

FRONTIERS - DISEASES

Any Character Type can contract a disease. The following is a system to represent disease, its spread and effects, treatments and cures.

SOURCE

A Disease is released at random by Logistics putting a Disease card in Claim Packets where the Disease infects the person who opens the Packet, or by playing a new character that's infected.

Due to the drain on resources to create one Inoculation, there must be at least two events between outbreaks AND only one new character can be infected. No infected groups.

Starting an outbreak must be planned ahead of time! To start a contagious outbreak, first check the online Colville Frontier newspaper for the last outbreak AND start a thread on the Forum to learn if anyone else has a planned outbreak.

SPREADING A DISEASE

Contagious diseases are spread by the infected character touching another character and giving the player a Disease card. Infected characters are contagious from the point of infection to the point the disease is cured.

IMMUNITY

To keep the Disease system running and interesting, there shall not be any way to become permanently immune to a disease. However, you will be immune for the rest of the event after you've received one dose of the appropriate Inoculation.

DESCRIPTIONS

CHOLERA

Cholera is found in contaminated water and was discovered to be a bacterial infection in 1855. Cholera causes severe dehydration in the patient represented by first causing atrophy in one limb (player's choice) after the first 30 minutes, then every 30 minutes after rendering the limbs completely unusable. When both all limbs are atrophied, Cholera then causes 5 points of damage every 30 minutes until the patient becomes Unconscious. Other symptoms for role-play are headaches, fatigue and an incredible thirst that cannot be quenched. Cholera is not contagious.

Stages

Immediately upon infection: atrophy one limb
At 30 minutes after infection: atrophy one limb
At 60 minutes after infection: atrophy one limb
At 90 minutes after infection: atrophy one limb
At 120 minutes after infection: cause 5 damage
At 150 minutes after infection: cause 5 damage, Unconsciousness

Diagnosis – Cholera is diagnosed by the patient showing strong thirst, tiredness, headaches and the inability to use a limb that is not cured with a dose of Laudanum, thus ruling out the Atrophy Formula.

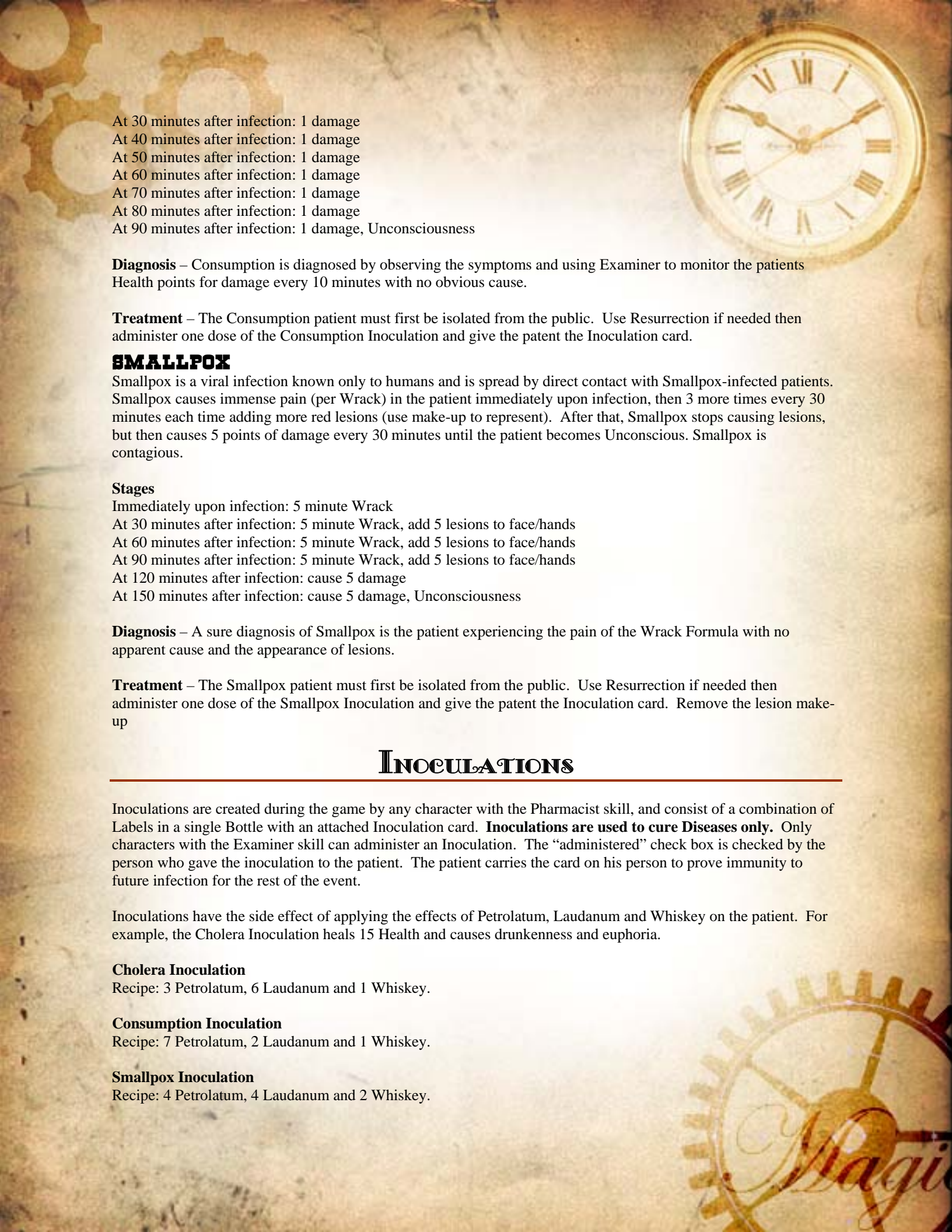
Treatment – First use Resurrection if needed then administer one dose of the Cholera Inoculation and give the patient the Inoculation card.

CONSUMPTION

Consumption starts by drinking milk from sick cows. Consumption causes 1 point of damage immediately upon infection then once every 10 minutes until the patient becomes Unconscious leading to Death. Symptoms for role-play include severe tiredness, coughing, sneezing and chest pain. Consumption is contagious.

Stages

Immediately upon infection: 1 damage
At 10 minutes after infection: 1 damage
At 20 minutes after infection: 1 damage



At 30 minutes after infection: 1 damage
At 40 minutes after infection: 1 damage
At 50 minutes after infection: 1 damage
At 60 minutes after infection: 1 damage
At 70 minutes after infection: 1 damage
At 80 minutes after infection: 1 damage
At 90 minutes after infection: 1 damage, Unconsciousness

Diagnosis – Consumption is diagnosed by observing the symptoms and using Examiner to monitor the patients Health points for damage every 10 minutes with no obvious cause.

Treatment – The Consumption patient must first be isolated from the public. Use Resurrection if needed then administer one dose of the Consumption Inoculation and give the patient the Inoculation card.

SMALLPOX

Smallpox is a viral infection known only to humans and is spread by direct contact with Smallpox-infected patients. Smallpox causes immense pain (per Wrack) in the patient immediately upon infection, then 3 more times every 30 minutes each time adding more red lesions (use make-up to represent). After that, Smallpox stops causing lesions, but then causes 5 points of damage every 30 minutes until the patient becomes Unconscious. Smallpox is contagious.

Stages

Immediately upon infection: 5 minute Wrack
At 30 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 60 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 90 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 120 minutes after infection: cause 5 damage
At 150 minutes after infection: cause 5 damage, Unconsciousness

Diagnosis – A sure diagnosis of Smallpox is the patient experiencing the pain of the Wrack Formula with no apparent cause and the appearance of lesions.

Treatment – The Smallpox patient must first be isolated from the public. Use Resurrection if needed then administer one dose of the Smallpox Inoculation and give the patient the Inoculation card. Remove the lesion make-up

INOCULATIONS

Inoculations are created during the game by any character with the Pharmacist skill, and consist of a combination of Labels in a single Bottle with an attached Inoculation card. **Inoculations are used to cure Diseases only.** Only characters with the Examiner skill can administer an Inoculation. The “administered” check box is checked by the person who gave the inoculation to the patient. The patient carries the card on his person to prove immunity to future infection for the rest of the event.

Inoculations have the side effect of applying the effects of Petrolatum, Laudanum and Whiskey on the patient. For example, the Cholera Inoculation heals 15 Health and causes drunkenness and euphoria.

Cholera Inoculation

Recipe: 3 Petrolatum, 6 Laudanum and 1 Whiskey.

Consumption Inoculation

Recipe: 7 Petrolatum, 2 Laudanum and 1 Whiskey.

Smallpox Inoculation

Recipe: 4 Petrolatum, 4 Laudanum and 2 Whiskey.

SMALL POX

Event Date: _____

Contagious if Disease Cards available

Immediately upon infection: 5 minute Wrack
At 30 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 60 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 90 minutes after infection: 5 minute Wrack, add 5 lesions to face/hands
At 120 minutes after infection: cause 5 damage
At 150 minutes after infection: cause 5 damage, Unconsciousness

CONSUMPTION

Event Date: _____

Contagious if Disease Cards available

Immediately upon infection: 1 damage
At 10 minutes after infection: 1 damage
At 20 minutes after infection: 1 damage
At 30 minutes after infection: 1 damage
At 40 minutes after infection: 1 damage
At 50 minutes after infection: 1 damage
At 60 minutes after infection: 1 damage
At 70 minutes after infection: 1 damage
At 80 minutes after infection: 1 damage
At 90 minutes after infection: 1 damage, Unconsciousness

CHOLERA

Event Date: _____

Not Contagious

Immediately upon infection: atrophy one limb
At 30 minutes after infection: atrophy one limb
At 60 minutes after infection: atrophy one limb
At 90 minutes after infection: atrophy one limb
At 120 minutes after infection: cause 5 damage
At 150 minutes after infection: cause 5 damage, Unconsciousness

INOCULATION

Event Date: _____

Administered

INOCULATION

Event Date: _____

Administered

INOCULATION

Event Date: _____

Administered

INOCULATION

Event Date: _____

Administered