

GAMEPLAY EXAMPLE

This tutorial helps you set up a simple single-Stalker scenario and walks you through it step by step. Built for approximately 1-2 hours of play, it includes a few cards from the first Campaign Mission, but without major spoilers. The purpose of this tutorial is to give you a general concept of the game flow. We recommend playing it after reading the Rulebook to ensure you understand the rules correctly, but you may also play it before to get a general view of the game.

SETUP

This setup is made exclusively for this tutorial and, as it doesn't use all of the game components, will not teach you exactly how to set every Mission up. Before starting each Mission you will follow setups in the Campaign ("Going on a Mission" page 5) and the Mission guide. Instructions are explained step by step, similar to what you will see below, so you know what to expect. Before playing the Campaign return all components to their corresponding decks, boxes and trays and follow the "Starting the Campaign" section of the Rulebook.

Stalker's setup

1. Take out the Mamon Stalker card (oversized) and a Stalker model of your choice.
2. Take a PDA (player board), Attention token 🟡/🔴 and plastic ring in your chosen color.
3. Place the plastic ring on the model, Mamon card in the middle of your PDA in the Stalker slot and the Attention token in the slot above Pockets.
4. Take two solo Stalker Turn overlays and place them in the Turn slots, face up.
5. Take 2 Turn tokens and place them on the overlays, at the top.
6. Take the Lead Stalker token and place it next to the PDA, face up.
7. Take out the *Viper 5* Tier I Weapon card (standard), *Leather Jacket* Tier I Armor card (small) and place them in the named slots on your PDA. Take out an *Echo Detector* Attachment card (small) and place it to the right of the Armor card outside of the PDA. Take out an *Energy Drink* and *Bread* Item cards (small) and place them in the Backpack below the PDA.
8. Place 6 Ammo markers 🟡 in the Magazine track (Ammo) above the Stalker card, as *Viper 5* has 6 Ammo capacity.
9. Place 2 Bolt tokens 🔧 and a Focus token 🧠 in the Pockets.
10. Take out the Geiger counter and set your Radiation dosage to 0.
11. Place a green universal marker on the 16th slot at the top of the PDA. This is your Health track and as you can see on Mamon's card, he has 16 Health.
12. Take out one of each Game Round Order and Status Tokens Help cards (oversized) and place them next to your PDA, so they are easy to reach.

Map setup

13. Take out: Item deck (small), Artifact deck (small), Enemy Wounds deck (small), both High 🟡 and Low 🟠 Enemy Activation decks (standard), Random Event deck (oversized) and place them in a convenient space on the table.
14. Place the token tray and all dice next to the decks.
15. Find Map tiles 1 and 3 (notice that they are double sided) and place them as shown.
16. Take out Mission box **A1**, find inside Environment card **A1-02b** (standard, double sided) and place it as shown. Take out Mission Event card **I** (oversized) from Mission box **A1** and place it next to the Map, face down. Leave the rest of the components in the box.
17. Take out the Whirligig Gravitational type Anomaly card (standard) and place it face up next to the Map.
18. Take out Gravitational Anomaly overlay number 3 and place it on the Map on the second space from the top right, so the tip of the triangle in the Anomaly center points to the top of the Map.

19. Place 1 Artifact token 🟢 in the center space of the Anomaly and place the matching Anomaly standee on that token.
20. Place your Stalker model on the space in the bottom right corner of the Map as shown.
21. Find the Bandit Rifle Enemy card (oversized) and place it next to the Map. Mark it with 1.
22. Find the Bandit Shotgun Enemy card (oversized) and place it next to the Map. Mark it with 1. The number on this token means that the Bandits are in the same team and will not Attack each other. They have different colors to distinguish them from each other.
23. Take out 2 Bandit Rifle standees and 1 Bandit Shotgun standee and place them on the Map as shown. Enemy standees have a front (with art) and back side, and the facing will always refer to the front. Going from the top of the Map – one Bandit Rifle should face left, the one underneath, in the middle of the Map – up, and the Bandit Shotgun – right.
24. Take 1 Unknown token 🟡 with a yellow circle and arrow pointing right, and place it on the Map as shown, face down.





2. **Weapon Attack Action** – As you can see on your Weapon card, you can use it in two ways. But now let's do a Single Shot Action as there is only one Enemy in front of you.

Slide the same Turn token down once and spend 1 Ammo from the Magazine track, that is above your Stalker card, by simply discarding one of the from it. Flip your Attention token to the red side as the Action requires you to do. Shooting makes a lot of noise, surely catching your opponents' attention.

This Action allows you to pick a Body Part you will be targeting. Let's aim for the Bandit's Head.

Your Stalker card and the Weapon you are using determine the number of dice you Attack with. Look at Mamon, he has a Shooting value in the top left corner of the card – take 2 yellow dice . But that is not all, his Ability Ex-monolith gives you another yellow die , as you are playing solo and there are no other Stalkers within Range 3. Looking back at your Weapon card, you can see +1 green die next to the Action name – take 1 green die .

Now, in a normal playthrough you would throw the dice and compare the results to the Hit values of the chosen Body Part of an Enemy. But for the purpose of this tutorial we will assume the result.



The white side on the green die is called an Accurate side and corresponds to the Accurate Range you can find on your Weapon card – the Enemy you are shooting at is in fact within the Range of 0-2, so the result on this green die is doubled (from 2★ to 4★).

The mask icon on the yellow die has different effects depending on the Weapon you are using. Usually you will find this type of information above the Weapon Attack Actions. In this case nothing happens, as you don't have 3 on your dice.

In total, you have 7★, exactly how much you need to hit the Head, looking at the Enemy Bandit Shotgun card. Hitting the Bandit's Head results in , so they die as they only have 1 . Remove the standee from the Map and return it to the pool (place it near its Enemy card), as they can come back from tokens!

As this was a Human Enemy, they left some equipment behind – place 1 Loot token on the space where the Enemy was standing.

Congrats! You've just defeated your first Enemy!



You have one more Action in this Turn and the Loot is tempting but we don't want to expose ourselves to Attack by the second Bandit. Let's progress with the objective and get the Artifact!

3. **Movement Action** – Slide the Turn token down, this is your third and last Action of this Turn. Move to the space that you were starting from, three spaces to the right. This will prepare you for the next Turn, as we want to get to the Anomaly. Leave your Attention token on the space you were shooting from, that was louder than Moving now, so the Enemies will be attracted to it.

Each Enemy with LoS to your Stalker Attacks your Stalker.

Look at your PDA. The Turn token you have been sliding down revealed an instruction – Enemies will always Attack you if you end your Turn in their Line of Sight. Keep that in mind, as for now you are safe and out of their reach.

Player Phase – Second Turn



It's time to Move towards the Anomaly to get that Artifact you are looking for. The job is a bit dangerous but this amount of money is worth the risk.

1. **Movement Action**  - Slide the second Turn token once, and Move to the the space with Anomaly overlay, three spaces up the Map. No one saw you during that Action, so don't move the Attention token, as once it is on the  side you move it only if you crossed an Enemy's LoS or made another loud  Action.

When you enter or Move through a space occupied by an Anomaly, you risk Activating it. This needs to be checked by rolling the Anomaly die – normally, you would roll, but for the purposes of this tutorial, similar to the Attack before, we will set the outcome to the symbol you are standing on 🟡. Read the Anomaly card – the Entity that Activates it and everyone on spaces with the rolled symbol will be affected. This can be used as an additional weapon! Unfortunately, this time you're the only one that will suffer from this Anomaly Activation. However, you began this tutorial with a Focus token 🔵, which allows you to reroll Attack, Defense, or Anomaly dice rolls. So, we can discard the token and reroll the Anomaly die. Let's say you rolled a different value than the one on your space, so you are safe.

After the roll, place the Stalker model on the  Anomaly symbol on your space, reducing the probability of Activating the Anomaly by others entering this space.



- 2. Detect an Artifact (Free Action)**  – It's time to extract an Artifact from the Anomaly. Your Echo Detector has a Free Action on its card, allowing you to detect an Artifact. Detectors are the only sources of Artifact detection so it's always handy to have one with you.

You must roll the Anomaly die again to determine where the Artifact appears. You rolled the most likely symbol , so you can decide to place the Artifact on the space to the left of where you stand.

Take out the Artifact token from under the Anomaly standee and place it so that it covers the symbol . As long as an Artifact is placed on the symbol it's blocked. The covered symbol doesn't count when you check if the Anomaly Activates.

- 3. Movement Action**  – As the next Action, enter the space with the Artifact and slide the Turn token once. You do not move your Attention token, as no one saw you, and the shot was still louder.

You have to throw the Anomaly die again, as you are leaving the space and uncovering the  symbol. Fortunately, the Artifact token is blocking the symbol on the space you have entered and let's say you got lucky this time and threw the blue symbol .



- 4. Pick up Action**  – The last Action in this Round will be Picking up the Artifact. This is an universal Action for Picking up Loot or Artifacts. Slide the Turn token down once. Continue drawing Artifact cards until you get the Gravitational type Artifact and place it in the designated space on your PDA (top left corner). Discard the Artifact token. Artifacts are irradiated, as you can see in the bottom right corner of the card, but we will come back to this at the end of the Round.

Once again, you are not in LoS (Line of Sight) of the Enemies, so no one will Attack you and we can move to the Enemies & Zone Phase.

Enemies & Zone Phase

Using the Help card Game Round Order, let's resolve the Enemy Activations and End of Round effects.

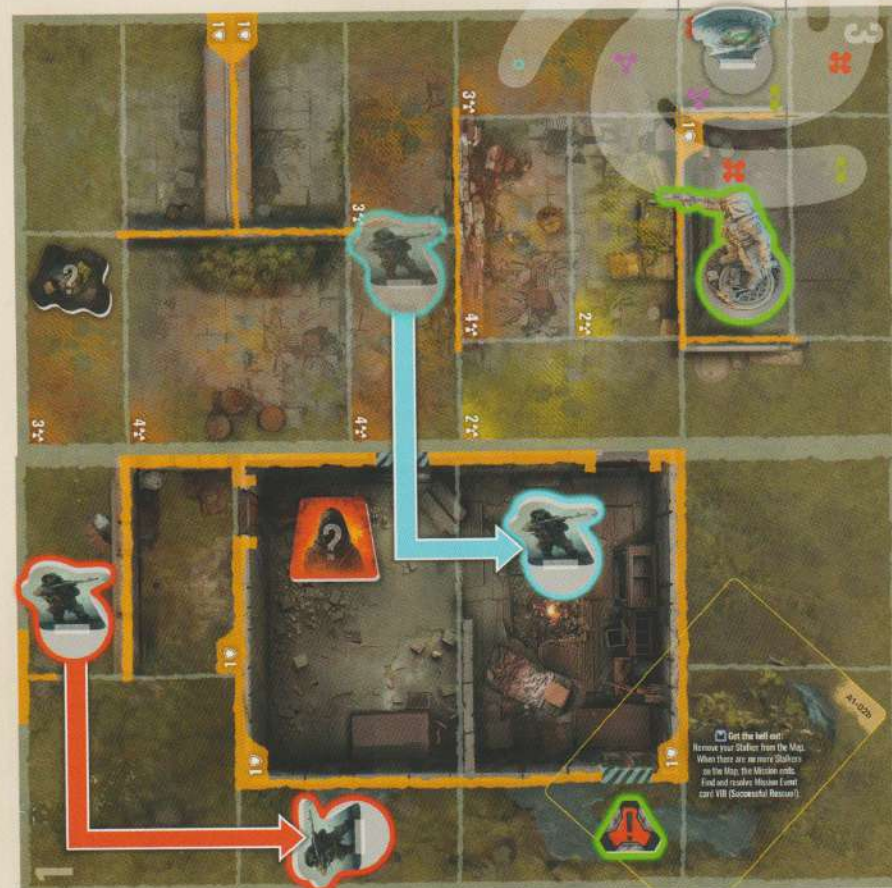
Draw and resolve the Enemy Activation card

As the Attack Action made so much noise, we need to check how the Enemies react. In a normal playthrough you would draw a random Enemy Activation card, but for the purpose of this tutorial find the  Enemy Activation card "Find Them!" (with a red marker in the first step). We will go through all the points step by step:





1. Enemies tagged with a red token ❶, so Bandits with Rifle, Move towards the ❶ token. You can find their Movement value II in the top right corner of the Enemy's card, in this case it's 2. Firstly, Move the Bandit that is closer to the Attention token (marked with red color on the example above). They go one space to the left and one space down. Turn their standee so that they are looking at the Attention token. Then, Move the second Bandit (marked with a blue color), they will go one space left and one space down. Face them down, front to the Window, as they would go in that direction if they could Move more. Human Enemies and Stalkers can climb through Windows. They left the space occupied by the Anomaly, so we have to roll the Anomaly die for them. The result is ❷, so he unfortunately made it out safely.
2. The Enemy that Moved first has the Attention token in his LoS, so we have to move that token two spaces to the right, on the bottom of the Map, as it is the shortest path to you.



3. This step is Moving the Enemies again, but limited to the number of players (1 +1 Enemies closest to the Attention token. We have two Enemies on the Map, so both Move. The first one goes one space down and one space to the right, facing the Attention token. The second one climbs through the Window, as Human Enemies do, and goes one space to the right. Face their standee to the Attention token, as they would continue Movement there.
4. This says that the Enemies look around. As you see on their card, they see much better forwards than to the sides and back. Check if any Enemy has you in their LoS when they are seeing 3 spaces in every cardinal direction around them. You are out of their Sight this time!
5. We can skip this step since you are not in LoS of any Enemy, but the multicolor symbol ❸ means that every Enemy would Attack, even if they hadn't performed any Action earlier from this card.
Discard the Enemy Activation card.

Suffer from Radiation Exposure and reduce the Radiation dosage

The Radiation is not affecting you for now, so you don't suffer nor reduce the dosage. Look at your Artifact. Now it's time to adjust your Geiger counter and mark the value on it that equals the one on the Artifact.



Discard all [Bolt token] and [No visibility token] from the Map. All Enemies discard their [Pin down Status token]

These steps can be skipped, as there are no Bolt tokens or No visibility tokens on the Map, and no Enemy has a Pin down Status token. But note that they are only effective until the end of the Round in which they were thrown.

Reduce Attention of each Stalker that isn't in an Enemy's LoS

You are not in any Enemy's LoS, so flip your Attention token to the yellow side [yellow token icon].

Resolve End of Round effects

Some cards will have such effects. Now look around the table to see if there are any references to this – the Event card has!



Let's do everything in order:

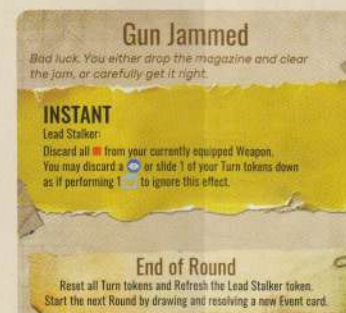
- Reveal the Unknown token in the building. It is the closest to you and the only one on the Map. Place an Enemy of the corresponding color (Bandit Shotgun), as they are available in the pool, into the middle of the building facing right, as the arrow on the token suggests. Discard the token from the Map.
- Take the Random Event deck, take from it 4 cards and place them on top of the Event deck. Normally you would draw random cards, but for this tutorial we need a specific one so make sure that the "Gun Jammed" Random Event is on top of the Event deck.
- Reset your two Turn tokens back to the top of the sliders. You don't refresh the Lead Stalker token because we didn't use its effect.

We can begin another Round!

SECOND ROUND

Event Phase

Draw an Event card, it should be Gun Jammed. This Event has an Instant effect, meaning it triggers right after drawing. This place is cursed! Your Weapon is failing, maybe it is the Anomaly you are standing in? Either way, you don't want to lose one Action to save your Ammo, we need to grab some Loot to sell and run outside. So discard all Ammo from your Weapon and let's move on with the Actions. Leave the Event card face up on the Event deck, as it also contains the End of Round effect.



Player Phase – First Turn

Now that your Attention token is on the yellow side, it will follow your Moves and maybe the Enemies will notice you. Let's not gamble on this and try to control the situation. We can lure the Enemy out from the building and try to get his Loot. For this type of situation you have a Basic Action called Decoy.



1. **Movement Action** - First you have to Move closer. Slide down the Turn token once and Move one space right and one down, and place a on your space. You are passing through the Anomaly, so we have to throw the die. Let's say it landed on the pink symbol and nothing happens.

2. **Decoy Action** - You meet the requirements to do this Action. Slide the Turn token once, discard 1 from your Pockets and place the two spaces to the left.

Again, normally you would draw a random card, but now take out the "Nervous" card from the Enemy Activation deck and resolve the second part of it, because there is a on the Map.

The Bandit in the building is on an adjacent space to the one chosen with the Decoy, because he can go through the Window. Move the Bandit to the space with the token, facing the top of the Map.

The Enemy doesn't have you in their LoS, so the second step doesn't apply.

As the last part of the Decoy Action, because the Bandit has LoS to the , move it by 1 toward you.

Discard the Enemy Activation card.

Let's sneak to this Bandit. We can try to use a Knife Action, as you have no Ammo left. Using the Knife is a Basic Action you can find on a Help Card, but you have to be in the same space as the Enemy (Range 0). So we need two more Actions to come closer and Knife. And you have a perfect Item in your Backpack just for that!

3. **Use the Energy Drink Item (Free Action)** - Let's drink the Energy Drink to boost some adrenaline in and Move your Stalker without sliding down the Turn token. Gain a and discard the Energy Drink card to the bottom of the Item deck. Now you can do a Movement Action for free! Move to the space with the Bandit. Turn your Attention token to the side as the Bandit definitely sees you right in front of them.

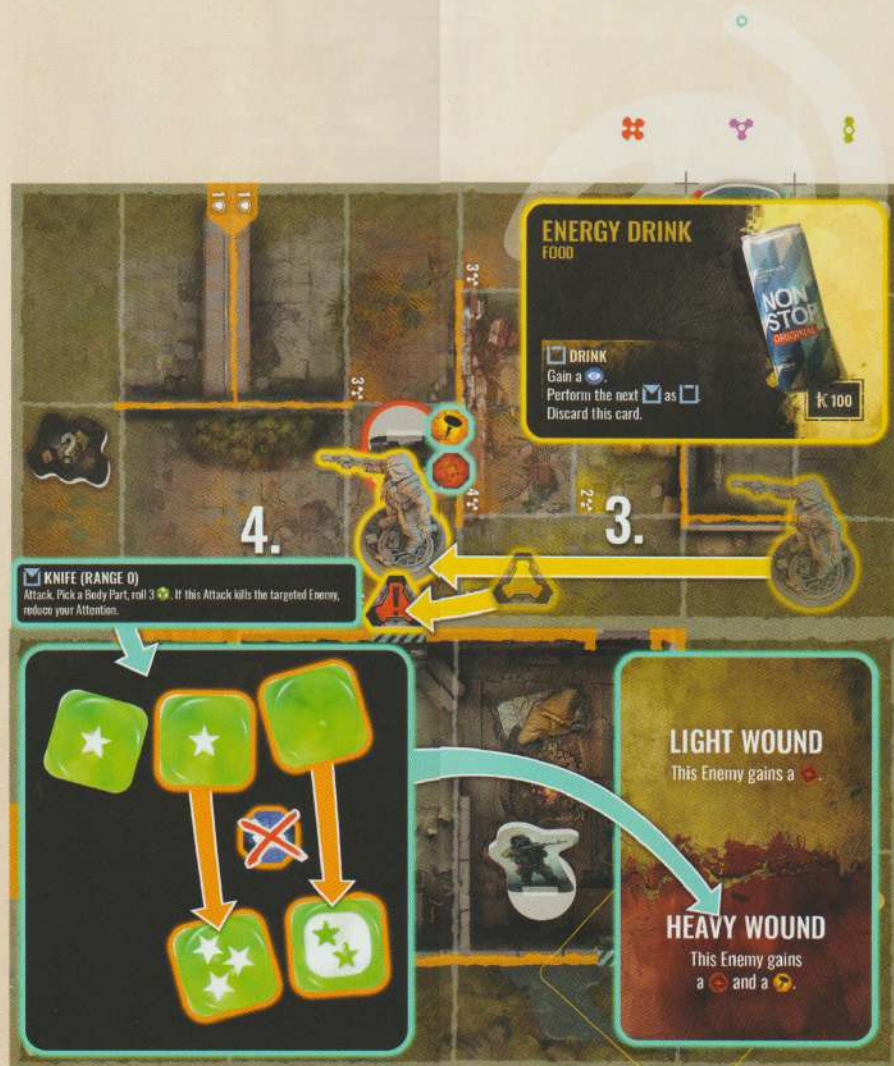
Notice that there is a Radiation value on this space and the space you just went through! Every on this type of space will affect your Radiation dosage and you can only expose yourself to some. During Actions you increase the dosage by the highest value of the spaces you were present in. So now you would have to increase your Radiation dosage on the Geiger counter by 4. Gladly, this Movement Action was free thanks to the Energy Drink , so you are not affected by the Radiation.

4. **Knife Action** - You have one more Action left in this Turn and we decided to Knife the man, so slide your Turn token to the bottom and pick a Body Part. Let's go for Torso. Throw three green dice , although we will assume the results for the purpose of this tutorial and check the result with the Enemy card. This time the result was not even enough for the Light Wound! But the Energy Drink gave you some Focus, so let's discard that token and reroll. The number of stars on the dice is 6, so you have managed to deal a Heavy Wound. In a normal playthrough you would again draw a random card, but now take out the exact card visible on the example and resolve the Heavy Wound - place down the Pin down and the Exposed tokens near the Enemy. We didn't manage to kill this Bandit but they are deeply hurt. You can read about these Status tokens on the Help card.

Performing this Action increased your Radiation dosage, so turn the wheel on the Geiger counter increasing the value by 4.

End of Turn

Ending your Turn you have to check if anyone has you in their LoS and obviously the Bandit you have just tried to kill, does. Normally they would Attack, dealing 9 damage , but you have managed to Pin them down, so discard the token instead, as written on the Help card.



Player Phase – Second Turn

Time is running out, this Bandit will definitely call his friends to help him and the Radiation is too high in this place! You have the Artifact, the Loot you were greedy for must wait for another time. Let's get going!



The exit is on the same space that you started this tutorial Scenario. Notice that going out requires you to use an Action . You are 4 spaces away from it, meaning you will have to do two Movement Actions and exit. That's your whole Turn, so really no time for anything else.



- 1. Movement Action** – Slide your second Turn token once and make a Move Action two spaces to the right and one down. As you're leaving the irradiated area once again you have to increase your Radiation dosage by 4.
The Enemy you were sharing a space with just a second ago turns right so they can see where you are running away. You have to move the Attention token – place it on your space as it is the first space that is no longer in the Enemy's LoS.
- 2. Movement Action** – Slide the Turn token once more to enter the exit space. Another Bandit (bottom left corner) has you in his Line of Sight! Place the Attention token on your space – glad we are leaving because you brought so much Attention just this Turn!
- 3. Environment card Action** **Get the hell out!** – Resolve the Action, do not find the Mission Event card, as you will get spoilers for the first Mission!

Congratulations! You have finished the tutorial Scenario and managed to get out of it alive, which is not always the case in the Zone! To clean up, return all components to their corresponding decks and trays. Remember to put back the Mission A1 specific cards to the A1 Mission box (Mission Event card I and Environment card A1-02b).

Stay cheeki breeki, Stalker!