

OUTPOST ECHO CRISIS

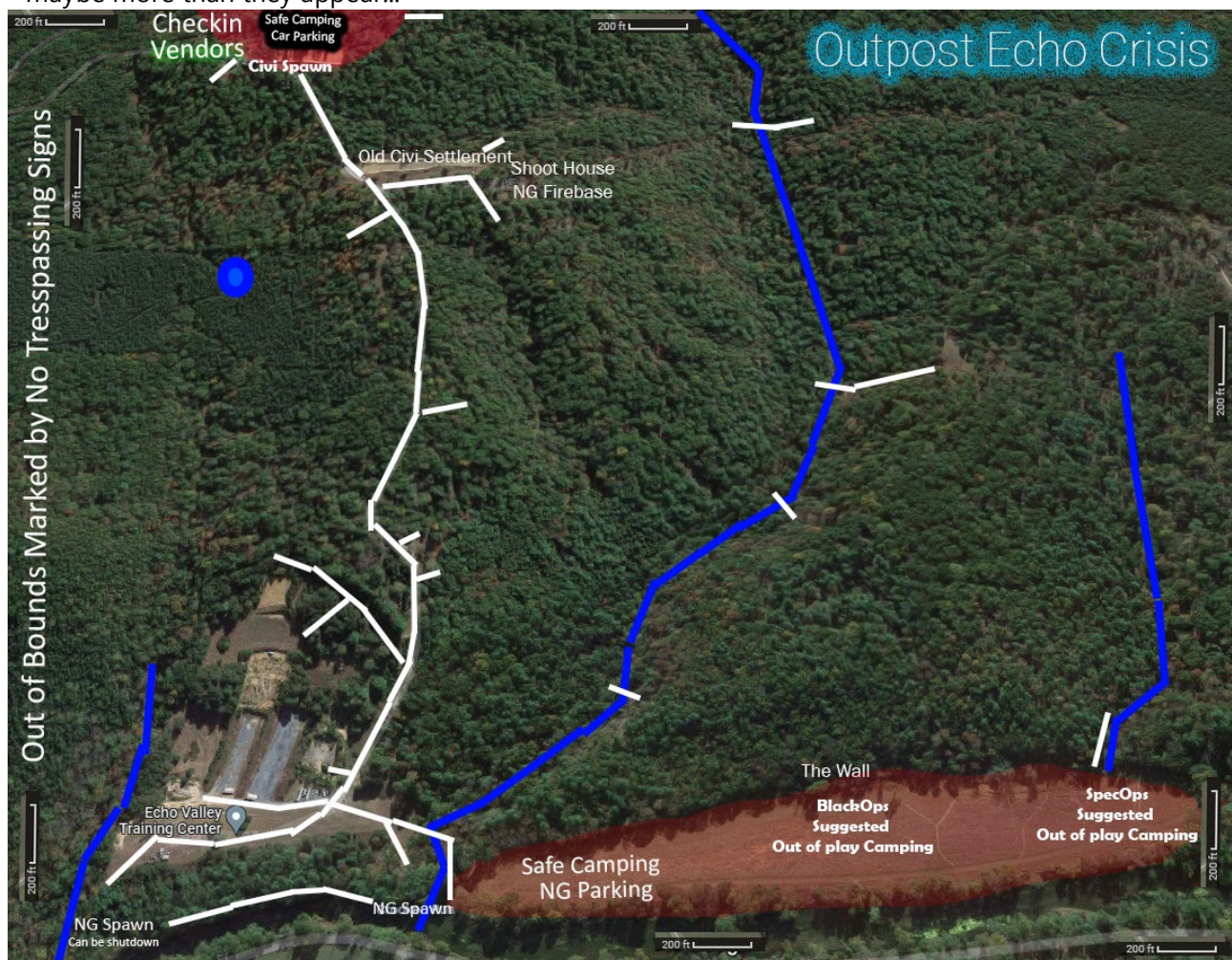
All Player Warning Order

In the USA there has been Limited power for a while thanks to an unknown event that knocked out the power plants and power grid. (See Black Start Crisis)

In Rural WV there have been old Military forces from the old US Government trying to secure and protect an Ammo, water source, and Supply Outpost Codename Echo near Washington.

The New North American Government and other forces has seen this as an opportunity to get the Ammunitions and Supplies for further advancement into the Old Government Land toward Washington and the seaboard.

There are other forces at play too, when you have what others want it tends to get dangerous. Local Civilians and Militias need arms for hunting and protection from 'Bandits'. These 'Bandits' though maybe more than they appear...



GENERAL RULES

<https://thetaevents.com/rules>

Full rules on Theta Events FB page note and on website

BIO BBs

. GENERAL Schedule	Special Times	NOTES
<p>Friday 12:00 PM Gates Open</p> <p>4:00 PM - 8:00 PM Check-in at Safe area</p> <p>2:00 PM - 11:00 PM Camping Setup SF/BO Camping area Scouting</p> <p>7:00 PM - 10:00 PM Early Safety Briefs NG Defensive Setup</p> <p>Saturday 8:00 AM - 10:00 AM Sat Check-ins</p> <p>10:00 AM - 11:00 AM Safety Brief/Game Start</p> <p>11:00 AM – 11 or 12:00 PM Mission Rotation 1</p> <p>Sunday 8:00 or 9am - 12:00 PM Mission Rotation 2</p> <p>12:00 PM Raffle</p>	<p>Early Briefs Friday Safety Briefs and Team Side Briefs</p> <p>7pm EARLY Safety and Game Brief at Echo for All Players</p> <p>Individual Team Briefs will be After</p> <p>If you attend these you don't have to brief Saturday Morning</p> <p>Raffle will be after Final Rotation on Sunday</p> <p>Saturday Brief 10am Saturday Safety Brief will be Near Echo in the Safe Camping for ALL that missed Friday.</p> <p>Once Briefed Get to come in late into game</p>	

SEMI IS 1 BB for EVERY TRIGGER PULL, BINARY AND BURST FALL UNDER FULL AUTO

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>Required to have Light (normal and red), dead rag, and water on you during game. Lights will be going on and off.</p> <p>Lasers are not to be pointed into faces.</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>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 EG65 CMs 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>Radioactive Items. Can use special items for Radioactive Areas</p> <p>NO RUNNING INSIDE</p>
<p>If under 16 Face protection required.</p>	<p>In Most Games the CO of your side is also a Full ref reporting directly to Admins</p>	
Ammo	Chrono	Vehicles
<p>Mags and Ammo Do not exceed these for these type weapons</p> <p>600 rounds for Rifleman Class</p> <p>1000 rounds for SMG Class</p> <p>150 rounds for Snipers Class</p>	<p>Riflemen (semi) 1.55 Joules with .32s No MED (.36 bb weight Cap) Any Type Weapon can be semi and be riflemen class</p>	<p>MAX Speed 5-10mph 50-100 foot MEDs. No one within 10 feet of vehicle unless deployed from it. Needs Dead Rags to show it's out.</p> <p>Types of Vehicles</p>

<p>100 rounds for Heavy Sniper Class</p> <p>300 rounds for DMR Class</p> <p>2500 Rounds for LMG Class</p> <p>1500 rounds for Heavy MG Class</p> <p>350 rounds for Shotguns</p> <p>3000 rounds for Vehicle Gunner</p> <p>100 in Pistols (does not count against other ammo caps)</p> <p>no more than 2 grenades no more than 2 smoke</p> <p>No Speed loaders or BB Bags in the Field on player</p>	<p>DMR (semi) 1.99 joules and under with .32 75 foot MED (has to have 18+ inch barrel) (.45 bb weight Cap)</p> <p>Sniper (bolt) 2.5 joules with .32 100 foot MED (.46 bb weight Cap)</p> <p>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)</p> <p>LMG (Fullauto) 1.55 joules with .32 50 foot MED for Fullauto (.36 bb weight Cap)</p> <p>HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal) (.40 bb weight Cap)</p> <p>SMG (Fullauto) 1.00 joules with .32 (Has to be SMG round/Weapon) NEW for 2022 (.28 bb weight Cap) 5 foot MED on Full, no MED on Semi,</p>	<p>Troop Transports Can NOT be Shot with BBs. Can Be taken out with Rockets over 50 feet away, Satchels, or landmines. Will not have gunners Troops dismounting are in danger once boots hit the ground</p> <p>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</p> <p>Can be taken out by Driving over Landmine with tire, Foam Rocket Strike (50 foot med on strike), 203 rocket strike, or hit with Satchel (must be at least 10 feet away) (under hand throw) or a Flame Smoke (Black)</p> <p>Explosive and Whistle Rockets have 15 foot splash damage</p> <p>BBs do not Kill Vehicles only Gunners if they have them</p> <p>Each Vehicle is recommended but not required to have spotter looking for hits and players if possible</p> <hr/> <p>Satchels and Rockets MUST Hit Vehicle, NO splash damage.</p>
<p>Can reload anytime back at Base/FOB in games</p> <p>Grenades must be Pull or Blank fire Type BB or Explode Getting hit with BB, Being Trapped in Room with 15 feet 15 Kill zone outside without Cover</p> <p>Thunder B/V Flash Bangs or Distraction Types are just that do not kill must Explode</p> <p>Yellow Micro smoke is Gas Nade it kills anything within 15 feet of it, cover does not help</p>		

Crew Service (Fullauto)(NEW)

2.99 Joules with .45s

150 foot MED/25 ROF MAX

2-3 Man Team at least (Pistols/SMG only 200 rounds each)

M1919, M2

50 Cal or certain HMG with tripod or Mounted on Vehicle

15 in Outer Barrel and 20+ pounds

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

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

Shot Again

Execution (without shooting them) line of
site within 5 feet for Wounded and
Incapacitated

If someone is on the field, they are a threat and be mindful

IN PLAY CAMP SITES

NO GOING THROUGH TENTS OR BAGS

You can Park, setup tent, or Shelter

Keep Goggles on unless in Car or after midnight in tent

If you are out of car or tent a player is in play. So, eye pro at all times.

Fires must be contained, trash policed and taken with you, any 'waste' buried or taken with you)
Allowed to store Supplies (Suggest in Bag or tent)

Allowed to reload and heal – **if there isn't a Threat (within 200 feet, or being shot at)**

5-minute spawn for normal spawns

If under attack or enemy near 15-minute spawn wait once enemy leaves or go to another camp site to spawn

Can Keep In game props and supplies for completed objectives at Camp sites but they must not be hidden and visible to others (Suggest 100-200 feet from Camping Area)

Remember if it's in Play it's in danger.

Do not use Cars or tents as cover unless you do not mind it getting shoot at, do not shoot at other Cars or tents unless they are using it as cover.

Be respectful

Planning Pages They are important

SPEC OPS

<https://www.facebook.com/groups/514256520266164>

Black OPS

<https://www.facebook.com/groups/3157301317921779>

National Guard

<https://www.facebook.com/groups/363451122334102>

Civilian

<https://www.facebook.com/groups/415332267065299>

AO Video

<https://www.youtube.com/watch?v=JM1fEpW7pt0&t=254s>

CSW Class active.

First Event allowed is Outpost Echo Crisis

<https://youtu.be/foKfOMa0ZS4>