Note to Players: Third Coast Airsoft, Airsoft Junkiez, and Event Sponsors want to thank you for attending OPERATION SERIOUS VIKING 2021. The Guardian Center area of operations is challenging, please take the time to drink water in the week leading up to the event. The following rules are common sense and 95% will follow the rules, but there is always that minority that will not.

GENERAL RULES

The following rules are universal to all TCA events and venues. These are the basics that every player should know without being told but need to be spelled out.

 Water, eye pro, emergency reference card, and if required an Epi Pen.
 YOU MUST ATTEND THE SAFETY BRIEFING
 Don't try to "game" the event, enjoy the experience
 Third Coast events are alcohol and drug free. DO NOT TEST THIS.
 BIO BBS only.
 ALL PLAYERS MUST HAVE A RED LIGHT AND RED DEAD RAG
 Joule limits for this event are hard and non-negotiable, ZERO EXEMPTIONS
 Midcap magazines only
- Unless running a support weapon
- An individual can carry as many midcaps as they choose
- There are a rare few airsoft replicas that do not have a functional mid-cap available. We know which ones.
- Please contact an admin for prior approval and present your weapon and magazines to the Chrono Master for inspection.

 All hits to the operator's body count as a kill, including web gear
 Gun hits do not count, so long as it is the weapon in the hands of the shooter
 Absolutely no shooting at anyone within the safe minimum engagement distance (MED) established for your weapon.
 If any operators have any disputes, they are expected to resolve them in a sportsman like manner.
 We do not yell out for others to call their hits, the correct response is "check" or "ref check" TO CALL SOMEONE OUT RESULTS IN POINT DEDUCTION FOR YOUR SIDE.
 When Indoors all weapons except SMG CLASS must be on semi (indoor to indoor shots in the same building)
 Electronic Warfare (ie jamming, listening in) IS NOT ALLOWED.
 Reloading magazines may be done anywhere on the field, so keep bags/speed loaders handy
 Penalties for players not acting in accordance with the ruleset will cost their side objective points.
 Frequent violators will be told to leave, without refund, with photo being posted on social media.
 Friendly Fire counts.
 No blind firing. You must be able to see down the barrel of your weapon.

 NO Bang Bang Rule: No “Bang! Bang!” No surrender. No safety kills. A BB strike is the only thing that will take an opponent out.
 Ricochets do not count. However, rounds that snap vegetation and continue on to hit you do.
 While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
 No dry or live firing in the staging area. If you need to test your weapon – proceed to the chrono station.
 While on the field/AO – eye protection must be on at all times. There are no safe zones or times. The AO is hot 24/7.
 Safety Call: “Blind Man” is the recognized call to make if you or another player is in distress and is unable to exit the field safely. Some examples of an appropriate use of the “Blind Man” signal:
- Broken eye protection that leaves a player exposed
- A medical emergency requiring an ambulance
 “Blind Man” should not be used for a situation requiring staff transportation from the field. We can handle that situation without suspending gameplay.
 Physical Contact: Zero physical contact. No rubber knife kills are allowed at TCA events. No physical searches can be performed. At no point should you touch a local, admin or enemy except to help them up.
- Enemy Search Procedures:
-Get within 1 foot of person of interest
-Declare “You are being searched” to the target |
-Searched individuals must hand over any game intel (kill cards, FRAGO elements, etc.…)
 Accidents happen. It is a fast, competitive environment. If you do commit a transgression – be the bigger person: call yourself out, apologize to the victim of your transgression and take the walk to your respawn.

- ***Remember – it isn’t the mistakes we make… it’s how we make them right that sticks with people.***

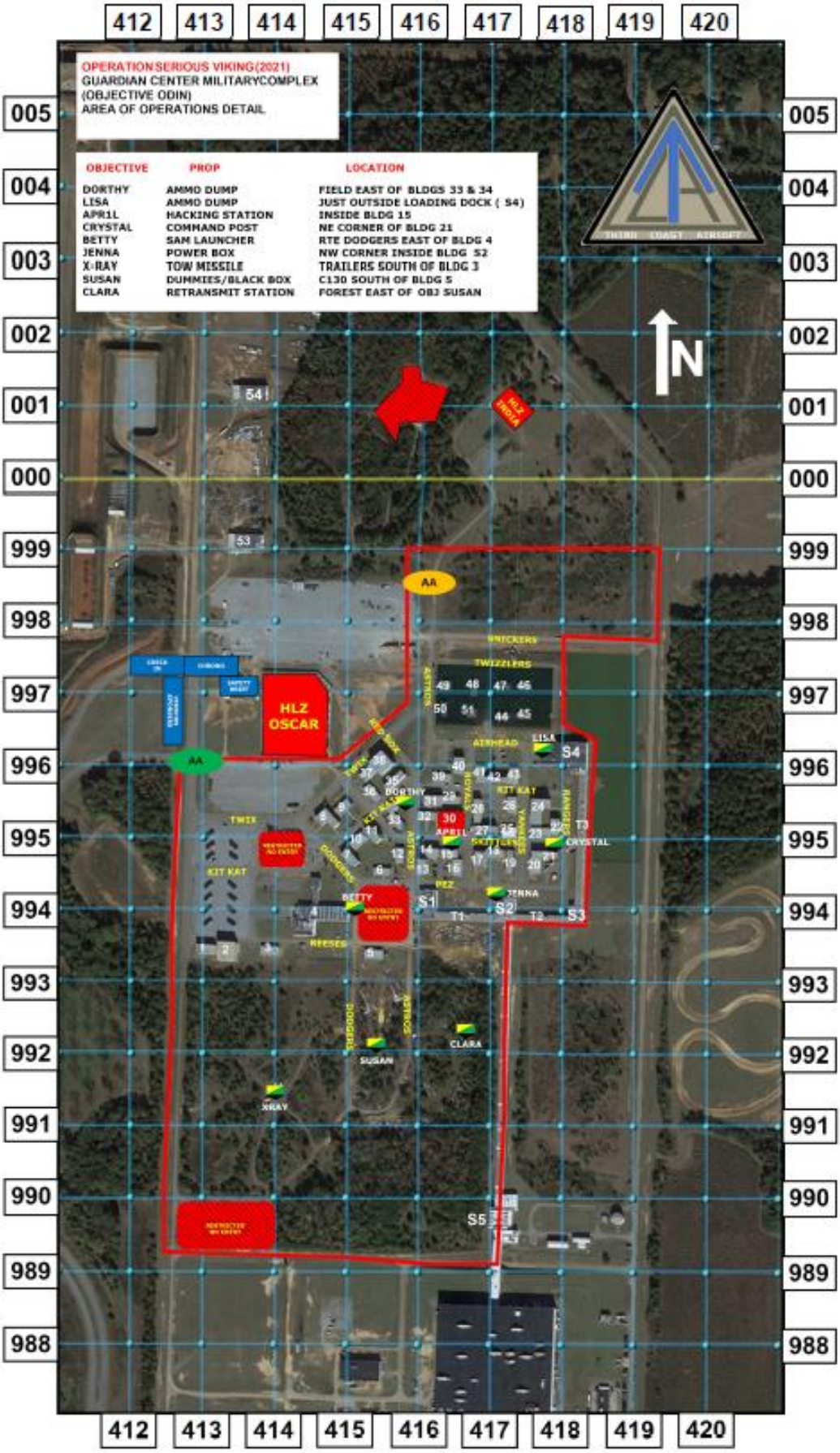
Task Organization

Each Faction is made up of 1-4 Company sized elements of 50-75 shooters.

- Company
  - Lead by a Company Commander
  - Breaks into 2-3 Platoons
- Platoon
  - Lead by a Platoon Leader
  - Breaks into 2-3 Squads
- Squad
  - Lead by a Squad Leader
  - Includes approximately 8 shooters
  - 1 Support Gunner
  - 1 DMR or Sniper
- Specialized Platoon/Squad
  - Reports directly to the Force Commander
  - Lead by 1 leader (regardless of force size)
  - No restrictions on weapons

Only one specialized role per individual. Performing the one role is critical for the success of your mission.

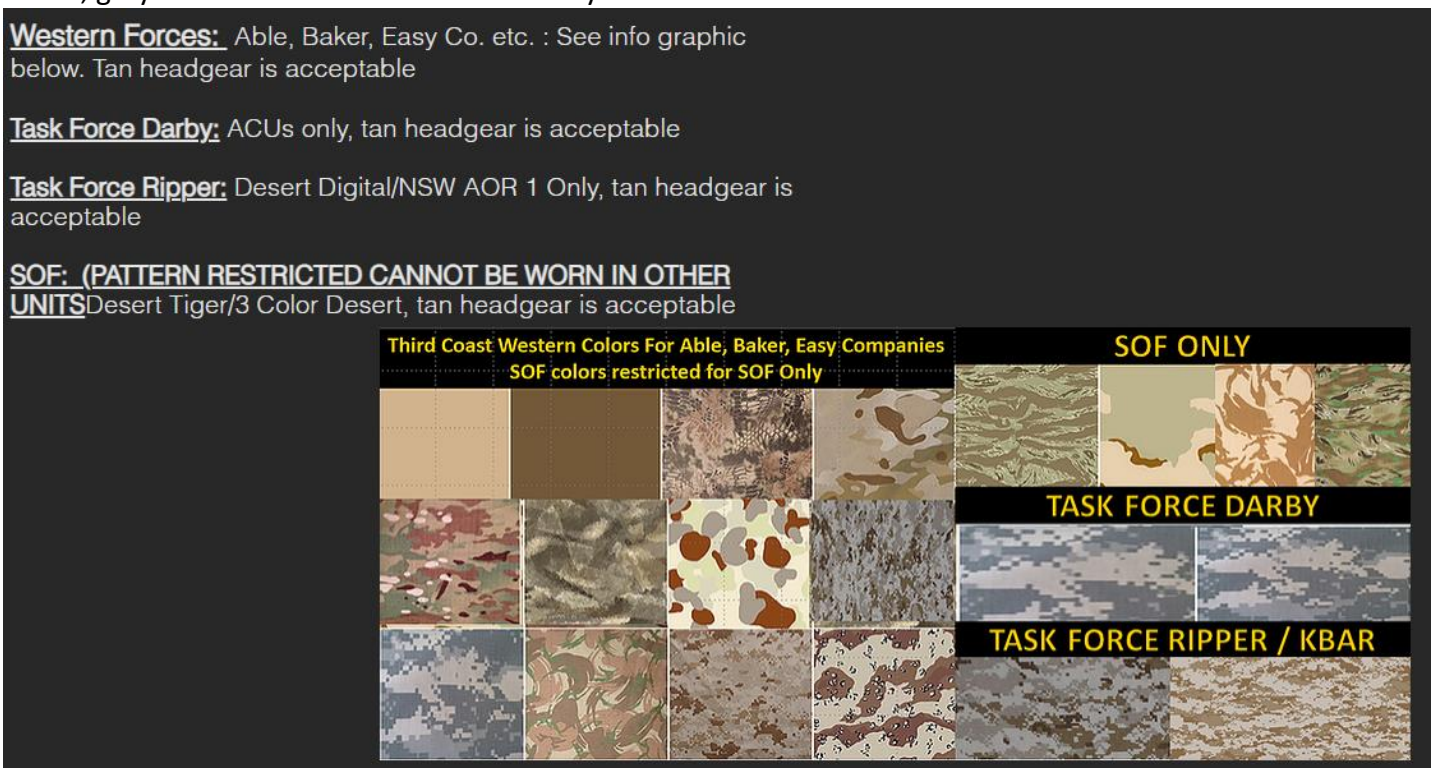
1) Situation Both sides converge on the epic Guardian City. (SEE SECOND TO LAST PAGE FOR PARKING, CAMPING, CHECK IN and VENDOR locations.



UNIFORMS

UNIFORMS Rules for Uniforms are to give an appearance of the different forces. This gives a better experience and feel to the event. A. You must attend and remain in the proper uniform for your side. B. Tops and Bottoms must match the base color of your side. C. Cold weather clothing must also be the same base color of your side. D. Top, Shirts are not optional, Bottoms must be pants. E. Headgear color will be side base color specific. Camo or Solid colors is Authorized. NO BLACK HEADGEAR. Gear color does not matter. You can wear any color gear you wish

-The shirts and pants do not have to be the same pattern, but the same patterns for your side, Commandos/SOF must be in the specified patterns.
-Cold/wet weather clothing must also be the same base color of your side.
-Shirts are not optional for uniform tops, bottoms must be pants.
-Headgear will be side color specific. Camouflage or Solid colors authorized. NO BLACK/GREY/RED HEADGEAR.
-Gear color does not matter.
-Black, gray or blue uniforms are for staff only.



Eastern Empire (Chaos, Dagger, Fight Co. etc.) See info graphic below. Green headgear is acceptable

Royal Rifles: Woodland Digital/NSW AOR 2 Only, green headgear is acceptable

KFORCE Airborne Regiment: MC Tropic or German Flecktarn Only. . Green headgear is acceptable

KFORCE Commando:(PATTERNS CANNOT BE WORN ELSEWHERE) British DPM or Jungle Tiger Only. Green headgear is acceptable

A note about uniforms: Milsim airsoft is about team play and team work. Asking for an exception to the uniform requirements or showing up in a uniform no one else is wearing immediately tells everyone you are not a team player. However, if you and your squad want to show up in a bizarre glamoflage (that has the same base color as your side) you are certainly welcome. But make sure everyone in your squad is on the same page.

PHOTOGRAPHERS

TCA recognizes that we all like to look at the photos of the events. We all hope someone caught us doing something cool. But photographers cannot take away from the game itself and damage, in any way, the fabric of the game. Photographers are allowed on the field but must be registered for the event and in proper uniform.

- Registration

o Photographers must pre-register for events
o There is a fee
o No walk-on or pay-at-the-door photographers
o Photographers must complete the Onsite Registration and attend a Safety Briefing
o Photographers must have on proper eye protection at all times.

- Photographers come in three varieties.

o Combat Journalist:

- Perfect for a team photographer
- Must be in a uniform matching one side of the other – tan or green base
- Must stay with their faction (CANNOT BE ARMED)

- PRESS patches on plate carriers is recommended but not required
- Medic rules apply if shot
- Must have a dead rag
- Must have 2 bandages
- Must return to a respawn for rest

o UN Photographer

- Perfect for a professional photographer
- Must be is proper uniform
- Blue helmet (UN markings are encouraged but not required), or a blue or white cap
- Plate carrier encouraged
- PRESS patches on front and back are required
- Light blue or white shirt (no red)
- Blue or black pants (jeans are acceptable)
- Can wander the field at will
- No medic rules
- UN Photographers should be considered civilians and should not be shot.
- Factions can be accessed penalty points for shooting a UN Photographer
- UN Photographers have the most access throughout the field. No short -cutting the uniform. Any piece missing will not be allowed on the field.

o Staff/Vendor Photographer

- Must have proper eye protection
- No permanent dead rags, safety vests or brightly colored clothing
- Vendor shirts are allowed (NO RED SHIRTS or RED HEAD GEAR)
- Black, grey or blue pants

No permanent dead rags. No safety vests. No brightly colored clothing. Anyone uncomfortable being shot will a BIO BB has no place on the field.

2) Mission*: Beginning 18 September 2021, Combined Ground Forces will attack to seize/defend the vital terrain objectives and execute on call time sensitive missions in order to deny enemy military units access to the greater Guardian City area.*

3) Execution

Intent: Intent of forces to seize and defend OBJs in order to defeat the Enemy through coordinated actions, making use of the platoons and squads to mass on the enemy and our objectives, while remaining flexible to react to time sensitive targets and FRAGO missions in order to conduct raids to deny enemy of critical assets.

Forces will need to activate the Key Terrain beacons using the proper SIDE CODE (1111 FOR WEST, 2222 FOR EAST) and defend them in the event of a UN imposed ceasefire, those beacons will credit each side with territory along with enemy nodes destroyed and which side defended key points. Force and Company Commanders will coordinate amongst themselves to determine the best strategy to achieve the overall victory. Crucial to this is the maintenance of OBJECTIVE FOCUS.

OBJECTIVE FOCUS

Force and Company Commanders will coordinate amongst themselves to determine the best strategy to achieve the overall victory. Crucial to this is the maintenance of OBJECTIVE FOCUS.

- Platoons down to the individual rifleman must know the victory conditions necessary for winning. Before the start of each Evolution, orders are communicated to each side.
- Force commanders will direct troops at either Platoon or Squad strength to achieve objectives.
- Objectives, once met will result in victory points.
- Victory points will total over the course of the event determining the winner.
- ***This isn't death match; no one will care how many of the enemy a shooter has taken out, if it achieves nothing in the way of victory points.***

VICTORY CONDITIONS

TCA uses a combination of Battlefield Nodes, Digital Control Points and FRAGOS to determine the winning side at each event. Strategic Leaders will designate which of the digital objectives are considered HIGH VALUE or MAIN EFFORT/DECISIVE OBJs, all Digital Control Points earn victory points, but the HV/ME/DO objectives earn double points.

AA (Alpha Alpha/Assembly Area) and Casualty Collection Points
o Starting point
o Permanent respawn location
o Cannot be fired from
o Cannot be fired into
o Cannot be captured
o Has no value to the enemy

TOC (Tactical Operations Command)
o Command Post
o TOC cannot be set up in the Assembly Area or CCPs
o At the beginning of the game – each side will be given a TOC kit containing a flag (black and faction color with a block) and a digital OBJ PED. You must get the bag (by foot or by transport) to the chosen location, display the flag and hang the map.
o Once active – command has access to air assets
o The TOC is captured when one side enters the code on the PED (IS NOT A REGEN OR CCP), when captured – you lose air assets for the remainder of the round. If captured – no air assets next round until the flag is redeployed
o Can be moved between rounds Requires a reset – just like at the beginning of the game
o Failure to establish the TOC results in 5000 points for the opposing team AND NO CLOSE AIR SUPPORT

Digital Control Points:
Key points on the battlefield will be designated by a digital control box
If you find a Digital Control Point:

- Open the box
- In the bottom corners on the screen are colored buttons (bottom left Western/ bottom Right Eastern)
- Touch the appropriate color button, enter numeral code , 1111 for West, 2222 for East, press verify, take note of pop up message, press the dismiss button, close lid.
- DO NOT MOVE THE BOX, again DO NOT MOVE THE BOX, do not ziptie or seal the box (DO NOT BOOBY TRAP THE BOX or PROP)

Boxes may change sides several times during the battle
Each second is a Victory Point for your side, main effort OBJs earn double
Report any malfunctioning digital control boxes to an admin immediately
Moving a digital control box will result in a point deduction for your faction

FRAGOS:

- Admins will assign missions to Commanders, Platoon Leaders or Squad Leaders influence the flow of the battle. Points will vary.

Penalty Points:
Just as Victory Points can be awarded, they can be taken away for rules violations. The seriousness of the infraction, number of people involved and frequency call all impact the penalty
Examples of things the will get you dinged:

- Arguing with an admin (will get you every time)
- Any direct rules violation
- Bad sportsmanship
- Improper eye protection
- Improperly tagged weapon

Showing up late to chrono

REGISTRATION PROCESS

- All participants are required to pre-register for events. Registration information can be found on the individual event page. Our goal is to get you there. We can accommodate most payment options (message an Admin) but we do not allow players to pay-at-the-door.
- We do not offer refunds. The only refunds are for military (message an Admin).
- We do allow ticket transfers but these are the responsibility of the players (both seller and buyer of the ticket). You must notify TCA event staff of the name change. No scalping tickets. Sell it for what you paid.
- Participants are required to select a weapon class at time of online ticket purchase. Do not purchase a rifleman ticket and show up with a sniper rifle. Sniper, support weapon and SMG slots are limited for a reason. ***However, snipers, support gunners and SMGs can run a standard rifle as a backup weapon should they choose to or if their primary goes down.***

On-Site:

- Registration/Check In: Upon arrival at the event – proceed to registration first. There you will receive your wrist band showing your specific weapon class and be issued your Emergency Contact Card.

- Safety Briefing: Next you will attend a Safety Briefing. This will give staff the opportunity to drill down AO specific objectives, obstacles, concerns and considerations. It is recommended you bring a small note pad to this for your own notes. At the completion of the Safety Briefing you will receive your event patch.
- Chrono: You will then proceed to the chrono station. The Jump Master will inspect your wrist band, patch, eye protection and verify you have everything needed to complete chrono. You will then proceed to the Beach Master to be assigned a chrono lane. Once you have successfully completed chrono your weapon and equipment will be tagged.
- A limit of 4 weapons per player per trip to chrono
- You cannot chrono your buddy's weapon (we do not have the opportunity to check their wrist band, patch and eye pro)
- The chrono lane is not the place to tune your gun. If your gun needs work – step to the side to repair/adjust your weapon and then return TO THE END OF THE LINE.
- If you lose or must remove either your wrist band or ANY of the items marking your weapon – it is your responsibility to contact an Admin for new tagging. Players found on the field without proper wrist band and/or weapon tagging will be escorted off of the field immediately.
- You must complete all 3 of these steps to enter the game. Failure to complete all 3 steps is a direct violation and will be considered cheating and/or theft-of-services and be dealt with according to the Conduct guidelines.
- The WARNORD and OPORD for each event will include a timeline for the opening and closing of each step of the On-Site Registration process. Showing up early or late (especially late!!!) will result in penalty points for your team and public shaming to your team.
- No exceptions.
- No excuses.
- Don't be that guy.
- Everybody hates that guy.

CONDUCT

Airsoft is a game of honor. If you don't have any – stay home. Your conduct on the field will make you famous or infamous – your choice.

- Bad Conduct: Players who steal, cause bodily harm or otherwise break the law will be referred to local law enforcement, ejected from the game and banned from all future TCA events.
- Banned substances: TCA events are drug and alcohol free. This includes players, vendors and staff. Anyone in violation of the rule will be dealt with swiftly.
- Calling Hits: Do not call opposing team players' hits. Calling opposing players out is poor sportsmanship and your side will be penalized.

Chain of Command: Players should observe and respect ranks such as Squad Leader, Platoon Leader and Commanding Officer. Ranking officers will remember that airsoft is game and rank is tool to provide structure for everyone's enjoyment.

- There is no switching sides, period. It is not allowed and offenders will be ejected from the game and a lifetime ban from Third Coast Airsoft events. Playing for the faction your Ticket was purchased for is the only play allowed. NO SIDE JUMPING after check in.
- Cheating: CHEATING WILL NOT BE TOLERATED! You will be ejected from the event with no refund for repeat offenders. Penalties will be assessed for the entire side based on the individual's actions.
- Feedback: We are an organization built by players for players. There is no such thing as negative feedback. Please – if you see something we can do better… tell us immediately. We are proud of the fact that 99% of our evolution has been player driven.

- Smack Talk: Airsoft is a competitive sport and some smack-talk is expected. But don't call people names – especially people you don't know. There will be no bullying, physical contact, obscenities (used in malice) or any form of physical or mental intimidation. This will get you sent home, banned and your information shared with other promoters.

Rules: However you play at your home field, you will likely find it different here. Our rules are unique to TCA and in our experience offer a balance between a safe environment, a fair game design, a reasonable staff presence, enforceability and customer service. If you have a suggestion for a rules improvement – please bring it to a staff member and we will consider it for future events. But we will not change the rules of a game once it has started.

Drones

- ABSOLUTELY NO FLYING DRONES WHEN HELO IS FLYING THAT DAY, all other times, clear launch with an ADMIN first.
- Zero aiming or shooting at Drones
- Camera platforms only (For now)

WEAPON CLASS AND CHRONO RULES

The weapon and your weapon class must match. You cannot stick a scope on an M4 and call it a sniper nor can you stick a box mag on a MP5 and call it a support weapon. TCA uses joules to chrono all weapons.

Rifle:
Standard AEG or HPA replica weapon. Includes any service rifle replicas such as an M4, AR, AK, AUG, SCAR, HK416, Galil, L85, etc.
Semi-auto only at all times.
Mid-cap only.

1.55 joules
.32-gram BB – HPA / GAS and AEG
0ft MED

SMG:
A magazine fed, fully automatic replica carbine designed to fire pistol cartridges.
Includes the MP40, M1A1, M3, Uzi, MP5, MAC 10, P90, MP7, etc.
Full auto always allowed.
Mid-cap only.

1.00 joules
.32-gram BB – HPA / GAS and AEG
0ft MED

Support Weapon:
A replica weapon used to give infantry squads or sections a portable source of fully automatic firepower. Includes the M60, Stoner, M27, RPK, L86, HK417, G&G LMG, M27, Minimi, Krytac LMG, etc.
Full auto allowed outdoors (must be select fire on semi to shoot indoors to indoors)
Box or winding mags allowed. (BRUNO, BREN, BAR are grandfathered in)
Must have a bipod if a non BELT FED REPLICA (RPK, M27)

1.86 joules
.32-gram BB – HPA / GAS and AEG
50ft MED -Regardless if it meets the Joule

DMR:
Unlike sniper rifles, DMRs are always semi-automatic replica rifles. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, M27, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc.
Semi-auto only.
Mid-cap only.
Must have a magnified optic and a bipod.

2.1 joules
.32-gram BB – HPA / GAS and AEG
75ft MED

Bolt Action Sniper:
A long range, precision replica rifle with a bolt action
Includes the M40, M24, Barrett, CheyTac, etc.
Bolt-action
Mid-cap only.
Must have a magnified optic and a bipod

3.6 joules
.32-gram BB – HPA / GAS and SPRING
100ft MED

Pistol:
Any standard semi-auto and / or revolver replica can be used as a secondary side arm.
Full-auto pistol can only be used in semi-auto. (Unless you are in Specialty unit)
All Pistols are subject to be chrono-ed. Non blowback pistols will be crono-ed

1.55 joules
.32-gram BB – HPA / GAS and AEG
0ft MED

TCA uses joules for all weapons, limits for events are hard and non-negotiable, ZERO EXEMPTIONS.
*Although TCA chronos with .32-gram BBs, the weapon must maintain joule limit regardless of the BB weight used by the player

- Grenade Launcher: A replica weapon that fires a 40mm or similar rounds. Can either be a standalone weapon (either single-shot or repeating) or attaching to a parent replica. GP, M320, M203, M79, RG-6, MGL-140s and other commercially available grenade launchers to not require chrono. However, homemade launchers must be a faithful replica of an actual weapon and must be inspected by the chrono staff.
  - 20ft MED (do not shoot individual players, it is an indirect fire system, not a direct fire one)
    - No indoor to indoor (same building)
    - Can fire BBs or (nerf) rockets
    - Refer to AO specific restrictions on the type of rounds allowed
- Heavy Weapons: A replica mortar or anti-armor weapon used to incapacitate enemy vehicles. Must be a faithful replica of an actual weapon and must be inspected by the chrono staff.
    - 20ft MED
    - Outdoor only
    - Can fire (nerf) rockets or taginn style rounds
    - Refer to AO specific restrictions on the type of rounds allowed
- Grenades: A small hand-thrown or launched replica expelling BBs (or peas) or detonating with a visible and/or audible charge. No homemade devices are allowed.
    - 0ft MED
    - Hand-thrown – indoor or outdoor
    - Launched - outdoor only (can be fired from indoors to outdoors)
    - Must be tossed (not thrown like a baseball)
    - Refer to AO specific restrictions on the type of rounds allowed
    - 10 ft kill radius (from where the grenade stopped moving)
      - This applies to TAG rounds as well. (MUST DETONATE)
      - If shrapnel flies outside the 10 ft kill radius and strikes a player it is considered a kill
    - When thrown in a single Room all players in room are dead
    - Do not load material into a device not designed to expel material (i.e.: BBs or glitter into a Thunder B is unsafe).
- Smoke Grenades: Cold burning sport or marine grade smoke grenades of any color. No homemade devices are allowed.
    - AO specific – refer to event page for restrictions beyond these rules
    - Must be deployed outside only
      - If it rolls into a building – pull your dead rag, go get it out of the building and return to your AA or CCP
    - Do not throw directly at another player

    - No smoke indoors
- Shields: No riot or ballistic shields are allowed.
- Blank Fire Weapons: Player fielded blank fire weapons are not allowed (this does not include blank firing grenades). Only staff deployed blank fire weapons are allowed.
- Rubber Knives: Rubber knives, rubber machetes and rubber tomahawks are allowed on gear for aesthetics only. They should not be brandished and have no effectiveness on the TCA battlefield. No rubber knife kills. And for God's sake leave the lightsaber at home.

Because LMG's use box mags it is difficult for the player to use our BBs. When an LMG chronographed the player must have an empty box mag.

Novritsch Full Thrust kit permitted. The chronograph must be changed to 6.44mm and .58g.

8mm biodegradable BBs are permitted. The chronograph must be changed to 8mm and the corresponding weight of the BB.

All staff and sponsored players must chrono. They are not exempt from any chrono rule.

The AS Val is an integrally suppressed assault rifle, not consider a SMG.

The Tippmann M4 and Systema PTW (and clones) will have seal tape on the receivers.

Airsoft innovations "Master Mike" and "40 Mike" have 30ft MED.

VEHICLES There are several factors leading to the evolution of vehicles used in airsoft: players getting more serious about their investment in airsoft, the increased availability of surplus military vehicles, the AO sizes getting larger and larger, etc…. It is important to remember that Milsim airsoft is a tribute to the infantryman. Vehicles should never dominate a game – they should only enhance it.

 Ground Vehicles
o Must be a faithful representation of an actual military vehicle or technical (no Hobo-tanks).
o Must be approved by Senior TCA Staff prior to the event (include photos)
o 10mph limit on all roads, must be in first gear only
o 5mph limit off-road (where allowed) and within 50 ft of players
o Running Lights must be on for night/low-light maneuvers and brake lights must be operational
o All drivers must be 18 years of age, all drivers must also possess a valid drivers license
o Vehicles must have proof of liability insurance (PLUPs are acceptable but require proof) sent to staff along with vehicle photos for inspection
o All vehicles must have a vehicle commander that will ground-guide the vehicle when backing up (even under fire) and supervise the loading and unloading of passengers (even under fire)
o All vehicles must have a fire extinguisher
o All vehicles with a cab entry higher than 4 feet off the ground will require the vehicle driver and VC to wear hard head protection (a helmet) as they will enter and exit the vehicle without assistance.
o All vehicles must be equipped with a faction flag and a 2ft X 2 ft red flag on a pole or antenna to designate a hit.
o 3 violations and you are parked for the remainder of the event.
 First strike – parked for 1 hour.
 Second strike – parked for an evolution.
 Third strike – parked for the weekend. Grab your rifle – you are walking.

o Types of vehicles are allowed:
 Typically a HUMVEE or modified Jeep, pickup or ATV (no station-wagons)

 1 mounted gun allowed (must stay mounted)
 Vehicle must have a 3 man crew: Driver, VC and Gunner (exceptions made for photographers and staff)
 Crew cannot dismount the vehicle to capture objectives
 Only the Gunner and VC (security shooter) can fire their weapons
o Vehicle-Mounted Weapons: A replica weapon typically mounted on a vehicle to provide a portable source of fully automatic firepower. Includes the M240, MK 19, M2, M3, Minigun, M60, RPK, Minimi, etc….
 1.86 joules .32 gram BB
 50ft MED
 Full auto allowed
 Box mags allowed
 All regulators will be zip tied and sealed with tamper tape. (Which we provide)
 Vehicle Commander can fire their weapon from their station, no others may do so. Must move in coordination with an infantry squad
 If hit, all occupants are dead. Vehicle and occupants must bleed out for 10 minutes and return to CCP/AA at the speed limit
o Can be destroyed with a grenade detonating (it must detonate) within 10 ft of vehicle or a direct hit by a rocket. All troops outside the vehicle and within 10 ft, when hit are also dead (but can be medic-ed).
o Vehicles cannot move if troops are within 10 ft. This includes does not include returning to CCP/AA. Bled out time means the vehicle burned to the ground. Troops near it must move away.
o BBs cannot kill a vehicle nor its occupants (DO NOT FIRE BBS AT VEHICLES)
o Staff vehicles are used for game mechanics and cannot be killed. “DO NOT SHOOT BBS OR ANY OTHER ORDNANCE AT STAFF VEHICLES”
o LIVE vehicles can transport “Dead” players back to their CCPs (ENCOURAGED TO DO SO)

 Helicopters
o ZERO AIMING OR SHOOTING AT HELICOPTERS.
 Felony Offense – you will be identified and referred to the authorities
o Helicopter missions are a separate fee in addition to the event ticket
o Flights require attendance of an additional Safety Briefing
o No drone flights while helicopters are on site period.

STAFF

TCA’s core staff is made up of Active Duty and Retired Military Personnel. We also use auxiliary staff to support our efforts locally. We are all players first and love the game. We are fierce competitors and try our best to design the games we would want to play.

- OCs (Observer/Controllers) or Admins are the scenario referees.
- OCs call the shots, mediate issues, make judgement calls and provide general customer service.
- OCs are in grey or black uniforms to distinguish them from players.
- OCs have to make the rules fair for everyone. As exception for one person may mean others suffer.

Case-by-case is the very definition of discrimination. Unless you are prepared to defend why you are not held to the same standards as all other players – do not ask an OC for an exception.

TIER 1 MISSIONS

TCA offers a separate experience for those ready for a truly immersive MILSIM experience. Our Tier 1 missions challenge the mental focus, physical condition and character discipline of the most competitive Milsim shooters. Designed and executed by Active Duty and Retired Military Personnel, Law Enforcement, featuring intense mission development, pyrotechnics, coordinating vehicle support, a highly trained OPFOR and much more. Tier 1 Missions are generally offered on Friday and Saturday nights and do require a separate fee. See the event page for more details and timelines.

Friday 17SEP20211200 Gate opens for camping setup, 1400 Limited Chrono/Check in (Priority for TIER 1 Operators) (Safety Briefs at 1430, 1500, 1530, 1600, 1630, 1700, 1730)
1815 CRONO CLOSES
1830 TIER 1 OPORD BRIEF
1900 Tier 1 Prep
2000 Stage at Infil location
2015 TIER 1
2145 TIER 1 extract to Admin Building
2145-2155 TIER 1 AAR and Tab Award
2200 LIGHTS OUT/Field is closed

Saturday
0700 Chrono/Check in Opens (Safety/Scenario Brief at 0730, 0800, 0830, 0900) (You must attend one of these)
0900 Aviation Briefing for those on HeloOps
0900 Last Safety Briefing/Chrono Closes at 1000
1015 Formation, Opening Ceremony (being in kit ready to move out)
1030 Short Mass Safety/Scenario Formation briefing
1050 Move out to start points
1100 Start Phase 1 1400 Phase 1 ends
1600 Start Phase 21900 End Phase 2
2100 Start Phase 3
2400 End Phase 3

Sunday
0700 Chrono Opens
0800 Formation/Short SITREP Brief
0830 Start Phase 4
1200 End Phase 4
1245 Raffle and Closing Ceremony
1330 Field Closed

4) Service and Support

SAFETY

Airsoft is a sport and, like any other sport, requires safety equipment.
Required safety equipment:

- Dead Rags: Red dead rags are required for daylight operations outdoors. Red lights are required for indoor or nighttime operations.
- Ear Protection: Although not required – it is recommended. You will be in tight spaces with plenty of pyro going off all around you. If you have sensitive hearing, are concerned about hearing loss or have a pre-existing hearing condition – ear plugs or sound dampening headphones are recommended.
- Emergency Contact Card: A 3X5 ECC (available at registration) must be on all players at all times. Your ECC should include:
    - Your Name
    - On the field contact (name and phone number)
    - Emergency contact (name and phone number)
    - Medical conditions and/or known allergies
- **Eye Protection: All players must wear approved eye protection with a tight seal around the face and a retention strap with no gaps bigger than a pencil eraser.**
    - **Approved eye protection is:**
        - **ANZI rated lenses**
        - **Full seal**
        - **Includes a retention strap**
    - **No mesh eye protection is allowed.**
    - **Malfunctions happen. Return to the staging area immediately if your eye protection needs attention.**
    - **Players found without proper, approved eye protection will be ejected from the game. No excuses.**
- Footwear: Closed toed shoes or boots are required and ankle supporting footwear is highly recommended.
- Full Face Protection: Players 17 years old and under must have full face protection. Players 18 and older are encouraged to wear full face protection but it is not required. A hard solid full mask or a hard or mesh lower face shield in combination with full-seal goggles is acceptable. Fabric items such as shemaghs, balaclavas and bandanas are not acceptable lower face protection for players 17 and under.
- Hydration: All players are expected to provide their own water and are required to have a water source on them during the game. Staff will provide water in emergency situations (if staff is giving you water – you are being carted off the field).
- Real Weapons: Real steel weapons are not allowed at TCA events. This is nothing against our 2nd Amendment rights: The risk of confusion is too great. If you travel with a personal carry – please lock it away at your hotel or in your vehicle where it is absolutely inaccessible.

MEDIC RULES

In actual combat – a buddy getting hit is a chaotic period on the battlefield. TCA's medic rules are designed to emulate some of that chaos while getting players back into the game in a reasonable timeframe.

- All participants must have 2 mock bandages on their person at all times. Approved bandages including ACE bandages (cut down to 2-3 ft), TCA Tourniquets or modified tourniquets suitable for airsoft use. No red bandages.
- Everyone is a medic.
- Eggplants are alien seeds. Ask Godfather.
- When you are hit you must die in-place, LAY DOWN. call out a loud "HIT" and display a RED DEAD RAG (or a RED LIGHT in dark areas/night).

- Act as if you have been shot (good acting can result in a “God Respawn” if an admin witnesses a worthy performance).
- *Remain motionless. DO NOT STAND, you must sit or lay down.*
- Call out for a Medic/Corpsman/Mommy.
- If a buddy/medic can get to you:
    - The medic can drag/walk you to cover
    - Present your bandage to the medic
    - The medic must attach/tie to bandage to your arm or leg
    - No self-medicating
    - Repeat for a second hit
    - Third hit – bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP
- If a medic cannot get to you:
    - Bleed out for 5 minutes, place your dead rag on your head, raise your rifle over your head and return to your AA or CCP
- Bleeding-out or dead men do not talk to live operators (not even about the weather).
- Bleeding-out or dead men do not talk on the radio, not even to say "I'm dead."
- Ambulance rides (via team or staff transport) are allowed.

5) Command and Signal

Communications will be by UHF/FRS radio. The following Signals Operating Instructions are in effect:

STAFF:

FRS 1	462.5625
FRS 2	462.5875

WESTERN COALITION (Platoon/Squad assignments at commander’s discretion)

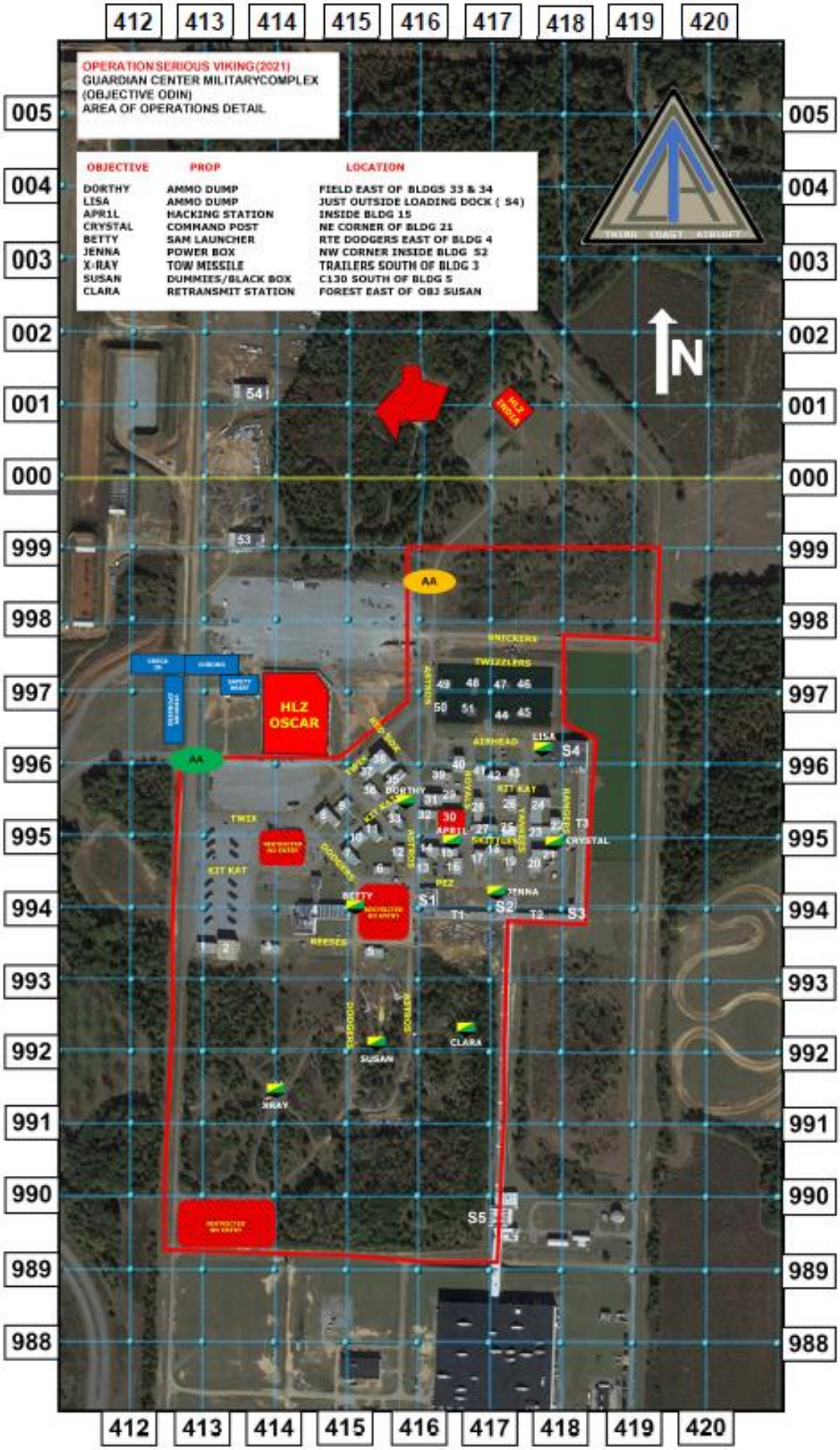
FRS 3	462.6125
FRS 4	462.6375
FRS 5	462.6625
FRS 6	462.6875
FRS 7	462.7125
FRS 8	467.5625
FRS 9	467.5875
FRS 10	467.6125
FRS 11	467.6375
FRS 12	467.6625

EASTERN EMPIRE (Platoon/Squad assignments at commander’s discretion)

FRS 13	467.6875
FRS 14	467.7125
GMRS 15	462.5500
GMRS 16	462.5750
GMRS 17	462.6000
GMRS 18	462.6250
GMRS 19	462.6500
GMRS 20	462.6750
GMRS 21	462.7000
GMRS 22	462.7250

Water: All players are required to have a form of hydration on them while on field (canteen, water bottle, camelback), tactical snackage is encouraged, as always police up your trash as we would like to maintain the use of the location future airsoft events.

CHECK IN
CRONO
SAFETY BRIEF
SPONSORS
VENDORS
PARKING NO CAMPING
CAMPING AREA
LATRINES ONLY
NO POWER
NO WATER
NO HOOK UPS
© 2021 Google


OPERATION SERIOUS VIKING (2021)
GUARDIAN CENTER MILITARY COMPLEX
(OBJECTIVE ODIN)
AREA OF OPERATIONS DETAIL
OBJECTIVE PROP LOCATION
DORTHY AMMO DUMP FIELD EAST OF BLDGS 33 & 34
LISA AMMO DUMP JUST OUTSIDE LOADING DOCK (S4)
APR1L HACKING STATION INSIDE BLDG 15
CRYSTAL COMMAND POST NE CORNER OF BLDG 21
BETTY SAM LAUNCHER RTE DODGERS EAST OF BLDG 4
JENNA POWER BOX NW CORNER INSIDE BLDG S2
X-RAY TOW MISSILE TRAILERS SOUTH OF BLDG 3
SUSAN DUMMIES/BLACK BOX C130 SOUTH OF BLDG 5
CLARA RETRANSMIT STATION FOREST EAST OF OBJ SUSAN
N
HLZ OSCAR
AA
S1
S2
S3
S4
S5
T1
T2
T3
412 413 414 415 416 417 418 419 420
005 004 003 002 001 000 999 998 997 996 995 994 993 992 991 990 989 988