

INSTRUCTIONS

concerning stay in ~~the exclusion zone~~

ZONA

CATEGORY:

CONFIDENTIAL

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In 1986, a tragic failure of the Chernobyl Nuclear Power Plant occurs within the territory of the Ukrainian Soviet Socialist Republic. An exclusion zone is created inside a 30-kilometer radius—the population is evacuated in haste as they leave all of their belongings behind. This area is colloquially (lovingly) called Zona.

After creating a makeshift sarcophagus and shutting down the remaining 2 reactors, the army remains in Zona. The Soviets build underground bunkers and laboratories where they begin their experiments. Witnesses, the few willing to talk, report weird events and anomalies—defying the laws of physics—happening around the power plant. Very few believe the rumors.

In the years that follow, more and more information seeps out regarding unsettling anomalies, as well as deformed and irradiated animals or mutated creatures. The area is deadly dangerous, but also full of peculiar "artifacts"—objects with incredible properties that cannot be scientifically explained.

After 20 years of supervision the Soviet Union, facing an economic crisis, loosens their tight control over the exclusion zone. The first civilians enter Zona. Scavengers, as the army calls them, seek the thrill of discovering the locked area. Artifacts and mutant tissue samples are very valuable on the black market. Looting of Zona becomes a lucrative, yet very dangerous business.

30 years after the explosion, Zona is not so empty anymore. Various scavenger factions—mere bandits, underpaid soldiers, research teams—are all in there. Smuggling is booming: not only research equipment and weapons, but also an increased amount of alcohol and supplies. Meanwhile, artifacts and research data leave Zona. Radiation emissions become something common, they are not as strong as the first one, and experienced scavengers know when they're going to happen next.

Civilians whisper of the power plant's... sarcophagus—the emission's epicenter. Many tell stories about the mother of all of artifacts residing in the center: the famous "Source." Some say that it can fulfill your innermost dreams, while others say that it has powerful psychokinetic powers. Even though the legend exists in many versions, one thing is certain—even if this artifact doesn't have any magical powers, it'll be worth a fortune on the black market.

In 2017 an army scientist deserts and flees from Zona. They manage this thanks to the help of four scavengers who helped them on various stages of their escape. In exchange for their help, the scientist shares the information they have on the Source. They warn the scavengers that even the army has not managed to reach the mysterious Sarcophagus. They reveal that time is of critical value because the emission center is reaching its critical mass and becoming destabilized. It might degrade at any moment, and the probable results will be worse than the 1986 explosion and the first emission combined together.

You do not know what other scavengers think of all of this, but one thing is sure—you prefer to die trying to reach eternal glory than to lead such a feeble existence in this poor country that's going to soon face the biggest cataclysm in the history of human kind. You start your journey towards the sarcophagus.

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COMPONENTS


Voice of Zona token (first player)


3 dice


4 player aid cards

board facing:
1-2 players
3-4 players


two-sided board with the map of Zona

EVENT CARDS

14 Sarcophagus event cards




20 emission cards


21 rumor cards


25 yellow event cards


25 green event cards


10 Botanical Lab event cards


10 Emission Observatory event cards


10 Underground Archive event cards


10 Government Bunker event cards

40 secret location event cards


token tray


emission marker


rumor token


8 lock tokens


12 weakness tokens


4 reputation tokens


4 fatigue dials

THREAT TOKENS


14 green mutant tokens


14 yellow mutant tokens


14 green anomaly tokens


14 yellow anomaly tokens


marketplace board

FOR EACH OF THE 10 CHARACTERS


character figure


4 starting item cards



character board


4 backpack boards

ITEM CARDS


38 junk item cards


17 green artifact cards


38 equipment item cards


17 yellow artifact cards


16 secret item cards

IMPORTANT

Damage and ruble tokens are considered unlimited in this game. In the rare case you would run out of a token you need, use a suitable substitute.



ruble tokens


60 damage tokens

Presented components can slightly differ in color from the ones in the game box.

INTRODUCTION

GAME SETUP

[1] Place the main game board in the middle of the table. In a 1- or 2-player game use the side of the board marked with , and in a 3- or 4-player game use the side of the board marked with instead.

Shuffle and place the event decks on the designated spaces on the board: **[2]** green sector, **[3]** yellow sector, and **[4]** Sarcophagus. Shuffle each of the secret location decks separately. If this is your first game, place each of them on the designated spaces: **[5]** Botanical Lab, **[6]** Underground Archive, **[7]** Emission Observatory, **[8]** Government Bunker. In future games you may place these decks randomly.

[9] Shuffle the lock tokens and place 1 token on the marked spaces next to each of the secret location event decks. Return the remaining lock tokens to the box—they won't be used in this game.

[10] Shuffle all of the available secret item cards and create 4 small decks. Each deck should have a number of cards equal to the number of players. Put the remaining cards back in the box. Place the decks in the marked spaces next to each of the secret locations.

[11] Place the marketplace board next to the main board. Shuffle the junk item deck and equipment deck separately and place them on the marked spaces **[12]** next to the marketplace board. Fill the empty spots with the cards of the corresponding decks.

[13] Flip the threat tokens picture side up and then divide them by the symbols and colors visible in the top right corner. Then place each of the 4 stacks in a proper slot in the plastic tray. Place the tray next to the main board.

[14] Shuffle the green and yellow artifact decks separately and place them on the artifact spots.

[15] Shuffle the rumor cards and place them in the top left corner of the main board, next to the emission track. Place the emission marker **[16]** on the "0" spot of the emission track.

[17] Shuffle the emission card deck and place it on the corresponding spot on the main board, as shown.



USING THE TRAY

The game includes a threat token tray with 4 slots. This allows you to divide the threat tokens according to color and type.



When drawing a token, take one from the **bottom**. When discarding a token, place it picture side up at the **top** of the corresponding slot. Place the tray next to the main board.





And for you friend, I have some special prices... and something stored away.





SCAVENGER SETUP

The player who last went to a roadside picnic receives the Voice of Zona token. If there is no such player, chose a player who recently experienced something incredible.

Each player is randomly dealt two character boards from the 10 available, then chooses 1 to keep. The chosen board determines the character the player will control during the game. All remaining character boards are returned to the box and won't be used in this game.

If all players agree, each player may choose their character from all available character boards.

On the back of your character board is your character's starting information:

- **a)** place the corresponding threat tokens from the tray in these 2 locations,
- **b)** take damage tokens equal to the number next to the ▶ symbol and place them next to the character board,
- **c)** gain rubles equal to this amount and place them next to the character board,
- **d)** if your reputation starts at good (☆) or bad (★), take the reputation token and place it next to the character board with the appropriate side face up,
- **e)** starting location where the character's figure begins the game.

Take the character board and place it character side up.

[1] Place the taken damage tokens on the fortitude track (representing damage received when the character was entering Zona).

Then, each player takes: **[2]** backpack board, **[3]** fatigue dial (set to "1"), **[4]** a player aid card and **[5]** 4 starting item cards (with the picture of the chosen character on the back).

[6] If the character begins the game with reputation other than neutral, place the reputation token on the designated space.

Players keep all of the elements in front of them to use during the game and place the item cards on the backpack board and any designated spaces.

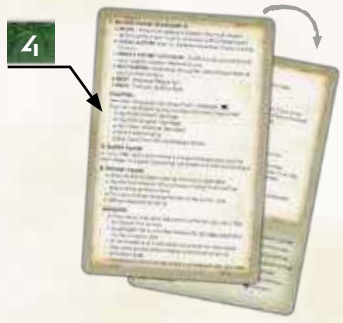
For more on item and rules of placement, see p. 14.













Damage tokens



Damage tokens mark the loss of durability on item cards, loss of fortitude on character boards, and deactivated items.

Scavengers and the Voice of Zona



When a game effect would refer to a scavenger, it refers to the player who is controlling the character. The Voice of Zona is the player currently holding the Voice of Zona token.

SCAVENGER DETAILS

Attributes

The natural predispositions of a scavenger are determined by 4 attributes. The values of those attributes range between 1 and 4. Certain game effects may raise or lower these numbers, but an attribute may never drop below 0.

Alertness allows scavengers to notice the presence of mutants and anomalies. During events, alertness allows you to find hidden equipment, steal from others, or sneak past guards. Alertness is used primarily during confrontations against threats; it shows up less during events.

Physique allows scavengers to kill mutants and take the precious parts of their bodies to be sold later in bunkers. This attribute is especially helpful during events when scavengers need speed and strength.

Smarts allow scavengers to recover artifacts from anomalies without getting damaged. This attribute is used during events to solve encountered paranormal activities, understand scientific processes, and correctly manage technology.

Willpower allows scavengers to rest more efficiently in bunkers. This attribute is often used during events to resist psionic influences or to avoid trauma. Willpower tests happen often in the secret facilities.

Fortitude

Fortitude is a general measure of the psychophysical condition of each scavenger.

You suffer damage when your equipment and abilities do not give proper protection to reduce attack effects. In order to mark damage, place the damage token on the first free space of the fortitude track. Each damage takes 1 space.

For more on attack and damage, see p. 19.

If you would place more damage tokens than you have free space on your fortitude track, discard the extra damage token(s) instead and take a weakness token. Place the weakness token above 1 of your attributes that does not already have a weakness token. You take only one weakness token, no matter the amount of damage that would have been added.

For more on damage and weaknesses, see p. 19.

Ability

Your Scavenger has a unique ability that is described at the bottom of your character board.

Fatigue dial

The dial's purpose is to track your fatigue level.

For more on fatigue and the dial, see p. 20.

Backpack

There are 5 spaces on your backpack board that can hold your equipment cards. Not all equipment needs to be held in the backpack.

For more on equipment, see p. 14.

Reputation

Reputation indicates your morality level and your repute. Starting reputation is marked on the back of your character board.

There are 3 types of reputation in the game: good ☆, neutral ★ and bad ★. To mark good or bad reputation, place the reputation token (with the proper side face up) on the neutral reputation symbol on your backpack board.

For more on reputation, see p. 20.



GOAL OF THE GAME

You and your fellow players are scavengers. Your goal is to reach the sarcophagus of the Chernobyl Nuclear Power Plant. However, the area is full of various dangers and all the information about it is kept secret by the military and government. Before setting out to the power plant, each scavenger must **infiltrate secret government facilities**—long since abandoned and decaying. Only after discovering 2 secrets hidden in two different secret locations will a scavenger be able to get into the sarcophagus.

The path to the sarcophagus is one way only. Those brave enough to attempt it will either find death or eternal glory. It's crucial to get the best equipment, rest, and heal before entering the red sector. Otherwise, the trip to the sarcophagus—the heart of Zona—will end unexpectedly fast.

Before scavengers reach the goal of their expedition, they will need to visit secret locations and undertake tasks typical of Zona's looters: extracting artifacts, killing mutants, trading, and searching ruins. All that is necessary to get the equipment and rubles needed to explore even the most dangerous places.

DEFEAT

The game ends with the defeat of all scavengers if the rumor deck runs out. The scavengers took too long and the Source gets destroyed.

VICTORY

The game can end with victory for one (and only one) player during the event phase. If the player in the Sarcophagus area reaches the description of the ending in the event phase, they win.

MAIN BOARD DESCRIPTION

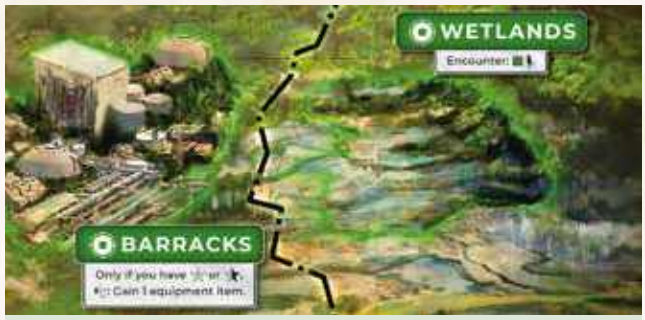
Location

A "location" is considered a space on the board that has its own name and is surrounded by a border. Locations are considered adjacent if they share a border that is not impassable (see the following page).



BOARD SECTORS

The **green sector** contains the areas furthest from the sarcophagus; areas that are relatively safe. Since this area has only common mutants and anomalies, the scavengers can find low value loot and avoid serious threats and damage.



Example of green locations. Locations in the green sector are characterized by a green background and the white ⚙ symbol.

The **yellow sector** contains areas where the scavengers must be very careful. With every step, danger stalks them. In this sector, the scavengers can encounter dangerous mutants and anomalies—but also find more valuable items. The profits from the risky endeavors in the yellow sector are much higher than in the green one.



Example of yellow locations. Locations in the yellow sector are characterized by a yellow background and the white ▲ symbol.

The **red sector** is the last border before entering the abandoned power plant. No sane scavenger enters here. The red sector can be entered near the end of the game, when you are trying to reach for victory. Travelling through this zone is not an easy task.



Example of red locations. Locations in the red sector are characterized by a red background and the white ⚙ symbol.

Bunkers



Bunkers are areas in Zona that allow a scavenger to take a breath, refill their equipment, heal damage, and most importantly have a good night's rest far from the acid clouds and bloodthirsty monsters. Bunkers are also areas where you can trade while camping. Every scavenger that's in a bunker during emission is completely safe. Bunkers are marked on the board with the symbol.

Note: Bunker locations are not considered to be in any of the sectors and players cannot place (or relocate) any threat tokens here.

Secret locations

These abandoned places are perilous traps that hide information necessary for the scavengers to find their way to the sarcophagus. Their secrets—and very useful equipment—are protected by dangerous humans and horrible creatures. Secret locations are positioned underground and are therefore not considered outdoor locations. Locations adjacent to secret facilities (marked by dashed-line borders) are called **secret entrances**.

Sarcophagus

The Sarcophagus is the end location of Zona. In order to get here, you must discover 2 secrets—each from a different secret location. The Sarcophagus can only be entered from the Power Plant location (by performing its action).

OTHER SYMBOLS ON THE BOARD

Borders



Separate locations on the board are enclosed by borders. You can cross them by performing a movement action. Locations that share a border are considered adjacent.

Power plant border



This border cannot be crossed with the movement action. In order to move to the Power Plant location, you must use the local action of Pripyat or Moscow Eye.

Blockade



The board for 1- and 2-player games contains continuous line borders. These are blockades that cannot be crossed by any of the scavengers. In 3- and 4-player games, such borders are located only on the edges of the map and concern the secret locations.

Shortcuts



Crossing some of the borders can be risky. If you cross a border with 1 of the 3 damage symbols, suffer 1 damage of that type.

For more on attack and damage, see p. 18.

Outdoor location

The game uses the term "outdoor location" to describe open locations exposed to emission. This term concerns all of the green, yellow and red sector locations. Bunkers, secret locations, and the Sarcophagus are **not** considered outdoors.

COURSE OF PLAY

The game is divided into rounds that consist of successive phases. In each phase players take their turns in sequence, starting with the Voice of Zona player. Phases are resolved in the following order.

1. **Action phase.** Each player performs a maximum of 2 actions, during which they can: move their scavenger, perform a local action, resolve an encounter with a threat haunting the area, rest, or enter the dangerous secret locations.
2. **Event phase.** In turn order, each player draws 1 event card corresponding to the type of the location containing that player's figure. Not all of the locations have a dedicated event deck (Power Plant, Pripyat, Moscow Eye); players at those locations skip this phase. After drawing a card, read it out loud and resolve it. Event cards contain descriptions of adventures, dangers, or random encounters that the scavengers have to face.
3. **Rumor phase.** The Voice of Zona draws 1 rumor card, reads it out loud and resolves. Rumor cards influence the general situation on the board. During this phase emission may occur. As a result, a wave of deadly energy, emanating from the reactor, sweeps across Zona. Emission can be a cause of death for those scavengers who didn't manage to find a shelter.

GAMEPLAY

Gameplay consists of a series of rounds divided in 3 phases:

1. Actions
2. Events
3. Rumors

ACTIONS

During the action phase the scavengers perform up to 2 actions on their turn, starting with the Voice of Zona player and continuing clockwise. The phase ends after the last player performs their actions.

Movement

When performing this action, move your figure to an adjacent location.

If the new location has at least 1 threat token, you must resolve an encounter (see "Threat tokens on the board" – p. 17).

Passing through shortcuts (see "Shortcuts" – p. 9) results in suffering the damage presented on the given shortcut.

During your movement action, you may only move to a secret location if that location is open (see below).

Performing local actions

Each location has its own local action. You may perform this action in order to resolve the effect of your figure's current location. All of the local actions are described under the name of the location on the main board.

If the location has a threat token, you may still perform the action of the location.

For more on locations, see p. 8 and p. 23.
For more on bunker actions (camping), see p. 22.

Note: Local actions can only be performed once per turn.

Opening a secret location

When on a location adjacent to a secret location, you may spend an action to fulfill the condition specified on the lock token. Flip the token over; that location is now considered open.

For more on secret locations, see p. 9 and p. 20.

After opening the secret location, move your figure into 1 of the free spaces of the secret location. Additionally, you may examine the secret items deck and keep 1 of the cards.

Searching

Resolve a search action to encounter a threat token present at your location. You decide which threat you want to encounter.

Rest

When performing this action, lower your fatigue level by 1 (-).

For more on fatigue, see p. 20.

Pass

You may forfeit your actions by passing. If you pass your first action, you immediately finish your turn without resolving your second action.

EVENTS

During the events phase, the scavengers present on certain locations, in turn order, each take 1 event card corresponding to their figure's sector. After drawing a card, resolve the section of the card corresponding to your current location.

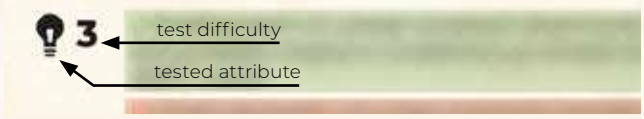
The event decks are assigned to the: green sector, yellow sector, each of the 4 secret locations, and the Sarcophagus. Neither the red sector or the bunkers have assigned event cards.

In order to resolve an event, read the card text out loud and: perform the tests of the required attributes, resolve damage or weaknesses, change your fatigue or reputation level, and perform the described commands.

Event tests

Performing tests during the event card resolution does not differ from performing tests in other situations. The only difference being that a success or failure can influence the course of events.

After preforming a test, read and resolve only the part of the event that corresponds to your test result. If you pass the test, read the text on the green background next to the ✓ symbol. Otherwise, read the text on the red background next to the ✗ symbol.



Example of a test from an event card.

"Choose" command

Some of the event cards force you to make a choice. Those sections are marked with the CHOOSE command. Choose 1 section (divided by lines and the word OR), to read and resolve, ignoring the section you didn't choose. You may read the whole card before making a decision.



An example of a choice on an event card.

Some of the optional event effects are not divided with a line. If the card text says "you may," you are allowed to choose not to resolve the effect.

Damage

If you receive any damage when resolving an event, you must assign it immediately. Damage types separated by a comma are assigned at the same time. You may use protective item (if you have any) in order to lower the damage.

Encounters

If the card says "Encounter: " or "Encounter: ," you must take a corresponding token from the threat token tray (from the bottom of a stack) and resolve the encounter. If you do not defeat the threat, the token is placed at your location—or discarded if encountered in a secret location. Regardless of the result of the encounter, continue resolving the event only after the encounter has been resolved (unless otherwise stated).

For more on encountering threats, see p. 18.

Event cards may include the following phrases:

- "Draw a threat token." You draw a token exactly as during an encounter, then continue reading.
- "Place a threat token." You draw a token exactly as during an encounter and place it on a designated location, then continue reading.

Reputation and events

Some of the encounters take into consideration your reputation. If the card is divided into sections or paragraphs marked with reputation symbols, resolve only the portion corresponding to your reputation. Sections or paragraphs marked with a reputation symbol that you do not have are ignored.

EVENT CARDS

The following are the three types of event cards.

Green and yellow sector events

Each outdoor scavenger—in a green or yellow sector—draws the top card of the event deck corresponding to their color. An event card consists of 3 sections, 2 of which refer to a specific location. If you are in a location mentioned on the card, resolve the event assigned to that location. If you are not in either of the 2 mentioned locations, resolve the last section of the card titled "Other location."

In some cases, the card checks your reputation rather than your location. In that case, resolve the section corresponding to your reputation.

If the last card is drawn from either of these event decks, shuffle all the discarded cards and create a new deck.

EXAMPLE



Lidya, the Scientist, drew a green event card. She's currently in the Wetlands location. She checks the top of the card to see if it contains a section corresponding to this location. The first section refers to "Barracks," the second refers to "Junkyard." Neither of them refers to the location that Lidya is currently at, therefore the player reads and resolves only the section titled "Other location."

Secret location events

Secret location event cards have more text than green and yellow sector event cards. Moreover, they have 2 new symbols.



The mission fails. Discard the card after resolving all of the effects, damage, and fatigue of the current paragraph. Stay at your current location (unless the card states otherwise).



Move to the next paragraph of the event card. Ignore the negative or unchosen portion of the text being resolved (e.g. in case of a success, ignore the defeat section).

If you are instructed to read the line: "You uncover a Secret," do not discard this card like you would a green or yellow event card. Instead, place the card under your character board so that the location's name and the word "secret" are visible. Additionally, you may search the secret item deck of this location and keep 1 of the cards (as you do when opening a secret location)

For more on secret locations, see p. 20.

If the last event card of a secret location is discarded (or taken by a player as an uncovered secret), that location has been looted. Any scavengers at the location must use their first action of their turn to move to a location adjacent to the secret location. No one may enter a looted secret location.



Sarcophagus events

Sarcophagus event cards have a similar structure to secret location event cards. The symbols described in the previous paragraph (✕, ⌄) work in the same way on the Sarcophagus event cards.

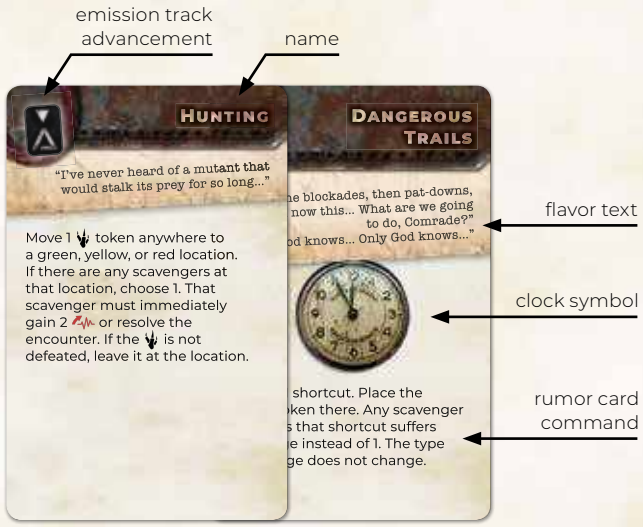
> The "secrets" hidden in various secret locations contain information for allowing a person to reach the power plant and the sarcophagus hidden there. After uncovering a second secret, you may start heading towards the abandoned power plant. However, remember that you must obtain a secret from 2 different secret locations.

If you are instructed to read the last paragraph of the card (the flipped portion of text), the game ends with you as the winner!

If the last card of the Sarcophagus event deck is discarded, the game ends in defeat for all players. It took too long for the scavengers to reach the Source, which became unstable and released the final emission.

RUMORS

The player with the Voice of Zona token draws the top card of the rumor deck.



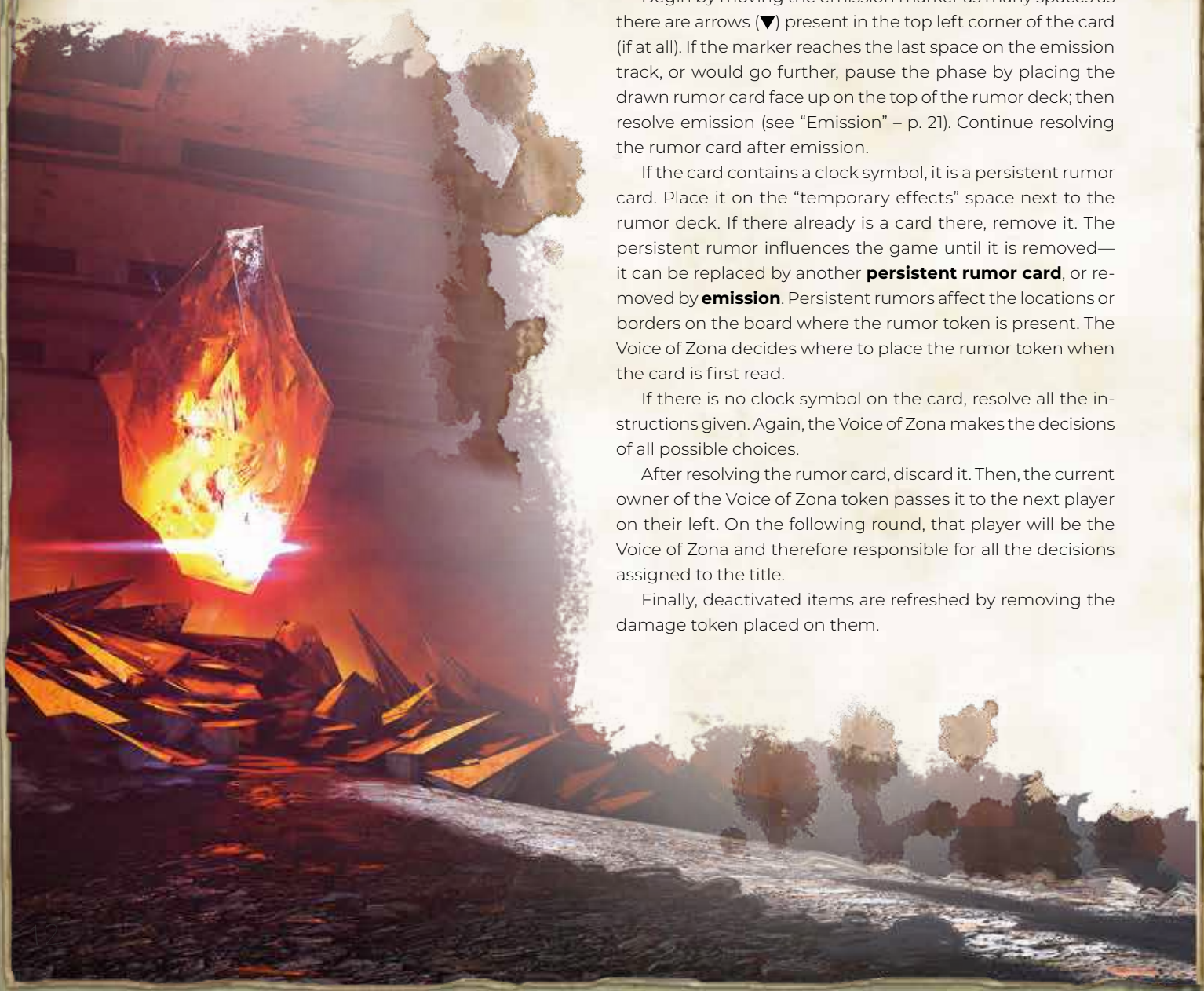
Begin by moving the emission marker as many spaces as there are arrows (▼) present in the top left corner of the card (if at all). If the marker reaches the last space on the emission track, or would go further, pause the phase by placing the drawn rumor card face up on the top of the rumor deck; then resolve emission (see "Emission" – p. 21). Continue resolving the rumor card after emission.

If the card contains a clock symbol, it is a persistent rumor card. Place it on the "temporary effects" space next to the rumor deck. If there already is a card there, remove it. The persistent rumor influences the game until it is removed—it can be replaced by another **persistent rumor card**, or removed by **emission**. Persistent rumors affect the locations or borders on the board where the rumor token is present. The Voice of Zona decides where to place the rumor token when the card is first read.

If there is no clock symbol on the card, resolve all the instructions given. Again, the Voice of Zona makes the decisions of all possible choices.

After resolving the rumor card, discard it. Then, the current owner of the Voice of Zona token passes it to the next player on their left. On the following round, that player will be the Voice of Zona and therefore responsible for all the decisions assigned to the title.

Finally, deactivated items are refreshed by removing the damage token placed on them.



DETAILED RULES

TESTS

During the race for the sarcophagus, the scavengers will have many opportunities to test their abilities. Encounters with anomalies, fighting mutants, outdoor location events, as well as some local actions which require the players to test certain attributes.

Whenever a test must be passed, the symbol of the attribute to be tested will be provided.

PERFORMING TESTS

In order to pass a test, roll 3 dice. The result is then added to your attribute value.

For every [+] rolled, add 1 to the tested attribute.

For every [−] rolled, subtract 1 from the tested attribute.

The [Δ] symbol is treated as a blank side and does not influence the test value. However, if there are at least 2 dice with the [Δ] symbol at the resolution of the test, you suffer 1 .

In order to pass an attribute test, you must obtain a result **equal to or higher** than the test value. Otherwise, you fail the test.

> Remember! If you test an attribute that has a weakness token, subtract 1 from the final result. More about weaknesses later.

FORCING A TEST

After the roll, you may force a test. If you decide to do so, raise your fatigue by 1 (), and reroll one die of your choice. You may only force **once** during a test. If your fatigue is 5, you cannot force the test.

REROLLING THE DICE

Forcing a test, as well as the effects of some of the items and character abilities, allow you to reroll the dice. You may reroll the same dice more than once when stacking two or more different effects. It's perfectly fine.

USING ITEMS

Items in your equipment can influence the tests results. Those that allow you to do so are marked with an attribute symbol. If you perform a test of the given attribute and have an item with its symbol, you may use the modifier. You may declare the use of the item after learning the result of the roll.

There are 2 modifying symbols in the game.

- Item with a [+] symbol add 1 to the test result.
- Item with a [−−] cancel 1 rolled [−] symbol.

EXAMPLE

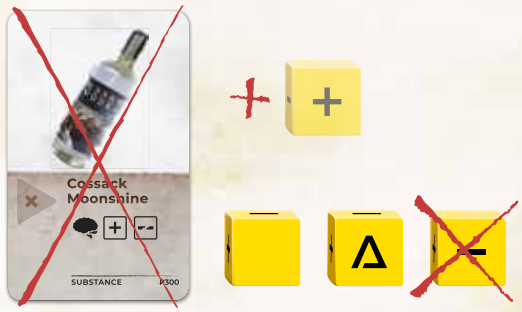
Due to some terrible circumstances, Kostia Fiodorov has to test his willpower (). He has this attribute at level 2, the test difficulty is at 3. The player controlling Kostia takes 3 dice and rolls them. The results are as follows:



What a terrible result for Kostia! He didn't roll any of the required [+] symbols. Additionally, 2 of the results show [Δ]. If Kostia finishes the test now, he will fail and suffer 1 . Kostia decides to force this test. He increases his fatigue by 1 and rerolls 1 of the 2 dice showing [Δ].



After rerolling the die, he gets a [−] symbol. That's bad! Luckily, Kostia has an ace up his sleeve. Well, actually, he has a bottle of moonshine in his coat. He discards the card and adds the [+] [−−] symbols to his test.



The [+] addition allows him to add 1 to the result. It's still not enough; he needs 1 more to match the test difficulty. Thankfully, the [−−] allows him to cancel his [−] die.

After using the cossack moonshine, the dice result is as follows:

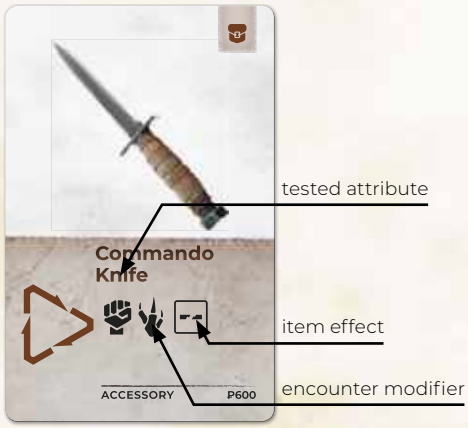


The final result of the test is 3, therefore the willpower test is a success. All it took was some liquid courage.

Encounter modifiers

Items with the mutant or lightning symbol in the effect description may only be used during an encounter with a threat of the matching type. They may also be used during a test in which that symbol is in the description next to the difficulty level.

EXAMPLE



Commando knife may be used:

- during a mutant encounter that tests physique;
- during an event that tests physique and is marked with a mutant encounter modifier.

This item cannot be used during a physique test if there is no mutant encounter modifier next to the test difficulty level.



ITEMS

Item cards are not just tools, weapons and protective gear used by scavengers. They also include powerful artifacts—almost magical items with abilities that surpass the laws of physics—and secret items (scientific experiments hidden deep underground).

Items are divided into the following types:



Junk items – The cheapest and most common items that are very often useful.



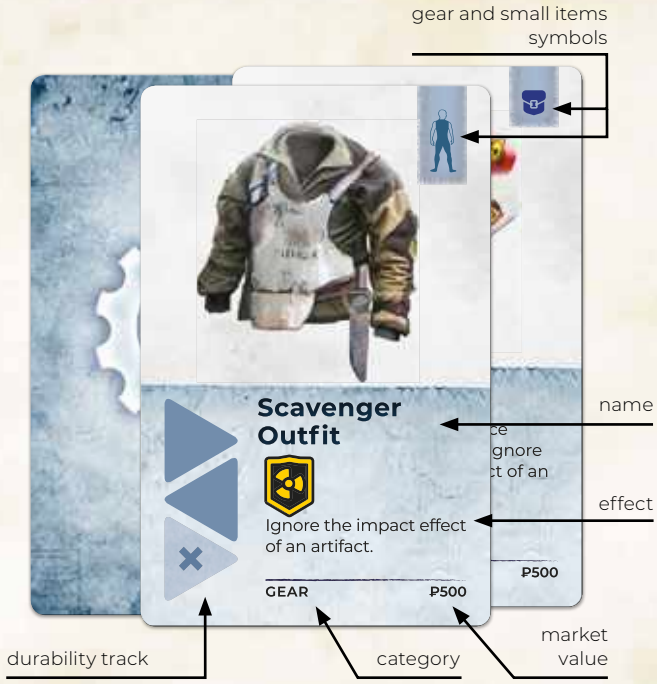
Equipment items – Better quality items with a higher market value as they are mostly imported to Zona.



Secret items – Very useful items created in secret laboratories.



Artifacts – Mysterious trinkets with unique abilities that can prove to be very dangerous for the user.



Small items

Items marked with the small item symbol do not take space in the backpack. Usually they are one time use only, but not always. Small item cards have their place to the left of the character board. There is no limit to the amount of small item cards you may have.

Gear



The symbols above represent the body parts that the gear protects. **Note**: Some of the items cover more than 1 body part.

Each gear item has a symbol representing what body part it covers (marked black). You cannot wear 2 gear items that cover the same body part.

Gear items may be worn or kept in the backpack. Gear that is currently worn is placed in the bottom row on the right side of the backpack board.

You may only use the abilities of gear you are wearing. You cannot use the ability of a gear item if it is in your backpack.

Your gear item cards may be rearranged in only two cases:

- when you gain a gear item card, you may immediately place it as worn, moving other gear (covering the same body part) to the backpack
- in the action phase, during your turn, before or after performing an action.

Dropping items

An item may be dropped at any moment of the game. In order to drop an item, discard the item card and place it on the discard pile next to the card deck of that type. In the case of secret items, return it to the box.

6TH SPOT

Some items and scavenger abilities grant an extra space in the backpack. If the item or ability has the symbol in the effect description, you may keep 1 item on the special 6th spot on the right side of the backpack board.

The 6th spot is the only passive item ability—the item does not have to be in use, and the 6th spot can be used as long as you own the item (or in the case of gear, you're wearing it).

If the item providing the 6th spot is lost, the item in that spot must be moved to the backpack (according to the standard placement rules). If there is not enough space left in the backpack, another item can be dropped to provide space.

The loss of the 6th spot does not allow you to immediately place a gear item card in the spot for worn gear. Gear can only be put on in the 2 cases described earlier in the gear section of the rules.

USING AND DAMAGING ITEMS

You may use items at any time during your turn. During another player's turn, you may use items in reaction to effects that give damage or force you to perform a test. When resolving a single effect, an item can only be used once.

A discarded item is placed in the corresponding discard pile.

Each time you use an item, place a damage token on its card. There are 3 types of durability markings on item cards.

- **Single use.** Place a damage token, then immediately discard this item.



- **Consumables.** The card is discarded after placing the last damage token on the durability track. Consumables may be **repaired** by some game effects or at bunkers when camping. When damage is repaired, damage tokens are discarded.



- **Durable.** This card may be used multiple times, but only once per round. If a game effect would **deactivate** a durable item, a damage token is placed on the card as if it was used. At the end of the rumor phase, during the refresh stage, the damage token is removed from the durable item and the item may be used again next round.



Damaging

Using an item is not the only way to destroy it. If any game effect requires you to damage ( ) an item, a damage token gets placed on its card. **Note**: Durable items cannot be damaged ( ).

EXAMPLE

Ivan, the Mercenary, reaches a military complex where he finds a computer. In order to get the information he needs, he has to break the code. Ivan performs a smarts test ( ) with a difficulty of 4, while his value of the tested attribute is 2.

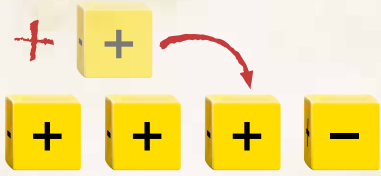
The result of his roll (after forcing it) is [+][+][−] which is not enough to succeed.



Among others, Ivan has the following items that can help him influence the smarts ( ) test result.

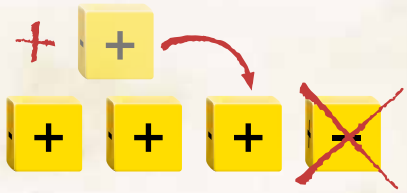
Energy drink is a one-time use item. Its effect is enough to pass this test. If Ivan decides to use this item, he will discard the card instead of placing a damage token on it.





Spectrometer's effect allows him to pass this test. However, Ivan used this item before so there is only one free space on the durability track. If Ivan decides to use this item, he will have to discard it.





Technical records is a durable item which allows Ivan to ignore a [−] symbol. It is enough to pass this test. Ivan places a damage token on the item's durability track. He will not be able to use it again this round, but he does not have to discard it. At the end of the round, after resolving the rumor card, Ivan will remove this token and the item will be active again.





CATEGORY

Items owned by scavengers can influence the events and encounters in more ways than just during tests. Some effects refer to the category of an owned item.

CROWBAR

Some event effects can have a different course of action if the character has a crowbar. In such situations, if you decide to "use the crowbar," damage it without resolving the item card effect.

MARKETPLACE

The marketplace board is where equipment and junk items may be purchased during the game. You may perform transactions while **camping** or when resolving some of the event cards. In order to buy an item, you must discard an amount of rubles equal to the item's cost.

The availability of items on the marketplace board depends on the scavenger's reputation. Items in the last column can only be purchased by scavengers with good reputation. Items in the third column can only be bought by scavengers with good or neutral reputation. Finally, items in the first 2 columns can be bought by all scavengers, regardless of their reputation.

If you buy at least 1 item on your turn, you need to refill the market at the end of your turn. Move the items at the marketplace to the left in order to fill the empty spots, then place new cards from the proper deck(s) on the empty spots on the right.

REWARDS

If an effect would command you to "Take an item (junk, equipment or artifact)," take and keep the top card of the proper deck.

ARTIFACTS

Artifacts are considered items even though they slightly differ from junk and equipment items. Artifact cards include the same information as other item cards and are subject to the same rules.

Artifact cards are found in the green, yellow, and secret items decks.



IMPACT

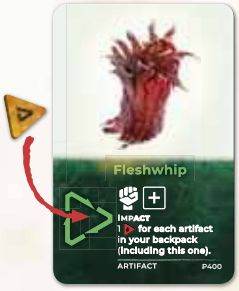
Some artifacts also cause an additional effect called impact. It's a negative effect for the user, but some items (or abilities) allow you to negate it.

If an impact effect is determined by the number of owned artifacts, you count all of your artifacts—including the one initiating the effect.

You may not use an artifact if its impact effect would: increase your fatigue level above the limit, gain you a weakness, or cause you to discard an item or another resource that you do not posses.

EXAMPLE

During an event, the mystic decides to perform a physique (✊) test with a difficulty of 2. He rolls the dice and receives a result of ☐☐△. His physique value is 1, so the roll is not an immediate success. The scavenger does not force the test, instead choosing to use an artifact he owns.



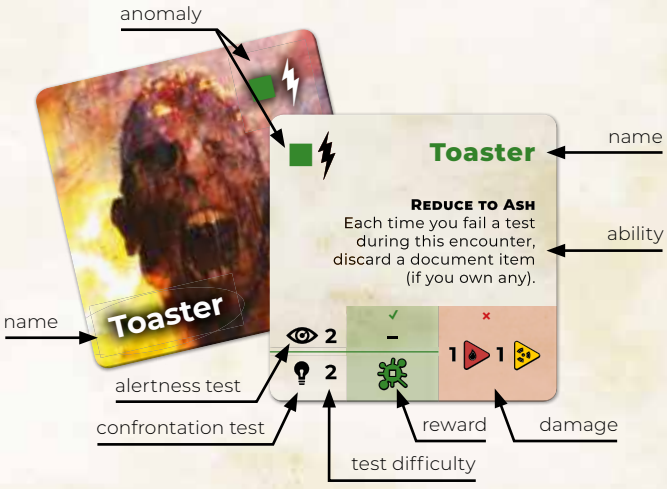
He places a damage token on the artifact's durability track. However, this artifact has a negative impact effect. The mystic has 1 other artifact, so as a consequence of the Fleshwhip artifact impact effect, he would suffer 2 . He decides to use an additional item to cancel the impact effect.

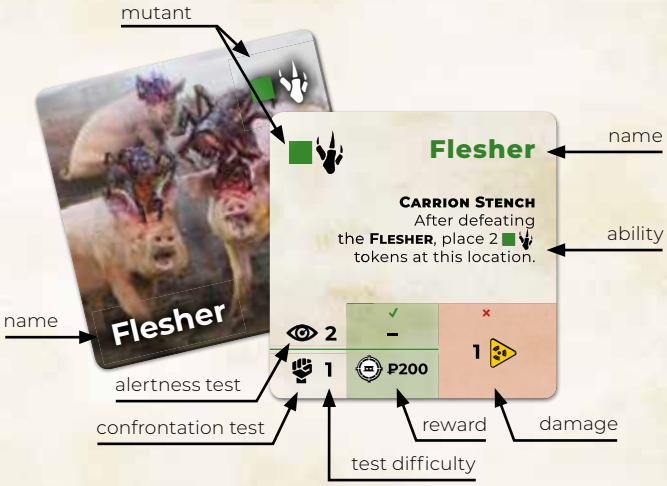


The mystic places 1 damage token on the durability track of the scavenger outfit, which allows him to ignore the impact effect. He ignores the 2 of the Fleshwhip impact and, thanks to this clever trick, the test is a success.

MUTANTS AND ANOMALIES

Zona is full of mutants and anomalies that are represented by threat tokens.





THREAT TOKENS ON THE BOARD

When you perform a movement action and enter a location with a threat token, you must resolve the encounter. If there is more than 1 threat token at that location, the Voice of Zona chooses your threat.

If you are moved by a "relocate" effect or start your turn at a location with a threat token, you do not resolve the encounter.

An encounter with a chosen threat also occurs as the result of a search action (see p. 10).

Mutant and anomaly encounters involve testing attributes and are identical in the way they are resolved. When you defeat a threat, you get the indicated reward.

Threat tokens do not block local actions.

A defeat during an encounter does not finish your turn.

EXAMPLE

As her first action, Tamara decides to perform a movement action to the Factory location. There are 2 threat tokens at this location: Gargantuan ( ) and Phlegm ( ).

The scavenger with the Voice of Zona token chooses the threat that Tamara must face. They decide on the Gargantuan since it is harder to defeat.



ENCOUNTERING A MUTANT OR AN ANOMALY

1. Threat's Ability

Before the encounter, read the ability of the threat described on the back of the token.

Before performing an action, you may read the descriptions of any threat tokens on the board—just make sure to put the tokens back in their proper place.

2. Detection

Perform an alertness test ( ) using the difficulty value written on the threat token.

If the test ends in failure, you suffer the damage shown on the token.

After the alertness test—regardless of the result—you may back out of the confrontation and run away. If you do, the encounter ends. Place the token back on its current location and continue the phase the encounter interrupted.

3. Confrontation

If you decide to confront the threat, you then perform the confrontation test. Test the attribute shown on the token as normal. Anomalies generally test your smarts ( ) or willpower ( ), while mutants test your physique ( ) or willpower ( ).

If the confrontation test ends in defeat, you receive the damage presented on the token and the encounter ends. The token returns to its location and you continue the phase the encounter interrupted.

If the confrontation test is successful, the threat is defeated and you get the reward.

Note: Items with the following symbols may only be used to modify specific encounter test results (see "Encounter modifiers" – p. 14).

Tests of a given attribute with anomaly encounters.

Tests of a given attribute with mutant encounters.

4. Reward

After you defeat an anomaly, you usually gain an artifact of the color presented on the token. The anomaly token is then discarded.

When you defeat a mutant, you usually place the threat token next to the character board in the section designated for small items. The mutant tokens you own are called trophies. A trophy can be sold at any bunker for the price shown on the token (see "Camping" – p. 22).

- **+ value in rubles** – The market value as a trophy.
- – Gain a green artifact.
- – Gain a yellow artifact.
- – Nonstandard reward described in the threat's ability.
- – No reward.

EXAMPLE. Mutant Encounter

Prospector Tamara is resolving a Gargantuan mutant encounter.



First, she must learn what ability this threat has because it can influence the alertness test. This time, the mutant's ability influences the confrontation test.

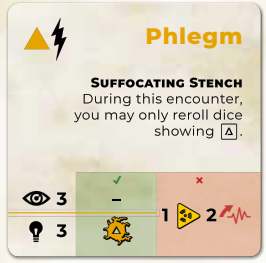
The Prospector performs the alertness test ( ) with a difficulty of 2, her alertness attribute is at 3. Her roll result is [+][+][Δ]. She passes the test without any problems and now must decide if she wants to confront the threat.



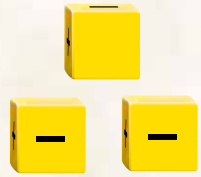
Her physique ( ) level is at 2, meanwhile the test difficulty is at 5. If she had a mutant's trophy, she could discard it to lower the difficulty to 3. Taking into consideration her chances, she decides not to confront the Gargantuan.

EXAMPLE. Anomaly Encounter

As her second action, Prospector Tamara searches—she wants to defeat the second threat at her location.

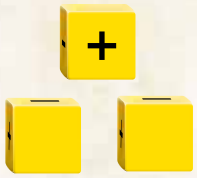


She performs the alertness ( ) test with a difficulty of 3, her alertness attribute is at 3. Her roll result is [ ][−][−]. Because of this anomaly's ability, Tamara cannot reroll dice unless they are showing [Δ]. She also doesn't have any items that could help her with this test. This result means defeat. ▶▶



Therefore, she takes the damage presented on the token—she suffers 1 and raises her fatigue by 2 .

Even though the Prospector failed the alertness test, she decides to confront the anomaly. She tests her smarts () with a difficulty of 3—exactly equal to her attribute level. Her roll result is . She got lucky, and success means she defeats the anomaly. Tamara discards the threat token and gains a reward in return: the top card of the yellow artifact card deck.



DAMAGE

Damage types

Game effects may result 3 different types of damage. The damage type is important in case you have something to protect you from this type of damage.

- **Radiation damage.** Exposure to excessive doses of ionizing radiation can result in radiation sickness.
- **Mental damage.** Traumatic events that influence mental health.
- **Physical damage.** Damage caused by external and physical factors.

Protection against damage


protection from radiation


protection from mental damage


protection from physical damage

Items with protection effects are marked with the symbols above.

Each protection symbol allows you to cancel 1 damage of the given type, before you receive the damage.

Suffering damage

Each damage that has not been cancelled lowers your fortitude. Mark it by placing an equal amount of damage tokens on the free spots of the fortitude track of your character board.

EXAMPLE

The smuggler Andriej fails the alertness test when resolving an encounter with Benevolence, so he suffers 2 and 1 . He does not have any items that would protect him from mental damage (), but luckily, he did manage to get "gunk" during his trip. ▶▶



He discards his artifact and gains temporary protection from radiation. The artifact effect allows him to cancel the 2 , thus Andriej only suffers 1 . He places 1 damage token on his fortitude track.

In this scenario, Andriej fills the last free spot of his fortitude track.



HEALING

During the game, you can remove damage if a game effect allows you to heal. The given amount of damage tokens are removed from your fortitude track.

WEAKNESSES

If you would suffer more damage than the number of free spots on your fortitude track, discard all of the extra damage and take 1 weakness token.



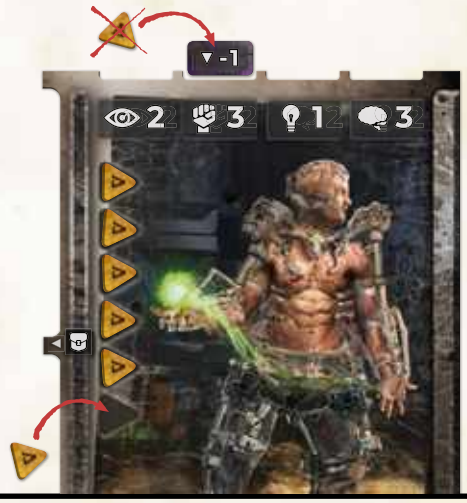
weakness token

When receiving a weakness token, place it on your character board above a chosen attribute—this attribute's value is now lowered by 1. You may choose where to place the weakness, however you cannot pick the same attribute twice.

Some game effects allow you to heal a weakness—simply discard the token.

EXAMPLE

The fortitude track of misfit Savva has only 1 free spot. Due to a lost confrontation with an anomaly, he receives 2 . The scavenger doesn't have any item that would let him cancel this type of damage, therefore he places 1 damage token on the last spot of his fortitude track. He has 1 more damage to assign, but there are no free spots on the fortitude track. The remaining damage is discarded and Savva gains 1 weakness token. He chooses to place it above his physique () attribute. Until he removes this weakness token, the value of this attribute is lowered by 1; now equaling 2.



DEATH

You may have up to 3 weakness tokens above your character board. If you would receive the fourth weakness token, you die. If this happens, discard the character board as well as all of your items and tokens.

You have the option to restart the game. Pick a new, previously unchosen character. At the end of the rumor phase, repeat the steps described in the section "Scavenger Setup" (see p. 6). However, do not place your starting threat tokens on the board (step **a**).

If your previous character uncovered 2 secrets, you may keep 1 of them. The new character starts the game with this secret.

FATIGUE

Fatigue represents the emaciation of a scavenger and their stress level. Fatigue cannot be increased above the maximum level. Fatigue is tracked on a special fatigue dial. Low levels of fatigue mean that you are well rested, while high levels of fatigue mean a loss of strength.

If you are required to increase your fatigue level (), turn the hand of the dial towards the higher value.

Likewise, decrease your fatigue (), by turning the hand towards the lower value.

Some game effects might increase or decrease your fatigue level by more than 1, this is marked by a number value before the symbol.

For every point of fatigue you would gain that would increase your fatigue () beyond the maximum value, receive 1 damage instead. This damage **cannot be prevented**.

You cannot force a test if your fatigue is at the maximum value. Similarly, if a lock token would require you to increase your fatigue beyond the maximum, you cannot open that secret location.

For more on forcing a test, see p. 13.

REPUTATION

Reputation is a status, illustrating your morality and repute. Your reputation influences:

- certain local actions,
- availability of marketplace items,
- event cards.



front of the reputation token – ☆



back of the reputation token – ★

You will be able to change your reputation during the game. This is presented through 2 symbols:

improvement of reputation

deterioration of reputation

When your reputation deteriorates, it changes for the worse. If you have good reputation (☆), lower it to neutral (★). If you have neutral reputation (★), lower it to bad (★). The process is reversed in case of improvement of reputation.

If you have bad reputation and would deteriorate it further, suffer 1 .

If you have good reputation and would improve it, you may lower your fatigue by 1.

EXAMPLE

Loner Oleg is in the barracks and performs a local action. He has neutral reputation (★), so after performing the action he lowers his reputation to bad (★). His player covers the neutral reputation symbol on their backpack board with the reputation token flipped to the bad reputation side.



SECRET LOCATIONS

There are 4 special facilities on the board—secret locations housing underground research stations and military outposts. Those secret locations hide information about the sarcophagus.

Each secret location is represented by special areas marked on the board. They have their own event cards, secret items, and a lock token for the location.

Opening a secret location is an action. In order to perform this action, you must be on a secret entrance (the location adjacent to the secret location) and fulfill the requirements presented on the lock token. If the token requires suffering damage, you do not fulfill the requirement if you would receive a weakness as a result. If the token requires increasing fatigue, you do not fulfill the requirement if you would exceed the maximum fatigue. After opening a secret location, you automatically relocate to one of the free spaces in the given location.

You cannot enter a secret location if:

- it is locked and you are unable to perform the action to open it;
- all spots at the location are taken (each location can only hold 2 scavengers in a 3-4 player game and 1 scavenger in 1-2 player game);
- you already uncovered a secret at that location;
- all event cards for the location have been discarded.

THREAT TOKENS AT SECRET LOCATIONS

If you would resolve an encounter at a secret location and fail to defeat the threat, the threat token is **discarded**.



The underground archive is still being guarded by soldiers from the military barracks located above ground. In its halls are hidden folders with research results that were sent to the main institute in Kiev.



The botanical lab has been abandoned since an ill-fated accident involving experiments with anomalous vegetation. Most of the complex fell into ruin, but the top floor became a safe house for a group of bandits.



The emission observatory was created within a year after the incident. Its purpose was to measure the upcoming emissions and to study the influence of the psychoactive field on the human brain. The facility is decaying and full of maniacs.



The government bunker is an underground facility built for explorers that were sent on long research expeditions. Due to the character of the expeditions, it's safe to assume that it's full of valuable items and interesting information.

SECRET ITEMS

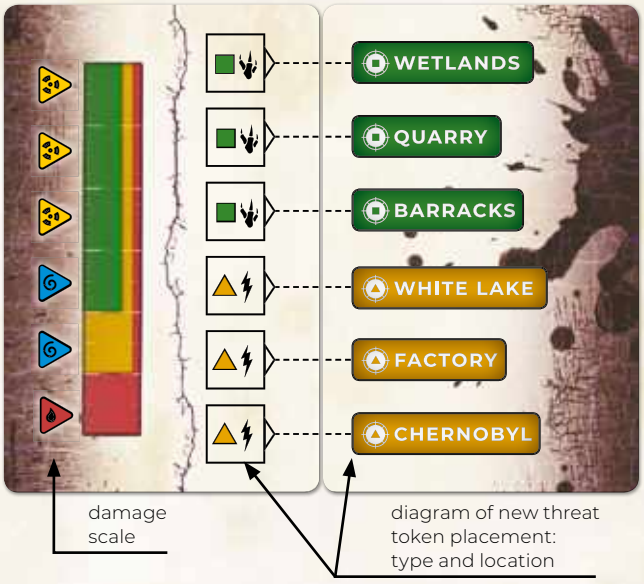
Each secret location has a small deck of secret item cards. When you open a secret location or uncover its secret, you may search that location's secret item deck and keep 1 of the cards. If there are no more secret items at that location, its secrets can still be uncovered (and—due to some rare interactions—it can still be unlocked), but there is no additional reward.

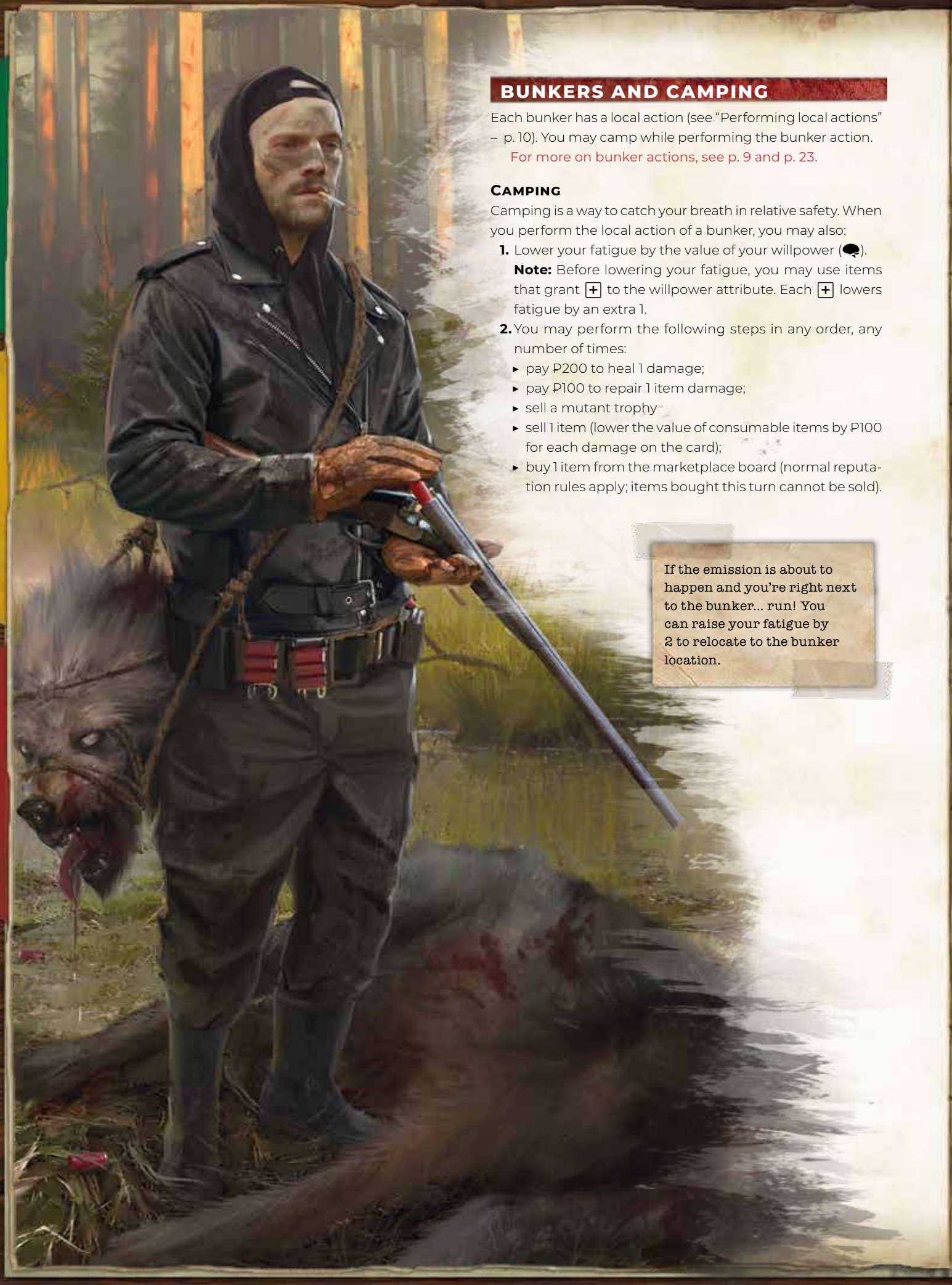
EMISSION

After drawing a rumor card and advancing the emission, if the emission marker is on the last spot of the emission track, the emission is immediately resolved. The rumor card is temporarily put aside—it will be resolved after resolving all the steps of the emission.

Emission is resolved according to the following steps:

1. Flip the top card of the emission deck and place it next to the deck in such a way that the back and front of 2 cards create a diagram.
2. Any scavenger at a location adjacent to a bunker may increase their fatigue level by 2 in order to immediately relocate to that bunker location.
3. All scavengers at outdoor locations (locations that are not bunkers or secret locations) suffer the damage shown on the damage scale of the emission card: characters in the green sector suffer the green damage; characters in the yellow sector suffer the green and yellow damage; characters in the red sector suffer all damage shown.
4. The rumor token, persistent rumor card and all threat tokens on the board are discarded. New threat tokens are placed according to the emission card diagram.
5. All items on the marketplace board are discarded and replaced with new ones.





BUNKERS AND CAMPING

Each bunker has a local action (see "Performing local actions" – p. 10). You may camp while performing the bunker action.

For more on bunker actions, see p. 9 and p. 23.

Camping

Camping is a way to catch your breath in relative safety. When you perform the local action of a bunker, you may also:

1. Lower your fatigue by the value of your willpower (🗣).
   Note: Before lowering your fatigue, you may use items that grant ➕ to the willpower attribute. Each ➕ lowers fatigue by an extra 1.
2. You may perform the following steps in any order, any number of times:
   - pay ₽200 to heal 1 damage;
   - pay ₽100 to repair 1 item damage;
   - sell a mutant trophy
   - sell 1 item (lower the value of consumable items by ₽100 for each damage on the card);
   - buy 1 item from the marketplace board (normal reputation rules apply; items bought this turn cannot be sold).

If the emission is about to happen and you're right next to the bunker... run! You can raise your fatigue by 2 to relocate to the bunker location.

APPENDIX 1 - LOCATIONS AND ITEMS

LOCAL ACTIONS

BUNKERS

- **Research station.** You may pay ₽800 to discard a weakness token. If you have good reputation (☆), as a part of this action you may sell 1 chosen artifact for ₽100 more than its market value. Additionally, you may camp.
- **Roadhouse.** You may lower your fatigue by 1. If you have good reputation (☆), as a part of this action, you may heal 1 damage at no cost. Additionally, you may camp.
- **Village.** You may pay ₽100 to repair 3 item damage. If you have good reputation (☆), as a part of this action, you may repair 2 additional equipment damage at no cost. Additionally, you may camp.

GREEN SECTOR

- **Barracks.** Lower your reputation (☆) and take 1 equipment item from the top of the equipment deck. If you have bad reputation (★), you cannot use this local action.
- **Farms.** For your action, you may sell any number of trophies and artifacts for their value. You get extra rubles for each, depending on their color: an extra ₽100 for green, an extra ₽200 for yellow.
- **Frontier.** Perform an alertness test (👁) at difficulty 3. If you pass, take ₽200 or 1 junk item.
- **Junkyard.** Suffer 2 ☢. Then, draw 3 junk item cards; keep 2 and discard 1.
- **Quarry.** Draw a green mutant (■🐾) token and immediately resolve the encounter. If you fail the confrontation test, or there is no confrontation, the token stays at this location.
- **Wetlands.** Draw a green anomaly (■⚡) token and immediately resolve the encounter. If you fail the confrontation test, or there is no confrontation, the token stays at this location.

YELLOW SECTOR

- **Chernobyl.** Increase your fatigue by 2 (💓). Then gain ₽400. If you have a crowbar, gain an additional ₽100.
- **Factory.** Discard 1 mutant trophy or 1 artifact (of any color). Then improve your reputation (☆).
- **Misty Hill.** Suffer 1 ☢ damage. Then perform a willpower test (🧠) at difficulty 3. If you pass, take 1 artifact.
- **Proving grounds.** Take 1 equipment item from the top of the equipment deck. Then, perform a physique test (✊) at difficulty 4. You may use effects and abilities that modify mutant encounters. If you fail, suffer 3 ☢.
- **Red Forest.** Draw and place threat tokens at this location: 1 yellow mutant (▲🐾) and 1 yellow anomaly (▲⚡). Choose one of the tokens and resolve an encounter with it. If you fail the confrontation test, or there is no confrontation, the token stays at this location.
- **White Lake.** Suffer 1 ☢. Then perform a smarts test (💡) at difficulty 4. You may use effects and abilities that modify anomaly encounters. If you pass, take 1 equipment item from the top of the equipment deck.

RED SECTOR

- **Moscow Eye.** Suffer 2 ☢. Then draw a yellow anomaly token (▲⚡) and resolve the encounter. After the alertness test (👁) you cannot skip the confrontation. Regardless of the result of this encounter, relocate to the power plant location if you have uncovered 2 secrets. If you fail the confrontation test, leave the threat token at this location.
- **Power plant.** Perform a willpower test (🧠) at difficulty 4. If you fail, suffer 2 ☢ damage. Then relocate to the Sarcophagus location.
- **Pripyat.** Suffer 2 ☢. Then draw a yellow mutant token (▲🐾) and resolve the encounter. After the alertness test (👁) you cannot skip the confrontation. Regardless of the result of this encounter, relocate to the power plant location if you have uncovered 2 secrets. If you fail the confrontation test, leave the threat token at this location.

If you would suffer any damage when performing a local action, remember your protective items. Using them might help you cancel some (if not all) of the damage.



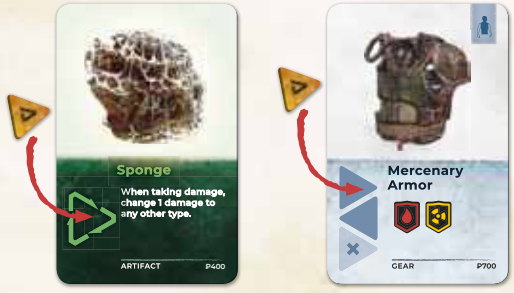
ITEM CARD EXPLANATION

Green artifacts

- **Cloister.** You may use this item when resolving emission in the rumor phase. Lower your fatigue by 1 (instead of 2) in order to relocate to an adjacent bunker.
- **Pitch.** You cannot discard the damage token from this item.
- **Siphon.** This durable item has a passive ability, you do not need to use it to gain its benefit. It provides the additional 6th spot, even if it is deactivated. Siphon is a small item, so you do not place it on your backpack board. If a game effect (e.g. another artifact's impact effect) refers to other artifacts, do not take Siphon into consideration.
- **Sparkler.** Make a willpower ( ) test at difficulty 3. If you succeed, heal 1 damage. If you fail, suffer 1 . The test result may be modified by character abilities and other item effects.
- **Sponge.** This durable item allows you to, once per round, change 1 damage of one type to 1 damage of another type.

EXAMPLE

You suffer 2 . Using "Sponge" allows you to change 1 to 1 . You could then use "Mercenary armor," which protects against 1 and 1 , to cancel all the received damage.



Yellow artifacts

- **Devil's gut.** You may decide to use this item while forcing the test. If you decide to use it and you have 1 weakness, you reroll 2 dice instead of 1 die. If you have 2 or more weaknesses, you reroll up to 3 dice. Remember to reroll the dice at the same time. This means that you cannot use this item to reroll the same die more than once or to reroll more than 3 dice.
- **Eye of Chort.** If you do not have a trophy, you cannot use this item. Items that let you ignore the impact effects of artifacts provide an exception to this rule.
- **Gutberry.** You cannot discard damage tokens from this item.
- **Magma.** You may use this item only when you test physique ( ) during a confrontation.
- **Prod.** During a mutant encounter, if you fail one of the attribute tests (, or), do not suffer the damage. This artifact effect is not applicable to damage resulting from the mutant's ability.
- **Timber.** You may use this item even if your fatigue is at the highest value. Receive 1 damage for each fatigue above the maximum level.

Junk items

- **Counterfeit pass.** If you are at the Research Station location, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.
- **Crowbar.** You may use the effect of this consumable item only if an event, location or item effect required you to take, or draw and keep, junk items.
- **Explorer's map.** You may use this durable item in order to not receive damage when using shortcuts this entire round. All other damage that you receive this round is resolved as normal.
- **Geiger counter.** You may use this consumable item only once per test.
- **Ration stamp.** If you are at the Barracks location, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.

EXAMPLE

You perform the local action of the Junkyard location. You suffer 2 to draw 3 junk item cards and keep 2. If you decide to use the crowbar, place 1 damage token on the card's durability track and take 1 junk item card from the top of the junk item deck.

Equipment items

- **Anomaly scanner.** If you use this item before resolving an encounter, the effect lasts during the whole encounter. If you use this item during a confrontation with the "Merry Wright" anomaly, perform a smarts test ( ).
- **Repair kit.** You may use this item during the action phase, before or after performing an action. Using this item is not considered an action.



EXAMPLE



You're about to suffer damage from an effect. You decide to use the "Clot" artifact in order to cancel 2 damage (1 and 1). However, this artifact has a negative impact effect that would cause you to increase your fatigue by 2 for each artifact you have (including "Clot").



You decide to use "Scavenger Outfit," which allows you to ignore the impact effect of "Clot" and allows you to cancel 1 .

- **Scavenger outfit.** When you use this item, you gain both effects simultaneously. One use allows you to cancel 1 and ignore the impact effect of an artifact you want to use.
- **Smuggler GPS.** If you are at the Wetlands location, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.

Secret items

- **Gargantuan urine.** You may use this item after drawing and examining the mutant token. The discarded mutant token is not considered defeated, therefore you do not receive a reward and do not receive any damage.
- **Mutated embryo.** If you are at the Research Station location, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.
- **Mysterious compound.** When you use this item, move your fatigue dial hand to the highest value. If the dial is showing the highest value before using the item, the hand's position does not move and you do not receive any additional damage.
- **Pioneer's PDA.** If you are at the Moscow's Eye or Pripyat locations, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action. You may use this item even if your fatigue is at the highest value. Receive 1 damage for each fatigue above the maximum level.
- **Power plant blueprints.** If you are at the Power Plant location, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.
- **Prof. Ivashchenko's notes.** The effect of this item allows you to use another durable artifact effect again this round. You must also resolve the impact effect of that artifact if it has one. You cannot use "Prof. Ivashchenko's notes" to copy the effects of "Pitch" or "Gutberry" (both are consumable items that cannot be deactivated).
- **Welded container.** If you are at the Research Station, Village, or Road House locations, you may use this item during the action phase, before or after performing an action. Using this item is not considered an action.

APPENDIX 2 - ADDITIONAL MODE

SOLO GAME MODE

Game preparation:

Use the 1-2 player ( ) side of the game board. Set up the game as usual with the following changes:

- Shuffle the secret item cards and make 4 small piles. Each pile should have 2 cards (like in a 2-player game).
- Place the threat tokens according to your character board's setup instructions. Then take 1 random other character board and place threat tokens according to that character board's setup instructions.
- After preparing the rumor deck, discard the top 5 cards without resolving their effects.

Changes to the game rules:

- There is no Voice of Zona player. All of the decisions normally made by the Voice of Zona are resolved in the following way:
  - If the Voice of Zona would select a location, always choose the location that you're at (if possible).
  - If a threat token needs to be chosen, always choose the token with the highest alertness test ( ) difficulty.
  - If an effect concerns 2 locations, such as the one you are in and an adjacent location, the effect concerns only your location.
  - If the effect mentions choosing another location or making any other decision, you decide.



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ZONA

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