Vol. 2 Issue 1

The Way Ahead: Third Coast's 2012 Vision

Tactics: Moving Beyond the Objective

Third Coast Airsoft Magazine

Sal Zuniga



TCAM's New Editor

Wouxun KG-UV8D-P Radio



Operation Polar Sun

Last Blast of 2011

Free Winter Issue

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From the Editor's Desk

Players, Teams, Vendors, and
Field Owners of Third Coast Airsoft,

2011 has been a year of change and growth for our communities. We have seen communities grow like the Fort Benning/Columbus/Alabama Chapter, others like Black Ops Airsoft host their first large op, First Strike, we have welcomed new communities and teams like SE-TAC, and seen players move across the country like Patrick Scott and myself.

This moving has brought a change to TCA Magazine as well. With Patrick Scott relocating due to opportunities I will assume lead editor for the magazine. The goal of TCA Magazine remains unchanged, which is to continue the great coverage of the Airsoft Sport in the Third Coast 5 State Area. Patrick's help got this magazine off the concept board and moving, and the staff here will continue to showcase our members and their passion for Airsoft. Thanks to Pat and his efforts and we wish him luck with his next project, Modern Gunfighter Magazine, stay airsofting brother!

Salvador Zuniga
"Zmonster"
Lead Editor



My fellow TCA Members,

As Sal has metioned, I am moving out of the TCA region. I just wanted you all to know what a privlidge and honor it has been for me to be involved in such an outstanding community such as this.

That said, thanks to this thing they call the *internet,* I'll still keep in touch and harrass some of you from time to time on the TCA Forum.

As far as TCA Magazine is concerned, I will always be available to lend a hand in it's production. I'm just an email, private message or phone call away. This will be my last issue publishing TCA Magazine, but look for Modern Gunfighter Magazine in Summer 2012.

Respectfully,



Patrick Scott
CEO/Chief Editor
Guardian Publications, LLC

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Third Coast Airsoft Magazine

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Third Coast Airsoft Council 2012 Way Ahead

(As voted and approved by the TCA Council)

Team Leaders, Players, Vendors, Field Owners, and Council Reps,

We must remain focused on the hobby, its safe conduct, and sportsmanship. The past 3 years, our organization has seen expansion not just as a community but as a hobby. Although we continue to see negative incidents in the 5 state footprint, they are tiny in relation to the growth of the hobby/sport. This is in large tribute to like minded players, teams, organizations, vendors, and field owners doing the right actions to educate, mentor, and inform others on the standards and safety.

We need to continue to find and recruit airsofters that are valued for their integrity and method of play, align teams and organizations where "leaders" strive to provide the best examples and foster ethical climates for safety, sportsmanship, and focus on "how the game is played, win or lose."

Members and fellow supporters, we are this hobby, and it cannot exist without us. The "us" are those that have played in some great, organized, and safe events. Whether it be a weekend Skirmish or a 500 man event.
FY 2012 needs to be the year of "Get out and Airsoft" and to support this, we as community spread across 5 States should focus on 5 lines of effort for the upcoming year.

1) Continue to look past the drama, be a professional athlete on the field, and play the game as it should be, with ultimate integrity and sportsmanship. Unsafe acts/Cheating isn't allowed.

2) Continue hosting large yearly events with an established history (Northstar III, Skurge III, Starburst IV, Dingo IV, Turkey Trot 3, First Strike II). These events are the core of our community and others out there look forward to them.

3) Bring in new players that have similar values, a club in El Paso has the right mindset, they used to conduct a recruiting skirmish monthly, focusing on bringing someone new to the sport. We have quite a few aligned communities, teams, and players, and some that are interested. Let's get them on board the larger scene. The industry is noticing, along with the public the positive aspects of this sport.

4) Increase community and Council participation, although plenty of members drop in on the site to check on events, they need to let their voice be heard on issues or situations in their areas. Phone calls abound concerning issues/plans, but the Council Reps need to see it on the radar (forum) for decisions and support. As the OP for DOC, First Strike and Starburst III demonstrated, when the community gets together for an Event, it is highly successful. Plus, in regards to OUR magazine, we want you to brag to the world about your community, so send write-ups and pictures.

5) Continue to support each other and Communicate, we all understand if you cannot attend, but get the word out to the rest of your team and community, so that they can get out there and play. Several Council reps get phone calls asking "what's going on?"

FY 2012, has to be the year of "Get out and Airsoft"

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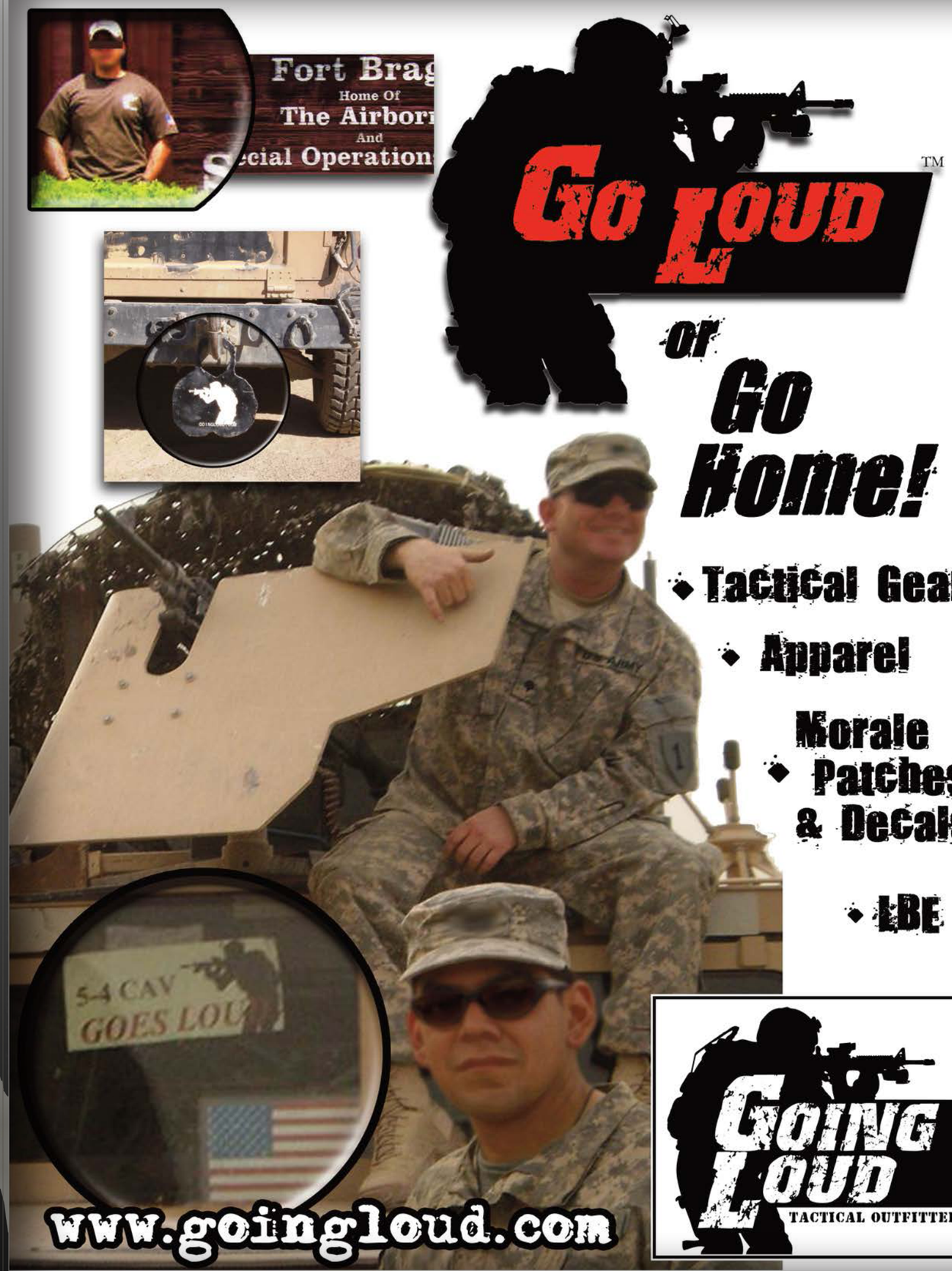

Moving Online and Through the Objective

By Sal Zuniga and Ranger Mike E.

Plenty of times on the airsoft field we have seen teams occupy a position, mission critical location or victory objective only to be driven away by a determined opposing force (OPFOR) counterattack. Most times this occurs when the attacking force secures the position but does push beyond it to allow for needed space to be able to trade ground for time or disrupt an OPFOR counterattack.

Put yourself in this situation:

You have finally gotten your 6 man team to seize the objective, losing 3 in the attack, putting you at 3 "live" operators. You are down to 3, with the 3 others having to head to the respawn point. Other nearby friendly teams have coughed up 2 more men but they may not stick around /or follow direction from you too well. It is a 5 minute jog from the respawn back to you for your 3 "KIAs." The enemy force will take at most ten minutes to hit you in force with 4 or more troops. The only contact you are taking is long range sniper fire (resulting in you having to be careful and remain behind cover).

How do you buy time and prepare for that OPFOR counterattack? Radio and voice contact with other friendly teams is decent, to your left is a team that is attempting to advance and to your right is an open field which a friendly team has crossed but stopped just inside the woodline due to orders from the force commander. He radios you and tells you to hold so that the other two teams can push forward. You request support but get no response. So other than the two shooters and your 3 are it for at least 5 minutes.

To your front about 50 yards are two log bunkers both empty, behind you was the open area that you assaulted online across to seize the point. Your current position is a "U" shaped bunker with the "U" facing the open ground. The two shooters refuse to move up if you do claiming the victory point is right here. Radio and voice chatter from the teams to your right and left sound as if they are stalling and are moving either to attempt to hold or fall back in line with you. You can hear a higher volume of fire from your left and right. Your "KIAs" are 3 minutes out now. What you do in the next 3 minutes will either win the fight or lose it. Those long 3 minutes.

Assault through:

Assaulting through an objective then pushing slightly beyond it will often give the attacker (YOU) better ground to defend the hard fought for objective. A mentor once said, *"to keep a hungry person from eating your food, don't defend the kitchen, better to defeat the guy in your yard."* In this case, a forward hasty defense position can do several things for you.

Disrupt and delay a counter-attacker. Most OPFOR will not anticipate a defender being forward of a seized objective. Considering that most hasty airsoft counterattacks are half as organized like large scale ones, a forward defense will more than likely deal with 2-3 OPFOR counterattacking at a time rather than 6-10, initially. A disrupted counterattack will confuse the OPFOR's view of the fight; it may even confuse them as to where the lost objective's location was. This disruption buys time to build up enough strength to defend the objective or have enough strength to resume the offense.





Applying it to your situation:

So back to your situation, you push forward to those bunkers; the sniper fire goes away, possibly believing you were pushing towards him. You left the two uncooperative shooters on the objective. The OPFOR is moving up with 4-5 individuals but were caught by surprise by you being forward on the objective. They go to cover. Sniper fire resumes, but it is only an annoyance. Your 3 "KIAs" return from the respawn and are at the objective and move forward with you to help set up a defense line. If you are attacked with a similar size force or larger, you now have a better chance at holding or being able to trade space back towards the objective, maybe getting the force commander to make something happen for you.

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Wouxun's KG-UVD1P

By Pat Scott (WX4RES)

Radio Communications is nothing new in airsoft. In fact, many events require that a player have a radio on them at all times while on the field. There are a plethora of reasons to have a radio communications network set up for any and all organized events that I could go into, but I'll leave that for another time.

FRS/GMRS

There are a variety of the "Plasitc-Pack" FRS/GMRS radios to choose from right off the shelf. These radios are something of a pain in the side of the FCC. These radios operate on both the FRS, or "Family Radio Service" and the GMRS, or "General Mobile Radio Service" frequencies. Some of those frequencies are actually shared by both.

Here's the rub: channels 15 and above on an FRS/GMRS radio are in the GMRS frequency set. However, Channels 1-7 are shared. On 1-7, if you are using low power setting, you are operating on FRS. Conversely, is you keep your radio on the high power setting, like alomost all useres, then those are now GMRS. Why is this in issue you ask? Well, in order to use GMRS, you are legally required to obtain an FCC license. If you operate a radio that has been approved for both FRS and GMRS, and if you limit your operations to the FRS channels (1-14) with a maximum power of ½ watt effective radiated power, you are not required to have a license.

Now, having said that, it's a well known fact that the FCC is not actively enforcing the GMRS regulations (except in extreme cases where malicious disrutions have occured). In reality, due to the industry's marketing and manufacturing of these dual purpose radios, it's simply made enforcement of thse FCC regulations impossible.

Enter the Chinese radios.

For those of us in amatuer radio, brand names like Kenwood, ICOM, Yeasu, etc., are synonimous with what we call "HTs", or handy talkies. However, over the last decade, as amateur radio has exploded across Asia, the Chinese have really stepped up thier development of radios to meet the demand both domestically and abroad. What this means is more affordable radios for the masses.

Where an ICOM or a Yeasu HT will run anywhere from $189.99 to upwards of $500 for amateur radio use, companies like Wouxun (*pronounced like "Ocean"*) and Puxing (*"poo-Shing*) have brought that capability to the market at prices ranging from $60-$120 per radio.

Chinese Radios in Airsoft

Now, assuming you're still reading this, I bet your asking yourself, "*what the heck has all of this got to do with radios and airsoft?!*" Well, let me tell you. Those off the shelf FRS/GMRS radios have a maximum output of around 2-2.5 watts on high power. What's more, those range claims are so distorted as to be laughable. 22 miles on a 2w radio?! Really?! Those "optimum conditions" to reach those ranges pretty much only exist at very high altitude (where you can't breathe) and higher with NOTHING inbetween the two radios. However, 2 watts is the low power setting for most of the Chinese radios. High power is 4-5 watts. More wattage put out through the antenna, means the longer the range.

KG-UVD1P

Now, for this product review, I am reviewing the Wouxun KG-UVD1P. I've had mine for about 2 years now. This things is a real workhorse of a handheld radio. I used it to great effct on the airsoft field and during the April 27th, 2011 Tornado Outbreak recovery in support of my local EMA and other served agencies throug my position as an Emergency Coordinator for Amateur Radio Emergency Service (A.R.E.S.).

Of it's many features, the ability to do what is called "Dual-Banding" is of great importance to me for airsoft, amateur radio and saving money. This particular radio operates not only in the UHF range (400-480 MHz), but it also operates in the VHF (136-174 MHz) range as well. What's more, this is one of the few Chinsese radios on the market that are FCC Type Aproved.



While this radio does have a wide range of frequencies, you are only allowed to use the frequencies that the FRS/GMRS radios use in UHF. However, there are 5 "channels", or frequencies, in the VHF band you are ALSO allowed to use, without license, called MURS, or "Multi-Use Radio Service". Honestly, I'm a little hesitant to even mention the MURS frequencies to you all because it has allowed a certain tactical advantage over most other teams on the field. I'll get more into that later, though.

This radio operates in 2 modes: single frequency mode and dual frequency mode. What I mean by this is that you can either monitor only one frequency/channel at a time or 2 at a time. You can only transmit on one frequency at a time, but you can switch between the two with just a push of a single button. I usually have my event assigned FRS/GMRS frequency on one

and my MURS tactical net on the other. For event admins and field marshals, I'd suggest having one set for the emergency/admin channel and use the other for bouncing from one team frequency to another for regular game communications.

Regardless of what channels/frequencies you are on, unless you are a licensed amateur radio operator, only operate on the lower power setting with this radio to avoid the possibility of getting yourself into any trouble with the authorities.

MURS

As I mentioned before, there are 5 frequencies in the VHF spectrum that you may legally use, wihtout license, up to 2 watts (low power). Why are these measly 5 frequencies so cool? Because they are virtually unknown to most aisofters, allowing those teams with the capability of using them to have a "secure" net without worry of eavesdropping and/or jamming by the oposing side. This is the reason I am hesitant to even bring it up. That said, it's not really a secret at all. This radio is capable of using them, so I mention it so that you might get as full a use of it's abilities as you legally can.

Accessories and Upgradability

As far as accessories go for this radio, just about any headset that uses a Kenwood 2-Prong interface will work with this radio. Another good idea is to upgrade the antenna. These radios (as with most Chinese handhelds) use an SMA female anttena connection. So, when looking for high-gain antennae, make sue they say SMA-F or SMA Female. On my personal KG-UVD1P, I use an MFJ 17" whip antenna that dramtically improves my range and reception. I regularly access an amateur radio repeater that is 24 miles away on 5w output VHF and talk to people all over central Alabama.

Responsible Radio Use

Now, I am by no means advocating that you violate FCC regulations and operate on GMRS frequencies without license, and certainly not use the maximum output of 5w(VHF)/4w(UHF) that the KG-UVD1P radio can do without first becoming a licensed amateur radio operator.

In afct, I strongly encourage all of you to look into obtaining your Amateur Radio License as I and most of my team have. At a team level, imagine how much better your communications would be if you were allowed to use a repeater to communicate with each other over a very wide area (miles) and not just a few hundred yards. For event Admins and Organizers, those occasional events where there's little to no cell phone coverage and no land line, this goves you a tried and true method of calling for help in an emergency.

Individually, becoming an amateur opens you to a world of possibilities and cool technology you probably have no idea exists. How many of you can say, "*I spoke with the International Space Station last week*"? I can. They have a couple of amateur radio rigs on board and communicate with amateur radio operators all over the world on a regular basis.

-Pat Scott (WX4RES)

APRS (Automatic Position Reporting System) setup using the KG-UVD1P Radio. This allow the user to be tracked and communicated with by text message by using the radio to interface with the APRS system and the internet. APRS is the granddaddy to the Army's FCS.



OPERATION POLAR SUN

30 DEC 2011



"A new scenario brought home to South Texas from Fort Benning Georgia" Islander Field, Corpus Christi, Texas Sky was Infantry Blue, clear; temperature was cool, perfect day for a clash of teams. 70 players from South Texas and from as far away as Georgia, showed up for an epic day of tactical MilSim airsoft action. This was the third event in two months in the Third Coast Airsoft South Texas Chapter Charity Support Event series, collecting food for the area food bank; the two previous events had collected Toys for Toys for Tots and Food for the area food bank.

The Scenario:

This was a Battlefield 3 inspired scenario brought from ODA 105 "The Vipers" from Fort Benning, Georgia to South Texas for Operation Polar Sun, with an outnumbered team having to defend a series of point objectives (see figure 1). The attacking team had to attack the points in order, unable to attack the others until the one in front of them was "destroyed." For example, when Objective 1 was being attacked, Objective 2 was the defenders' respawn, if OBJ 1 was destroyed/taken by the attacking team, then OBJ 3 became the respawn for the defenders and OBJ 2 was now the objective that had to be defended (thereby no longer being the spawn for the defenders either). The rounds were set at 1 hour long with the defenders having a total of 4 Objectives and a 5th unassaultable respawn in the event that OBJ 4 was being attacked (which it was). The attackers had two 1 hour rounds in which to destroy all of (or as many) the objectives. The defenders simply had to attempt to hold 1 or more. At the end of the first round, the attackers would begin the next round at the last objective taken using it as their respawn. Medic rules were one hit, anyone on that team could "heal" the wounded by tying the wounded's dead rag in a knot, allowing the operator back into action, if hit a second time that operator had to head to his/her respawn point, then come back in once there and untying the knot.

Figure 1



The initial round began with ODA 204, Guerrilla Force Team 8 (GFT8), TAMUCC ROTC Team Islander, and Team Marine attempting to hold the Objectives from the attacking force made up of Joker Squad, Task Force 36 "The Tomahawks," Shadow Company, USG, and Razor Company. The defenders numbered 21, and the attackers more than 40. Initial force dispositions are shown in figure 2.

Figure 2



The air horn sounded the start of the first hour, the defenders quickly moved out to establish defense positions forward of the first objective (OBJ 1). Guerilla Force Team 8 and Team Islander rushed forward in order to use the dense brush and eliminate the numbers advantage by the attackers. ODA204 and Team Marine establish a secondary line, a Command Post, and flank security in the event the attackers attempted to cross the river or use the path along the fence (routes marked in red dashed lines on figure 3).



For nearly 30 minutes, TF 36 and the other teams battled through dense brush, closed in spaces, and slugged away at GFT8 and Team Islander, with the numbers advantage, it was only a matter of time before they caused enough attrition on the smaller number of defenders, ODA 204 leadership monitored the fight from their command post and ordered returning respawning defenders to begin to establish a new lines defense (marked in purple and yellow dashed lines on figure 3). This withdrawal to new defense lines allowed for an organized withdrawal under pressure, the attacking teams used the time to reorganize as the brush became less thick, absorb respawning attackers, and begin the process of rediscovering new enemy positions. The purple line gave way to the yellow line, with TF 36, Shadow Company, and Joker Squad pushing hard up the middle of the engagement area to finally seize OBJ 1 at the 42 min-

ute mark. The majority of the defenders had been returning from OBJ 2 (the respawn, just prior to OBJ 1 being taken), and were quick to establish a new defensive line along a ridge overlooking OBJ 1 (see figure 4). This new line held until the end of round 1.

Figure 4



The Attackers gain momentum:

After an hour break to recharge batteries, plan, eat, and most importantly hydrate, the sides went out to reoccupy their positions to resume the fight. This time the attacking force planned for a heavy right hook that would blow through the defenders flank, at the 12 minute mark, Shadow Company along with elements for Razor and Joker blasted through the thin left flank of the defenders, while TF 36 went for the shortest distance to OBJ 2. The casualties on the defenders was high causing many to be un-medic-ed and bleed out, heading to OBJ3 to respawn. While half of the casualties were able to respawn at OBJ3, OBJ2 was taken, leaving the remainder to cross the river and half to respawn at OBJ 4! This was one of the greatest moments by either side during the entire event. Defenders were already outnumbered 2 to 1, now half were in the processing of heading to the respawn at OBJ 4, leaving only half of the defenders (in dashed orange lines on figure 5) to execute a hasty defense under pressure from Shadow Company, who began to press onto OBJ 3, pulling Joker and USG teams forward. TF 36 and Razor pushed through a village, which if a defender had time, would have delayed any attacker for a long time, but in this case, there was less than 4 defenders in front of TF 36 and Razor which combined had more than 12 moving forward (all depicted in blue dashed arrows)!

Figure 5



OBJ 3 fell at the 28 minute mark, the remaining GFT8, Team Marine, and ODA 204 troops either pulled back across the river or had to respawn at Point 5. Elements from Team Islander conducted sniper attacks to slow the movement of the attacking forces, providing time for the defenders to organize a final defense line (figure 6).

Figure 6



With over 30 minutes left, guns, BBs, batteries, and players on both sides reaching zero status, some smaller teams had players leave the field due to weapon issues, leaving 1 or 2 of them left in the fight. TF 36 pushed forward to attack through a choke point known as Tu Pam (2 Palms), leaving Shadow and Joker, to attack to cross the bridge. TF 36 at this point still had over 14 players in the fight and were determined to push through. ODA204 leadership rushed GFT8 to Tu Pam, and they immediately executed a disciplined ambush , firing only one shooter per attacker, so as to not give away the total number of defenders. The second purpose to this fire control measure was to save ammunition, at this point, many were down to 3 mags or less (midcaps!), with the Team Leader of GFT8 using his FN 57 pistol as his primary. ODA 204 split their team and had half with Team Marine, defending the bridge. Shadow Company and Joker Squad successfully pushed across the river at the bridge, but Castle, the ODA 204 Team Sgt, organized a secondary defense line that pushed Javy and others from the attacking teams away from OBJ 4 and more towards the untakeable respawn (Point 5). TF 36 bludgeoned their way through Tu Pam and were almost in a position to conduct a final rush on OBJ 4 when the round ended. A few more minutes and it would have fallen to the attackers!



A great Scenario and Day over!

In all, the new scenario type was welcomed by all that participated. Comments by team leaders concerned team members not carrying spare batteries or ammunition. TF 36 had several weapon malfunctions that took several players off field until they could get their weapons working again. Water availability for every player was also noted, a lot of new players neglected in bringing it onto the field. Both sides felt accomplished after a very intense and hectic fight. Thanks goes out to The Fort Benning Chapter of TCA, the Columbus Airsoft Association, and ODA 105 “Vipers” for designing and play testing the scenario and bringing to South Texas!

-SZ



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Tokyo Marui 5-7 Review

By: Aerosmith

Introduction:

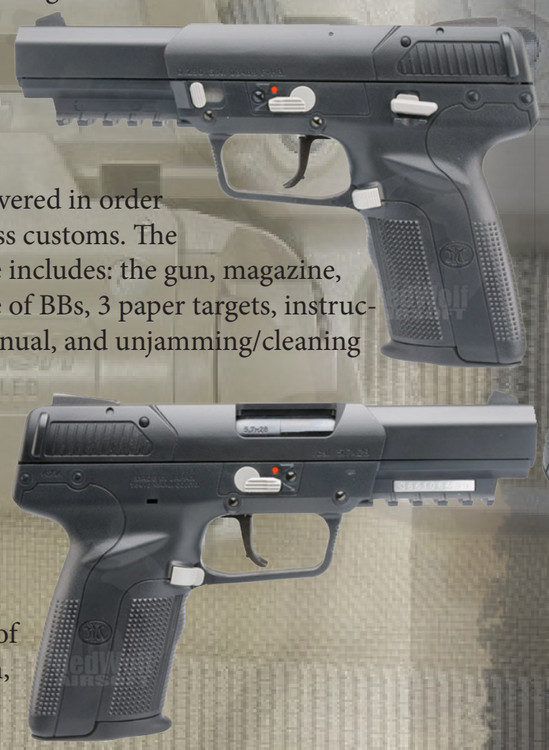
Before we get to the review, you should know a little about me, the reviewer. I have been playing airsoft for about 2 years, and have owned several weapons: a JG AK 47, a KWA USP, Tokyo Marui MP5, Tokyo Marui P226, WE Cutlass M9, Classic Army custom build, Classic Army AUG, Echo 1 G36c, KWA 1911, Western Arms 1911, KWA KM4, KWA M93r, and now the subject of this review: The Tokyo Marui FN 5-7.

Real Steel History:

Copied form Wikipedia: The FN Five-seven, trademarked as the "Five-seveN", is a semi-automatic pistol designed and manufactured by FN Herstal in Belgium. The pistol's name refers to its 5.7-mm (.224 in) bullet diameter, and the name's unusual capitalization style is intended to spell out the manufacturer's initials, FN.

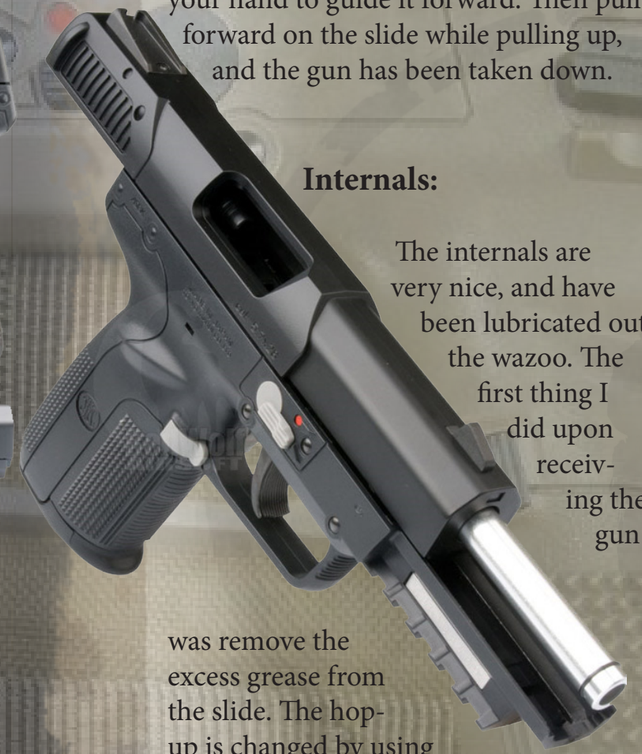
First Impressions:

My first impression upon opening the box was that the weapon is very detailed. While it does not sport any real FN trademarks, it does have the correct caliber markings, sporting 5.7x23 on the chamber. Also, the TM trademarks on the grip are intricate enough to look like they could be FN trademarks. As such, they are still covered by WGC in order to get through customs. The box, however, does sport FN trades, which were covered in order to bypass customs. The package includes: the gun, magazine, package of BBs, 3 paper targets, instruction manual, and unjamming/cleaning rod.



Externals:

The externals of this gun, in true Tokyo Marui fashion, are plastic. There are few metal parts, those being the rear and front sights, and the trigger. The magazine on the other hand, is almost completely metal, the exceptions being the feed lip and the baseplate. It has an ambidextrous safety, which is very easily maneuvered yet not so easy that is can accidentally be turned off. One downside is the magazine release. It is very large, and can easily be accidentally pushed, resulting in a lost magazine. To takedown the pistol, you must first remove the magazine. Then, rack the slide backward and push the slide lock up. Then, push the switch on the left side of the gun near the rails toward the trigger. Release the slide, using your hand to guide it forward. Then pull forward on the slide while pulling up, and the gun has been taken down.



Internals:

The internals are very nice, and have been lubricated out the wazoo. The first thing I did upon receiving the gun was remove the excess grease from the slide. The hop-up is changed by using a dial to the right side of the slide hook.

Performance:

The kick is very nice, and the trigger is very responsive. The trigger pull is short, much shorter than the real steel.

Accuracy:

The accuracy is quite impressive. In a slight wind, it can hit a torso sized target from about 200 feet.

FPS:

The FPS is about 300, in order to comply with Japanese law. This is an excellent FPS for this pistol, and I don't plan to mess with it much. However, on a hot day (100F+) with propane, the FPS can increase to as high as 350.

Final Ratings:

Out of 10

Internals: 9/10, Made to use HFC134a gas, but can handle propane.

Externals: 8/10, I wish there were FN trademarks, and a little more metal would be nice, but since the Real Steel is made of polymer, it works.

Performance: 10/10 This is where the gun really shines. Accuracy is great, as is the kickback.

Realism: 9/10 Very close to the real thing, but loses points for lack of trademarks

Overall: 9/10 Overall, this is a very nice replica.

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Conclusion:

This replica is very nice, and makes a great addition to any collection. It is definitely a replica for those that want a nice display piece or something that stands out on the field.

-Aerosmith













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Summer 2007

GSA Contract Holder
Contract GS-07F-0351U

Holiday Seaon Recap

OP Turkey Trot II

On November 19th 2011, Operation Turkey Trot II began. Over 80 players attended from Corpus Christi, Refugio, Houston and the Rio Grande Valley. The event was hosted at AO Islander in Corpus Christi, Texas by the Texas A&M Corpus Christi ROTC Cadet Club and ODA 204/GFT8 2nd Group. To attend, players had to donate canned foods and a small cover fee. All canned foods were donated to the Corpus Christi Food Bank.

The scenario included the nations of Hungary and Turkey fighting over Thanksgiving dinner. Four 1-hour games were played throughout the day with breaks in-between. The first game was fought over cups to determine territory. Once the lines were determined, supplies for thanksgiving dinner were "air-dropped" onto the battlefield randomly and both sides had to collect as many food crates as possible by the end of the hour. Hungary ended up collecting the most food crates, winning that round. Since they collected the most food, their Commander in Chief paid a visit to the troops and decided to visit every control point owned by the Hungarian forces. In the next game, the Turkish forces had to assassinate the Hungarian Commander while he was visiting those control points. The Turkish forces succeeded and killed the Hungarian VIP in the first 10 minutes of the game. With the Hungarian VIP killed, their forces began a strategic withdrawal in the 4th game, defending their position long enough to retreat back to the middle of the field where the battle lasted till dark when most players had run out of ammo or lost all battery charge.

At the end of the day we had collected over four boxes full of canned goods for the food bank and had an overall great day of airsoft. All the teams that attended played fairly and exhibited good sportsmanlike behavior. This game really brought together some of the local teams just starting up and has increased attendance in local skirmishes since this game.





Toys for Tots Skirmish

ODA 204/GFT8 hosted a skirmish on December 17th to benefit the Toys for Tots drive in Corpus Christi. To attend the game all players had to bring a toy worth at least $10. Over 50 players attended this game and overall donated four full boxes of toys to this great cause! A raffle was held to give away some donated airsoft gear and some new gear including pouches, speed loaders, and King Arms BB's.

The day began with a Gold Rush style scenario, where two teams fought over 20 wrapped Christmas presents spread randomly over the field. Each team had a designated Christmas tree that the presents must be stored underneath. The next two scenarios pitted three different teams to fight over the same presents and hold them under their Christmas Tree. The last scenario had all the presents in the center of the field and two forces fighting over them. Unfortunately, dead batteries and lack of ammo forced over half of the players to end the game early. Neither team collected all the presents at the end of the time limit.

This was a very successful game with a large number of toys donated and a lot of BB's sent down range.









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