

pathogenesis

UPDATE PACK

INSTRUCTIONS

The cards and tokens of the **PATHOGENESIS UPDATE PACK** replace the matching cards and tokens from version 1.0 of **PATHOGENESIS**. Remove the older versions of the cards and tokens and replace with the new versions.

RULES UPDATE

The new tokens have their own attack value if they are present on a pathogen at the beginning of a turn. During the immune system's attack phase, if the tokens were played on a previous turn add their attack value to the attack value of any immune systems cards played on the pathogen this turn.

Adam has 2 pathogens in play, a Respiratory pathogen with no tokens present at the start of the current round and a Tissue pathogen with an IgE token present from a previous round. During the current round of play he draws a C3 card for his Respiratory pathogen and a Macrophage for his Tissue pathogen. When resolving the immune system's attack, the Respiratory pathogen will need to survive the attack value of the C3 card (2). The attack value of the C3 token will not come into play until the next round. The Tissue pathogen will need to survive the attack value of the IgE token (1) plus the attack value of the Macrophage (4) because the IgE token was present at the start of the round.

CONTENTS

16 Immune system cards:

4 copies each of: Regulatory T-Cell, Plasma Cell, Memory B Cell, and Immunoglobulin Class A Antibody Neutralization)

20 Tokens:

5 copies each of: IgG, IgM, C3, and IgE

