

Operation: STALKER

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Thanks:

I would like to thank Mikołaj for helping with the organization of the event. I hope we will get a chance to shoot together once again.

Introduction

As the player you are in the Zone. In there you are an abandoned mercenary. After a few days of radio silence, a mysterious Manager informs you about a new sage zone. When you arrive on sight he gives you an offer for a way out. Of course it has a price, artifacts of the Zone are only payment that interests the Manager. You need to act fast because Cleaners will arrive shortly to purge any evidence of a failed operation.

This scenario is divided into two parts: For everyone and For organisers. Former should be available for everyone participating in the game. Later is for organisers eyes only and certain parts for people playing NPCs.

One of the organisers will play the role of the Manager which is the game master for the event and will decide the tempo of the game.

For the best experience I highly advise that everyone playing has a radio. Or if the game area has it, use of intercom or speakers should be a valid replacement. With that in mind the scenario was written that most of the players have radios.

Part One: For everyone

TLDR:

- Players start the game alone
- Respawns in the safe zone after 15 minutes.
- Player can have 5 artifacts on him on any given moment
- To extract you need to pay 3 artifacts
- Player can use artifact to revive themselves where they died
- Player might wait up to minutes where they died
- After extracting the player might return as a Cleaner and hunt others(Respawn after 3 minutes where they have died)
- The game ends when all artifacts are found or used, or the time limit is reached.

Goal of the Players

The goal of the Players is to escape the zone. To achieve it, players must find and deliver them to the extraction zone or to the manager in the safe zone. When a player completes the goal they start the hunt.

General rules

Segment below is to be modified to suit organizers and fields needs. Numbers listed below are representative of generic non CQB fields in Poland.

!!! EYE PROTECTION COMPULSORY, DO NOT REMOVE IT DURING THE GAME !!!
PLAYING WITHOUT THE MASK ON THE PLAYERS OWN VOLITION

-CQB (without minimal distance)

1.15J

-FULL AUTO (minimal distance of 15 m)

1.9J

-SUPPORT (minimal distance of 20 m)

2.3J

-DMR (minimal distance of 25 m)

SECONDARY WEAPON REQUIRED UNDER 1.15 J

2.8J

-BOLT ACTION (minimal distance of 30 m)

SECONDARY WEAPON REQUIRED UNDER 1.15 J

3.9J

Organisers are not responsible for material losses and health injuries. Participation only for people over the age of 18 or with written permission from parent or guardian.

Basic rules:

- Respawns after 15 minutes hourly (np 12.00, 12.15, 12.30...)
- Lack of ammunition is equal to being shot or dead
- To confirm the kill either take the picture of the killed or take his dog tag if the field uses them (mostly used in quests)
- Alliances made during the game might be unreliable.
- Players have ammunition limit of:
 - realcap - 3 magazines for the primary (total under 100 rounds) and 2 magazines for the secondary
 - mids - around 100 rounds in main weapon and 2 magazines for the secondary

Beginning of the game:

- First 5 minutes of the game are for the players to take their starting positions
- Starting positions should be as lonely for the player as they can be
- Players start separated, alone and they might choose their starting positions
 - If the organiser permits it the player might start from the safe zone

- On the way to the starting position players should disregard any knowledge of the artifacts and where are they hidden
- After the start of the game alliances made before its start are not valid.
- After the start of the game players meet each other as they would for the first time on the battlefield.
- After the 5 minutes have passed the game begins. Signalled by the sound and radio signal.

End of the game:

- The game ends after:
 - After the time set by the organizer has passed. (informations about it should be announced on the radio)
 - All artifacts are found and exchanged for the extraction or used
 - Most of the artifacts have been found and the majority of the players are cleaners.
- After the end of the game the organisers should run a briefing and conclude the game.

Artifacts:

- Players can carry no more than 5 artifacts at any given moment.
- Artifacts can be found in the area of the game.
- The player may use an artifact by breaking a glowstick within one.
- Used artifacts cannot be exchanged for an extraction or used again in any other way.
- Used artifacts should be returned to manager within closest convenience
- Used artifacts do not count to the limit of artifacts carried.
- Gracz może mieć na sobie maksymalnie 5 artefaktów.

Extraction:

- For the player to extract themselves must have certain amount of artifacts
- Number of artifacts required for the certain amounts of players
 - o 1 player: 3 artifacts
 - o 2 players: 5 artifacts
 - o 3 players: 7 artifacts
 - o 4 players: 9 artifacts
 - o 5 players: 10 artifacts
- Players cannot extract in a group with more than 5 players.
- Price of an extraction cannot be less than 1 artifact per player
- Players can extract in a safe zone or extraction zone (depending on the field and organisers) by announcing it to the managers or organiser.

Dying:

- When the player is hit he needs to announce it for everyone near him. by raising his hand and shouting "HIT".
- All of the artifacts and items (used for the purposes of the game) can be looted from dying player
- The player may stay in the place of his death up to 5 minutes to wait for the medic.
 - If the player was revived by the medic he cannot be revived by medic again until they respawns, but he can use an artifact to revive himself

- If the player uses an artifact to revive themselves cannot use another one again until they respawn, but can be revived by a medic.
- Being revived does not count as being respawned.
- When 5 minutes have elapsed the player leaves artifacts and items where they have died and goes to the safe zone to respawn.
- The player does not need to wait whole 5 minutes
- When the player is hit they may use an artifact to revive themselves
 - Reviving by use of artifacts should be done while in a quite safe position and not under fire.

Return after extraction:

- Player who extracted themselves can return as a cleaner to the game
- Cleaners are one team
- The goal of the Cleaners is to hunt and kill other players.
- When the cleaner is hit they wait in the place where they died for 3 minutes and resume their assault.
- When the player returns as the cleaner they cannot gather artifacts or items, and complete quests.
- Cleaners still can confirm kills.
- Cleaners do not have the ammunition limit

Bezpieczna strefa:

- Previously marked by organisers.
- You cannot shoot from, through, to the safe zone, and attack the players inside it in any other way.
- In the safe zone you can find a manager. Trade and talk with other players and make fragile alliances.
- If someone is spotted camping the exit from the safe zone a bounty might be placed on their head.
- If someone opens fire or attacks other players in the zone, a bounty might be placed on their head and is kicked out from it.

Radio:

- On a previously set channel, the Manager will announce information about what happens in the Zone, and announce quests and bounties.
- On this channel there is a ban on communications for unprivileged people.

Questy:

- After the start of the game, quests will be announced which award a discount for the extraction.
- This discount is only for the player that completed the quest. It cannot be lost upon death and is counted as 1 artifact.
- Quests can be received from the manager and are announced on the radio
- Quests are returned to the manager in the safe zone
- Quest can be completed once and by one player. If multiple people want to return the quest, the queries are resolved first come first served
- There are three types of quest
 - Assassinate: Kill a target and bring confirmation of the kill to the manager.

- Delivery: Find an item or items and deliver it to the location or the manager.
- Find a Location: Deliver a photo of the location to the manager

NPC:

- During the game players might encounter a NPC which may help or disrupt the players
- They may have something to offer for the player
 - For example there may be a trader roaming the map
- Organisers might choose someone from the players to be a NPC or have one of them take a role

Bounties:

- The players might put bounties on each other's heads while in the safe zone by talking to the manager.
- The bounty may be worth anywhere from 2 up to 4 artifacts and are paid to the manager by the player placing the bounty.
- Prof of confirmed kill is needed to claim the bounty
- Bounties can be claimed in the safe zone by talking to the manager
- Bounties are announced by the manager on the radio

Optional Rules:

Rules below are optional and may be used on organisers own volition but should be announced to the players before start of the game.

Medics:

- Medics are selected players at the start of the game who might revive other players
- To revive a player, the medic places a bandage on him or uses representation of it near the dying player.
- Bandaging a dying player should take around a minute and be placed in a visible location.
- bandages can be bought in the safe zone from the manger or the trader roaming the zone.

Rewards:

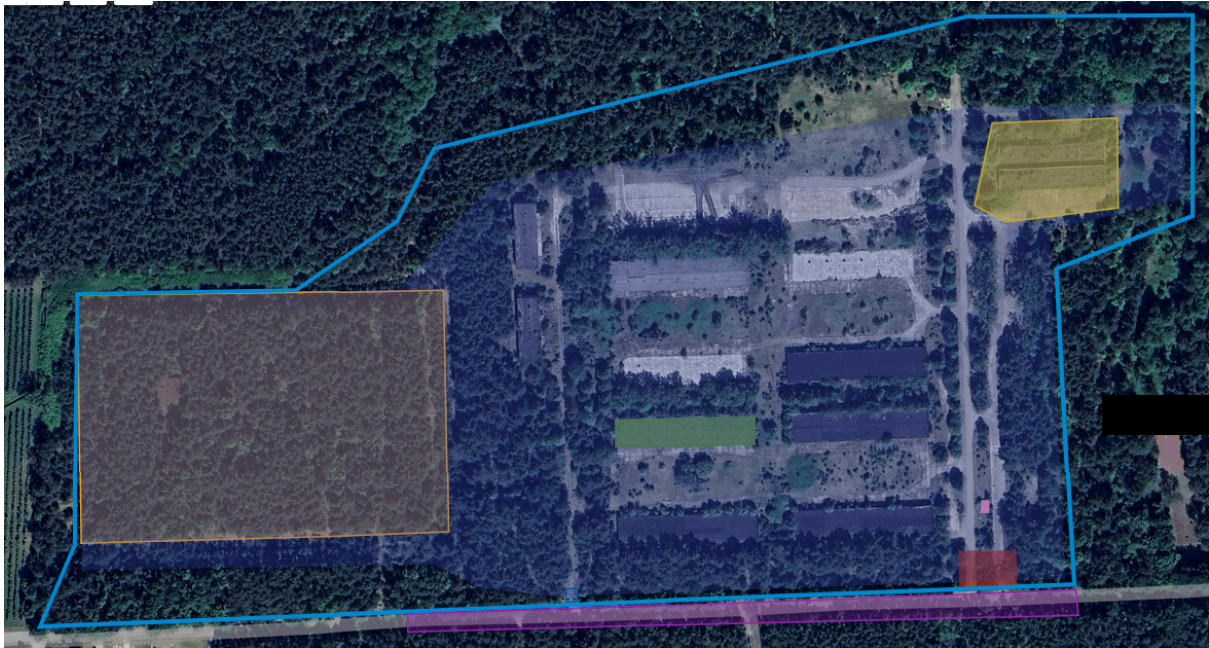
- Additional rewards can be awarded during the conclusion of the game
- Cannot provide financial gain
- For players that completed something big during the game, killed the most players as cleaners, extracted in the biggest group and so on.

Part Two: For organisers

Area of the game/the field

For the game I advise an open area with few places for close quarter combat. Either way any forest or cqb field will suffice. I would advise to prepare the map of the field before the event in two versions. First will have marked the general area of the game and zones and

will be given to the players. The second will have every place and item placement marked on them for the organisers. For example artifacts might be numbered to keep track of where they were taken and how much is left on the field.



Example map that we used to run this scenario. This is the version for the organisers. A full version with legend can be found [here](#). Map for the players can be found [here](#).

Places of Interest

- Safe zone - It should be located at the center of the field. It might be used to disable certain problematic buildings or part of the field from the game. Exit/Entrance to it should extend from the building so it is easier to get in and harder to camp.
- Cultist zone - place it in the part of the field that does not often partake in the games on the field.
 - Places of Occult - Place in the cultist zone where cultists respawn. Some artifacts should be placed there at the start of the game. Additional artifacts are placed there by the cultists when they loot them from the players. They should be in somewhat dark and abandoned places (even for an airsoft field). There should be a circle drawn with a pentagram (or other sign of organisers choosing) around 1 meter wide on the floor to mark them. Should be 3.
- Extraction Zone - Should be placed near the entrance to the field or near the edge of it, and sufficiently marked.
- Cleaners entrance - Not far of the extraction zone but those cannot be in the same place if feasible. So the travel between the two does not take a lot of time and is in the straight line between the two. Also on the edge of the field and sufficiently marked.
- Commissar grounds - not marked on the field. Those are the grounds which are patrolled by the Commissar NPC. With lots of cover which would allow the players to outmaneuver the Commissar.
- Murder scene - Separated place in random room or hut. Great if there would be something representing a body and blood.

- Radioactive room - Area or room in the field that is marked with yellow and black tape with warnings of radiation

Placement of the Items:

- Artifacts - Placed all over the field. More in the Points of Interests. They should not be hidden. They should be placed in such a way that if a player looks more closely around the area they can find them, but if they just take a glance they can be easily missed. For example: on the far end of the room in the window or placed in such a way that will shine in the sunlight if looked from the right angle.
- Journal - on the other side of the map opposite of Commissar Grounds. If available in the building of some sorts.
- Case - Slightly hidden on the battlefield, in such a way that finding it is a slight challenge. Or you can place it in radioactive room
- Files - In buildings. Two files from the same set should be separated if possible.
- Research - In Commissar Grounds.
- Knife - In the Cult zone not far from one of the places of the cult.

Quests

I advise that some quests are announced only after one is completed by the players. And are announced from time to time and not in series bunched together (once every 10 - 15 minutes depending on the number of the players).

Finding the place:

- Signs of the cult - Find all of the places of the cult and bring proof to the manager. There are 3
- Murder Scene - Find the place of the murder and bring proof to the manager.
- Containment - Find the radioactive room and bring proof to the manager.

Delivery of the item:

- Research - Find and deliver Clipboard with research to the manager in the safe zone.
- Files alpha series - Find and deliver a set of two files from alfa series to the manager in the safe zone.
- Files delta series - Find and deliver a set of two files from delta series to the manager in the safe zone.
- Files omega series - Find and deliver a set of two files from omega series to the manager in the safe zone.
- Journal - Find red journal which once belonged to Commissar and deliver to the manager in the safe zone.
- Payload - Find the silver Case and deliver it to the manager in the safe zone.

Assassinate:

- Cult - Kill one of the cultists and deliver the proof of it to the manager in the safe zone.

- Comrade - Find and kill Commissar and deliver the proof of it to the manager in the safe zone. This task only is available if the player gives the journal to the commissar.
- Termination Notice - Kill the trader and deliver the proof of it to the manager in the safe zone.

Fused:

- Planted Evidence - Find knife and place it in the murder scene. Deliver the proof of it to the manager in the safe zone. This task is only available if the task Murder Scene was completed before it.

NPCs

General rules for the NPCs:

- They have unlimited ammo.
- They cannot use the artifacts
- Each has its own rules for dying
- If they are hit by the player they should allow the player to take one of their artifacts and get a proof of the kill.

Manager

- Takes the role of a Game Master.
- Can be found in the safe zone and does not leave it.
- Does not have any weapons
- Cannot Die
- Looks: PMC wear, checkered shirt under plate carrier, jeans.

Cultists:

- Looks: Dark Hooded cloak, Tacticool gear.
- Weapons: Assault rifles/SMGs and knives
- Behaviour: They are territorial and defend the area of the cult and places of the cult. They use stealth primarily and want to attack with a knife first. They return fire if shot at, rarely attack unprovoked.
- Death: 5 minute timers and they respawn at the place of the cult.
- If killed they can be looted for the artifacts if they have more than 1.
- They start with 1 artifact.

Juggernaut/Commissar

- Looks: heavy military armour.
- Weapon: LMG or Rifle with drum mag, pistol.
- Behavior: hostile to all players, shot on sight unless they show him the journal.
- Quest: Deliver the journal to him instead of the manager. He can hijack the manager's broadcast to announce it. He rewards the player and their team with escort to the select point. Players who completed the task should inform the manager when feasible.
- Death: To kill the commissar the players need to hand tap him on the back or to shoot metal plate on his back. If he was tapped on the back he will share information

about his lost journal. If he was shot in the meta plate he will give the player an artifact. He becomes inactive for 5 minutes after being killed.

- Starts the game with 2 artifacts.

Trader/Dealer

- Looks: Track suit
- Weapon: Pistol
- Behaviour: Friendly to the players, avoids conflict. He wants to trade as much as possible.
- Trading: Everything in his assortment costs one artifact. Everything can be traded for one artifact. Players can buy bandages, ammo and quest items that were sold to him.
- Death: When he is hit he will still travel the field but nobody can trade with him for the next 10 minutes. He cannot be looted.
- He starts the game with 5 artifacts.

Rewards

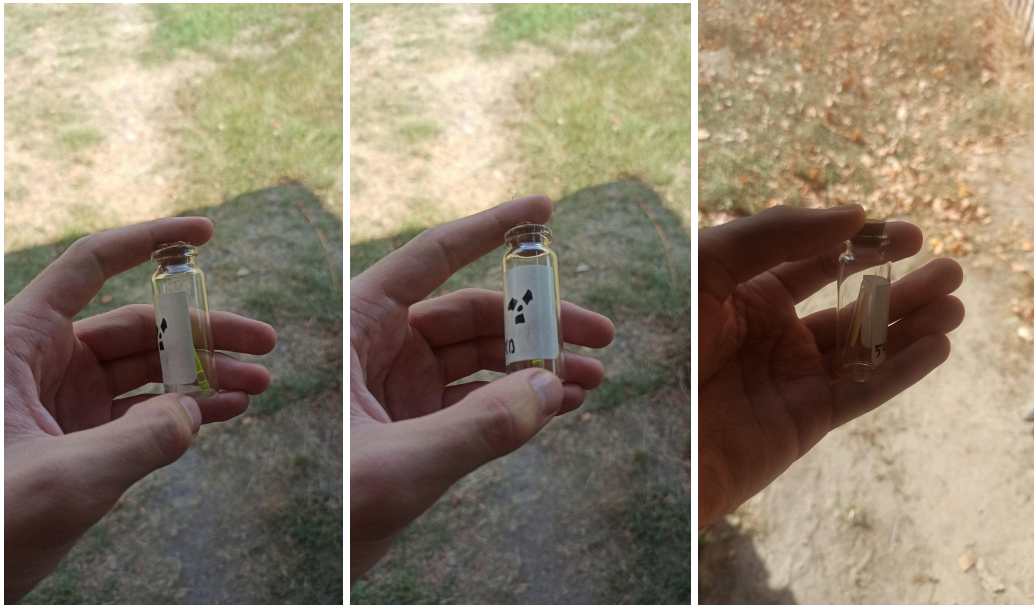
If you are playing with optional rules for rewarding the player here are some examples of some of achievements that can be awarded.

- First five players to extract.
- Player who killed all of the cultists.
- Player who delivered the journal to the Commissar.
- The player who as a cleaner killed the most players.

Items

Below you can find examples of items used in the game. Photos included are not final versions of the items. To each there is space to add a backstory or some short text that describes what happened in the Zone.

- Artifact



Ampules with fishing glow stick inside. Breaking the glow stick is equal to an artifact being used. On the tag you can draw a symbol and a number. This number can be used to track placement of each artifact. This will help with guiding the players by the manager to the places where artifacts are still left to be found.

- Journal



Red notebook or Calendar. It should have a hard cover.

- Case



Metal medium sized case. Should be big enough to be hard to run with while having a long gun on the other hand. Small enough to not be a hindrance in normal movement of the player.

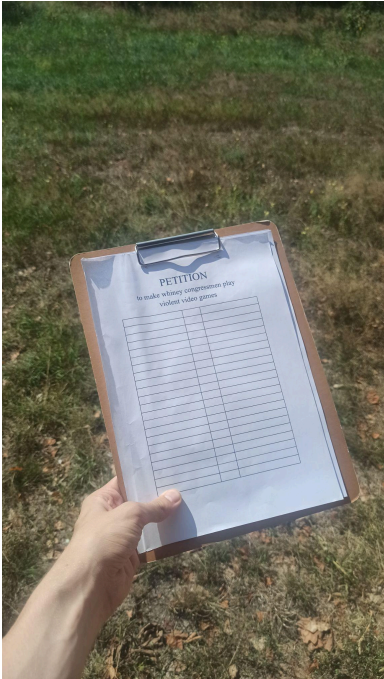
- Files



Envelopes for documents, a4 size and in some other color than paper. That could hold military documents. Draw on them marking of the series and number which will

signal to the player how many there possibly are (there are two in the series). Put some paper inside them to give them some weight.

- Research



Clipboard with pieces of paper with research written on the first one. Place a few pieces of paper behind the first one to give them some weight.

- Knife



Any **DULL** Knife will do it. But the more atypical one the better. It does not need to be a military one or look like something from CS:GO but the more unique the better.

Announcements from the Manager on the Radio

Below you can find examples of announcements from the manager. They are divided into categories. Brackets represent following data:

() - Number

[] - Player

{ } - localization

X,Y,Z - placeholder names for quests or other information

Announcements should be made around 5-15 minutes. they will control in some way the pace of the game. Because of that, more frequent announcements will make the game faster. Some of them should be said after completion of some quests.

Quests announcements:

- Signs of the cult announcement - To be forgotten in the zone, I heard rumours about a cult in the { } part of the zone. If any one of you would like to go and check it out and show me some proof I would return the favor. You will be probably for sets of weird markings that might give us a clue with what are we dealing with.
- Murder Scene announcement - One of my scouts was killed but my man could not find the body. If any one of you could find me and share the location with me I would be obliged to return the favor.

- Containment announcement - Some professor who travels with a poet informed me about a room with treasures. If one of you could locate this probably radioactive room my employers would give substantial reward for such effort.
- Research announcement - As you may know there was multiple research conducted in the area. My employers are interested in the results of one such research. If one of you could find it, they would be adequately rewarded.
- Documents alpha series announcement - In the zone there are a lot of lost documents. If any of you could deliver to me a set (there should be 2) of documents from the alpha series I would be more happy to repay.
- Documents delta series announcement - Previously found documents point to the next set, series delta. If one of you could deliver a complete set of 2 I would be indebted to repay.
- Documents omega series announcement - There are more documents to be found. I am still missing the Omega series. If any of you would find a complete set of two I will reward you sufficiently.
- Journal announcement - There is a journal of the captain of the local military here in the zone. I would like to know its secrets. Find it and deliver it to me. As always you will be paid.
- Payload announcement - There is a silver case lost in the zone. I will pay anyone who recovers it and delivers it to me.
- Cult announcement - Remember when I asked you to check out the weird cult places. Yeah, so one of the locals, probably a cultist, killed my men. Go to them and teach them a lesson. Show me proof of it and I will reward you with my man's pay.
- Comrade announcement - Commissar patrolling the zone needs to be dealt with. For anyone who will kill that bastard award will be waiting. But as always I will need some proof.
- Termination Notice announcement - I am done with the trader. He did something that pissed me off. So because of that could you kindly rough him up a little. Come back with a proof and I will reward you. Be quick.
- Planted Evidence - Listen there is a rival force in the zone and I need to lose them some time if any one of you could find a knife of theirs and plant it in the murder scene. That would give us some time and cause some chaos on the outside. If you come back with the proof of the completed task there will be a reward for you.

Bounties announcements:

- Somebody didn't like how [] behaves. That's why there is a bounty on their head worth () artifacts.
- [] Looks for revenge on []. There is a reward of () artifacts.
- [] pissed off the wrong person and now there is a bounty of () artifacts for their head.
- People really need to learn to talk with each other. Anyway there is a bounty of () artifacts for the []
- Bounty for [] set by [] and pays () artifacts
- [] wants [] dead. Bounty of () artifacts

Cleaners announcements:

- First cleaners entered the zone. Watch your backs
- More cleaners entered the zone.
- There are cleaners in the zone. Be on high alert and stay together.
- There is a substantial force of cleaners in the area. Stay on high alert
- Cleaners are towards {}

Tales from the zone:

- Task X has been completed - Item X was found and delivered. You can stop looking for it.
- Task Y has been completed - Okay some one showed me the place I was looking for. You can stop looking for it.
- Task Z has been completed - target eliminated.
- Task has been completed - Task concerning X was done
- The rumor has it that the commissar is patrolling the {} area, watch yourselves.
- The bounty for [] has been claimed.
- Cultists became more aggressive recently watching yourselves around {}.

Locations of artifacts:

- I heard there might be more artifacts {} the zone.
- Some say there should be more artifacts in the building at {}.
- On the grounds of the cultists might be more artifacts.
- From what I have seen most of the artifacts are gone from the {} zone.
- Most of the artifacts left to be found are at {}.

Random stuff:

- I heard there was a fire at {}
- Music

Appendix A: Battle

Battle is a game mode based upon this scenario where two teams fight over who can gather more artifacts. Most of the rules are listed below:

- There are two teams
- Each team has a base where they store their artefacts and can respawn near it.
- Teams can steal each other's artifacts.
- 1 artifact is counted as one point while in the team's base.
- Wins the team with the most points.
- Used artifacts cannot be counted as points.
- Items in the team's base count as 2 points.
- completed quests by team members count as 3 points and those points cannot be lost.
- Elements of the scenario such as NPCs, Ammo limits, and cleaners might be used when needed.
- Manager is still giving task away to both teams
- Safe zone is used as additional spawn point for both teams
- There is no extraction zone
- The game ends after the set amount of time passes

Appendix B: Post Mortem

This scenario as it is was run last year. Here are some thoughts about it. Remember hindsight is 20/20.

What Worked

- Emergent story telling - The players generally made stories during their play, sometimes knowingly sometimes not. Of course there were more or less exciting ones. I still remember the story of two players who teamed up and found the journal. After the manager announced the quest for it with response from the commissar, they decided to give him the journal. This allowed them cover and escort of the commissar to the safe zone and extraction.

- Locations - Locations and placement of Items and artifacts worked. Mostly but all in all location which we played at suited the scenario with abandoned garages and buildings.
- Gameplay - general time to time and objective based gameplay worked as intended. With cleaners preventing the players from being bored after the extraction and waiting for the game to end. Despite the overall amount of the rules for the players to know their simplicity made them easy to remember and use for the players.
- Dynamic objectives - With quests the players had something more dynamic objectives in the form of a quest it gave them something new to look forward to. Other than collecting artifacts and fighting between themselves.

What Didn't

- Marketing - There was some poor marketing. While we posted an event on local airsoft Facebook groups in Poland near Warsaw. The lack of reminding the people of the incoming event was a mistake and one of the causes of lack of attendance.
- Lack of list of players - We didn't do sign ups for the events on facebook. Those are often public lists of players that would attend the event. This often shows precisely if the event will have enough of the players to run smoothly. In the end we had around 10. Which was not a bad number but we expected double that.
- Expectations - Of course this isn't your typical airsoft scenario. Because of that some players may expect and want to just shoot each other in the chaos of the deathmatch rather than be careful and watch their backs and count shots.
- Not everyone - unfortunately not everyone had great experience when we ran this scenario. Some just could not find any artifacts, and after finding one they were killed and looted. This might be due to luck (or lack of it) or that when you design multiplayer PVPVE events there often than not there might be players that might have unpleasant experiences. In this case it was around 10% and there was not an option to look for the next match for them.

What was neither:

- Theming is a mixed bag. While named Operation Stalker does not always live up to its name. It has artifacts which players collect and trade with but the NPC and other enemies nothing else resembles stalkers. Which goes closer to the Escape from Tarkov than Stalker or even metro. But unfortunately it's easier to organise guys with guns who look cool than mutants from Charnobyl.
- Reviving with artifacts - There was one instance of the player reviving themselves with an artifact during the game. This instance failed due to proximity of the enemy of the dying player.
- Not all - Due to the low number of players we didn't have a chance to run it with all the features, which include quests, NPCs and items.

Conclusion:

To conclude this post mortem I want to say that this scenario neither failed or succeeded as a project. I would like to play or run it again, but this time with more informed player base to match their expectations and with more of them to test the power of the whole scenario.