

# Battlefield Tazewell: Clinch 7

## General Warning Order (all Units)



### TIME LINE

Friday, Sept 10, 2021	Saturday, Sept 11, 2021	Sunday, Sept 12, 2021
<p>3:00 PM - 9:00 PM (At CarLot) Friday Check-in Camping Setup Scouting AOs Chrono</p> <p>5:00 PM - 9:00 PM Early Safety Briefs(Check in Location) Early Rules Brief (Check in Location) Unit Briefs (At AO of Unit)</p>	<p>8:00 AM - 9:00 AM Saturday Check-in Chrono (at CarLot)</p> <p>9:00 AM - 10:00 AM Saturday Game Briefs for those that didn't Friday (At CarLot)</p> <p>10:00 AM – 6 PM Saturday Main Conflict (All AOs)</p> <p>6:00 PM - 8:00 PM Saturday Cool Down Soft Break in Main Conflict</p> <p>8:00 PM - 11:00 AM Saturday Night DAM missions (Carlot and Fairgrounds) (Possible – Lake Special Mission)</p>	<p>9:00 AM - 1:00 PM Sunday Final Conflict (Locations TBD based on conflict)</p> <p>1:30 PM Raffle</p>

NOTES

## 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 with the help of SF. The Government had enough and has sent in the National Guard to help Law Enforcement to calm and protect the people but not all the people want 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 7

## GAME INFO

### 4 Areas of Operation

Bluestone – Water Reservoir and unfinished Business Park

Tazewell County Fair Grounds – arena, stables, and buildings

Lincolnshire Park and Lake – Community Park and lake with trails and docks

Car Lot – 2 large inside any only buildings

### Overall Objective

Control – Key Terrain and points that make things easier for your unit and allies

Completing these things will make it easier or harder on Sunday's Final Conflict

Organic play – units and players will have the opportunity to determine if a FRAGO needs or should happen in the context of the game or AO

### Secondary Objective

Collect items, HVTs, or Intel that will help aid you in your cause.

Completing Commanders intent

**Week Before Game Team Warning Orders Will be Released in Planning Page and Website**

# RULES

**BIO BBs only**

**MUST HAVE DEAD RAG**

Full rules on Theta Events FB page note and on website

**\*\*\*\*Ammo, Joule, and BB Limits\*\*\*\***

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

Rifleman 600 rounds Semi NO MED 1.55 Joules with .32 <b>.36 bb weight Cap</b>	DMR 300 rounds Semi 75 foot MED 1.99 Joules with .32 <b>.45 bb weight Cap</b>	Sniper 150 rounds Bolt only 100 foot MED 2.5 joules with .32 <b>.48 bb weight Cap</b>	Heavy Sniper 40+ Cal Sniper 150 foot MED 2.99 joules must use <b>.40</b> or heavier BB
Shotguns 350 rounds NO MED 1.5 Joules with .32 <b>.32 bb Weight Cap</b>	Support LMG 2500 rounds Fullauto allowed No Full auto inside 1.55 joules with .32 50 foot MED Must be real world Support Weapon <b>.36 bb weight Cap</b>	HMG (Fullauto) 1500 rounds 1.99 joules with .32 100 foot MED (Large Cal) No Full AUTO inside <b>.40 bb weight Cap</b>	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 <b>.32 bb Weight Cap</b>

## WOUNDED, INCAPACITATED, DEATH - MEDIC RULES

- o A hit anywhere on body or gear is a hit
- o Ricochets are not counted, (in doubt, call it)
- o Friendly fire counts as a hit (BBs have no friends)
- o Grenade casualty radius is 10' - call it when in doubt - Go back to Spawn
- o Knife kills or taken by Surprise- You are dead go back to Spawn
- o The first hit or burst that hits you leaves you Wounded or Incapacitated
- o Yell "HIT!" and put your **HAND UP**

Option 1

To go **Incapacitated**

- o Go prone or take a knee (no more standing)
  - o Pull your dead-rag or red dead-light and keep it in your hand
- Wait for Someone to Heal you with a **Bandage**

No Talking, Moving, or Shooting until Healed by someone else

Option 2

To go **Wounded**

- o Go prone or take a knee (no more standing)
- o You **MAY** crawl to cover (crawl... not walk... not run)
- o You **MAY** point and talk
- o You **CAN NOT** shoot or throw grenades
- o Put THETA EVENTS MEDIC Band on without getting hit again
- o You can be healed this way **ONCE**, once you have back to respawn for 10 to 15 minutes (depending on game)

To go **Dead**

o Have Rag on Head - Standup you are now completely out of play

Dead Men dont talk

Important

- o You can Choose not to be wounded or incapacitated and just dead
- Go back to respawn for 15 minutes if you don't want to try to stay alive

## 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

# Vehicles

MAX Speed 5-10mph

**50 foot MEDs for all Guns**

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.

Will not have gunners

Troops can dismount once on Ground player is live.

### Attack (Technical or Armor)

Allowed to have One Full Auto Gunner

Gunner must 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 strike, or hit with

Theta C4 Satchel

Black Mini-Smoke detonator

Taggin - 15 foot Splash no direct Strikes please

BBs do not Kill Vehicles only Gunners if they have them

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

Satchels and Foam Rockets MUST Hit Vehicle, NO splash damage.

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

Smoke plum must contact Vehicle

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 Limited at Command and more can be gotten at the LE Base (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

## Smoke

Smoke will be used for several things

Black – Vehicle Take out

-Kills everyone inside Vehicle

Yellow – Mustard gas

- Kills everyone while Smoke is going within 15 feet of release point on ground Hard cover doesn't save you

Orange – Chemical gas

Makes players "sick" can't medic inside of gas Cloud

**All other Smoke Colors are just for Cover or signals**

## SAFETY

Do not Move anything unless told to move it

Do not Break anything unless told can

If not sure ask before doing.

**Always use Full Seal Rated eye pro. No one wants to stop playing because someone is hurt, NO MESH**

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.

Never lay hands on anyone.

Do not Bind players. - if you want to cuff have them hold the cuffs

Make sure to have Light (normal and red), dead rag, and water on you during game.

If under 16 Face protection required.

## Important

With Covid to keep a 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.