

IRON DAGGER 3 Operations Order
Headquarters,
TCA Operations Command

(Operation IRON DAGGER 3)

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 Empire victory in the Ya'ad City (Guardian A0) during Operation Serious Viking 23, has caused Western Coalition Forces to pull back to the Juck Region in order to conduct a defense in depth.
- b. On the political front, the Western Coalition has turned down any efforts made by the world community and UN for calls for peace talks. Both sides are expected to conduct further operations in the Juck Region.

B. ENEMY FORCES

Historical Weather and Light data:

Avg High Temp: 77 °F

Avg Low Temp: 48 °F

Mean Temp: 59 °F

Precipitation: 4.10"

LIGHT DATA:

10NOV23 Light Data

Nautical Twilight Begin: 0556

Sunrise: 0652

Sunset: 1726

EENT: 1822

% illum:3%

11NOV23 Light Data

Nautical Twilight Begin: 0557

Sunrise: 0653

Sunset: 1725

EENT: 1821

% illum:0%

12NOV23 Light Data

Nautical Twilight Begin: 0558

Sunrise: 0654

1. Terrain: Observation and fields of fire, Juck region begins with low woods and semi flat terrain in the North and south, sloping up to the urban complex of Juck Industrial City complex which is the high ground. Visibility from the main main complex 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, is 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 (2 platoons of mortars).

II MISSION

Beginning 10 1400 November 2023 (beginning with RSOI check in), combined ground forces will conduct OPERATION IRON DAGGER 3 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 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. If no pre rigged demo is present, seize the ammo cans (color coded for who owns the mortars) and return them to your TOC.

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, crono & weapon class requirements and conduct rules see our TCA SOP at thirdcoastairsoft.com

DRONES: For IRON DAGGER 3, Drones are a go. PLAYERS DO NOT ENGAGE DRONES

Timeline

Friday

1200 Gate opens for Camping setup ONLY, 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 JTF OPOD BRIEF in Tier 1 Classroom
1900 JTF Mission Prep (Rx1)
2000 JTF Stage at Infil location
2015 JTF TIER 1
2130 JTF TIER 1 extract to Admin Building
2130-2200 TIER 1 AAR and Badge Award

Saturday

0700 Chrono/Check in Opens (Safety/Scenario Brief at 0715, 0745, 0800, 0815,
0845, 0900) (You must attend one of these)
1000 Crono Closes
1030 Formation (being in kit ready to move out)
1045 Movement to TAAs and Start points
1100 STARTEX Overall concept, game does not PAUSE EX, it is an open world
until ENDEX on Sunday at 1130.

Sunday

1130 ENDEX
1230 Raffle

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)
- o Medical conditions and/or known allergies

Special Environmental Considerations:

Exterior ladders are off limits, other environmental rules will be briefed on site.

- **Only roof access is the back loading dock of the JOC building**
- **Players must stay within published boundaries for play**
- **Zero entrance into off limits area (black basalt piles)**
- **Zero moving furniture, vandalism of vehicles or buildings is allowed**
- **No on the ground fires permitted**
- **Police up all trash and deposit in dumpsters**

IV. COMMAND AND SIGNAL

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

OPERATION IRON DAGGER 2023
JUCK NUCLEAR COMPLEX

