

Chapter 1 : Stalkers and Shooters: A History of Snipers by Kevin Dockery

*Stalkers and Shooters: A History of Snipers [Kevin Dockery] on racedaydvl.com *FREE* shipping on qualifying offers. Now in paperback! From the author of the Navy SEALs Oral History series-an intimate look at the world's most efficient and deadly warriors.*

Location[edit] S. It encompasses roughly 30 square kilometers and features a slice of Chernobyl extending south from Chernobyl Nuclear Power Plant; geographical changes for artistic license include moving the city of Pripyat into this area it is actually to the north-west of the power station , although the city itself is directly modeled on its real-life counterpart, albeit smaller in size. However, in , almost 20 years after the first incident, a second disaster occurred, caused by the C-consciousness rus. Mutants[edit] In keeping with the post-nuclear decay within The Zone, extreme radiation has caused mutations among animals and plants in the area. There are five humanoid mutants in the game: Bloodsuckers are large monsters with sharp claws and tentacles for a mouth, which can turn invisible. Snorks are the most human of the four; they are nicknamed "Snorks" as a reference to the cartoon of the same name , and in-universe for their gas masks, which resemble a snorkel. They are agile and use kicking and clawing to kill their prey. The Poltergeists are a somewhat invisible mutant that is covered by a ball of electricity and, when killed, are revealed to be an extremely mutated human missing all of his body below his hips. Pseudogiants are the deadliest threats in The Zone: Controllers are a human-like figure with an overly large head, that use psi powers to attack the player, both directly through a throwing type gesture, when a line of sight can be made. Controllers also use a passive attack, which makes the player woozy and disoriented in short bursts, before flashing red as a warning when one gets too close. The duration varies in severity and recovery depending on how long the player was exposed to the psi powers of a Controller. Artificial Intelligence of wildlife is highly developed and presents many realistic behaviors, such as fights over food and pack mentality, which can be observed in non-scripted events. The game engine was designed so that animal behavior is calculated even if the player is in a different part of the Zone. Anomalies, artifacts and radiation[edit] As a result of the second Chernobyl disaster, The Zone is littered with small areas of altered physics, known as anomalies. There are several different variations, each one having a unique impact upon those who cross its path. They can be potentially deadly to the player and other NPCs, delivering electric shocks, or pulling them into the air and crushing them. In the film, metal nuts tied with strips of cloth are used. Anomalies produce Artifacts, the valuable scientific curiosities that make the Zone worth exploring monetarily. Artifacts are found scattered throughout the Zone, often near clusters of anomalies. Although most areas in The Zone have no radiation, areas near abandoned construction equipment that was used in the post-accident clean-up, certain military vehicular wreckage and a variety of other locations create fields of radiation of varying intensity and size, some of which cannot be passed through without the proper protective equipment and anti-contaminant agents. In the real world, gas masks, filtration helmets, radiation suits, etc. Additional radiation resistance may be conferred by some artifacts and radiation sickness may be treated by medication or by consuming vodka. Gameplay[edit] S. The player does not gain additional abilities or statistics like most RPGs though the player does level through game play from "novice" to "expert" which has slight effects on the ability to aim accurately , but is instead allowed to attach artifacts which can increase or decrease player attributes. Artifacts found within the zone have both positive and negative effects except for some rare artifacts which have only positive attributes. There are a large number of items in the game, so the player has customization choices which are constrained primarily by how much exploring they do. The game also attempts to blend the story and character interaction which are commonly associated with RPGs. However, unlike RPGs, conversation branches are extremely limited and do not significantly influence the course of the game, aside from accepting or declining missions. It was revealed by the developers that the Artificial Intelligence had to be extremely slimmed down, as it could actually complete the game by itself if given the task, and several attack tactics were cut for difficulty reasons, including the ability for enemies to heal wounded allies, give orders, and throw grenades with pinpoint accuracy. Playing area and travel[edit] The Zone is a large and varied area, consisting of wilderness, human settlements, and

several heavily guarded military bases. However, the game world is not a true contiguous world, but rather 18 different maps separated by loading screens. Transfer from one area of the Zone to another can only be accomplished at certain specific passageways; wire fences and extreme radiation levels block the player from attempting to cross the map in any other area. The game does not feature controllable vehicles although vehicles are programmed in the game code, they are not available without the use of a third party modification, [11] [12] and even if added, they are not entirely stable, as a single knife slash can destroy it completely and thus players are required to go from place to place on foot. During this time, a radiation icon appears on the screen and fades through from green to yellow to red, signifying the strength of the poisoning, which grows the longer the player remains present in the affected areas. Unless the player dies from damage caused by radiation poisoning, there are no permanent effects from contracting it other than health loss. However, radiation will persist and continue to drain health until either radiation medication or a substantial amount of vodka is consumed. Radiation can primarily be avoided by wearing certain artifacts that neutralize radiation or more advanced suits that will effectively protect the player from radiation. Hunger[edit] In much the same way radiation works as a gameplay mechanic, the player will occasionally become hungry during their travels. During this state, an icon of a crossed fork and spoon will appear. Consuming in-game food items returns the player state from hungry to not hungry, which removes the negative impact on stamina that the hunger status gives. However, if one ignores eating, it will result in the death of the player in a certain amount of time. Unlike reality, not eating in game results in a much quicker death. Bleeding[edit] As with radiation and hunger, bleeding is another state of detriment which the player must try to avoid or manage while playing the game. Bleeding occurs when the player sustains certain kinds of injuries of certain severity such as being shot or stabbed. The player will lose the amount of health determined by the landed blow and will continue to lose small amounts of health as they hemorrhage. Bleeding can sometimes stop on its own, but the player can prevent further bleeding by applying bandages or using first aid kits, thereby preventing further health loss. This section assumes the player achieves the most complete ending. The game begins with an unconscious, wounded stalker the player character being brought to Sidorovich, a black-market trader operating inside the Zone of alienation or simply "The Zone". Sidorovich is able to save his life, but the wounded stalker is amnesic ; the only clues to his identity are a tattoo on his arm of the acronym "S. Eventually, the Marked One follows a lead to a factory in Yantar. Yantar is the home of a Brain Scorcher, a field which effectively destroys the mind of anyone who comes within its range, zombifying and turning them violent and hostile. Scientists studying the phenomenon determine that it is man-made and recruit the Marked One to enter a secret laboratory underneath the factory to disable it. While he is incapacitated Doc speaks to the Marked One about the rumor of a giant artifact known as the "Wish Granter" located somewhere in the center of the Zone, but also indicates that the Marked One is Strelok, calling him by that name. However, before Strelok can fully recover, Doc leaves. However, the journey to Chernobyl itself has been all but impossible due to the presence of another, larger Brain Scorcher south of Pripyat , as well as the "Monolith" faction of extremely fanatical stalkers who worship the Wish Granter, referring to it as the Monolith, and kill anyone attempting to access it. Strelok makes his way through a dense forest south of Pripyat and deactivates the second Brain Scorcher, re-opening the path to the abandoned city. Pripyat is in chaos as stalkers of multiple factions, including the military, clash with the heavily armed and numerous Monolith forces. Strelok eventually makes his way to the Chernobyl facility, also held and viciously fortified by Monolith forces. After fighting his way through both Monolith and military troops, Strelok discovers the giant Wish Granter artifact inside the sarcophagus as well as a secret laboratory underneath it. Inside the heavily defended lab is a large holographic terminal, through which an entity calling itself the "C-Consciousness" communicates. In the aftermath of the Chernobyl disaster , the Soviet Union decided to use the Exclusion Zone for special research into the human mind. Results included enhanced ESP , psychic weapons, and the eventual formation of a hivemind of seven neurally-linked scientists known as the C-Consciousness. After the dissolution of the Soviet Union , the self-aware C-Consciousness took control of the Zone and continued its research. It attempted to bring about world peace through global mind-control by directly interacting with the noosphere ; however, these attempts resulted in the unintentional twisting of the physical terrain around Chernobyl as well

as the mutation of resident life forms, creating the Zone. In an attempt to hide its existence, the C-Consciousness created the two Brain Scorcher fields and erected a Monolith artifact - the Wish Granter - in the center of the Zone, which it uses to brainwash any stalkers who reach it; brainwashed stalkers are tattooed with the "S. Rumors of the Wish Granter began to spread throughout the Zone. A group of four stalkers, Strelok, Ghost, Fang, and Doc, attempted to reach the Wish Granter by battling on their way to Chernobyl, but after encountering the fanatical Monolith faction and a man named Scar they were forced to retreat. Strelok was knocked unconscious during a "blowout" while the others were able to escape. On the way back, Fang was killed by a sniper in Pripjat. Some time later, Ghost was killed in the Brain Scorcher control facility under Yantar. The unconscious Strelok was discovered by the C-Consciousness; unaware of his identity, it had him brainwashed, reprogrammed him and mistakenly assigned him the task of killing himself. On the way out of the Zone, the truck carrying the still unconscious Strelok was destroyed in a lightning storm and he was discovered by another passing stalker, leading to his discovery. Strelok refuses to assist the C-Consciousness. He is transported to the exterior of the Chernobyl plant, where he navigates his way through teleportation anomalies, elite Monolith soldiers, and mutants in order to reach the source of the C-Consciousness. Once inside, Strelok shoots the encapsulated scientists which form the C-Consciousness. Strelok then kills his own C-Consciousness unit and is released out of the nightmare. Afterwards, Strelok is shown standing in a grassy field, watching the sky as the clouds break and the sun comes out. The Zone is apparently gone. He questions whether or not he made the right decision, but as he lies down in the grass he concludes that while he may never know what was right, he is happy that he survived. He lies down on the grass and falls asleep.

X-Ray graphics engine[edit] A screenshot of S. Up to a million polygons can be on-screen at any one time. As with other engines that use deferred shading , the X-Ray Engine does not support multisample anti-aliasing with dynamic lighting enabled. However, a different form of anti-aliasing can be enabled with dynamic lighting which utilizes an edge detection algorithm to smooth edges between objects. ALife supports more than one thousand characters inhabiting the Zone. These characters are non-scripted, meaning that AI life can be developed even when not in contact with the player. The NPCs have a full life cycle task accomplishment, combat, rest, feeding and sleep and the same applies to the many monsters living in the Zone hunting, attacking stalkers and other monsters, resting, eating, sleeping. These monsters migrate in large groups. The non-scripted nature of the characters means that there are an unlimited number of random quests. For instance, rescuing stalkers from danger, destroying stalker renegades, protecting or attacking stalker camps or searching for treasure. The AI characters travel around the entire Zone as they see fit. Numerous tactics can be employed to complete the game, such as rushing or using stealth and sniping. The NPCs will react in a different way to each of them. Physics[edit] S. Ragdoll physics , destructible objects, realistic bullet ballistics and skeletal animation can all be found in the game. Bullets are affected by gravity, bounced against solid surfaces at oblique angles, and firearms are highly inaccurate when fired without aiming. To score consistent hits at medium or long range, players must aim using the iron sights on their guns.

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Stalkers and Shooters has 34 ratings and 5 reviews. Dustin said: The mini-biographies at the end of the book weren't interesting to me, but the book was.

Stalkers and Shooters Part II: Sniping in Iraq and Afghanistan With the technological innovations in rifles and scopes, American snipers have become even more deadly at greater distances than ever. The driver stayed at the wheel as two men climbed out, opened the trunk and removed two heavy objects. Unrolling wires, the Iraqi men burrowed into a pile of rubbish to conceal their cargo. Jim Gilliland, it was another success, but it also epitomized many successes by American snipers fighting in Iraq and Afghanistan. Rebirth of Sniping It might not have been that way but for a devoted Marine officer who 30 years earlier had refused to let U. Carlos Hathcock, devised the curriculum, drawing upon his extensive combat and shooting experience. Along the way, the Army and Marine Corps updated their sniper rifles, day and night sniper scopes and sniper ammunition. Thus, the Islamic terrorist attack of Sept. Most such teams inserted in darkness or as stay behinds when a larger patrol passed through, and hid away for days. Because of their stalking, concealment and observation skills, these sniper teams made bomb planting extremely hazardous. For instance, in August , Marine Sgt. Joshua Clark and Navy Petty Officer 3rd Class Jeff Pursley observed two vehicles halt at night to plant a bomb inside the stripped remains of a car. While the insurgents unrolled detonation wires, the American snipers crept forward and fired, forcing several insurgents to flee, capturing one. Another Marine sniper team led by Staff Sgt. Steve Reichert spotted a dead animal just ahead of a Marine patrol. Reichert studied the carcass with a spotting scope. As he radioed a warning, insurgent ambushers opened fire and pinned the Marine squad. The deadliest fire came from a distant Reichert turned his powerful. His first shot missed, but his spotter helped him correct so his second shot hit the insurgent. Reichert was awarded the Bronze Star for valor. Bruce Hartman, also employed precision fire to defeat an IED. Herbert Hancock, chief scout-sniper with the 1st Bn. Geoffrey Flowers, rushed to a Fallujah rooftop when their unit came under heavy mortar fire. In the distance, across the Euphrates River, they spotted two black-robed insurgents manning a mm mortar. Hancock laid his crosshair on one man, dropping him, then ran his bolt and got the second insurgent, too. By no means were these only daylight operations. Daniel Osborne and Cyrus Field took on an insurgent. Two Iraqis fell at the machine gun. As Osborne and Field ran their bolts the other two insurgents turned to run but they, too, fell to the fire. On the night of June 9, , a four-man sniper team from C Co. The snipers killed two of the three gunners and recovered the mortar, its ammunition and a loaded RPG-7 launcher. Ryan Cannon in , with the 82nd Airborne Division in Iraq, could barely make out an insurgent mortarman in darkness, some yards away, about to drop a round in his tube. Another mortar attack stopped. Gilliland, the Shadow Team leader, scored the longest successful engagement in Iraq with a 7. When Gilliland and his spotter, Sgt. Bryan Pruet, learned an insurgent sniper had shot a fellow GI, they focused their optics on a hospital a dozen blocks away. His extreme range shot flew true, striking down the enemy sniper. Gilliland, a native Alabaman, and his man sniper detachment were credited with shooting at least insurgents, with more than 50 felled by Gilliland alone. Firing an M40A3 sniper rifle, the young Marine took out a terrorist 1, yards away. Many snipers also have demonstrated the ability to quickly engage multiple targets. In Fallujah, Marine Sgt. John Ethan Place demonstrated skill and technique on par with the best snipers in Marine history. The year-old scored 32 confirmed kills in only 13 days, causing the 1st Marine Division commander, Maj. In Afghanistan, a little-noticed engagement by two U. Army Special Forces snipers may well be the most remarkable gunfight in U. Confronted by a night mass attack of Taliban, the two Green Berets opened fire with night vision-equipped semi-auto rifles, fitted with suppressors that silenced their weapons and eliminated muzzle flashes. One American was killed in the shootout, but they reportedly killed 75 Taliban while firing only 77 rounds. Big Fifties at War Sniping with the hefty. In recent years, new sniper rifles emerged, chambered for this heavy cartridge, enabling snipers to punch through walls to defeat barricaded gunmen; halt vehicles or vessels or aircraft by blasting critical components; and disable mines by sheer impact energy. Iraq and Afghanistan have seen extensive employment of these heavy rifles, especially the Barrett semi-auto, a

shot. The military considers this lb. In one incident in Iraq, a Marine sniper rushed to the aid of heavily engaged Marines taking fire from a gunman concealed behind an automobile. The Marine sniper fired his heavy fifty completely through the parked automobile, killing the terrorist. Bolt-action fifties have been employed, too, by American special operations and foreign sniper teams. In fact, a Canadian sniper team set a new long-range world record in Afghanistan in Fighting in the remote Shahi Kot Valley, Cpl. His shot is still the longest ever recorded. Hunting Terrorist Snipers One of the greatest challenges in Iraq has been combating enemy snipers, who hide in civilian clothes, employ human shields, shoot from mosques and sometimes escape in Red Cross ambulances. Still, the successes here have been considerable. In a classic case, a 1st Cavalry Division sniper, Staff Sgt. Randall Davis, twice defeated opposing snipers, engaging them from a rooftop in Samarra. Firing an accurized M rifle, he patiently out-waited an Iraqi sniper who had fired upon Americans three days earlier. Davis eliminated another Iraqi sniper with a yard shot with a Barrett. Marine snipers, too, have taken their toll. Sean Crane detected an Iraqi creeping along a rooftop, then saw him slide down a palm tree and pause for his rifle to be handed down to him. That is when my team member shot the armed individual in the chest. Watching the Baghdad traffic pass his control point, Tschiderer was unaware that a video camera was taping him just as a slug slammed into his body armor, knocking him off his feet. Dazed but not dead, the agile American jumped to his feet, alerted his comrades to the van from which the shot had been fired, and minutes later he was treating the wounds of the very man who had attempted to kill him. Snipers Attesting to their effectiveness, enemy forces sometimes have targeted U. On April 18, , a sniper team from the 1st Cavalry Division led by Lt. Eric Johnson was mass-attacked at night near the Baghdad airport. Despite three gunshot wounds, Johnson and his men survived. Two months later on June 21, in Ramadi, 20 miles west of Baghdad, two dozen insurgents overran a Marine sniper team, shooting all four repeatedly in the head. Then they videotaped the bodies of the men from 2nd Bn. Later, again in Ramadi, an eight-man Marine sniper element was crossing a street at 2: Reserve out of Brook Park, Ohio , were killed in Haditha. After, the masked insurgents videotaped a display of captured gear and weapons, including two M40A4 sniper rifles. Less than a year later, a Marine sniper on a rooftop in Habbaniyah observed an Iraqi in a parked van videotaping a passing convoy. Plaster, a retired Army major and three-tour vet of the Studies and Observations Group in Vietnam , is the author of two books on that elite unit. He also instructed snipers. Supporting American Snipers Serving in far-flung, remote areas, U. Operating on the Internet as www. Army sniper Jim Gilliland, available at their Web site for a minimum donation. Shooting simultaneously at 75 feet away at bobbing targets, they dispatched the threesome in the squeeze of a trigger.

Chapter 3 : Stalkers and Shooters: A History of Snipers | eBay

Stalkers and Shooters by Kevin Dockery (, Hardcover. Excellent book on the subject of long range riflery and sniping. Very well written. Hard to put it down once.

Chapter 4 : S.T.A.L.K.E.R.: Shadow of Chernobyl - Wikipedia

The book is slightly mis-titled. Early chapters are more about firearms-development and include fairly detailed descriptions of some battles in which a purposeful long-range rifle shot was effective in killing an enemy.

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Chapter 8 : Snipers: Stalkers and Shooters â€” A History of Snipers ~ Kevin Dockery - Sniper Central

Snipers: Stalkers and Shooters - A History of Snipers ~ Kevin Dockery By Melvin Ewing November 16, This book is a different read than your typical book about sniping, as the first half of the book takes you through the very early development of sniping tactics starting with the Long Bow in the medieval period up through modern sniping in.

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Get this from a library! Stalkers and shooters: a history of snipers. [Kevin Dockery] -- "Snipers have a rich history. This book follows their tasks and techniques from the Revolutionary and Civil Wars, through both World Wars, to the Korean War and Vietnam - the genesis of modern.