

BallOut New Alestania - BFSA 2023

A Post Apocalyptic game set in the near future, in the vein of Fallout, Metro, Stalker, Escape from Tarkov, Mad Max, etc.



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Foreword

Introduction to the game concept, what BFSA seeks to 'get out of' this game.

Ballout New Alestania is born from a long running dream for many at BFSA for a more complex Milsim, with multiple factions with their own motivations and incentives, a town with a thriving population, and a mixture of gameplay styles to cater for a wider variety of players. As fellow players, we at BFSA watch what the Americans get up to with games such as Milsim West's Battle for Grozny and various open world games such as those hosted at Ballahack Airsoft with absolute jealousy. This game is unashamedly an attempt from us to 'have our cake and eat it too', but we believe after the recent string of games and the lessons learnt that this can be successful, and we hope you join us for this event and help us make this dream come true.

We hope for this game that players of every persuasion can find something for them in this game. Do you like being a feral ratbag and murdering everyone? You sound like a Bandit. Do you like playing in a tight organized military force carrying out daring raids and assassinations? You sound like a Merc. Want to play static defense, interact with players, conduct searches and patrols? Join the Government's Police force. Want to wear a suit and be important? Become a Government Official! Do you want to just sit around a BBQ, have a comfortable night's sleep, and go run bounties and collect treasure whenever you feel like it? Become a townspeople!

Narrative

Tips and tricks for the players, a description of the game world's factions, how they can interact with them, what makes each team tick, and what each team seeks to gain.

The setting

Despite the name, Ballout New Alestania is a separate entry in BFSA's story rather than a direct continuation of the previous conflicts. BNA is set in roughly the same part of the fictional world as previous games, but in a different time and in different circumstances. The setting is a near-future post-apocalyptic wasteland. When considering themes for the game, BFSA likens it to other franchises such as Fallout (Less so 4 and 76, more so 1,2,3/NV), Mad Max (no leather cod-pieces, please), Metro, Stalker, and Escape from Tarkov. We're leaning a little more into the gritty and real rather than spooky mutants and more outlandish elements. There may still be a cthulhu-worshiping murder cult getting around so be careful wandering at night.

The game world focuses around four major factions, the Bandits, the Mercenaries, the town Government, and finally, the regular old Townspeople. We're deliberately going to keep the background of these factions vague, so that you - the player, can grow and evolve the setting.

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Timeline wise, the game is set near enough to the events of the previous series that some older souls may still remember the clashes and the ethnic divide, while younger folks have grown up in this new hellscape unshackled by old struggles, but gripped by entirely new ones. How these themes will play out will be up to you, the player.

Frequently Asked Questions

There's quite some differences in objectives for the factions, what does it mean to 'win' in this game? Where are the missions?

This game is heavily Role Play dependent, and winning conditions and objectives for teams will be very different to previous games. While hinted at previously with subsequent games, BFSA would like to be more upfront and spell out what various scenarios are possible, and what they would mean for the world. In the following sections outlining each faction, pay particular attention to the Background and the Scoring Objectives. Some objectives may not directly earn your faction points, but they may by virtue of how another faction is scored, deny them points. Sometimes the best success is just seeing your enemies fail. If this game is successful, followup games will build from this story. Factions will evolve and change over time.

Initially, missions will be primarily redfor vs bluefor, and yellowfor vs. the developing game environment. As the game narrative develops, these may change and will certainly change for followup games.

Okay, so what happens for instance if the Government loses?

There's a few instances where the Government may lose badly. They can do this by failing to protect their people, and failing to provide work to their people and seeing them complete it successfully. If the Bandits come out on top, this would be the worst possible result. The town would be controlled by criminals, murderers and psychopaths. The Government would surely cease to exist, and the townspeople would be refugees from their own homes. If the Mercs win, the government would likely be entirely dependent and subservient to them, the Mercs aren't in the business of running a town after all, but they sure want that tax money to pay for their protection which spells unemployment for the professional police force. If the Government loses out badly and the Townspeople end up on top then status quo would be more or less maintained albeit with unfortunate results for the incumbents in the next round of elections.

As you can see here, there are multiple ways for this to play out. A total stalemate is even possible. You may win the battle, collect all the riches, but it may come with a cost down the line...

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The Bandits (REDFOR)

Background

The Bandits have been a thorn in New Alestania's side for some time. Scavenging, looting, killing for fun, they have been largely getting along in the world by attacking travelers and townspeople who dare stray too far. Too small a faction to face the Town head on, but too large a group for the town and its populace to wipe out, the uneasy relationship with the town and its people has been a source of constant frustration inside the group, with infighting running rife as a result. The arrival of the Mercenaries however represents an immediate existential threat to the Bandits' meager lifestyle that has finally unified the group and put an end to their internal squabbling. If the town government were to side with, or employ the Mercenaries, their chances of survival in an all out war would be zero. However if the Mercenaries were wiped out, and maybe if in the crossfire the Town were to take some damage then the Bandits would stand a chance to finally sack the Town and make it their new stronghold.

Themes and Aesthetics

The Bandits, thematically, are a pretty easy one to guess. Their camps are ramshackle, their clothes are either mismatched, scrounged camo or eclectic costumes. Being that they are no one particular group, but a conglomeration of misfits, murderers, failed guns for hire and psychopaths unified only by desperation and circumstance, anything they own should be thoroughly used, caked in dust, dirt and rust. They will wrap their weapons in earth toned cloth to blend into their surroundings, though some more eclectic examples may opt for bright colours to scare their victims. If they use vehicles, they will be terrible sights, either for their ramshackle armor and battle damage, or for their questionable mechanical reliability and mismatched panelwork.

Scoring Objectives

1. Slaughter the Mercenaries
2. Steal EVERYTHING. EVERYTHING.
3. Sabotage the Town and its people, leaving them ripe to annexation.

The Mercenaries (BLUEFOR)

Background

The Mercs are the closest thing the Wasteland has to a well kept, regulated military force. Taking odd jobs for all and sundry, they move about the wastes scavenging and taking on some of the tougher paid jobs. Moving into New Alestania they found what minimal salvage there was, and what prospective customers they could find, were barely enough to sustain themselves. The Bandits have thus far represented the largest threat that the Mercenaries have encountered, with the town government and their people being largely indifferent to

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what happens beyond their borders, but the Bandits being seemingly hell bent on not sharing the region's resources with them. The Mercenaries, primarily, are seeking new revenue sources and safe harbor, if the Mercenaries could deal with the Bandit problem and prove the incompetence of the local police force the townspeople would have no choice but to pay for their protection...

Themes and Aesthetics

The mercs being a professional and organized fighting force are commonly likened to the soldiers of the old world. They are known for their clean matching uniforms, well equipped soldiers, clean weapons or camo painted/wrapped to match their uniforms and their operating environment. Their camps are well organized, camouflaged effectively, and able to be torn down and relocated at a moments notice. If they use vehicles they will be clean and professional looking technicals or up-armored vehicles.

Scoring Objectives

1. Eradicate the Bandits
2. Acquire as much capital as each man can carry
3. 'Encourage' the town to end it's reliance on their Government

The Town Government (GREENFOR)

Background

The local government of the town and the surroundings emerged pretty naturally over the course of the town's growth. The government is led by a democratically elected President, and the police force by a similarly elected Sheriff. The government itself isn't motivated in the same way that other factions of the game are motivated. They have no need to squabble for resources or cash as the economy of the town more than adequately lines their coffers, but, for the President and Sherriif to win re-election they need to demonstrate to their people that they can do their job. The population of the town expect that their government will create work for them, and also keep them safe. If the Government and its police can do neither of these things, the population will either vote them out of office, or elect to return to a more primitive means of existence...

Themes and Aesthetics

The town government will be a mixture of professional police force, and government officials. Government officials will be dressed cleanly and professionally, while the police force will wear uniforms of consistent solid colours. Police patrolling the territory outside of town may opt for uniforms of coyote, or olive/ranger green. Police working the town itself may opt for navy blue, or black. Police when not conducting official duties should dress as civilians. Government officials are not normally known for carrying weapons, but may at times be seen carrying clean, well kept sidearms. Police will generally patrol town with just their sidearm or

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a submachine gun, but long arms will be kept ready and accessible. Police forces patrolling outside of the town will favor long rifles.

Scoring Objectives

1. Protect the town and the people within its borders.
2. Issue bounties and jobs to its people and see them successfully completed.

The Townspeople (YELLOWFOR)

Background

Ordinary people gathered from far and wide, these people eke out a comfortable life in the town and the surrounding areas. Their relationship with their government is at times tenuous, but the two groups cannot survive without each other. What does any citizen want in life? Safety, security, a high paying job, lots of expensive shiny things, and committing tax fraud...

Themes and Aesthetics

Townspeople are far more likely to dress for comfort than anything else. The safety of the town affords their people to dress comfortably, and carry minimal or even no weapons if they choose. Avid outdoorsmen or collectors of bounty may choose to dress and equip themselves more appropriately for their profession, but nobody should be able to mistake them for those Mercenaries seen wandering, or worse, a filthy bandit.

Scoring Objectives

1. Complete missions for the town government. Be they bounties or other odd jobs.
2. Scavenge and gather as much loot as possible.
3. Sabotage the government's oil pipelines.

Mechanics

Point Scoring

The game is going to be a points based scoring system with two major points categories used, alongside the final scores of other teams, to determine the 'lore result' for the game. To simplify scoring, the maximum achievable points score for any team to achieve will be **2000**. They will be evenly split between their two scoring categories.

For Bandits and Mercenaries, their two scoring categories are:

- Treasure Hunt
- Redfor vs Bluefor Objectives

For the Townspeople, their two scoring categories are:

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- Treasure Hunt
- Missions given by the Government

For the Government, their two scoring categories are:

- Protect the town
- Give out missions to the Townspeople and assist in their completion

The Government is a little different in that they start with a full 1000 points for their first scoring category; Protect the town. However, they then lose those points for the unlawful murder of townspeople within the town that goes unpunished (either by arresting the perpetrator, or killing them). This will be calculated by dividing the total number of 'incidents' between those where the perpetrators are captured/killed, to those where the Police fail to exact justice or fail to hold onto their prisoner for the duration of their 'sentence'.

The Treasure Hunt will be based on the circulation of currency throughout the game world. A fixed amount of this currency will be counted up and the maximum of 1000 points will be awarded based on securing 100% of this currency.

Faction specific Mechanics

Only one faction has specific Mechanics, and that is of the Government and the Police force. The Government is able to request the Police to undertake actions on their request, or issue contracts to the Townspeople to fulfill. These are mandatory (within reason) for the police, and the contracts are optional for the townspeople.

The contracts handed out by the Government will take the form of templated missions written by Admin allowing for substitution to suit the requirements during the game. These will be simple assassinations for collecting bounties (usually in retaliation for a crime committed in town), or simple resource gathering missions outside of the town's borders. The Government may dispatch Police to assist, but will be constrained by maintaining adequate defense of the town. There aren't strictly any limits to how many missions may be issued, as scoring from the maximum of 1000 points will be determined by a ratio of completed to unsuccessful missions. The Government may seek to lessen the impact of a failed mission by issuing more, but they risk diminishing returns if the townspeople cannot complete these missions by game end.

The Police force initially may not deny entry to the town to **any** faction. They may however request weapons be left outside the towns borders, magazines to be removed from rifles and sidearms, or deny entry altogether or fire upon someone refusing to comply. Which measures they choose to take will vary depending on their current opinion of the faction in question. They may search anyone from any faction at their leisure, but are reminded that the success of their faction relies on the **good graces of the townspeople** and that the townspeople have the **right to bear arms**. This means that initially, the Mercenaries, and even the Bandits are allowed to visit the town.

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The police force, additionally, may carry out arrests in the course of exacting justice. When this occurs the officers can force the surrender of a player(s) at gunpoint. Once surrendered the Police may hold the player(s) for a total of one hour. This is a risky play, as the police need to guard their captives, however it comes with the benefit of denying the captives team the use of their players. The police however must permit the captive to answer any radio call for safety reasons, visitation rights, and food and water during their captivity. The captive however is under no obligation to cooperate, though they may find themselves quickly dispatched if they are not careful.

BSASO Rules Amendments

Coming soon: rules that Supercede the BSASO such as:

- *Spawn locations/minimum spawn distances from the town*
- *Precise definition of game mechanics with relation to BSASO written clauses*
- *Clarification on what 'steal everything' actually means for the bandits and what they're not allowed to actually steal*

Supporting Documents

Coming soon: maps and other such supporting documents here.

Document Changes

- Version 1.0 - Initial public release to BFSA Facebook Page, and crosspost to Australian Milsim Events group page. Cross post to various Discord servers.

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