

<p>Record-breaking Cold</p> <p>Area conditions: currently winter & in area that reaches sub-freezing.</p> <p>Protective conditions if at a house: You have one of the following...</p> <ul style="list-style-type: none"> • existing intact heat source (but if had earthquake card, gas lines are out) • bought woodstove, wood, & matches or survivalist • generator + gas for electric heater <p>Protective conditions if traveling: You meet each of 3 conditions...</p> <ul style="list-style-type: none"> • tent, vehicle, or each has a tarp • sleeping bags or wool blankets • fire-starting to warm up stones <ul style="list-style-type: none"> • Lose a partner/friend if you don't have protective conditions. • Use extra ration per person if traveling & sleep gear is blankets & tarp (more energy need for warmth). 	<p>Tornado</p> <p>Area conditions: tornado country and tornado season</p> <p>Protective conditions: either...</p> <ol style="list-style-type: none"> 1. You stayed at a team member's house that has a basement or underground shelter or root cellar. <p>OR</p> <ol style="list-style-type: none"> 2. You were traveling by a river and had a ravine to lie low in. <ul style="list-style-type: none"> • Lose a partner/friend if you had no protective conditions. • Lose 2 supplies cards at random if you have no rope to tie things down. 	<p>Earthquake</p> <p>Area conditions: within 70 miles (133 km) of a fault line</p> <p>Protective conditions (need 1):</p> <ul style="list-style-type: none"> • You stayed at (a) single level or wood house with (b) no 2+ level buildings next to you. • Your group is traveling. • You have a teacher (partner/friend card) who made you do drills to learn the "triangle of safety" at the side of sturdy object so big falling objects don't crush you. <ul style="list-style-type: none"> • Lose a partner/friend at random. • Lose 1 supplies card at random, unless the item drawn is sturdy enough to withstand being crushed. • Roads bad; no more car travel. • Move unless house is wood. 	<p>Riot</p> <p>Area conditions: within 15 miles (24 km) of a metropolitan area</p> <p>A group member has been in the city center finding resources. At dusk, a riot breaks out. They need to find a safe place for the night or find their way home.</p> <p>Protective conditions:</p> <ol style="list-style-type: none"> 1. Flashlight & map+compass or a solar phone charger to keep your phone GPS available <p>AND</p> <ol style="list-style-type: none"> 2. Bear spray or gun+bullets <ul style="list-style-type: none"> • Lose a partner/friend (chose who you sent into the city center). • If you don't lose this person, they bring home resources. Draw 1 supplies card at random.
<p>Epidemic</p> <p>Disease breaks out.</p> <p>Protective conditions: either...</p> <ul style="list-style-type: none"> • First aid kit (antibiotics) and hygiene items (TP & soap) and water purification <p>OR</p> <ul style="list-style-type: none"> • Your group is currently in a rural or wilderness area. <p>If next draw for food resources brings you in contact with people outside your group...</p> <p>Lose a partner/friend at random if no protective condition</p>	<p>Flood, Hurricane, or Tsunami</p> <p>Area conditions: U R in flood plain, 10 blocks to river, within 10 miles (16 km) of coastline</p> <p>Protective conditions: either...</p> <ul style="list-style-type: none"> • You have a teacher who taught you all to swim. <p>OR</p> <ul style="list-style-type: none"> • You have a CB radio (access emergency warnings) & can travel to safety within two days (see travel rules) & generator or solar charger to power CB. <ul style="list-style-type: none"> • Lose a partner/friend if no protective condition. • Lose 1 supplies card if no radio. 	<p>Looters</p> <p>Area conditions: your home or travel location is further than 30 miles (48 km) of any intersection with a stoplight or town of 5000</p> <p>Supplies get stolen.</p> <p>Protective conditions: either...</p> <ul style="list-style-type: none"> • Bullets+gun, ax, or bearspray <p>OR</p> <ul style="list-style-type: none"> • Builder (partner/friend) + hammer and nails to make a strong fence using whatever scrap materials are available <p>Lose 1 supplies card at random.</p>	<p>Fire</p> <p>Fire breaks out and there are no services to contain it. You need to move. Decide which group member's house would be okay or where else you could go.</p> <p>Protective conditions:</p> <ul style="list-style-type: none"> • House is brick or stone <p>OR</p> <ul style="list-style-type: none"> • Your group is traveling <ul style="list-style-type: none"> • Lose 1 supplies card at random. If the item drawn is not destructible by normal house fire temperatures, you can keep it (e.g., all-metal shovel).