



IRON FURY 2025 Operations Order

Headquarters,

TCA Operations Command

(Operation IRON FURY 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 Western Coalition victories during Operations STARBURST XIV, CROSSBONES, & SERIOUS VIKING VI has caused Eastern Imperial Forces to shift operations to the Northern Region in order to secure their northern approaches & exploit the destabilized country of Hibernia.
- 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 deploying forces to the Hibernia Region in order to stabilize the Kerr Waterways

II. Situation In Kazo Semi-Autonomous Province
(For 13th SOF & 22d Commando)



Intelligence Summary: Kazo Province, Hibernia


The semi autonomous region of Kazo Province, has always been ignored by the world due to its proximity to the International Freetrade port of Ragnar (In reality the ranger station house and storage yard, off limits to play). Numerous subsistence farming cooperatives, timber plantations, fishing villages. The proximity of the IZ Freetrade port has allowed a beneficial smuggling/trade of illicit goods over the Kazoville beach and at Port Royal. This revenue allowed Hibernia to thrive despite its internal issues and external issues with West/East.

The two Hibernian Insurgent groups (Western Coalition supported Free Hibernia Resistance (FHR)) (Eastern support Hibernia Liberation Front (HLF)) are very established, having received arms & equipment but limited supplies through world proxy governments/ clandestine supply, their fighters are experienced in terms of having fought not only the Hibernian Armed Forces, but clashed with Western/Eastern forces, as well as their neighboring countries. FHR/HLF fighters have kit, wear civilian clothing, and are generally well armed but short supplied prior to the international commitment of forces. With both the Western Coalition and Eastern Empire committing conventional troops to Hibernia, conventional war has come to the rest of Hibernia, placing the insurgent groups in a position to receive direct military aid from their aligned international partners. The insurgent groups' access to medical supplies, additional arms and equipment, money, and possibly more skilled shooters could assist to tip the scales in their favor in seizing the vital provincial capital of Kazoville.

The Provincial Governor and tribal/business leaders & even some unaligned International Foreign Intelligence Services (FIS) want to see who is going to seize and hold Kazoville, that will determine in their eyes (and the world's) who should the people of Kazo back in the post conflict environment.

Rules of Engagement: Kazo province only, civilian clothes with concealed weapons, cannot be engaged. Any civilian wearing kit, camo uniforms or bearing arms openly, is a threat & can be immediately engaged with deadly force.



B. ENEMY FORCES

Historical Weather and Light data: Avg High Temp: 52 °F Avg Low Temp: 31 °F Mean Temp: 42 °F Precipitation: 4.90"

LIGHT DATA:
 17JAN25 Light Data
 Nautical Twilight Begin: 0656
 Sunrise: 0723
 Sunset: 1725
 EENT: 1752
 % illum:86%
 18JAN25 Light Data
 Nautical Twilight Begin: 0655
 Sunrise: 0723
 Sunset: 1726
 EENT: 1753
 % illum:78%
 19JAN25 Light Data
 Nautical Twilight Begin: 0655
 Sunrise: 0723

1. Terrain: Observation and fields of fire, Hibernia begins with low woods and low rolling terrain in the North and East, sloping to gentle flat terrain towards the eastern coastlines. Visibility opens along major routes leading to villages in clearings along the eastern coastlines. 3 major peninsulas (Dosville, Ray Point, Bow Airstrip) along the east coastline see the major inhabitations as you approach them. Avenues of approach, both unpaved & paved

roads bisect the island with numerous footpaths and trails. Key Terrain, as determined by Command teams. Obstacles blocking vehicle deviation from major roads, numerous fences, care in moving along dense paths. Civil concerns, none, as civilians have evacuated the immediate conflict zone, with all civilians moving to the Kazo Province.

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: No pre planned Air Tasking Order is available & Fires Matrix to be published to command teams when it becomes available. Organic Battalion Mortars will be available.

II MISSION

Beginning 17 1330 JANUARY 2025 (beginning with RSOI check in), combined ground forces will conduct OPERATION IRON FURY 25 to seize/defend the vital terrain objectives in order to deny enemy units access to AO HIBERNIA.

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) at the Faction AA 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:

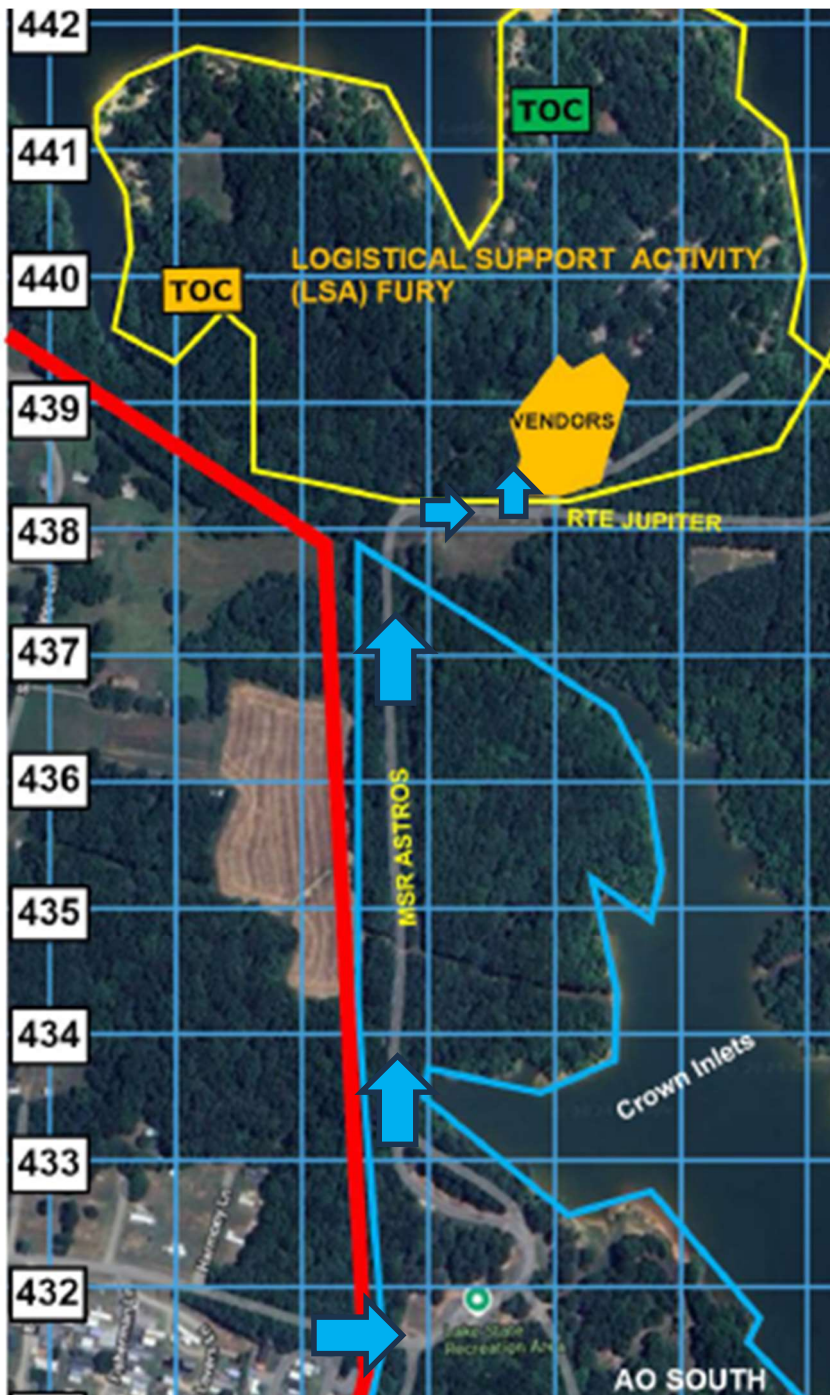
- Arguing with an admin (will get you every time)

- 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

DRONES: For IRON FURY, Drones are a go. PLAYERS DO NOT ENGAGE DRONES!!!

Access to the Event Staging Area, Camping, parking. Use the Hibernia State Park entrance, then follow MSR ASTROS to the Life Support Area (LSA FURY). Camping is divided into West and East Camping areas. RV/Camper Trailer spots are available near vendor/sponsor row.



TIMELINE

Friday

1200 Gate opens for Sponsors/Vendors reg and setup, and Camping setup at the Life Support Area (LSA)

1330 player Check in & Chrono (Safety/SITREP Briefs at 1415, 1445, 1515, 1545, 1615, 1645, 1715, 1745) (Checking in players must attend one of these)

1800 CRONO CLOSES & TIER 1 OPORD BRIEF @ ADMIN Command Post

1800 TIER 1 Troop Leading Procedures, Prep, and Execution

2200 TIER 1 AAR and Tab Award

Saturday

0700 Chrono/Check in Opens (Safety/Scenario Brief at 0715, 0745, 0800, 0815, 0845)

(Checking in players must attend one of these)

0915 Player Registration Closes

0930 Last Safety Brief

1000 Crono Closes, ONLY Western ASG & 13th SOF & Imperial Recondo & Commandos deploy

1015 Formation (being in kit ready to move out) at Formation Area for remaining units

1030 Ripper/Darby/Royals/Airborne move out to their Drop Zones, EASTERN forces move to their AA

1100 Start Mission Window 1

1400 Mission Window 1 ends, as needed players return to the LSA (majority remain in hasty defense positions)(Think resupply as needed)

1500 Window Mission 2, forces depart FLOT (Forward Line of Troops)

1630 Mission Window 2 ends, All players return to the LSA

1830 TLPs, Formation for PHASE 3 Staging at Infil and FLOT

1900 2030 Mission Window 3

2030-2100 Tactical Pause & Hasty Defense in field, no return to parking lot for main forces, accountability, orders issue, prep for continued operations

2100-2300 Mission Window 4

2300 Mission Window 4 ends, players return to the LSA

Sunday

0730 Chrono Opens for spot checking and those needing

0730 Western ASG & Imperial Recondo deploy

0815 Formation/Short SITREP Brief

0830 Advance units deploy

0900 Startex Mission Window 5

1200 Endex Event, return to LSA

1245 Raffle and Closing Ceremony

1400 Field Closes, players/nonsupport mission staff depart

IV. SERVICE SUPPORT

- A. GENERAL - Recommend players depart LSA FURY with an assault pack, suggested minimum kit example
https://youtu.be/Elgb_B73syk and
<https://www.thirdcoastairsoft.com/single-post/recommended-milsim-kit-for-third-coast-airsoft>

B. 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.

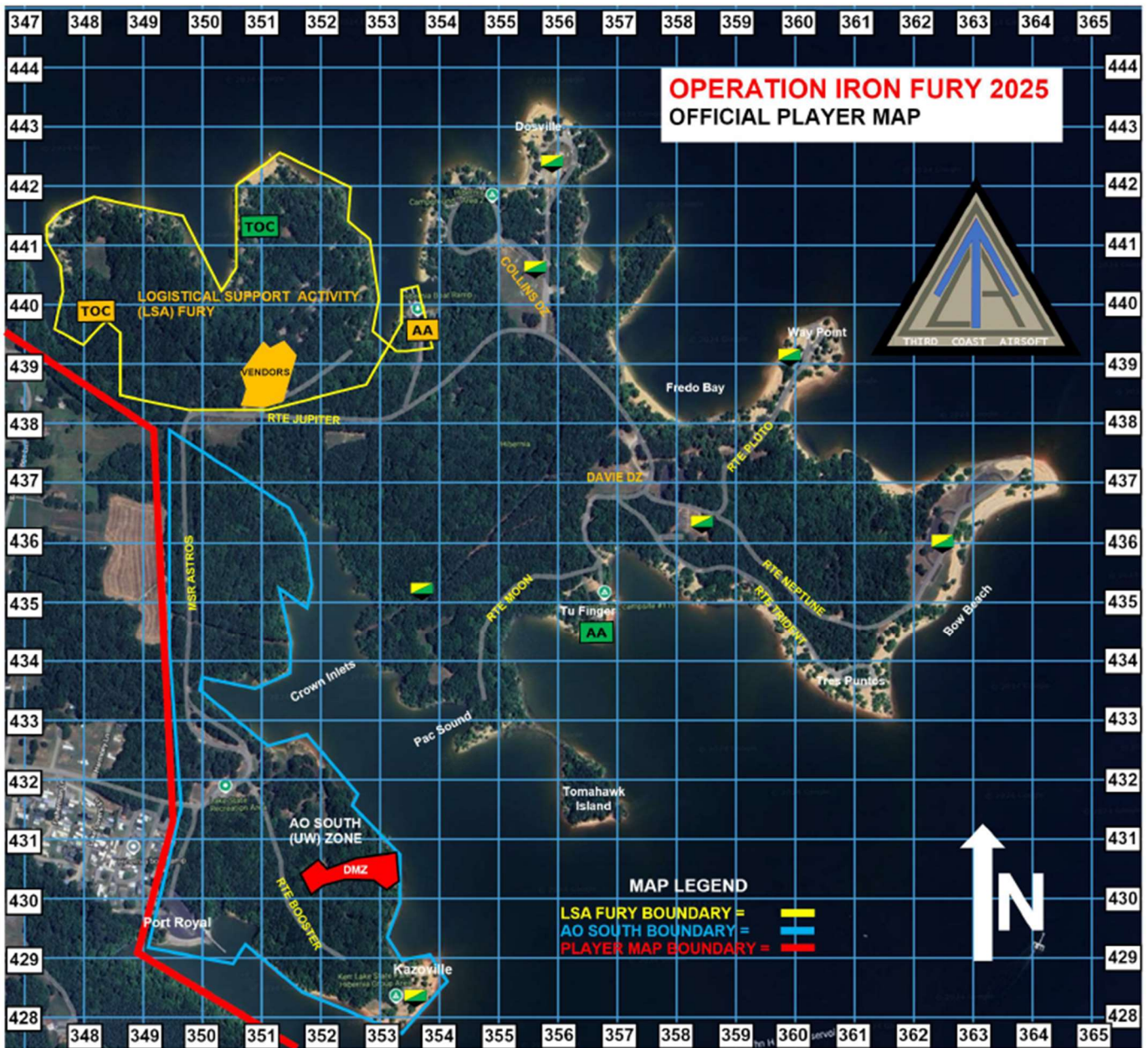
- Emergency Contact Card: A 3X5 Emergency Contact Card (available at registration) must be on all players at all times. You can bring your own pre made and laminated one if desired.

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: **Locked Buildings' interiors are off limits, other environmental rules will be briefed on site.**
- **No removal of wildlife**
 - **Players must stay within published boundaries for play**
 - **Zero entrance into cemetery.**
 - **Zero moving furniture, vandalism of vehicles or buildings is not allowed**
 - **ground fires permitted in camping area in designated areas**
 - **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.



B. Additional points of interest

