



STONEBREAKER X Operations Order
Headquarters,
TCA Operations Command

(Operation STONEBREAKER XI 2025)

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 Hibernia region during Operation IRON FURY II, has caused Western Forces to shift operations to the Juck Region in order to maintain gains during SERIOUS VIKING.
- 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 due to their victory at IRON FURY II. 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 STARBURST XV if one side were to achieve a victory at Stonebreaker XI.

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:

28 MAR 2025 Light Data

Nautical Twilight Begin: 0524

Sunrise: 0618

Sunset: 1843

EENT: 1937

% illum:0%

29 MAR 25 Light Data

Nautical Twilight Begin: 0523

Sunrise: 0617

Sunset: 1844

EENT: 1938

% illum:0%

30 MAR 25 Light Data

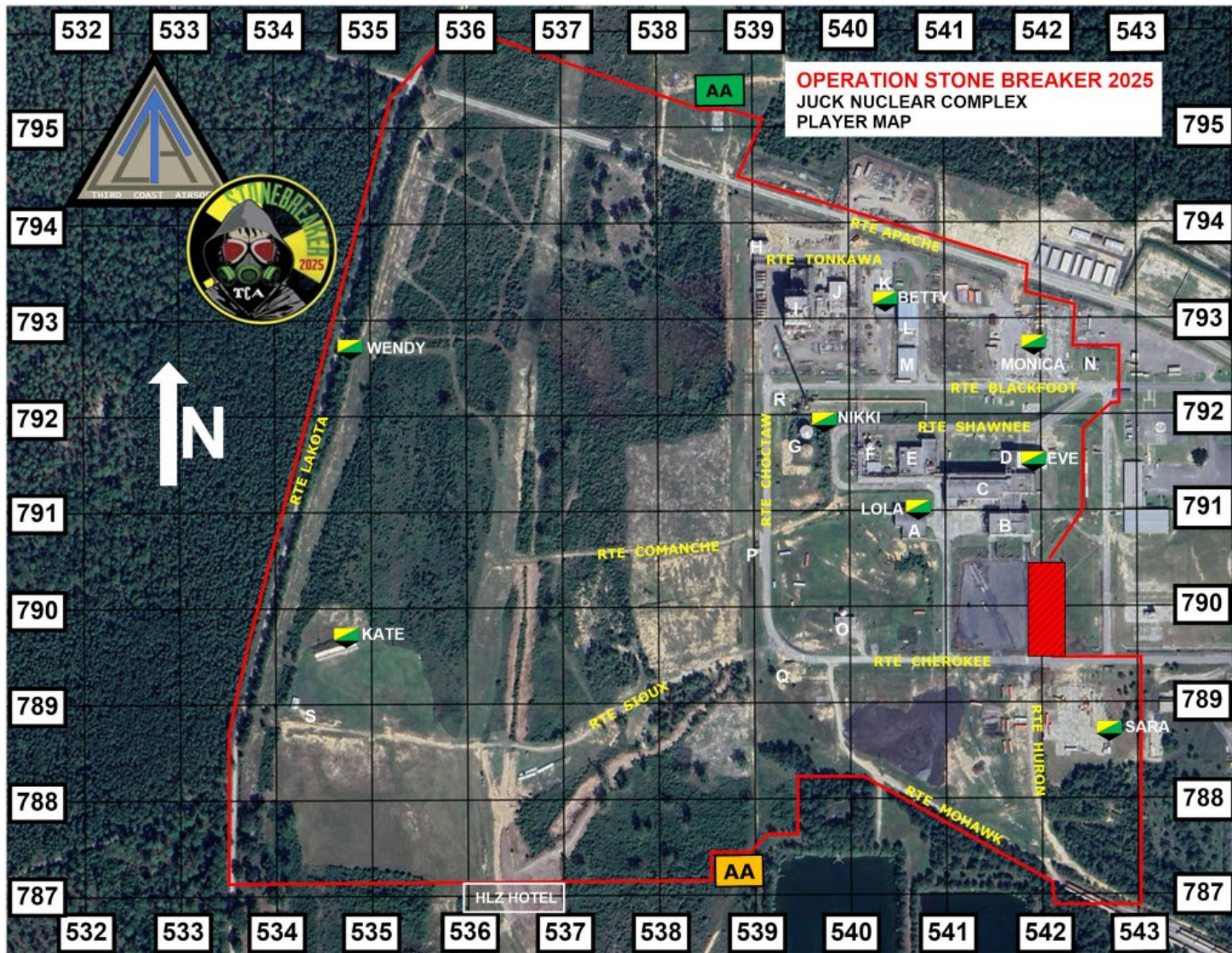
Nautical Twilight Begin: 0521

Sunrise: 0615

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 (firing from off field locations).



II MISSION

Beginning 28 1300 MARCH 2025 (beginning with RSOI check in), combined ground forces will conduct OPERATION STONEBREAKER XI to seize/defend the vital terrain objectives in order to deny enemy units access to the AO JUCK 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 friendly 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 need direct troops at either Platoon or Squad strength to achieve objectives.

• Objectives, once held 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 the TOC (Tactical Operations Center) found at the AA

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. TAC Command flags must be set in order for close air support to be used.

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

DRONES: For STONEBREAKER, Drones are a go SATURDAY PHASE II & SUNDAY PHASE III 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
1300 Chrono/Check in (Priority for TIER 1 players) (Safety Briefs at 1330,
1400, 1430, 1500, 1530, 1600, 1630, 1700, 1730)
1800 CRONO CLOSES
1815 TIER 1 OPORD BRIEF
1900 Tier 1 Prep
2240 TIER 1 AAR and Badge Award
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
0930 HELO SAFETY BRIEF ALL CHALKS, IN KIT
1015 Formation, all vehicle crews mandatory safety brief at stage front
1030 PCC/PCI, Opening Ceremony (being in kit ready to move out) Short
Faction Safety/Scenario Formation briefing
1045 Move out to start points
1100 Start Phase 1
1115-1215 Flight Window 1
1300-1400 Flight Window 2
1500-1600 Flight Window 3
1615 Phase 1 Ends
1830 Formation For Phase 2
1845 Players head out to Forward Line Of Troops for Phase 2
1900 Start Phase 2
2200 End Phase 2

Sunday

0730 Chrono Opens
0830 Formation/Short SITREP Brief
0845 Head to STARTEX Positions
0900 Start Phase 3
1230 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. You can also purchase a patch from On The Go Surplus, it is Velcro backed and can be attached to your kit, and it is ready for every TCA Event or any other producer that requires an Emergency Contact Card.

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.