Settlement

Game Guide

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

**Player Types**

We have 3 base player **ROLE** in Settlement

**Settler** - Camp on Field, making Settlements and working the Land

**Nomads** - Camp off the Field. Make way in and out of Land storing loot when they must leave

**Raider** – Come and Go with out a Home or Camp. All Actions stay in the Field

#### 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 Settlement and help the people.   
**Chaos** – Push the Settlement 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.

WEAPON RESTRICTIONS  
**Settlement IS NOT ALLOWING any FULL AUTO**

**no SMG, LMG, MMG**   
All other Classes are allowed (SEMI)

**Trade/Money/Barter System**

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

Army 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)

*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*

# Settlement/Campsites/Bases

#### Roanoke Settlement

This Settlement has access to water and commerce with it not being in the interior it is mostly safe and neutral in the affairs of the other. It doesn’t have a large population but looking to expand if you can add value. This Base (Alpha) will be Admin controlled

Trade, Barter, Missions, Stores will be at this location

You can bring Tents can setup your own Campsites and grow them into settlements with other players  
  
PLAYERS CAN NOT GO THUR OTHERS TENTS, COOLERS, or BAGS

# 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!

If you are following the ammo and medic rules you can be as helpful or evil as you want Also … Start your own if you feel there is need or have business to run in country.