

## *Bad Weather*

Slows travel. Subtract 1 from all movement die rolls until the beginning of this player's next turn.

*Tip: Play this card at the end of your turn; that way it'll affect other players but not you.*

## *Bad Weather*

Unseasonably damp and cold weather aids the spread of disease. Add 1 to all Virulence ratings until the beginning of this player's next turn.

## *Famine*

All diseases add 1 to their Mortality ratings until the beginning of this player's next turn, but subtract 1 from all Movement die rolls.

## *Good Weather*

All Virulence ratings are reduced by 1 until the beginning of this player's next turn.

*Tip: Play this card at the end of your turn; that way it'll affect other players but not you.*

## *Mutation*

For one turn only, the player may alter the Virulence or Mortality of any disease by 1 point in either direction.

This card must be played at the start of the target disease's turn (before any dice are rolled). It lasts until the beginning of the next turn of the affected disease.

## *Fire!*

Pestilence-cleansing fire gets out of hand. Reduce a multi-square region by one square, as if there had been a catastrophic kill there. If the destroyed square has a disease marker on it, this marker is removed from the map.

This is a "free kill". If a diseased square is destroyed by the fire, the player whose disease marker was removed in this manner gains 1 body count.

## *Mutation*

For one turn only, the player may alter the Virulence *and* Mortality of any disease by 1 point in either direction.

This card must be played at the start of the target disease's turn (before any dice are rolled). It lasts until the beginning of the next turn of the affected disease.

## *Mutation*

For one turn only, the player may swap up to 2 points between the Virulence and Mortality ratings of any disease – one increases while the other decreases. The Virulence and Mortality ratings cannot be reduced below 0 or above 6 in this manner.

This card must be played at the start of the target disease's turn (before any dice are rolled). It lasts until the beginning of the next turn of the affected disease.

## *Quarantine*

Fear of disease closes one region until the beginning of this player's next turn. However, infection chances in this region are increased by 1 for any diseases already there.

*Tip: This keeps a plague-free area free of outside infection or movement (in or out), but the closeted conditions increase the chance of spreading for any disease already there (which obviously is of help only in a multi-squared region).*

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### *Smugglers*

Move infected goods past inspectors. This player's disease markers may move up to 2 regions this turn, but are still limited to the total movement points indicated by the Movement die roll.

### *Easterling Migration*

The player gets one extra infection chance at +1 Virulence which must be used on Rhun, Mordor, Khand or Near Harad.

### *Easterling Migration*

The player gets two extra infection chances which must be used on Rhun, Mordor, Khand or Near Harad.

### *War!*

Tensions cause any two lines of communication to be closed until the beginning of this player's next turn. Place a "War" marker on these lines until then. This may apply to map entry routes, but cannot apply to the Grey Havens map exit route. The two lines of communication must be attached to one region.

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### *War Against Angmar*

All players must move at least one disease marker towards Angmar until the beginning of this player's next turn.

### *Threat from Mordor*

All players must move at least one disease marker away from Mordor until the beginning of this player's next turn.

### *Orc Fever*

Until this player's next turn, add 1 to the Virulence of all diseases attempting to infect any Orc regions (Angmar, Mount Gundabad, Misty Mountains & Mordor). While this is in place, any catastrophic kills must be taken against an Orc region if this is possible.

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### *Magical Defences*

Remove a disease marker from one selected Elf region (Wood Elves, Rivendell, Lothlorien, Grey Havens). Until this player's next turn, all Elf regions gain the benefit of magical defences; any disease attempting to infect Elf regions have their Virulence reduced by a further 1 point (in effect, for one turn, Elf regions become "-2" instead of their usual healthy "-1").