

THETA CELL

Game Guide

Rv 5 (5.9.22)

Theta Events Airsoft Rule Set on Medic Rules, Ammo, etc is on <https://thetaevents.com/rules>

Player Types

We have 2 base player **ROLE** in Theta Cell

Special Forces Team Member - Camo unit's choice no color restriction

Citizen - civilian clothing. (Tac Gear ok, Helmets discouraged)

Gear color doesn't matter for any player

NO RED or ORANGE or Bright Yellow those are for Dead Rags and Staff

All Players are encouraged to pick a Player **TYPE**

Lawful – Wants to do what's right for the County and help the people

Chaos – Push the County into Complete War, let it burn.

Rogue – Only out for self and/or team.

Contactor - Did someone say Money, I'm there?

The Player either Solo or in a group may play how they want.

Trade/Money/Barter System

All Towns will have Something they are good or have ample Supply of

Indy Players will be given a Trade/Barter Item to begin with

SF Teams will also be given Items at start if the need it

Items to look for

Official Play Money (Admin supply)

Counterfeit Play Money (player can Bring)

Food / Snacks (Admin / Player Supply)

Water / Drink (Admin / Player Supply)

Religious / Family Items (Admin / Player Supply)

Ammo / Weapons (Admin / Player Supply)

Official Jewels (Admin supply)

Counterfeit Jewels (Player Supply)

Medical (Admin Supply)

Other (if you think you can bring something players would want)

IN GAME COINS are important and the highest Value Items

A PLAYER CAN NOT TAKE IN GAME items off the Field if you need to leave field

-Hide it or have someone in field of Play keep it or Leave it in Town you are allied with

Civilian Players

“The Country is Doomed, there is no future.” - Last words of final Leader.

Civi players must not have any Camos and can play alone or in groups.

If a Civi officially joins a town they can spawn in that town and store personal supplies in Safe Room these are things player brought personally to barter or camp, in game items must stay outside this room

At this time (5/9/22) on field Camping is allowed you can spawn and keep personal supplies in your tent for reload. If it is in danger you can respawn or reload there.

Towns

Sim Barter Town (Once Largest City)

When the government collapsed, this Town had good infrastructure. It has been keeping the people fed and watered. It hopes to keep people safe by its large land mass and fertile surrounding lands and suburbs. This town knows its importance and value. This is your Gateway into the Field there is no fighting in Sim but a Game Hub all players can interact, Trade, give missions to each other and share Stores There is no Fighting at Sim but once you leave the safety of the Base you are fair game

Alpha Boarder Town (Gateway Town)

This Town has access to all Major roadways into both Counties (fields of Play). It is mostly safe and neutral in the affairs of the other City States (Border Patrol (Staff) is stationed here). There is no Fighting at Alpha but once you leave the safety of the Base you are fair game

Neo FED(Apache)

There is a group that wants to focus on rebuilding the Country no matter the cost, they have setup a new Capital building.

Haunted Forest (Bentree area)

Have had reports of many hit and runs in this area. Has been known to be Very dangerous

Ag Zone (Holiday and DMZ Area)

You friendly Farmers are growing what many people need.

Killing Fields (Rex Area)

Test you power and Strength against others in friendly or no so friendly battle area

The Nest (Bravo)

A dangerous Hub of alittle bit of everything. Think Sim, but in play and always in danger

Side Factions

A player may try to Join a town but each town as a limit to how many members it may have before it colipases. A Player doesn't have to stay with a town or group they don't agree with or if they are bored on how they play. It's your game play it how you want!

As long as you are following the ammo and medic rules you can be as helpful or evil as you want. We do have some Factions other than towns a player can join or alley.

Bounty Hunter Guild**Calvary Cross****Russian Outcasts**

Also ... Start your own if you feel there is need or have business to run in country.

SF Teams

You can be a SF team dropped in hostel land. You have missions for the weekend to either help or destabilize region

"Special Forces have five primary missions: unconventional warfare (the original and most important mission of Special Forces), foreign internal defense, special reconnaissance, direct action, and counter-terrorism."

At this time (3/18/21) on field Camping is allowed you can spawn and keep personal supplies in your tent for reload. If it is in danger you can respawn or reload there.

You the SF Players will have the major decision to make if you are there to help this country or push it over the edge with more fighting. You can interact, befriend, or harass anyone including other special forces teams. **No other SF in the region is officially your ally or enemy**, but your standing orders are no one gets in your way of your objectives. You and your Team are the only SF from you country.

Anything you get in game must be left in field of play Do not take game items off the field unless your SF team brought them to barter. You can make Camp Sites or Loot Stashes to hide things

Will Also have CIA contacts, Board Patrol, and side missions (interacting with Staff for official missions)

Weekend TimeLine

Schedule

Friday, June 3, 2022

6:00 PM - 8:00 PM

Early Check-in

6:00 PM - 10:00 PM

Camping setup

Night Town Setup for Civis / Drop Zone Setup for SF

No Fighting only Scouting and Recon

Saturday, June 4, 2022

8:00 AM - 10:00 AM

Saturday Check-in

10:00 AM - 12:00 PM

Safety Brief / Rules - Once Briefed you can enter field

12:00 PM - 8:00 PM

Main Game - Take Food Breaks anytime on or off field

Sunday, June 5, 2022

9:00 AM - 12:00 PM

Sunday Session

1:00 PM

Raffle