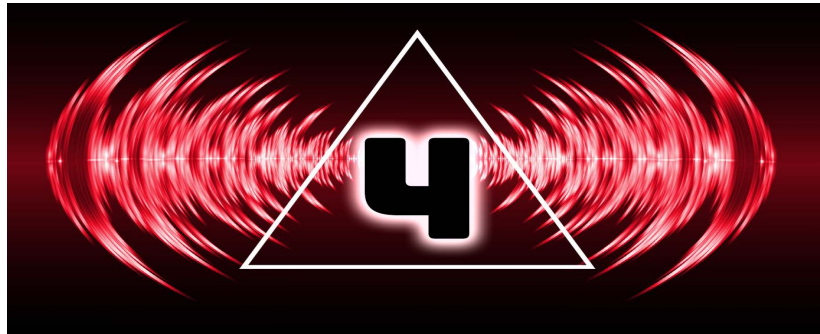


# OUTPOST ECHO CRISIS



## All Player Warning Order

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In the USA there has been Limited power for a while thanks to an unknown event that knocked out the power plants and power grid. (See Black Start Crisis)

In Rural WV there have been old Military forces from the old US Government trying to secure and protect an Ammo, water source, and supply Outpost Codename Echo near Washington.

The New North American Government and other forces has seen this as an opportunity to get the Ammunitions and Supplies for further advancement into the Old Government Land toward Washington and the seaboard.

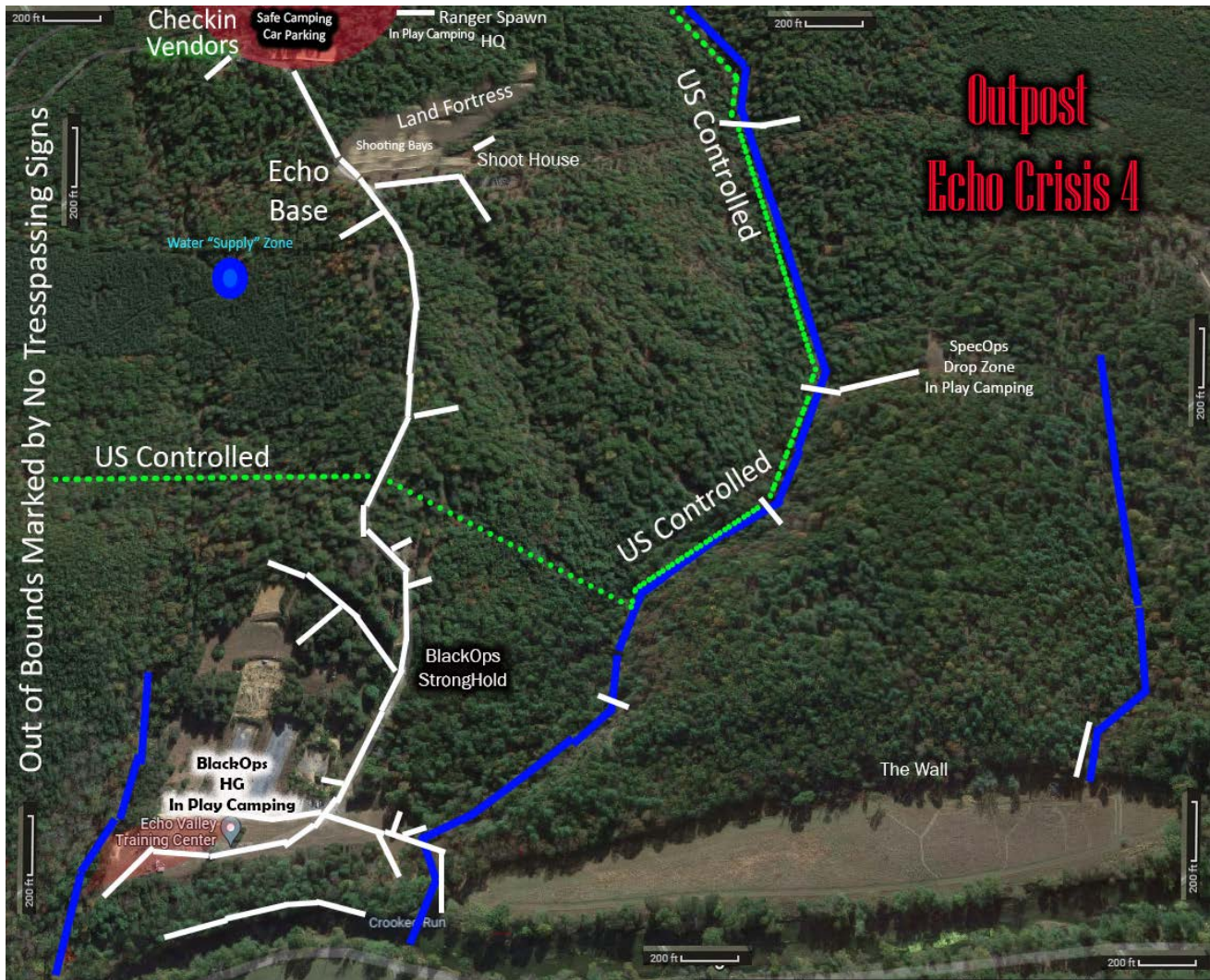
Thanks to Raids by Blackops the National Guard has been pulled out and US Rangers with the Aid of a few locals have formed a new line of defense. If they fall Washington could be next.

This road and Outpost is important for everyone one way or another.

Outpost Echo Crisis is a Simulation in resource management, camping, and survival.

Each Unit has their own play style and objectives. Everything is based around these concepts if you don't know what to do always fall back to these.

Black Ops (Corp) Disruption	Spec Ops (NNA) Procurement	Ranger/Militia (USA) Occupation	
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Echo Valley Training Center  
268 Caliber Drive High View, WV 26808

Apple and some others GPS just don't like the  
Address

Try these if it seems off  
39.213919, -78.464832

or

268 Caliber Dr, Yellow Spring, WV 26865

# GENERAL RULES

<https://thetaevents.com/rules>

Full rules on Theta Events FB page note and on website

BIO BBs

. GENERAL Schedule	Special Times	NOTES
<p><b>Friday</b>  <b>12:00 PM</b>                      Gates Open</p> <p><b>4:00 PM - 8:00 PM</b>                      Check-in at Safe area</p> <p><b>2:00 PM - 11:00 PM</b>                      Camping Setup</p> <p><b>7:00 PM - 10:00 PM</b>                      Early Safety Briefs                      NG Defensive Setup</p> <p><b>Saturday</b>  <b>8:00 AM - 10:00 AM</b>                      Sat Check-ins</p> <p><b>10:00 AM - 11:00 AM</b>                      Safety Brief/Game Start</p> <p><b>11:00 AM – 11 or 12:00 PM</b>                      Mission Rotation 1</p> <p><b>Sunday</b>  <b>8:00 - 11:00 PM</b>                      Mission Rotation 2</p> <p><b>12:00 PM</b>                      Raffle</p>	<p><b>Early Briefs Friday Safety Briefs and Team Side Briefs</b></p> <p><b>7pm</b>                      EARLY Safety and Game Brief at Echo for All Players</p> <p>Individual Team Briefs will be After</p> <p>If you attend these, you don't have to brief Saturday Morning</p> <p>Raffle will be after Final Rotation on Sunday</p> <p><b>Saturday Brief</b>                      10am                      Saturday Safety Brief will be Near Vending for ALL that missed Friday.</p> <p>Once Briefed Get to come in late into game</p> <p><b><u>For Saturday we will run as late as we have players interacting with each other</u></b></p>	

**SEMI IS 1 BB for EVERY TRIGGER PULL, BINARY AND BURST FALL UNDER FULL AUTO**

Safety	Staff	Other
<p>Do not Move anything unless told to move it</p> <p>Do not Break anything unless told can</p> <p>If not sure ask before doing.</p> <p>Always use Full Seal Rated eye pro. No one wants to stop playing because someone is hurt, NO MESH</p> <p>If Injury happens, call Real World. Only that area is injury is stopped not the whole game. But the Frago mission becomes getting Staff and Medical there as fast as possible.</p> <p>Never lay hands on anyone.</p> <p>Do not Bind players. - if you want to cuff have them hold the cuffs</p> <p><b>Required to have Light</b> (normal and red), dead rag, and water on you during game. Lights will be going on and off.</p> <p>Lasers are not to be pointed into faces.</p>	<p>Most Games have 3 sets of Staff</p> <p>Admins - Theta Events has final say so in all matters, we will try to deal with any issues in an adult matter. Tell us your side and we will get the other side. Most of the time it's just a miss understanding, or players are tired.</p> <p>Safety Refs These people are here to get you in contact with Admins. They most of the time are in a set area for a play to come to them and they will get a hold of Admin. The first concern is safety and reporting to Admins with they see in the games and how players are acting.</p> <p>In game Refs. Players are always embedded into all units that report to Admins the coming and goings of the day. Some of these refs never say a word to players unless it's a safety issue. Others will be more direct and give warning. They police their own side more than another team.</p>	<p><b>No Yelling Call your Hits or Cussing other players. This will get you a walk back to Spawn</b></p> <p>Hardpoint Spawns (HQs) We have Spawns that are Safe the enemy can't go in, Mags out and eye Pro can come off</p> <p>Soft Spawns (FOBs) These are Spawns that can be turned off by events in the game or if they are under attack. Do not Take your Eye Pro off here</p> <p>If there is a prop or something of interested do not move it, report it. Only get credit for items or missions that are ACTIVE.</p> <p>Special Game Smoke We could use EG65 CMs to sim a deadly gases ,this gas will let off and that area could be deadly to anyone outside in that smoke</p> <p>Radioactive Items. Can use special items for Radioactive Areas</p> <p>NO RUNNING INSIDE</p>
<p>If under 16 Face protection required.</p>	<p>In Most Games the CO of your side is also a Full ref reporting directly to Admins</p>	





# THETA EVENTS

## VEHICLE CLASSES

### Drones



- Not to **BE** attacked
- Recon - Pictures/Video Live or Recorded
- Bomb - Can Drop Mortars and Rockets
- Operator Must in Field of Play
- Operator Can be Eliminated - Drone Must return
- only 2 Rockets or Mortars allowed
- No one is safe from Drop area

### Ground Recon



- Single Person
- No Defenses or attack ability
- Landmines (pie pans), Fire (Black Smoke), Soft Satchel
- No AT Take out
- IF stopped Rider can be shot \*
- Open top vehicles must have helmet on
- \* Some Events driver could be killed at anytime moving or not

### Transports (Land or Water)

#### Light

- No Defenses or attack ability
- Any Anti-Vehicle takes out All Using



#### Heavy

- No Attack ability
- Reinforced Troop Area
- Anti-Vehicle takes out Cab only



#### Crew Serve

- Only crew Serve Unit
- Crew Serve Weapon and Mortar System
- Any Anti-Vehicle takes out All Using
- No Armor
- Must be Stopped to use Weapon System



### Technical (Land or Water)

#### Light

- Has One Gunner
- Allowed Anti-Vehicle
- No Armor
- Any Anti-Vehicle takes out All Using

#### Armored

- Has One Gunner
- Allowed Anti-Vehicle
- Must have added protection ('Armor')
- Any Anti-Vehicle takes out only Cab and Gunner
- No Limit on Troops

#### APC/Tank

- Must have Protection ("Armor")
- Can be military (HUMVEE allowed)
- Has One Gunner
- Allowed Anti-Vehicle
- Any Anti-Vehicle takes out only Cab and Gunner

**Gunner must be 30% Exposed at Minimum**

**Never Shoot at Vehicles in the AOs with Blinkers Running**

**Respawn timer starts when back at FOB (Normally 15 Minutes)**

**MAX Speed 5-10mph**

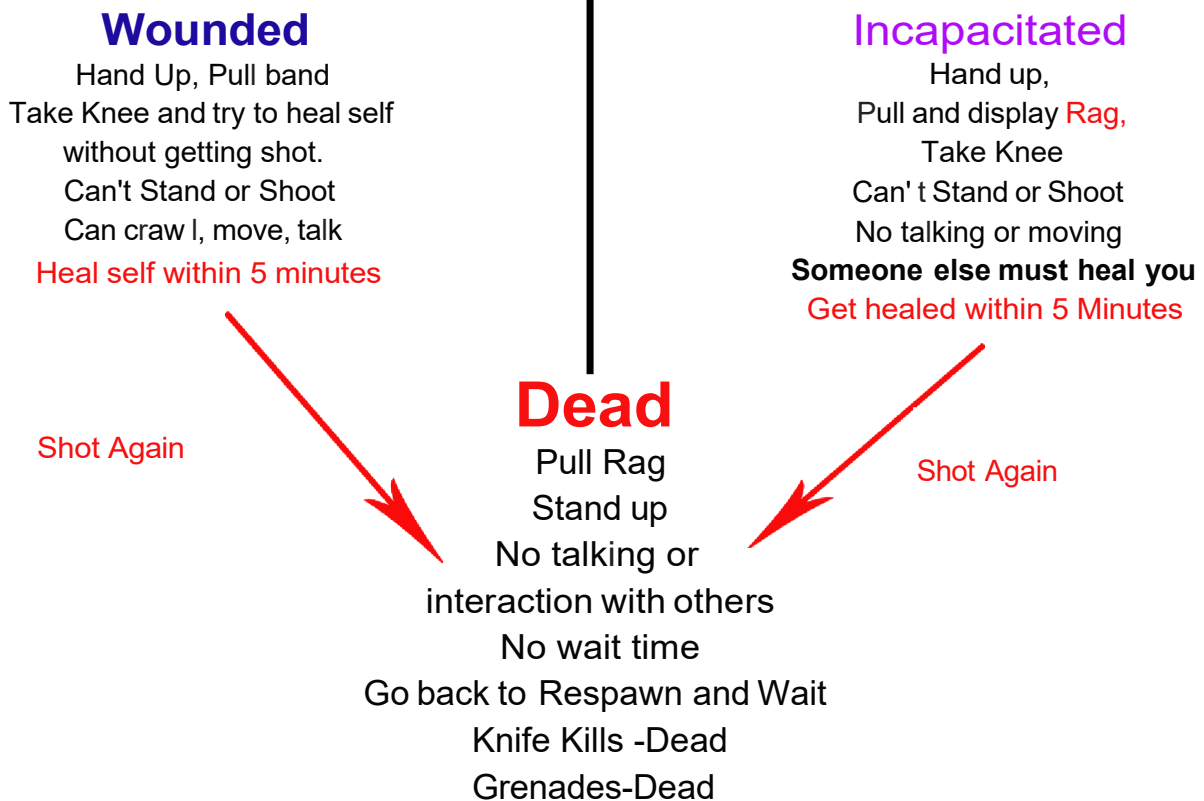
**50-150 foot MEDs depending on Gun Class MED**

# Theta Events Medic Rule



HAND UP and/or Yell 'Hit'

Pick One



Execution (without shooting them) line of site within 5 feet for Wounded and Incapacitated

If someone is on the field, they are a threat and be mindful

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## Base Class (M4, AK,etc)

Rifleman (semi) 1.55 Joules with .32s No MED (.36 bb weight Cap)



## Long Gun Classes

Rifleman SPR (semi) (Has to have 15+ inch barrel, Optic, Bipod) 1.75 joules and under with .32 50 foot MED (.40 bb weight Cap)



DMR (semi) 1.99 joules and under with .32 75 foot MED (SCAR H, M14, SR25, etc)  
Larger Caliber (.45 bb weight Cap)



Sniper (bolt) 2.5 joules with .32 100 foot MED (.48 bb weight Cap)



Heavy Sniper (40-50 Cal) (Bolt or trigger delay semi) 2.99 joules shooting .40 or higher 150 foot MED  
(If use 6mm or 6.44mm BB must Chrono with Your own BBs for Joules for this class)



## Full Auto Support Classes

SMG (Fullauto) 1.00 joules with .32 (has to be SMG round/Weapon)  
5 foot MED on Full, no MED on Semi, must be pistol Cal type (.25 bb Weight Cap)



LMG (Fullauto) 1.55 joules with .32 50 foot MED for Fullauto, no MED Semi  
(M249, RPK, M27, Kyrtaç LMG, Shrike Kits, etc) (.36 bb weight Cap)



HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal)

PKM, BAR, MG42, M60, M240, Mk48, HK21, M134 Minigun(examples can be HMG or LMG) (.40 bb weight Cap)

Crew Service (Fullauto)

Must be Preapproved at Events

2.99 Joules with .45s 150 foot MED/25 ROF MAX

3 Man Team at least (Pistols/SMG only 200rounds each)

M1919, M2, etc

50 Cal or certain HMG with tripod or Mounted on Vehicle

15 in Outer Barrel and 20+ pounds



## 2023

600 rounds for Rifleman Class

1000 rounds for SMG Class

150 rounds for Snipers Class

100 rounds for Heavy Sniper Class

300 rounds for DMR Class

400 rounds SPR Class

2500 Rounds for LMG Class

1500 rounds for Heavy MG Class

1500 round for Crew Service Class

350 rounds for Shotguns

3000 rounds for Vehicle Gunner

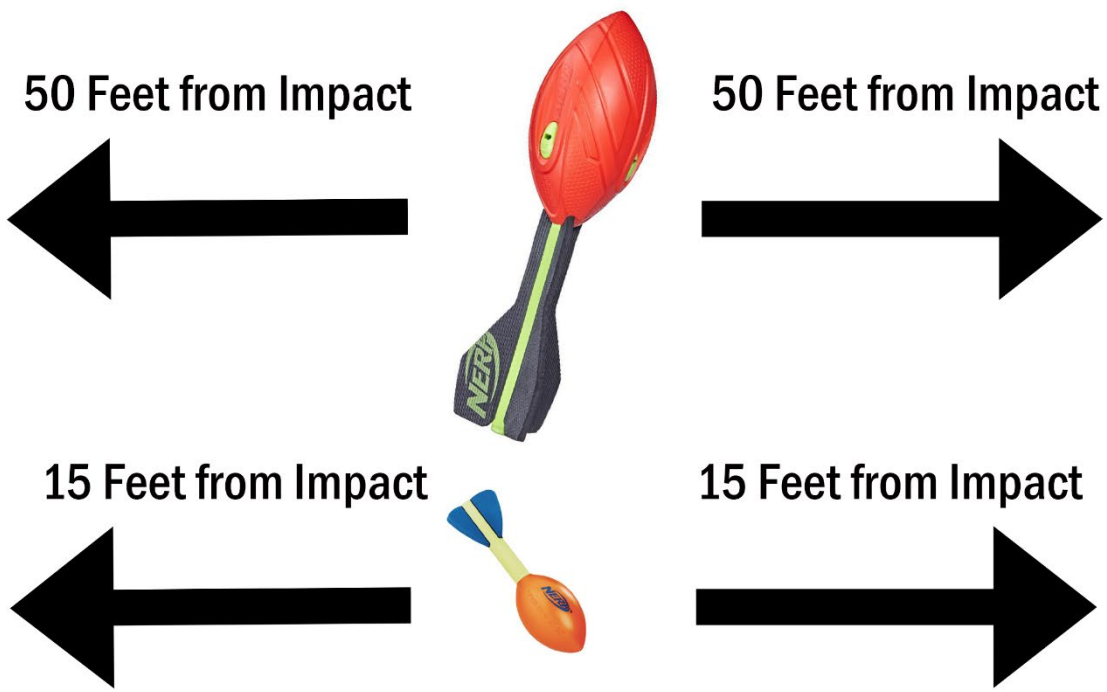
100 in Pistols (does not count against other ammo caps)

no more than 2 grenades

no more than 2 smoke

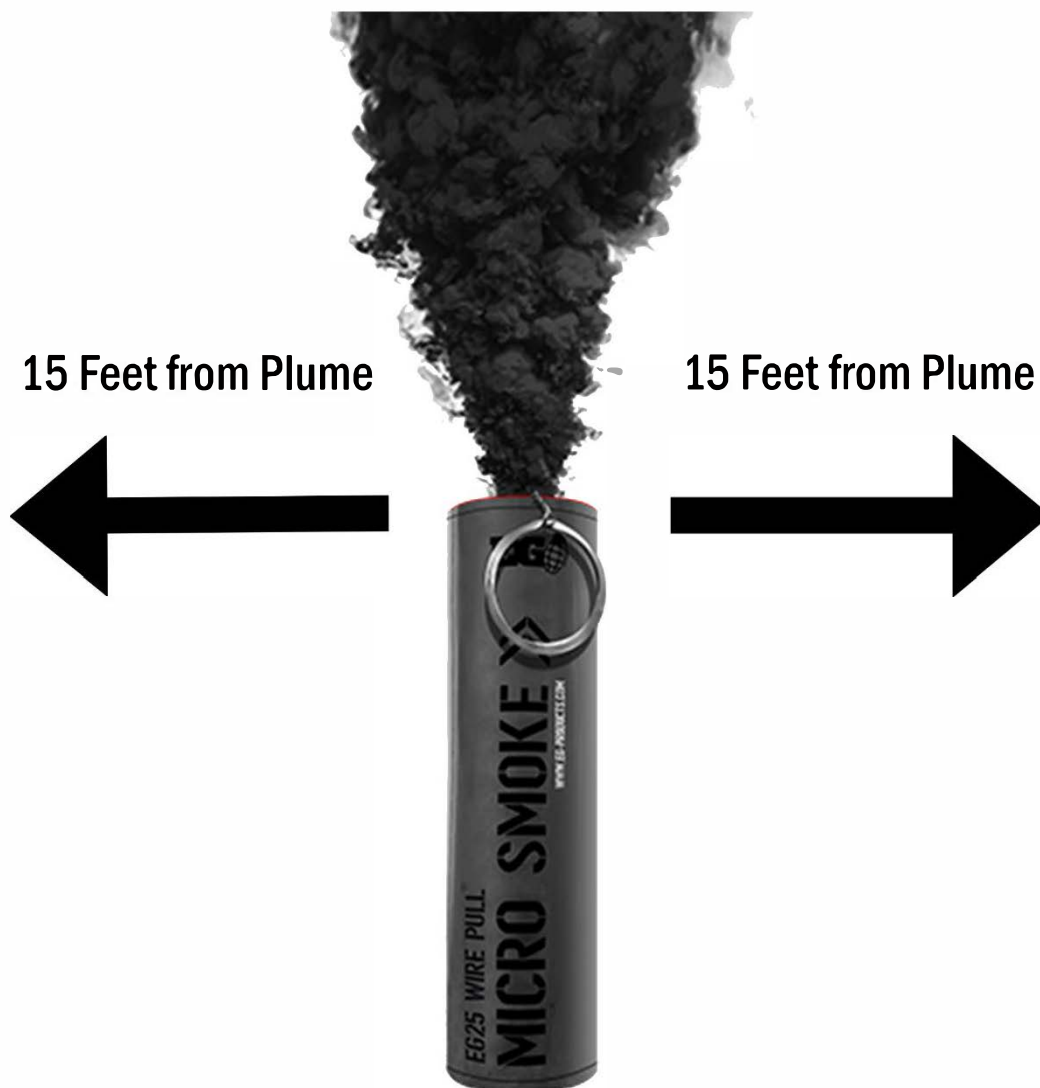
no more than 2 Clem/Flame

No Speed loaders or BB Bags in the Field

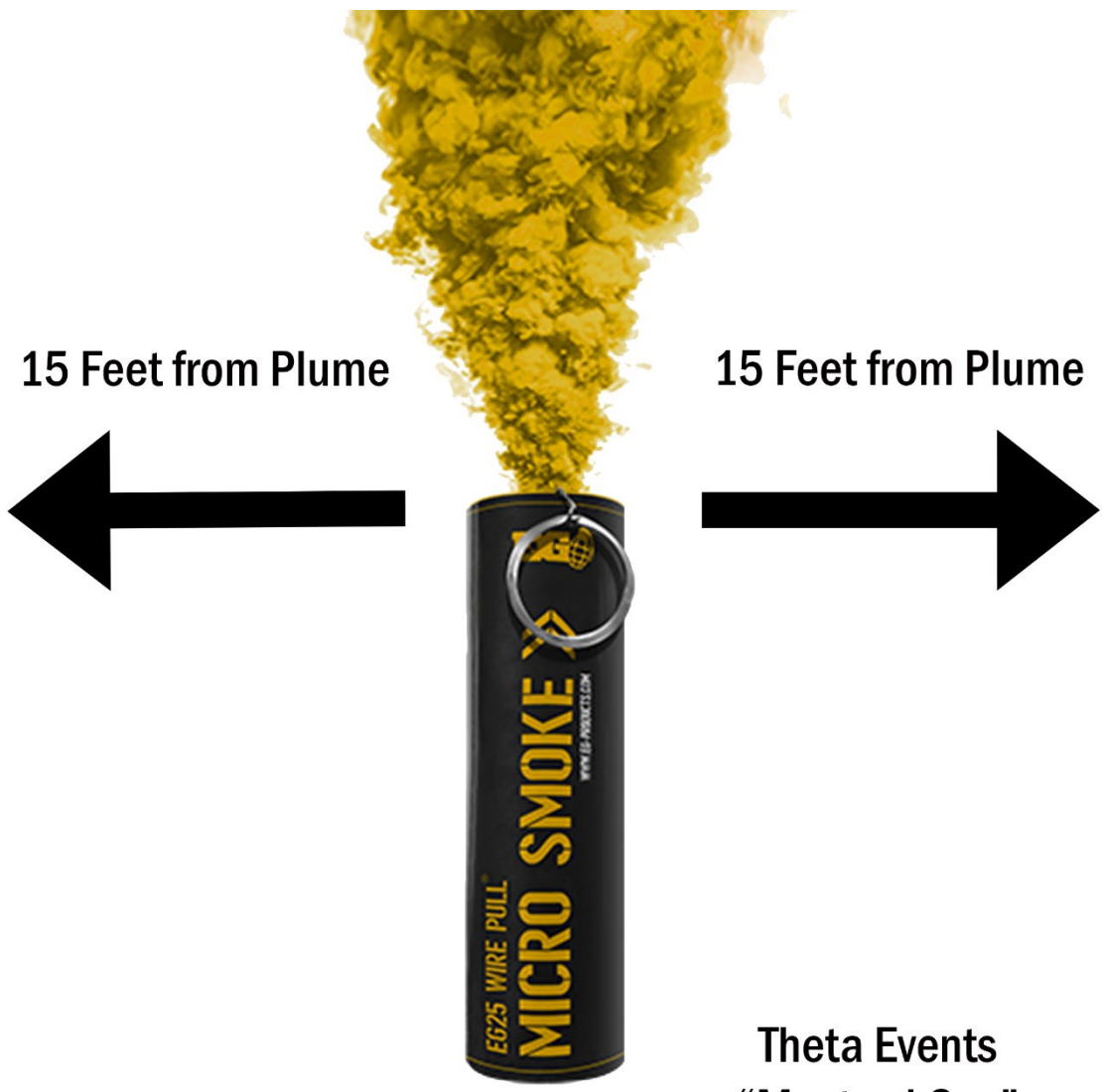


**Theta Events**  
**Mortar Systems**  
**60 mm (Small Football)**  
**120 mm (Larger Football or Taginn )**  
**Large - Kill Vehicles, Bunkers, Everything around impact**  
**Small - Solid cover does protect you, Disable Vehicles**  
**Must be Ground or Vehicle Mounted**  
**These are not 203 or personal weapon systems**





**Theta Events**  
**"Molotov - Incendiary"**  
**Black EG25s only**  
**Solid cover does protect you**  
**Kill Vehicles and bunkers**  
**Carry 2 at a time**  
**15 foot death area from PLUME**  
**Only active while smoking**



Theta Events  
“Mustard Gas”  
Yellow EG25s only  
Solid cover doesnt protect you  
Doesnt Kill Vehicles  
Carry 2 at a time  
15 foot death area from PLUME  
Only active while smoking

## IN PLAY CAMP SITES

### NO GOING THROUGH TENTS OR BAGS

You can Park, setup tent, or Shelter

Keep Goggles on unless in Car or after midnight in tent

If you are out of car or tent a player is in play. So, eye pro always.

Fires must be contained, trash policed and taken with you, any 'waste' buried or taken with you)

Allowed to store Supplies (Suggest in Bag or tent)

Allowed to reload and heal – **if there isn't a Threat (within 200 feet, or being shot at)**

**5-minute spawn for normal spawns**

**If under attack or enemy near 15-minute spawn wait once enemy leaves or go to another camp site to spawn**

Can Keep In game props and supplies for completed objectives at Camp sites but they must not be hidden and visible to others (Suggest 100-200 feet from Camping Area)

Remember if it's in Play it's in danger.

Do not use Cars or tents as cover unless you do not mind it getting shoot at, do not shoot at other Cars or tents unless they are using it as cover.

Be respectful