



## Rules

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Here is a basic guide on how to play Frontline Events - The Zone. We recommend downloading this document and printing it, having a hard copy available to aide you in game. Some areas are colour coded;

- **Green** ..... **Safe**
- **Blue** ..... **Neutral** (Can be turned hostile)
- **Amber** ..... **Caution** (Can be neutral or Hostile)
- **Red** ..... **Hostile**
- **Grey** ..... **Reworking / Not in Use**

### **Essentials:**

These are items that you absolutely need in order to play the game;

#### **1. The App:**

Every player must have the app open with full volume at all times during play. The app will allow you to detect radiation, anomalies and emissions in the zone. It will also tell you how much radiation you have absorbed and when you have died. When you die can only be reset with the trader. Worry about your battery! Charging will be possible at the bar! We recommend you bring large battery packs for efficiency and a good hard case.

#### **2. Kit Storage:**

Every player must bring a Box/Container/Bag to store all kit not being used with the **Trader** (Rule No5) and in addition to this must have another smaller Box/Container/Bag for weapon attachments with the **Technician** (Rule No7).

3. A form of white light (torch) must be carried at all times at night.

4. A white bandage must be carried at all times.

### **Safe Zone:**

The safe zone is where you can find the following;

#### **5. Barman/Trader:**

- Heal radiation (vodka & pills)
- Sells food & drinks (real currency)
- Sells kit (in-game currency)
- Sells Weapons (in-game currency)
- Bounty on specific player
- Delivery/pick up mission
- Document retrieval
- Artefact hunting (specific)
- Kit Insurance (save-game)(Rule No)

#### **6. Ecologist (scientist):**

- Heals psi damage (pills and injection)
- Delivery/pick up mission
- Document retrieval
- Artefact hunting (specific)

#### **7. Technician:**

- Sell Weapon Attachments (in-game currency)
- Repairs Weapons (real currency)

## Environmental Hazards:

These are hazards that will come through the app and will eventually kill you;

### 8. **Anomalies:**

Anomalies will be detected via the app. If you get to the centre it will kill you. Some anomalies emit radiation.

### 9. **Radiation:**

Radiation levels in the game will differ the further you venture into the zone. Radiation is absorbed in 1 second intervals. As an unprotected Stalker, the longer you spend in radiation, the more you will absorb;

- 0 - 0.5r/hr..... No damage at all
- 0.5 - 1r/hr..... 1 unit per second
- 1 - 5r/hr..... 2 units per second
- 5 - 10r/hr..... 3 units per second
- 10r/hr + ..... 4 units per second

There will be a 10 second delay allowing you to retrace your steps out of the affected area.

You can buy protection against levels of radiation, please note than these may only slow the rate of which you absorb radiation not protect you indefinitely. Some levels of radiation cannot be protected against at all.

- Lv1 Gas Mask..... 0.5 - 1 r/hr (Must be physically worn)
- Lv2 Gasmask & Hood/Helmet..... 1 - 5 r/hr (Must be physically worn)
- Lv3 NBC Protection Suit..... 5 - 10 r/hr (Must be physically worn)

The radiation level in your body does not go away, you will need to return to the **Trader** for anti-radiation drugs.

### 10. **Psi:**

When effected by a Psi attack from a **Controller**, **Psi Storm** or **Emission** these will deplete;

- Monolith Tower..... 1 unit per 60 seconds
- Psi Storm..... 1 unit per 30 seconds
- Emission..... 1 unit per 12 seconds
- Controller ..... 1 unit per 2 seconds

As with the Radiation there will be a 10 second delay allowing you to retrace your steps out of the affected area.

When under the influence of Psi there will be signs to look out for.

- Electronic interference..... Storm or Monolith Influence
- High Pitch Noise..... Controller Influence
- Voices..... Controller or Monolith Influence

The Psi level in your body does not go away, you will need to return to the **Ecologist** for anti-psi drugs.

## 11. Storms:

Your app will warn you of storms, you must get to cover. All buildings will shelter you from storms.

- Psi Storm.....1 unit(s) per 30 seconds
- Emission (Blow Out).....4 unit(s) per second

## Enemies:

Within the Zone you will come across several NPC enemy types that will kill you;

## 12. Military:

Military Behaviour will differ depending on what level they are. Border Guards are going to be very lax compared to Military STALKER. Visible differences between all three.

### A. **Border Guard;** (Soft Posture, No Helmets, Standard AK Variants)

- Man Checkpoints/roads into the zone
- May Take Bribes
- Offer Missions for supplies
- Hunt to Arrest or Kill Stalkers/Looters
- Kill Mutants/Zombies

### B. **Spetsnaz;** (Aggressive Posture, Helmets, Special Weapons)

- Escort Missions
- Rescue Missions
- Raiding specific locations
- Hunt to Arrest or Kill Stalkers
- Kill Mutants/Zombies

### C. **Military STALKER;** (Aggressive Posture, Special Equipment & Weapons)

- Highly Trained
- Shoots on sight
- Used to research

## 13. **Bandits:** (Aggressive Posture, Poorly Equipped)

- Set up camps
- Extorting and robbing stalkers
- Kidnaping
- Selling drugs
- Raiding other camps

## 14. **Monolith Commander:** (Aggressive Posture, Helmets, Special Weapons)

Behaviour and Posture in the zone is very aggressive. They work for the zone. They protect it.

- Always Recruiting
- Set up camp
- Can have a Monolith Tower (added in the app)
- Fight with Stalkers/Factions/Military
- Monolith soldiers generally do not target mutants
- Raid - big group raid on rookie village
- App can withstand certain Psi Damage (Not Immune)

## 15. **Zombies & Mutants:**

In The Zone it is inevitable that you will cross some form of mutant or zombies who may have been caught in an emission. Here is what they may be and what can kill them.

### A. **Zombie;**

- When shot they may lose balance and fall over
- They will keep getting up again,
- They can only be killed when on the ground by knife attack.

### B. **Snorks;**

- Spotted at last light (at night)
- Hunt alone or in packs
- Usually in defined locations
- Lure you in before attacking
- Fast and agile.
- Nobody knows exactly how many bullets are required to kill one
- Shotguns seem to be the most effective

### C. **Bloodsuckers;**

- Spotted during night & day
- Works Alone or in Packs
- Can roam the zone freely
- May set up a nest
- Hides to ambush
- Fast and agile.
- Nobody knows exactly how many bullets are required to kill one
- Shotguns seem to be the most effective

### D. **Controller;**

- Spotted night & day
- Work Alone
- In a defined location
- Psi Damage through the App
- Hides to ambush
- Will avoid close contact until threatened
- Takes a lot of damage

## **Gameplay Mechanics:**

### 16. **Spawning:**

When you spawn in the Zone, you will start at the **Trader**, striped of all weapons and kit. You will have your bandage, melee weapon and pistol with 10 rounds of ammunition. You will also have 100P currency to purchase items you may need. You will be given a tag that you must carry showing what kit you possess.

### 17. **Kit:**

As you spawn into the game your daysacks and webbing or assault vest and chest rigs will be removed from your person, unless you have the currency to pay for them.

- Backpack/Daysack.....25P
- Assault Kit.....25P
- Artefact Container.....50P
- Bergen.....50P
- Gas Mask 1 / 2 / 3.....100P / 500P / 1000P

This price list is a rough guide; it may not sell for the same price. Prices vary with inflation or trader.

### 18. Ammunition Count:

• Pistol.....	2 Magazines
• Shotgun.....	1 Speed Loader = 120 rounds
• Rifle (Bolt Action).....	1 Speed Loader = 120 rounds
• Rifle (Semi Auto).....	1 Speed Loader = 120 rounds
• SMG (Full Auto).....	3 Speed Loader = 180 rounds
• Automatic Rifle (Full Auto).....	4 Speed Loader = 180 rounds
• Machinegun.....	2000 rounds
• Sniper Rifle.....	1 Speed Loader = 120 rounds
• Anti-Tank Launcher/Rifle.....	2 Rockets
• Grenades.....	2 Grenades

The price list is a rough guide; Ammunition may not sell for the same value as purchased. Prices vary with regards to being NATO or Soviet Bloc, inflation or trader.

### 19. Game Casualty:

You are a casualty in play if;

- You are Melee killed (Another PLAYER puts his hand on you and states, "Knife!")
- You are struck by a BB (Not Including weapon)
- You are 5 meters from a pyrotechnic explosion (Including mines)
- You are in a room with pyrotechnic and not behind hard cover (Concrete)

#### Actions on casualty:

- You must role play your own injury
- Crawl to cover
- When Bandage is applied, you can carry on fighting

### 20. Game Death:

You are dead if you are wearing a white bandage and;

- Your App shows you are dead
- You are Melee Killed
- You are struck by a BB. (Not Including weapon)
- You stand on a mine (Big bang and white dust)
- You are 5 meters from a pyrotechnic explosion (Including mines)
- You are in a room with pyrotechnic and not behind hard cover (Concrete)

#### Actions on Dead:

- You must role play your own injury
- Stay in place dead, get your breath back

### 21. Body Armour:

This can be purchased from the **Trader** for 500P. It will allow you to carry two bandages, rather than one.

### 22. Becoming a **Zombie**:

When your psi meter in the app has no segments left you will become a zombie. Make your way back to the safe zone as a zombie. Zombies will indiscriminately shoot at anyone and everything they come across. When shot they you may lose balance and fall over, you will keep getting up again, you can only be killed once you are on the ground with a knife attack.

### 23. Looting STALKERS:

When you kill or find a dying STALKER you can loot them or all their, ammo, in game currency, items and artefacts. You cannot loot the player's physical weapons and kit; however, you can remove the tag from the player. This is sufficient enough to prove to the **Trader** you have looted a player.

### 24. Kit Insurance: (Save Game)

If you die you lose everything, however at the **Trader** you can insure kit. Your kit tag is duplicated and put in your box. Think of this as a "Save Game" function. This will cost you roubles and may go up with how much kit you have.

### 25. Weapons & Upgrades:

To purchase your weapons from the **Trader** you must have enough in game currency. Each type of weapon will cost so much in ammunition.

The price list is a rough guide; weapons may not sell for the same value as purchased. Prices vary with regards to being NATO or Soviet Bloc, inflation or trader.

• Pistol	300P	20 rounds	150P
• SMG	1000P	20 rounds	200P
• Assault Rifle	1000P	30 rounds	400P
• Shotgun	400P	10 rounds	100P
• Machine gun	2000P	10 rounds	50P
• Marksman's Rifle	2000P	10 rounds	400P
• Sniper Rifle	3000P	10 rounds	400P
• Anti-Tank Launcher	2000P	1 round	100P
• Grenade Launcher	400P	1 round	150P
• Grenades	200P	each	
• Smoke Grenades	100P	each	
• Poison Gas	400P	each	
• Extra melee	500P	each	
• Weapon Attachments	100 -1000P	each	

Upgrading weapons with attachments is the same. You can visit the **Technician** to purchase your attachment. These will vary in price depending on how good they are.

Our in game **Technician** also serves as a real time Airsoft Tech, if your gun breaks mid game, you can visit him to get repaired.

### 26. Stashes:

You can make your own stash in the zone. You can make your own stash with a daysack or Bergen, and hide it in the zone for you. If you find a stash that does not belong to you, please do not touch it. These stashes will be marked with a tag. (Players leaving kit do so at their own risk.)

### 27. Artefacts and Items:

In the zone, artefacts and items can be found. Artefacts must be handled with gloves and carried in an Artefact Container. You can trade items with other stalkers, or steal them. Either way items are worth currency when you trade them in. Currency will vary depending on the dealer's mood.

Artefacts in the zone are of different types. The **Trader** or **Ecologist** may pay handsomely for these.

## **28. Vehicles:**

If you have a STALKER themed vehicle you would like to employ in the game as a prop or for the crew to use, please let us know in advance.

All in game vehicles MUST;

- Achieve 360° visibility. (If the Commander cannot see the driver cannot drive).
- Not exceed 20mph.
- Carry a fire extinguisher.
- Carry Black or Grey smoke grenades. (To signal when killed).
- Carry a small tin for placing ignited smoke grenades on top of the vehicle. (empty bean tin or ammo tin?)

How to kill a vehicle;

- M-Kill - If you suppress the crew the commander cannot see the driver cannot drive. Note they can still defend themselves with the main armament.
- K-Kill – A launcher such as a bazooka must score a direct hit on the vehicle to kill it. (The crew will then deploy smoke and role play dramatic deaths) (Only applies to armoured vehicles).