



Story

A few years ago, the grid just stopped. Internet, Power, Water, Communications east of the Mississippi. Over a few hours the world ended for North America.

North America split into 2 Governments. The New North America Government (NNA) and What was left of the United States (OUS)

Over the last few years the NNA grew into Mexico and West Canada. While the world just watched Washington and the East Coast fight for survival. The East Coast slowly started to rebuild using older copper and resources but did not want to dissolve into the NNA but reclaim unity. Many conflicts happened and if you could call it a second civil war on North American soil.

This was just a proxy war thanks to Corporations and other governments. Why fight the USA when they could do it for them. Many years leading up to the Great Black Out, the USA had businesses and people put in place to cause this Black out. They are things of whispers – The Black Operations and Black Operatives.

Both Governments have people working to find out the truth to help the world know what happened. After much time they have finally found a Ping. A small remote area in Indiana that seems to have connections for the Black Operations. Thanks to someone they finally have a Name – Lightning. A Joint operation has been called forth with both NNA and OUS coming in Covert to work together to find out the truth and more intel.

Civilians are in the area. Was it one of these people that tipped the governments or someone else. Is Black Ops Lightning even there?

<https://www.facebook.com/events/881891913288784>

Muscatatuck Urban Training Center

3123 E County Road 425 N, North Vernon, IN 47265-8358, United States

PLAYER GENERAL RULES

<https://thetaevents.com/rules>

Full rules on Theta Events FB page note and on website

BIO BBs only

NO DRONES AT THIS EVENT

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><u>Required to have Light (normal and red), dead rag, and water on you during game.</u> <u>Lights will be going on and off.</u></p> <p>Lasers are not to be pointed into faces.</p> <p>If under 16 Face protection required.</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>In Most Games the CO of your side is also a Full ref reporting directly to Admins</p>	<p>No Yelling Call your Hits or Cussing other players. This will get you a walk back to Spawn</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 Yellow or Orange smoke to sim a reactor Blowing if a reactor blows this gas will let off and that area could be deadly to anyone outside in that smoke</p> <p>NO RUNNING INSIDE BUILDINGS or TUNNELS</p>

. GENERAL Schedule Rolling Starts	Special Times	NOTES
<p>(If low player activity and movement endex could be moved up 30minutes or an hour)</p> <p>Friday 2:00 PM - Gates Open</p> <p>2:00 PM - 7:00 PM - Check-in / Chrono (6pm)</p> <p>2:00 PM - 11:00 PM - Camping Setup</p> <p>6:00 PM - Early Brief</p> <p>7:00 PM - 11:00 PM - Friday Night Recon Raid Each Team will have different Objective</p> <p>Saturday</p> <p>8:00 AM - 10:00 AM – Sat Check-ins</p> <p>10:00 AM - 11:00 AM - Unit/Game Briefs</p> <p>11:00 AM - 5:00 PM - Mission Rotation 1</p> <p>7:00 PM - 11:00 PM - Mission Rotation 2</p>	<p>Friday</p> <p>Chrono 2pm to 6pm</p> <p>6pm – Early Brief for Players playing Friday Night Session at Checkin</p> <p>Saturday</p> <p>Final Brief 8am Get to your HQs and Find out what's going on once Checked in and Chrono</p> <p>10am Saturday Safety Brief will be at Check Building for those that missed Friday.</p> <p>Players that Briefed Friday are to be at HQs and brief and plan with leadership</p> <p>Sunday</p> <p>Raffle will be after Final Rotation on Sunday</p>	
<p>Sunday</p> <p>8:00 AM - 10:00 AM - Player Brief at Start Points</p> <p>10:00 AM - 1:00 PM - Final Mission Rotation 3</p>		

Theta Events Medic Rule



Execution (without shooting them) line of site within 5 feet for Wounded and Incapacitated
If some one is on the Field they are a threat and be mindful

Base Class (M4, AK,etc)

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



Long Gun Classes

Riflemen 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, Kyrta 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

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

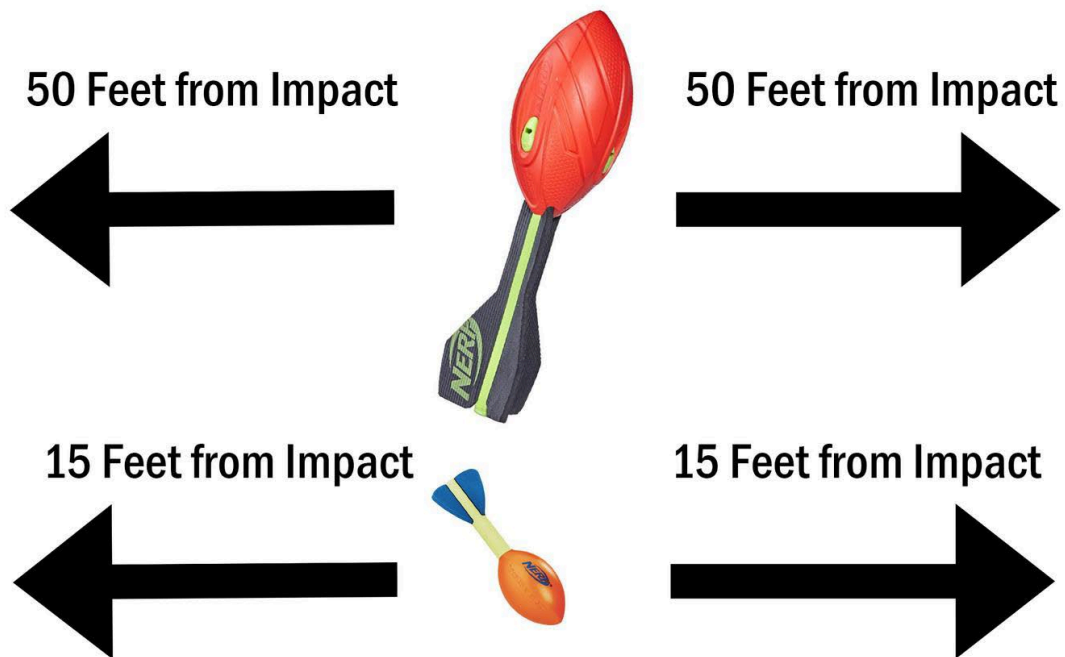
Never Shoot at Vehicles in the AOs with Blinkers Running

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
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

Black Ops Plan – Protect Data and Secrets

Commander Jake Bias

<https://www.facebook.com/jake.bias.16>

jake.biasjly@gmail.com

Coalition Plan – Recon and Classified

Commander Tyler Daylong

<https://www.facebook.com/tyler.daylong>

tyler.daylong@gmail.com

Civilian – Keep the Lights and Train Area going no matter what!

“Matt”

mattityahu.parker@gmail.com

Important

All Units have reasons to be there. Killing Locals isn't one of them.

Talk and check in with your Unit Commander – Get Radio or ways to report information in.

Having something to take pictures or proof of will be important.

Having something to keep time for will also be important.

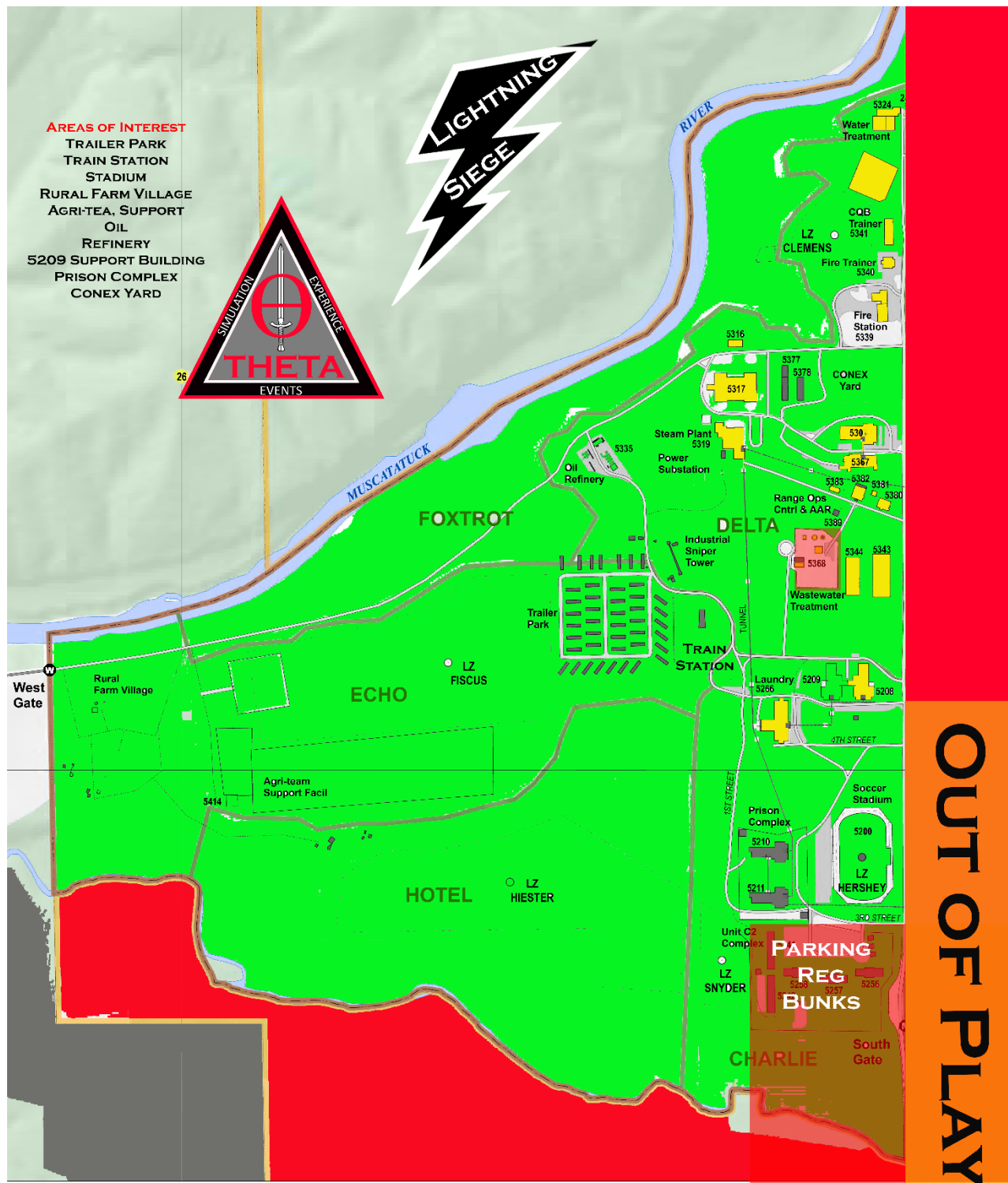
Allowed Pyro only. Nothing from Fireworks store that needs to be lit.

There will be Phases of missions. Keep your Leadership close. The Phases are set by Leadership. What you Do Friday matters. What you do Saturday matters for Sunday.

As you lose troops that matters and your goals and strategy change. We account for that. EVERY Trooper on the AO matter to the last man unless you don't care to check in.

SPAWNS will change based on event Session.

NO DRONES ALLOWED



Friday Night Objectives

Coalition – Drop to FOB – (Classified)

Black OPS – “Hearts and Minds” (Classified) – Patrols – FOB Protection (Prison)

Civilians – Home Sweet Home (Trailer Park Safe) and keep Lights on (Check Power Substation)

Saturday Objectives will come down based on Friday Recons and Patrols

Each Phase will add or take away based on events done and reported to Command. – No report it doesn't matter then.

Its always an objective to keep Command informed – form what your doing to leaving the field breaks, etc

Saturday Night

Codename: Heat Thunder

Based on Saturday Day

Sunday

Codename: Lightning Siege

Based on Everything

RADIOs and Channels

Private OK

Coalition

FRS 10,11,12, 13

Black Ops

FRS 6,7,8,9

Civilian

FRS 4,5