



**SPECIAL CHARACTER**



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A dark, grainy photograph of a makeshift camp. In the center, a large black banner with the words "AID ZONE" in white, distressed, block letters is stretched across the frame. To the left, a white tent is visible, featuring a prominent red cross symbol. The background shows a chain-link fence and various structures, suggesting a restricted or controlled area. The overall lighting is very low, creating a somber and stark atmosphere.

**AID ZONE**

A dark, grainy photograph of a makeshift camp. In the center, a black banner with the words "AID ZONE" in white, distressed, block letters is stretched across the frame. To the left, a white tent with a red cross is visible. The background shows a chain-link fence and other tents, suggesting a refugee or aid camp. The overall tone is somber and gritty.

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**AID ZONE**

**YOU AND ME**

# DURIĆ

If you have just flipped this card  
– see Side by Side script 2.

*The building the Durić family used to live in seems to be casting at us reproachful glances with its empty windows. Everyone inside is dead – from hunger, cold, loneliness... Because we didn't help them.*



Roll the Black die and compare the result with the Empathy of the Character performing the Visit the Neighbors action. A result that is equal to or lower than this Character's Empathy = raise their Misery by 1. This Character's Empathy is considered 3 higher for this roll.

# KOVAČEVIĆ

If you have just flipped this card  
– see Side by Side script 8.

*This place, full of children's laughs just a few days ago, is now dead silent. The house was pillaged and its inhabitants met terrible fate. We know it well – after all, we witnessed everything from behind our closed door...*



Roll the Black die and compare the result with the Empathy of the Character performing the Visit the Neighbors action. A result that is equal to or lower than this Character's Empathy = raise their Misery by 1. This Character's Empathy is considered 3 higher for this roll.

# ANDREJ

If you have just flipped this card  
– see Side by Side script 5.

*Andrej's house looks worse and worse with each passing day, just as if it died along with its landlord. When we pass it, we can only think about the creaking of the frozen rope the day we found the man...*



Roll the Black die and compare the result with the Empathy of the Character performing the Visit the Neighbors action. A result that is equal to or lower than this Character's Empathy = raise their Misery by 1. This Character's Empathy is considered 3 higher for this roll.

# VLADIMIR

If you have just flipped this card  
– see Side by Side script 11.

*Vladimir unceasingly wanders around the neighborhood, angry like a wounded bear. For some reason he blames us for his misery. Now only vodka or blood can ease this man's torment...*

When resolving the Dawn phase card, place the Vladimir token on the Visit the Neighbors action space on the Scenario sheet. Before any Character performs this action, discard any tokens with a total value of 10 or more from the Storage. If you do, return the Vladimir token to the Vladimir card. Otherwise, enraged Vladimir attacks.

**Vladimir's Attack:** Place the Vladimir token in the first column of the Combat chart. Treat it as an Enemy token with a Prowess of 3, armed with a Hatchet. All Characters present in the Shelter participate in this Combat (no matter their States). Then, begin Combat – see Journal: COMBAT sheet. You cannot Flee from this Combat. When Vladimir is killed, remove the Vladimir card and token from the game and add 1 Hatchet to the Storage.

A photograph of a multi-story apartment building with a dark banner across the middle containing the text "SIDE BY SIDE". The building has a weathered, yellowish-brown facade with numerous windows and balconies. The lighting is dramatic, with strong shadows and highlights, suggesting a low sun or moon. The banner is a solid black horizontal strip with the words "SIDE BY SIDE" written in a bold, white, distressed, sans-serif font. The overall mood is gritty and urban.

**SIDE BY SIDE**

# CHAPTER OBJECTIVE





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# NARRATIVE ACTIONS

A collage of objects including a yellow lifebuoy, a white rope, a yellow pencil, and a yellow pen on a cracked, textured surface.

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# EVENTS

