathogen

Clostridium dificile

When this species is in play, you lose 2 additional health at end of turn. In addition you cannot play any "beneficial only" microbes Resistance:

- Kanamycin
- Tetracycline

Something interesting here



Pathogen

Bad News Bug 2

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Kanamycin

 $Something\ interest-ing\ here$



Pathogen

Bad News Bug 2

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Kanamycin

Something interesting here



Pathogen

Bad News Bug 3

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Ampicillin

Something interesting here



Pathogen

Bad News Buq 3

When this species is in play, you lose 1 additional health at end of turn Resistance:

• Ampicillin

Something interesting here



Opportunistic

Bug Op 1

When this species is in play as a beneficial microbe it synthesizes vitamin B5; gain one additional health at end of turn Resistance:

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Something interesting here

Opportunisti 🗪

Bug Op 1

When this species is in play as a beneficial microbe it synthesizes vitamin B5; gain one additional health at end of turn Resistance:

Something interesting here

Opportunisti

Bug Op 2

When this species is in play as a beneficial microbe it synthesizes vitamin B2 (riboflavin); gain one additional health at end of turn Resistance:

Something interesting here

Opportunistic

Buq Op 2

When this species is in play as a beneficial microbe it synthesizes vitamin B2 (riboflavin); gain one additional health at end of turn Resistance:

Something interesting here



Opportunisti

Bug Op 3

When this species is in play as a beneficial microbe it synthesizes vitamin vitamin K; gain one additional health at end of turn Resistance:

Something interesting here

Opportunisti

Bug Op 3

When this species is in play as a beneficial microbe it synthesizes vitamin vitamin K; gain one additional health at end of turn Resistance:

Something interesting here

Opportunistic Bug Op 4

> If this species is in play and you have less than 3 microbes in your beneficial area, it be-

comes a pathogen immediately

Resistance:

Something interesting here



Opportunisti

Bug Op 4

If this species is in play and you have less than 3 microbes in your beneficial area, it becomes a pathogen immediately Resistance:

Something interesting here

Beneficial

Bug Good 1

When this species is in play you can digest lactose Resistance:

Something interesting here

Beneficial

Bug Good 1

When this species is in play you can digest lactose Resistance:

Something interesting here



Beneficial

Bug Good 2

When this species is in play you can digest grains Resistance:

Something interesting here

Microbe {

Beneficial

Bug Good 2

When this species is in play you can digest grains Resistance:

Something interesting here

Microbe &

Beneficial

Bug Good 3

When this species is in play you can digest meat Resistance:

Something interesting here



Beneficial

Bug Good 3

When this species is in play you can digest meat Resistance:

Something interesting here



Prebiotics

This card allows you to play an additional microbe this turn Something interesting here



Prebiotics

This card allows you to play an additional microbe this turn Something interesting here



Fungal Infection

Play on any player, if that player has less than three active non-pathogen microbes they lose 2 health at the end of every turn. Discard when they have three or more non-pathogen microbes in play.

Something interesting here



Fungal Infection

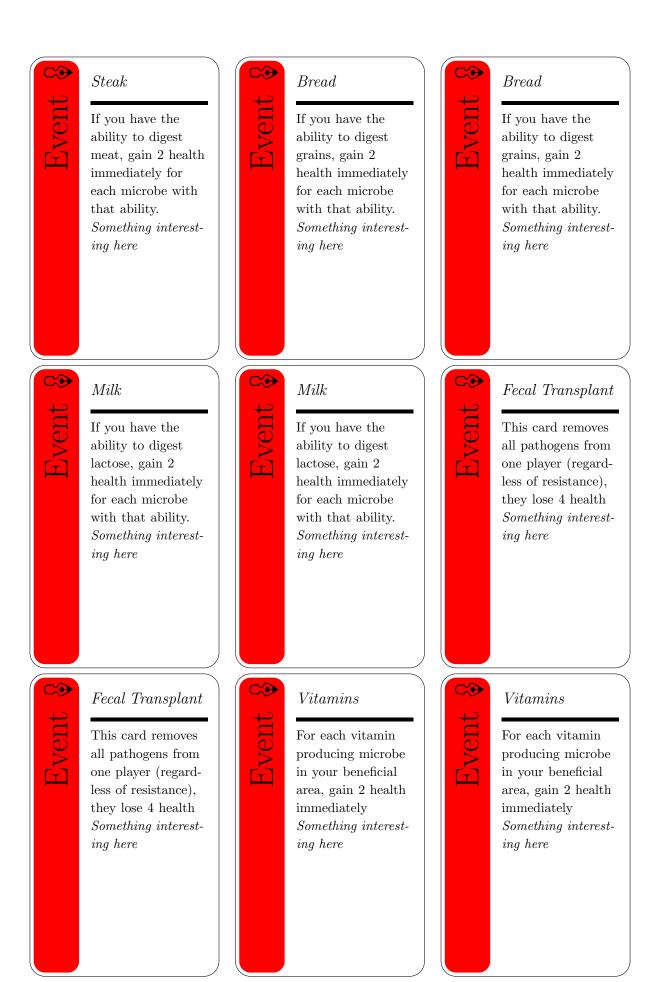
Play on any player, if that player has less than three active non-pathogen microbes they lose 2 health at the end of every turn. Discard when they have three or more non-pathogen microbes in play. Something interesting here



Steak

If you have the ability to digest meat, gain 2 health immediately for each microbe with that ability. Something interesting here

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Bacteriophage therapy

Destroy any one microbe in play Something interesting here



Bacteriophage therapy

Destroy any one microbe in play Something interesting here



Lateral gene transfer

Play on any plasmid, move that plasmid to another microbe within the same player Something interesting here

Lateral gene transfer

Play on any plasmid, move that plasmid to another microbe within the same player Something interesting here



Shepard's pie

If you have the ability to digest meat, grains, and lactose, gain 6 health immediately Something interesting here



Shepard's pie

If you have the ability to digest meat, grains, and lactose, gain 6 health immediately Something interesting here

Event

Active culture yogurt

If you have the ability to digest lactose, gain 2 health immediately. In addition draw from the deck and place the first non-pathogen in your beneficial area. Something interesting here



Plasmid

 $Tetracycline\ resistance\ plasmid$

Give any single microbe resistance to Tetracycline Something interesting here

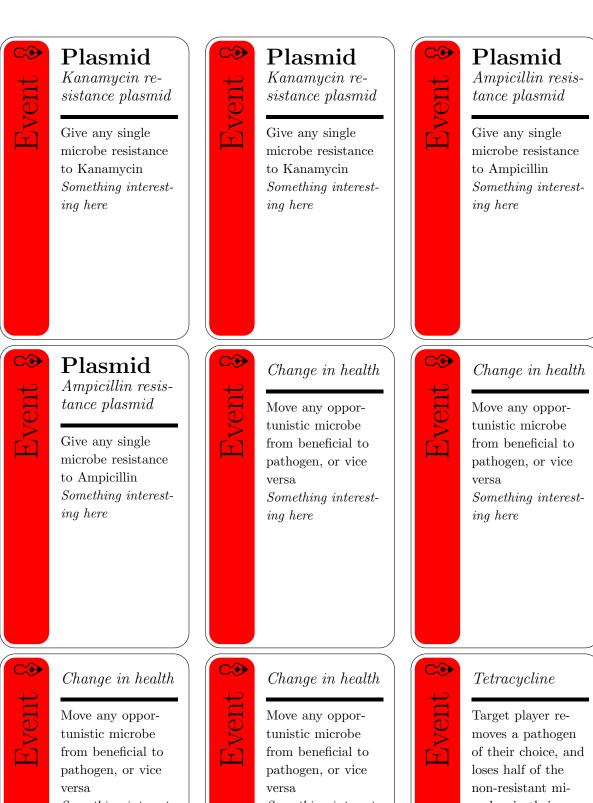


Plasmid

Tetracycline resistance plasmid

Give any single microbe resistance to Tetracycline Something interesting here

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Something interesting here

Something interesting here

crobes in their beneficial area (rounded down), and 2 health Something interesting here



Tetracycline

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded down), and 2 health Something interesting here



Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded down), and 2 health Something interesting here

Kanamycin

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded down), and 2 health Something interesting here



Ampicillin

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded down), and 1 health Something interesting here



Ampicillin

Target player removes a pathogen of their choice, and loses half of the non-resistant microbes in their beneficial area (rounded down), and 1 health Something interesting here



Microbial Diversity

If you have at least 4 microbes in your beneficial area, remove a pathogen of your choice Something interesting here



Microbial Diversity

If you have at least 4 microbes in your beneficial area, remove a pathogen of your choice Something interesting here



Go to work sick

Lose 2 health and give a pathogen of your choice to target player Something interesting here



Go to work sick

Lose 2 health and give a pathogen of your choice to target player Something interesting here

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