



Story:

For several years Southwest Virginia and Southern West Virginia has had massive hardships thanks to government. When the Government shut down all fossil fuel power plants one winter without warning 1000s went without power, 100s died, and no one seemed to care. Those that remained did spoke up, but that voice fell on deaf ears. Then when democracy failed, and the cities started having issue then came help ... but not for Appalachia not for those that had the most hardship.

The people fought back raiding supplies and Cities. The Government had enough and has sent in the National Guard and a select group of Special Forces trained in Anti-Terrorism to calm and protect the people but not all the people want to be calmed

The Stage is set for a small town in Virginia with a river that runs thru it....

<https://www.facebook.com/events/2225836714594489>

Area of Operation Address

Address for Cavitts Creek
750 Recreation Dr, North Tazewell, VA 24630

PLAYER GENERAL RULES

<https://thetaevents.com/rules>

Full rules on Theta Events FB page note and on website

BIO BBs only

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> <hr/> <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> <hr/> <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><u>IMPORTANT if you do not Brief and we move to Start Location you will not be allowed to take part in that DAM</u></p>

. GENERAL Schedule Rolling Starts		
<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
3pm-8pm - Early Check In	8am- 10am Check-In	10:30am Player Brief
5pm-7pm - Early Chrono Friday Night Session	8am- 10am Chrono	11am - 1pm Last Stand
7pm Gates Open for Player	10am - Game Safety Brief 1030-11 Game Start	2pm Raffle
7pm Final Chrono	2 or 3 Mission Sessions	Raffle will be after Final Rotation on Sunday
8pm-11pm - Friday Special Assault	6pm Day Endex	(If low player activity and movement endex could be moved up 30minutes or an hour)
	<u>Saturday Night Session</u>	
	8pm Briefs	
	9pm- 11pm Night DAM	

Theta Events Medic Rule



HAND UP and/or Yell 'Hit'

Pick One

Wounded
Hand Up, Pull band
Take Knee and try to heal self
without getting shot.
Can't Stand or Shoot
Can crawl, move, talk
Heal self within 5 minutes

Shot Again

Incapacitated
Hand up,
Pull and display Rag,
Take Knee
Can't Stand or Shoot
No talking or moving
Someone else must heal you
Get healed within 5 Minutes

Shot Again

Dead
Pull Rag
Stand up
No talking or
interaction with others
No wait time
Go back to Respawn and Wait
Knife Kills -Dead
Grenades-Dead

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

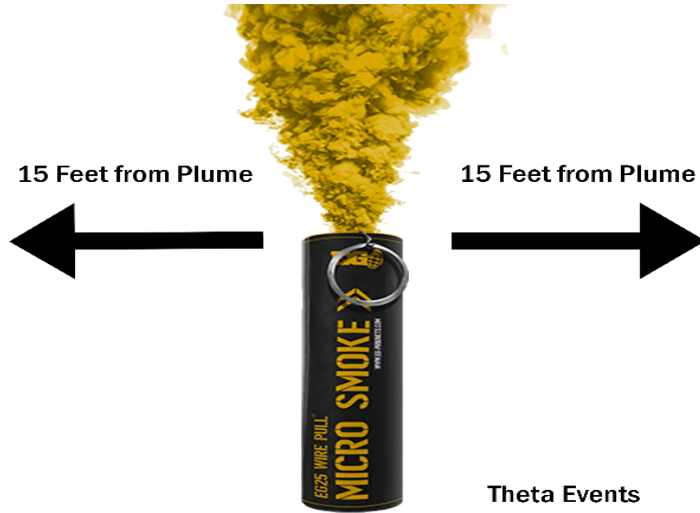
Gunner must be 30% Exposed at Minimum

Never Shoot at Vehicles in the AOs with Blinkers Running

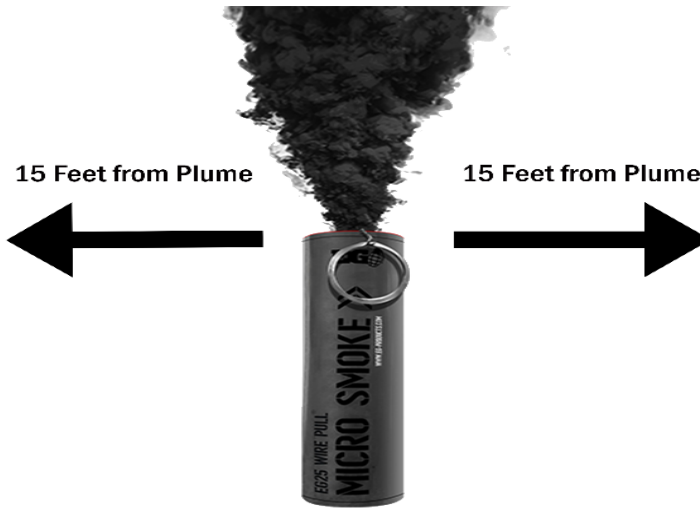
Respawn timer starts when back at FOB (Normally 15 Minutes)

MAX Speed 5-10mph

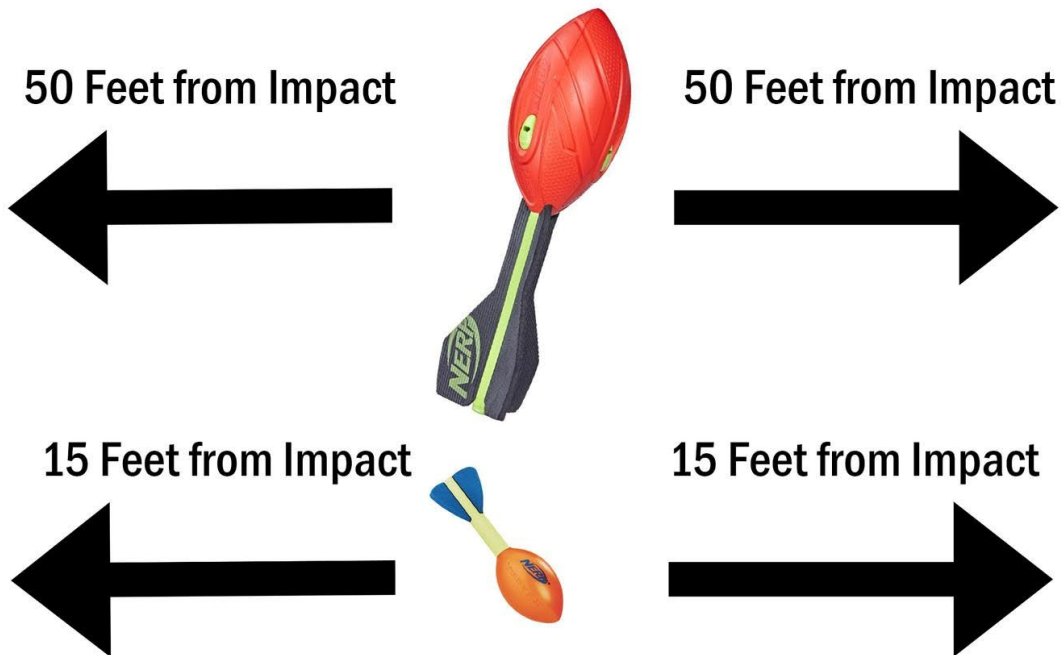
50-150 foot MEDs depending on Gun Class MED



Theta Events
“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



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
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

OPFOR – Protect Tazewell

Jake Bias

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

jake.biasjly@gmail.com

Ranger XO – Stabilize Tazewell

Tyler Daylong

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

Important

All Units have reasons to be there. All the Briefs matter and are part of the Game. Planning, getting correct equipment, where to go, and **Knowledge of the Object**.

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

Having something to keep time for will 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, Ammo, Medical, will change based on event DAM.

RADIOs and Channels

Private OK

Rangers

FRS 10,11,12, 13

OPFOR

FRS 6,7,8,9

Game Setup (what to expect)

The Battlefield will be a series of Direct Action Missions that effect what could happen next and through the weekend.

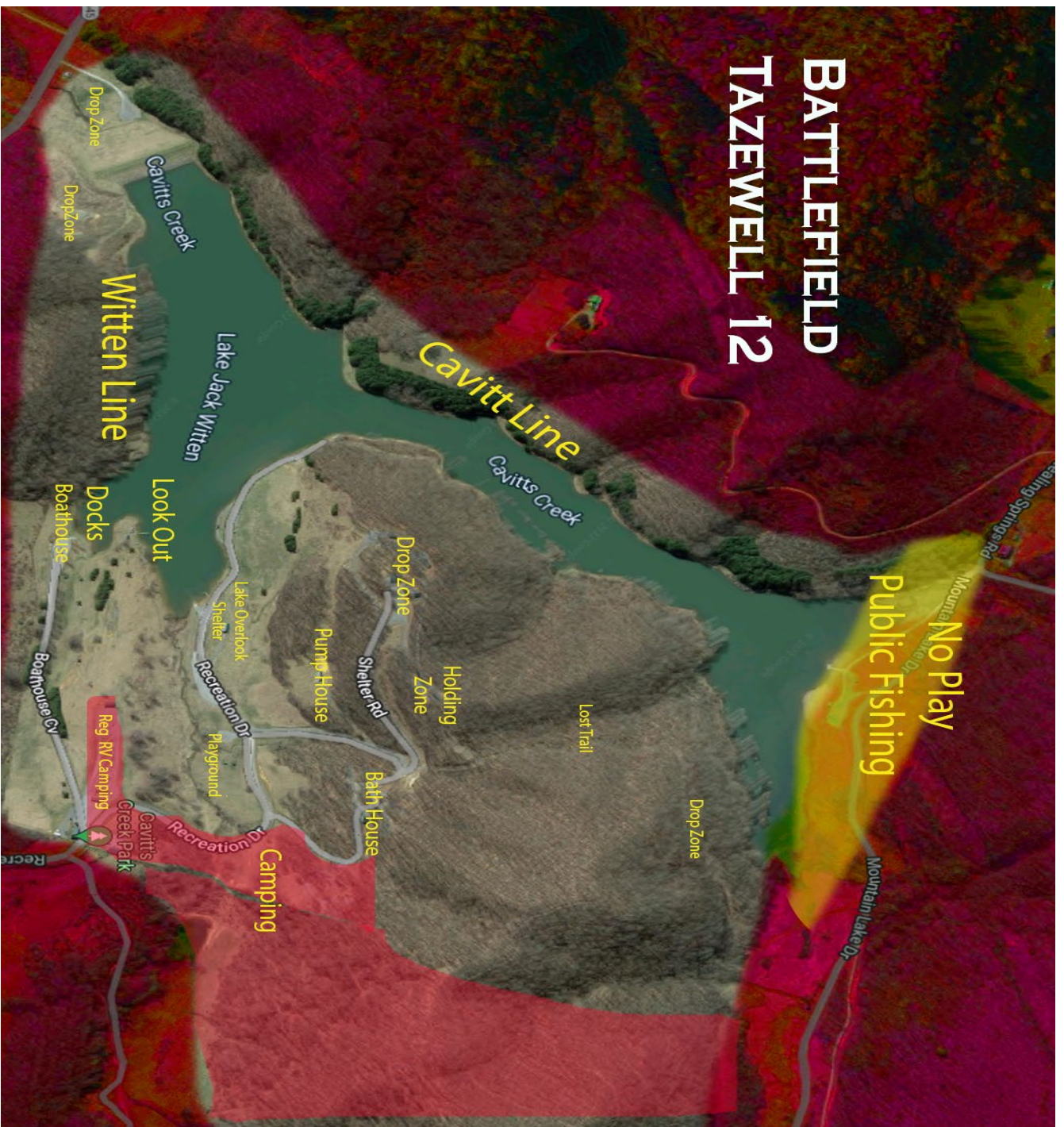
We hope to maximize the AOs and use as much as Possible and the assets that we and the players bring.

Many of these will be 60, 90, and 120 minutes. The amount and type of missions will be based on those ready and numbers.

Recon, Player Hunting, Protecting, Key Locations, Clearing, Extraction, are many of the things you could expect and see.

Spawns will change based on the Mission and location in the AO.

BATTLEFIELD TAZEWELL 12



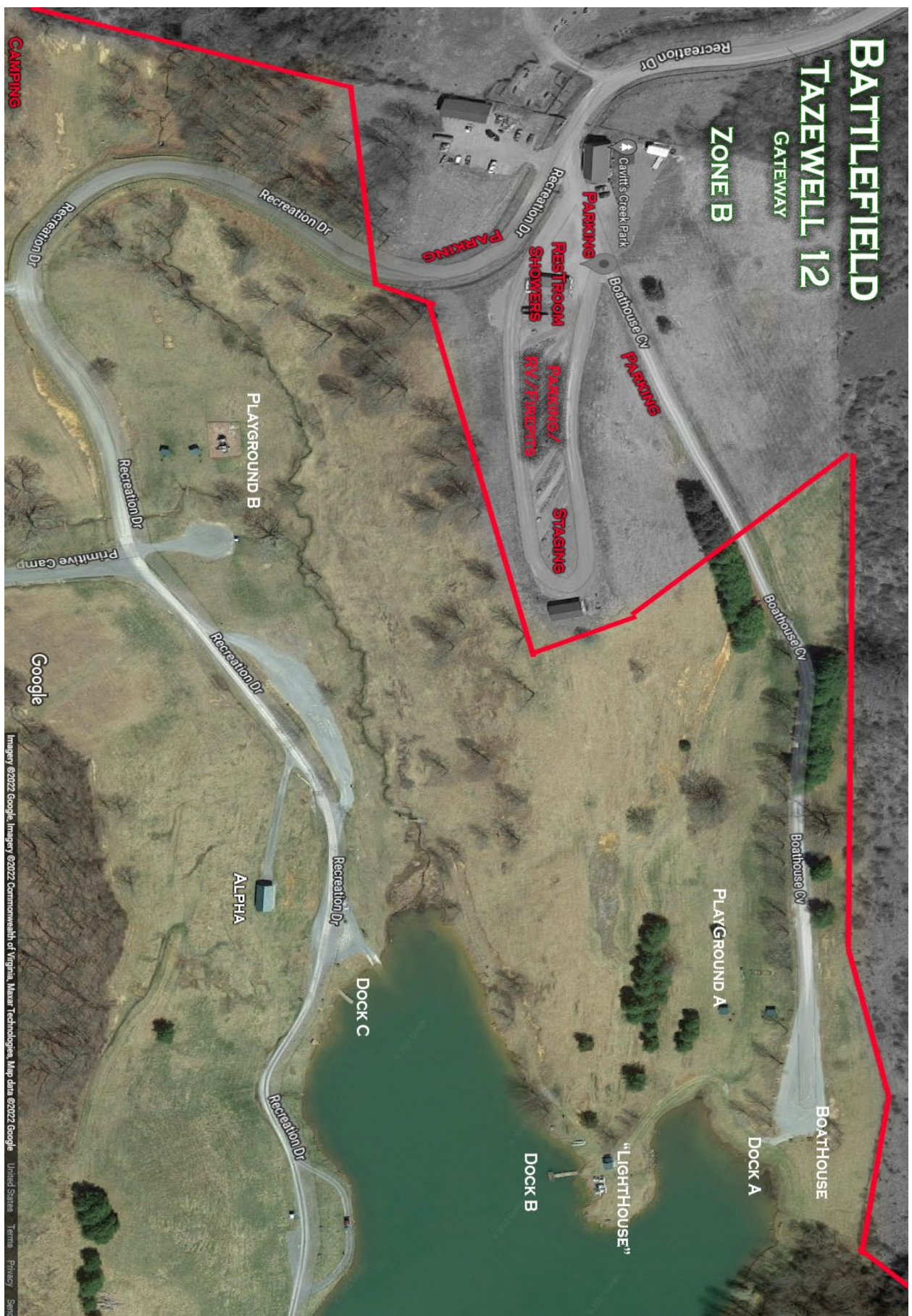
NOTES

BATTLEFIELD

TAZEWELL 12

GATEWAY

ZONE B



CAMPING

Google

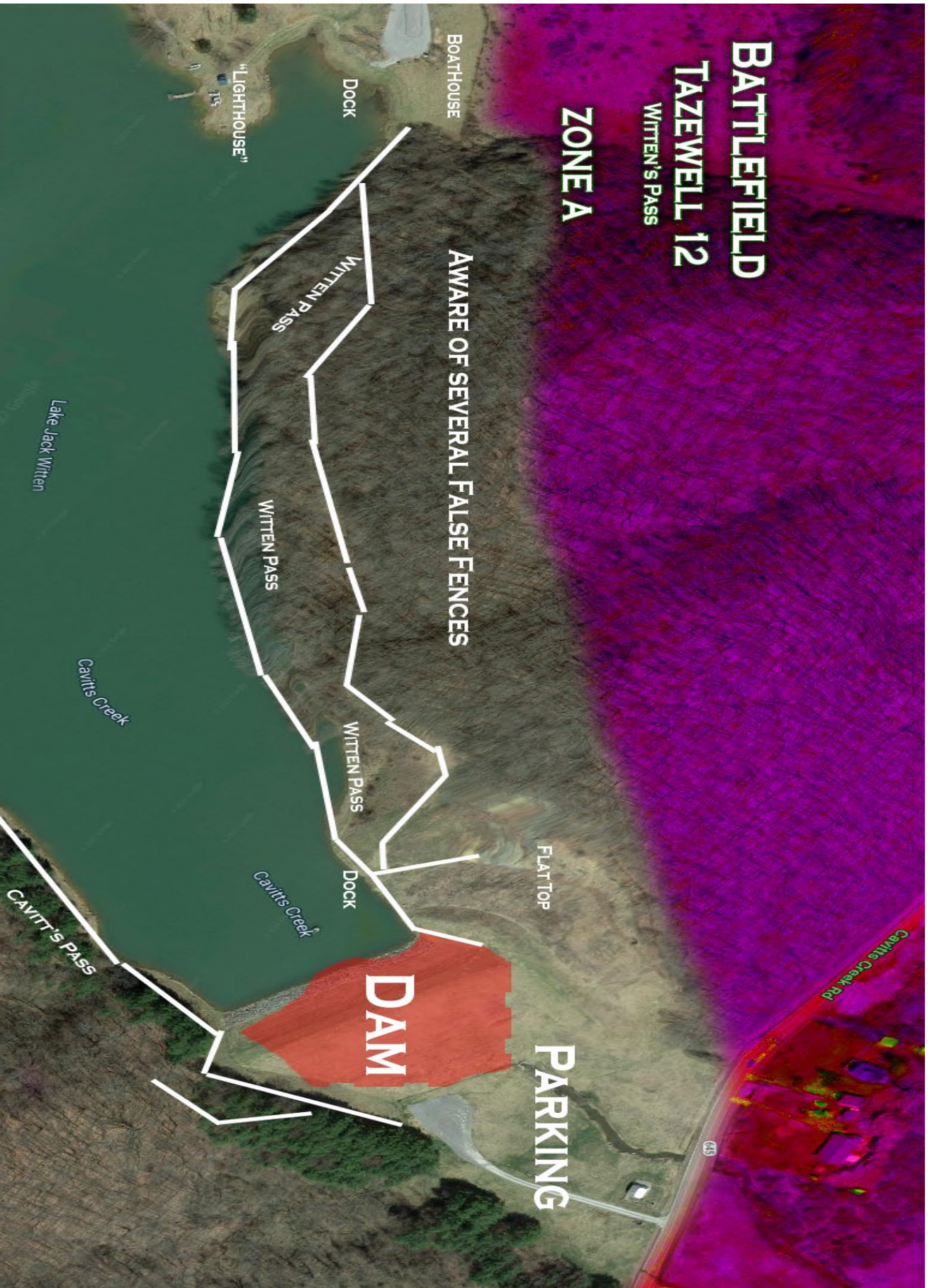
BATTLEFIELD

TAZEWELL 12

WITTEN'S PASS

ZONE A

AWARE OF SEVERAL FALSE FENCES



BOATHOUSE

DOCK

"LIGHTHOUSE"

WITTEN'S PASS

WITTEN'S PASS

WITTEN'S PASS

DOCK

FLAT TOP

DAM

PARKING

Lake Jack Witten

Cavitt's Creek

Cavitt's Creek

CAVITT'S PASS

Cavitt's Creek Rd

445

BATTLEFIELD TAZEWELL 12 OLD STRONGHOLD ZONE C

ADMIN CABINS

CAMPING



