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Game: **S.T.A.L.K.E.R. THE BOARD GAME**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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Created by Peter Gifford ‘Universal Head’
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STALKER
THE BOARD GAME

SETUP

The game can be played as a **campaign**, or as one-shot **scenarios** (**Zone Survival** mode).

Some effects change depending on the number of stalkers taking part in a mission (the **stalker count**).

All components are limited. If an effect requires you to use a component that isn't available and doesn't specify what to do otherwise, that part of the effect is ignored. Whenever you have an unclear situation, rule in the player's disfavor.

CAMPAIGN SETUP

Fix the **cardholder sheet**, **stash** plastic envelope, and campaign sheets in the **campaign binder**. Place the **zone map** loose in the binder. Place **contact cards** C01, C08, and C99 in any of the cardholder slots.

Each player chooses 1 **stalker card** and 1 **stalker model**. Then each player chooses a color and takes the **PDA**, **attention token**, and **plastic ring** in that color. Place the ring on the stalker model's base, the stalker card in its slot on the PDA, and the attention token in the top of the pockets slot.

Gain 5000₭ (regardless of the number of stalkers) and place them in your stash as your team's **starting cash**. Add 1 *Leather Jacket* **armor card** per stalker to the stash.

Begin the campaign by following the instructions of the first page of the binder: *Zone Navigation.* Before each mission, you perform **zone exploration** using the campaign binder and the zone map.

When you buy or sell **equipment**, you gain or discard **coupons** (₭) equal to the good's value. Usually this is the value visible on a card, but sometimes the trader modifies it. If the value is '-' the item cannot be sold or discarded unless instructed. When you buy something, find it and place it in your **stash** (or a stalker may immediately equip it on their PDA). When you sell something, discard it and return it to the correct deck or token compartment.

When you start a mission, follow the setup instructions on page 5 of the campaign binder. Each stalker should have at least 1 **armor** and 1 **weapon** equipped.

LEAD STALKER

The **lead stalker** is the player currently holding the **lead stalker token** and has the final voice in unresolved disputes between players. If you have the token you may perform the free action on it (even if you gain nothing from it), flip it, and pass it to the next stalker clockwise. That player will not be able to perform the action on it until it is flipped at the end of the round.

ENEMY POOL

At the start of each mission and whenever a new enemy appears, prepare a specified number of enemy standee/miniatures. Some may be placed on the map and some may be left next to it. Together they create an **enemy pool**, and is the limit of how many standees of that enemy there can be on the map.

GAME ROUND

1. EVENT PHASE

Draw the top card of the **event deck**, read it, resolve any instant effects, and place it next to the deck. Events are either **mission events** or **random events**. Only 1 event can be active at a time; place any new event card on top of the previous one.

2. PLAYERS PHASE

Starting with the **lead stalker**, stalkers carry out their turns 1 at a time in clockwise order. In a round each stalker carries out 2 turns in total, each represented by a turn token.

You may decide to pass a turn, postponing it, but you must carry out your turns eventually.

When all stalkers have finished both of their turns, proceed to the Enemies & Zone phase.

Each turn a stalker must perform 2 **standard actions** and may perform an unlimited number of **free actions** before, after or in between their standard actions. One action must be finished before the next can begin. You cannot skip actions.

Each time you perform a standard action, slide your turn token down once. When it reaches the bottom slot and you don't want to perform any additional free actions, your turn is finished. If you perform a free action do not slide your turn token.

After each stalker turn, enemies with LoS to that stalker can target them with a reaction attack. Only the stalker whose turn just ended can be a target for an enemy's reaction.

Some effects can place on your turn token. Whenever you perform while you have at least 1 on your current turn token, you must discard 1 instead of sliding the token down.

BASIC ACTIONS

MOVEMENT

Move up to 3 adjacent spaces, then move/place your **attention token**. Spaces divided by impassable terrain, or a wall without a window, aren't considered adjacent for movement.

If you enter a space with an enemy, you must immediately end your movement. If you move from a space with an enemy, rotate the enemy standee to face the adjacent space you move to. You may move through fully occupied spaces without enemies.

If you would end your movement on a fully occupied space, **push** one of the entities from that space (any stalkers first) to an adjacent space (the one you moved from, if possible). If you can't push an entity to make room, you can't end your movement there.

ATTENTION

If you move through a space in an enemy's LoS, place your on the first space you are moving through that is no longer in the enemy's LoS.

If you end your movement in an enemy's LoS, place your on your space. If you end your movement and your isn't on the map, place your on your space.

As long as you have your on the map, no effect can place your . As long as an enemy has LoS to your stalker you have on your space and no effect can move, place, or reduce it.

Some effects **reduce attention**. When you reduce flip it to the side. When you reduce return it to your PDA.

RADIATION

Each time you slide your turn token down (after fully resolving that effect or standard action), if you are on a space, increase your radiation dosage (on your Geiger counter) by that value.

If movement caused you to slide one of your turn tokens down and you moved to, from, or through any spaces, increase your radiation dosage equal to the highest value of on those spaces.

Radiation is reduced by your armor's **MAP RADIATION** modifier.

TRIGGERS

If you enter a space during your movement with a **trigger icon** or **anomaly symbols**, resolve those triggered effects. If the effect doesn't end the movement you may continue moving.

CAREFUL MOVEMENT

Move 1 space. Don't move/place your attention token.
You can't perform this action to move from or to enemy LoS.

PREPARE

Gain 1 focus and 1 bolt. Then, any number of times in any order, stalkers on your space may:

- Exchange an **artifact**, **attachment**, **armor**, **item**, **weapon**, **magazine**, **bolt**, or **personal important finding** (a type of note card) with another stalker on the same space.
- Move a **weapon** between the weapon slot and the backpack. Ammo stays on the weapon.
- Move an **armor** between the armor slot and the backpack.
- Install or uninstall an **attachment** from an armor or a weapon.
- Move an **artifact** between the artifact slot and the backpack.

RELOAD

If you have a treat this action as (don't discard that).

Discard 1 **magazine** from your pockets of a type matching your weapon (**pistol**, **rifle**, or **shotgun**) to add as many to your weapon to reach its ammo capacity.

You may reload either your currently equipped weapon or any weapon you have in your backpack.

PICK UP

Choose 1 **loot** or **artifact** on your space.

If it's an unflipped , flip it, gain its reward, and discard it. When you pick up an , gain an artifact card of the type matching the anomaly you picked it from.

DECOY

You can't perform this action if you have your on the map. **Discard 1 bolt** from your pockets. Choose a space within range 3 of your stalker and place your on that space.

If there are any enemies on the chosen space or adjacent spaces, draw a **enemy activation card** and resolve it, but only activate enemies that are on the chosen space and adjacent spaces.

Then, if any of those enemies has LoS to any attention token, move that attention token 1 space toward its owner.

BOLTS & NUTS

Place 1 bolt from your pockets onto a chosen anomaly symbol within range 3. An anomaly symbol covered by a bolt is ignored when rolling for anomaly activation.

KNIFE

Knife is an attack action. You must be on the same space as the enemy you wish to attack. You may pick which body part you target, then roll 3. **If you kill your target, reduce your attention.**

3. ENEMIES & ZONE PHASE

1. ENEMY ACTIVATION

If there is at least 1 token anywhere on the map, draw a **enemy activation card** and resolve it. Otherwise, draw and resolve a enemy activation card.

Resolve each point from top to bottom. Each point must be resolved 1 enemy at a time and must be fully resolved before continuing to the next.

If multiple enemies must be activated, start with those closest to the point of interest (usually the closest attention token). On a tie, activate them in this order:

→ → →

refers to all enemies currently on the map (including those without a colored team token).

Enemies target stalkers, and enemies from a different team. Enemies marked with tokens with the same number are in the same team. An enemy that isn't marked with a token is always in an opposing team to enemies in team 1 and 2.

Companion cards state if they can be targeted by enemies.

ENEMY ACTIVATION CARD INSTRUCTIONS

- / / / / **+1 enemies move up to X toward Y:** The enemies move up to X spaces toward a point of interest (usually the closest attention token) until they reach their target or are interrupted.
- / / / / **Enemies go forward up to X:** The enemies move up to X spaces straight ahead (first rotating if needed) until they move X spaces or are interrupted.
- **Enemies attack a target in their LoS:** Enemies that can see a target attack them, prioritizing stalkers if possible. Sometimes different colors of enemies increase or reduce the done by them during this attack.
- **Look around:** Rotate the enemy standee in a clockwise direction until they either make a full 360º rotation or they see a target in their LoS (in which case they stop).
- / / / **Enemies perform their special:** The enemies perform their **special** action (if possible). Usually this allows them to retreat to a safer position, but sometimes they are more offensively oriented actions.
- **If an enemy has LoS to any attention marker, move that attention marker 2 spaces toward its owner:** The enemy sees an attention token without its owner and deduces where the stalker responsible for the source of attention is hiding.

2. RADIATION EXPOSURE & DOSAGE REDUCTION

Each stalker on the yellow, orange, red, or black threshold on their Geiger counter suffers from **radiation exposure**. Follow these steps:

1. Roll the required number of and lose **HP** equal to the number of ★ rolled.
2. Each stalker reduces their radiation dosage until they reach the next lower .
3. Each stalker below their artifact's **base radiation dosage** increases their radiation dosage to match that value.

An artifact's base dosage can be lowered by equipping armor with an **IMPROVED** or **ADVANCED artifact container** (place the appropriate token in the container slot under your top artifact).

3. DISCARD TOKENS

Discard all and bolts from the map.
All enemies discard their .

4. ATTENTION REDUCTION

Reduce the attention token of each stalker that currently isn't in an enemy's LoS. When you reduce flip it to . When you reduce return it to your PDA.

5. END OF ROUND EFFECTS

Resolve all End of Round effects found on event cards and other cards. If there are multiple effects, resolve them in any order, but always resolve those on event cards last.

Stalkers discard any remaining on their turn tokens.

STALKER ATTACK

Stalkers may only directly attack and target enemy models, unless otherwise stated. **Attacks** actions allow you to engage enemies.

There's no limit to how many times a die can be rerolled as long as it comes from a different reroll source.

STALKER ATTACK SEQUENCE

1. Choose an attack action and a valid target. The target must be within the weapon's maximum **RANGE** and in **LoS**. Non-weapon attacks specify their range, and if the target must be in LoS.
2. Slide your turn token if the attack is a , and spend **ammo** if needed.
3. Place the required **attention token**:
   - If the attack places the attention token and doesn't specify where, place it on your space.
   - If the attack places and you have your anywhere on the map, do not place the .
   - If you're in an enemy's LoS your is always on your space.
4. If the attack allows you to pick the **body part**, do so now. Otherwise, target the enemy's torso.
5. Roll the dice:
   - When attacking with a weapon, roll the on your stalker card and additional specified by the weapon's attack.
   - Non-weapon attacks specify the dice rolled.
   - Roll any additional dice specified by other components such as weapon attachments.
6. If you have a or another effect that allows you to reroll dice, you may do so now.
7. Resolve the roll results:
   - Most attacks allow you to spend rolled to apply additional effects. The same effect may be applied more than once as long as you have enough .
   - Count the rolled. **Cover** reduces equal to its value against attacks made outside of that space (or that room, in the case of buildings). **Compare the final number of to the TO HIT value of the targeted body part** and resolve the effect of the highest reached threshold of that body part.
   - If you're performing a weapon attack within the weapon's **accurate range**, = 4.
   - If the effect is a light or heavy wound, draw an **enemy wound card** and apply the corresponding effect.
   - If you did not reach any threshold, your attack misses.
   - If you have any unspent , this is the last time you may spend them to apply additional effects.
8. If you fail to kill the enemy, rotate that enemy so they are facing your stalker.

ATTACKING MULTIPLE ENEMIES

Burst/full auto: Allows you to spread rolled (and additional roll result effects) between the main target, enemies in the same space, and any enemies in adjacent spaces in your LoS (they don't have to be in LoS in the same cardinal direction).

Blast: Allows you to hit all enemies on 1 or more spaces. Roll the dice only once and apply the same result to all enemies hit.

MASKS

 symbols are spent to apply additional effects (usually on weapons). Each time you use such an effect, subtract the required number of from the roll result. The effects may be applied multiple times, before or after the attack's hit is checked, and you may choose to apply different effects if you have more than 1 available, as long as you are able to pay their cost.

ENEMY DAMAGE & DEATH

When an enemy suffers a light or heavy wound, draw the top card of the **enemy wounds deck**, resolve the corresponding effects, then discard it.

ENEMY WOUND EFFECTS

1. **The enemy gains a** . Place the token near the enemy, marking that it has the **exposed** status.
2. **The enemy gains a and a** . Place both tokens near the enemy, marking that it has the **exposed** and **pinned** statuses.

   If the enemy suffered this wound due to the effect of a , that original is discarded as a result of that effect, but they still gain the new .
3. **If the enemy already has a , push them away. Otherwise, the enemy gains a** . This will either cause you to place a token near the enemy, marking it with the **pinned** status, or if it already had a when it suffered this wound, you must move that enemy 1 space farther from you (this can't be interrupted). If there's no possible space that would cause that enemy to be farther from you, don't move them.
4. **The enemy loses 1** . This usually results in death, but if the enemy has more than 1, place a token near it (or on its card if there's only 1 of that enemy).
5. **If the enemy already has a , . Otherwise, it gains a** . This will either cause you to place a token near the enemy, marking that it has the **exposed** status, or if the enemy already had a when it suffered this wound, they lose 1.
6. **Then shuffle this deck.** The enemy loses 1. This usually results in death, but if the enemy has more than 1, place a token near it (or on its card if there's only 1 of that enemy). Then, shuffle all enemy wound cards (including this one) to reset the deck.

Entities can only have up to 1 and 1. If an effect gives them a second of either token, they do not gain it.

When an enemy's drops to or below 0, they die. Remove their standee from the map and return them to the enemy pool.

When a human enemy dies, place 1 on their space. A mutant enemy does not leave loot when it dies.

ENEMY MOVEMENT

Enemies **move** along the shortest route (the least number of spaces) toward a target, rotating towards the space they will move to before each square of movement, and stopping when they reach their target space or they have moved the maximum distance.

If they didn't reach their destination and aren't facing in the direction that they would continue their movement, rotate them in that direction.

When enemies **go forward**, they move directly ahead. If they can't proceed, they rotate 90° the least number of times (clockwise on a tie) until they can go forward again.

Move and **go forward** keywords are accompanied by a number of spaces the enemy can move, or by the icon which refers to their **MOVEMENT** value.

SHORTEST PATH

Human enemies follow the shortest safe path (without anomalies). If there is no safe path, they follow the shortest dangerous path (with anomalies). If there are multiple unsafe paths of the same length, choose the one that has the least chance of activating the anomaly (the least unsafe path).

If there is a tie between shortest routes, choose the one with the least number of corners. On a further tie, the lead stalker decides.

INTERRUPTION

At any point during the movement, if an enemy gains LoS to a possible target (or if they already had LoS to a target) immediately end their movement (they don't rotate).

Some movement specifies that it can't be interrupted. Interruption doesn't cause enemies to immediately attack or perform any other action. If an interruption occurred during the resolution of an enemy activation card, continue to resolve it normally.

Whenever an enemy gains LoS to a stalker, that stalker must place their on their space.

If an enemy would end its movement in a fully occupied space, it instead ends its movement in an adjacent space along the movement route. If this is also fully occupied, choose the next shortest route to perform that movement instead.

Enemies can move through fully occupied spaces without possible targets, but they can't be interrupted on those spaces.

ENEMY ATTACK

Enemies perform an attack when:

- They are instructed to so so by an enemy activation card.
- After each stalker turn, enemies with LoS to that stalker can target them with a **reaction attack**. Only the stalker whose turn just ended can be a target for an enemy's reaction (unless otherwise stated on the enemy's card).

Refer to the **attack action** on the enemy's card.

If an enemy with a **CHARGE** attack is not within range 1 of their target, it moves up to toward the target. This movement can't be interrupted.

ENEMY ATTACK SEQUENCE

1. **Choose a target in LoS.** If there's several stalkers in LoS, choose the closest (if they are on the same space, players decide).

   If there aren't any stalkers in LoS, but there are other targets in LoS, choose the closest (if they are on the same space, players decide).

   If there aren't any targets in LoS, the attack ends.

   If this enemy can **CHARGE**, they do so now.
2. **Rotate the enemy** so it is facing its target.
3. The enemy deals **damage** as indicated by their attack. Check for any modifiers. **Cover** reduces a number of equal to its value against attacks made outside of that space (or that room, in the case of buildings).
4. Then, depending on the target, continue:

STALKER TARGET

5. The attacked stalker rolls equal to their armor's **DEFENSE**. Check for any modifiers to defense rolls.
6. If they have a or an effect that allows them to reroll dice, they may do so now.
7. Subtract the rolled number of from the received .
8. Lose **HP** equal to the remaining .

ENEMIES

5. Compare the attacker's with the **torso TO HIT** value of the attacked enemy, treating as the same number of .

   Resolve the effect corresponding to the highest threshold reached. If they didn't reach any threshold, the attack misses. If the effect of the hit is a light or heavy wound, draw a wound card and apply the corresponding effect.
6. If the attacker fails to kill the target, rotate the target so they are facing each other.

STALKER DAMAGE & DEATH

RADIATION DAMAGE

If you would increase your radiation above 16 (and enter the gray area) immediately roll 3, lose **HP** equal to the number of rolled, then set your dosage to 16.

CRITICAL INJURY

If your **HP** drops to 0, place a **critical injury token** above one of your turn tokens. While you have that token, you can only perform 1 during that turn.

When you lose any more **HP** while having 0 **HP**, place a second critical injury token above your other turn token.

A single source of **HP** loss can only cause you to gain 1 critical injury.

When you increase your **HP** above 0, discard all critical injury tokens from your PDA, but don't slide your turn tokens up (lost actions can't be recovered in the same round).

If you already have 2 crit tokens and you lose HP once more, your stalker dies. When any stalker dies, you fail your current mission.

STATUS TOKENS

FOCUS

Each stalker can only have 1 **focus** token.

If you have a , you may discard it to reroll any number of chosen dice during your attack, defense, or anomaly activation rolls.

Some actions also check to see if a stalker has a , or require them to spend it in order to perform an action.

PIN DOWN

Each entity can only have 1 **pin down** token.

When you gain one, place it on top of your turn tokens. When an enemy gains one, place it next to that enemy.

Pinned down stalkers may only perform this action:
 Discard your .

Stalkers with can't perform any other standard or free actions until they get rid of the token. They must discard it as the first thing they do. Only the affected stalker can discard it.

If a **pinned down enemy** would react during the end of a stalker's turn, discard the token instead.

Pinned down enemies discard the token instead of any reaction they would take at the end of a stalker's turn. Pinned down enemies don't activate when you resolve an enemy activation card. If an enemy gains a during one of the card's steps, it won't activate during the remaining steps of that card.

All pinned down enemies discard their during the Discard Tokens step of the Enemies & Zone phase.

EXPOSED

Each entity can only have 1 **exposed** token. Place it next to that entity.

When an **exposed stalker** is attacked, increase the they receive by 3. Then discard the token.

If an **exposed enemy** would suffer a light wound, they suffer a heavy wound instead; then discard the token. If they would suffer a heavy wound, they suffer -2 instead; then discard the token.

After an exposed stalker or enemy moves, discard any token they have (no matter the source of the movement).

MISSION MAP

Each **map tile** is divided into **spaces**. Only 1 entity can be in a single square grid space. Capacity increases proportionally depending on the number of squares a space is made up of. Partial spaces do not increase capacity.

A space holding a number of entities equal to its size is **fully occupied**. Enemies can't end their movement there, and stalkers that do so **push** one of the entities 1 space away.

Two spaces sharing an edge in at least 1 of the 4 cardinal directions are **adjacent**. Entities can move, draw LoS, and measure range through an **open edge**.

Entities cannot move, but can draw LoS and measure range, through **impassable terrain**.

No entity may enter or move through **water** spaces.

Entities cannot move, draw LoS, or measure range through a **wall**. Spaces separated by a wall are not adjacent.

DOORS

Doors are part of walls but are treated as open edges. Stalkers and human enemies treat **windows** like open edges, psionic enemies treat them like impassable terrain, and all other enemies treat them like walls.

If 2 different edges of 2 map tiles connect with each other, treat them as one edge of the higher restriction in this order: wall > impassable terrain > open edge.

ROOMS

Rooms are areas fully enclosed by walls, doors, and windows. Multiple rooms neighbouring each other create a **building**. Indoor spaces are all spaces in any room. Outdoor spaces are all spaces that do not belong to any room.

COVER

Spaces with contain **cover** (all spaces in a room have the same value). Whenever an entity on a space is attacked and the attacker isn't on the same space (or, in a building, in the same room), reduce the number of **successes** from stalker attacks and **damage** from enemy attacks by the value.

RANGE

Range is the lowest number of edges crossed between 2 spaces. It doesn't have to be measured in a straight line. **Range 0** = on your space. **Range X** = all spaces at range X and lower. **Range X+** = all spaces at range X and higher.

LINE OF SIGHT (LOS)

To determine if there is LoS between the spaces of 2 entities:

- **Stalkers** check all cardinal directions (front, back, left and right). **Enemies** check directions depending on their **sight** (see the diagram on their enemy card).
- Check spaces that are horizontally or vertically (depending on the cardinal direction checked) connected to the entity's space. Then, for each such space, repeat this process in the same cardinal direction until you reach the edge of the map, the end of sight range, or you encounter a LoS blocking effect (a wall or **no visibility** token).
- An entity always has LoS to its own space.
- An entity has LoS to all the spaces described above and can therefore see each entity present in those spaces.
- Entities, anomalies, and most tokens do not block LoS unless stated otherwise.

CLOSEST OBJECT

To find the closest object, find the shortest route (the least number of spaces) using the preferences given in the section on enemy movement.

MAP TOKENS

NO VISIBILITY

No entity can draw LoS to, from, or through a space with this token (it's considered to have a wall in each of its edges for the purpose of drawing LoS). Entities on the same space with this token can still target each other.

BOLT

Bolts are kept in **pockets**. You can place them on the map to cover anomaly symbols.

Anomaly symbols covered by a bolt are ignored when rolling for anomaly activation.

ARTIFACT

Artifacts usually start hidden under an anomaly standee/model and can be placed on the map with a *Detector* armor attachment, after which they can be gained by performing the **PICK UP** action.

Anomaly symbols covered by an artifact are ignored when rolling for anomaly activation.

LOOT

Loot tokens on the same space are placed in a stack; additional loot is placed on top. When you resolve the loot token (usually by performing the **PICK UP** basic action), resolve the top token.

If it's unflipped, flip it and gain the reward, then discard the token; it can't be used again during the same mission.

UNKNOWN ENEMY

These tokens represent enemies that can arrive during the mission. Multiple tokens on the same space are usually placed in a stack. When you are instructed to resolve one, resolve the top token. If it's unflipped, flip it; then:

- If it's , discard it.
- If it's / / / / , place 1 or 2 enemies of that color on the space facing the arrow direction.

If you placed at least 1 enemy, discard the token.

If there weren't enough enemies in the enemy pool to place at least 1, draw an enemy activation card (if there's any on the map, otherwise,). Resolve it, but only activate 1 enemy that matches the color that should be placed but couldn't, and is closest to the resolved . Then discard the token.

If a new enemy must be placed on a fully occupied space, place it on the closest available space facing the direction of the space it couldn't be placed on.

If you must resolve multiple at the same time, resolve them one by one. When you must resolve and there are none on the map, nothing happens.

SINGLE STALKER MODE

When playing solo, it is strongly recommended to play with only 1 stalker.

Place the 2 solo **turn overlays** on your PDA (on which you slide turn tokens). These allow you to perform 3 standard actions instead of 2 during each of your turns, for a total of 6 actions each round.

You are the **lead stalker** at all times so you never lose the lead stalker token. You still flip it when you perform its free action, however. It is unflipped by the event card's End of Round effect.

When you gain a **critical injury** place it in the same spot as usual. On the turn overlay it covers 2 slots, so by gaining it you lose 2 standard actions that turn.

ANOMALIES

ANOMALY ACTIVATION

After an entity finishes movement, if they moved to, from, or through one or more spaces with **anomaly symbols**, roll the **anomaly die**. If the result matches an uncovered symbol on any of those spaces, resolve that anomaly's **activation effect**.

After they roll for anomaly activation, the entity covers the highest uncovered anomaly symbol possible (highest activation chance to lowest chance: > > >). They do not move again if a higher symbol on their space is uncovered.

- Stalkers may discard a to reroll the anomaly die.
- Entering multiple different anomalies during the same movement requires a separate roll for each of them.
- Moving through the same anomaly symbol multiple times does not increase the chance of anomaly activation.
- Entities simply placed on a space don't activate the anomaly but they still cover the highest anomaly symbol on the space.

BLOCKING ANOMALY SYMBOLS

Symbols covered by a **bolt** , **artifact** , or **entities** are ignored (each instance of a symbol must be covered separately). There are 3 ways to cover an anomaly symbol:

- A **bolt** placed on it (usually by performing the **BOLTS & NUTS** basic action).
- An **artifact** placed on it (usually by taking it from under the anomaly by using a *Detector* attachment).
- An **entity** ending their movement or being placed on a space with an anomaly symbol.

A space is still treated as an anomaly space, even if all symbols are covered; the anomaly symbols are still treated as being there.

RETRIEVING ARTIFACTS FROM ANOMALIES

To obtain an artifact, you must first use an action from a *Detector* attachment card to place the on a specified anomaly symbol (even under an entity). It cannot be detected/moved again.

Detectors can be used within the specified range of any anomaly space, not just the center.

It can then be obtained using the **PICK UP** basic action: gain a random **artifact card** of the corresponding anomaly type.

If there's no such card available or the artifact was picked from a non-anomaly space, draw a random artifact card.

BACKPACK AND EQUIPMENT

The base capacity of your **backpack** is 6 equipment cards (armor, artifacts, attachments, items, and weapons).

If you ever exceed your capacity, you must discard any excess cards (they can be the ones you just gained). During performing the **PREPARE** action, ignore this capacity and only check it after that action is finished.

Only item cards can be used while stored in the backpack. All other equipment cards have no effect while in the backpack and must be equipped by performing the **PREPARE** action.

When you gain a new equipment card either place it in your backpack or immediately equip it (replacing any currently equipped card). If it is a weapon or armor card you may install any matching attachments you have.

Newly gained weapons are fully loaded. If you place it in your backpack, place the ammo on the weapon card. If you equip it, place it in the slot on your PDA.

Some game effects reference the equipment **tier**, marked on the card back.

ITEMS

Kept in your backpack; they have a single-use effect.

ARMOR

You may only have 1 armor equipped at a time but additional armor may be kept in your backpack. Armor can have up to 1 **attachment**, which fit all armor.

DEFENSE is how many you roll when defending from attacks.

MAP RADIATION modifies the of spaces, reducing the radiation dosage.

WEAPONS

You may only have 1 weapon equipped at a time but additional weapons can be kept in your backpack.

A **weapon attachment** may be installed on each attachment slot, but the slot patterns must match (though one of the slots can accommodate 2 different types of attachments).

Additionally, some attachments may only boost a specific attack type that may be unavailable for that weapon.

MAGAZINES

There are 3 types of magazines: **pistol** , **rifle** , or **shotgun** , which correspond to the ammo types that different weapons use.

ARTIFACTS

These can be safely transported in your backpack, but to use their effects they must be equipped. You may have up to 3 equipped at a time and the one with the highest is always placed in the top slot. Additional artifacts beyond those 3 must be in your backpack.

POCKETS

During a mission, stalkers keep bolts, magazines and sometimes additional mission specific tokens in the **pockets** area of their PDA. If you must discard a bolt or a magazine it should be one you have in your pockets.

LOST TERRITORIES

Lost Territories is an optional expansion adding new areas. You can add it to any campaign, mission or Zone Survival scenario, though it adds some complexity. Some missions may ask you to use *Lost Territories* components.

The mode uses 8 setup cards, 13 environment cards (with numbers starting with L), 3 tiles, and 2 entrance tokens.

SETUP

After you finish setting up the map, you may draw 1 random *Lost Territories* **setup card** and follow its instructions. This will add 1 *Lost Territories* **tile** next to the map.

REACHING THE LOST TERRITORY

Each *Lost Territory* tile contains an **entrance**. Additionally, a setup card will have you place 1 **entrance token** on the map.

Spaces with a LT entrance are counted as adjacent for purposes of movement and measuring range for all entities, but you can't draw a LoS through the entrance token. So you may throw a grenade or bolt between the LT tile and the map and enemies may follow you there, but you can't attack with a weapon as it requires LoS.

STALKER
THE BOARD GAME

GAME ROUND

EVENT PHASE

Draw an **event card**, resolve any instant effects, and place it next to the deck. Only 1 event can be active at a time.

PLAYERS PHASE

Starting with the **lead stalker**, stalkers carry out their turns one at a time in clockwise order. Each turn a stalker *must* perform 2 and may perform an unlimited number of . You may postpone a turn, but you must take both your turns eventually.

After each stalker turn, enemies with LoS to that stalker can target them with a reaction attack.

If you perform while having at least 1 on your current turn token, you must discard 1 instead of sliding the token down.

MOVEMENT

Move up to 3 adjacent spaces, then move/place your **attention token**.

If you enter a space with an enemy, you must immediately stop. If you move from a space with an enemy, rotate the enemy to face the adjacent space you moved to. You may move through fully occupied spaces without enemies.

If you would end your movement on a fully occupied space, **push** one of the entities (stalkers first) to an adjacent space (the one you moved from, if possible). If you can't push an entity to make room, you can't end your movement there.

If you move through a space in an enemy's LoS, place your on the first space you are moving through that is no longer in their LoS. If you end your movement in an enemy's LoS, place your on your space. If you end your movement and your isn't on the map, place your on your space.

As long as your is on the map, no effect can place your . As long as an enemy has LoS to your stalker you have on your space and no effect can move, place, or reduce it.

Each time you slide your turn token down, if you are on a space, increase your radiation dosage by that value. If movement caused you to slide one of your turn tokens down and you moved to, from, or through any spaces, increase your dosage equal to the highest value on those spaces. Radiation is reduced by your armor's **MAP RADIATION** modifier.

If you enter a space with a **trigger icon** or **anomaly symbols** , resolve those effects. If the effect doesn't end the movement you may continue moving.

If an entity ends their movement on a space with an anomaly symbol, they first roll for anomaly activation *then* their model must cover the highest uncovered symbol possible. Symbols can be covered by a **bolt** , **artifact** , or **entities** (each symbol instance must be covered separately).

CAREFUL MOVEMENT

Move 1 space. Don't move/place your attention token.
You can't perform this action to move from or to enemy LoS.

PREPARE

Gain 1 focus and 1 bolt . Then, any number of times in any order, you may equip items and exchange items with stalkers on your space.

PICK UP

Choose 1 **loot** or **artifact** on your space. If it's an unflipped , flip it, gain its reward, and discard it.

When you pick up an , gain an artifact card of the type matching the anomaly you picked it up from. If there's no such card available or the artifact was picked up from a non-anomaly space, draw a random artifact card.

RELOAD

If you have a treat this action as (don't discard the).

Discard 1 **magazine** from your pockets of a type matching your weapon (**pistol** , **rifle** , or **shotgun**) to add as many to your weapon to reach its ammo capacity. You may reload your equipped weapon or any weapon in your backpack.

DECOY

You can't perform this action if you have your on the map.

Discard 1 , then place your on a space within range 3. If there are any enemies on the space or adjacent spaces, draw a **enemy activation card** and resolve it, but only activate those enemies. Then, if any of them has LoS to any attention token, move that attention token 1 space toward its owner.

BOLTS & NUTS

Place 1 onto a chosen anomaly symbol within range 3.

KNIFE

Attack an enemy in the same space. Target a body part and roll 3. **If you kill your target, reduce your attention.**

ENEMIES & ZONE PHASE

1. ENEMY ACTIVATION

If there is at least 1 token on the map, draw a **enemy activation card** and resolve it. Otherwise, draw and resolve a enemy activation card.

If multiple enemies must be activated, start with those closest to the point of interest. On a tie, activate them in this order:

→ → → → → →

refers to *all* enemies currently on the map.

Enemies target stalkers, and enemies from a different team. Enemies marked with different numbers are on different teams, and an enemy without a token always targets enemies in team 1 and 2. Companion cards state if they can be targeted.

2. RADIATION EXPOSURE & DOSAGE REDUCTION

Roll the specified on your Geiger counter and lose **HP** equal to the rolled. All stalkers reduce their radiation dosage to the next lower . Then each stalker below their artifact's **base radiation dosage** increases their dosage to match that value, modified by any armor container they have.

3. DISCARD TOKENS

Discard all and from the map. All enemies discard .

4. ATTENTION REDUCTION

Reduce the attention token of each stalker that currently isn't in an enemy's LoS. When you reduce flip it to . When you reduce return it to your PDA.

5. END OF ROUND EFFECTS

Resolve all End of Round effects found on event cards and other cards, in any order, but always resolve those on event cards last. Stalkers discard any remaining on their turn tokens.

RADIATION

Each time you slide your turn token down, if you are on a space, increase your radiation dosage by that value. Reduce this by your armor's **MAP RADIATION** modifier.

If you would increase your radiation above 16 (and enter the gray area) immediately roll 3, lose **HP** equal to the number of rolled, then set your dosage to 16.

STALKER
THE BOARD GAME
GAME ROUND
EVENT PHASE
Draw an event card, resolve any instant effects, and place it next to the deck. Only 1 event can be active at a time.
PLAYERS PHASE
Starting with the lead stalker, stalkers carry out their turns one at a time in clockwise order. Each turn a stalker must perform 2 and may perform an unlimited number of . You may postpone a turn, but you must take both your turns eventually.
After each stalker turn, enemies with LoS to that stalker can target them with a reaction attack.
If you perform while having at least 1 on your current turn token, you must discard 1 instead of sliding the token down.
MOVEMENT
Move up to 3 adjacent spaces, then move/place your attention token.
If you enter a space with an enemy, you must immediately stop. If you move from a space with an enemy, rotate the enemy to face the adjacent space you moved to. You may move through fully occupied spaces without enemies.
If you would end your movement on a fully occupied space, push one of the entities (stalkers first) to an adjacent space (the one you moved from, if possible). If you can't push an entity to make room, you can't end your movement there.
If you move through a space in an enemy's LoS, place your on the first space you are moving through that is no longer in their LoS. If you end your movement in an enemy's LoS, place your on your space. If you end your movement and your isn't on the map, place your on your space.
As long as your is on the map, no effect can place your . As long as an enemy has LoS to your stalker you have on your space and no effect can move, place, or reduce it.
Each time you slide your turn token down, if you are on a space, increase your radiation dosage by that value. If movement caused you to slide one of your turn tokens down and you moved to, from, or through any spaces, increase your dosage equal to the highest value on those spaces. Radiation is reduced by your armor's MAP RADIATION modifier.
If you enter a space with a trigger icon or anomaly symbols , resolve those effects. If the effect doesn't end the movement you may continue moving.
If an entity ends their movement on a space with an anomaly symbol, they first roll for anomaly activation then their model must cover the highest uncovered symbol possible. Symbols can be covered by a bolt , artifact , or entities (each symbol instance must be covered separately).
CAREFUL MOVEMENT
Move 1 space. Don't move/place your attention token.
You can't perform this action to move from or to enemy LoS.
PREPARE
Gain 1 focus and 1 bolt . Then, any number of times in any order, you may equip items and exchange items with stalkers on your space.
PICK UP
Choose 1 loot or artifact on your space. If it's an unflipped , flip it, gain its reward, and discard it.
When you pick up an , gain an artifact card of the type matching the anomaly you picked it up from. If there's no such card available or the artifact was picked up from a non-anomaly space, draw a random artifact card.
RELOAD
If you have a treat this action as (don't discard the).
Discard 1 magazine from your pockets of a type matching your weapon (pistol , rifle , or shotgun) to add as many to your weapon to reach its ammo capacity. You may reload your equipped weapon or any weapon in your backpack.
DECOY
You can't perform this action if you have your on the map.
Discard 1 , then place your on a space within range 3. If there are any enemies on the space or adjacent spaces, draw a enemy activation card and resolve it, but only activate those enemies. Then, if any of them has LoS to any attention token, move that attention token 1 space toward its owner.
BOLTS & NUTS
Place 1 onto a chosen anomaly symbol within range 3.
KNIFE
Attack an enemy in the same space. Target a body part and roll 3. If you kill your target, reduce your attention.
ENEMIES & ZONE PHASE
1. ENEMY ACTIVATION
If there is at least 1 token on the map, draw a enemy activation card and resolve it. Otherwise, draw and resolve a enemy activation card.
If multiple enemies must be activated, start with those closest to the point of interest. On a tie, activate them in this order:
→ → → → → →
refers to all enemies currently on the map.
Enemies target stalkers, and enemies from a different team. Enemies marked with different numbers are on different teams, and an enemy without a token always targets enemies in team 1 and 2. Companion cards state if they can be targeted.
2. RADIATION EXPOSURE & DOSAGE REDUCTION
Roll the specified on your Geiger counter and lose HP equal to the rolled. All stalkers reduce their radiation dosage to the next lower . Then each stalker below their artifact's base radiation dosage increases their dosage to match that value, modified by any armor container they have.
3. DISCARD TOKENS
Discard all and from the map. All enemies discard .
4. ATTENTION REDUCTION
Reduce the attention token of each stalker that currently isn't in an enemy's LoS. When you reduce flip it to . When you reduce return it to your PDA.
5. END OF ROUND EFFECTS
Resolve all End of Round effects found on event cards and other cards, in any order, but always resolve those on event cards last. Stalkers discard any remaining on their turn tokens.
RADIATION
Each time you slide your turn token down, if you are on a space, increase your radiation dosage by that value. Reduce this by your armor's MAP RADIATION modifier.
If you would increase your radiation above 16 (and enter the gray area) immediately roll 3, lose HP equal to the number of rolled, then set your dosage to 16.

STALKER ATTACK SEQUENCE

1. Choose an attack action and a target within the weapon's maximum range and in LoS.
2. Slide your turn token if the attack is a ✉ and spend ammo.
3. Place the required attention token.
4. Pick the body part if the attack allows you to do so. Otherwise, target the enemy's torso.
5. Roll the specified number of ■ and ■ dice.
6. If you have a 👁 or another effect that allows you to reroll dice, you may do so now.
7. Resolve dice results:
   - Count ★. **Cover** 🛡 reduces ★ equal to its value against attacks made outside of that space (or that room, in buildings). **Compare the final ★ to the to hit value of the targeted body part** and resolve the effect of the highest reached threshold of that body part.
   - If the weapon attack is within **accurate range**, ■ = 4★.
   - If the effect is a light or heavy wound, draw an **enemy wound card** and apply the corresponding effect.
   - If you did not reach any threshold, your attack misses.
   - Resolve 💀 results before or after the hit is checked.
8. If you fail to kill the enemy, rotate it so it is facing your stalker.

When a human enemy dies, place 1 ■ on their space.

ENEMY MOVEMENT

Enemies **move** along the shortest route toward a target, rotating towards the space they will move to, and stopping when they reach their target or their maximum distance. If they **go forward** and are stopped from proceeding, rotate them 90° the least number of times (clockwise on a tie) until they can.

Human enemies follow the shortest safe path (without anomalies). If there is no safe path, they follow the shortest dangerous path (with anomalies). If there are multiple unsafe paths of the same length, choose the one that has the least chance of activating the anomaly.

Tiebreakers: The shortest route > the shortest route with the least number of corners > the lead stalker decides.

If an enemy ever gains LoS to a target (or they already had it) immediately end their move (they don't rotate).

When they gain LoS to a stalker, that stalker must place their ■ on their space.

ENEMY ATTACK SEQUENCE

1. **Choose a target in LoS.** If there's several stalkers in LoS, choose the closest (on the same space, players decide). If there aren't any stalkers in LoS, but there are other targets in LoS, choose the closest (on the same space, players decide). If there aren't any targets in LoS, the attack ends.

   If an enemy with **CHARGE** is not within range 1, it moves up to ⏯ toward the target. This movement can't be interrupted.
2. **Rotate the enemy** so it is facing its target.
3. The enemy deals **damage** 🎲. Check for modifiers. **Cover** 🛡 reduces 🎲 equal to its value against attacks made outside of that space (or that room, in buildings).

STALKER TARGET

4. The attacked stalker rolls ■ equal to their armor **DEFENSE**.
5. If they have a 👁 or an effect that allows them to reroll dice, they may do so now.
6. Subtract the rolled number of ★ from the received 🎲.
7. Lose **HP** equal to the remaining 🎲.

ENEMIES

4. Compare the attacker's 🎲 with the **torso** to hit value of the attacked enemy, treating 🎲 as ★. Resolve the effect for the highest threshold reached. If they didn't reach one, the attack misses. If the hit effect is a light or heavy wound, draw a wound card and apply the corresponding effect.
5. If they fail to kill the enemy, rotate the target's standee so they are facing each other.

TOKENS

NO VISIBILITY

No entity can draw LoS to, from, or through a space with this token (it's considered to have a wall in each of its edges for the purpose of drawing LoS). Entities on the same space with this token can still target each other.

UNKNOWN ENEMY

When you resolve one of these tokens, unflip the top one. If it's ✕, discard it. If it's ■ / ■ / ■ / ■ / ■, place 1 or 2 enemies of that color on the space facing the arrow direction. If you placed any enemies, discard the token.

If there weren't enough enemies to place at least 1, draw an enemy activation card (■ if there's any ■ on the map, otherwise, ■). Resolve it, but only activate 1 enemy that matches the color that should be placed but couldn't, and is closest to the resolved ■. Then discard the token.

If a new enemy must be placed on a fully occupied space, place it on the closest available space facing the direction of the space it couldn't be placed on.

FOCUS

Each stalker can only have 1 **focus** token. You may discard it to reroll any number of chosen dice during your attack, defense, or anomaly activation rolls.

PIN DOWN (1 MAX)

Pinned down stalkers cannot use ✉ and must use their next ✉ to discard the ■. Only the affected stalker can discard it.

Pinned down enemies discard the token instead of any attack reaction they would take. They don't activate when you resolve an enemy activation card. If an enemy gains a ■ during one of the card's steps, it won't activate during the remaining steps.

EXPOSED (1 MAX)

When an **exposed stalker** is attacked, increase the 🎲 they receive by 3. Then discard the token. If an **exposed enemy** would suffer a light wound, they suffer a heavy wound instead; then discard the token. If they would suffer a heavy wound, they suffer -2 ● instead; then discard the token.

After an exposed stalker or enemy moves, discard any ■ token they have (no matter the source of the movement).

STALKER DAMAGE & DEATH

RADIATION DAMAGE

If you would increase your radiation above 16 (and enter the gray area) immediately roll 3■, lose **HP** equal to the number of ★ rolled, then set your dosage to 16.

CRITICAL INJURY

If your **HP** drops to 0, place a **critical injury token** above one of your turn tokens: you can only perform 1 ✉ during that turn. When you lose any more **HP** while having 0 **HP**, place a second critical injury token above your other turn token.

When you increase your **HP** above 0, discard all critical injury tokens from your PDA, but don't slide your turn tokens up.

If you already have 2 crit tokens and you lose HP once more, your stalker dies. When any stalker dies, you fail your mission.

STALKER ATTACK SEQUENCE

1. Choose an attack action and a target within the weapon's maximum range and in LoS.
2. Slide your turn token if the attack is a ✉ and spend ammo.
3. Place the required attention token.
4. Pick the body part if the attack allows you to do so. Otherwise, target the enemy's torso.
5. Roll the specified number of ■ and ■ dice.
6. If you have a 👁 or another effect that allows you to reroll dice, you may do so now.
7. Resolve dice results:
   - Count ★. **Cover** 🛡 reduces ★ equal to its value against attacks made outside of that space (or that room, in buildings). **Compare the final ★ to the to hit value of the targeted body part** and resolve the effect of the highest reached threshold of that body part.
   - If the weapon attack is within **accurate range**, ■ = 4★.
   - If the effect is a light or heavy wound, draw an **enemy wound card** and apply the corresponding effect.
   - If you did not reach any threshold, your attack misses.
   - Resolve 💀 results before or after the hit is checked.
8. If you fail to kill the enemy, rotate it so it is facing your stalker.

When a human enemy dies, place 1 ■ on their space.

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Enemies **move** along the shortest route toward a target, rotating towards the space they will move to, and stopping when they reach their target or their maximum distance. If they **go forward** and are stopped from proceeding, rotate them 90° the least number of times (clockwise on a tie) until they can.

Human enemies follow the shortest safe path (without anomalies). If there is no safe path, they follow the shortest dangerous path (with anomalies). If there are multiple unsafe paths of the same length, choose the one that has the least chance of activating the anomaly.

Tiebreakers: The shortest route > the shortest route with the least number of corners > the lead stalker decides.

If an enemy ever gains LoS to a target (or they already had it) immediately end their move (they don't rotate).

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1. **Choose a target in LoS.** If there's several stalkers in LoS, choose the closest (on the same space, players decide). If there aren't any stalkers in LoS, but there are other targets in LoS, choose the closest (on the same space, players decide). If there aren't any targets in LoS, the attack ends.

   If an enemy with **CHARGE** is not within range 1, it moves up to ⏯ toward the target. This movement can't be interrupted.
2. **Rotate the enemy** so it is facing its target.
3. The enemy deals **damage** 🎲. Check for modifiers. **Cover** 🛡 reduces 🎲 equal to its value against attacks made outside of that space (or that room, in buildings).

STALKER TARGET

4. The attacked stalker rolls ■ equal to their armor **DEFENSE**.
5. If they have a 👁 or an effect that allows them to reroll dice, they may do so now.
6. Subtract the rolled number of ★ from the received 🎲.
7. Lose **HP** equal to the remaining 🎲.

ENEMIES

4. Compare the attacker's 🎲 with the **torso** to hit value of the attacked enemy, treating 🎲 as ★. Resolve the effect for the highest threshold reached. If they didn't reach one, the attack misses. If the hit effect is a light or heavy wound, draw a wound card and apply the corresponding effect.
5. If they fail to kill the enemy, rotate the target's standee so they are facing each other.

TOKENS

NO VISIBILITY

No entity can draw LoS to, from, or through a space with this token (it's considered to have a wall in each of its edges for the purpose of drawing LoS). Entities on the same space with this token can still target each other.

UNKNOWN ENEMY

When you resolve one of these tokens, unflip the top one. If it's ✕, discard it. If it's ■ / ■ / ■ / ■ / ■, place 1 or 2 enemies of that color on the space facing the arrow direction. If you placed any enemies, discard the token.

If there weren't enough enemies to place at least 1, draw an enemy activation card (■ if there's any ■ on the map, otherwise, ■). Resolve it, but only activate 1 enemy that matches the color that should be placed but couldn't, and is closest to the resolved ■. Then discard the token.

If a new enemy must be placed on a fully occupied space, place it on the closest available space facing the direction of the space it couldn't be placed on.

FOCUS

Each stalker can only have 1 **focus** token. You may discard it to reroll any number of chosen dice during your attack, defense, or anomaly activation rolls.

PIN DOWN (1 MAX)

Pinned down stalkers cannot use ✉ and must use their next ✉ to discard the ■. Only the affected stalker can discard it.

Pinned down enemies discard the token instead of any attack reaction they would take. They don't activate when you resolve an enemy activation card. If an enemy gains a ■ during one of the card's steps, it won't activate during the remaining steps.

EXPOSED (1 MAX)

When an **exposed stalker** is attacked, increase the 🎲 they receive by 3. Then discard the token. If an **exposed enemy** would suffer a light wound, they suffer a heavy wound instead; then discard the token. If they would suffer a heavy wound, they suffer -2 ● instead; then discard the token.

After an exposed stalker or enemy moves, discard any ■ token they have (no matter the source of the movement).

STALKER DAMAGE & DEATH

RADIATION DAMAGE

If you would increase your radiation above 16 (and enter the gray area) immediately roll 3■, lose **HP** equal to the number of ★ rolled, then set your dosage to 16.

CRITICAL INJURY

If your **HP** drops to 0, place a **critical injury token** above one of your turn tokens: you can only perform 1 ✉ during that turn. When you lose any more **HP** while having 0 **HP**, place a second critical injury token above your other turn token.

When you increase your **HP** above 0, discard all critical injury tokens from your PDA, but don't slide your turn tokens up.

If you already have 2 crit tokens and you lose HP once more, your stalker dies. When any stalker dies, you fail your mission.

ZONE SURVIVAL MODE

Zone Survival (ZS) games are always one-shot. The story doesn't connect between them and characters don't develop from game to game. Every time you finish the game, everything resets.

SETUP

CHOOSE A SCENARIO

Choose one of the 10 **scenarios**. Alternatively, shuffle the **special deck**, draw a card, and refer to the number in the top righthand corner to randomly determine a scenario.

DRAW AND ARRANGE A MAP

Choose or determine randomly one of the 10 **maps**. Arrange the map tiles as depicted.

FIND AND PLACE SPECIAL CARDS AND TOKENS

Find any indicated special cards and tokens.

Whenever the game tells you to find and play a specific card from the special deck, search the deck, place that card next to the map, and resolve its **setup section** (gray text). Then read and implement the rest of the text.

DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

Draw 4 cards from the **setup deck** one by one. Each time you draw a card with at least one **tag** identical to the tag on any previously drawn setup card, discard it and draw another one in its place.

Then, read these cards and resolve their setup instructions and place tokens as instructed – first those in dedicated slots, then those where you can choose their location.

If there are buildings locked with a **locked door** or **armored gate** in the game at the setup stage, no holes, pipes, or similar tokens may be placed during the game setup in such a way that they create an alternative entrance to these buildings.

Cards that refer to the 'marked space' of their token refer to the space with a small yellow disc and a black cross.

The **helper**, **trader**, and **stranger** characters do not interact with the game other than what is described on their cards. While moving, they treat windows as open edges.

DRAW AND PLACE ANOMALIES

Draw 1 **anomaly card** from the core game anomaly deck. Then place the 3 anomaly overlays of that type in the appropriate slots on the map.

Place the **anomaly standees** with a token underneath in the appropriate places on the overlays.

If you draw a moving anomaly, place only 1 anomaly standee (on the overlay with the lowest number) and don't place any .

If an event requires you to replace the current anomaly type with a new one, only replace the anomaly card and anomaly standees. The location of the overlay and its type remains unchanged. If you have already drawn any artifact tokens, do not refill them when changing anomalies.

However, if you are replacing a moving anomaly, add anomaly standees so that there is an anomaly standee in each anomaly center. Then, place 1 under each anomaly standee.

DRAW AND PLACE UNKNOWN TOKENS AND ENEMIES

Place the appropriate number of random **unknown tokens** in the slots shown in the map setup.

Then, draw enemy cards according to the types given by the scenario. These are the enemies used in this game.

Place the required **enemy standees** of type and in the slots shown in the map setup. Place remaining standees next to their enemy cards as part of the enemy pool.

Some enemies may need to be placed on **dense** or **scattered** slots. If you are required to place more enemies than available slots of the required type (dense or scattered), place the rest of the enemies on enemy slots that do not match the required type. If you must place fewer, you decide where to place them.

If a enemy is specified, place its standee in the enemy slot.

If you must place more enemy standees than are in the pool, place the maximum number available. All 8 bandit standees are treated as 8 standees for the drawn bandit card.

If a new enemy type appears during the game, mutants are always allies to other mutants and hostile to humans (and vice versa). If the required enemy team token is no longer available, do not place any enemy team token on the new enemy card (these new enemies will be activated by enemy activation cards less often).

PLACE LOOT TOKENS

Place 2 random in each slot, unless otherwise specified.

PREPARE THE EVENT DECK

Draw the required number of cards from the ZS **event deck**, shuffle them without looking at the faces, and set them as the event deck for this game. The number of event cards is the number of rounds in a game.

CHOOSE STALKERS AND EQUIPMENT

Choose or draw your stalkers and prepare their PDA in the same way as you would normally. Then, buy equipment (weapons, magazines, armor, artifacts, attachments, items) with the funds supplied by the scenario. Each magazine has a value of 300₭ and all equipment cards can be purchased for their ₭ value.

Each player also takes the modified ZS game round order reference card.

PLACE STALKERS ON THE BOARD

Place your stalker standees in the slots shown in the map setup (the **stalker entrance** slot).

TOKENS

Most ZS tokens are placed on map spaces so that they do not create new spaces but are merely additional elements.

Some tokens (**rooms**, **pipes**, **vehicles**, **enviro**) add their own spaces to the game. These are surrounded by appropriate space boundaries (like open edges, impassable terrain or walls) and are slightly smaller than typical spaces, so they do not accidentally cover the edges of the spaces you place them on.

If such a token is placed on a space it negates that space's and values (whether they are covered or not). It also negates the space edges that are at least partially covered by the token.

The marked space of the **excavator token** does not have space boundaries, so treat it as an additional element placed on that space. **Hole** tokens placed on any wall work identically to doors.

EVENT CARDS

ZS event cards have these tags:

Instant: Resolved once and immediately discarded.

One-turn: A lasting effect active for a whole round and discarded later.

Long: A lasting effect, possibly active for multiple rounds.

Weather: A lasting effect. Only 1 weather can be active at a time.

Improved enemies: A lasting bonus to enemies until a condition is met.

Ace in the hole: A single-use special bonus that a stalker may use.

Some cards have multiple tags, so an instant card may not be discarded if it also has a long tag and a lasting effect.

FATE TRIGGERS

Some events have a **fate triggers** section (white text on a red background) which is resolved during the Enemies & Zone phase.

The **fate triggers** step always starts with the one anomaly die roll that determines which of the effects described in the red section of *each* card placed next to the board is activated at that moment. It applies to all face-up event cards, setup cards, special cards, etc. If there are multiple cards with fate triggers step effects, resolve them in any order, but roll the anomaly die first.

If an effect described in a card's fate triggers section is not associated with any anomaly die result, it *always* triggers during that step, regardless of the result. However, if an effect is assigned to a specific result, it only activates if the result obtained in the Fate Triggers step matches the result on the card.

If you roll at the beginning of a fate triggers step, also resolve 1 from each stack of .

UNIQUE LOOT

The **unique loot deck** is an additional deck of equipment cards found only in ZS mode. You only draw a card from it when the game instructs you to do so. If a **unique loot token** appears on the map, it is picked up in the same way as a normal loot token, but its effect is always to draw 1 card from the unique loot deck.

ZONE SURVIVAL SCRIPTS

Many cards ask you to find and resolve a specific **script**, which is located in the **script book**. If the script is targeted at a specific stalker, that player reads it. If the script is addressed to all stalkers, any player may read it. You can read the entire script aloud or summarize it to the other players in your own words (this second method usually gives a more interesting effect).

Each time you resolve a script and it does not lead to any other script, close the script book and return to the game on the map.

END OF THE GAME: VICTORY AND SCORING

After drawing the last card from the event deck, the last round of the game begins. After the last round, the game ends.

If the scenario's main objective has been fulfilled and you have also met the condition of any card with the **request** tag that is faceup next to the map, the game ends with the stalkers' victory.

If the scenario's main objective is not completed and/or a card with the **request** tag is faceup next to the map and its condition is not met, the game ends with the stalkers' defeat.

SCORE COUNTING DURING VICTORY

You may specify your victory level in a game more precisely.

- The victory itself is worth 20 poInts.
- Add 1 point for each on each setup, event, and character card (above the card title) that was included in the game, even from cards discarded during the game and from cards that were not drawn from the event deck.
- Subtract 1 point for each on each setup, event, and character card included in the game, even from cards discarded during the game and cards not drawn from the event deck.

If you want to use this scoring system, you must discard setup cards, event cards, and character cards to a specific place so you can easily find them after the game to check their score modifiers.

GOLDEN RULES

Components tied to a specific campaign mission that weren't specifically added to main decks aren't available in ZS mode.

Whenever you must place a specific token, but no such token is available in the pool, do not place it.

When a card instructs you to place a 'this enemy' token on an enemy, and there is no such token in the available pool (because it has already been placed earlier), the rest of the card is still valid, and it applies to the enemy who already has the token.

ZS MODE DURING THE CAMPAIGN

If you want to play the game in ZS mode while you are in an active campaign, make a note of what exactly you have in your stash. After you finish playing ZS mode, you can easily restore the contents of your stash and continue the campaign. Anything in ZS mode does not impact the campaign.

TREASURE CACHES

The 4 new loot tokens follow all normal rules, but whenever you resolve a and it is a **cache** (), you must pay an additional cost to open it. If you can't or decide not to open the cache, place it back on its space faceup; it may be resolved again later.

Whenever you successfully open a cache, draw 1 **treasure cache card** and gain the listed rewards. If some of the rewards are unavailable, you only gain as much as you can. Most treasure cache cards are removed from the game when opened.

To open the cache:

Irradiated: Increase your **radiation dosage** by 5 (this may be reduced by your armor).

Locked: Slide 1 **turn tokens** down once as if performing .

Hidden compartment: Discard a .

Tinkering: Discard a **bolt** from your pockets.

MAGNET DIE

The magnet die is a replacement for the standard anomaly die when you interact with anomalies. You may add the magnet die to any mission or Zone Survival scenario.

DUTY & FREEDOM

After you join a **faction** (your allegiance is marked using a sticker on your zone map) you may obtain faction-restricted equipment and skills from **C40** *(Duty Quartermaster)* and **C45** *(Freedom Smuggler)*. When visiting these traders you may buy weapon and armor cards marked as duty/freedom on their back respectively.

You can use any models of the faction you have chosen after completing *Mission DF1: Rock and a Hard Place*.

C41 *(Duty Drill Instructor)* and **C46** *(Freedom Mentor)* can teach you unique skills restricted to their faction; these are always active in the same way as character abilities. **Each stalker may have up to 2 faction skills**, and you may redistribute them between stalkers during Zone Navigation or every time you visit a trainer. There's no limit to how many skills your team can have in total.

At the beginning of the Faction Camp phase, draw 1 **consequence card**.

The 2 new **team tokens** (**duty** and **freedom**) are considered to be in an opposing team to enemies in team 1 and 2 (unless they're additionally marked with a token of that team). When resolving enemy activation cards, apply all effects that influence to as well, and all effects that influence to as well.

If multiple enemies are activated at the same time, activate them in this order:

→ → → → → →

In Zone Survival mode you may buy equipment cards labeled **duty** or **freedom** (but exclusively from one of the factions). Skill tokens can be purchased for 4000 ₭: draw 2 tokens, choose one and discard the other. Each stalker may have up to 2 skill tokens.

STALKER
THE BOARD GAME

ZONE EXPLORATION

1. ZONE NAVIGATION

1. Each player without a **PDA**, takes one.
2. If no one has the **lead stalker token**, the oldest player places it on their PDA.
3. Take out the **stash**. Each player without a stalker card takes one from the stash and places it in the slot on their PDA. If there are not enough stalker cards in the stash, choose new stalker cards from those remaining in the box so that every player has one.

   Equipment in your stash is always available to you during the Zone Exploration phase. You may freely move any equipment cards or magazines between your PDA and the stash.
4. Take out the **zone map**. Pick one available **mission** (red) location on the map, go to the corresponding page of the *Mission Guide* and read the mission's **prologue**. This does not start the mission immediately.
5. Pick up to 1 available **non-mission** (blue or green) location on the zone map and read its script in the *Scriptbook* in the back of the *Mission Guide*.

Whenever the scripts mention that you must mark the location on your map, do so with a pen or pencil. Marked locations become unavailable.

2. CONTACTS

1. Slot all **contact cards** you have in your stash into the contacts holder with the **a** side up. If there are no free spaces left, choose which contacts are available. All other contacts are placed in your stash and are unavailable in this phase.
2. **You may visit up to 3 contacts with different names.** Choose their cards one by one and immediately resolve the effects. You may look through all equipment decks.
   - **Traders** offer to buy and/or sell equipment. You may buy and/or sell any allowed equipment in any order. When you buy, discard **coupons** (₭) to pay for the chosen goods. When you sell, you gain ₭.
   - **Loners** offer various services with an immediate effect.
   - **Contracts (max. 1 contract per zone navigation)** are additional mission objectives. You gain additional rewards for completing them. You may look at the other side of the contract cards. If you choose a contract, take the card out of the binder and set it aside.
   - **Companions (max. 1 companion per zone navigation)** help you during the mission. You may look at the other side of the companion cards. If you choose a companion, take its card out of the binder and set it aside.
3. Store your zone map.

3. GOING ON A MISSION

STALKER'S SETUP

0. **Solo play only:** Take the solo stalker overlay and place it in the turn slots.

Each player:

1. Takes 2 **turn tokens** and an **attention token** of their PDA color and places them in their corresponding slots.
2. Chooses a **stalker model** and attaches a color ring of their PDA color.
3. Chooses **armors**, **artifacts**, **attachments**, **items**, **magazines**, and **weapons** from the equipment they have in the stash to take on the mission. They may be immediately equipped. Leave the remaining equipment in the stash.
4. Places red **ammo markers** on their weapons up to their ammo value.
5. Places 2 bolts and 1 in their **pockets** on their PDA.
6. Checks their **artifact container** (on their armor card) and places the corresponding **artifact container token** on their PDA.
7. Sets their **radiation dosage** on the **Geiger counter** to 0. Then, if they have any artifacts equipped, they increase it by the highest value of their artifacts (minus their artifact container modifier).
8. Sets their **HP** to the max **HP** value on their stalker card.
9. Places 1 **game round order help card** next to their PDA. Place the **tokens help card** within reach of all players.

GAME SETUP

10. Place **weapon**, **armor**, **attachment**, **item**, **artifact**, **enemy wounds**, both high and low attention **enemy activation cards**, and the **random event deck** nearby.
11. Leave space in the middle of the table for the **mission map**.
12. Place the token trays and all dice next to the decks.
13. Prepare all **anomaly cards**, **enemy cards**, **anomaly overlays**, and **map tiles** to perform the scenario setup.
14. Find the setup pages for the mission you are playing in the *Mission Guide* and perform the steps listed there.

POST-MISSION CLEANUP

1. After finishing the mission:
   - Return all tokens left on the map to their respective trays.
   - If you are not replaying the mission, return all enemy cards (and models/standees), anomaly cards (and models/standees), anomaly overlays, and map tiles to the box.

2a. If you want to continue the game, go to *Step 1: Zone Navigation.*

2b. If you want to save the game, place all of your magazines, coupons, stalker cards, and equipment cards in the stash and place the stash in the campaign binder. Return it and all remaining decks to the box.

DUTY & FREEDOM ZONE EXPLORATION

1. ZONE NAVIGATION

1. Each player without a **PDA**, takes one.
2. If no one has the **lead stalker token**, the oldest player places it on their PDA.
3. Take out the **stash**. Each player without a stalker card takes one from the stash and places it in the slot on their PDA. If there are not enough stalker cards in the stash, choose new stalker cards from those remaining in the box so that every player has one.

   Equipment in your stash is always available to you during the Zone Exploration phase. You may freely move any equipment cards or magazines between your PDA and the stash.
4. You may redistribute owned **skill tokens** between stalkers (max. 2 per stalker).
5. Take out the **zone map**. Pick one available **mission** (red) location on the map, go to the corresponding page of the *Mission Guide* and read the mission's **prologue**. This does not start the mission immediately.
6. Pick up to 1 available **non-mission** (blue or green) location on the zone map and read its script in the *Scriptbook* in the back of the *Mission Guide*.

Whenever the scripts mention that you must mark the location on your map, do so with a pen or pencil. Marked locations become unavailable.

2. DUTY/FREEDOM CAMP

Complete these steps, making adjustments as appropriate to your faction: **duty** or **freedom** faction.

1. The top row of the card holder is reserved for **consequences**. Draw 1 **consequence card** and slot it in this row. **Ongoing effects** apply as long as the card is in the card holder. **When resolved** effects apply when you choose them during the step 4 of this phase. **Unresolved** effects apply if you leave the consequences unchecked. If you would draw a consequence card and you already have 3 in your card holder, your campaign ends in failure.
2. The middle row is reserved for **duty/freedom contacts:**

   Duty: *Duty Quartermaster, Duty Drill Instructor, Duty Rookie.*

   Freedom: *Freedom Smuggler, Freedom Mentor, Zirka.*

   They can't be removed from the game unless specified.
3. The lower row is reserved for **neutral contacts**. Choose up to 3 of your available neutral contact cards and slot them into this row with their **a** side up.

   All other neutral contacts are placed in your stash and are unavailable in this phase.
4. **You may choose up to 3 cards with different names** (contacts or consequences, in any combination). Choose the cards one by one and immediately resolve the effects. You may look through all equipment decks.
   - **Traders** offer to buy and/or sell equipment. You may buy and/or sell any allowed equipment in any order. When you buy, discard **coupons** (₭) to pay for the chosen goods. When you sell, you gain ₭.
   - **Loners** offer various services with an immediate effect.
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   - **Companions (max. 1 companion per zone navigation)** help you during the mission. You may look at the other side of the companion cards. If you choose a companion, take its card out of the binder and set it aside.
5. Take all consequences with **unresolved** effects out of the cardholder. They state when their effect should be applied.
6. Store your zone map.

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3. Chooses **armors**, **artifacts**, **attachments**, **items**, **magazines**, and **weapons** from the equipment they have in the stash to take on the mission. They may be immediately equipped. Leave the remaining equipment in the stash.
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2a. If you want to continue the game, go to *Step 1: Zone Navigation.*

2b. If you want to save the game, place all of your magazines, coupons, stalker cards, and equipment cards in the stash and place the stash in the campaign binder. Return it and all remaining decks to the box.