

BONECRUSHER II Operations Order  
Headquarters,  
TCA Operations Command

(Operation Bone Crusher II, 16-18 FEB 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 victory in the Juck Industrial Region during Operation Iron Dagger 3, has placed the Western Coalition onto offensive operations in the Crossbones River Valley.
- b. The Eastern Empire continues to consolidate its forces after the Imperial Army loss after Iron Dagger 3. The Imperial Staff has planned a large defensive at the Crossbones River Valley.
- c. The strategic gain of the Crossbones River Valley by the Western Coalition would allow for an operational advantage in the coming Stonebreaker 2024 Offensive. If the Western Coalition is able to seize the Crossbones River Valley, it will provide them an operational deployment advantage during STARTEX at the upcoming Stonebreaker X operation.

B. ENEMY FORCES

Historical Weather and Light data:

Avg High Temp: 77 °F

Avg Low Temp: 41 °F

Mean Temp: 57 °F

Precipitation: 0.06"

LIGHT DATA:

16FEB24 Light Data  
Nautical Twilight Begin: 0651  
Sunrise: 0716  
Sunset: 1819  
EENT: 1844  
% illum:51  
17FEB24 Light Data  
Nautical Twilight Begin: 0650  
Sunrise: 0715  
Sunset: 1819  
EENT: 1845  
% illum:61  
18FEB24 Light Data  
Nautical Twilight Begin: 0649  
Sunrise: 0714

1. Terrain: Observation and fields of fire, the Crossbones river valley begins in the SW with Crossbone ridge as the SW valley border, sloping down into the Bones River Valley, then rising up towards the District Capital which has Bones Mountain adjacent. Visibility from the ridge and the opposite facing ridgeline is good, until the urban terrain mixed with dense woods closes. 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 along with razor wire prevent easy movement, 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: Forces will be limited to limited unarmed UAV assets.

II MISSION

Beginning 16 1400 FEB 2024 (beginning with RSOI check in), combined ground forces will conduct OPERATION BONE CRUSHER II to seize/defend the vital terrain objectives in order to deny enemy units access to the AO CROSSBONES 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 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

### 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 Bonecrusher, Drones are a go with no need for prior ADMIN launch permission. PLAYERS DO NOT ENGAGE DRONES

## Timeline

### Friday

1200 Gate opens for Sponsors/Vendors reg and setup,  
1400 Limited Chrono/Check in (Safety/SITREP Briefs at 1415, 1445, 1515,  
1545, 1615, 1645, 1715, 1745)  
1800 CRONO CLOSES Last Situation Brief at RSOI Bases For Western/Eastern  
1830 TIER 1 OPORD BRIEF  
2200 TIER 1 AAR and Tab Award

### Saturday

0700 Check In and Crono Opens, (Safety Briefs at 0715, 0745, 0815, 0845,  
0900, 0930)  
1015 Crono Closes  
1030 Formation  
1045 stage at start points  
1100 Phase 1  
1330 End Phase 1  
1500 Phase 2  
1730 Phase 2 ends  
1900 Phase 3  
2100 Phase 3 ends

### Sunday

0730 Chrono Opens for spot checking and those needing  
0830 Formation/Short SITREP Brief  
0900 Start Phase 4  
1200 End Phase 4  
1245 Raffle and Closing Ceremony  
1330 Field Closes, players/non support mission staff depart

## 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.

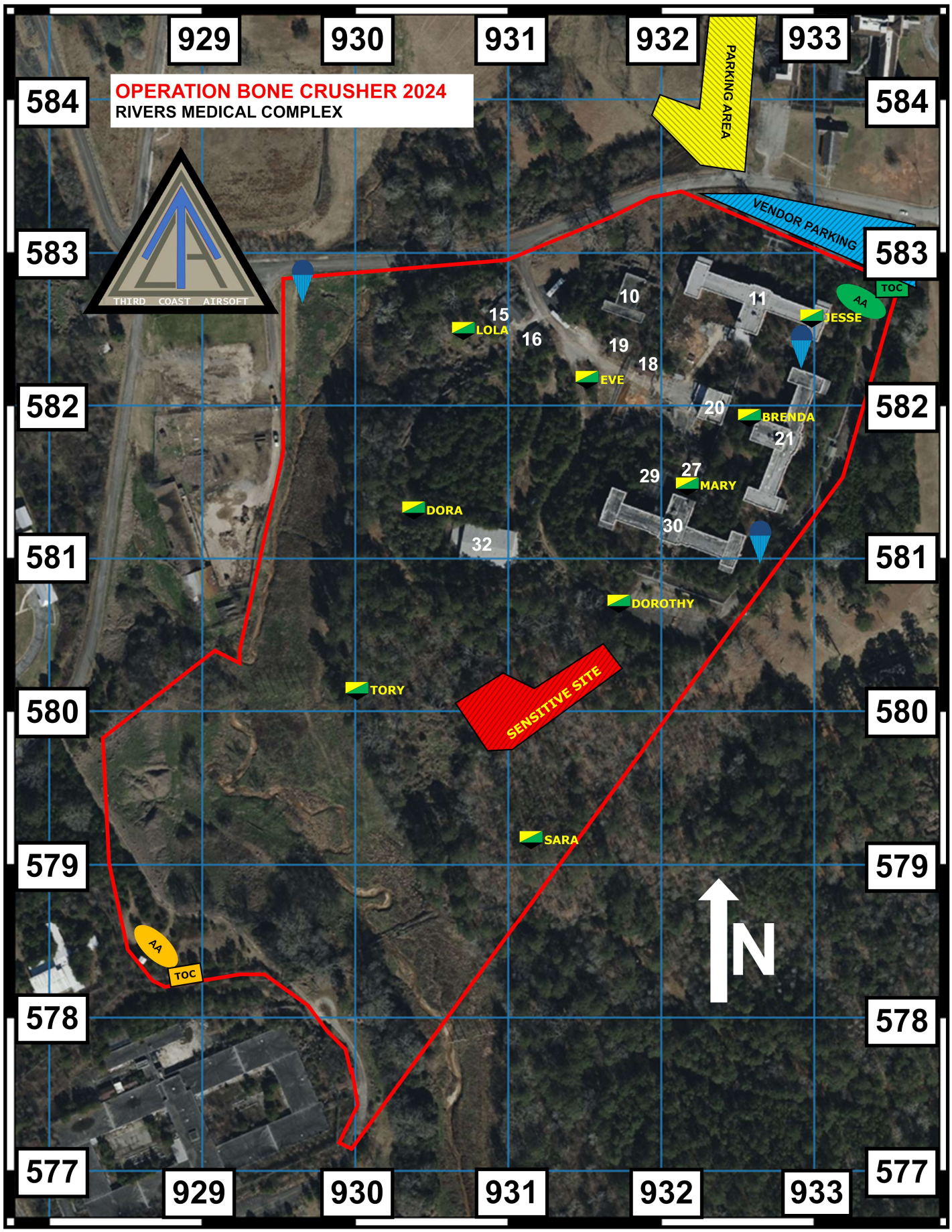
- Emergency Contact Card: A 3X5 ECC (available at registration and in the TCA RULES SOP) must be on all players at all times.

Your ECC should include:

- o Your Name
- o On the field contact (name and phone number)
- o Emergency contact (name and phone number)
  - 1. o Medical conditions and/or known allergies
  - 1. Special Equipment Considerations: **Exterior ladders are off limits, ROOFS are OFF LIMITS** other environmental rules will be briefed on site.

## IV. COMMAND AND SIGNAL

- ### A. COMMAND: Final SOI will be distributed by TF Commanders, see TCA SOP for FREQ SOI basis at <https://www.thirdcoastairsoft.com/tca-rule-set>



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**OPERATION BONE CRUSHER 2024**  
RIVERS MEDICAL COMPLEX

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PARKING AREA

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583

VENDOR PARKING

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15  
LOLA

10

11

16

19

18

EVE

BRENDA

582

581

DORA

32

29

MARY

30

DOROTHY

581

580

TORY

SENSITIVE SITE

580

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SARA

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AA

TOC



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