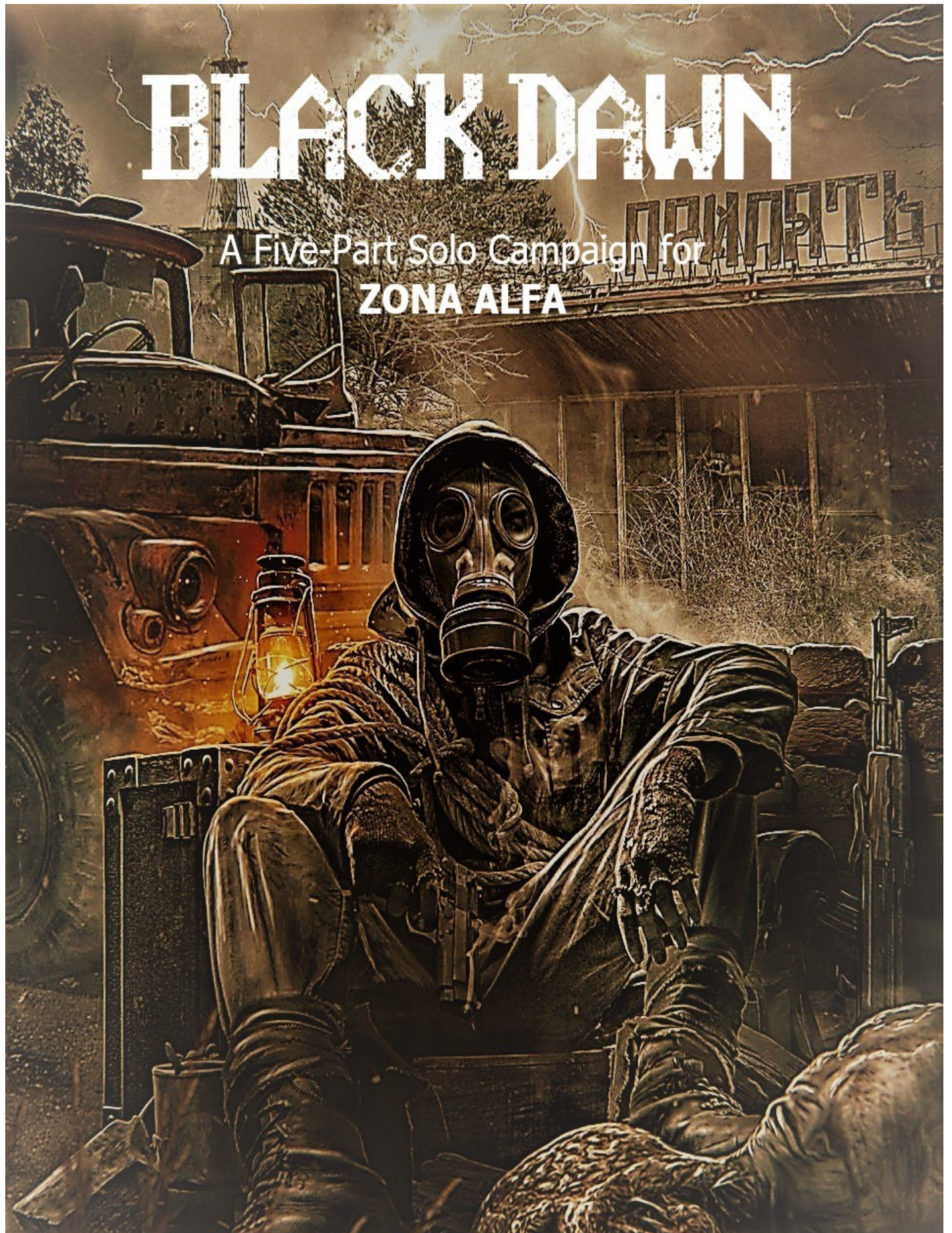


BLACK DAWN

A Five-Part Solo Campaign for
ZONA ALFA



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BLACK DAWN

A Five-Part Solo Campaign for ZONA ALFA



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Operation: **BLACK DAWN**

A five part, solo campaign for *ZONA ALFA*

Recommended Starting Crew: Independent Faction. Four crew members: 2 Veteran, 2 Hardened. (10K)
1 Leader. Designate and equip other members as desired.

Special Notes: **Live off the Land.** Players will be unable to visit the Stalls between missions and must survive on gear and items salvaged in the field from Hot Spots and caches.

MISSION 1: DISTRESS CALL

Team responds to distress call from injured Stalker under attack by Bandits. He is holed up in damaged vehicle on a nearby road.

Threat Level Two Area (One Mission Objective and Four Hot Spots)

Mission Turn Limit and Game Area

7 Turns @ 36" x 36" or 9 Turns @ 48" x 48"

Terrain Set Up

Medium density, rural. Approximately 4 large pieces of terrain, half a dozen medium, and a dozen or so small scatter. Run a single road corner to corner, dividing the game area into two triangular sections.

Player Deployment Zone

Corner of the mission area on the road.

Mission Objective

Place a single vehicle on the road in the middle of the mission area.

Hot Spots

Place one marker at each of the cardinal points 8" from the vehicle. (form an X shape or plus sign with the mission objective at the center) These markers represent the dead bodies of the stalker's crew.

Next, take 4 small slips of paper. Write 'Medic' on two, 'Bodyguard' on the third, and 'Demolitions' on the fourth. Shuffle and slip one piece of paper, face down, under each of the casualty markers.

Pre-deployed Zone Hostiles

1. Two Vermin Swarms. Use D10 Drift method to determine placement around disabled vehicle.

2. Four-man squad of Bandits. Quality: Hardened

Three armed with AK47, 1 with RPK Machine Gun

These are the Hostiles for the **Mission Objective** which is considered to be already triggered. They start at the opposite end of the road from the player.

Zone Hostiles ROE

1. Vermin swarms act as normal, defending the 12" area around the abandoned vehicle. Remember Zone Hostiles do *not* attack one another or trigger Hot Spots, so the Vermin swarms effectively concentrate on the player's crew.

2. The Bandit squad is intent on capturing the survivor in the vehicle. They will advance to contact using cover whenever possible. Their goals are to 1. set up defensive positions around the vehicle and 2. kill or drive off player's crew.

This means that once they reach the vehicle, they won't move beyond 12" from it but **will** shoot any enemy in LOS and defend themselves.

Bandit Squad Cohesion is extended to 3" (rather than the normal 1") for this mission **and** they do not have to perform identical/common actions.

3. Zone Hostiles that spawn as a result of a triggered Hot Spots act as normal with no additional or special considerations

Salvage

When a Hot Spot or the Mission Objective is cleared, the player rolls on the TL2 Salvage Table and accumulates the monetary value per the roll result.

However, the Items recovered are specific and linked to the slips of paper under each casualty marker.

'Medic' = 1 E-Juice and 1 Med Kit (2 of these)

'Bodyguard' = 1 Shotgun and 1 Machete

'Demolition' = 2 Grenades and 2 Molotov Cocktails

Any Hot Spot Salvage not cleared/acquired before the Turn Limit is considered lost.

Any Anomalies encountered are additional to the regular salvage, and cleared and searched as normal.

Mission Objective (Disabled Vehicle)

Salvage value at 500. Item: Recruit (Rescued Stalker)

Hardened Stalker with limited weapons and gear.

Pavel Otvertka. Quality: Hardened/2K

Move: 6" CA: 5 Armor: Improvised BA (3) Will: 5

Skill: Wrench Gear: None. Weapons: Magnum Pistol

Aftermath

After he's rescued, Pavel explains he and his crew had been hired to find and mark a safe path into the Zone's interior. They were told the job was for the Ministry of Science and Technology, but the contract came from a fixer they'd never done business with before (he called himself 'G. Chelovek') and there seemed to be a lot of muscle/shooters for what was supposedly a scientific expedition. But the money was good so he didn't ask too many questions.

Pavel and his crew returned successful but were double crossed after they transferred the route coordinates. Mr. Chelovek ordered his thugs (the Bandits) to attack them. Pavel's crew fought their way clear and escaped in a damaged vehicle with the Bandits in pursuit. Unfortunately, the vehicle gave out right there. He thought he was a goner until you showed up.

Pavel thinks the fixer and this expedition is up to no good. On their way out, Pavel caught sight of a military truck with Bio-Hazard warnings. He suspects G. Chelovek is bringing whatever is in that truck into the Deep Zone and plans on releasing it.

Pavel wants revenge for the murder of his comrades but also notes the expedition had plenty of hi-tech equipment. "Worth a fortune five times over," he notes.

He still has the route coordinates, knows which way they're going. "We could save the Zone and get rich," he says. "You in?"



MISSION 2: FIND AND FETCH

After Pavel's nerves settle, he elaborates. Turns out he copied the route's GLONASS coordinates onto a flash drive and hid it as insurance in case of exactly this kind of treachery. The data is back at the Bandit camp, in the village of Izborsk, in one of the houses.

"You want to catch up to the expedition, we need to retrieve that flash stick," Pavel says.

You shake your head. He might have mentioned that before you agreed to stop this G. Chelovek character.

So not an auspicious start to the mission, but at least you're moving in the right direction. You order your team to redistribute water and ammo then head towards Izborsk with Pavel on point.

Threat Level Two Area (One Mission Objective and Four Hot Spots)

Mission Turn Limit and Game Area

7 Turns @ 36" x 36" or 9 Turns @ 48" x 48"

Terrain Set Up

Medium density. The left half of the mission area should be scattered woodland, the right half an abandoned village/town. Place a minimum of 6 buildings, damaged, ruined, or intact. Add whatever other scatter, vehicles, scenic you want. One building contains the Mission Objective, four others are Hot Spots/supply caches. Mark the buildings with a standard Hot Spot Token. (obvious but nothing to indicate which is the M.O.)

Player Deployment

Two pronged assault: half the crew starts anywhere on the woodland edge farthest from the town. The other half enters on the top or 'northern' edge up to 12" from the woodland side. (Left side and part of the top)

Mission Objective and Hot Spots

Take five slips of paper, write "Flash Drive" on one, "Medical Supplies" on two and three, "Grenades" on the fourth, and "Armor" on the fifth. Fold and shuffle the slips, then place one each at random under five of the structures. Space the slips evenly, in sync with the particulars of your terrain and details of your game's storyline. The building with the Flash Drive is your Main Objective.

Pre-Deployed Hostiles

Six Bandits, Hardened Quality, are breaking down the camp. They are armed with AK47s and start the game in the building closest to the woodland area. This should be somewhere near the middle line of the mission area. (the outskirts of the village/edge of the woods.)

These Bandits are additional to those spawned by the Mission Objective and Hot Spots.

Zone Hostiles ROE

The Bandits aren't getting paid enough to give their lives for their employer. At the first casualty, they begin to fall back through the village, using buildings/ruins as cover. They will move from structure to structure, repositioning one time for every casualty. They will reposition and engage until the third casualty, after which they will break off and exit on village edge of the mission area.

Zone Hostiles spawned at the four Hot Spots are determined by the standard method and act per the **ZONE ALFA** book. Uncover the slip of paper once the location has been cleared.

Salvage

Searching a Location in this scenario requires an active, unpinned model to spend TWO Actions while in the building's footprint.

Each Hot Spot contains 300 Rubles worth of Salvage plus items particular to its contents/the clip of paper.

Medical Supplies (x2) = 1 E Juice and 1 Med Kit

Grenades = 4 grenades of player's choice.

Armor = 1 set of Mil-Spec Body Armor (6) and 1 Chest Rig

Mission Objective

300 Rubles worth of Salvage, the Flash Drive with coordinates, and One (1) AK-15 Battle Rifle equipped either a Red Dot Sight or Scope. (player's choice)

Aftermath

One file on the flash drive shows a satellite map of the area marked with five waypoints, each spot a set of GLONASS coordinates. There's a separate file with notes on each location's environmental conditions, the Zone Security drone flyover times, and any hazards or hostiles encountered.

You gesture at the dead bandits and bodies of hostiles. "These scum delayed us and Chelovek already has a helluva head start."

Pavel grins. "No worries. I know a short cut and a way to get there fast."

"Oh really? What's that?"

"My crew found an old army UAZ at a checkpoint not far from here. I got it running again."

Your eyes narrow. "Great. What's the catch?"

"Might need a little petrol, is all." He shrugs. "Lucky for you, I know where to get some of that too." Sure, you think. Lucky me.

SIGNAGE FOR ZONA ALFA



MISSION 3: “EAT HERE AND GET GAS!”

You crest the ridge line and Pavel points. “There it is! Told you.”

Nestled in the shallow valley in front of you are four buildings: a dilapidated service station, two large garages with red tin roofs, a diner, and restroom facilities. The faded sign over the diner reads “Yizhte tut i otrymuyte haz!” (‘Eat here and get gas.’)

“A truck stop,” you say. “Anything valuable would be long gone by now.”

Pavel touches the side of his nose with one slim finger. “Not if you know where to look. There’s a stash of petrol cans. Trust me.”

You don’t, but you rack the bolt on your AK anyway. At that, the rest of your crew spreads out and you all follow Pavel warily down the slope.

Threat Level Two Area (Variation from standard ZA set up but essentially One Main Objective and Four Hot Spots.)

Mission Turn Limit and Game Area

6 Turns @ 36” x 36” or 8 Turns @ 48” x 48”

Terrain Set Up

Medium density. Four buildings centered in mission area. At least one road running edge to edge. (more if desired.) Other terrain can be small ruined buildings, trees and undergrowth, signage, fences, dump piles, etc.

Player Deployment

This mission features a different set up: Crew starts the mission in cover, in and around the truck stop buildings. Restriction: Cannot be within 6” of either supply cache. (see below)

Salvage and Hot Spots

Place a token or scatter scenic to mark cache of petrol in one garage. Place a second, containing a Tool Kit and 2 Med Kits in the other garage. These two do NOT spawn Zone Hostiles but both must be ‘Searched’ (1 Action in BtB) to acquire items.

Mission Objectives

1. Recover the Petrol
2. Stay alive for the duration of the game.
3. Keep Pavel alive

Hostile Deployment

Place a Hot Spot marker in the middle of each edge of the mission area. Number them 1-4. These represent the spawning points for waves of incoming Hostiles.

At the **start** of each turn, roll three times on the Zone Hostile Table, (p 41) TL2 column to determine type of Hostiles that will appear that turn. Then roll the D4 three times to determine their spawning locations. Place one group of Hostiles at each location. Following the standard ROE, they will all move to attack the crew in the center, using cover whenever possible.

Zone Hostiles ROE

Although your crew has entered dangerous territory and kicked over the proverbial hornet's nest, the hostiles will press their attacks so long as they have strength in numbers. As soon as each Zone Hostile group reaches 75% casualties, the remainder will break off their attack and retreat to the nearest board edge.

Additional Salvage

Your crew may roll on the TL2 salvage table for every group of Zone Hostiles they eliminate completely. (100%)

Mission Objective

Mission-specific: Petrol, 1 Tool Kit, 2 Med Kits.
PLUS one roll on the Advanced Equipment Table.

Aftermath

The last of the hostiles disappears into the tree line, fleeing for their lives. The service station is secured.

Pavel whoops. "Run, you bastards. Run!"

You ignore him, flick on your radio. "Sound off," you croak. "Anyone hit?"

Your crew responds, their voices shaking with adrenaline crash and the shock of still being alive. "Here," they say, one by one. They're bloodied but you've all had worse.

Pavel starts doing some weird victory jig around the petrol cans, looking like a meth-addled scarecrow in a gale.

"Cut that shit," you snap. "We need to move before they get their friends and come back."

He stops, raises his hands in mock surrender. "Alright, Mr. Boss Man. Take it easy. We're on the right side of the grass is all. That's good, no?"

"We need to move," you repeat. "Now."

Pavel hefts one of the jerry cans. "OK, OK. We'll fuel up the jeep, catch those guys, and empty a magazine into their schemes. Sound good? Then we'll be saviors of the Zone. I promise."



Last known photograph of Yuri Bonyev

MISSION 4: A LITTLE ZONE WALTZ

Pavel was right about the jeep; the UAZ was old - older than you by a couple decades. Perhaps older than your father.

You cast a skeptical gaze over the frayed canvas roof, the faded red star on the hood, the rust-eaten door panels, the cracked sidewalls on the gray tires. "This still runs? You're sure?" you ask him.

The mechanic chuckles. "You bet. Like cockroaches, these things. An atom bomb can't kill them. I'll find a good battery, fuel her up, and off we go. We'll catch up to those bastards in no time."

Pavel lifts the hood. It sticks, then jerks opens with a grinding screech. Rust scabs fall like snowflakes. He spits, leans in, wrench in hand, careful as an animal tamer in the mouth of a lion.

His voice comes out of the engine compartment. "There is one stretch we might have to walk," he adds nonchalantly. "Kikuk. A tiny village, really. Careful to the left, gentle on the right... a little Zone waltz down a dirt road. No problem for guys like you."

It's your turn to spit; you knew this luck was too good to last. You rap on the fender with the butt of your AK. "Hey. Tell me about this village."

Threat Level Three Area

Variation from standard ZA set up. Team starts at one corner on the road. The mission objective is to cross the table with the vehicle, threading Six Hot Spots.

Mission Turn Limit and Game Area

7 Turns @ 36" x 36" or 9 Turns @ 48" x 48"

Terrain Set Up

Medium to High density. Abandoned or ruined residential structures, fences, scatter terrain, stands of trees, and scrub undergrowth. A single road runs through the mission area corner to corner.

To represent the village, place six buildings roughly in the center of the mission area, three on either side of the road, 4" apart from one another. Add other terrain as desired.

These buildings are the mission Hot Spots and should be alternated and spaced such that no two can be triggered unintentionally at the same time.

Player Deployment

This mission features a different set up: The crew and the jeep start on the road in one corner. Pavel is driving. The rest of the crew is on foot.

Jeep Stats: Move: up to 8" (it's stuck in low gear) Armor: 5. Wounds 2. After the second wound, Pavel must Repair the jeep to get it working again. Skill Check Difficulty 1. Two Action Task.

Restriction 1: Pavel must stop the jeep to fire his Ranged Weapon.

Restriction 2: The Jeep must stay on the road.

Salvage and Hot Spots

The six buildings in the village are the Hot Spots. Use standard ZA rules for Hostiles and Salvage.

Mission Objectives

1. Exit off the road at the opposite corner of the table.

2. Jeep must be working when you exit.
3. Pavel must be alive.

Mission Special Rules: Hoarders

The former residents of Kirkuk were well-stocked for... *something*. Roll a D10 after any Hot Spot/Building has been cleared of Hostiles. On a 6+, the location can be Searched twice. Any crew member with Scrounger ability can roll a third time in these locations.

Aftermath

Pavel turns in his seat and shakes his fist at the tiny village of Kikuk. "Take that, you mutant scum. Mess with the best, you die like the rest. Ha!"

You're breathing hard, shaking with adrenaline and the vivid flashback of the thing that charged out of the last building. Whatever it was, it had too many teeth, that's for damn sure.

Who'd have known a little speed bump like Kikuk could hide such terrors?

You and your comrades are still alive though. And at the end of the day, that's what really matters. Plus you snagged some extra loot - Another surprise from Kikuk.

Good thing too; G. Chelovek and his bunch are just ahead and from what Pavel says, you're going to need it.



THE ZONE WANTS YOU!

MISSION 5: DEAD MAN SWITCH

It's drizzling misery in the early morning dark. Your watch says the sunrise was ten minutes ago but the landscape is swallowed in thick fog and low clouds; topography shrouded in damp, gray wool. The only signs of daylight are dark shapes slowly emerging in the mist, the hard edges of houses, vehicles, and people.

Pavel's voice hisses next to you. "There. The one standing in the back of the truck. That's him. Chelovek."

You make out a figure in the bed of a pickup; a man, separate from the rest, pointing here and there. His words are muffled by the fog and distance but it's the posture of someone giving orders.

Another minute and you can make out two other vehicles next to the truck; a cheap civilian UAZ Patriot and a covered six wheel KrAZ 255. You spot eight men: four unloading a large crate from the back of the big truck, and four others with rifles, standing guard. There may be others, but you can't see them.

"That's it," Pavel continues, pointing to the crate. "I bet it's a nuke. Or maybe a super germ cooked up special for the Defense Ministry. Whatever it is, he means to destroy the Zone."

He turns to you. "So are we going to stop him or what?"

Threat Level Two Area

Four Hot Spots placed evenly throughout the mission area, two in the top half of the board, two in the bottom. However, none of them can be within 8" of Chelovek's men and vehicles in the center.

Mission Turn Limit and Game Area

7 Turns @ 36" x 36" or 9 Turns @ 48" x 48"

Terrain Set Up

Medium to High density. Place at least four abandoned residential structures along with scatter terrain (fences, junk piles, a water tower, barrels) in the center of the table. Add stands of trees and scrub undergrowth to taste. If possible, place three vehicles dead center: a pickup, a large 6 wheel, and a SUV. Two roads run through the mission area corner to corner, dividing the site in a rough X.

Hostiles Deployment

Veteran Quality Leader G. Chelovek starts in the pickup truck. He has eight Hardened men within 6": four around a single crate at the rear of the large truck. (center of crossroads) Another four standing guard, one each on a leg of the crossroad. Another two Hardened men are placed inside one of the nearby buildings. (place at random after player deploys) Eight Guards have shotguns and or AKs. The two in the house have Battle Rifles. Arm Chelovek to taste with your best "Evil Bureaucrat" gear.

Chelovek's men will seek cover wherever possible and remain within 6" of the crate to protect it. When five or more of them are killed, the remaining ones will flee and leave Chelovek. (He goes down fighting.)

Player Deployment

The player's crew starts on foot in cover anywhere on one edge of the mission area. Player's choice. (The jeep ran out of gas a kilometer back)

Salvage and Hot Spots

Use standard ZA rules for the Four Hot Spots Hostiles and Salvage.

Mission Objectives

1. Secure that Crate. (Two Actions, Skill Check Difficulty 2. One player model must be in BtB. Crate has Armor 7 - in case of errant grenades)
2. Kill G. Chelovek. (If you capture him, he'll eventually go free, all charges dropped. You know how that goes.)
3. Optional: Keep Pavel alive.

Mission Special Rules: Fog/Low Visibility

For the first three turns of the game, all visibility is reduced to 12". No model may be deliberately targeted by direct fire beyond 12" and all indirect fire suffers a -3 penalty until the air clears.

Aftermath

It's over. You did it.

Pavel is bleeding like a stuck pig and squealing worse than one. A shoulder wound. He'll make it.

It was a helluva fight though - Chelovek did not want to give up that crate – so you're low on ammo. Low on everything.

But you sent your crew to police up all the weapons and gear they can from the bodies, and it turns out there are half a dozen Med- Kits plus four unopened Pelican cases in the back of the cheap jeep.

This adventure might just turn a profit after all.

One of your men approaches. He points to the crate behind the KrAZ. "What about that? We going to open it, see what it is?"

"What, are you soft?" you say. "We're not going to touch that thing. I'll talk to the Turk when we get back. He can deal with it."

Pavel calls out. "What about me? Look, I'm leaking everywhere. Get me a Med-Kit. And some vodka. I'm dying here and nobody cares."

"Cut that out. I'm coming," you say.

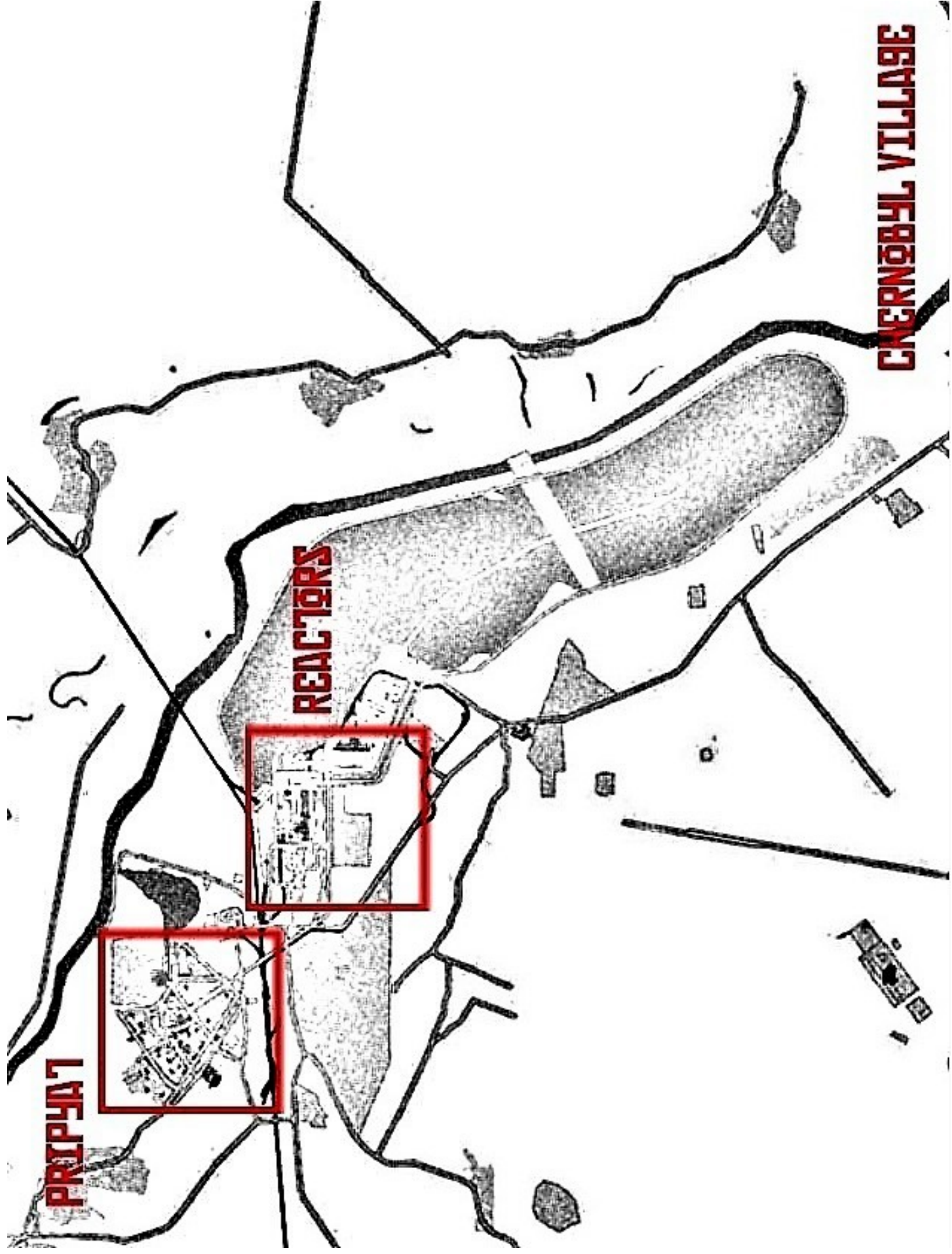
He moans dramatically as you sling your AK over your shoulder and dig in your first aid pack.

"You know, for a hero, you sure whine a lot. After all, didn't we save the Zone?"

"Do you think they'll put up a statue of us?" Pavel asks.

You shake your head. "I bet no one will ever know what we did. If we told them, they probably wouldn't believe us anyway."

You kneel at Pavel's side and unwrap the bandage. "Tell you what: first round of drinks is on me when we get back. We'll take a few days. Celebrate, heal up. Then, when the money is gone and the hangover has passed, we'll head out again. I heard there's a cluster of anomalies in this little village south of the lake. What do you say?"



CHERNOBYL VILLAGE

REACTORS

PRIPYAT

SUPPLY CACHE: OPTIONAL EQUIPMENT

SHIELD

A. IMPROVISED/LIGHT (Oil Drum with view slit or Riot Gear)

+1 to Defender's Armor Stat against Frontal attacks.

-1 to Attacker's Combat Ability (when attacking against shield)

+1 to Will Checks resulting from Combat

B. ARMED RESPONSE /S.W.A.T. BALLISTIC SHIELD

+2 to Defender's Armor Stat against Frontal attacks.

-1 to Attacker's Combat Ability (when attacking against shield)

+2 to Will Checks resulting from Combat

SPECIAL RULES

Shield is carried in user's off-hand. As a consequence, they may only be armed with a one-hand Melee weapon such as a machete, club, or axe, or a one-hand Ranged weapon such as a Pistol/Magnum Pistol, Sawed-off Shotgun, or SMG.

H.E.V. SUIT

Armor 3. Generally brightly colored, an HEV suit does NOT provide the wearer the 'counts as Obscured Target when in cover' bonus. However, with a personal oxygen supply and closed-cycle respirator, it does render wearer impervious is caught in Smoke, Gas, and Environmental Toxins. Gives a +2 to Will Check when encountering an Anomaly. (Damage from a triggered anomaly is resolved as normal)

Not great against physical damage, but increased protection from environmental hazards and anomalies.

NEW WEAPON SUB-CLASS

Double Barrel Sawn-Off. Special Rules: 2 Shots then 1 Action to Reload. Can fire one or both barrels with a single action. Range = Melee - 3". FP: 3 @1 brl or 6 @ 2 brls. Dam: 3

BOW/CROSSBOW

Bow has FP 1, Dam 0, Range 24" and Auto Pins on Non-Wounding Hits.

A Crossbow has FP1, Dam 1, Range 24", Auto Pins, but requires a Reload Action between shots.