



# STALKER

## THE BOARD GAME

OFFICIAL GAME FAQ

V1.0

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# ERRATA

Changed and added texts are marked in magenta.

## Gameplay Example

### page 7


Knife Action – Mamon should additionally roll 1 yellow die in addition to the 3 dice thanks to his Ex-Monolith Ability as it affects all Attacks.

## Rulebook


### page 9

To the right of „Buying and Selling” there should be the following sidebox:

#### Mission Specific Equipment Cards

Some Equipment cards state „-” as their  value. Such cards can't be sold or discarded unless the game clearly instructs you to do so. They usually represent objects too specific or too dangerous even for the greediest smugglers to take interest in them.

### page 13



Cover – First paragraph should have an additional sentence at the end: “All spaces in a Room have the same  value, which is usually presented in one or two edge spaces of a Room.”

### page 20

Stalker Movement Rules first bullet – To Move X spaces, simply Move your Stalker to an adjacent space X times. Spaces divided with Impassable Terrain or a Wall aren't considered adjacent for Movement purposes.

### page 28

Enemy Wounds – Second point has 1 wrong icon. It should be:

“If an Enemy suffered this Wound due to the effect of a , they will still gain the new .

### page 44

Radiation Exposure – Quick rules reference is missing one threshold. It should be:

“If you're on the yellow, orange, red, or black threshold ...”

## Mission Guide

### page 14

“If you have Additional Objective (A3-15b) card:

- Update your Achievements on the Zone Map with sticker 10. “Enemy of the Monolith”. The Monolith remembers that you have slain one of their best.”

should be:

“Otherwise:

- Update your Achievements on the Zone Map with sticker 11. “Enemy of the Monolith”. The Monolith remembers that you have slain one of their best.”



### page 15

Add the following as the last sentence of Mission Summary:

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


### page 20

the last bullet of the Anomalies setup should be replaced with:

- “For all Anomalies with an Artifact: place 1  in each Anomaly center. Then, place matching Anomaly standees on those .
- Place 1 Space Anomaly standee on the Anomaly center of the Space Anomaly tile.”

## Scriptbook

### page 2 S.107

First rules sentence should be: “You may now sell any Artifacts you have in your Stash for their  value.”

### page 5

Mission B2 – fourth bullet should be: “If you failed Mission B2, return 5 × Spatial Anomaly Exit tokens to the box. Otherwise, return them to the Mission box B1.”

## Zone Survival Rules & Scripts

### page 4

ZS tokens – the last sentence of the last rules paragraph should be replaced with: “If such token is placed on an existing space it negates the  and  values from that space, regardless whether the symbols are physically covered or not. Additionally it negates the space edges that are physically at least partially covered by the token.”

### page 14

Frontal Assault (STEP 3) DRAW AND PLACE 4 SETUP CARDS (AND THEIR TOKENS)

- If, after drawing the first three cards from the Setup deck, it turns out that none of them has a Request tag, check the next cards in the Setup deck until you find the first one with the Request tag and without the tag identical to the tag on any previously drawn Setup card – draw it as the fourth one.

### 001

First rules sentence should be: Move the target Enemy along the LoS of your shot until it reaches the first Wall, Impassable Terrain, or Map edge.


### 028

first part of both Stalkers and Enemies effect should be: “Move the least number of spaces to Move out of the way.”

### 066



Add at the end of the script: After resolving the Mine explosion, discard the Mine token.

### 160

Second rules paragraph should be: For each  rolled choose one:

- Move the Vehicle token by up to 1 space.
- Turn the Vehicle token by 90 degrees.

### 198

the last sentence of the second bullet should be: “If you rolled less than 2 , each Enemy on space with the Enemy that lobbed the grenade suffers an Attack of 10  against their torso.”

### 239

First rules paragraph should be: You may Move up to 5 spaces. Don't place or Move your Attention token unless you end your Movement in the Enemy's LoS.

246

Last sentence should be: "Then, discard the Dead Body token and card."

262

At the end of the script add: Discard the Stunner token and card.

281

Last paragraph should be: "Lose 6HP and discard a [eye icon]. You may discard 4 Equipment cards OR 1 Food Item to ignore this effect."

332

Last sentence of the script should be: During your Turn you can surface anytime you want, if you do so, place your Stalker in a larger Flooded Room space (i.e. the space not behind the Wall).

340

The rules text should be: "Place the Cloud token on the space with the Silo token. Then, discard the Silo card."

066, 079, 270, 296, 396

The explosion effect was missing the clarification that it also affected components like Door, Silo, etc. - "For each Entity and Other Component..., resolve:"

047, 270

Goga card should be left for rules reference in case any Mine token remains in play. "Discard the Goga standee and card from the game."

## Cards

### ENVIRONMENT

A2-12a

Effect on Stalkers should be "Stalkers: Lose 10HP, gain a [bomb icon]."

A3-06a

The Action should be: [blue box icon] Reload HMG: Discard the Loaded Ammo Belt. Flip this card and place 3 [red square icon] on it.

A3-14a

This card additionally should discard all Exoskeleton Upgrades from the mentioned Enemy.

### MISSION EVENT

B3 - V

Smothering Silence - the last sentence of the marked effect should be: "Stalkers with the Psi-Helmet equipped or a Critical Injury token may ignore one of those effects."

### ENEMY ACTIVATION

Wander Around: If there is [person icon] on the map: Step 1 disclaimer should read as follows: "Enemies that were already in a Room Move toward the next closest Room instead."

### ARTIFACTS

Stoneflower: [green circle icon] Before you roll for Defense, you may increase your Defense by 2 [green square icon]. If you do, gain a [bomb icon].

## ZONE SURVIVAL CARDS

### Toxic Cloud

The following should be above Fate Trigger part: Toxic Cloud can Move through Windows and Impassable Terrains.

### Radioactive Wreck

1 Action has wrong condition it should be: [blue box icon] (only if there are at least 2 Stalkers on Radioactive Wreck spaces) Try to push the wreck: See script 160.

### Helicopter Assault

12 ★: Discard this card. See script 071.

### Open Space Around

Replace the effect part of the card with: "Stalkers may Move to this card from any Outdoor space on the edge of the Map as if they were adjacent spaces. When Stalker enters this card their Movement ends and they can't leave this card until the Fate Triggers step. Stalkers on this card may still perform Actions but don't have a LoS or Range to any space on the Map. All Stalkers on this card are considered to be on the same space."

### Bunker

the replacement effect condition should be: "Whenever a Stalker would gain any [bomb icon] from resolved [bomb icon] (anywhere on the Map), while no Stalker has the Key token, roll the [dice icon]."

## LOST TERRITORIES CARDS:

### L3-01a Poppy Field

Instead of "Slumber:" it should be "The triggering Entity:"

## ENEMIES:

### Zombie

Was missing parts of text Attack:

- Go forward 1 space instead of Attacking.

This Movement can't be interrupted.

Special - Braindead:

Go forward up to 1 space.

## Tokens:

### -10 [red heart icon] token

One of the sides should be a -20 [red heart icon]. If you need to mark that an Enemy lost 20 [red heart icon], place a Universal marker on the -10 [red heart icon] token.

### B2 punchboard

Space Anomaly tile - Don't move/place your Attention token while on this tile!

### ZS tokens - Flooded Room

There should be a Wall texture between two spaces on the token.


### PS Turn tokens - Sorter


The effect should be: "Whenever you gain an Equipment card from the „Pick Up“ Basic Action, you may flip this token to gain +1 card from the same deck."

# FAQ

## Turns and Actions

**Q: Can I skip 1 or more Actions? My Stalker is on a space with Radiation and wants to stay there but has several actions left.**

A: You can't skip Actions. Stalkers must perform two Standard Actions  per Turn (as it marks the flow of time and the influence of the irradiated area on you).

**Q: An Event caused me to slide 1 of my Turn token down once. How can I now perform the required 2 Standard Actions  during that Turn.**

A: You perform as much as you can during that Turn.

**Q: My Turn token is on the bottom slot before I carried out that Turn (I have a Critical Injury and slid that Turn token down from an Event effect). Do I have to carry out that Turn?**


A: Yes you have to carry out that Turn. You may still perform Free Actions, but that also means that Enemies may Attack you at the end of your Turn.

## Weapons and Attacks

**Q: Does the "Effective" trait of my Weapon allow me to draw an additional Wounds card when I deal one? Does it stack with Laser Sight's (Attachment) effect allowing me to draw 3 Wound cards?**

A: No. It allows you to draw 2 cards and choose 1 of them to resolve instead of drawing 1. As they both replace the standard rules in the same way these effects do not stack.

**Q: (ZS) Some effects happen when something is Attacked with a Blast effect. What are those?**

A: Attacks with Blast effect are Attack with Items that have the Blast type, Attacks with Weapon that have the Blast trait and you successfully apply it with , and special effects that state that they are treated as Attack with Blast effect.

**Q: When Attacking with a Burst Attack can you target Enemies on the same space or only on adjacent ones?**


A: You can target different Enemies on the same space.

**Q: When Attacking with a Burst Attack do all Targets have to be in Accurate Range for the Accurate side of the green dice to work?**

A: No. Only the main target of the Attack has to be in the Accurate Range.

**Q: When Attacking with a Burst Attack I can freely distribute the ★ between multiple Targets. Does it mean I can use it to easily commit the right amount of ★ for odd/even hit values on Portergeist and Bloodsucker?**



A: Yes as long as there's another possible Target for that Burst Attack so you can allocate the remaining ★ to them.

**Q: Can I shoot without any Enemies just for the sake of making noise? (I want to put a  token down) And the same question applies to Frag Grenade or Flashbang.**

A: You can't perform Attacks with Weapons without a Target, but both Frag Grenade and Flashbang chose a space not a Target and they indeed can be used without Enemies on that space.

## Enemies

**Q: Do Enemies without a team token Activate? If yes, when?**

A: They Activate whenever the Activation card states that  do something and may Activate whenever the Activation card states that  closest Enemies do something.

**Q: I resolve an Unknown token that shows an Enemy color that isn't assigned to any Enemy. What happens?**

A: Nothing happens. It should be treated as "X" Unknown token.

**Q: During a Movement, an Enemy gains a LoS to a Target. Should I immediately rotate that Enemy to face the Target and/or Attack them?**

A: No. The Movement is interrupted and ends immediately without any additional rotations (this can also happen if the Enemy already has LoS to a Target before they move). The Enemy will only Attack if it's requested by the Enemy Activation card and will rotate during the Attack.

**Q: During a Movement an Enemy entered a space with an Attention token, Does something happen?**

A: No additional effect happens, but usually the Enemy would stop their Movement if they were Moving toward the Attention token.

**Q: What if some parts of the Enemy Activation card can't be resolved? What if they become available/unavailable during the resolution of that Part.**

A: If a given Enemy can't perform a part of an Enemy Activation card (eg. it doesn't have a Target in LoS to Attack) they skip that part. Enemies Activate one by one depending on their proximity to the Targets this can change during resolution of that point on the Enemy Activation cards (due to Attacks, Deaths, Pushes, and so on) due to that order of those Activations and their validity can change during that point. For example Enemy didn't have a Target in LoS, but another Enemy Pushed a Stalker into their LoS. As the Enemy just gained a Target in their LoS they may Attack them.

**Q: When moving Human enemies, if ALL of the possible paths to their target space contain an Anomaly symbol, do they go by the safest route?**

*For example, a bandit is trying to get to space. One route is 5 spaces away but goes through a red symbol. The other route is 9 spaces but goes through a green symbol? Do they choose the longer route?*

A: Human Enemies will move as follows: They will follow the shortest safe path (without anomalies) towards the target. If there is no safe path, they follow the shortest dangerous path (with anomalies) towards the target.

If there are multiple dangerous paths that are the same distance, choose the safest path. So, in abovementioned example, they would go through a red symbol, because it is the shortest path and all paths are dangerous.

**Q: In ZS mission "Escape" there is a Locked Door and there are Enemies behind the door. As Locked Door is treated as a Wall these Enemies are completely cut off Players. Can those enemies go outside the Door toward Attention or they stay inside until the player opens the Door?**

A: As a general rule if an Enemy doesn't have a legal path (e.g. by being surrounded by Walls) toward an Object of Interest they should Move toward to they won't Move.

## Anomalies

**Q: I detected an Artifact but I don't like where it appeared (e.g. it's in place that can't be reached). Can I detect it again?**

A: Detectors only allow you to detect Artifacts that are currently under the Anomaly standee. If it was detected it's already placed on the Map and can't be detected again (even if it's in an unreachable place).

**Q: Echo Detector has Range 0. Does it mean that I can use it only from Anomaly center space (Range 0 from Artifact's current position)?**

A: No. Detectors can be used within specified Range of any Anomaly space, not just the center.

**Q: I Detected an Artifact, and the rolled symbol is under an Enemy. Can I place the Artifact on the enemy space, covering the same symbol as the Enemy is covering?**

A: Yes, you can.

**Q: I Detect an Artifact, roll the die but I don't like where the Artifact should be placed. Can I not place it on the rolled symbol or perform the Action again to move it somewhere else?**

A: When you detect an Artifact you must place it on the rolled symbol. Detectors can only move the Artifact from under the Anomaly so they can't be used again to move the Artifact to a different spot.

**Q: When using Borsuk's Anomaly Knowledge, do I have to place the additional 🔪 on the same Anomaly space?**

A: No. You may place it on any space that has an Anomaly symbol that is within Range 3 of Borsuk.

**Q: A bolt covers the ⚡ Anomaly symbol. Stalker moves into the same space and covers the 🧑 as it's now the highest one. At the end of turn the bolt is removed. Do you place your stalker on the ⚡ now because Entities are always placed on the „highest" symbol? Or does that rule only apply at the time you are actually moving?**

A: Entities do not move from one symbol to another when it becomes uncovered. Covering symbols only happens after Movement after rolling for Anomaly Activation.

**Q: An Entity Activated the Springboard Anomaly but there are no spaces with the rolled symbol or all of those spaces are fully occupied. What happens?**

A: If there are no such spaces nothing happens. If the space is fully occupied: in case of a Stalker they would Push Away 1 Entity from such space, in case of an Enemy nothing happens.

**Q: Enemy moves into a Magnet Anomaly and Activates it but there is a wall between them and the Anomaly center. Should they:**

1) Not move because the wall stops them.

2) Move through (over) the wall.

3) Take the shortest path around the wall.

**Additionally should they move only up to their Movement or to the Anomaly center space? What about Stalkers?**

A: In both situations it's the same. Move the model the shortest distance around the wall to the space with Anomaly center.

**Q: Enemy is spawned (due to Unknown token) on a space with Anomaly symbol. Should they roll for Anomaly Activation and/or should they cover the highest symbol on that space?**

A: Entities placed on a space don't Activate the Anomaly but they cover the highest Anomaly symbol on the space they were placed on.

## Radiation

**Q: I have an Armor with - 4 Map Radiation. Do I apply the - 4 to every instance I would increase my Radiation dosage?**

A: No. Armour's - Map Radiation applies to the Radiation dosage obtained from the Map spaces and whenever the game mentions that a Radiation dosage gained can be modified by your Armor.

**Q: I pick up an Artifact and immediately equip it. Do I add its Radiation to my Geiger counter?**

A: No. Equipping Artifacts don't change your current Radiation dosage. They only change your base Radiation dosage which affects the minimum Radiation dosage you will have after the Radiation Exposure step.

## Miscellaneous

**Q: When should I shuffle specific decks?**

A: If there's no specified moment to shuffle a given deck, shuffle it after you search it for a specific card and whenever you run out of cards in it.

**Q: My copy is missing A B C D E tokens for Mission B2!**

A: They are not missing, Mission B2 uses A B C D E tokens from Mission B1.

**Q: How to interact with the Abandoned Documents tokens in Mission B3?**

A: You can collect them using the "Pick Up" Basic Action.