**GENERAL RULES (10/2/2020 Update)**

<https://thetaevents.com/rules>
Full rules on Theta Events FB page note and on website

***BIO BBs only at Events***
***SEMI IS 1 BB for EVERY TRIGGER PULL, BINARY AND BURST FALL UNDER FULL AUTO***

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| SafetyDo not Move anything unless told to move itDo not Break anything unless told canIf not sure ask before doing. Always use Full Seal Rated eye pro.  No one wants to stop playing because someone is hurt, NO MESHIf 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**Required to have Light** (normal and red), dead rag, and water on you during game. Lights will be going on and off.Lasers are not to be pointed into faces.If under 16 Face protection required. | StaffMost Games have 3 sets of StaffAdmins -  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.Safety RefsThese 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.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.  In Most Games the CO of your side is also a Full ref reporting directly to Admins | OtherNo Yelling Call your Hits or Cussing other players.  This will get you a walk back to SpawnHardpoint Spawns (HQs)We have Spawns that are Safe the enemy can't go in, Mags out and eye Pro can come offSoft 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 hereIf there is a prop or something of interested do not move it, report it. Only get credit for items or missions that are ACTIVE.Special Game SmokeWe 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 smokeRadioactive Items.Can use special items for Radioactive Areas NO RUNNING INSIDE |
| **Ammo**Mags and Ammo Do not exceed these for these type weapons600 rounds for Rifleman Class1000 rounds for SMG Class150 rounds for Snipers Class100 rounds for Heavy Sniper Class300 rounds for DMR Class2500 Rounds for LMG Class 1500 rounds for Heavy MG Class350 rounds for Shotguns3000 rounds for Vehicle Gunner 100 in Pistols (does not count against other ammo caps)  no more than 2 grenades  no more than 2 smokeNo Speed loaders or BB Bags in the Field on playerCan reload anytime back at Base/FOB in gamesGrenades must be Pull or Blank fire Type BB or ExplodeGetting hit with BB, Being Trapped in Room with 15 feet15 Kill zone outside without CoverThunder B/V Flash Bangs or Distraction Types are just that not kill must Explode | **Chrono****Riflemen (semi) 1.55 Joules with .32s No MED****(.36 bb weight Cap)** Any Type Weapon can be semi and be riflemen classDMR (semi) 1.99 joules and under with .32 50 foot MED (has to have 18+ inch barrel)(.45 bb weight Cap) **Sniper (bolt) 2.5 joules with .32 100 foot MED**(.46 bb weight Cap)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)**LMG (Fullauto) 1.55 joules with .32 50 foot MED for Fullauto****(.36 bb weight Cap)**HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal)**(.40 bb weight Cap)****SMG (Fullauto) 1.00 joules with .32 (has to be SMG round/Weapon)** **20 foot MED on Full, no MED on Semi, must be pistol Cal type** **(.32 bb Weight Cap)** | **Vehicles**MAX Speed 5-10mph50-100 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 gunnersTroops 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 GunnerGunner 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 TakeoutCan 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 themEach Vehicle is recommend but not required to have spotter looking for hits and players if possibleSatchels and Rockets MUST Hit Vehicle, NO splash damage. |
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