

Black Death

10	20	30
9	19	29
8	18	28
7	17	27
6	16	26
5	15	25
4	14	24
3	13	23
2	12	22
1	11	21
0	BODY COUNT	

x 1 Million

Die Roll	Mortality Rate				
	1-	2	3	4	5+
1	1/6	1/3	1/3	1/2	1/2
2	1/6	1/6	1/3	1/3	1/3
3	1/6	1/6	1/6	1/3	1/3
4	0	1/6	1/6	1/6	1/3
5	0	0	1/6	1/6	1/6
6	CURE	CURE	CURE	1/6	1/6

Death Results Table

The result is the fraction of the player's infected units that die this turn (round down).

Catastrophic Kill: If a unit is removed from a multi-center region, that space is permanently depopulated. Only one space can be affected in a player's turn, and no more than half a region's sites can be destroyed this way (round up).

CURE: Instead of dying, 1/6 of the player's units get better. The next player to go chooses them, and removes them from the map.

Turn Order					
(Lowest Body Count goes first)					
1	2	3	4	5	6

- City
- Line of Communication
- 1347 Dated Line of Comm. (Exists only in labeled year)
- 1665 Dated Region (Exists only in labeled year)

