

**2****Prowess****ZORAN****Lumberjack****5****Empathy**

**Break In:** Zoran may use a Hatchet to open Closed Doors as if he was using a Lockpick (do not discard the Hatchet afterwards).

## SPIRIT:

**A**

If Dina is removed from the game, raise Zoran's Misery by 2.

**B**

If Dina is wounded, ill, miserable or hungry (level 2 or 3), raise Zoran's Misery by 1.

**C**

Lower Dina's Misery by 1.

**5****Inventory****YOU & ME**



0

Prowess

DINA

Promising Singer

8

Empathy

**Creative:** If, during the Evening phase, Dina is assigned to Sleeping in a Bed, draw and keep 1 additional Narrative Action card during the next Dawn phase.

## SPIRIT:

- A** If neither Dina nor Zoran participated in the Scavenging today, raise Dina's Misery by 1.

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- B** If Zoran is removed from the game, raise Dina's Misery by 2.

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- C** If the Guitar is in the Storage, lower Dina's and Zoran's Misery by 1.

4

Inventory

YOU &amp; ME

# LONG QUEUE

*The queue seems to be endless today. Hundreds of people – just like us – hope for some aid from the outside world, but the supplies are limited. There isn't enough for everyone – we won't get anything here today.*

**Distribute 1 Fatigue among the Characters present.**

After you resolve this card, remove it from the game.

YOU & ME

# GOONS

*After several hours of waiting we are really close to the tents. Suddenly, a group of local thugs arrives. They elbow people standing in the queue, taking their place. We, among others, are the unlucky ones. No food today...*

**Distribute 1 Wound among the Characters present.**

After you resolve this card, remove it from the game.

# PACKAGE

*We have waited for a really long time, but finally it's our turn! A compassionate woman shows us a tent full of food and medical supplies. It feels like a different world – even the soldiers guarding the place are smiling...*

**Add 1 Canned Food to the Findings Pile.**



**YOU & ME**

After you resolve this card, remove it from the game.

# HUMANITARIAN AID

*Rumor has it that the news worldwide report about the situation here, in Pogoren. Everyone wants to help us! Some say people from other countries send money and offer charity!*

**Choose 1 token from the following: 1 Meds, 1x 100% Alcohol, 1 Bandages, 1 Guitar. Then add it to the Findings Pile.**



**YOU & ME**

After you resolve this card, remove it from the game.

# NEW FRIEND

*Spending hours in the same queue connects people. We speak with some stranger and it turns out he lives near our shelter. Maybe we should help each other out?*

**You may search the Visitors deck for the first Arrival card and resolve it. Then shuffle the Visitors deck.**

**If you decide to take this person in, they are treated as if they participated in the current Scavenging and their Inventory is added to the total Inventory during the Choose Findings stage.**

**Additionally, ignore the Only You and Me rule from the Scenario sheet when taking this person in.**

**After you resolve this card, remove it from the game.**

# CLOSING DOWN THE ZONE

Tents are already packed and the last few people are getting into the trucks.

*In the end, all that remains is the empty square full of mud and trash.*

*The convoy leaves the place, escorted by armored vehicles.*

**If the space below the Aid Zone deck contains the Preparation for Closing Down the Zone card, resolve the Departure option (see below).**

**Otherwise, draw an additional Aid Zone Card and shuffle the Closing Down the Zone card back into the deck.**

**Departure:** Soldiers may save someone. You may choose 1 Character present to send them with the convoy – treat them as if they survived until the Ceasefire with their States = 0. If the chosen Character is Dina or Zoran, they are not considered removed from the game.

After you resolve the **Departure** option, remove all Aid Zone cards from the game.



# PREPARATION FOR CLOSING DOWN THE ZONE

*There's a lot of hustle in the zone today – it looks like it's going to be closed. People gossip about a new offensive and that the international peacekeeping forces soon won't be able to guarantee the safety of the volunteers working here.*

**Place this card on the marked space  
below the Aid Zone deck.**

# VISITING THE AID ZONE

**Each time after you have finished Scavenging (but before the Choose Findings stage), you may decide to visit the Aid Zone (see the Scenario sheet).**

This card remains on the Findings Pile until the **Departure** option from the Closing Down the Zone card has been resolved. Other cards can be placed on the Findings Pile normally (they do not cause this card to be removed from the game).

# DURIĆ

If you wish to check how this Neighbor is doing, see Side by Side script 1 according to their current Needs level.

## NEEDS:

- Discard any green tokens with a total value of 5 or more from the Storage = lower Durić's Needs by 1.
- Discard 1 Meds or 1 Bandages token from the Storage = lower Durić's Needs by 2.

You can fulfill these requirements more than once during one visit.

# KOVAČEVIĆ

If you wish to check how this Neighbor is doing, see Side by Side script 7 according to their current Needs level.

## AID:

Add any green tokens with a total value of 15 or less to the Storage.

## NEEDS:

During the Evening phase, assign 1 Character present in the Shelter to defend Kovacević's home (place their miniature on this Neighbor's card) and treat this Character as if they were placed on the Guard space. You can assign a Character this way even if no one visited Kovacević this day.

During the Night Raid phase, the defending Character separately resolves Wounds from the Night Raids card drawn according to normal rules. This Character's rolls have no effect on Guarding the Shelter. Then, lower Kovacević's Needs by 1.

# ANDREJ

If you wish to check how this Neighbor is doing, see Side by Side script 4 according to his current Needs level.

## AID:

Place a new Fitting card in the Shelter for free (without performing any actions or discarding any required resources / tokens).

## NEEDS:

- Discard any tokens with a total value of 10 or more from the Storage = lower Andrej's Needs by 1.
- Discard any 3 part tokens (Electrical Part, Mechanical Part, Weapon Part) from the Storage = lower Andrej's Needs by 1.

You can fulfill these requirements more than once during one visit.

# VLADIMIR

If you wish to check how this Neighbor is doing, see Side by Side script 10 according to his current Needs level.

## AID:

Place the Vladimir token on the Guard space of the Shelter or on the Kovacević card. During the Night Raid phase, treat it as a Character armed with a Hatchet whose Prowess is equal to Vladimir's current Needs level.

Even if you place the Vladimir token on the Guard space, during the Evening phase you must normally assign 1 Character from the group to the Guard Duty.

During the Night Raid phase, Vladimir can suffer up to 2 Wounds. If he suffers more than 1 Wound, remove the Vladimir card and token from the game and add 1 Hatchet to the Storage. Return the Vladimir token to the Vladimir card at the end of the Night Raid phase.

If Vladimir suffered 1 Wound, he heals it now.

## NEEDS:

- Discard 1 Moonshine from the Storage = lower Vladimir's Needs by 1.
- Discard 1x 100% Alcohol from the Storage = lower Vladimir's Needs by 2.

# DAWN PHASE

Resolve this card at the beginning of each Dawn phase.



**Raise the Needs  
of all Neighbors by 1.**

If the Vladimir card is placed with its red side face-up, move the Vladimir token to the Visit the Neighbors action space on the Scenario sheet.

SIDE BY SIDE

# BLACK MARKET GOODS

At any moment you may discard any number of Ammo / 100% Alcohol (without resolving their effects). For each discarded token advance the Objective Marker by 1 / 2 respectively.

0 1 2 3 4 5

**Reward: FAVOR.** You may perform a **TRADE** (see Journal: TRADE sheet) to exchange tokens from the Storage for any other tokens. **Trade Commission:** 0.

**Penalty: DEVASTATION.** Discard 2 crafted Fitting cards (back to the Fittings deck).



## SPARE PARTS FOR SMUGGLERS

At any moment you may discard any number of part tokens (Electrical Part, Mechanical Part). For each discarded part advance the Objective marker by 1.

0 1 2 3 4 5

**Reward: PAYOFF.** Add 2 Moonshine to the Storage.

**Penalty: BEATING.** Distribute 2 Wounds between Characters.



# VALUABLE TRINKETS

Play when Trading.

**Ignore the Trade Commission. Additionally, treat this card as a grey token with a value of 10.**

After playing this card, remove it from the game.

# TRADER

Play at any time during the Day Actions, Dusk, Evening, or Dawn phase.

You may perform a **TRADE** (see Journal: TRADE sheet) to exchange tokens from the Storage for any other tokens.

**Trade Commission:** 0.

REWARD

After playing this card, remove it from the game.

# ONLY THE TWO OF US

Play during the Day Actions phase if all Characters from the group are present in the Shelter and the group consists of exactly 2 Characters.

**Choose any 1 State of each Character and lower it by 1.**

REWARD

After playing this card, remove it from the game.

# OLD FRIEND

Play when resolving an Arrival card from the Visitors deck after you decide to take the person in.

**Draw 3 cards (instead of 1) from the unused Characters deck, choose 1 and add them to your group. Shuffle the remaining cards into the unused Characters deck.**

REWARD

After playing this card, remove it from the game.

# NEIGHBORS' HELP

Play during the Day Actions phase.

Discard any 3 part tokens (Electrical Part, Mechanical Part, Weapon Part) from the Storage to **place a new Fitting card in the Shelter for free (without performing any actions or discarding any required resources / tokens).**

After playing this card, remove it from the game.

REWARD

Add **1**  to the Cold space.

# SUPPORT FROM THE AID ZONE

If at least 1 Character went Scavenging during the previous night, add 1 chosen token to the Storage:  
1 Canned Food, 1x 100% Alcohol, 1 Bandages, 1 Meds.



REWARD

After you resolve this card, remove it from the game.

446

833

948

781

157