



## SERIOUS VIKING 2024 Operations Order

Headquarters,  
TCA Operations Command

(Operation SERIOUS VIKING 2024)

References: TCA Rules SOP, Event Map

Time Zone used throughout the OPORD: Eastern Standard Time

### TASK ORGANIZATION:

Normal Unit Structure, subject to personnel moves made by local command teams.

#### I. A. SITUATION:

- a. The recent Western Coalition victories during Operations STARBURST XIV and CROSSBONES, has caused Eastern Imperial Forces to pull back to the Guardian Region in order to maintain their strategic southern flank.
- b. On the political front, the Imperial government has turned down any efforts made by the world community and UN for calls for peace talks. Both sides are expected to conduct further offensive operations in the Guardian Region.

#### B. ENEMY FORCES

Historical Weather and Light  
data: Avg High Temp: 58 °F Avg  
Low Temp: 37 °F Mean  
Temp: 45 °F  
Precipitation: 4.90"

LIGHT DATA:

06DEC24 Light Data  
Nautical Twilight Begin: 0656  
Sunrise: 0723  
Sunset: 1729  
EENT: 1756  
% illum:29%  
07DEC24 Light Data  
Nautical Twilight Begin: 0657  
Sunrise: 0724  
Sunset: 1729  
EENT: 1756  
% illum:40%  
08DEC24 Light Data  
Nautical Twilight Begin: 0658  
Sunrise: 0725

1. Terrain: Observation and fields of fire, Guardian region begins with low woods and rolling terrain in the North and south, sloping up to the urban complex of Guardian City which is the high ground. Visibility from the main city is good, until the dense woods closes observation to the west, north, and south. Avenues of approach, paved roads bisect the capital with numerous footpaths and sidewalks. Key Terrain, as determined by Command teams. Obstacles, numerous fences, care in moving along dense paths. Civil concerns, none, as civilians have evacuated the immediate conflict zone.
2. ID of Enemy forces: As per the Third Coast Airsoft Uniform requirements, see TCA SOP uniform configuration. <https://www.thirdcoastairsoft.com/tca-rule-set>

C. Friendly FORCES

1. Fire Support: Air Tasking Order to be published to command teams. Organic Battalion Mortars will be available.

II MISSION

Beginning 06 1400 DECEMBER 2024 (beginning with RSOI check in), combined ground forces will conduct OPERATION SERIOUS VIKING 24 to seize/defend the vital terrain objectives in order to deny enemy units access to the AO GUARDIAN area.

III Execution

A. 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. DO NOT MOVE, ZIP TIE SHUT OR BOOBY TRAP THE PROPS or DIGITAL OBJs.

B. 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 rifleman has taken out, if it achieves nothing in the way of victory points.

### C. Coordinating Instructions:

#### 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.

WHAT IS NOT AN OBJECTIVE: AA (Alpha Alpha/Assembly Area), TOC (Tactical Operations Center) and Casualty Collection Points (CCPs)

- 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

#### OBJECTIVES:

##### 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

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, tampering with, booby trapping, will result in a point deduction for your faction

Mortars: Each side has a mortar tube emplacement, pre-rigged for demolition, all the enemy has to do is, switch the safety off, and depress trigger, losing force loses all artillery strikes for that phase.

SAM: Surface to air missile, each side is issued a FIM-92 Stinger with digital

tracker, it creates a bubble which protects those underneath it from air strikes (CAS). If it is captured, you lose that protection for the rest of the round.

TAC (Forward Command Post): Each side must deploy its TAC (Battle Flag) in order to be able to receive CAS support, if the enemy locates the flag and returns it to their TOC (Main Command Post) prior to the end of that phase, 10K in victory points are awarded.

FRAGOS:

- Admins will assign missions to Commanders, Platoon Leaders or Squad Leaders in 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

For registration process, chrono & weapon class requirements and conduct rules see our TCA SOP at [thirdcoastairsoft.com](http://thirdcoastairsoft.com)

DRONES: For SERIOUS VIKING, Drones are a go. PLAYERS DO NOT ENGAGE DRONES!!!

Access to the Event Staging Area, Camping, parking. Do not use the main entrance to the Guardian Center. Use the second entrance, look for the TCA Sign



## Timeline

### Friday

1300 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)

1800 CRONO CLOSES

1815 TIER 1 OPORD BRIEF

1900 Tier 1 Prep

2015 Tier 1 Execution

2200 Tier 1 Platoons extract to Admin Area

2230 Tier 1 Platoons AAR and Award complete

2300 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 Last Safety Briefing/Chrono Closes at 1000

1015 Formation, Opening Ceremony (being in kit ready to move out)

1030 Short Faction Safety/Scenario Formation briefing

1045 Move out to start points

1100 Start Phase 1

1600 Phase 1 ends

1800 Start Phase 2

2200 End Phase 2

### Sunday

0700 Chrono Opens

0800 Formation/Short SITREP Brief

0845 Start Phase 3

1200 End Phase 3

1245 Raffle and Closing Ceremony

1330 Field Closed

## IV. SERVICE SUPPORT

### A. GENERAL SAFETY

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.

- Players younger than 17 must have hard lower face pro.

• Emergency Contact Card: A 3X5 Emergency Contact Card (available at registration) must be on all players at all times. You can bring your own pre made and laminated one if desired.

Your ECC should include:

o Your Name

o On the field contact (name and phone number)

o Emergency contact (name and phone number)

1. o Medical conditions and/or known allergies

Special Environmental Considerations: **Exterior ladders are off limits, other environmental rules will be briefed on site.**

- **No removal of wildlife screens from windows are allowed**

- **Players must stay within published boundaries for play**

- **Zero entrance into ruins/rubble areas is allowed.**

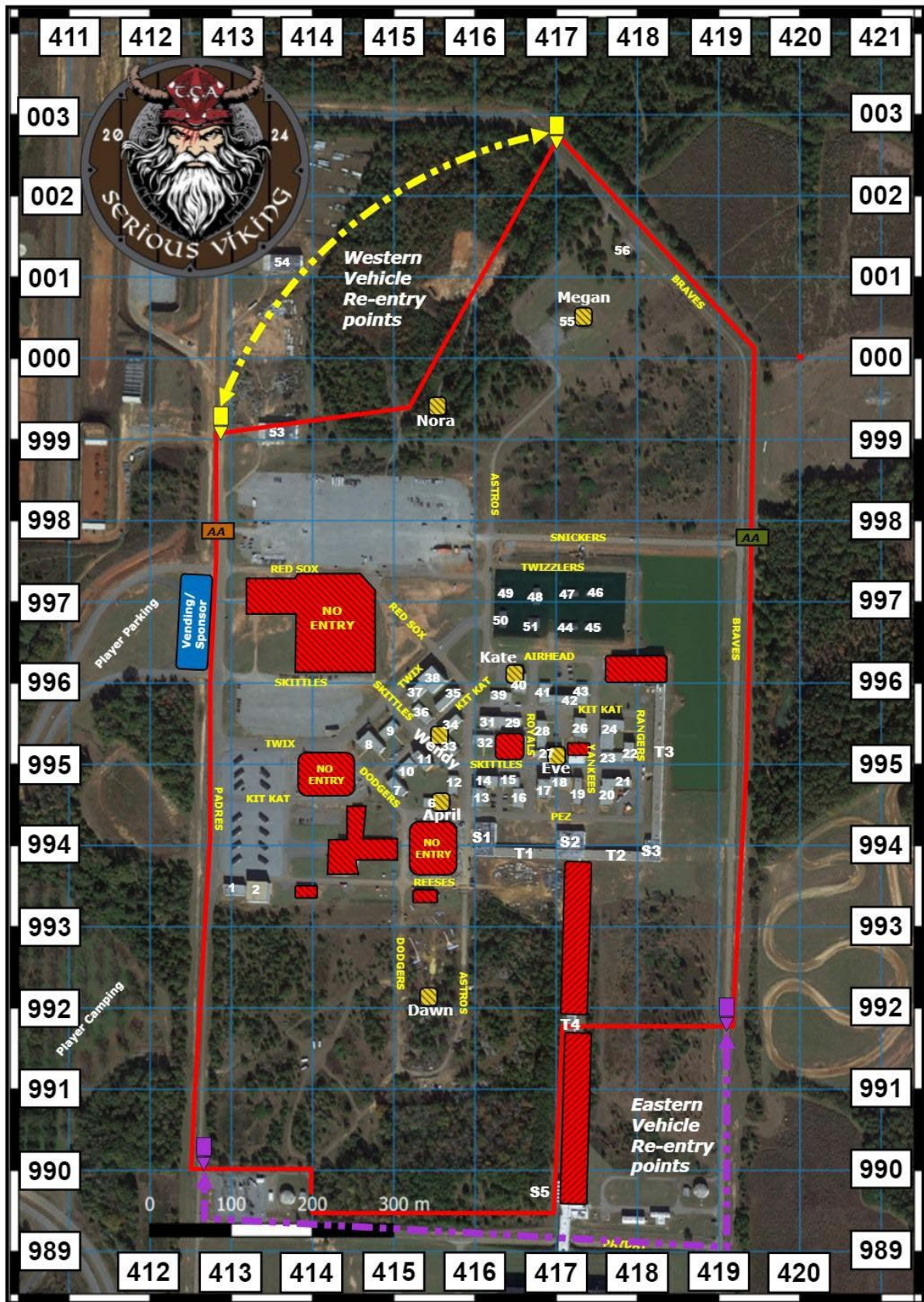
- **Zero moving furniture, vandalism of vehicles or buildings is allowed**

- **No on the ground fires permitted in camping area**

- **Police up all trash and deposit in dumpsters**

o COMMAND AND SIGNAL

A. COMMAND: Final SOI will be distributed by TF Commanders, see TCA SOP for FREQ SOI basis.



Access to the Event Staging Area, Camping, parking

