



After Action Report

Summary:

This report is intended to provide the participants, and casual observers, of OP: Loyal Serpent 6 with an overview of event and results of the game.

Event Overview:

Op: Loyal Serpent is produced by Black Devil's Airsoft. The event was founded in 2016 by three players who wanted to fill a void in the Saskatchewan Milsim landscape. The event offers objective based missions, spread out over 24 hrs with with a forced rest break Saturday night. Missions are created to generate exciting competition in a more complex style of gameplay compared to regular weekend skirmishes. The unique venue provides a blend or treed areas, prairie grasslands and urban warfare.

Duration:

24 hrs

Event Date:

Saturday July 23, 2022 at 17:30 hrs

Organizers:

The Black Devils

Sponsors:

- Trigger Airsoft
- Airsoft Depot
- Sasksoft Armoury
- Dee Zee Airsoft
- Cache Tactical
- Trans-Care Rescue

Location:

Merrill Dunes, 457 Merrill Ln, Saskatoon, SK
(N 52 02.902 W 106 47.830)

Weather

Sunday, July 24, 2022, 12:00 pm - 6:00 pm

Actual

28 °C
9 °C

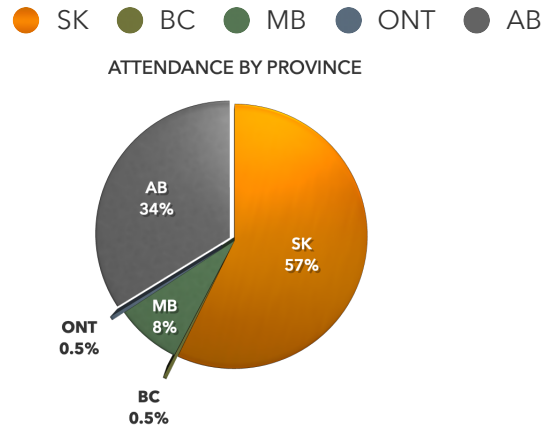
Day Average Temp 18.5

24h Precip: 1.3 mm

Humidity: 44%

Wind: NNE 28 km/h

Maximum Wind: 57 km/h



Participants:

- British Columbia
- Alberta
- Saskatchewan
- Manitoba
- Ontario

Number of Participants:

- 256

Op Schedule:

Saturday, July 23, 2022

- Gates Open: 17:30
- Set up camp: 17:30 - 19:00
- Registration: 18:00 - 20:00
- Chrono: 18:00 - 21:00
- Night Op Start: 21:30
- Night Op End: 01:00
- Quiet Time: 02:00

Sunday, July 24, 2022

- Gates Open: 07:00
- Registration/Check-in: 07:30 - 09:30
- Chrono: 08:00 - 09:30
- Briefing: 09:30 - 10:00
- OP Start: 10:00
- OP End: 16:30
- Debriefing and Raffle: 17:15 - 18:00

The Op schedule was adhered to with only a few delays or alterations to the posted schedule. For example; the Night Op commenced at 20:15 hrs; just fifteen minutes over of the scheduled time. This was achieved by the Admins being organized and the players being informed and educated to how the event would run. A forced rest period was scheduled from 01:00 hrs to 07:00 hrs in order for players to have a rest and meal break. In addition rural municipality noise bylaws prevent gameplay throughout the night. The event ended 30 minutes early because it was hot and players were exhausted. Overall, we were very pleased with how the time-line unfolded.

Registration

Ticket sales were via an online ticket vendor which was efficient and reliable. On-site check-in was quick and no problems were reported to Admin. There were over a dozen walk-up players who did not utilize online ticket service and those players did not receive a commemorative event patch.

Chronograph

This year OLS switched to using a holographic sticker instead of zip ties as a visual confirmation that weapons had passed chronograph inspection. The holographic sticker was faster to apply and more visible to Admins during game play. This is likely to remain the preferred method of Chrono confirmation. The Chrono stations were primarily manned by the volunteers from Edmonton. The process was efficient with no major delays observed. A few hot guns were discovered and the issues corrected before game time. No major issues were reported to Admin Staff.

Camping/Parking

The camping and parking lot were sufficient with mowed grass. There was enough space for everybody. The majority of the players camped on the property. No problems in the camping area were reported to Admins.

Water/Food/Catering

Food and beverages were provided by Peek Catering & Baking Co. Breakfast consisting of pancakes and sausage were offered Sunday morning. Lunch was Taco-In-A-Bag and supper was Pulled Pork Sandwiches. Miscellaneous baking and beverages were also offered. Players were encouraged to bring their own food and water onto the field during game play.

Injuries

No major injuries were reported. Our Admin Medic render first aid for minor cuts and offered electrolyte replacement.

Garbage

There was very little garbage left behind at the camp sites and the Muster Point. Thank you to all the players for cleaning up after themselves.

Scenarios

The objectives were designed to challenge players in ways not typically seen during regular weekend skirmishes. The missions were deliberately made to be more complex and difficult requiring the players to think strategically. A great deal of time and effort was spent trying to ensure each mission was equal in difficulty. Admins used GPS and Google maps to measure distances and plan routes of attack. Given the random nature of the terrain, each team was at a slight geographic disadvantage throughout different missions. Valhalla wore yellow armbands. Titan wore blue armbands.

Behind Enemy Lines

Both teams were tasked with the EVAC of a "VIP". Teams had to locate The GOAT, retrieve their battlefield stretcher from the GOAT, locate the VIP, locate the EVAC site and transport the VIP to their home base via a technical.

The GOAT was located in the far corner of the playing field with minimal ambient light. In addition Admins used an industrial smoke machine to generate heavy amounts of smoke in the area surrounding the GOAT. The combined darkness, trees and eerie smoke created a challenging, environment. Players were observed on their hands and knees navigating the terrain. Both teams were able to locate the GOAT and recover their stretchers. One stretcher changed hands at least 3 times in the darkness and players were observed inadvertently providing medical aid to their enemies. Valhalla located the first of two VIP's and took him on a grand tour of the AO before finally finding their way to the EVAC site. Once at the EVAC site, Valhalla ran a "Mogadishu Mile" to their Safe Zone and secured a win. Titan wasn't fare behind Valhalla. After locating the second VIP, they were enroute to the EVAC site when the time limit on the Night Op expired.

Interesting to note, the second VIP was sitting inside the oldest structure on the field, Fort Flyye, for almost 3 hours before she was discovered. There were many battles in her immediate vicinity, unbeknownst to the players mere feet from her location.

Titan = 0

Valhalla = 10

Hardpoint

Teams fought to control rotating objective areas on the map. Teams earned a set amount of points for every minute that a player occupied a **Hardpoint**. Every 30 minutes the active objective relocated to a new location on the AO. Three Hardpoint objectives were simultaneously active at any given time during the mission. The team that scored the most points won the mission.

Titan	Field 1	Valhalla	Titan	Field 2	Valhalla	Titan	Field 3	Valhalla
83	SWAT Bus	0	0	Wrecking Yard	120	0	Hadley's Hope	165
105	Tower Bunker	0	0	Robber's Post	113	0	Noveske Station	0
117	Cattle Trailer	0	0	Tube Town	115	52	Hadley's Hope	134
119	SWAT Bus	0	0	Robber's Post	88	0	Serenity Valley	180
0	Cattle Trailer	0	21	Wrecking Yard	20	181	Noveske Station	0
84	Tower Bunker	0	88	Tube Town	0	0	Serenity Valley	0
508		0	109		456	233		479

Titan **850** points Valhalla **935** points

This score breaks down to a difference of 21 minutes of occupation over a 3 hr time span, dispersed over nine separate Hardpoints. In summary, this was a very close outcome. It is interesting to note that some of the Hardpoints scored zero, for both sides. Zero scoring results show that teams often did not attempt to capture Hardpoints inside enemy territory. For consideration; Teams scoring points at one neglected Hardpoint could make difference between a win and a loss.

Smuggler's Blues

Both teams were tasked with locating, and recovering two wooden crates and one ammo can. Then returning those items to their Commander.

Titan = **0** Valhalla = **0**

Valhalla returned two crates but did not locate their ammo can. However, they retrieved one of Titan's crates, therefore a penalty was levied against Valhalla. Titan did not locate any of their objectives but due to the penalty levied against Valhalla the mission resulted in a draw.

Fire Flies

A secondary mission in which Players were tasked with locating 20 fluorescent Chem Glow Sticks hidden about the AO and returning them to their home base. Glow sticks were not team specific

and were located in structures like buildings, buses or vehicles. No Glow Sticks were hidden under barrels or under vehicles.

Titan = 15

Valhalla = 12

Notable; admins only placed 20 Glow Sticks out on the AO but 27 were recovered!

FOB

Teams were tasked with establishing a FOB (Forward Operating Base). The Commander, a Sapper (Combat Engineer) and at least one live player had to construct their team's FOB at a designated location.

Valhalla had their FOB up at 10:34 hrs

Titan had their FOB up at 10:39 hrs

Both Teams successfully established a FOB and maintained it for the duration of the mission. No Team's FOB were rolled.

COMMS

Teams were tasked with establishing COMMS on the AO by locating their frequency codes in order to communicate with their Command. Section Leaders did not have COMMS with Command until the codes were located.

Valhalla established COMS at 10:37 hrs

Titan established COMS at 11:29 hrs

Both Teams successfully established COMMS but it should be noted that Titan only had one minute remaining before the mission time limit.

Hornet's Nest

This primary mission tasked both teams with locating 10 of their own coloured flags, hidden around the field, and returning them to their Safe Zone. Extensive RECCE of the playing field was required and Teams had to call in a Sapper (engineer) to unlock their flags once located. Points were awarded for every flag returned. 3 hr time limit.

Both teams made noteworthy pushes but were not successful at returning all the flags.

Titan = 8 Flags Valhalla = 2 Flags

The lower than usual flag recovery is because it was more difficult to RECCE for the flags. This is likely attributed to more players on the AO than previous years. In past years players could RECCE the forests unencumbered but this year whole squads were encountered in the furthest reaches of the AO.

Rule The World

The other primary mission of the day saw Teams tasked with controlling seven key objective areas on the map, longer than the opposing team. The Base Master System was utilized. Teams earned a point for every 15 seconds that their player occupied the objective area. The team that held the most key objectives the longest won the match.

Field 1 Objectives	Field 2 Objectives	Tertiary Objective
Swat Bus	Wrecking Yard	
Tower Bunker	Tube Town	The Pentagon
Cattle Trailers	Robber's Post	

Titan = **1802**

Valhalla = **3802**

Taking Trophies

A secondary mission in which Players were tasked with looting enemy combatants during their two minute bleed-out. One player card per loot. The team with the most enemy loot wins the objective. All day objective, no time limit.

Titan captured **325** cards

Valhalla captured **259** cards

It was observed that many players forgot to loot enemy players when they were in close proximity to an eliminated combatant.

Scavenger Hunt

A secondary mission where Players were tasked with searching the field, and locating 20 fluorescent nerf footballs hidden about the AO and returning them to their home base. Footballs were not team specific and located in structures like buildings, buses or vehicles. No Footballs were hidden under barrels or under vehicles. 6 footballs are MIA.

Titan = **9**

Valhalla = **5**

Showtime

Teams were tasked with locating and destroying the broadcast station.

Players assembled a ladder using the ladder pieces found inside the ammo crates, recovered the night before. After assembling their ladder, players made their way to the broadcast station and used the ladder to gain access to the roof of the broadcast station. Once on the roof the Team's Sapper had to detonate explosives on the roof. The first team to detonate the charges, won.

Titan = Boom = **10**

Titan detonated the charges **1 min, 37 sec** before the arrival of Valhalla, for the win.

SCORE TABLE

Game	Titan	Valhalla	
Hardpoint	85	94	(total divided by 10)
Smuggler's Blues	0	0	
Behind Enemy Lines	0	10	
Fire Flies	10	10	
FOB	10	10	
COMMS	10	10	
Hornet's Nest	8	2	
Rule The World	18	38	(total divided by 10)
Tons of Fun	10	10	
Scavenger Hunt	9	5	
Taking Trophies	33	26	(total divided by 10)
Showtime	10	0	
TOTAL	203	215	

Teams were evenly matched and score reflects that. In the end, everybody was a winner. The Admins observed perseverance and epic battles. Everybody gave 100% effort in their attempts to complete their objectives.

Thanks

We want to thank all the players who made the commitment to attend our event. Your effort, camaraderie and sportsmanship made the event a success.

Thank you to our sponsors, who's generosity is greatly appreciated.

See you next year,
The Black Devils

www.loyalserpent.com