

Carolina Outposts

Nov 15-17

Command Decisions Wargames Center, NC

84 Reganswood Drive
Taylorsville, NC 28681

Time Line

Friday

5pm

Planning/Checkin

7pm

Planning/Outpost Setup/ Early Brief

(If Briefed Friday dont have to Saturday)

Planning - not just being briefed. You will be introduced to command, trained on certain devices if needed and be part of the planning. Commanders with the help of their Troops will decide what main Outpost will be for their side and how to possibly defend it.

Saturday

8am-10:30 Checkin/Chrono/Planning

11am - Game Brief (if didn't Brief Friday)

Noon to Midnight Main Session

Sunday

9am -12pm Final Push

Objective Summery

Protect, recon, raid, rotate, resupply, counter, outlast, and overcome.

Moments of Hardship will happen. Plan and overcome every 90-120 minutes Overall command will evaluate and adjust mission priorities There will be vehicles on the field.

Story

As the Battle for the East Coast continues the CUS Rangers and the NNA Spec Ops have established Outposts facing each other to stop the advance into the Carolinas by either side. All Civilian assets have been relocated thanks to the Gas and Mortar shelling's by both sides. Each Units top command know that the Outposts both are weakened, and this is the time to mount a final assault to break each other's back then push forward east or west.

You are the most valuable asset at Outpost Zeta and Delta. Keep your limited ammo and medical safe while punishing your enemy for being in your way.

Camping (what's allowed)

On the Field at your outpost

Always in the Fight Front lines

Allowed to reload and keep ammo where you camp and at Ammo Dump

Off the Field in the parking lot

Must keep all ammo off the field or in the Ammo Dump at Outpost

Come and go as needed

Must keep all ammo off the field or in the Ammo Dump at Outpost

This is a No Roleplay Event. ROE (rule of engagement) is Clear they are your friend or enemy, no in between.

Go on Patrols, Recons, and Supply Drops.

Play late into the Night and camp on the field at your Outpost.

Protect Medical (Spawn – can be turned off)

Protect your Ammo and Supplies (can be turned off)

Protect your Communications (Command Comms can be turned off)

Uniforms (Gear color doesn't matter)

Headwear (much match colors)

CUS Rangers

Green Based Camos and Black/Black Camo (Don't mix in Tans or Greys)

NNA Spec Ops

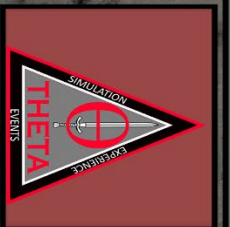
Tan Based Camos and Civilian (Jeans, kackis)(Don't mix in Greens or Blacks)

Uniform code does matter

YOU MUST HAVE DEAD RAG OR YOU WILL HAVE TO BUY ONE

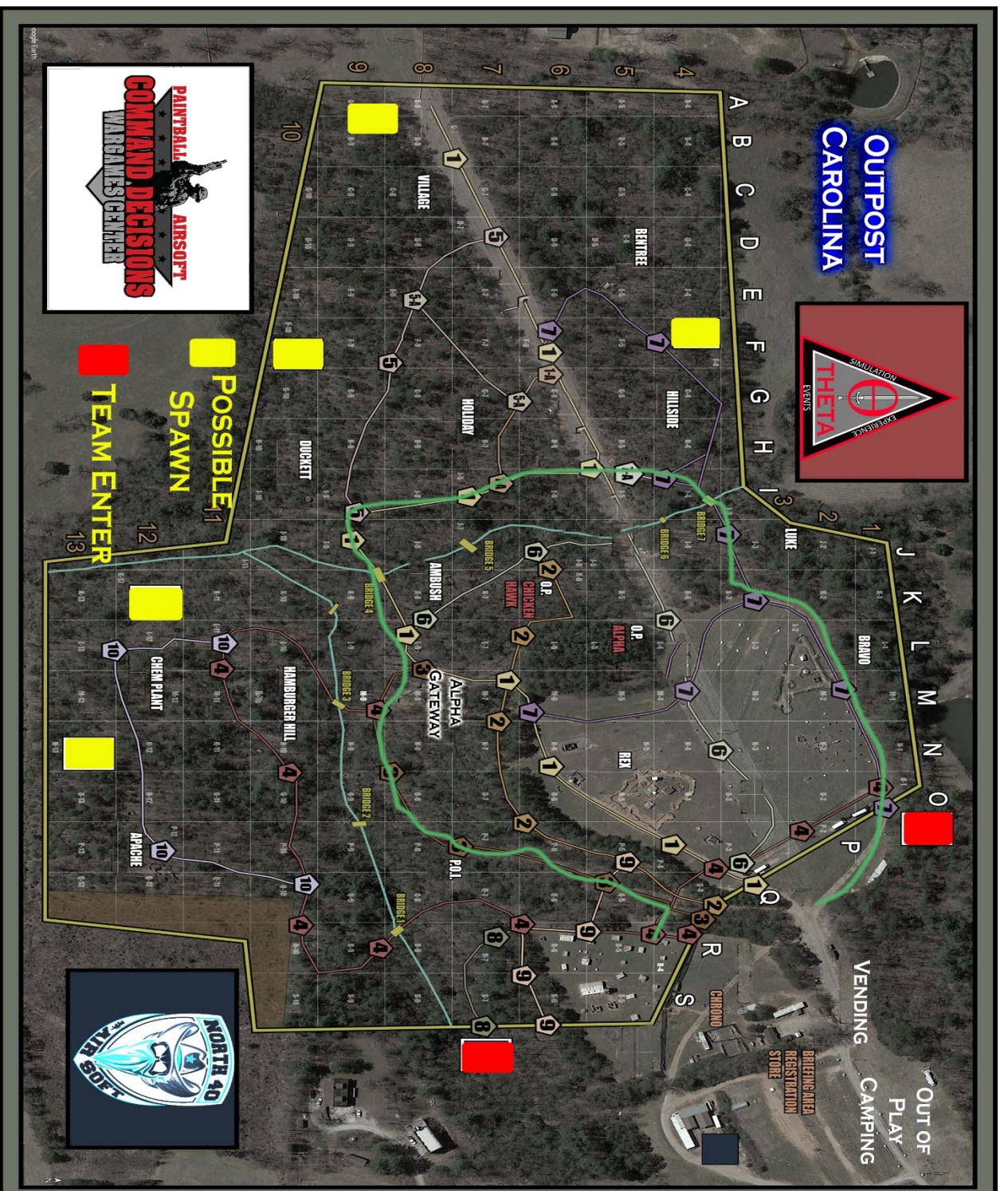
For Night Session have some type of Light for Safety and to show you are dead

OUTPOST CAROLINA



**POSSIBLE
SPAWN**

TEAM ENTER



RULES

Full Rules are on thetaevents.com/rules

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 200 rounds 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

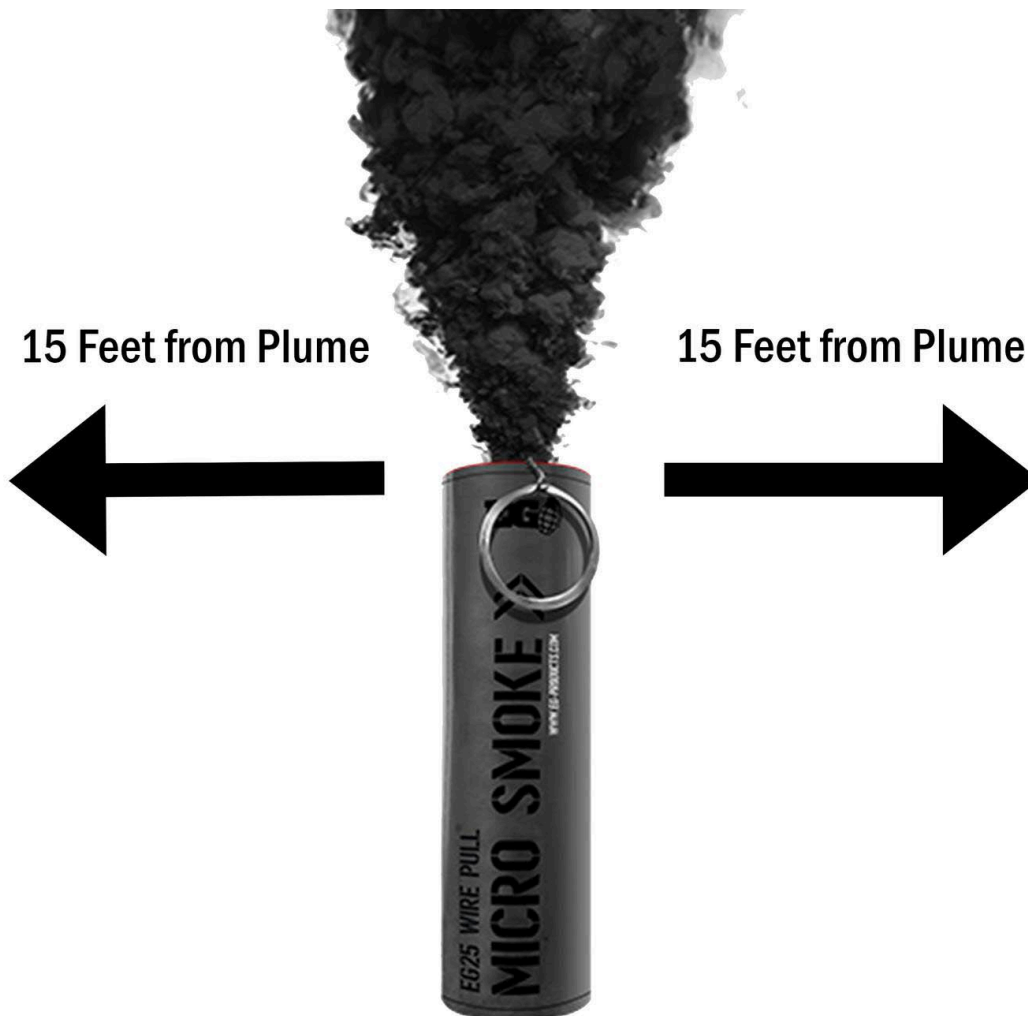
100 in Pistols (does not count against other ammo caps)

no more than 2 grenades

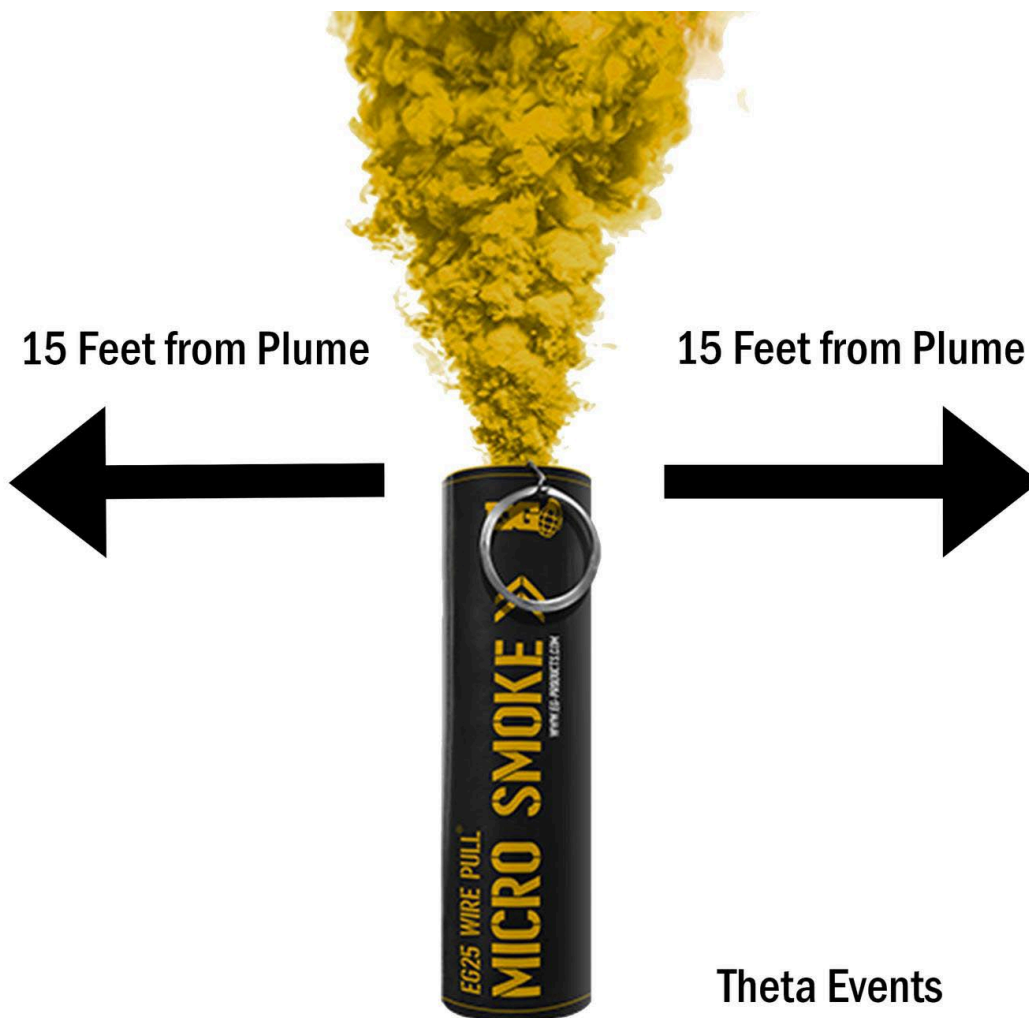
no more than 2 smoke

no more than 2 Clem/Flame

No Speed loaders or BB Bags in the Field



Theta Events
“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 doesn't protect you
Doesn't Kill Vehicles
Carry 2 at a time
15 foot death area from PLUME
Only active while smoking

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



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

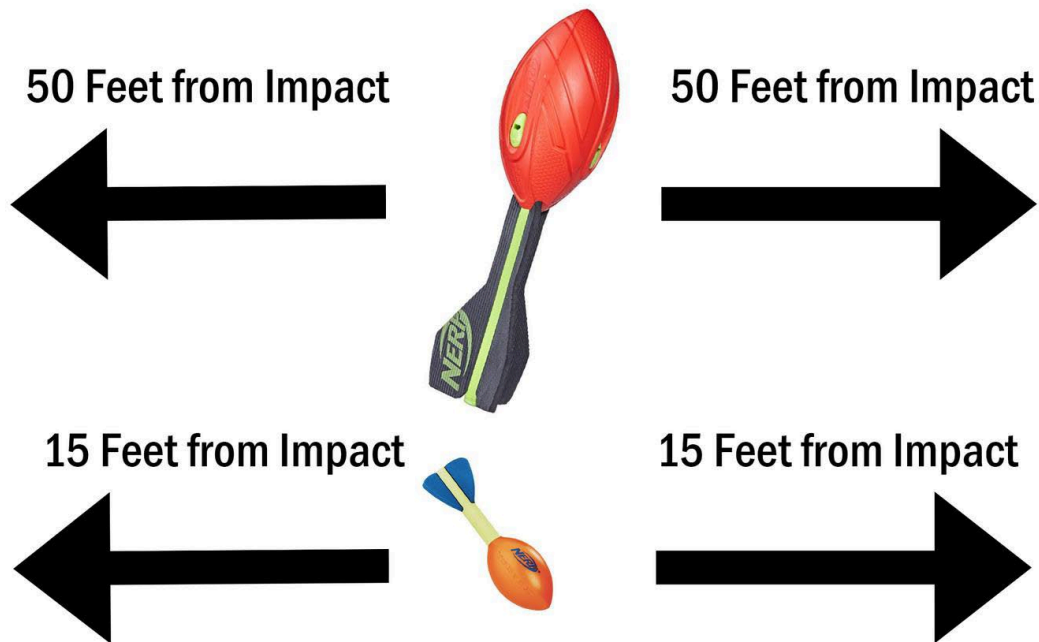
Gunner must be 30% Exposed at Minimum

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