

Battlefield Tazewell: Clinch 6

Address

<https://www.google.com/maps/place/Lincolnshire+Park/@37.1336238,-81.4999258,15z/data=!4m5!3m4!1s0x0:0xcd526c0ac5f1d751!8m2!3d37.1336238!4d-81.4999258>

Friday, Sept 11, 2020

2:56 PM - 9:00 PM

Friday Check-in and Camping Setup

5:00 PM - 7:00 PM

Friday Briefs

8:30 PM - 11:00 PM

Friday Direct Action Missions/Training (optional)

NO Live Fire At Park/Lake only

Saturday, Sept 12, 2020

8:00 AM - 10:00 AM

Saturday Check-in

9:00 AM - 10:00 AM

Saturday Briefs

11:00 AM – 7 PM

Saturday Main Battle

5:30 PM - 7:00 PM

Saturday Cool Down Soft Break in Main Battle

7:00 PM - 12:00 AM

Saturday Night Dam missions

Sunday, Sept 13, 2020

9:00 AM - 1:00 PM

Sunday Main Battle

GAME INFO

Overall Objective of Game to control as much of the AOs as possible and disrupt the Rebels until pull out on Sunday

Command Staff

General is Game Staff passing intel and Missions down to ...

Each Special Unit will have Squad Leader

National Guard Units are under Direct control of Zach Miles

Friday Missions

Register
Chrono
Setup Camp
Optional Protect/Setup HQ/Fob
Optional Briefs
Optional Troop Training

Saturday Missions (subject to change based on players)

Objectives Per AO

Park (HQ/FOB/ Opfor Supply Line Cut off)
PROTECT Arena from Raids
PROTECT Loading and unloading of Troops
Give/Get intel and Briefings
Hold Castle and control Shelters/ Camping Areas
Keep Opfor ground troops out of Park
Report them coming or going on Roads
Do not let Opfor Smoke Any of the Building and Take them out of Play

Lake (Opfor Main Supply Line)

Find Opfor Lake FOB
Cut way into Park
Control Docks
Recon and take out Snipers

Camp (Opfor HQ/FOB)

Hidden FRAGO Missions By Deployment Group

Car Lot (Tazewell Supply area)

When units need more Medical and to Repair Vehicles (both NG and Opfor)
Raid for Vehicle Ammo and Repair Kits (only allowed to take one item per visit)
Hidden FRAGO Missions

Bluestone (Insurgent Fortress/ Refugee camp)

Secure Drop Zone
Locate Sniper Nests
Recon Insurgent Mountain Village
Connect with Advanced Recon Teams
Do not Kill unarmed Civilians

Sunday Missions

TBD based on Saturday. Intel leads us to believe, Opfor Rebels will be very aggressive based on what we completed Saturday

COMMS

Channel Frequency (MHz)

Extra/Vehicles

1
462.5625
2
462.5875

Park/Lake

3
462.6125
4
462.6375
5
462.6625

Car Lot

6
462.6875
7
462.7125

Camp

8
467.5625
9
467.5875

Admin

10
467.6125
11
467.6375

Bluestone/Extra

12
467.6625
13
467.6875
14
467.7125
15
462.5500
16

RULES

BIO BBs only

Full rules on Theta Events FB page note and on website

Wounded and Medic Rules

Check Base Rules

Uniforms

Requirements: Correct Uniform Code

Green based Military Camos

Multicam and MC Tropic allowed

ACU

Head gear must Match allowed colors

NO Hunting Camo

NO Desert Digital, DCU, AOR1

NO Black on top or Bottom

NO Civi look Gear Color doesn't matter

DEAD RAG and Light needed

******Ammo Limits and Joule Limits******

When Leaving FOB/HQ can Take extra Ammo to your Drop off Point depending on Missions

Riflemen 600 rounds

Semi no MED

1.55 Joules with .32

DMR 300 rounds

semi 75 foot MED

1.99 Joules with .32

Sniper 150 rounds

Bolt only 100 foot MED

2.5 joules with .32

Heavy Sniper

40+ Cal Sniper 150 foot MED
2.99 joules must use .40 or heavier BB

Shotguns 350 rounds
No MED
1.5 Joules with .32

Support weapons 2500 rounds
fullauto allowed
No Full AUTO inside
1.55 joules with .32
50 foot MED
Must be real world LMG

HMG (Fullauto) 1500 rounds
1.99 joules with .32
100 foot MED (Large Cal)
No Full AUTO inside

SMG class 1000 rounds
fullauto allowed
1 joule with .32s
20 foot MED
Must be real world SMG (small round)
Do not use anything over 32s in Weapon

Other Rules

Vehicles
MAX Speed 5-10mph
50 foot MEDs.
No one within 10 feet of vehicle unless deployed from it.
Needs Dead Rags to show it's out.

Types of Vehicles

Troop Transports

Can NOT be Shot with BBs.
Can Be taken out with Rockets over 30 feet away, Satchels, or landmines. Will not have gunners
Troops can dismount and load with a 10 foot buffer before getting hit or killed for safety of the
Vehicle and players

Attack (Technical or Armor)
Allowed to have One Full Auto Gunner
Gunner has to be exposed and can be Shot with BBs. If gunner is killed must follow Wounded Rules

but the Vehicle isn't taken out.

Rest of crew are allowed to dismount and protect Vehicle or Stop and switch Gunner to Gun position. **No just shooting out of windows.**

Vehicle Takeout

Can be taken out by Driving over Landmine with tire, Rocket Strike (30 foot med on strike), 203 rocket strike, or hit with Satchel (must be at least 10 feet away) (under hand throw)

BBs do not Kill Vehicles only Gunners if they have them

Each Vehicle is recommend but not required to have spotter looking for hits and players if possible

Satchels and Rockets MUST Hit Vehicle, NO splash damage.

Land Mines are not to be hidden and tire must run over them to count as disable.

Satchels must be recharged at FOB after every use

Rockets must be recharged at Spawn after every use

Landmines once smashed are done.

Only Vehicle Drivers can move Landmines (but not destroy) but can be shot doing so.

Vehicle Repair

If a Vehicle is taken out. It must be repaired to come back into Play area. Vehicle Repair Kits are at Carlot. Keep your Vehicles running. Take a team and get a Repair kit. Each Vehicle can only have one extra repair kit on it at a Time

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 what it believes a Special unit to calm the people but not all the people will be calmed The Stage is set for a small town in Virginia with a river that runs thru it....

Battlefield Tazewell: Battle of the Clinch 6

Important

With Covid to insure safe environment we will ask you to try to stay out of large groups except those you game with.

We will be limited the number of people on the Transports and ask all to respect Mask and non-mask wearers. If you want to be within 6 feet of each other, please think about having a mask inside. No mask is required outside during play. But please try to keep distance and long term hanging out to those you didn't come with down.

We have lots of land to play with and being on county and town land we must try to follow the health department Rules.

CAMPING

Bluestone Camping

We will be allowing camping at Bluestone

No Buildings or shelter but can bring your own this camping is out of play and will never be fighting around it. Campfires allowed in an firepit of any kind

Please keep camp sites apart and respect the land

To allow for as many players as we can with any state regulations these guidelines will help.

Please police your trash to make sure we can come back

Port-a-johns will be on Site



Bluestone has Fences do not cross outer fences.
Do not Shoot at Street Lamps or Other Real World items.
There is Water on this AO

Main Respawn is Safe Camping Parking Area.

Advanced Recon Teams will have Camp sites on AO if these Campsites aren't under attack will be able to use these to Spawn - They can be Moved by an Advanced Recon Team member that's Alive

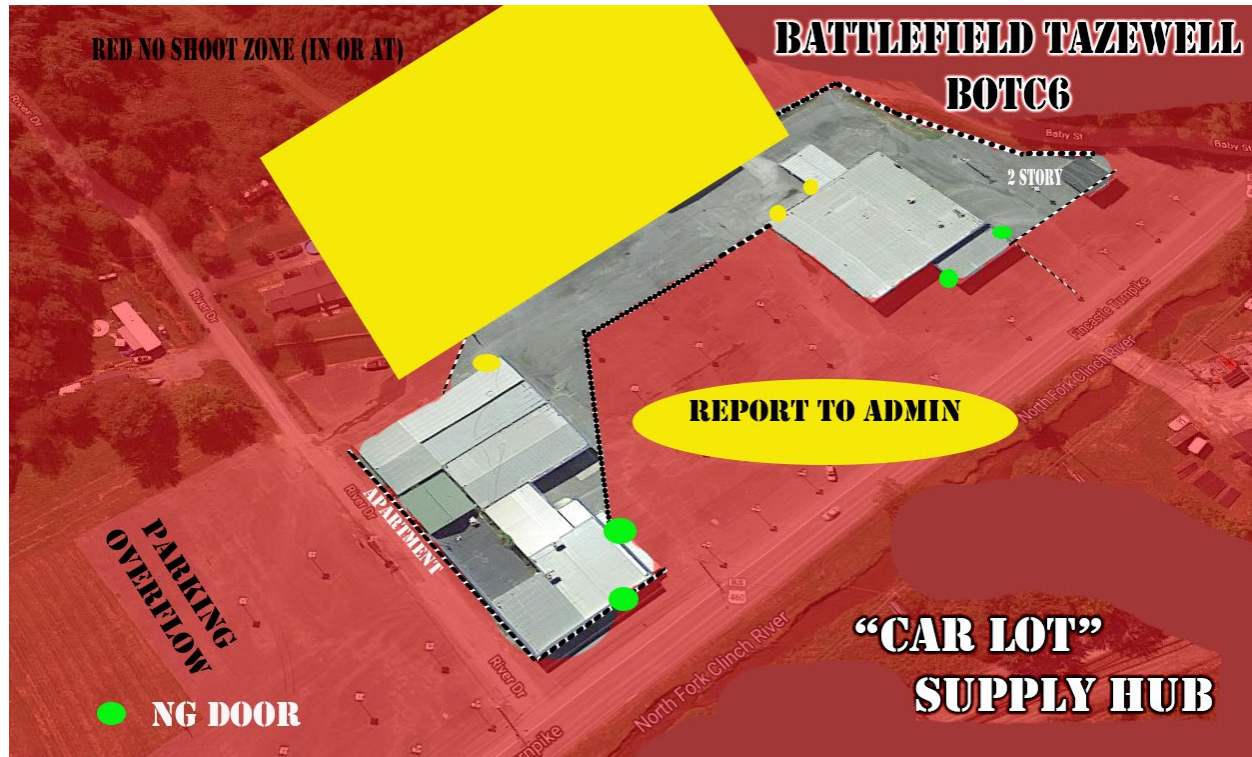
Do not go onto or Shoot into S2 Refugee Camp It's the Safe Zone for Opfor. Once they off S2 they are fair game

Do not Climb onto the Water Tower

Do not Get within 50 feet of the Shell Building near the Phase Line

Treat the Road in the Bluestone like a Real Road, Could be in Game Vehicle or Ref

CAR LOT Safety Intel



When Going to the Car Lot for Supply Run, Vehicle Repair, or DAM report to Admin First

National Guard will only be able to Enter from the Allowed Doors Once

Do not shoot at anything Outside of the Building

Grenades allowed till Nighttime.

This is very Dangerous area. Slick - do not run in these building and watch heads and feet. All Metal and Concrete floors.

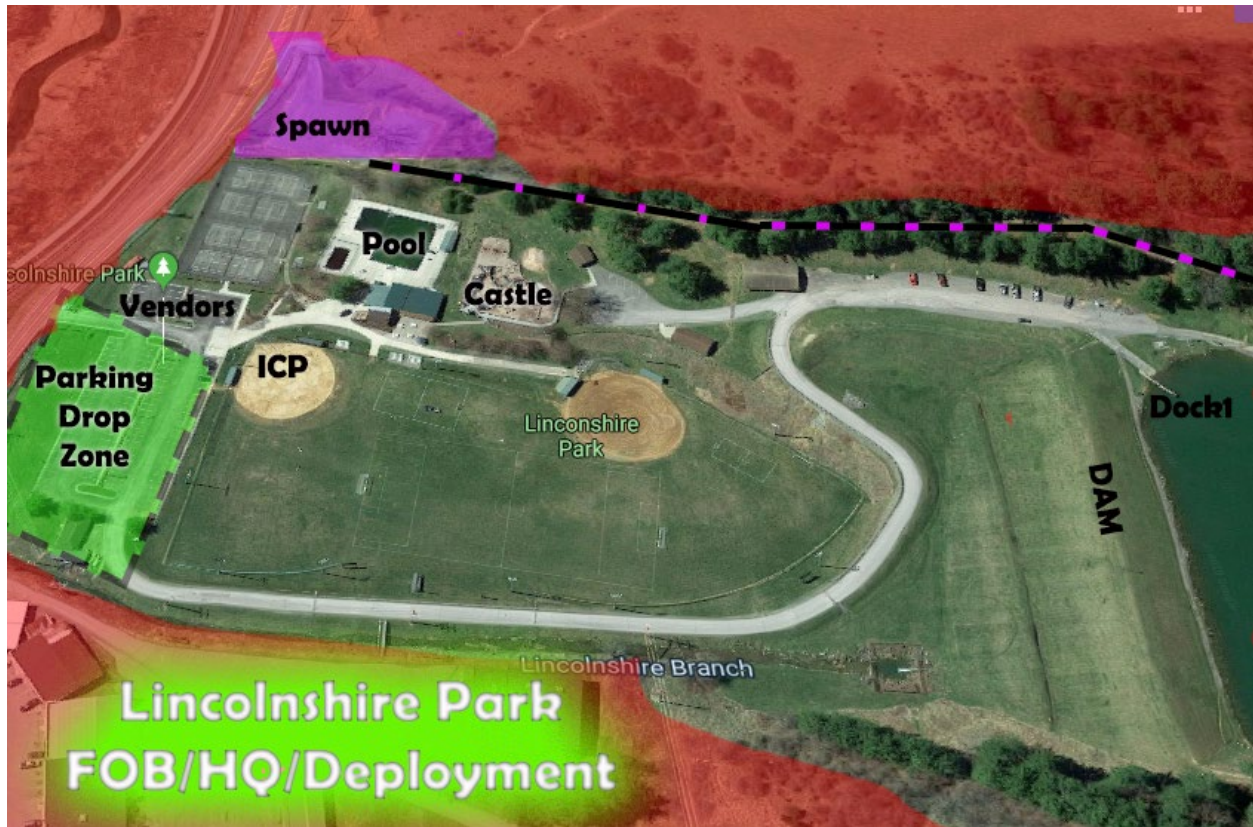
Only Take what you are asked to take.

Semi only, No DMR/Snipers riffles

SMGs allowed Full Auto

LMG allowed if can go to Semi

PARK Safety Intel



This AO is in Town do not have weapons out in Parking lot near Road.

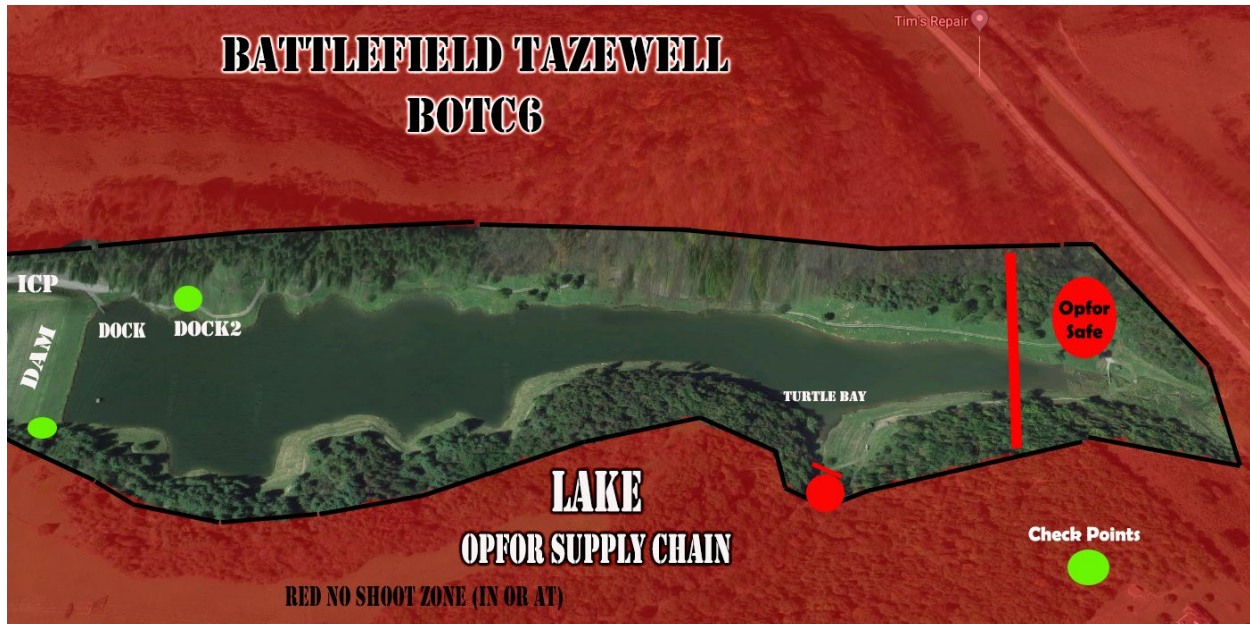
Treat the Road in the Park like a Real Road, Could be in Game Vehicle or Ref

Do not Shoot into Pool, do not damage anything this park will be used right after use

Police your Trash and respect

Out of Bounds is a Fence on the left and on the Right is creek, don't cross either

LAKE Safety Intel



Only go past Check Points if Allowed by Command

There are Fences for Out of Bounds do not cross them

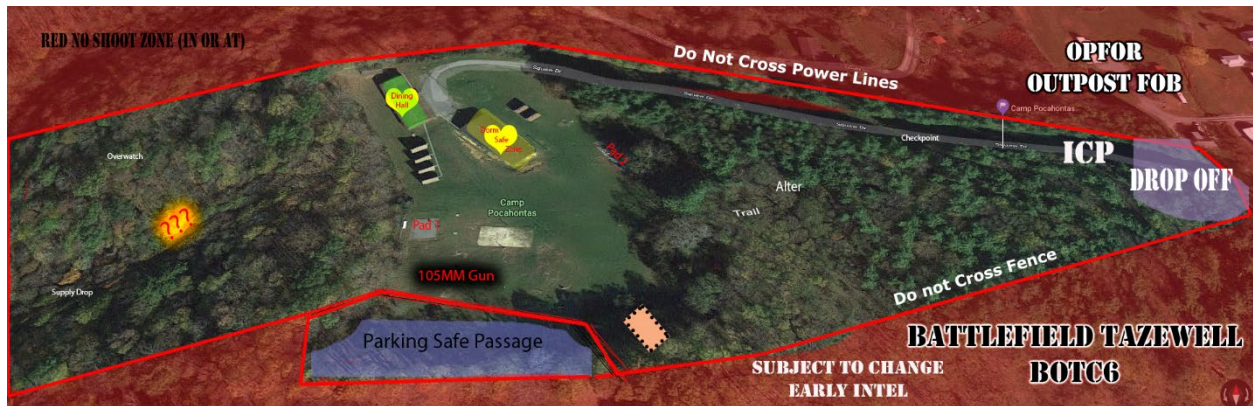
Do not Shoot up Docks or Docks Building.

Do not shoot wild life and into Lake

Do not Shoot into Opfor Safe Area if you can see it your to Close

There is a Trail near turtle Bay do not go back it

Camp Safety Intel



Do not enter Building unless told to

Power Lines out of Bounds and Fences