

OUTPOST ECHO CRISIS

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 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.

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 may be more than they appear...



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>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> <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 EG65 CMs to sim Gas Attacks. Will be Yellow</p> <p>NO RUNNING INSIDE its dangerous and lights go on and off</p> <p>We will have special Game Pyro If you are instructed not to mess with it or go around it please do</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>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>Rifleman (semi) 1.55 Joules with .32s No MED</p> <p>DMR (semi) 1.99 joules and under with .32 75 foot MED (has to have 18+ inch barrel)</p> <p>Sniper (bolt) 2.5 joules with .32 100 foot MED</p> <p>Heavy Sniper (.338-50 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 Full auto Outside only Must be 50 foot from Door or Window to shoot in Must have Barrel sticking out door or window to shot out</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>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</p> <p>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 is not taken out. Rest of crew can dismount and protect Vehicle or Stop and switch Gunner to Gun position. No just shooting out of windows. Vehicle Takeout</p>
<p>Can reload anytime back at Base/FOB in games</p> <p>Grenades must be Pull or Blank fire Type BB Getting hit with BB, Being Trapped in Room with 15 feet 15 Kill zone outside without Cover</p> <p>Flash Bangs or Distraction Types are just that do not kill</p>	<p>HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal) Full auto Outside only Must be 100 foot from Door or Window to shoot in Must have Barrel sticking out door or window to shot out</p> <p>SMG (Fullauto) 1.00 joules with .32 (has to be SMG round) 20 foot MED on Full, no MED on Semi, must be pistol Cal type do not use over .32s</p>	<p>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)</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>
		<p>Satchels and Rockets MUST Hit Vehicle, NO splash damage. Tagins hit within 10 feet</p>

. GENERAL Schedule	Special Times	NOTES
<p>Friday 3:00 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>6:00 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>10:00 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 Side Brief</p> <p>AT Camp Zones</p> <p>5-6pm – SpecOps / Blackops At Echo Staging</p> <p>6-7pm – National Guard At Echo Staging</p> <p>7pm Civi At Police Compound</p> <p>Raffle will be after Final Rotation on Sunday</p> <p>Saturday Brief 10am Saturday Safety Brief will be at Echo Staging for ALL that missed Friday. Once Briefed Get to come in late into game</p>	

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

National Guard Base Plan

Situation

Hello US National Guard trooper, you have been stationed in West Virginia at Outpost Echo this duty cycle. The East coast is still having a hard time being divided with all the communications and power outages. The West is still very much wanting to be in control thanks to the New North American Government, but the Old United States is not done yet and you are the last line of defense before Washington. Keep or Supply lines open and well stocked.

There are Civilians in the Area too, they are having a very hard time with low water, fuel, food, the one thing they do have is guns. How you approach them is up to you. They will protect what is theirs. You might be able to work with these people or they might shoot you on sight.

The NNA (New North America) Government our spies have informed us have dispatched troops in the area we believe an attack is coming keep this Advanced Recon group at bay till we can reinforce you Sunday afternoon

Action

Meet Friday, prep your defensives and Aid Stations (Camp sites in Safe Zone)

Expect NNA and others to take or limit your resources and Civis on Saturday to be defensive as they have not been receptive to Marshal Law.

Use Radio, FB Planning Page to stay in contact with Mission Command (Admin) and adjust plans accordantly.

If supplies are lost or need replenished recon and counter Raid

Deciding how offensive and defensive you are, could be the key to victory when "main forces arrive Sunday"

[CO John Davis](#) Unit 1 command [Zach Miles](#) Unit 2 command [Kevin Williams](#) Unit 3 command [Johan Finehair](#)

GAME info

Major Objective

Hold the Line – Push back if needed

Echo is your home and last line of defense before Washington, do not let anyone but NG step foot into the Main Base

Physical Objective

Keep in-Game Items and store and Protect them at Outpost Echo

Try to us Civis to your advantage (higher Challenge) there might be those that will turn and assist you

Frago

Intel suggest you could or could no have some type of Non Green Uniform Ally or they could be your worst enemy. Final detail on that Friday at Briefs

Places of interest

Other Camp sites, Outpost Echo (Ammo Dump, Medical, Storage), Main Road, Civi Settlement, Police Killhouse

Find HVTs and report them, possible capture

Map Campsites and lock down Outpost Echo

Retrieve anything lost and if no choice, Raid Civis to keep Echo safe

RADIOS Channels and Freq Private allowed

Channel	Frequency (MHz)
2	462.5875
3	462.6125
4	462.6375
5	462.6625
6	462.6875

National Guard Must Camp next to Echo in Safe Zone

IN PLAY CAMP SITES

(for NG to be aware of for Civi, Black Ops, and Spec Ops sites)

DO NOT GO into other Cars or Tents or Personal Belongings

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 the 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)***

10-minute spawn for normal spawns

If under attack or enemy near 10-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 is 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