

STONEBREAKER X Operations Order  
Headquarters,  
TCA Operations Command

(Operation STONEBREAKER X 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 Eastern Imperial victory in the Greystone Valley during Operation BONE CRUSHER II, has caused Western Forces to pull back to the Juck Region in order to maintain gains during IRON DAGGER III.
- 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. The Eastern Empire is expected to conduct further offensive operations in the Juck Region, with Western Forces also doing the same.
- c. The strategic gain of the Juck Region would have impacts on the southern military front at Operation Serious Viking VI if one side were to achieve a victory at Stonebreaker X.

B. ENEMY FORCES

Historical Weather and Light data:

Avg High Temp: 86 °F

Avg Low Temp: 45 °F

Mean Temp: 65 °F

Precipitation: 4.90"

LIGHT DATA:

19APR24 Light Data

Nautical Twilight Begin: 0454

Sunrise: 0550

Sunset: 1859

EENT: 1956

% illum:79%

20APR24 Light Data

Nautical Twilight Begin: 0452

Sunrise: 0549

Sunset: 1900

EENT: 1957

% illum:86%

21APR24 Light Data

Nautical Twilight Begin: 0451

Sunrise: 0548

1. Terrain: Observation and fields of fire, Juck region begins with low woods and rolling terrain in the west, sloping up to the urban complex of Juck 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. Security fencing has many marked breaches. 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.



### 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 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), and TOC (Tactical Operations Center)

- 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, prerigged 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.

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

DRONES: For STONEBREAKER, Drones are a go WITH PERMISSION FROM ADMIN TO LAUNCH and update ADMIN once landed. PLAYERS DO NOT ENGAGE DRONES

## Timeline

### Friday

1200 Gate opens for arrival and camping setup  
1400 Limited Chrono/Check in (Priority for TIER 1 players) (Safety Briefs at 1430, 1500, 1530, 1600, 1630, 1700, 1730)  
1815 CRONO CLOSES  
1830 TIER 1 OPOD BRIEF  
1859 Sunset  
1900 Tier 1 Prep (cold load helo training for Gold and Green Platoons, SILVER Rxl at AA)  
1956 EENT ends, 79% illumination  
2015 Silver Platoon Stage at Infil location, Gold and Green platoons at respective HLZs  
2030 TIER 1  
2240 TIER 1 AAR and Badge Award  
2300 LIGHTS OUT/Field is closed

### Saturday

0549 Sunrise  
0700 Chrono/Check in Opens (Safety/Scenario Brief at 0730, 0800, 0830, 0900)  
0900 Last Safety Briefing/Chrono Closes at 1000  
0930 HELO SAFETY BRIEF ALL CHALKS, IN KIT  
1000 CRONO CLOSES  
1015 Formation, Opening Ceremony (being in kit ready to move out)  
1030 Short Faction Safety/Scenario Formation briefing  
1045 Move out to start points and AAs  
1100 Start Phase 1  
1115 Chalk 1 skids up  
1600 Phase 1 ends  
1830 Start Phase 2  
1900 Sunset  
1957 EENT ends, 86% illumination  
2200 End Phase 2

### Sunday

0548 Sunrise  
0730 Chrono Opens  
0830 Formation/Short SITREP Brief  
0845 Move out to start positions for Phase 3  
0900 Phase 3  
1200 End Phase 3  
1245 Raffle and Closing Ceremony  
1330 Field Closed

#### IV. SERVICE SUPPORT

##### A. GENERAL SAFETY

Required safety equipment:

**• All players must have FULL SEALING ballistic proof eye protection (ANSI Z Rated) as a minimum at all times on the field. HELO KITS must remain in at all times (trimmed kits will result in a rejection) Eye protection MUST HAVE A RETENTION STRAP and be gasket to skin. NO MESH EYE PRO, PLAYERS 16 and under must have hard lower face protection.**

• 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 ECC (available at registration) must be on all players at all times.

Your ECC should include:

- o Your Name
- o On the field contact (name and phone number)
- o Emergency contact (name and phone number)
- o Medical conditions and/or known allergies

#### IV. COMMAND AND SIGNAL

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