

STALKER

THE BOARD GAME

DUTY & FREEDOM RULES & MISSION GUIDE



COMPONENT LIST

* Contents of the Mission boxes can be found on page 5 of the D&F Scriptbook (the back of the D&F Rules & Mission guide).

PAPER



1 Duty&Freedom
Rules & Mission Guide/Scriptbook



4 Stickers sets

CARDS

Standard cards



19 Weapon cards



22 Consequence cards



6 Contact cards

Small cards



18 Armor cards



11 Attachment cards



2 Item cards

TOKENS



32 Skill tokens



11  Enemy - HP tokens



2 Enemy Team tokens

MODELS



3 Duty Trooper models



1 Duty Exoskeleton model



3 Freedom Fighter models



1 Freedom Exoskeleton model

OTHER



4 Map tiles



3 Mission boxes*



2 Campaign binder dividers

S.T.A.L.K.E.R. THE BOARD GAME

DUTY & FREEDOM EXPANSION

Duty and Freedom are two sides of the same coin, locked in a conflict as old as the Zone itself. Joining one will antagonize the other and change your fortunes in the long run. Will it be for better or for worse? Only time will tell.

INTEGRATING EXPANSION WITH THE CORE GAME

Duty & Freedom Expansion adds additional components and Story to *S.T.A.L.K.E.R. The Board Game*. As soon as you open the box you may add its components to the Core box following these rules:

1. Add the RPG-7U Weapon card to the Weapon deck. You may obtain it following the standard rules.
2. Add the 2 RPG Grenade Pouch Item cards to the Item deck. You may obtain them following the standard rules.
3. Add the 11 Attachment cards to the Attachment deck. You may obtain them following the standard rules.
4. Add all 4 Map tiles to the core box Map tiles. D&F Map tiles have the following numbers: **60, 61, 62, 63**.
5. Place the Enemy team and **1** tokens in their respective places in the token tray.
6. The remaining components may become available as you progress through the D&F Story.

All cards that are shuffled together with cards from the Core box have a DF mark in one of their corners for easier identification should you wish to remove the Duty & Freedom content from the Core game. Cards that are limited to one Faction are clearly marked as belonging to either Duty or Freedom.

Duty & Freedom Story

The Duty & Freedom box adds one additional Story that contains 3 Missions. You may add it to your playthrough at any moment by updating your Zone Map with the following sticker:

- 50. "Mission **DF1** Rock and a Hard Place".

For your storage convenience, you may swap already completed Mission boxes with the new ones from the Duty & Freedom box.

Completing "Mission **DF1** Rock and a Hard Place" changes your Zone Exploration Phase and your Binder content, so to fully experience it we recommend completing it as soon as possible, but due to its difficulty level, it is advised to finish at least 1 Story before you do.



FACTION RULES

After you join a Faction you will be able to obtain Faction-restricted equipment and skills. But joining a side brings consequences that a loner wouldn't even think of.

Your Faction allegiance will be marked using sticker on your Zone Map.

Faction Weapons and Armor



C40 (Duty Quartermaster) and **C45** (Freedom Smuggler) offer Weapons and Armor restricted to their Faction. When visiting these traders you may buy Weapon and Armor cards marked as Duty/Freedom on their back respectively.

Additional Stalker Models

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

Faction Skills



WITCH DOCTOR

Whenever you perform the Action of a Medicine Item, target of that Action additionally heals 4HP.

AIMED BURST

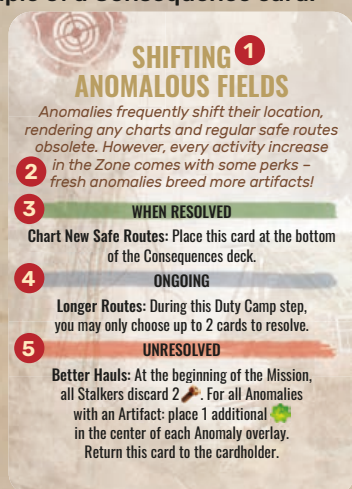
Once per Turn, you may pick a Body Part when you Attack with a Burst.

C41 (Duty Drill Instructor) and **C46** (Freedom Mentor) can teach you unique Skills restricted to their Faction. Faction Skills are always active in the same way as Character abilities. Each Stalker may have up to 2 Faction Skills at a given time 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, but each additional training session will cost more.

Faction Consequences

At the beginning of the Faction Camp Phase you draw 1 Consequence card. Consequences can provide you with positive and negative events alike, but if left unchecked they may quickly overwhelm you causing the loss of the campaign.

Here's an example of a Consequence card:



1. Name.
2. Story.
3. When Resolved – Effect that is applied when you decide to resolve the card.
4. Ongoing – Effect that applies for as long as the Consequence is slotted in the cardholder.
5. Unresolved – Effect that applies if you finish the Faction Camp Phase without resolving this Consequence.

Duty & Freedom Team Tokens

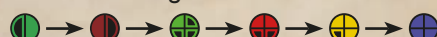
This expansion uses two new team tokens:



They are considered to be in an opposing team to Enemies in team 1 and 2 (unless they're additionally marked with token of that team).

During the resolution of the Enemy Activation cards, apply all effects that influence  additionally to  and all effects that influence  additionally to .

If multiple Enemies should be Activated Activated at the same time, and there's a tie we recommend to Activate them in the following order:



Duty & Freedom expansion in Zone Survival mode

To enhance your Zone Survival experience you may buy Equipment cards labeled Duty or Freedom but exclusively from one of the factions.

The 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.

STANDEE AND MODEL GLOSSARY

New Enemies appear in this D&F box. Here are the correct standees and models that represent them.

STANDEES



4 Military Enemies + 3 Bandits – Rifle
(Warden of the Monolith)



2 Military Enemies
(IPSF Grenadier)



2 Military Enemies
+ 3 Bandits – Rifle
(IPSF Trooper)

MODELS



3 Duty Troopers



1 Duty Exoskeleton
(Duty Trooper, Kulak)



3 Freedom Fighters



1 Freedom Exoskeleton
(Freedom Fighter, Misha)



CREDITS

Dedicated to the memory of Łukasz Orwat, the best of us. May we meet again.

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Rock and a Hard Place Prologue

You don't like the territory you are about to enter.

Rumor has it that it has been the bone of contention for the Duty and the Freedom, two of the strongest factions in the Zone. The Duty, famous for their military discipline, are determined to eradicate everything the Zone stands for, and the Freedom, inspired by its predatory beauty, try to preserve it. Small wonder the factions are conflicted, and leaping into the middle of their beef is generally a bad idea.

However, you have a job to do. You need to infiltrate a compound which is also a Chimera's hunting ground to shoot the beast down, cut its bloody head off, and split. In case you wondered why anyone would need the severed head of a monster, you are paid enough to stop.

All right, carry on with it. The sooner you get there, the better.

Mission Summary:

- You have to hunt a Chimera, get heavy guns and some medicaments in case it gets too close.
- You will operate in its nest - the ruined building complex, so forget about sniper rifles.
- Good news - there will be no anomalies!

Take Mission box **DF1** "Rock and a Hard Place" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

*An emission is gathering and its intensity is growing every second.
You don't have to look to know that the clock is ticking.*

*Luckily, the compound where the chimera is said to prowl is only a few steps away.
You quicken up your pace, leap into the compound, and...*

Instinctively take cover as you end up in the middle of a mad crossfire.

Two unidentified groups do their best to slaughter the opposition and bullets fly thick in the air.

Damn, you have a job to do here!

1. Map Setup

Find Map tiles: 12, 13, 14, 25, 29, and place them as shown.

2. Environment Setup

Environment cards:

- Take out all Environment cards from Mission box DF1.
- Find the DF1-01a (Mission Objective), DF1-02a (Emission),

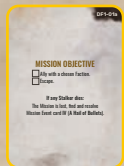
and DF1-13a (Additional Objective) cards, read them and place them next to the Map.

- Now, set the following cards on the Map as shown on the illustration below: DF1-03a, DF1-04a, DF1-05a, and DF1-07a. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next

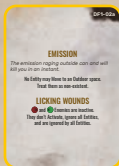
to the Map, as they will be needed during the Mission.

- In Mission Box DF1 find the Kulak (Duty) and Misha (Freedom) Enemy cards. Flip them and place them overlay side up on the Map as shown.

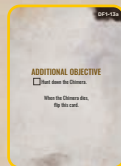
They will be represented by Freedom and Duty Exoskeleton models.



Mission Objective



Emission



Additional Objective



Environment deck



3. Other

Stalkers:

- Place the Stalker models on the space marked as "Starting Point".

Enemies:

- In Mission box DF1 find the Freedom Fighter Enemy card and place it next to the Map. Mark it with 1.
- In Mission box DF1 find the Duty Trooper Enemy card and place it next to the Map. Mark it with 1.
- You can read about their Faction on back of their cards. It might help you pick your side.
- Find the Dog, Rodent, and Zombie Enemy cards. Pick one at random and return the other two to the box. Mark it with 1.
- Find the Tick, Poltergeist, and Bloodsucker Enemy cards. Pick one at random and return the other two to the box. Mark it with 1.
- Find 3 Freedom Fighter models and 1 Freedom Exoskeleton model. Place them on spaces marked with 1 on the Map as shown.
- Find 3 Duty Trooper models and 1 Duty Exoskeleton model. Place them on spaces marked with 1 on the Map as shown.

- Find all standees (5 Dogs, 6 Rodents, or 8 Zombies) matching the randomly chosen Enemy card with 1. Place all of them next to the Map.
- Find all standees (1 Poltergeist, 2 Bloodsuckers, or 4 Ticks) matching the randomly chosen Enemy card with 1. Place all of them next to the Map.

Loot ?:

- Map tile 13:
 - Take 7 random Loot tokens and place them in stacks on the Map as shown.
- Map tiles 25 and 29:
 - Depending on the player count you will fill different spaces on the Map tiles with ?.
 - First, find 3 Special Loot tokens in Mission box DF1. Then, depending on how many stalkers there are:
 - 1 Stalker: Shuffle 3 Special Loot tokens with 7 ? and place them in stacks on the spaces with red numbers.
 - 2 Stalkers: Shuffle 3 Special Loot tokens with 9 ? and place them in stacks on the spaces with red and blue numbers.

- 3 Stalkers: Shuffle 3 Special Loot tokens with 11 ? and place them in stacks on the spaces with red, blue, and yellow numbers.
- 4 Stalkers: Shuffle 3 Special Loot tokens with 13 ? and place them in stacks on the spaces with red, blue, yellow, and green numbers.

Unknown tokens ?:

- Depending on the number of Stalkers, take a set of Unknown tokens, shuffle them, and place them on the Map as shown:
 - Single Stalker: 2 × X, 2 × Y, 4 × Z, 2 × W
 - 2 Stalkers: 1 × X, 3 × Y, 4 × Z, 2 × W
 - 3 Stalkers: 2 × Y, 1 × Z, 4 × W, 3 × X
 - 4 Stalkers: 2 × Y, 2 × Z, 2 × W, 4 × X

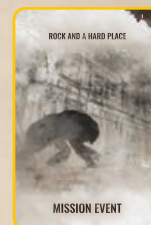
Event deck:

- Take out all Mission Event cards from Mission box DF1.
- Stack the Mission Event cards in numerical order, face down. Mission Event card I should be on the top and number V should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.



Poltergeist/Bloodsucker (Hidden)/Tick



Event deck



Dog/Rodent/Zombie

Rock and a Hard Place

Epilogue A (Duty)

Nothing in the Zone comes easy, and you are thankful you have saved your life.

As you head for the rendezvous point, you eye the Device, an unwieldy piece of electronic equipment with a few loose wires, some knobs, and a small, cracked green screen. Why is there so much ado about it?

You cannot hold it back, and you ask the officer waiting for you to arrive.

"I am not allowed to reveal any details," the officer says in a standoffish manner.

"Yet you've proven your worth and deserve to know more.

Let me just tell you that this is just a prototype that needs to be field-tested, but if all goes as we hope it will, it may stop the sprawl of the Zone. Or even make it shrink."

Deserve to know. Fine. Let's hope that this fragmentary piece of knowledge is not the only payment.

The officer seems to be reading your mind.

"As to you, I am authorized to inform you that you are officially our allies now. You will receive training with our best men, access to our most solid contacts, and our support throughout your next missions. And, of course, there will be cash if you keep working with us. You can't buy vodka for glory, can you?"

He winks and you sigh with relief.

It seems that the head-of-the-chimera mission will turn out much more profitable than you thought.

Scenario Rewards:

- Mark Mission **DF1** as unavailable.

Then, update your Zone Map with the following stickers:

- 51. "Mission **DF2** Kept in the Dark"
- 52. "Duty Trooper" Achievement

If you have card **DF1-13b (Mission Complete)** gain 6000 ₩.

Then, update your Enemy deck by adding the "Freedom Fighter" and "Duty Trooper" Enemy cards to it.

If the Freedom Exoskeleton model is on the Map, find Mission box **DF3 "Final Countdown"** and place the Misha Enemy card inside that box.

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **DF1**.

See script **D11**.

Epilogue B (Freedom)

Nothing in the Zone comes easy, and you are thankful you have saved your life.

As you head for the rendezvous point, you eye the Device, an unwieldy piece of electronic equipment with a few loose wires, some knobs, and a small, cracked green screen. Why is there so much ado about it?

You cannot hold it back, and you ask the officer waiting for you to arrive.

"This?" the officer bursts out laughing. "This, my friend, is our holy Grail! We will patch it up, rig it to some power supply and we're good to go."

You want to know exactly what he means by that. The man gets serious.

"All right. I guess no one will gut me for sharing some truth with you.

We reckon it will cause the Zone to spread which has been our dream for years. Cool, eh?"

Cool or not, the idea that you have risked your neck for someone's dream does not sit with you well.

The officer, however, keeps talking.

"And you, guys, are just the best. It's great to have you around, and we owe you a lot.

If you want to train with our veterans, go ahead and tell us. Need important contacts?

Come on, they are all yours. Support during your next missions? We're there for you.

And for all those that ally with us there is of course cash. Come on, we never forget about our own."

The future looks much brighter now.

Perhaps trying to get the head of the chimera you have won much more?

Scenario Rewards:

- Mark Mission **DF1** as unavailable.

Then, update your Zone Map with the following stickers:

- 51. "Mission **DF2** Kept in the Dark"
- 53. "Freedom Fighter" Achievement

If you have card **DF1-13b (Mission Complete)** gain 6000 K .

Then, update your Enemy deck by adding the "Freedom Fighter" and "Duty Trooper" Enemy cards to it.

If the Duty Exoskeleton model is on the Map, find Mission box **DF3** "Final Countdown" and place the Kulak Enemy card inside that box.

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **DF1**.

See script **F11**.



Kept in the Dark Prologue

The area you are about to explore is occupied by the Monolith, and the man codenamed the Scientist, the creator and the only person able to operate the Device, is reported to be missing somewhere there, if the last message he sent is to be believed. If the poor soul is still alive, he will be hunted by the Monolith and your opposition.

Get ready for a maze of tight tunnels and high radiation.

Some anomalies are surely gonna be there, so a pocketful of nuts and bolts is a must.

Mission Summary:

- There will be a lot of narrow tunnels.
- You can expect high radiation levels.
- Mutants might show up, stay alert.
- You'll face two enemy groups, don't let them surround you.

Take Mission box **DF2** "Kept in the Dark" from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

*You are right in front of the underground complex.
Now, time is of the essence. There are masses of shells scattered on the floor
which means that some men have already entered the place.*

1. Map Setup

- Find Map tiles: 9, 18, 20, 21, 22, 23, 24, 25, 29, 30, 60, 61, 62, and place them as shown.

2. Environment Setup

Environment cards:

- Take out all Environment cards from Mission box DF2.
- Find the DF2-01a (Mission Objective), DF2-03a (Team Attention) cards,

read them and place them next to the Map.

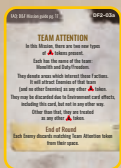
- Now, set the following cards on the Map as shown on the illustration below: all three DF2-02a cards randomly, DF2-04a, DF2-05a, DF2-06a, DF2-07a, DF2-08a, DF2-09a, DF2-10a, DF2-11a, DF2-12a. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Anomalies:

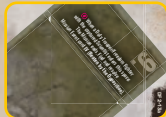
- Draw 1 random non-moving Fire type Anomaly and place it next to the Map.
- Find 3 Fire Anomaly overlays (2, 9, or 10) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Place 1 🍄 in the center of each Anomaly overlay. Then, place matching Anomaly standees on those overlays.



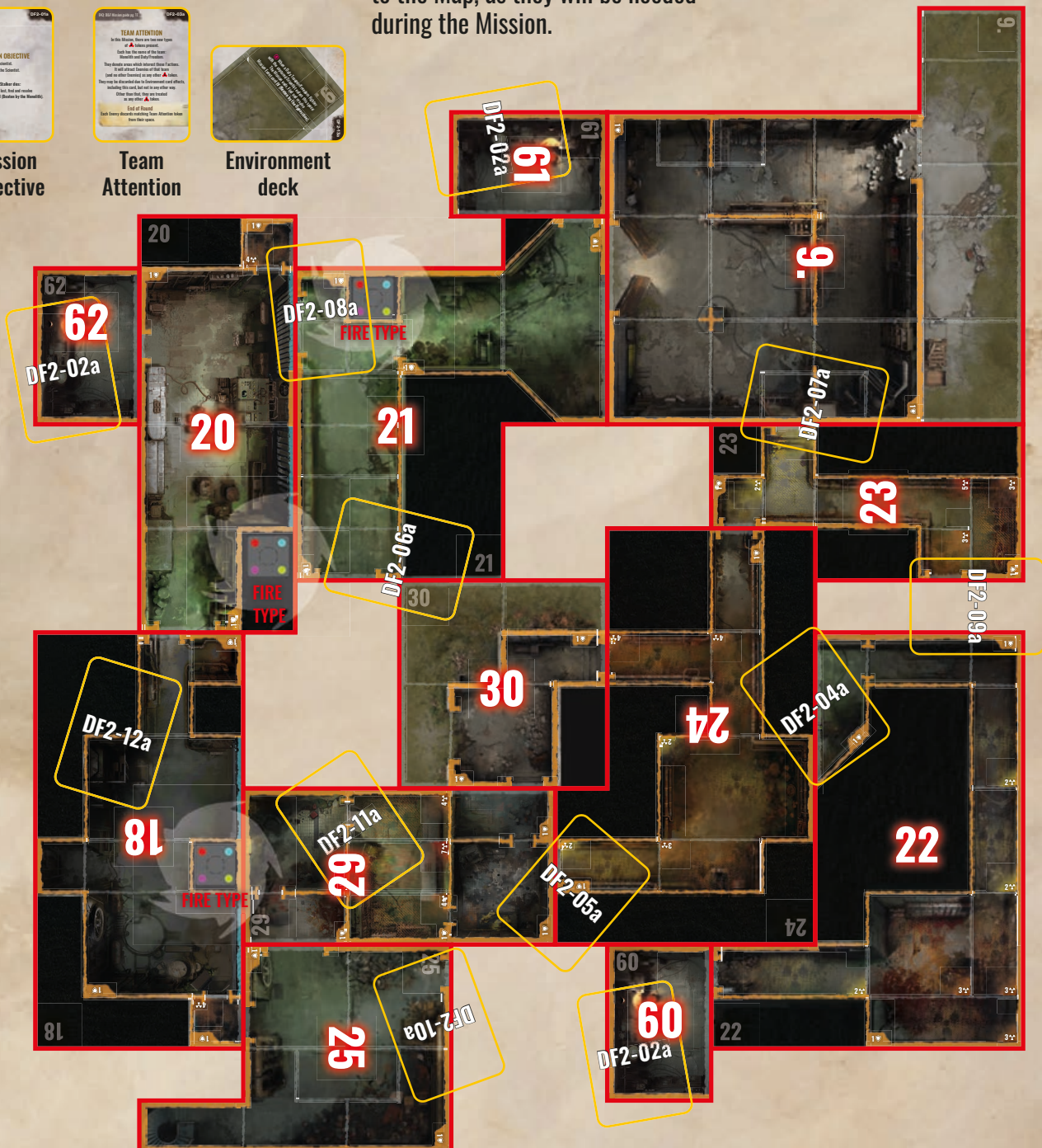
Mission Objective



Team Attention



Environment deck



3. Other

Stalkers:

- Place the Stalker models on the space marked as "Starting Point".

Enemies:

If you have the "Duty Trooper"

Achievement sticker on your Zone Map:

- Find the Freedom Fighter Enemy card and place it next to the Map. Mark it with ①.

If you have the "Freedom Fighter"

Achievement sticker on your Zone Map:

- Find the Duty Trooper Enemy card and place it next to the Map. Mark it with ②.

Then

- In Mission box DF2 find the Warden of the Monolith Enemy card and place it next to the Map. Mark it with ②.

If you have the "Duty Trooper"

Achievement sticker on your Zone Map:

- Find 3 Freedom Fighters and 1 Freedom Exoskeleton models.

They all represent Freedom Fighters. Place 4 of them on spaces marked with ③.

If you have the "Freedom Fighter" Achievement sticker on your Zone Map:

- Find 3 Duty Troopers and 1 Duty Exoskeleton models. They all represent Duty Troopers. Place 4 of them on spaces marked with ④.

Then

- Find 4 Military Enemy and 3 Bandit with Rifle standees. They both represent the Wardens of the Monolith. Place 4 of them on spaces marked with ⑤ and 3 next to the Map.

Loot ⑥:

- Take 17 random Loot tokens and place them in stacks on the Map as shown.

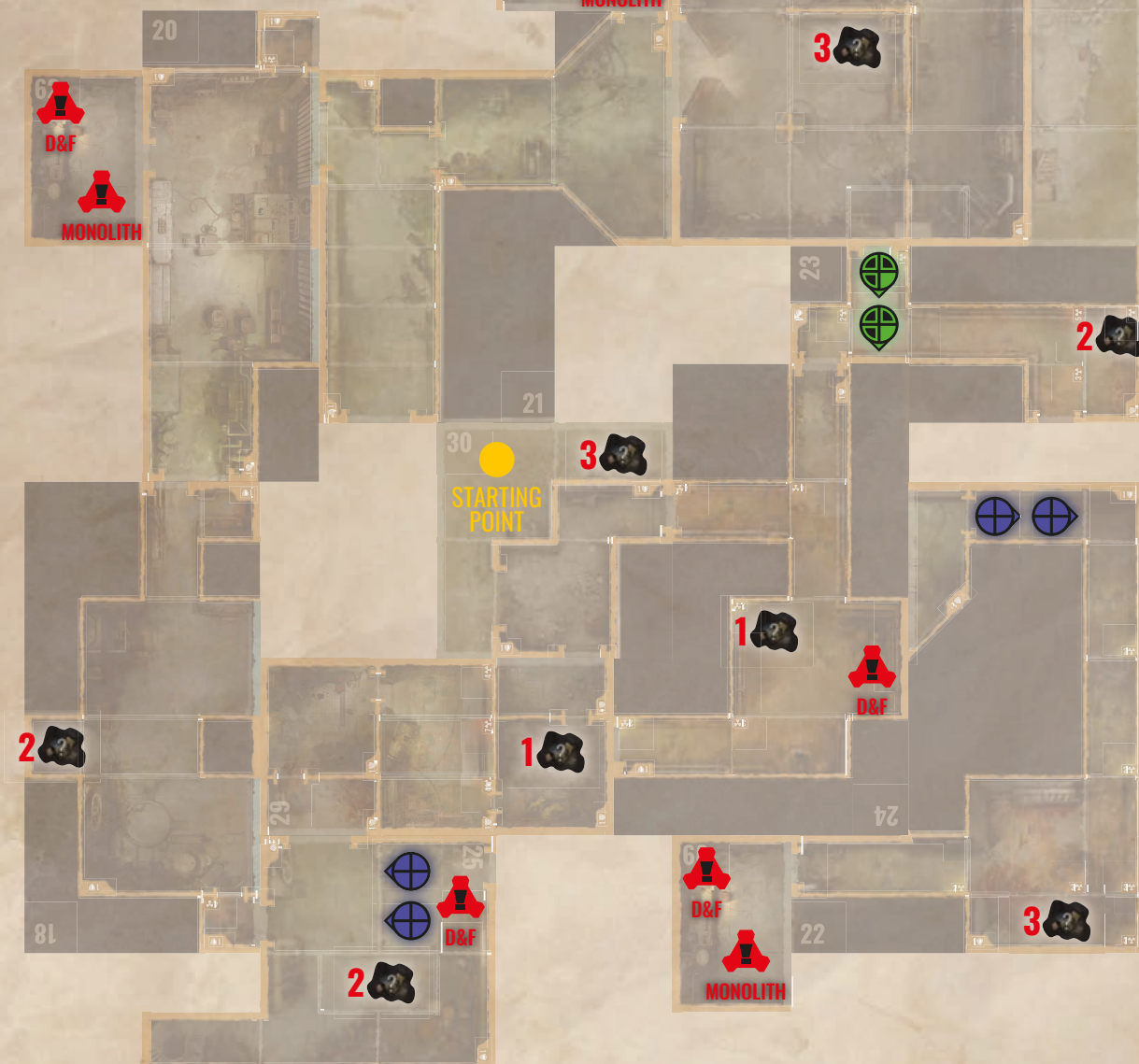
Other tokens:

- In Mission box DF2 find 5 Duty/Freedom Attention tokens and 3 Monolith Attention tokens and place them on the Map as shown. Place the Duty/Freedom Attention tokens with the side matching the Enemies up.

Event deck:

- Take out all Mission Event cards from Mission box DF2.
- Stack the Mission Event cards in numerical order, face down. Mission Event card I should be on the top and number V should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.



Event deck



Duty Trooper

-OR-



Freedom Fighter



Kept in the Dark

Epilogue A

(the Scientist was evacuated by your group)

*You pat the rescued Scientist on the back, and he manages a tired smile of relief.
If you let him rest and escort him back to the Device,
you will actually make a difference and cause the Zone to change.*

Scenario Rewards:

- Mark Mission **DF2** as unavailable.
- Gain 6000 ₩.

Then, update your Zone Map with the following stickers:

- 54. Mission **DF3** “Final Countdown”

Then, update your Enemy deck by adding the “Warden of the Monolith” Enemy card to it.

Then, place 1 Monolith/IPSF Attention token and the Scientist standee in Mission box **DF3**.

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **DF2**.

Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Epilogue B

(the Scientist was evacuated by enemies)

*You retreat safely, but your faces are grim. You haven't saved the Scientist.
Still, you have the Device, and you know the routes of the opposition.
You can more or less estimate which way the Scientist will be escorted.
You still have ample time to return for the Device
and go back to try to take the Scientist back by any means possible.*

Scenario Rewards:

- Mark Mission **DF2** as unavailable.
- Gain 2000 ₩.

Then, update your Zone Map with the following stickers:

- 55. Mission **DF3** “Final Countdown”

Then, update your Enemy deck by adding the “Warden of the Monolith” Enemy card to it.

Then, place 1 Monolith/IPSF Attention token and the Scientist standee in Mission box **DF3**.

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box **DF2**.

Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Team Attention FAQ

FAQ: D&F Mission guide pg. 17 **DF2-03a**

TEAM ATTENTION

In this Mission, there are two new types of  tokens present.

Each has the name of the team: Monolith and Duty/Freedom.

They denote areas which interest those Factions. It will attract Enemies of that team (and no other Enemies) as any other  token.

They may be discarded due to Environment card effects, including this card, but not in any other way.

Other than that, they are treated as any other  token.

End of Round

Each Enemy discards matching Team Attention token from their space.

FAQ: D&F Mission guide pg. 17 **DF2-03b**

TEAM ATTENTION

Team's Attention token attracts Enemies of that team (and no other Enemies) as any other  token. They may be discarded due to Environment card effects, including this card, but not in any other way. Other than that, they are treated as any other  token.

When an Enemy from the team which has not captured the Scientist gains LoS to him, that team resolves "He's there".

Whenever the last Enemy on the space with the Scientist dies, that team resolves "He's there".

He's there: Discard all team's Attention tokens of the team that's resolving "He's there" from the Map. Then, place 1 of that team's Attention tokens on the Scientist. This Attention will move with the Scientist.

End of Round

Each Enemy discards matching Team Attention token from their space except on the evacuation space (card DF2-13a for Duty/Freedom and card DF2-14a for Monolith).



Team's Attention tokens attract Enemies if their name contains the name of the team on the Attention token.

Duty team's Attention tokens will attract only **Duty Troopers** and **Kulak (Duty)**.

Freedom team's Attention tokens will attract only **Freedom Fighters** and **Misha (Freedom)**.

Monolith team's Attention tokens will attract **Warden of the Monolith** and **Monolithian**.

IPSF team's Attention tokens will attract **IPSF Troopers** and **IPSF Grenadiers**.

Team's Attention tokens are High Attention tokens, so as long as one is on the Map, you have to draw a High Attention Enemy Activation card each turn (even if you have not been spotted).

They are not moved due to Enemy Activation card effects.

If Enemies have any High Attention token closer than their team's Attention token (e.g. because they have spotted a Stalker), they will go toward that High Attention token instead of their team's Attention token.

He's there: this rule means that Enemies which didn't capture Scientist and gain LoS to him can follow his movements through the map, because their team's Attention token will move with Scientist.

If they manage to capture the Scientist their team's Attention token will be moved to their evacuation space (so they will try to move toward that space).





Final Countdown Prologue

*The final stage of the job seems easy enough.
All you have to do is reach the location designated by the Scientist
and deploy the Device and then wait for him to calibrate it.*

*But it is high time you learned that there are no easy jobs in the Zone.
First of all, the Location is close to the Cordon. The Monolith will probably not disturb you,
but the operation is bound to attract the attention
of the International Perimeter Security Force, aka IPSF,
keen on killing all that crawls out of the Zone.*

And your opposition... You don't think they gave up on you, do you?

Mission Summary:

- Stand by until the device is calibrated.
- Expect open terrain with long sightlines and minimal cover.
- High radiation and anomalies present – prepare accordingly. Bring a detector; it may prove useful.
- Be advised: IPSF is a military organization. Heavy equipment is likely.

Take Mission box **DF3** “Final Countdown” from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

You weave among anomalies and finally reach the location chosen by the Scientist.
The ground is wet, and so are your shoes. You watch the man deploy the contraption,
but your attention is drawn to all the sounds around. Soon, you have no doubt.
There are some armed men around, and they are coming for you.

1. Map Setup

Find Map tiles: 1, 2, 3, 7, 11, 14, 16, 26, 27, 28, 63, and place them as shown.

2. Environment Setup

Environment cards:

- Take out all Environment cards from Mission box DF3.
- Find the DF3-01a (Mission Objective), DF3-02a (Helping with Calibration), DF3-13a (IPSF Team Attention) cards, read them and place them next to the Map. Place 1 ■ in slot 0 of the DF3-01a card.
- Find all three DF3-03a cards, shuffle them and place face down next to the Map. They create the Scientist's Request deck.

- Now, set the following cards on the Map as shown on the illustration below: DF3-04a, DF3-05a, DF3-06a, DF3-07a, DF3-08a, DF3-09a, DF3-10a. These are your starting overlay cards.
- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Anomalies:

- Draw 1 random non-moving Electric type Anomaly card and 1 random non-moving Fire type Anomaly card and place them next to the Map.

- Draw 2 random Electric Anomaly overlays (6, 7, or 11) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Find 3 Fire Anomaly overlays (2, 9, or 10) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Place 1 ■ in the center of each Anomaly overlay. Then, place matching Anomaly standees on those overlays.



Stalkers:

- ### Enemies:

- In Mission box **DF3** find the IPSF Trooper and IPSF Grenadier Enemy cards and place them next to the Map. Mark the IPSF Trooper with  and the IPSF Grenadier with 

Achievement sticker on your Zone Map:

- Find the Freedom Fighter Enemy card, and Misha Enemy card if it is in Mission box **DF3**. Place it/them next to the Map. Mark it/them with .

Achievement sticker on your Zone Map:

- Find the Duty Trooper Enemy card, and Kulak Enemy card if it is in Mission box **DF3**. Place it/them next to the Map. Mark it/them with .



- OR -

- Find 5 IPSF Trooper standees and place them next to the Map.
- Find 2 IPSF Grenadier standees and place them next to the Map.
- Find all models (3 Freedom Fighters and 1 Freedom Exoskeleton or 3 Duty Troopers and 1 Duty Exoskeleton) matching the Enemy card(s). Place them randomly on spaces marked with . If you don't have the Misha/Kulak Enemy card, the Exoskeleton model is treated as a Freedom Fighter/Duty Trooper.

- Take 12 random Loot tokens and place them in stacks on the Map as shown.

- In Mission box **DF3** find 1 Scientist standee and 1 IPSF Attention token, place them on the Map as shown.

- Take out all Mission Event cards from Mission box **DF3**.
- Return Mission Event cards **Ib** and **II** back to the Mission box.

If you have the “Freedom Fighter” Achievement sticker on your Zone Map:

- Return Mission Event card VII-D back to the Mission box.

If you have the “Duty Trooper”

Achievement sticker on your Zone Map:

- Return Mission Event card VII-F back to the Mission box.

Then

- Stack the Mission Event cards in numerical order, face down. Mission Event card **Ia** should be on the top and number **VIII** should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.



Helicopter Attack and Movement

The following example shows how to resolve the Helicopter's Movement and Attack, as well as how to determine its Line of Sight.

When the Helicopter appears during the mission, it is not placed on the Map, but next to one of the Map edges. The Helicopter Activates according to the Mission Event card, and it Attacks all Targets in its LoS, all instructions from the Enemy Activation cards should be ignored in case of Helicopter – the  determines only the Team the Helicopter is in.

The Helicopter has LoS to all spaces with an open edge (not a Wall) along the full extent of the Map edge it is adjacent to; and further in that direction, as per regular LoS rules (Helicopter can't draw LoS through Windows). The Helicopter is always considered to be at Range 6 from all marked spaces, and the Entities on those spaces are considered at Range 6 from the Helicopter, ignoring the distance between the Map edge with the Helicopter and the marked space with an Entity.



The Helicopter starts next to the left edge of the Map. Marked spaces are considered to be in the Helicopter's LoS.

After the Helicopter Attacks it moves toward the next Map edge in the clockwise order.



After the Helicopter moves to the next Map edge its LoS changes.





Final Countdown Prologue

Not all is lost, it seems.

First of all, you're alive and kicking, and this is by far the most important.

Second of all, it seems that your faction has a spy in the enemy ranks. You have been told that the enemy will be escorting the Scientist close to the Cordon, and there is a convenient spot where you may be able to ambush them.

Things may get a little more complicated later. Once the Scientist is free, he may start working with the Device, but nobody can even guess how much time its calibrating may take. All that time, the Scientist must be shielded from enemies, and, since your action is to take place near the Cordon, you are sure to attract the attention of the International Perimeter Security Force, aka IPSF, keen on killing all that crawls out of the Zone. It never rains but pours, doesn't it?

Stop whining and move on. This is the last push.

Mission Summary:

- Secure the Scientist – quickly.
- Stand by until the device is calibrated.
- Expect open terrain with long sightlines and minimal cover.
- High radiation and anomalies present – prepare accordingly. Bring a detector; it may prove useful.
- Be advised: IPSF is a military organization. Heavy equipment is likely.

Take Mission box **DF3** “Final Countdown” from the game box. It contains all Mission-specific components you will need during setup and when playing this Mission.

Now, go back to the Zone Navigation, step **6** in the Campaign binder, and continue.

*You weave among anomalies and finally reach a place perfect for the ambush.
The ground is wet, and so are your shoes, but you don't care. Up ahead, there is the Scientist,
escorted by the soldiers of the opposition. Hurry now and hide.
If you play it right, they won't know what hit them.*

1. Map Setup

Find Map tiles: 1, 2, 3, 7, 11, 14, 16, 26, 27, 28, 63, and place them as shown.

2. Environment Setup

Environment cards:

- Take out all Environment cards from Mission box DF3.
- Find the DF3-11a (Mission Objective: Reclaim the Scientist) card, read it and place it next to the Map.
- Now, set the following cards on the Map as shown on the illustration below: DF3-04b, DF3-05a, DF3-06a, DF3-07a, DF3-08a,

DF3-09a, DF3-10a. These are your starting overlay cards.

- Keep the remaining Environment cards as the Environment deck next to the Map, as they will be needed during the Mission.

Anomalies:

- Draw 1 random non-moving Electric type Anomaly card and 1 random non-moving Fire type Anomaly card and place them next to the Map.
- Draw 2 random Electric Anomaly overlays (6, 7, or 11) and place them randomly on the Map so the tip

of the triangle in the Anomaly center points toward the top of the Map.

- Find 3 Fire Anomaly overlays (2, 9, or 10) and place them randomly on the Map so the tip of the triangle in the Anomaly center points toward the top of the Map.
- Place 1  in the center of each Anomaly overlay. Then, place matching Anomaly standees on those overlays.



3. Other Setups

Stalkers:

- Place the Stalker models on the space marked as "Starting Point".

Enemies:

- In Mission box DF3 find the IPSF Trooper and IPSF Grenadier Enemy cards and place them next to the Map. Mark the IPSF Trooper with ② and the IPSF Grenadier with ②.

If you have the "Duty Trooper"

Achievement sticker on your Zone Map:

- Find the Freedom Fighter Enemy card, and Misha Enemy card if it is in Mission box DF3. Place it/them next to the Map. Mark it/them with ②.

If you have the "Freedom Fighter"

Achievement sticker on your Zone Map:

- Find the Duty Trooper Enemy card, and Kulak Enemy card if it is in Mission box DF3. Place it/them next to the Map. Mark it/them with ②.



Event deck



- OR -

Then

- Find 5 IPSF Trooper standees and place them next to the Map.
- Find 2 IPSF Grenadier standees and place them next to the Map.
- Find all models (3 Freedom Fighters and 1 Freedom Exoskeleton or 3 Duty Troopers and 1 Duty Exoskeleton) matching the Enemy card(s). Place them randomly on spaces marked with ②. If you don't have the Misha/Kulak Enemy card, the Exoskeleton model is treated as a Freedom Fighter/Duty Trooper.

Loot ②:

- Take 12 random Loot tokens and place them in stacks on the Map as shown.

Other tokens:

- In Mission Box DF3 find 1 Scientist standee, place it on the Map as shown.

Event deck:

- Take out all Mission Event cards from Mission box DF3.
- Return Mission Event card Ia back to the Mission box.

If you have the "Freedom Fighter" Achievement sticker on your Zone Map:

- Return Mission Event card VII-D back to the Mission box.

If you have the "Duty Trooper" Achievement sticker on your Zone Map:

- Return Mission Event card VII-F back to the Mission box.

Then

- Stack the Mission Event cards in numerical order, face down. Mission Event card Ib should be on the top and number VIII should be on the bottom. This is your Event deck.

Mission begins! Start the first Round.

Final Countdown Epilogue (Freedom)

*The air quivers, and there is a shrill sound that makes you cover your ears.
You fall to your knees and shut your eyes to wait it out. Soon, the sound disappears,
leaving only ringing in your ears and a tolerable headache.*

All of it stops to matter when you open your eyes and focus.

*The border of the Cordon has disappeared. You still see the buildings,
but you know that mankind has lost some territory to the Zone.
As if to push away all the doubts, new anomalies crop up here and there.*

The Zone is bigger and hungrier than ever.

Scenario Rewards:

- Mark Mission DF3 as unavailable.

Discard all Consequences cards from the cardholder.

Draw 2 Freedom Skill tokens. Choose up to 1 of these tokens and assign it to a Stalker. You may choose not to, if you don't want any of the drawn Skills (each owned Skill increases the cost of obtaining additional ones).

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box DF3.

Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Epilogue (Duty)

*The air quivers, and there is a shrill sound that makes you cover your ears.
You fall to your knees and shut your eyes, but curiosity is stronger than the pain,
and you manage to open the eyelids in time to see the anomalies around vanish.
The sound disappears, leaving only ringing in your ears. The air smells fresher and sweeter,
the sun feels warmer on your skin. You look at the Device and realize that it has worked.*

A small chunk of the Zone vanished and yielded to the real world.

Scenario Rewards:

- Mark Mission DF3 as unavailable.

Discard all Consequences cards from the cardholder.

Draw 2 Duty Skill tokens. Choose up to 1 of these tokens and assign it to a Stalker. You may choose not to, if you don't want any of the drawn Skills (each owned Skill increases the cost of obtaining additional ones).

Then, excluding Equipment cards gained by players, return all Mission Event and Environment cards to Mission box DF3.

Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Mission Box cleanup

Mission DF3 "Final Countdown"

- Return all Mission Event cards to the box: Ia, Ib, II, III, IV, V, VI, VII-D, VII-F, VIII.
- Return all Environment cards to the box: DF3-01, DF3-02, DF3-03, DF3-03, DF3-03, DF3-04, DF3-05, DF3-06, DF3-07, DF3-08, DF3-09, DF3-10, DF3-11, DF3-12, DF3-13.
- Return the "IPSF Trooper", "IPSF Grenadier", and "Helicopter" Enemy cards to the box.
- If you failed Mission DF3 and there is "Kulak"/"Misha" Enemy return that Enemy card to the box. Otherwise, return it to the Mission box DF1.
- If you failed Mission DF3, return 1 * Monolith/IPSF Attention token to the box. Otherwise, return it to the Mission box DF2.
- Each Stalker may now sell any number of chosen Equipment cards for their $\mathbb{K}$ value.
- Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Mission DF2 "Kept in the Dark"

- Return all Mission Event cards to the box: I, II, III, IV, V.
- Return all Environment cards to the box: DF2-01, DF2-02, DF2-02, DF2-02, DF2-03, DF2-04, DF2-05, DF2-06, DF2-07, DF2-08, DF2-09, DF2-10, DF2-11, DF2-12, DF2-13, DF2-14, DF2-15, DF2-16.
- Return the "Guts" Artifact card to the box.
- Return the "Warden of the Monolith" Enemy card to the box.
- Each Stalker may now sell any number of chosen Equipment cards for their $\mathbb{K}$ value.
- Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

Mission DF1 "Rock and a Hard Place"

- Return all Mission Event cards to the box: I, II, III, IV, V.
- Return all Environment cards to the box: DF1-01, DF1-02, DF1-03, DF1-04, DF1-05, DF1-06, DF1-07, DF1-08, DF1-09, DF1-10, DF1-11, DF1-12, DF1-13, DF1-14, DF1-15, DF1-16.
- Return the "Duty Trooper", "Misha" Enemy cards to the box.
- Each Stalker may now sell any number of chosen Equipment cards for their $\mathbb{K}$ value.
- Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.



the Duty Trooper Enemy card. From now on  applies to both the Kulak and Duty Troopers cards.

Discard all Random Events from the Mission Event deck. Draw Mission Event III (Last Chance). This is your Active Mission Event now.

See script F05.

F09

When the first silhouettes appear, for a brief moment you wish you had taken the Duty down. There is no time for further considerations or regrets, though, as the soldiers of the Duty come at the Freedom camp with unprecedented relentlessness. Bullets pierce the air, grenades shake the ground. Your utter defeat seems unavoidable.

Remove from the game:

– Contact card C47 (Zirka),

– 1 random Freedom Weapon type

(all cards, including those gained by Stalkers),

– 1 random Freedom Armor type

(all cards, including those gained by Stalkers),

– Consequence card Ambush

Preparation.

Draw 1 Consequence and place it in the cardholder. Do not resolve its “unresolved” effect.

Go back to the Campaign binder.

F10

The terrain is merciless.

No hollows, no tree trunks,

no forgotten chests or walls.

Every move attracts someone’s

attention and you are not

even surprised when you hear

the cries of alarmed sentries.

Multiple bullets rend the silence.

Overwhelmed with terror, you

flee like mad until you receive

a hot punch in the shoulder.

Adrenaline burns in your blood

and suppresses the pain, but still,

you know you’ve been hit.

Chosen Stalker loses half of their

maximum HP (rounded up).

Go back to the Campaign binder.

F11

You decided to join the Freedom faction. As it opens new opportunities to you it also brings new dangers.

Now perform the following setup:

– Exchange the Contacts page

of the Campaign binder with

the Freedom Camp page. It contains

new instructions and splits

the cardholder into three rows:

• Consequences – Various

Events that influence your

Zone Exploration providing new

opportunities or restrictions.

• Freedom Contacts – Three

Contacts that from now are

always available to you.

• Neutral Contacts – Three

slots remain available

for non-Freedom Contacts.

– Remove all Contacts from

the cardholder and move them

to your Stash.

– Find 3 Freedom Contact cards:

C45 (Freedom Smuggler),

C46 (Freedom Mentor), and

C47 (Zirka), and slot them

in the middle row of the cardholder.

– Find all Freedom Consequences,

shuffle them draw 1 and slot it

in the top row of the cardholder.

– Draw 2 Freedom Skill tokens.

Choose up to 1 of these tokens

and assign it to a Stalker. You may

choose not to, if you don’t want any

of the drawn Skills (each owned

Skill increases the cost of obtaining

additional ones).

Open the Campaign binder to page 6

and resolve the Post-Mission cleanup.

F12

Misha eyes the gift and whistles

quietly.

“This is huge,” he admits. “Very

huge. Do you know that you

have just made some very good

friends in the Freedom?”

His eyes gleam, as he rubs his

hands.

“Our wounded won’t forget

that. And guess what? We’re

Freedom Camp

just about to shred those Duty

rascals!”

If you don’t have card DF1-10

(Friends: Duty/Freedom), find it

now and place it Freedom side up

next to the Map. Then flip card DF1-

01a (Mission Objective) and the

oversized overlay card with the Kulak,

Duty Commander on it and place it

Kulak Enemy side up, next to the Duty

Trooper Enemy card. From now on 

applies to both the Kulak and Duty

Troopers cards.

Go back to the game.

Find 1 Chimera standee and place it on a space closest to your space. If you have card **DF1-08b (Wounded Chimera)**, place  and a  on the Chimera and discard card **DF1-08b**. Discard cards **DF1-01**, **DF1-07a**, and **DF11-a**.

Place **DF1-12a** on the map and flip card **DF1-09a (The Device)**.

Flip the oversized overlay cards remaining on the Map. Discard the Misha model and Enemy card, and place the Kulak Enemy card next to the Duty Trooper Enemy card if not there yet. From now on  applies to both the Kulak and Duty Troopers cards. Continue the game.

F06

Right, but do not take too much time, ok? The Duty is the wrong horse to bet on.

Go back to the game.

F07

"The Device? Can't be sure.

Somewhere in a sealed part of the compound where you can expect nothing but crawlies and shit."

Go back to the game.

F08

Tired and panting, you reach the Freedom camp and hand the Device over to Misha.

"Good," he smiles. "So this is the thing?"

You are just about to inform him what you have been through when a sentry comes running.

"The Duty are on the move,"

he whispers. "They may have seen our allies sneaking over here."

"If that is so, we may expect their attack soon," Misha grins grimly.

"Don't worry. We've been through worse!"

If you don't have card **DF1-10 (Friends: Duty/Freedom)**, find it now, and place it

Freedom side up, it determines your allegiance to one of the factions.

Then flip the oversized overlay card with the Kulak, Duty Commander on it,

and place it Enemy side up, next to

use them, but we are never

the aggressive ones. Unless someone makes us truly angry,

haha! Catch my drift? Anyway, we don't fight the Zone, but only

defend ourselves against its monsters. We adapt to it. We tame

it. We benefit from it. And you

know what? It makes us happy."

Go back to the game.

F03

"The Duty? Damned bastards.

Who do they think they are?

What gives them the right

to decide about the Zone?

What possessed them and made

them think that this is an evil

ground for everybody? We thrive

here and we do not need some

fascist, brain-washed morons to

tell us that we are in the wrong.

Our name is Freedom and we

mean it. Wanna tell me how to

live? Wanna take my Zone from

me? Over my dead body."

Go back to the game.

F04

"You got the thingy? Cool. Let's

Decide:

» No way, give me some time to think

about it – See script F06.

» Yeah, let's do it together – read on:

If Mission Event III is still

in the Event deck, see script F08.

Otherwise, see script F05.

F05

There is never enough chaos

in the Zone. All of the sudden,

the chimera appears out

of thin air. Blinded by fury

and hunger, it pounces and pins

Misha to the ground.

"Bring the Device to the camp,"

he manages. "There is money for..."

Abruptly, the monster tears his

head off, splattering the man's

blood around. You take a step

back. Money? All right, it's worth

checking out. Let's take the

contraption to the camp!

If you don't have a Chimera Enemy card,

draw it and place it next to the Map.

Mark it with .

F01

"Hey," Misha the Freedom team leader shakes your hand and hugs you. "You pulled a nice one out there. Come and sit. Wanna

rinse your throat with something

strong?"

Regardless of your answer,

he pours a few shots and

empties one.

Do you?

» Yeah – reduce your Radiation dosage by 6 and discard a , then continue

reading.

» No – continue reading.

"You must be wondering

what we're up to here. Well,

that ain't no secret. There is a thing

we are looking for. For the lack

of a better expression, we call it

the Device. Shocker, eh? Yeah, we

need to get it. That and the dude

to operate it, an egg-head that is

roaming around somewhere. Hell,

we would already be on our way

back, but the Duty showed up to

mess things up."

He takes a swig from the bottle.

We have a few casualties,

and the reinforcements may be

stopped by the emission. I am not

sure if our wounded will make it.

Can you help with your meds?"

If you don't have card **DF1-06a**, find it

and place it next to the Map.

Do you want to:

» Ask about Freedom and their

worldview – See script F02.

» Ask about Duty and their

worldview – See script F03.

» Ask about the Device – See

script D07.

» Offer them medicine – Discard

Medicine items:

• 1/2 Stalkers: 3 items

• 3/4 Stalkers: 4 items

See script F12.

» Only if you have card **DF1-09a**

(Device) – Show the Device – See

script F04.

F02

"We ain't no bad guys," the leader says with a broad grin. "Right,

we have guns and we can

The Freedom soldiers appear all of the sudden and charge like devils, their guns blazing. The camp of the Duty becomes an inferno of blood and explosions. The soldiers of the Duty do their best to repel the attack, but their fire is not coordinated as if their leaders

D09

See script D05.

Active Mission Event now.
Event III (Last Chance). This is your the Mission Event deck. Draw Mission Discard all Random Events from the Misha and Freedom Fighter cards. From now on  applies to both the Freedom Fighter Enemy card. and place it Enemy side up, next to with Misha, Freedom Leader on it, Then flip the oversized overlay card your allegiance to one of the factions. place it Duty side up, it determines Duty/Freedom), find it now, and If you don't have card Df1-10 (Friends:

action any minute now!"
the Device. They may go into may have spotted you carrying "Damn," Kulak looks at you. "They of deadly bullets. Panic takes over, and you barely glimpse that you have lost some of your gear. Nevermind, just get out of there! Discard 1 of your Weapons at random. Go back to the Campaign binder.

D08

Go back to the game.

part of the facility."
the inaccessible, vermin-infested of the Device? We expect it to be in "No one can pinpoint the location

D07

Go back to the game.

time? Make up your mind!
Freedom freaks are worth your Do you seriously think those

D06

Continue the game.

the Misha and Freedom Fighter cards. yet. From now on  applies to both

have failed. Their defeat seems

Remove from the game:

- Contact card C42 (Duty Rookie),
- 1 random Duty Weapon type (all cards, including those gained by Stalkers),
- 1 random Duty Armor type (all cards, including those gained by Stalkers),
- Consequence card Clash with Freedom.

Draw 1 Consequence and place it in the cardholder. Do not resolve its "unresolved" effect.

Go back to the Campaign binder.

D10

There is always this one step too many. Your boot grazes a forgotten glass bottle, and it rolls over with a noise that could make a dead body jump. Your blood runs cold when you hear the shouts of alarmed soldiers. You run like hell amidst the hail of deadly bullets. Panic takes over, and you barely glimpse that you have lost some of your gear.

Nevermind, just get out of there! Discard 1 of your Weapons at random. Go back to the Campaign binder.

D11

Duty Camp

You decided to join the Duty Faction. As it opens new opportunities to you it also brings new dangers.

Now perform the following setup:

- Exchange the Contacts page of the Campaign binder with the Duty Camp page. It contains new instructions and splits the cardholder into three rows:
 - Consequences – Various Events that influence your Zone Exploration providing new opportunities or restrictions.
 - Duty Contacts – Three Contacts that from now are always available to you.
 - Neutral Contacts – Three slots remain available for non-Duty Contacts.

chance of survival now."

He affords a little smile.

"And now we will fight like devils. I almost feel sorry

for the Freedom bastards."

If you don't have card Df1-10 (Friends: Duty/Freedom), find it now and place it Duty side up next to the Map. Then flip card Df1-01a (Mission Objective) and the oversized overlay card with Misha, Freedom Leader on it and place it Misha Enemy side up, next to the Freedom Fighter Enemy card. From now on  applies to both the Misha and Freedom Fighter cards. Go back to the game.

D12

Kulak looks at the meds, and nods his head. Then, he turns to you and extends his hand. "It is a generous gift," he says in a serious voice. "An ally like you does boost the morale. The wounded have a better chance of survival now."

Choose up to 1 of these tokens and assign it to a Stalker. You may choose not to, if you don't want any of the drawn Skills (each owned Skill increases the cost of obtaining additional ones).
Open the Campaign binder to page 6 and resolve the Post-Mission cleanup.

- Draw 2 Duty Skill tokens. row of the cardholder.
- Find all Duty Consequences, shuffle them draw 1 and slot it in the top mark it as unavailable.
- If there is an Artifact Smuggler Contact sticker on the Zone Map (Glasses), remove it from the game.
- If you have Contact card C04 in the middle row of the cardholder. C42 (Duty Rookie) and slot them C41 (Duty Drill Instructor), and C40 (Duty Quartermaster),
- Find 3 Duty Contact cards: to your Stash.
- Remove all Contacts from the cardholder and move them to your Stash.

Scriptbook

D01

Kulak, the Duty team leader shakes your hand and looks you in the eye. "You came in the nick of time," he says, winning. "Quite a mess, eh? Listen, we are in a tight spot. We have been deployed to locate an object codenamed the Device. Our mission is of utmost importance not only for our faction but also for the Zone! Unfortunately, it seems that those Freedom scumbags are looking exactly the same thing. We have a few wounded, and... He sighs and rubs his forehead. "The reinforcements are on the way, but with that emission, there is no guessing when they will arrive. We would appreciate your help. Got any meds to spare?" If you don't have card **Df1-06a**, find it and place it next to the Map. Do you want to:

- » Ask about Duty and their worldview – See script **D02**.
- » Ask about Freedom and their worldview – See script **D03**.
- » Ask about the Device – See script **D07**.
- » Offer them medicine – Discard Medicine Items:
- 1/2 Stalkers: 3 Items
- 3/4 Stalkers: 4 Items

See script **D12**.
» Only if you have card **Df1-09a** (Device) – Show the Device – See script **D04**.

D02

"We are the ones that understand the seriousness of the situation and that comprehend the evil of the Zone. This place is the cancerous growth on the tissue of our planet, and all that has spawned here deserves only to die, including all the insane people who call it their home or try to benefit from its wicked resources. We can't let such trade thrive. We will stop its sprawl". Go back to the game.

D03

"I can smell those Freedom rats from here," the Duty leader snarls. "I can't believe they are after the same thing and I cannot imagine what they are willing to do with it. Freedom... Even the name of their faction is a bloody deception. It's not freedom they seek, but anarchy! Chaos! Destruction! They are the worst that could happen to the Zone, worse even than the mutants because they are not determined to spread evil, but choose to do it!" Go back to the game.

D04

"Ok, it matches the description? Good! We are gonna secure it. You OK with that?" Decide:

- » No way, give me some time to think about it – See script **D06**.

D05

» Yeah, let's do it together – read on: If Mission Event III is still in the Event deck, see script **D08**. Otherwise, see script **D05**.

Suddenly the chimera arrives, drawn by the smell of human flesh, and surges at you, a vortex of claws and muscles. Kulak curses and opens fire. "Get the Device to the camp!" he yells. "You will be re-Then his mad courage is a prelude to a fatal mistake. The Chimera pounces at Kulak and he dies in an explosion of blood and torn flesh. What did he mean? You will be rewarded? Sounds good enough to try out. If you don't have a Chimera Enemy card, draw it and place it next to the Map. Mark it with . Find 1 Chimera standee and place it on a space closest to your space. If you have card **Df1-08b** (Wounded Chimera), place  and a  on the Chimera and discard card **Df1-08b**. Discard cards **Df1-01**, **Df1-07a**, and **Df1-11a**. Place **Df1-12a** on the Map and flip card **Df1-09a** (The Device). Flip the oversized overlay cards remaining on the Map. Discard the Kulak model and Enemy card, and place the Misha Enemy card next to the Freedom