FALL 2013 VOL 2

AIRSOFT NEWS IN THE GULF COAST REGION

THIRD COAST AIRSOFT



EVENT AAR: LIONCLAWS: OPERATION BULLDOG

EQUIPMENT: THE S&T M3 GREASE GUN

VENDOR SPOTLIGHT: SCOUT SNIPER SYSTEMS

PHOTOS AND MORE INSIDE!

THIS ISSUE: TEAMS ON THE ATTACK

NEW TCA TEAM: SSD

FALL 2013 ISSUE

BROUGHT TO YOU BY THIRDCOASTAIRSOFT.ORG

THIRD COAST AIRSOFT

PRESENTS



STARBURST

MARCH 2014

TEMPLE, TEXAS

THIRDCOAST AIRSOFT MAGAZINE

Issue 7, Volume 2 FALL 2013

Airsoft News In The Gulf Coast Region

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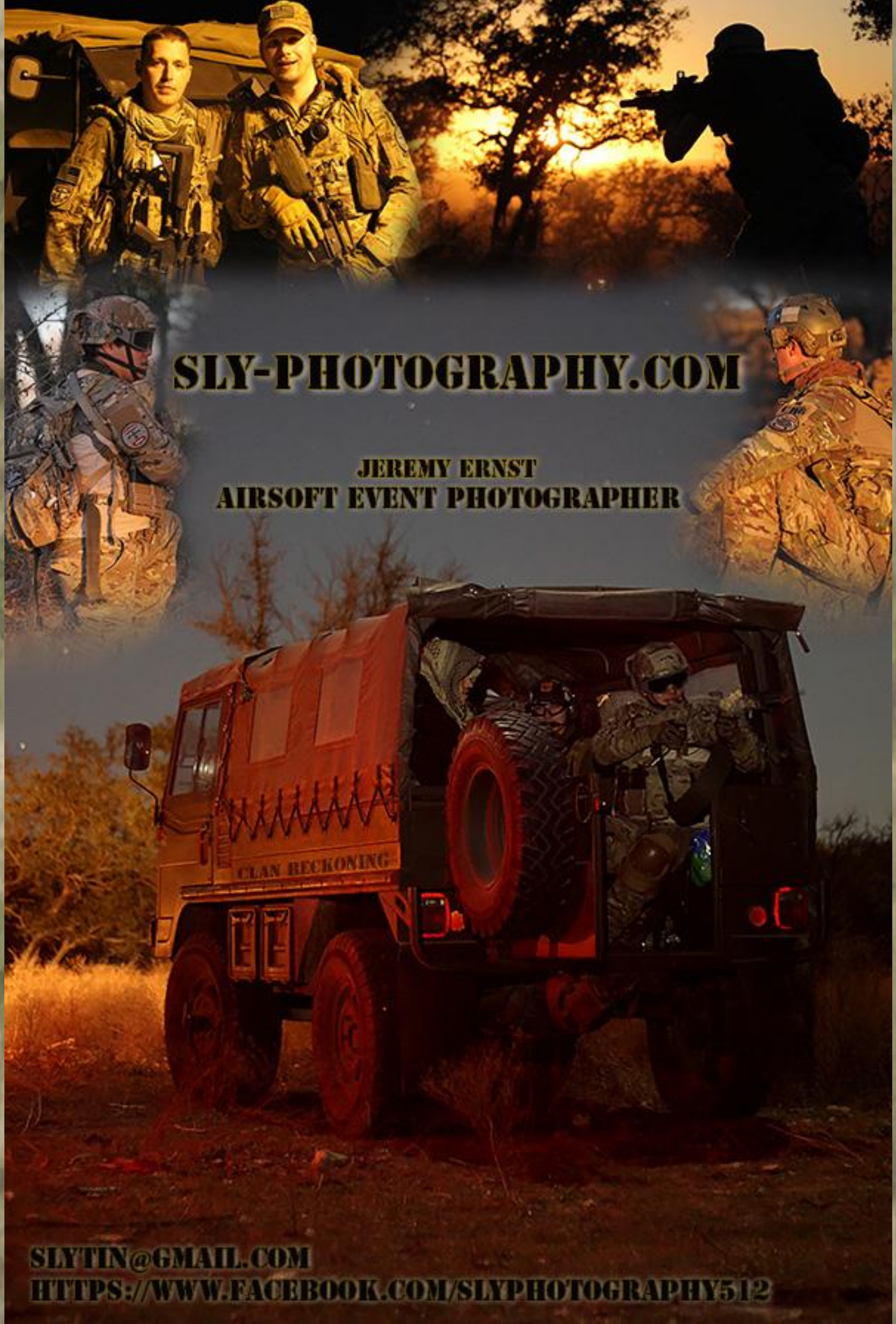
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From the Editor:

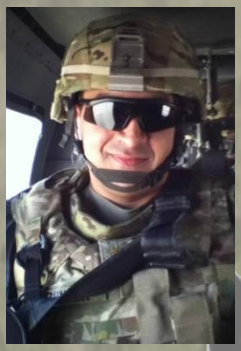
Well Summer is over, and we have seen some great, definitely historic airsoft action. It took TCA almost 4 years to get a sizeable group to a LIONCLAWS Event, Operation Bulldog at Fort Hood, TX. We achieved a goal set back in 2009, to get more players to experience what some of us did at a large scale airsoft event. Those guys now know what airsoft can be, no doubt that Bulldog will be looked forward to in 2014. Big thanks to John Lu, the USMC and Clan Reckoning for putting the event on. We also want to extend a huge thank you to Jeremy Ernst at Sly Photography for the excellent photos from the event and allowing TCA to use them. Most, if not all, of the photos from Bulldog were taken by Jeremy Ernst at Sly Photography.

With the Holiday Season coming, once again TCA Members have started planning some great charity events over the fall , annual Food Drives, Toy Drives, and fundraising for Veterans' groups, with most of those events entering their fifth or sixth year! Be on the lookout for Viral Treats in Houston, Turkey Trots in South Texas, and Northstars in South Texas and Georgia. The Council teams and Chapter Councils are helping teams host events

We also want to extend a "Welcome to the 3rd Coast" to our new teams, SSD out of Corpus Christi, TX , and ACE from Alabama, and also to our latest Vendor Member, Falcon Tomahawk Airsoft .

Enjoy the Cooler Weather, play safe, and Get to Airsofting!

-Zmonster
Editor in Chief





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Cost: $35 PreRegistered, $40 at the gate

Profits go to support Special Operations Warrior Foundation

Uniforms: Chinese-Woodland/OD Green

US: Multicam

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LETTERS TO TCA

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



Un-believable, BullDog was awesome, can LionClaws and Clan Reckoning do another soon?

-Castle
Corpus Christi, TX



3rd Coast!!
Big thanks to the scenarios and changing up the game. Keep it up.

-Collins
Mississippi Rifles, Mississippi

It was a honor and a privilege to fight along side a great man like Master Sgt Max Mullen.

-Zachary Thomas, ODA 204, 1st SFAOC, Corpus Christi, TX





It was awesome to see so many TCA Members at out of state events, Keep it up. Big shout out from the Raiders here in Florida, RTLW!

Larry W.
Swamp Raiders, Florida

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8mm : .34g .45g



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TEAM INTERVIEW: SSD

3rd Coast welcomes a new team to the TCA Family and the South Texas Chapter, Team SSD. The Staff sat down with Team Leader, Johnny M. for an interview to get the details on the team.



TCA: When, why, where was SSD Airsoft Team created? What does SSD stand for?

Johnny M.: SSD was established on the 21st of May 2012. SSD was started in San Antonio, Tx. At the time we called ourselves Armed to the Teeth. It wasn't until our team moved to Corpus Christi that we decided to change the name to SSD.

Why we started SSD? That's hard to answer. Each player I am sure had their own reasons, but I know this, that we strive to be the best in every aspect of the sport and that is a common goal among our members. We learn from our mistakes and rise to the occasion.

SSD stands for *Swift, Silent, Deadly*.

TCA: Where does the Team practice? Where are you based out of?

J.M.: SSD mainly practices at our private field off Agnes Street in Corpus Christi. We call the place "The Shop", and we hold practices there on the 3rd weekend of every month. "Never become content with your skill level", is the team's motto for our practice days. SSD is based out of Corpus Christi, Tx.

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TEAM INTERVIEW: SSD, CONTINUED

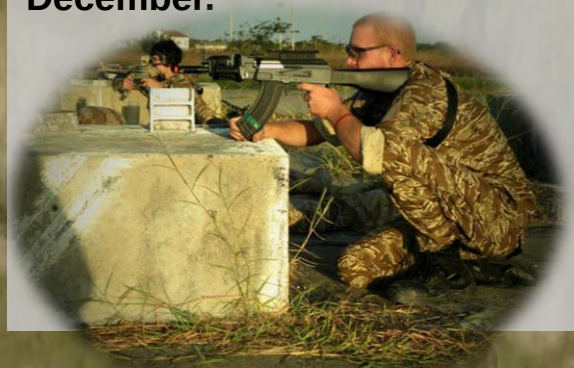


TCA: How is the Team Organized, have you attended or hosted any large operations?

J.M.: Our team has a very simple break down of ranks to organize our members on the field. A Commanding Officer and XO, as well as a few squad leaders.

Off the field SSD members follow our Facebook page to stay in loop about upcoming Ops, skirmishes, and practices.

We have yet to host an operation, but if things go to plan we should by the end of this year. So far SSD has only been to Evike's Airsoft Nation in California, but we plan to put a few more ops under our belt by December.



TCA: Is there a standard uniform, loadout and kit across the team, any common weapons? Do you have specialty positions like Support Gunner, Sniper, and/or CQB?

J.M.: Our uniform and loadout consist of desert and all-terrain tiger stripe camo, a helmet, half-mask, knee and elbow pads, chest rig(harness or vest), and tan boots.

At the moment SSD is transitioning to from various guns to an AK platform.

We do have different specialty positions with in our squads. Each squad typically runs with a support gunner, marksman, two riflemen, and a squad leader.



TCA: what are your Team's expectations for the upcoming year?

J.M.: We plan to sharpen our skills, learn from every airsoft event big or small, meet new and fun people in the sport and all round enjoy ourselves. We plan to attend a few out of state ops and as many Texas based ops as possible.

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TEAM INTERVIEW: SSD, CONTINUED



TCA: Any age restrictions? Who can be a member and how can they contact you?

Johnny M.: We don't have an age restriction although we do have uniform and player requirements. All members of SSD must show professionalism and integrity on and off the field. We recruit slowly and prefer a small team.

When we do recruit we look for mature, honorable, and dedicated players. If anyone is interested in joining our team or just want to know what we are about they can visit our facebook page, www.facebook.com/pages/SSD-SwiftSilentDeadly/138657092936191

TCA: From the Staff and the South Texas TCA Chapter, Welcome SSD to the 3rd Coast!



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OPERATION PHOENIX

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NOVEMBER 2, 2013
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CHRONO: 8AM
SAFETY BRIEF: 9:30AM
START: 11AM



OPERATION AAR: LIONCLAWS OPERATION BULLDOG

PHOTOS BY SLY PHOTOGRAPHY



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Hot, intense, close combat, all of these describe the return of LionClaws Operation Bull Dog to Fort Hood, Texas. For Third Coast Teams, it was a culmination of over 4 years of community building, training, and goal setting to bring more than 50 players from all over the 5 state region plus players from Georgia and New Mexico to fight on the same side at a major MILSIM event. It also marked a new record for most ODAs from 1st Special Forces Airsoft Operations Command (1st SFAOC) ever to attend a single event. More than 10 teams were represented by Third Coast Airsoft, manning 5 full up squads, providing a Platoon Leader and Platoon Sergeant.





September 6-8, 2013 was a weekend that was looked forward to for many. This was quite of few's first LionClaws Event, and expectations were high. "I didn't know how physically demanding it was going to be, only that I wanted to push myself to complete every round," stated Yoda from Task Force 36. "Master Sgt Mullen said he was going to push us till we bent but we weren't going to break," remarked Christian Castillo from ODA 204. The event pushed everyone to their limits, with more than 175 players on the field, split among 3 forces, JSOG, Russian, and Syrian.

OPERATION AAR: LIONCLAWS OPERATION BULLDOG, CONTINUED

PHOTOS BY SLY PHOTOGRAPHY



"Planning for this operation began in earnest over a year out with most teams in Third Coast committing a least a squad. As the date approached, we conducted monthly teamspeak meetings online," Zmonster from 1st Group, 1st SFAOC, "Those meetings drove home the need for training, gear and kit needs, and logistics for the event. Without them, we would not have had the level of coordination among the 10 different teams and Vendor support." The intel packets, WARNOs, and Operations Orders issued by the Event Staff were analyzed in detail over these online meetings, something that TCA has done well over other major MILSIM events like Starburst.

"Pope and Clan Reckoning did an awesome job in putting this event on," Doc Govan from 2rd Group, 1st SFAOC, "the organization, scenario design, and overall staffing was top notch." John Lu coordinating with the USMC Reserve for use of the MOUT facilities at Fort Hood was crucial, with the unit providing field chow and liaising with Range Control, without them, it would not have been possible. Without a doubt, LionClaws and Bulldog have returned to Texas.



Following are some AAR comments from TCA Players regarding their time at LionClaws: Bulldog.



Joe C., 1st SFAOC, ODA 343, New Mexico
We had up to 6 players at a time in the FSC (Forward Support Cell) refitting or resting from exhaustion, safely protected. We wound up using the secondary location Bld 25 (Editor, planned location wasn't viable). We were also able to maintain the surrounding buildings with help from Riff, Austin Ray, Micheal Brewer, Anthony Engracio of 1st PLT. Even MSG Mullen came to take a break there. The 2nd PL also stopped in for a SITREP and take a break. (*Editor's Note: The FSC was a concept to help push regen-ed troops forward back into the fight where their Squads were in order to reduce disorganization)*

OPERATION AAR: LIONCLAWS OPERATION BULLDOG, CONTINUED

PHOTOS BY SLY PHOTOGRAPHY





Jolly Roger, 2d Group, 1st SFAOC

2nd and 3rd Groups let me just say it was a pleasure, honor and privilege fighting along side all of you at Bulldog. You all gave it 110%, played with honor and valor! Sal, Joe, Doc and Adub (my team CO and 4th Sqd CO at BD) you guys led 1st Platoon freaking great. When I thought I couldn't go on you helped me see how I could.....whew 115 heat index! You kept it tight. Doc I particularly enjoyed the flank you took us on through the woods to take out those OPFOR on the side of that building and then on to the gas station that we breached. The ending of the last day with all the smoke and taking the civilians to the HLZ was freaking awesome. When it was over the smoke was all around, everyone giving high-fives as I was just standing there on the HLZ, gun in my hand, taking it all in. All I could hear was my breathing as I looked around me, tired as hell from The Dawg. I couldn't believe it was over and we got them out. Then someone slapped me on the back, woke me out of my state and I could hear everyone.



Chav, TCA Member

Intense, my job was to keep the Platoon Leader alive, which he didn't make easy being everywhere. As a Veteran, this brought back all of the good memories without the negative. This is how it was meant to be played. Not a single down moment in the entire event.





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OPERATION AAR: LIONCLAWS OPERATION BULLDOG, CONTINUED

PHOTOS BY SLY PHOTOGRAPHY

Memories of LionClaws: Bulldog 7, photos courtesy of Sly Photography



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OPERATION AAR: LIONCLAWS OPERATION BULLDOG, CONTINUED

PHOTOS BY SLY PHOTOGRAPHY



Wakesetter, ODA 204, 2d Group

Key Lessons Learned for our side from this event,
1) Organization makes the game more competitive, coherent, and fun
2) Radio communication is a must for command/control and logistics
3) Attrition= the team with the most players sitting out will loose… It is better to sit in the shade and pull security/defend objective than to sit at respawn or worse yet in the parking lot.
4) Preparation= Hydration and getting in shape will help prevent you from being a heat casualty. Keep your kit on while in the game.



Castle, TCA Member

Those murder holes were a bitch! (Editor: referring to the loopholes made from missing wall bricks.)

Trevor R., TCA Member

By far my best experience playing with you fine gentlemen. I am beyond honored to have won Mad Max's M4 and have fought along side all of you. Hope we can all get to another OP of this magnitude some time soon. March or Die !!!



Zmonster

The best part to have so many friends get to experience the intensity and chaos that a well put together MILSIM Event brings. On top of that was the ability to work with an awesome Veteran like Master Sergeant Max Mullen and Russian Veteran Igor Dobroff, they bring the feel of something a lot more to the non military players, it compounds what the other Veterans in the formation share. ***March or Die!***

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Our Moto:
"Ask not what Airsoft can do for you" "Ask what you can do for Airsoft!"

WEAPONS' CORNER: S&T M3A1 GREASE GUN

BY ZMONSTER

Most that know will know that I am not much of a submachine gun fan, and with the exception of the G&G MP5 I own, that is about it for SMG replicas. I do have a soft spot for WWII weapons however, and keep an eye out for airsoft replicas. My first WW II replica purchase was a M1A1 Thompson, which held up well until a ROTC Cadet snapped it half (hard training, so I couldn't be angry at him). I knew Ares and ICS had both built two different M3 Grease Gun replicas, but neither had my attention due to how they went about building their replicas. A battery in the magazine? Not very practical, but the S&T model immediately caught my attention for it was of the replica of the real steel one I had fired when I was in the National Guard. The price was hard to beat, and I immediately order it from our latest Member vendor, Falcon Tomahawk Airsoft. I also ordered another magazine from Evike, as they had some in stock. Thanks to both Vendors.





History and Background of the M3

The real steel M3 was an American .45-caliber submachine gun, adopted for U.S. Army service on 12 December 12, 1942, as the United States Submachine Gun, Cal. .45, M3.

When compared to the M1A1 Thompson submachine gun, the M3 was cheaper to produce, lighter, more accurate, and was also chambered in .45 ACP. The weapon gained the nickname "Grease Gun" because of its similarity to the mechanic's tool. It was intended as a replacement for the .45-caliber Thompson series of submachine guns.

The M3 and M3A1 were largely withdrawn from U.S. Active service in the late 1950s, but continued to be used until the mid-1990s by armored vehicle crews and truck drivers.[Even in the 1991 Gulf War, drivers of the 19th Engineer Battalion attached to the 1st Armored Division were equipped.

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THE S&T M3A1 GREASE GUN, CONTINUED

With the weapon having seen extensive use since WW II worldwide, the replica will fit into just about any time period for the correct look. While on duty overseas, we even found some in Northern Iraq that had been converted to 9mm and been fully suppressed!

On to the Airsoft Replica, I picked up the S&T version for $175 from Falcon Tomahawk, and the spare magazine from Evike for $19.99. You can use Ares 65 round Midcaps for those that prefer to, but it is rather difficult to find them in stock. Another vendor in the UK has another brand, but I cannot vouch personally if they work in this replica.





The Specs on the S&T M3A1 are the following:

FPS: 330-345 with .20 gram BBs
Weight: 6.8 lbs
Length: 22.6“ stock collapsed – 29.5" stock extended fully
Construction: Full metal
What came in the box:
520 round metal HiCap
Charger
Jamming Rod
Sling
8.4v 900mAh Small Type Battery (I also fit a 7.4 mini LIPO from EliteAirsoftBatteries), they go into the pistol grip.

True to the real steel, the replica only fires in full automatic, with the safety being the dust cover closed (like the real thing).



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THE S&T M3A1 GREASE GUN, CONTINUED







Pros:
I found the replica to be a faithful copy of the real weapon, right down to the weld lines on the body and how you disassemble the barrel. With the custom 8.4 battery having a tight fit in the pistol grip the rate of fire was decent, the 7.4 lipo I switched in, made a small increase to the rate of fire (10 rps vs 13 rps or 600 rpm vs about 720 rpm). The real steal cycled far slower at 450 rounds per minute for those that like to know.

Using Elite Force .20 gram BBs, the Grease Gun chrono-ed between 330-345 FPS.

Cons:
The stock has two settings, collapsed and fully extended, so this isn't one of those airsoft SMGs you can run with the stock collapsed, but you can remove the stock fast without tools.

Weight, for some it can be a factor, but this replica is easily carried by a 12 year old player, but it can get heavy for others.

Magazines, the 500 round hicap is nice, but for events that call on mids only, you are going to have to shop around for midcaps.

Customization, like I said before, I have seen one suppressed, but the airsoft replica doesn't have a threaded barrel nor attachment points like rails, but I know some out there like a challenge,

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THE S&T M3A1 GREASE GUN, CONTINUED

Summary

For those wanting a different "classic" or non modern look, the S&T M3A1 fits the bill. Range is on par with most short barreled carbines and SMG replicas. This one is definitely worth being in the collection.



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OPERATION: TURKEY TROT

WHERE: WEBER FIELD (7598 FM 43 CORPUS, CHRISTI)

WHEN: NOVEMBER 16TH

COST: AT LEAST 2 CANNED FOOD ITEMS



THIRD COAST AIRSOFT

OPERATION Frostbite

HOSTED BY: JOKER AIRSOFT

LOCATION: KINGSVILLE, TX

(399 N. FM 2619)

DATE: FEBRUARY 1, 2014

FEE: $30

JOKER AIRSOFT





















"VAE VICTIS"

VENDOR SPOTLIGHT: SCOUT SNIPER SYSTEMS, LLC

SCOUT SNIPER SYSTEMS LLC.

Scout Sniper Systems has been a valued member of the Alabama/Georgia TCA Chapter, supporting teams with quality kit and gear, and also tactical advice (Veteran Owned and Operated). Teams like ODA 105, 1st SFAOC, were outfitted by SSS prior to going to many large events, such as FULDA GAP (where they are making their second appearance this year). Third Coast Airsoft wanted to display some of Scout Sniper Systems' products for those outside the Alabama/Georgia area.

TCA, tell us about Scout Sniper Systems?
SSS: We are a Veteran owned company based here in the United States. We offer products on our website at a discount every day that beats most other sites' once a year sales on many items. The offered items on our site make up about 5% of what we currently offer as a shortcut to find many of the more regularly purchased items. We currently sell over 140 brands and offer DEEP discounts to military, law enforcement, and private groups word-wide, and will continue to outfit those who are charged with protecting their homes and their home lands for the best prices possible as long as we are still around. The master list of manufacturers is available through email @ scoutsnipersystems@live.com



<u>UR-Tactical Package</u>
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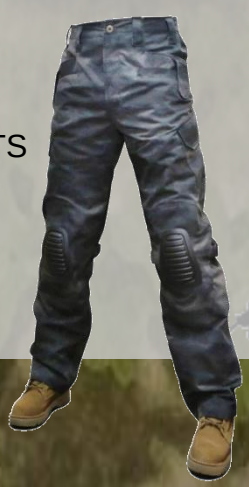
1X GEN 2 COMBAT SHIRT
1X OPS EASY RIG
Packages available in MULTICAM, A-TACS FG, and A-TACS LE





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VENDOR SPOTLIGHT: SCOUT SNIPER SYSTEMS, LLC, CONTINUED..

Propper Tactical Professional Wear Package - $60
Tactical I.C.E. Performance Polo
Lightweight Tactical Pants
Nylon Belt









TCA, Your also have a SSS brand as well, with all products you carry/manufacture being for real world use?

SSS: **We also have our own private label line of tactical gear with a line that will be available to the general population soon.**

All of our products are made from the highest quality materials. Starting with Duro Textiles 1000 Denier AMERICAN MADE Nylon and our supplier list down the line. We are happy to offer new types of camouflage products, some still in production phase. All of our products are tested in theatre and given the stamp of approval by some of the finest young men serving in our Armed forces today.

Everything we make can be easily customized with Name, Rank, Unit, Battle Roster Number...etc. The inspiration for these products comes from my own military experiences and seeing the failure on the big names in the Industry to come up with gear that keeps up with our constantly changing demands overseas. Today we have a growing inventory of products. NONE of which are a modification of pre-existing gear.

SSS: All of these are built from the ground up with the purpose of giving the Operator more versatility and comfort in their missions. Based off of needs I have come to know myself, you now have more possibilities than ever. Not only are these products original, they are easily the most comfortable to operate in.

Among things we have done to increase durability, we have also replaced everything on our designs that would typically be made with cheap imported foam with Memory foam we buy directly from a mattress manufacturer including cheek pad rifle rests, shoulder straps, kidney pads, the lining of our assault vests, and back rests for our long range recon packs.

TCA: Solid tactical products that will last, appreciate the time, Be sure to checkout all of SSS's wares at www.sss-store.com or

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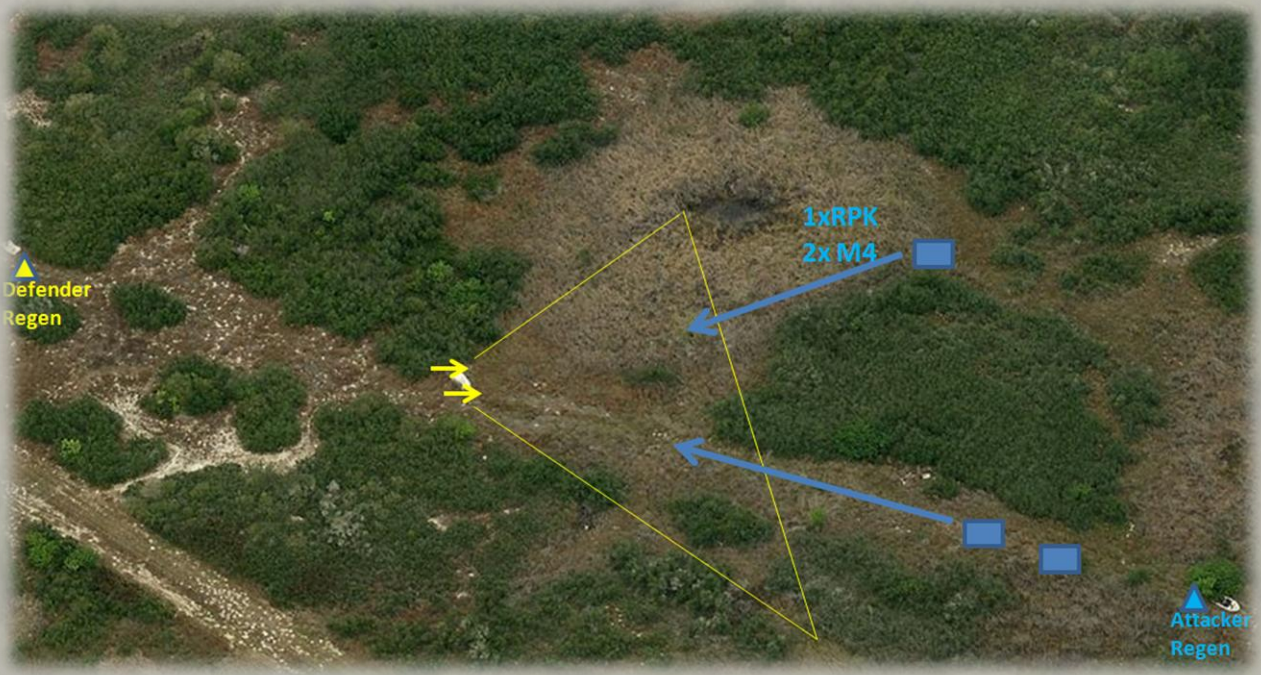
EVENT AAR: HOLDING THE HILL

BY

QUICK, SOUTH TEXAS AIRSOFT RAIDERS



This small knoll near one of the corners of the field hadn't seen much play mainly because of the fact that our admin and parking area had always been at that side of the field. We changed our parking location and it freed up that part of the field.

The hill was an old spoil dump for houses that were being built in another part of the location area. Grass and small bushes had grown through the hill giving it a nice look for cover and dominating the approach to that corner, a small trail ran past the hill. Anyone with a need to dominate the area would have to hold that hill. Our club has changed its ruleset and gone to more of a Midcap only setup, still making allowances for replicas on a case by case basis. That switch up really upped the maneuver versus just finding cover and laying down a stream of BBs. You now only have a limited number of mags.

The Coastal Texas heat has driven our games into the evening times, making for more mission type games (take this bunker, crossroads, or blow up this roadblock). This particular game we tasked a 4 man team to hold that hill top with a respawn in our old admin area. Time limit was 45 minutes. We were given 15 minutes to prepare our defense against an 11 man team. Horus, DD, Mac, and myself rushed to build up a small position on each side of the hill. DD manning a bolt action sniper rifle had the sun behind her due to the sun going down, so she placed herself with Mac (AK 101 AEG) on the leftside of the hill.

On the rightside was Horus and his brand new Echo 1 B.A.R. and myself with an M4. His B.A.R. is considered a squad support weapon by our club and being that the HiCap mags are limited to 190 rounds each, they really are not considered HiCaps. His loadout was 4 mags, and my 9 M4 mids. To denote who controls the point, we borrowed from Third Coast the colored box method (with purple, our color, stacked on top of green).

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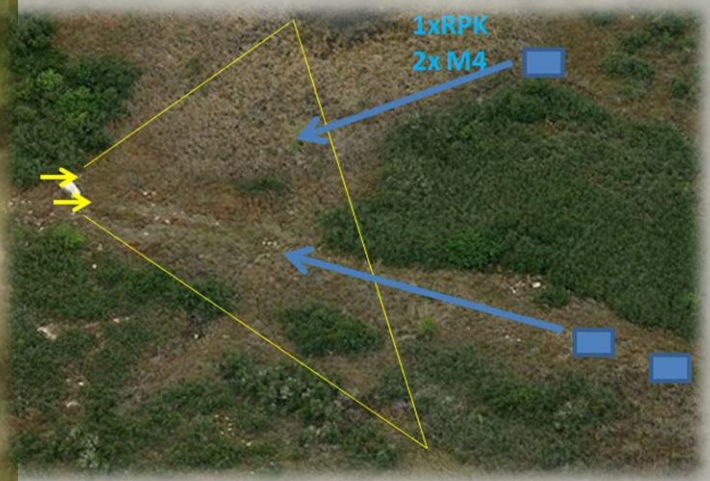
*With valid US Military ID

EVENT AAR: HOLDING THE HILL, CONTINUED, BY QUICK



Plan was to have the engagement begin with DD and her sniper rifle with the rest of us under concealment. As the attacking team moved in, we would one by one deploy and open fire (in order with Horus BAR, then Mac, then myself).

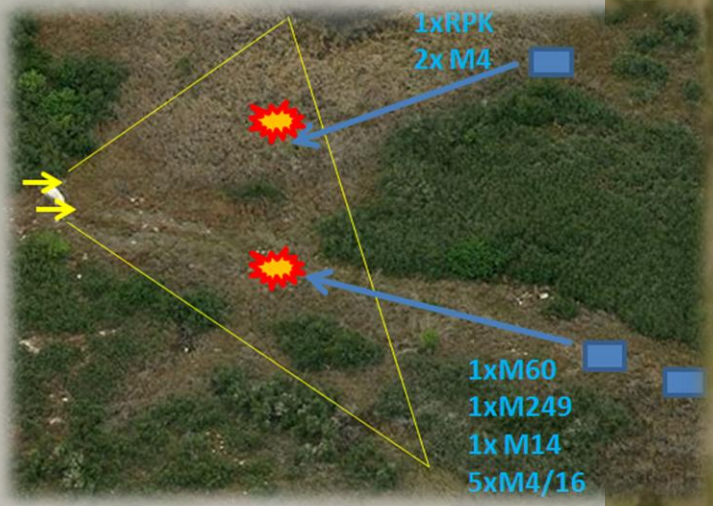
This creeping defense would, hopefully, slow the attackers down, as they would have to alter their plans to deal with an increasing amount of fire. Being that the hill was the objective, the attacking team would come straight down the trail with a flanking team of a sniper and spotter. I guessed this move right with the exception of it wasn't a sniping team but a RPK and M4 pair.

DD wasn't able to hit any of those 3, but they were not able to pinpoint her location, the low hill masked her position (during the AAR, Dwight (RPK) said he was looking right at the hill but couldn't see her there). About the time DD was engaging the 3 man team, she was unable to spot the 8 man squad advancing from the main trail (due to her position on the left side of the hill).

I gave Horus (BAR gunner) permission to open fire at the lead team of that 8 man trail (1x SAW, 1x M14, 1x M16), if you haven't used or test fired the new Echo 1 BAR, the stock range on it is amazing. In short bursts that BAR hit 2 out of 3 in that team, driving them to the ground. The remaining shooter attempted to trade shots with Horus, but was hit in the exchange.

I know what a lot of players are thinking, 4 against 11, attempting to hold a position for 45 minutes. Our regen was a lot closer than the attacking team. Our medic rules were simple, hit and off to regen, the attackers could medic each other by tieing their dead rags in a knot, hit again and they would have to head off to respawn.

Our junior players (new to airsoft) were on the attacking team, and Mac and DD were somewhat still new. I liked the challenge of this scenario and took time to set fields of fire for each of my teammates. No sense in letting the enemy know where and what shooters were shooting at them.



The drawback of the BAR and its 190 rd HICAP was dealt with Horus firing in controlled bursts of 10-20 rounds and spotting the landing of the BBs, I reloaded his hicaps while under cover.

Glancing at my watch, 15 minutes down, 30 to go, we had spotted and engaged 2 fireteams, stopping one cold, and forcing the other one to fire blindly at where they thought the sniper was (not at the hill).

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The lead fireteam engaged by Horus, bled out and walked back to their regen, which I figured at that time they would huddle with their Patrol Leader (a Veteran), who would make changes to their plan. I was sticking to our plan, it was working, something that in previous matches, I doubted and changed leading to losing. (Editor's Note: Quick was spot on in his assessment, the attacking team was reevaluating their plan with Gunnery Sergeant Downes).





The RPK team was shooting at the treeline to our leftside thinking the sniper fire was coming from there. They attempted to move forward when Mac opened up with his AK, the RPK eventually hit Mac, causing him to rush off to respawn, with him standing up and walking away, it caused the RPK team to focus more on the treeline. DD continued to snipe at the RPK team, "wounding" one player. About this time, two fireteams came down the trail online, thinking that Mac was the lone enemy on the rightside of the hill which had been taken down by the RPK team. Horus and I began to fire at so many targets out in the open, both enemy fireteams went to ground and immediately put their SAW and M60 into action putting our heads down (I was hit once, and after Horus "medic-ed" me in, and right after, he was hit, so I returned the favor). Mac returned at that moment drawing fire from the attacking teams, which allowed us to pop up and return fire hitting 3 attackers. Mac was hit again from the direction of the RPK team, DD had switched to her pistol (.45 HICAPA) gaining a pistol kill on 1 of the RPK team, then threw a ThunderB in their direction. I again looked at my watch 15 minutes left, could we do it?

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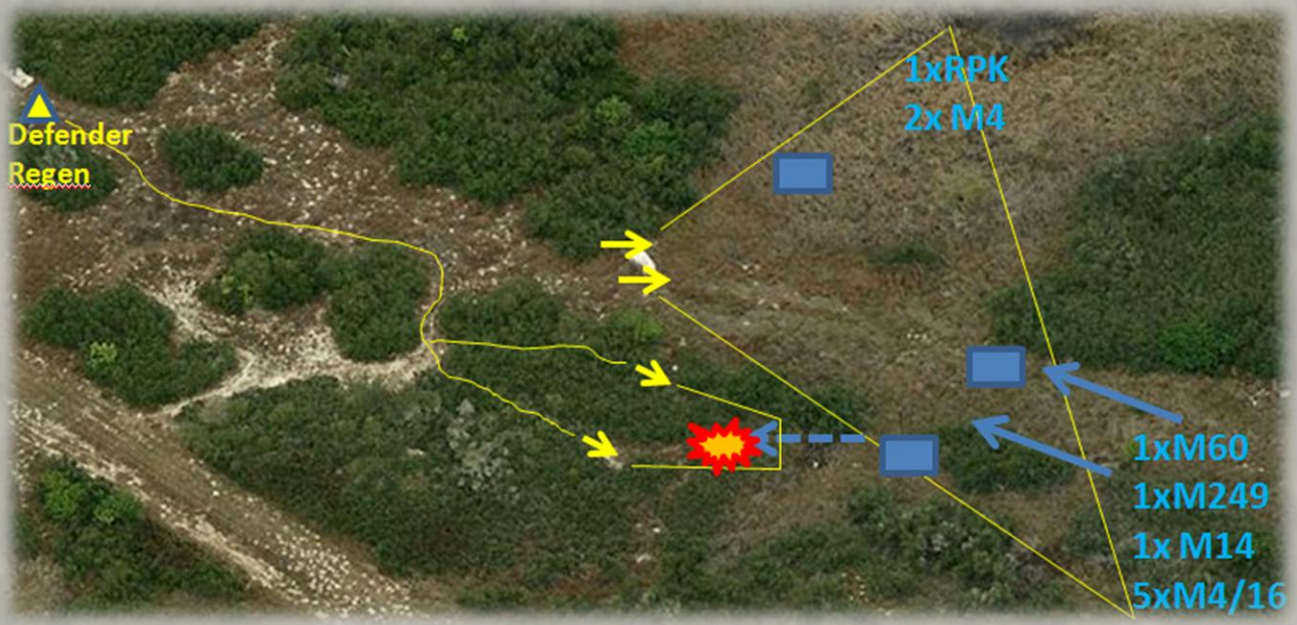

Popping up to look at the direction of the attacking 2 fireteams, I noticed that the left team was sidestepping to the left in the direction of a alternate trail, Mac and DD were on the way back from the Regen, and I quickly communicated to them to get over to the right and ambush the advancing team. Horus switched back and forth from both sides of the hill firing at the RPK team and the M60 teams, I reloaded my M4, noticing I only had 3 MIDCaps left out of my 9.

A loud exchange of fire to my right let me know that DD and Mac pulled off a solid ambush, with at least 3 out of 4 hit. 8 minutes left. Horus was hit reloading his mags and had to respawn, I reloaded and attempted to cover the slack left from him leaving to Regen, the RPK team was down and walking to Regen, I had 2 magazines left, the M60 team was leapfrogging towards the hill to get in range to use grenades. 3 minutes on the clock, one ThunderB went off way short of the hill, the enemy fireteam attempted to rush forward with Mac gunning two down. With 2 minutes left and most of the enemy either moving to regen or making their way back, the clock ran down finally. It was over and we had done it.

The entire club met on the hill position to discuss what the mission was, the plan and what happened in terms of what worked and what could have been done better (the military calls it an After Action Review). For us, staying hidden and slowly using our individual weapons forced the attacking squad to take time to figure out what they were up against, then escalating the amount of firepower against them kept the initiative with us. Something I think we could have done better was have more ammunition ready, be it either more magazines, or for the BAR a small bottle or bag of BBs. In the defense, you use a lot more ammunition and it has to be ready to use. This was a big challenge from both sides, and the entire club left the field talking about when it would be their turn to defend the hill.



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