

Black Start: A black start is the process of restoring an electric power station or a part of an electric grid to operation without relying on the external electric power transmission network to recover from a total or partial shutdown.

Normally, the electric power used within the plant is provided from the station's own generators. If all of the plant's main generators are shut down, station service power is provided by drawing power from the grid through the plant's transmission line. However, during a wide-area outage, off-site power from the grid is not available. In the absence of grid power, a so-called black start needs to be performed to bootstrap the power grid into operation.

Story

"Everyone has been saying for years, the power grid is old and outdated enough to be taken out by squirrel. We don't believe it was a squirrel to make the east coast go dark, but something did. That was 6 months ago. Radios work when you have power, water is hit or miss. Heard stories of power stations trying to come back online or supply power to local towns and boom. Most of the resources are going into the Nuclear Power Plants like ours.

Government cut the power back to just 1 mile of Plants to 'protect' the grid. That's crap and all the people that have come because of the Light know it's crap too. So people look at Light as hope, all I see when I look out the window is sick and dirty people hoping for their homes to have the lights come back on. The way it's going we are still months away if the government will let us.

If it wasn't bad enough the National Guard is coming thanks to those annoying, See the Light people. They warned everyone if the government came they would turn this into a war zone. Looks like there will be lights but from bombs, vehicles, and gunfire.'

DH Lossman: Barnwell Power Station Worker

PLAYER GENERAL RULES

<https://thetaevents.com/rules>

Full rules on Theta Events FB page note and on website

BIO BBs only

Safety	Staff	Other
Do not Move anything unless told to move it	Most Games have 3 sets of Staff	No Yelling Call your Hits or Cussing other players. This will get you a walk back to Spawn
Do not Break anything unless told can	Admins -	Hardpoint Spawns (HQs) We have Spawns that are Safe the enemy can't go in, Mags out and eye Pro can come off
If not sure ask before doing.	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.	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
Always use Full Seal Rated eye pro. No one wants to stop playing because someone is hurt, NO MESH	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.	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.
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.	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.	Special Game Smoke We could use Yellow or Orange smoke 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
Never lay hands on anyone.		Radioactive Items. IF reactor blows could have radioactive items in Rooms that limit your time in a room and it could kill you with in 10-15 minutes
Do not Bind players. - if you want to cuff have them hold the cuffs		NO RUNNING INSIDE its dangerous and lights go on and off
<u>Required to have Light (normal and red), dead rag, and water on you during game.</u> <u>Lights will be going on and off.</u>		
Lasers are not to be pointed into faces.	In Most Games the CO of your side is also a Full ref reporting directly to Admins	
If under 16 Face protection required.		

. GENERAL Schedule	Special Times	NOTES
Friday 2:00 PM Gates Open 2:00 PM - 6:00 PM Check-in 2:00 PM - 11:00 PM Camping Setup 6:00 PM - 10:00 PM Friday Night Raids. Each Team will have different Objective. Saturday 8:00 AM - 10:00 AM Sat Check-ins and Chrono 10:00 AM - 11:00 AM Unit/Game Briefs 11:00 AM - 5:00 PM Mission Rotation 1 7:00 PM - 11:00 PM Mission Rotation 2 Sunday 8:00 AM - 10:00 AM Sunday Brief at Camping Areas 10:00 AM - 1:00 PM Mission Rotation 3	Friday Chrono 2pm to 5pm 5-6pm – Early Brief for Players playing Friday Night Session Saturday Final Brief 8am Get to your HQs and Find out what's going on once Checked in and Chrono 10am Saturday Safety Brief will be at Admin Building for those that missed Friday. Players that Briefed Friday are to be at HQs and brief and plan with leadership Sunday Raffle will be after Final Rotation on Sunday	

Theta Events Medic Rule



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

Base Class (M4, AK, etc)

Riflemen (semi) 1.55 Joules with .32s No MED (.36 bb weight Cap)



Long Gun Classes

Riflemen SPR (semi) (Has to have 15+ inch barrel, Optic, Bipod) 1.75 joules and under with .32 50 foot MED (.40 bb weight Cap)



DMR (semi) 1.99 joules and under with .32 75 foot MED (SCAR H, M14, SR25, etc)
Larger Caliber (.45 bb weight Cap)



Sniper (bolt) 2.5 joules with .32 100 foot MED (.48 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)



Full Auto Support Classes

SMG (Fullauto) 1.00 joules with .32 (has to be SMG round/Weapon)
5 foot MED on Full, no MED on Semi, must be pistol Cal type (.25 bb Weight Cap)



LMG (Fullauto) 1.55 joules with .32 50 foot MED for Fullauto, no MED Semi
(M249, RPK, M27, Kyrta LMG, Shrike Kits, etc) (.36 bb weight Cap)



HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal)
PKM, BAR, MG42, M60, M240, Mk48, HK21, M134 Minigun (examples can be HMG or LMG) (.40 bb weight Cap)



Crew Service (Fullauto)

Must be Preapproved at Events

2.99 Joules with .45s 150 foot MED/25 ROF MAX

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

M1919, M2, etc

50 Cal or certain HMG with tripod or Mounted on Vehicle

15 in Outer Barrel and 20+ pounds



2023

600 rounds for Rifleman Class

1000 rounds for SMG Class

150 rounds for Snipers Class

100 rounds for Heavy Sniper Class

300 rounds for DMR Class

400 rounds SPR Class

2500 Rounds for LMG Class

1500 rounds for Heavy MG Class

1500 round for Crew Service Class

350 rounds for Shotguns

3000 rounds for Vehicle Gunner

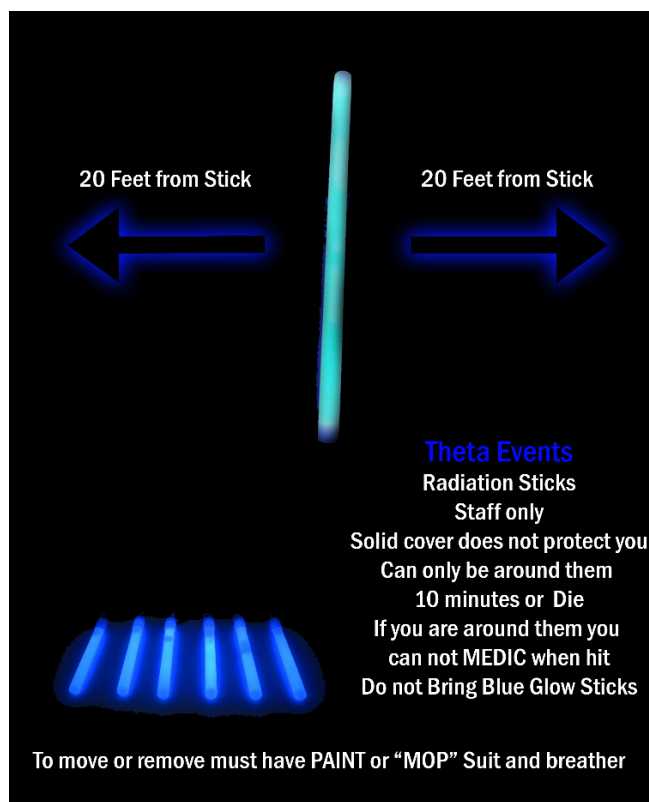
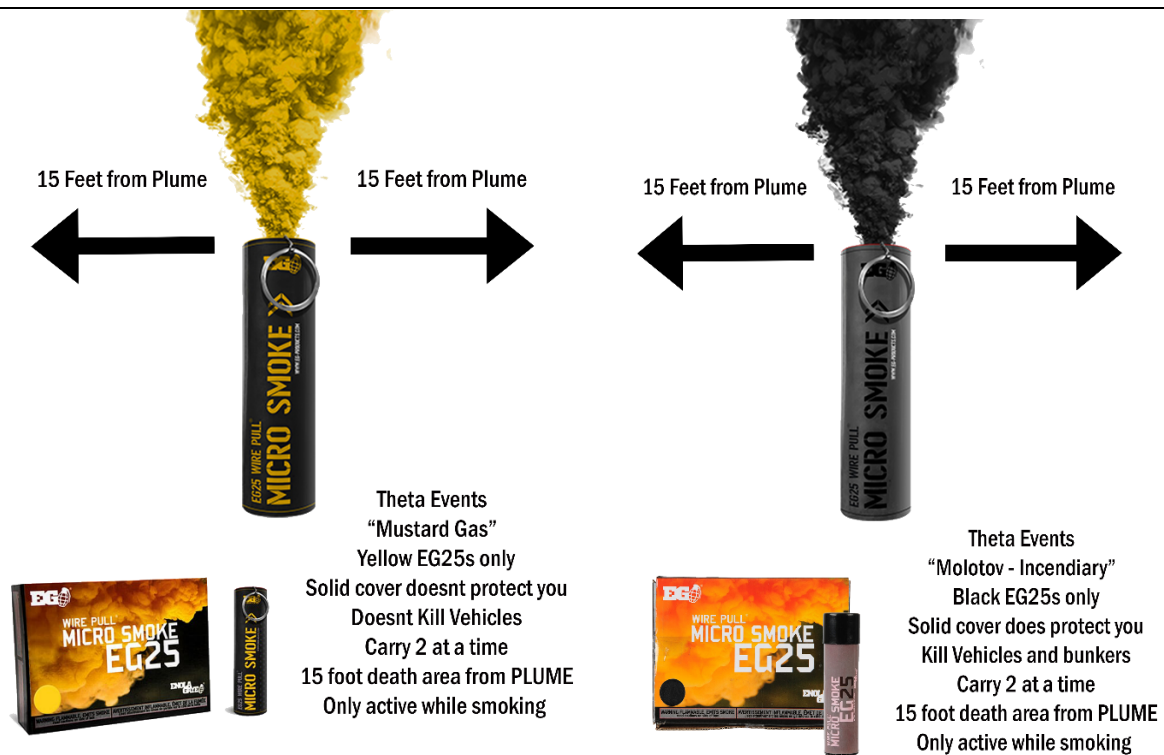
100 in Pistols (does not count against other ammo caps)

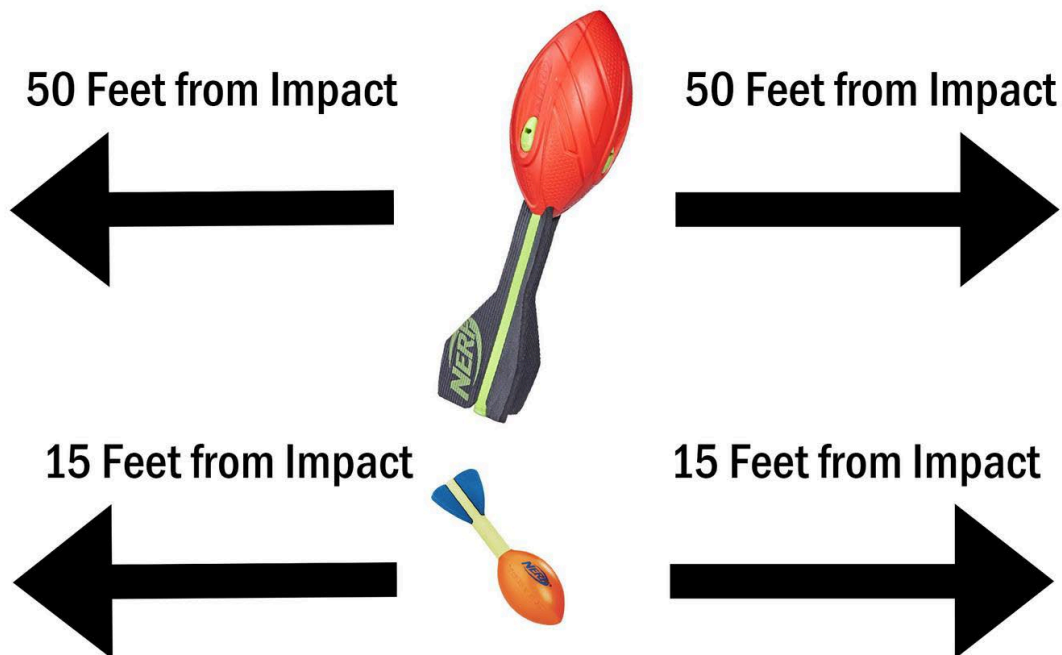
no more than 2 grenades

no more than 2 smoke

no more than 2 Clem/Flame

No Speed loaders or BB Bags in the Field





**Theta Events
Mortar Systems**

60 mm (Small Football)

120 mm (Larger Football or Taginn)

Large - Kill Vehicles, Bunkers, Everything around impact

Small - Solid cover does protect you, Disable Vehicles

Must be Ground or Vehicle Mounted

These are not 203 or personal weapon systems

Black Ops Plan and Radio– Command Knows
Spec Ops Plan and Radio – Command Knows
Ranger Plan and Radio– Command Knows
Plant Workers / Security– Keep the Lights on no matter what!

Important

All Units have reasons to be there. Killing Locals and having the plant melt down isn't one of them.

Talk and check in with your Unit Commander – Get Radio or ways to report information in.

Having something to take pictures or proof of will be important.
Having something to keep time for will also be important.

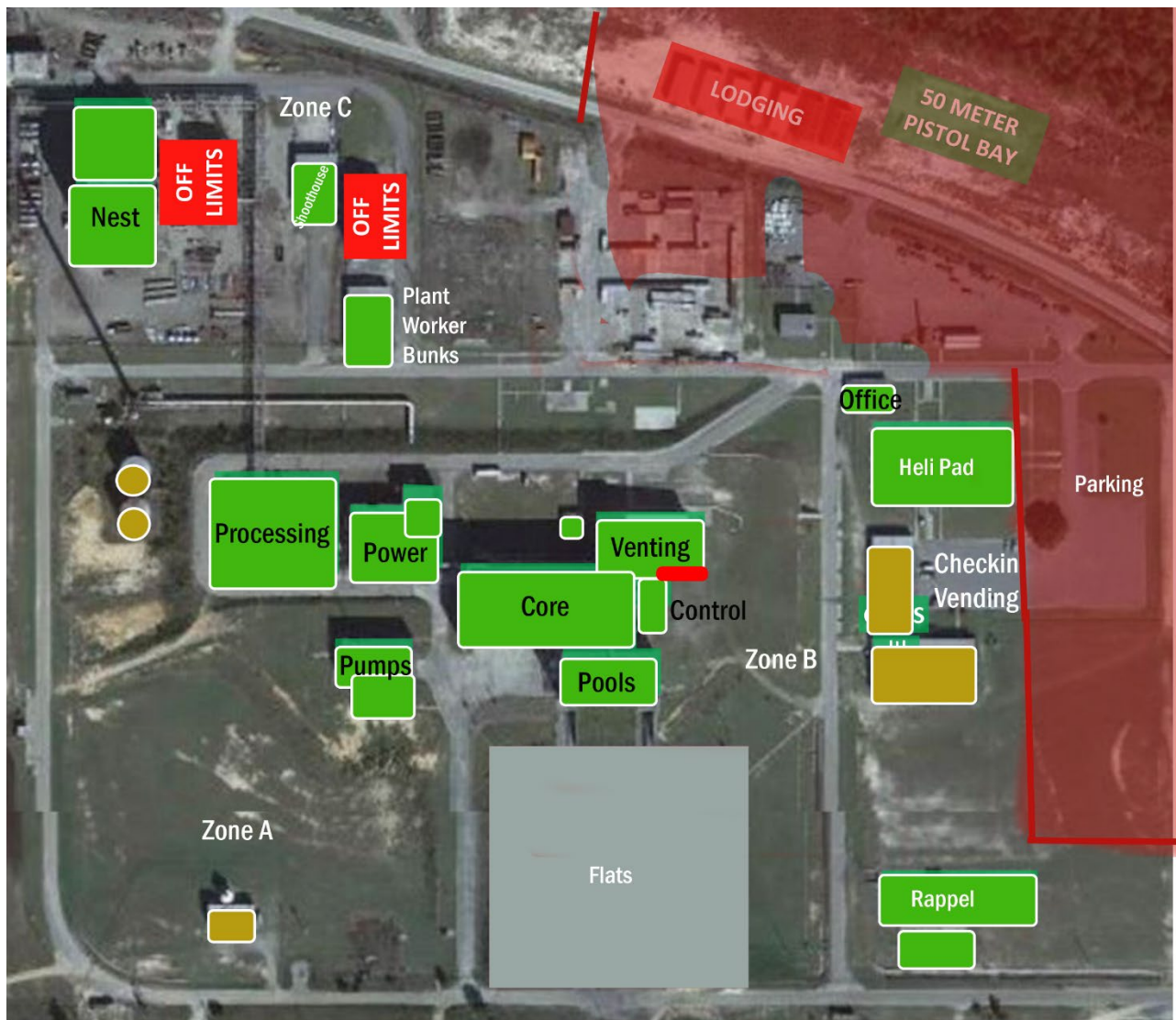
Radiation Zones you can not use medical or heal in.

Only EG25 Flame (Black) and Gas (yellow) allowed smoke inside.

Allowed Pryo only. Nothing from Fireworks store that needs to be lit.

There will be Phases of missions. Keep your Leadership close. The Phases are set by Leadership. What you Do Friday matters. What you do Saturday matters for Sunday.

As you lose troops that matters and your goals and strategy change. We account for that. EVERY Trooper on the AO matter to the last man unless you don't care to check in.



Black Start Crisis 6
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Notes

Game Flow

Friday

Start in FOB

No Medical or Medics Friday Night

Scout there is no destruction.

Find what we need to do, report back and Build plan for Saturday and not go in blind.

Saturday

All Objectives are a Go.

Saturday Night

No Medical or Medics Saturday Night

The lights will be very unstable.

Sunday –

You could be in Control of the Plant, or you might still be looking outside in....