FALL 2015 VOL 2

AIRSOFT NEWS IN THE GULF COAST REGION

THIS ISSUE: BUILDING THE INTENSITY

THIRD COAST AIRSOFT

OPERATION DRAGON ROGUE

EVENT AAR: DRAGON ROGUE 2

STONEBREAKER 2015 & 2016

TEAM ROLE: SNIPER

TACTICS: MOVING ON LINE

TEAM DEVELOPMENT

PHOTOS AND MORE INSIDE!



BROUGHT TO YOU BY THIRDCOASTAIRSOFT

THIRDCOAST AIRSOFT MAGAZINE

Issue 9, Volume 2 FALL 2015

Airsoft News In The Gulf Coast Region

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FRONT COVER PHOTO BY Marvin Marcelo, Georgia

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From the Editor:

It's been a busy year for the sport with a lot of Event Organizers putting on some great events. The Summer heat slowed down some of the region, but now that Winter is here, the southern player base is motivated to get out there. This is issue took a while in the making, with most of the Staff and Council Reps playing catch up. But it's here now!

This Winter, Third Coast is going into its 7th year of hosting events for local charities benefiting Food Banks, toys for children, school supplies for kids in need, and raising donations for Veteran's organizations. All of that was accomplished over the last six years by the TCA players, teams, associated vendors, field owners, and sponsors. So support your local fields!!

The challenge is to keep it up and always be a good steward of proper safety, sportsmanship, and reaching out to other quality airsofters to responsibly grow the sport!

Third Coast has some major ops in the works with Starburst VII, Stonebreaker 2016, and Serious Viking. Plus, we plan to attend major ops by hosts like LionClaws, American Milsim, and MilsimWest.

Enjoy the Issue and keep calling those hits!



-Zmonster
Editor in Chief

LETTERS TO TCA

WE WANT TO HEAR FROM YOU, SEND TO THIRDCOASTAIRSOFT@GMAIL.COM



Third Coast Airsoft just Keeps raising the bar in outstanding affordable Milsim games and this weekend was no exception! In my opinion they are one of the best out there right now!
-Ben K.
Dawsonville, GA



The magazine serves as a connection across the all the Chapters, and to run into other TCA players at National Events is great!

-Crasher
Alabama



"Push! And Push Hard!" To hear that at Shelby. It was awesome to roll with other TCA Members, see you guys at the next one!
-Joey F.
Mississippi Rifles



I would not have known how big this hobby is if it wasn't for the TCA Chapters and the Magazine. Thank You from an involved Dad of 2 MILSIM players!

Harris
Panama City, FL

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THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

BY

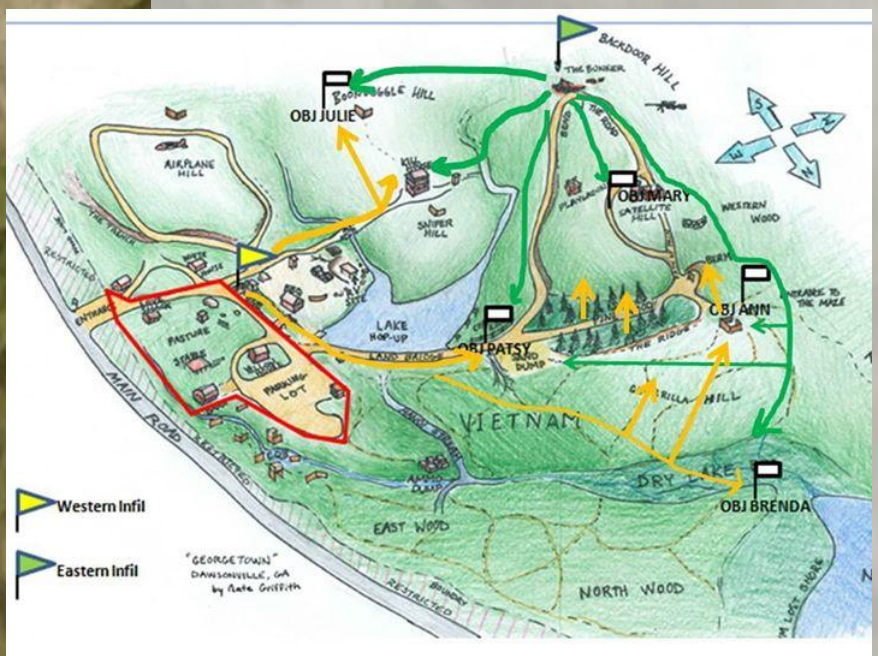
ZMONSTER

Held September 19, 2015, Team Airsoft's Field, Dawsonville, Georgia
TCA Chapters in Attendance Alabama, Florida, Georgia and Mississippi
Photos Contributed By Mad Crew Airsoft, Team Airsoft, Airsoft Junkiez



Third Coast Airsoft Staff and Team Airsoft have had a great relationship, with the Staff making the trip at least once a month out to Team Airsoft's awesome field for skirmishes, Camp Wolverine, and mini ops.

So it was only a matter of time before we got together with our partner and sponsor, Airsoft Junkiez to host a series of ops at that challenging field.



Dragon Rogue I, May 2015

Our first op following Stonebreaker, was a sold out single day event at Team Airsoft's field called Dragon Rogue. This once again pitted the Western Coalition and Eastern Empire (the continuing factions from Storm East and Stonebreaker against each other.

There was quite of bit of side loyalty going into it, with players running the same side since Storm East.

DR1 ended with Eastern winning by a narrow margin, 71 to 68, with both side commands learning at an exponential rate.

THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED



Dragon Rogue left players wanting more, so the Staff quickly went into planning mode and worked with Team Airsoft to select a date and set goals to make Dragon Rogue 2 better than the first.

DRAGON ROGUE 2: Bigger and More Challenging

The scenario design would definitely place Western Coalition on the offense, and Eastern Empire on the defense after the end of DR 1. This seemed like a good way to go forward into the scenario design.

Game elements like Terrain Objectives and the FRAGOs would be kept, along with teams being able to call for artillery and air support. But we also wanted to up the ante with interactive props and bring in elements from STARBURST like the minefields and breaching.



“Additionally we wanted to give players more for their money, something they could come away with like at Stonebreaker and Starburst, a patch along with the experience,” stated Justin Mager, “The FRAGOs, terrain points, and the time sensitivity of getting after those missions, stressed players to push themselves.”



THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED







In addition to the added interactive FRAGO props, the leadership on both sides really switched on the level of organization as the event drew near, organizing their forces into maneuverable units and developing what could be considered campaign plans. Carlos W. and Mark M. on the Eastern Empire, spent quite a bit of time studying the map and scenario, along with the initial deployment restrictions of only being able to deploy 2 ten man elements that would initially defend the “invasion beaches.” The Imperial Army would also have to contend with 20 Western Coalition Airborne troops being inserted behind enemy lines at the start of round one.

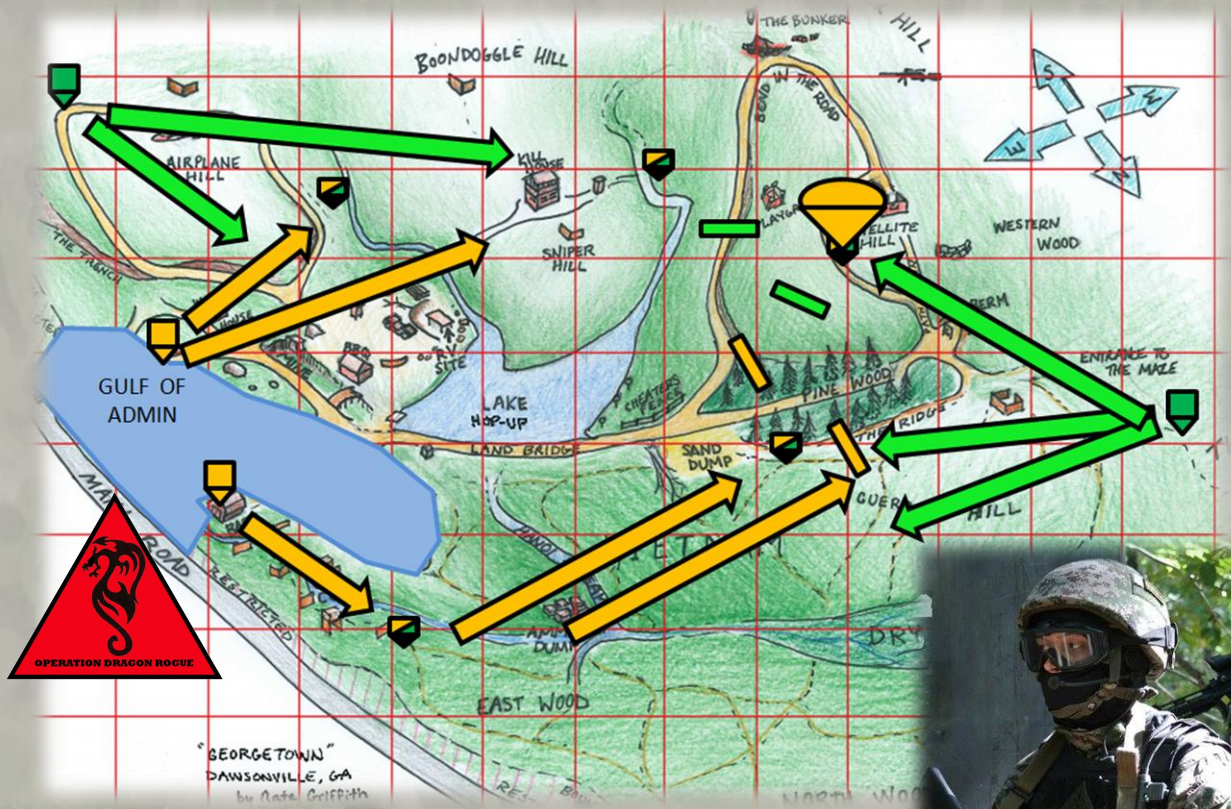
On the Western Coalition side, Ben K. and Yiu L. along with other senior leaders, developed invasion plans and what ifs, along with a solid fighting task organization.

“These guys on both sides came ready, they approached it in a very military manner, which impressed me,” stated DD, a military Veteran from South Carolina, “I know Ben is leading players at Fulda Gap next month, and I feel like I am on the right side there, the Green (Eastern) team had a solid command, and always seemed to counter our moves at the last opportunity.”

THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED

The opening round of DR II saw the strategy on both sides being put into practice, with the Western Alliance dividing into 2 companies each taking an invasion beach, and Airborne being landed on top of the highest ground in the field, Satellite Hill. Imperial Forces countered with their defense teams holding the beaches, but were overrun quickly in the first 15 minutes. Eastern Forces moved fast to counterattack at the Kill House and struck at the Airborne on top of Satellite Hill while attacking towards the Red Beach area near the Ammo Dump to keep the Western Invasion Forces from linking up with the Airborne.







The round saw both sides executing FRAGO missions while battling over the terrain OBJs, which each side gaining valuable intel codes for the next FRAGO mission.

Key Terrain

A major terrain position that changed hands constantly in round 1 was the Kill House, which was nearly leveled by the amount of artillery and CAS that was brought in to destroy defenders and attackers. "That house controlled access to terrain OBJs, but I didn't know that until after the Round was over," said Quinton from 75th Black Knights.

THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED

At the end of Round 1 gave many a chance to rest, eat, and reset for the next battle to come.

“Dragon Rogue continued the type of campaign style play that Third Coast is known for, where sides pick up from where the last round left off, and that is something I love,” Matt R. from Alabama stated, “the leaders have to come up with a strategy for the players to execute, you may not win it in Round 1, but it can lead up to the victory at the end of day.”



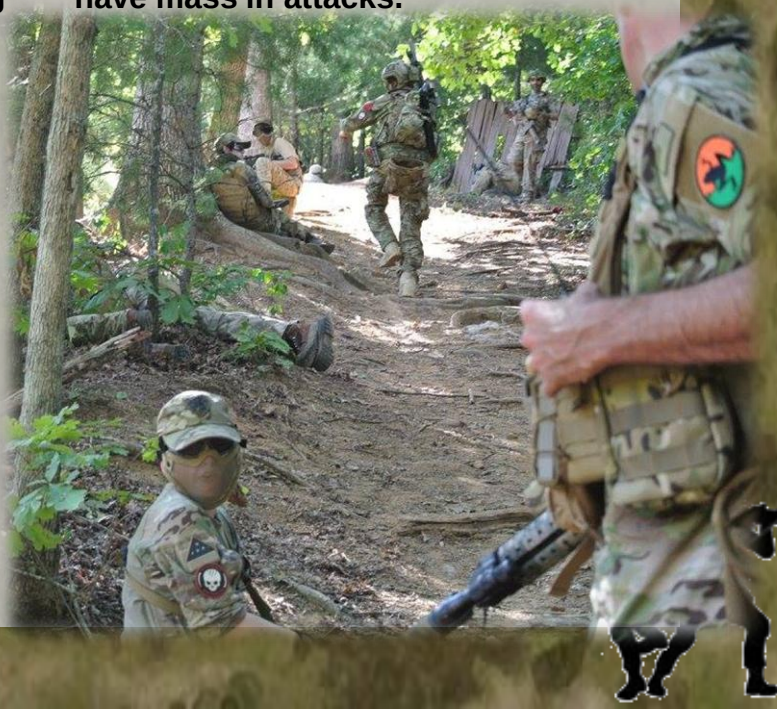




One of the crucial actions at the very end of Round 1 was the retaking of Satellite Hill by a very determined Eastern Empire Platoon attack. This left the Imperial Army in a very good position for Round 2.

Western Alliance Command countered at the beginning of Round 2 with a large deployment of forces at only 2 locations, the Ridge and Blue Beach, in order to attempt to shut down Imperial movement to the Western rear area and have mass in attacks.

Eastern started their forces split among Satellite Hill, Airplane Hill, and the Maze, developing a crescent moon shaped front. At the start of Round 2, the maze forces attacked straight into the teeth of a 80 man Western Company moving off the Ridge Terrain Point. Both sides attempted to use air support and mortars to break up the others’ positions but it thinned out few positions. “My guys stopped bunching up real fast after Round 1, we couldn’t lose people to artillery on the ridge,” stated Archer.
Both sides struggled through radio communication issues, with each finding runners as sometimes the best way to get information out to small units.



THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED

Frago to the Laptop

“Both sides had this point had their strategy, they knew what the score was, it was a matter of holding and counter punching,’ an Admin noted, “each side had to patrol their rear areas to make sure no surprises were waiting, while still holding and hitting where they could.” Then the laptop frago dropped, both sides received intel saying a laptop that needed the obtained code Was located at the killhouse, which was at the time empty due to the fighting shifting away from that location. Both sides quickly tasked units to move to that location, a small Imperial Force was intercepted and destroyed near sniper hill by a larger Western element. Western took the Kill House at great cost, using AT4s to eliminate the Grey Forces securing the Kill House, while suppressing the counterattacking Imperial Forces from Airplane and Boondoggle Hills.



Western Operators stressed themselves entering the code and waiting for the download. “It actually fired up, asked for a code, then it downloaded a file, which took forever, then it displayed a small map,” laughed one of the assault team, “I’ve never seen that before.” The assault team relayed the location of the missile coordinates to the Western Command, which sent the nearest team to the displayed grid, who then launched the missile. With both parts of the FRAGO completed, the Western closed the score.



Eastern Command, plagued by communication issues due to being deployed over a wide front, struck out towards terrain OBJs to secure a lead, albeit a small one in points. “Getting ground was going to be our best chance,” remarked Ray T. from Georgia. Western troops were reaching their limits and couldn’t counterattack or patrol areas in time to ensure terrain points hadn’t switched hands. Leaving them behind in single digit points. Penalties on both sides left Dragon Rogue II a tactical draw going into the Night Round.



THE DRAGON ROGUE SERIES CONTINUES WITH OPERATION DRAGON ROGUE II

CONTINUED



Conclusion for now

The welcomed break after Round 2, let many to rest, take measure in the day's play and most of the players decided it was a good time to call it. The weather, the constant action, and the drive home made the decision for a few. Players enjoyed the raffle, with sponsors like Enola Gaye, G&G, Airsoft Junkiez, Wolverine Airsoft, Polarstar, and Team Airsoft providing a lot.

The night round went as planned, with Western tasked to breach two minefields and attack up a hillside to destroy an Eastern Supply Depot. The hard core players that took part pushed hard, breaching the minefields, but time ran out, leaving the score a tactical draw (with penalties for safety, sportsmanship bringing it to a draw.)





OPERATION DRAGON ROGUE



The Road Ahead

Team Airsoft's Field is challenging with its hills and complex terrain. The fight now moves north to Barnwell, South Carolina, to GTI and Operation Stonebreaker 2016. Where the Eastern Empire and Western Coalition will face off in a larger and much more dynamic campaign over 2 days. Major thanks to all the Sponsors, for Airsoft Junkiez and Wolverine Airsoft for being on site, to Team Airsoft for the use of the field and staff, and last but not least, to the Command Teams on both sides for making it EPIC at Dragon Rogue II.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THE AIRSOFT SNIPER

BY
MIKE ANDERSON
ODA 102

Snipers in the sport of Airsoft is a critical role in my opinion. Teams can use them in a few different ways. One way is to use them as a forward recon. Have them deploy forward of the fire teams position to see if anyone or anything is out there. This way as the teams move on to their mission objective, they don't get back-doored.





The other mission of an Airsoft sniper is to degrade the opposing teams morale. Morale goes right out the window when people are getting taken out, but no one can pinpoint from where. The pucker factor is in full effect, and does not take much to have well laid plans fall apart.

Then, this is a perfect time for the fire teams to come in immediately after the sniper does work, and take out the now disoriented opposing team.





THE AIRSOFT SNIPER

BY MIKE ANDERSON, ODA 102



Kit Selection…..

Gear is critical for the Airsoft sniper. I am not talking about the full kit up COD version, but the functional one. The Spartan approach is much better and efficient. Knowing about the terrain prior to going out to the area being played helps out tremendously. I personally use a uniform that conforms with the team specified colors for the team, but not the usual patterns.

My preferred pattern is Tiger Stripe. Either tan or green based, they both work out well for me. They tend to blend well, regardless of terrain. You must be careful with any type of uniform, because normal washing can fade them, and you will be more noticeable.

Keep your colors crisp, and faze out uniforms as needed. But what about ghillies, you ask? I have a few , but hardly ever use them. They tend to be more out of place, than spot on. Sure, they work sometimes, but it is a 50/50 shot.



You can cut natural vegetation and add to it(called vegging up), but you must constantly add new, and replace the old dried out pieces. It usually only takes 10-15 minutes for veg to dry out, and change color. Then you will really stand out more than you realize.

Stick with a good pattern uniform, and all is good , regardless of where you play.

THE AIRSOFT SNIPER

BY MIKE ANDERSON, ODA 102

Kit Selection continued,

One thing often overlooked is choice of sidearm. In the sniper roll, most venues will have a 100 foot MED(minimum engaging distance) . Having a sidearm is critical to your survival, and is part of the rules for the role. You will need one that will be accurate, be able to hit targets out to roughly 150 feet, and be light enough to carry comfortably. Gas pistols are your best bet, for ease of use and power. My pistol of choice is the WE Glock 17. I carry it and one spare 28 round magazine. This is more than enough firepower if I need to engage a quickly advancing target, that gets within my MED, or when personally advancing up on a hide site. Always clear an area with your pistol, no one wants to be drilled by a sniper platform up close.



Rifle selection is varied. Some like spring power, and others like HPA. I have both, and switch out depending on venues. The sniper class limits sometimes varies, and being able to switch out and have multiple options is a good practice. That being said, you must be proficient with whatever system you choose to use. I generally put in hundreds of hours of tuning and ranging my bolt guns , regardless if it's spring or HPA. By the time I hit the playing field, I know exactly what each rifle is capable of, and what it will perform like at several playing ranges.

My main preferred rifle is a KJW M700. It is HPA tapped and is very consistent. It has a 6.01 Prometheus barrel,Maple leaf 70 bucking, custom "V" nub, HyperTech bolt spring, Tanaka red bolt seal kit, a custom lapped bolt, trigger group with lightened sear and main spring, Tanaka suppressor adaptor and a customized Madbull suppressor. I use a Matrix 4x12-50 scope, with illuminated mil dot reticle, on 1-1/4 raised scope rings. The preferred magazine is a Tokyo Mauri 28 round model, tapped for HPA. BB choice is BBWARZ " defective" .36 or .43 bbs. They are washed and inspected for blemishes and then rebadged for field use. Some say that is a bit extreme, but my results with them are well worth the time this process takes.

THE AIRSOFT SNIPER

BY MIKE ANDERSON, ODA 102







Patience is Everything…..

The thing I tell most players trying out the sniper role is to be patient. This is not the run and gun, kick doors in CQB squad role. Moving slowly and precisely, stalking your target is a rush to me. Being able to sneak into an area undetected, get a kill shot off at a 100 yards or more sometimes, and then get out undetected, is like nothing else. The ability to get that shot, without alarming the guys/girls to the left or right of the intended target I very satisfying.

Yes, it may be boring to some, but that is what you need to figure out for yourself. Some people love snipers, while others see us as scoundrels, and less than honorable. Either way, play your style of game. Always be honorable, and call your hits. Don't loose your cool if your intended target shakes off your well placed shot. Just make the next one count. If someone sneaks up on you while you are sitting waiting to place your shot, then so be it. Use it as a learning experience, and move on.

Don't let someone talk you out of trying this role. Yes, it is not for everyone, but the ones that choose it enjoy it. Talk to others playing the role, and ask questions. What makes them do it, and why. Don't be afraid to talk to others, we all started out somewhere. In the end, this is a game. A sport we all choose to play. Have fun. That is what this sport is all about in the long run.

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STONEBREAKER 2015

Looking back, And Looking Forward

Editor's Note: The Staff is looking at this past year's Stonebreaker and going forward with planning for Stonebreaker 2016



Hosted by: Third Coast Airsoft in partnership with Airsoft Junkiez and TOG Productions
Location: GTI/JOC, Barnwell, South Carolina
Number of Players Present: 388, counting Staff/OPFOR/Roleplayers 415

Rounds Executed: 2x 3 Hour Daytime Rounds, 1x 90 minute night round

Notable Third Coast Chapters/Teams In Attendance:
ODA 102 (Georgia Chapter)
ODA 105 (AL/Georgia Chapter)
Airsoft Junkiez (Georgia Chapter)
75th Black Knights (AL/Georgia Chapter)
Red Team (Florida Chapter)
TF HAWK (Florida Chapter)
Mississippi Rifles (Mississippi Chapter)

Final Score: Western Alliance 159 points to Eastern Empire's 139

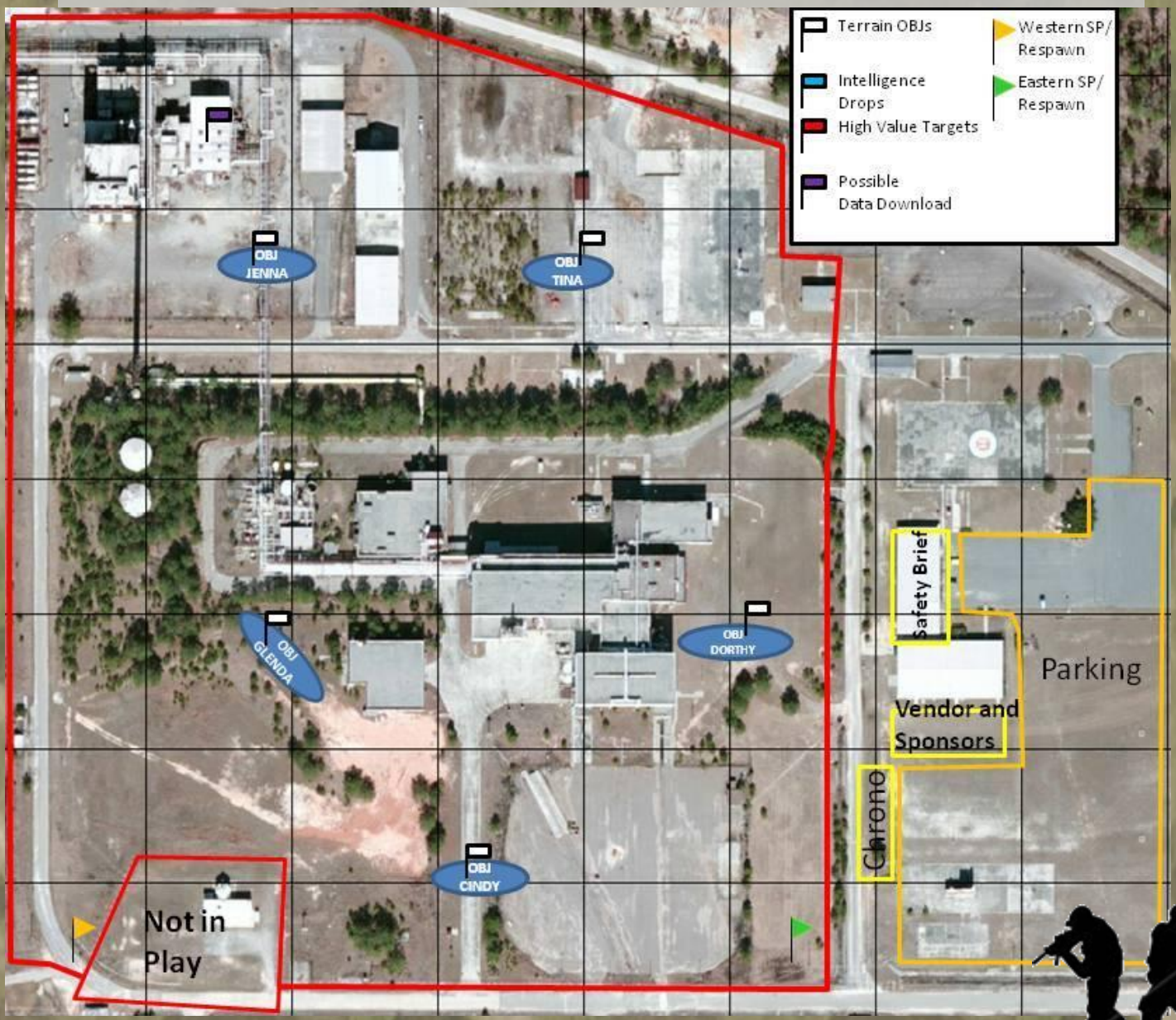
The weather really cooperated with the event, skies were mostly clear, and the temperature was just right. Each side, Western Alliance (tan based camo patterns) and Eastern Empire (green based camo patterns, and ACU/UCP) were equal in size, both were organized as a Battalion formation of 2 companies, each company with 2-3 platoons. Alpha and Banshee Companies were Western Forces, and Chaos and Dagger Companies were Eastern Empire. The lead up to the event saw both sides conducting a great deal of planning and operations orders to be ready to increase their chances of defeating the other.

STONEBREAKER 2015

Looking back, And Looking Forward

Third Coast issued a general warning order followed up by a side specific operations order detailing mission objectives and goals. Victory points would be broken down into 3 categories;

1) Terrain Objectives (attack, seize and hold them, with points being awarded to the side that controlled the point at the end of that round, 10 points each with 5 terrain points on the field)
2) Nuclear Fuel Rods (find and recover, taking them back to the side's spawn point, 2 points per rod)
3) Personnel Rescue (mission given by either developing intell from civilians on the battlefield, or by Battalion HQ, the objective would be to either secure in place until the end of the round for 10 points, or take the rescued person to an extraction point for 20 points).



STONEBREAKER 2015

Looking back, And Looking Forward

Round 1 saw a mad rush of the Eastern Empire up the steep ground to the main JOC building seizing terrain OBJ DOROTHY, along with securing terrain OBJ CINDY in between the two sides' start points. The Empire struck fast out to OBJ TINA, seizing it, then began its fight towards OBJ JENNA, finding fuel rods in between TINA and JENNA. They began attempting to flank around the 9 story Hexafluoride building but ran into stiff resistance by what appeared to be at least 2 platoons of Western Forces (18 Empire shooters slamming into almost 60 Western). Eastern attempted to isolate the main JOC building, tying up the balance of its platoons in between DOROTHY and CINDY, finding a total of 10 fuel rods, and holding 3 terrain points by the end of the round (CINDY, DOROTHY, TINA).



Western Forces opened the round by using the perimeter road to send almost 2 full platoons towards the Hexafluoride complex, and pushing towards terrain points JENNA and GLENDA. They ran into stiff resistance and what appeared to the observers would be considered a fix and bypass move. 2 Western platoons secured GLENDA, with 1 platoon pressuring TINA for a bit, while the rest of the platoons pushed towards the main JOC building and OBJ TINA, but Eastern had the high ground and rallied to keep the main building.

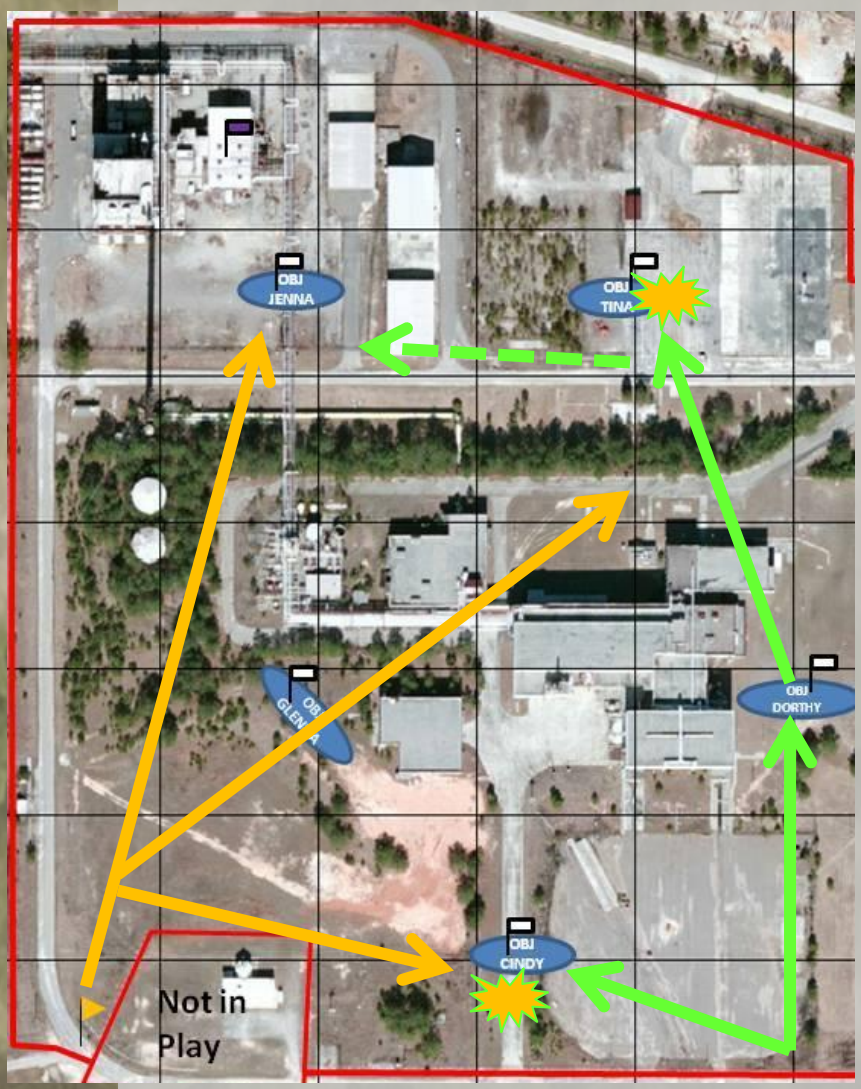


The Western mass attacks allowed them to search buildings finding 28 fuel rods. Both sides rescued their isolated VIPs (200 lb sim-mans) and return them to their respective extraction points gaining 20 pts each. Western came out ahead on the round with the score being 90 to 65. There were some penalties for each side for Law of War violations (shooting civilians) and blind firing.

STONEBREAKER 2015

Looking back, And Looking Forward





In between rounds, Zmonster spoke with leaders of both sides, indicating it was anyone's game so as long as sides remained mission focused.

The forces took the field again for another 3 hour round, Eastern focused their efforts to retain DOROTHY, CINDY, and TINA while searching the main building for fuel rods and be in a position for a call to rescue a high value individual. TINA changed hands 3 times with Western massing 3 whole platoons (at one point totaling nearly 50 players) driving back an equal size Eastern Force near TINA.

Some Eastern troops made it past TINA and fought a short battle near JENNA and the 9 story Hexafluoride building but were unable to sustain the effort. Eastern were driven back towards the main JOC building and conducted limited counterattacks to keep DOROTHY under their control, on the other side of the field, CINDY changed hands 4 times, the point was set on a sunken road with both sides having to fight to the high ground on each side in order to seize the point.

CINDY was retaken by Eastern, but it took forces away from massing for an attack on GLENDA and rescuing a HVI that was being held by friendly insurgents, denying them 20 points. Western retook TINA after a seesaw battle, which put them in a position to rescue their HVI quickly and moving him back to the extraction for 20 points. Greys secured a second Eastern HVI and were offered a cash reward if they could bring him to OBJ DOROTHY which was barely being held by Eastern.

STONEBREAKER 2015

Looking back, And Looking Forward



The local Eastern Commanders attempted 4 major breakouts towards TINA using mortars, smoke, and artillery strikes but Western platoons were entrenched along the ridge.

Greys carried the Eastern HVI through the lines to DOROTHY and in the last 90 seconds of the round were paid for their efforts, securing 20 points for the Empire.

The round had been a close one with law of war penalties subtracting nearly 45 points from Western and Eastern Forces. The score at this point was 135 Western and 129 Eastern. Many players were blown out and tired, others were determined to make the win in the night round.



An awesome raffle brought to players by a host of sponsors including Operation LionClaws, BlackSheep Milsim, Airsoft Junkiez, Red Tactical, Falcon Tomahawk, Third Coast Airsoft, G&G Armaments, Wolverine SMP, Polarstar, Airsoft Atlanta, Enola Gay, PyroTex, and Lazerdot BBs motivated quite a few on each side to gut it out for the night round.

Each side had more than 70 get into the fight, collapsing on the main JOC building to find the enriched cores and fuel rods. The battle inside that building was intense at times and both sides passed each other in the dark halls and floors.

The battle ended with the score being 159 Western to 139 Eastern.

The event was one of Third Coast's largest events outside Texas, rivaling the Starburst Series.

STONEBREAKER 2015
Looking back, And Looking Forward



Looking to the next Stonebreaker in 2016

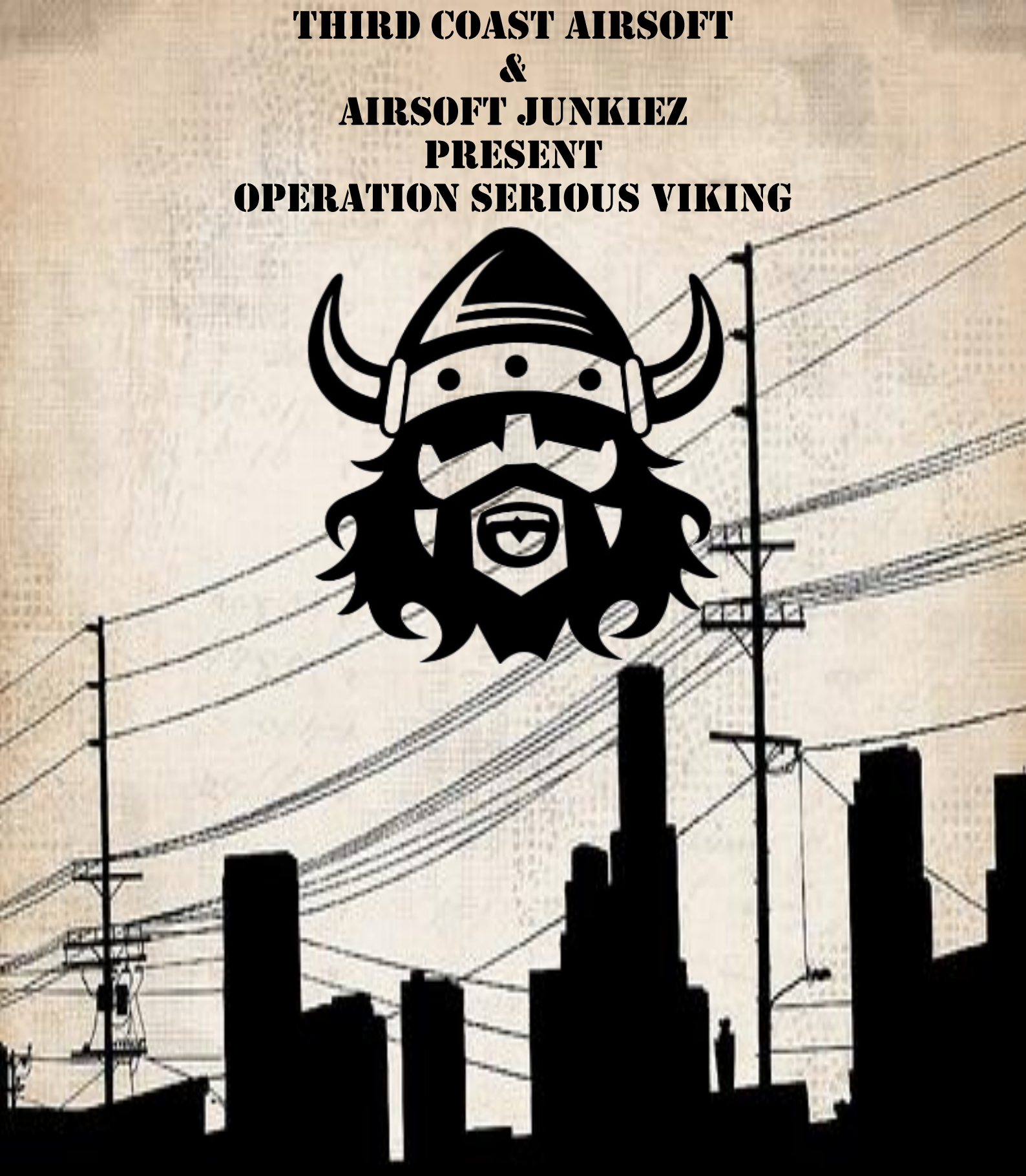
The Third Coast Staff was given an opportunity by GTI to come back in 2016, and we jumped on it. The next one would evolve much more into the MILSIM realm (midcaps, limited DMR/Sniper classes, and Tier 1 Mission Sets) as well as expanding into a full weekend. The date is set for 4-6 March 2016. Ticket price for early entry is $75 for the first 200 players. After that the ticket price goes up to $90, which is still a great price for an awesome venue.
Additionally, we will be offering a limited Tier 1 Mission Set for $15, that will immerse players that select it, into an awesome night raid, with detailed planning, supported with vehicles, with those individuals earning a specialty badge.

And yes Timmy, the mortars will be back, so brace for it!





THIRD COAST AIRSOFT
&
AIRSOFT JUNKIEZ
PRESENT
OPERATION SERIOUS VIKING



COMING LATE SPRING 2016

TACTICS: SHOOT, MOVE, AND COMMUNICATE

By

Ranger Mike (Florida TCA Chapter)

So your team has gotten established and organized. Meaning your normal group of players that always works together has decided to take the big step and call yourselves a team. This is no small step. In a lot of the airsoft communities that I have seen and been a part of, I have witnessed groups of players evolve into teamsets.

They want to take the hobby/sport more seriously and be able to compete against other established teams. Gear, loadouts, and weapons are decided upon, and the team starts looking more and more professional, you hold private skirmishes to test tactics and work on improving individual skills.



I have even seen teams remove themselves from the larger community in order to get better then return to the larger community once they feel that they can compete (I do not recommend this, practice makes perfect, force on force training provides a lot of lessons learned).





Recently a young group of players (“young” not referring to age but “new” to the hobby) asked my team leaders how to develop a training plan. I told them to focus on the basics, SHOOT, MOVE, and COMMUNICATE.

TACTICS: SHOOT, MOVE, AND COMMUNICATE

SHOOT



A friend of mine, Gabe L., an Army Veteran and Airsoft player, stresses marksmanship as a part of his team training. A lot of players immediately ask "Why? Airsoft Replicas are not that accurate?" his response was every shooter needs to know the pattern of his weapon at various distances. Knowing how your weapon shoots will give you an edge when time counts. I have seen a lot of players not even bother to mount their carry handle/sites on their M4/M16s, and most of the time they do not hit what they are aiming at, trust me sites do work in airsoft.



I have played with a member on my team that uses an Aimpoint red dot site without batteries, his reasoning is that if the target is in the red dot's tube, he can hit them. Because he is so familiar with his weapon, it works for him.



Also do not neglect to train with your secondary as well, whether it is a machine pistol, pistol, or shotgun. And practice transition drills. If your main goes down in the middle of a fight, you do not want to scramble for your secondary, and then be unfamiliar with its shot placement.



TACTICS: SHOOT, MOVE, AND COMMUNICATE





MOVE

Once marksmanship has been trained, get the team to work on movement, starting at the individual level, then progress to buddy movement, and then on to team movement. The two types of movement are in contact and not in contact to simplify things. Individuals should practice moving from cover to cover even if not in contact.

Later you can train with a buddy, taking turns bounding, covering each other as one moves. When you move, you are moving, do not stop to take a shot, that is when you are most likely to be out of cover and get hit. Develop trust among each other.



At this point the communication begins, some teams having come up with code words for “moving” “set” “got you covered” in order to not tip off the other team, train initially with these words before you try to use code words.

There might be a time when you have a non team member in your element and he will not know the code words but understands the concept of bounding. My team has a rule, 2 operators executing a mission is better than one.

TACTICS: SHOOT, MOVE, AND COMMUNICATE

That means a lone ranger is not much of a threat to the mission, but two motivated teammates can wreck shop. A lot of you have talked amongst yourselves and noticed that one shooter is not much of a threat, but two can cause a lot of damage.





Movement formations like the Squad File or Column, and Squad online should be trained on both in contact and out of contact. Training on just one or the other may short change the team when it counts the most. A lot of the 1st SFAOC teams use the online movement with great results both in the defense and offense.



My team constantly practices this online push because our new members are less prone to participate in an online attack for fear of getting hit.

Another team leader uses metal pans as OPFOR when training and as the team attacks online, everyone is walking and shooting these pans. An excellent technique to instill confidence in those newer team mates.

TACTICS: SHOOT, MOVE, AND COMMUNICATE

COMMUNICATION

The last item on the "to train" list is communication. Start with focusing on verbal and hand communication before training on the use of radios. Buddies and fireteams moving should be communicating to the leaders when they are set as well as augmenting the verbal commands with hand signs.



Train your teammates to back brief their leaders to ensure that all understand the mission they are getting. Remember words have meaning. In Mississippi and in Laredo, Texas, I witnessed a classic example of misunderstanding.





Team leaders told their people to secure a location, but the team mates thought it meant to pass through the objective and kill the enemy on another part of the field, causing the team to lose the event.

A back brief is nothing more than the assigned team member explaining what they think the mission you have given them means. "Move to Tu Pams, secure that location, block enemy from coming through, back brief me," "Roger, go there, hold it, let nothing pass," "Roger, execute." As simple as that, most teams that do well in MILSIM airsoft use this concept and are pretty successful in making mission and winning the fight. It separates a common dressed team from a team that is a coordinated fist!

TACTICS: SHOOT, MOVE, AND COMMUNICATE

Shoot, move and communicate is a good basis to begin improving your teamset and a starting point for building a training plan to get a new team to become more organized and effective. As other players start seeing your team taking it to the next level, they themselves will want to and the community as a whole will become more and more competitive.

- Ranger Mike







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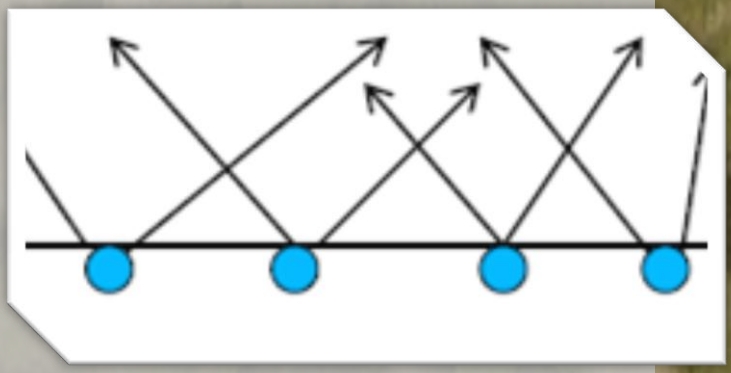
"Ask not what Airsoft can do for you" "Ask what you can do for Airsoft!"

TACTICS: MOVING ONLINE

BY ZERO AL/GA CHAPTER AND R.M., FL CHAPTER

In airsoft the online or line abreast formation has been one of the most effective formations in the offense. Done right it can overwhelm a disorganized opposing formation even when they are greater in number. It takes a level of teamwork, trust, and communication not found in some teams and as such must be practiced and rehearsed to be effective at the moment necessary to use. A few issues back I briefed using it in the defense, now this article well cover it in the offense.





CAUTION

This formation maximizes firepower to the front and rear, but assumes some risk to the sides, a team must understand that risk. Using this formation doesn't always insure victory especially if you are going up against a team that knows the formation as good as you do or if they are well trained in the use of the formation in the defense.

SPACING!

Too many new players or those used to CQB stacking, have a tendency to use their buddies as cover when moving forward. This is where training and discipline come into use. Practice with the team to learn spacing between players, 10 to 20 feet is ideal. This prevents the bunching up effect.





COMMUNICATION

Several veteran teams in Texas have used this formation to great effect, so much so that teams going against them have come to expect it. Verbalizing or giving the command "assault online" generally alerts the other side, very similar to screaming "Reloading." Avoid this by using code words to prepare your team and give them the command to execute.

TACTICS: MOVING ONLINE

BY

R.M. AND ZERO



Maximizing firepower forward suppresses OPFOR, either taking them out or keeping their heads down until one of your team can get an angle shot to remove the threat.

Everyone has to be moving and shooting, this is not the time to be spraying, but a steady stream of fire to achieve a steady suppression. Remember you have to have ammo to continue the mission once you have taken the Objective!



Training

Before your team jumps on the field and tries this technique out, practice it without anyone shooting at you. One team set out colored balloons on sticks, faced away from them, then on command turned and began walking forward on line shooting steadily at the balloons. This reinforced spacing between friendlies, kept everyone firing, as targets were eliminated, the team assaulted through and set security on the far side of the stick line. Later the team practiced code words and worked on moving more deliberately.

Practice and Go!

Build Confidence, and do not be discouraged if not everyone executes the move under fire, it takes time to build that trust in the technique. Sometimes the OPFOR has a bigger vote. Get out there and push!



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EVENT HOSTING, GOOD PRACTICES

BY

DRIVEN, MISSISSIPPI CHAPTER, AND ZMONSTER, TCA MAGAZINE



Hosting an airsoft skirmish, mini op, or Event all have the same fundamental basics. Without them, it boils down to backyard brawls or unsafe play. At that point, someone is going to get hurt, law enforcement may get involved, local airsoft will take a public hit, and the sport will remain in the fringe.

Many of us have been in communities where something was missing after we had played the same team deathmatch games over and over again. Or when of the players appeared with a replica shooting a lot harder than everyone else playing.



When a community or team decides to host an organized skirmish, mini op, or event, this is a decision that isn't made quick. The team needs to understand and know some good practices to pull off an event the everyone will remember and will want to comeback to.

1) Safety Briefing/Ruleset
2) Right Location With Permission
3) Chrono, Distance Guide
4) Simple easy to understand scenario
5) Organization

EVENT HOSTING, GOOD PRACTICES

BY
DRIVEN, MISSISSIPPI CHAPTER, AND ZMONSTER, TCA MAGAZINE



1) Safety Briefing/Ruleset

Top priority is adopting a Safety and Rulset. There are a lot of good and established rulesets out there. The Mississippi Chapter adopted the Third Coast set because it made sense. We are talking about Midcaps vs HiCaps here, or even replica classes. We are talking about basic safety. FPS and Minimum Engagement Distances, what is a hit, no blindfiring, blindman calls, and good sportsmanship are all things we talking about when it comes to a good ruleset.

Included in the Briefing should be any no go areas, field boundaries, use of dead rags, and scenario specifics.

Starting the day's event with this will put everyone in the right frame of mind and will keep the play good. Having a briefing binder or sheet present is a great way to ensure as a host you do not forget the important safety and event rules.



2) Right Location With Permission

So your favorite place to skirmish is a 3 acre semi wooded lot behind the mall, and your team team thinks it can host an Airsoft Op there just because no law enforcement has ever showed up in anyones' memory. Right? WRONG. Just because no one has complained (YET) or no law enforcement has showed, doesn't give you consent.

Always check with your local authorities and property owner for permission. If you cannot get it, well…DON'T PLAY THERE. For most looking to host an event/organized skirmish, you need an established field or private property.

A good planning factor for skirmishes/events is 10 players to 1 acre. That will keep you from having too many on the field at one time and shape the scenario.

EVENT HOSTING, GOOD PRACTICES

BY
DRIVEN, MISSISSIPPI CHAPTER, AND ZMONSTER, TCA MAGAZINE

3) Chrono, Distance Guide



As part of safety, chrono-ing all non blowback pistols, SMGs, Rifles, and other replicas with a standard BB weight (.20 or .25) is a must. This will determine the minimum engagement distances for players, furthering safe play and mitigating the chance for injuries. Too many amateur clubs like to not chrono and say to suck-it-up until a player gets injured and requires a trip to the ER. Criminal negligence is something that can be brought to bare.

Having a distance line set up at the chrono station showing 10 ft to 50 ft markers in 10 foot intervals helps players to visualize their MED.



4) Simple easy to understand scenario

We have all been to overly complex events. The solution is to keep it simple. One of the easiest game types was taken from a multiplayer shooter game like BF4 or COD. The forces had to attempt to seize terrain points marked by stacked colored bins. Your color stacked on top of the other, signified that your team controlled the point. Whatever color was stacked by the end of the round, determined what side won. That is one easy game type. There are dozens of variations, but it is quick and simple to understand. An old field that was played out using deathmatch, was quickly transformed into a new location with that one. Down pilot scenario? Use a duffel bag as the pilot rather than a player.

Whatever the scenario, keep the victory conditions simple to understand, and be sure to brief them upfront after the safety brief.

EVENT HOSTING, GOOD PRACTICES

BY
DRIVEN, MISSISSIPPI CHAPTER, AND ZMONSTER, TCA MAGAZINE







5) Organization

Post a timeline, then try hard to stick to it. Nothing will turn players off faster than saying you are going to start at 1000 with the briefing, but you really start at 1200.

Having the field scenario set up ahead of time helps, along with the chrono station. A good event requires some planning and setup ahead of time, but is worth it when it alls comes together.

Posting your event online helps to attract more players, be sure to post your Scenario, Ruleset, and route to your field's location. Also, lead time for the event helps, don't expect a large turn out if you only give a week's notice.

For a skirmish, 2 weeks notice, for a mini op, 4-6 weeks, a larger op, you are looking at 70-90 days notice. Also, extend professional respect to other regional clubs by trying hard not to double book (events on the same day). Putting on a major event costs money with most teams trying to recoup the costs of putting on a great game.

We hope by sharing these 5 good practices, that clubs and airsoft communities can use them as a guide to host good events and build the sport up. Remember to call those hits and get that dead rag out.

See you on the field!

-Driven
-Zmonster



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