SUMMER 2012 VOL 2

AIRSOFT NEWS IN THE GULF COAST REGION

THIRD COAST AIRSOFT

EVENT AARS:
RIPTIDE
SKURGE III
STARBURST IV





TEAM SPOTLIGHTS
FKR AIRSOFT
TEAM KSE
TEAM KEYSTONE

THIS ISSUE:
"HOLDING THE LINE"

TEAM REPORT:
PARATROOP ACTION
AT STARBURST IV

PHOTOS AND MORE INSIDE!

SUMMER ISSUE

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THIRDCOAST AIRSOFT MAGAZINE

Issue 5, Volume 2 SUMMER 2012

Airsoft News In The Gulf Coast Region

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From the Editor:

Spring flew by and events are coming fast, throughout the five state region, the TCA Chapters have hosted 3 major events, SKURGE III and STARBURST IV, the Alabama/Fort Benning Chapter hosted their first, RIPTIDE. Other teams are stayed busy attending events across and outside the 5 State area, like the LionClaws series.

This quarter's issue focuses on coordination and communication. Focus areas that make good teams great. We also spotlight another team this time in Florida, FKR Airsoft Team.

In starting this issue, a reminder on safety, it is getting hot and Summer isn't in full swing yet, so remember to avoid being a heat casualty by staying hydrated and playing smart.

-Zmonster
Editor in Chief



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LETTERS TO TCA

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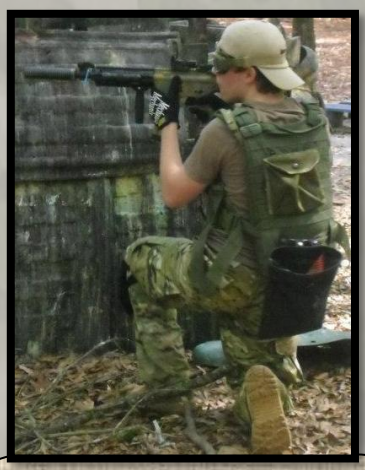
"that...was...epic....."
Nicholas L.
-Corpus Christi, TX
Referring to Starburst IV

TCA ,

Todd and I had a great time being zombies! The 6 hour drive was well worth it. We had a cool field with a great group of guys. What else could you ask for in an airsoft event. Thanks again to all involved who put in the time and effort to make Skurge III a success.

-Huntsman, Houston, TX





Hello 3rd Coast from the UK!

I believe it awesome to see players, teams, and vendors support and display their community.

-Terri
United Kingdom

Glad you guys pushed out to the Alabama/Georgia area, the game types are fresh and different. Brought my son and I back to the hobby.

-Lewis

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EVENT AAR: OPN RIPTIDE, FORT BENNING, GA

Editor's Note: This was the first large MILSIM Airsoft Operation conducted by ODA 105/GFT05, Columbus Airsoft Association at Fort Benning's great Woodlands Airsoft Field.



21 April 2012, Fort Benning Georgia, over 110 Airsofters showed at the largest Airsoft Event on Fort Benning. US Army Soldiers stationed at the post, volunteered their time and experience in creating a scenario "ripped from the headlines," for the energetic airsoft players and teams from the Georgia, Florida, and Alabama areas.

One of the best features of the game was that it was free to attend. The scenario was inspired by current operations in Afghanistan. Extremist Militias had taken control of two critical districts and the US/Allies had to attack into those areas to retake them.



The stage was set, the Columbus and Fort Benning Airsoft Association provided the extremists forces (OPFOR) due to their knowledge of the field. They brought 45 players to the field against a force of more than 65 US/ISAF Players acting as the ISAF/US side.

The game was hosting using the standard TCA Ruleset for FPS and one time dead rag knots were used as medic rules. (One hit, anyone except the wounded player, could tie the dead rag in a knot, allowing the wounded player back into play, a second hit, caused the "killed" player to respawn at one of the respawn points on the field.



The objectives were marked on the field with colored boxes, with the OPFOR color stacked on top of the Allies color, to occupy the objective, a side had to stack the appropriate color on top (and keep it from being changed).

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EVENT AAR: OPN RIPTIDE, FORT BENNING, GA



Active Duty Soldiers acted as roleplayers and others as Referees/Fire Markers for airstrikes for the event.

The OPFOR Forces had forward “Insurgent Camps” which acted as respawns in the two districts. Those camps could be destroyed if the high value targets or HVTs (Balloons) could be killed (popped) at those camps. Once the camp (respawn) was destroyed, the OPFOR had to fall back to another respawn further east into the valley.

As the Allied Forces moved east into the valley, forward respawns would be added.



Round 1started off with ISAF Forces moving out of their start point into the Province, the insurgents had field position and had positioned themselves throughout the province not knowing how the ISAF would deploy or conduct the offense.

Leadership on the ISAF chose to attack to seize the City Government Center and the Mayor's Villa as the first two objectives, with locating and destroying any insurgent camps in the area as they were located.

One organized team, Blackwater and along with Andy (an Army Veteran and avid airsoft player) struckout on the Western flank attacking north along the boundary while a large ISAF force went into the Village center.

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EVENT AAR: OPN RIPTIDE, FORT BENNING, GA



The Insurgents didn't have the numbers to hold the ISAF back due to being spread out throughout the province, at the 20 minute mark , the City Gov't Center had been retaken by the ISAF.

At the 30 minute mark one of the many insurgent camps had been destroyed causing the Insurgents to spawn elsewhere further east in the district. By now Insurgents were rushing to the sound of the fighting. A hard fight for the mayor's house by both sides caused its ownership to change multiple times, but at the 1 hour and 15 minute mark it was seized, and a tactical pause for ten minutes was announced so that the ISAF could receive new objective orders, the insurgents used the time to consolidate their positions by their last remaining camp and key defense position in a trenchline.

The pause ended and forces moved out, during this phase, the mayor's house was retaken by the insurgents and the ISAF had to used valuable forces to retake it, the ISAF assaults were pushing up on the insurgent camp and trenchline position but were being flanked by hit and run flank attacks by small groups of insurgents, a Predator Missile strike was called in by ISAF HQ, destroying the Insurgent Camp, denying any future insurgents forces from spawning for the rest of the round, Team Blackwater which had taken their time and fought their way along the south boundary took the trenchline from the rear, losing a man to an IED on the OBJ. The round ended and the stage was set for the assault into the Ghan Valley.







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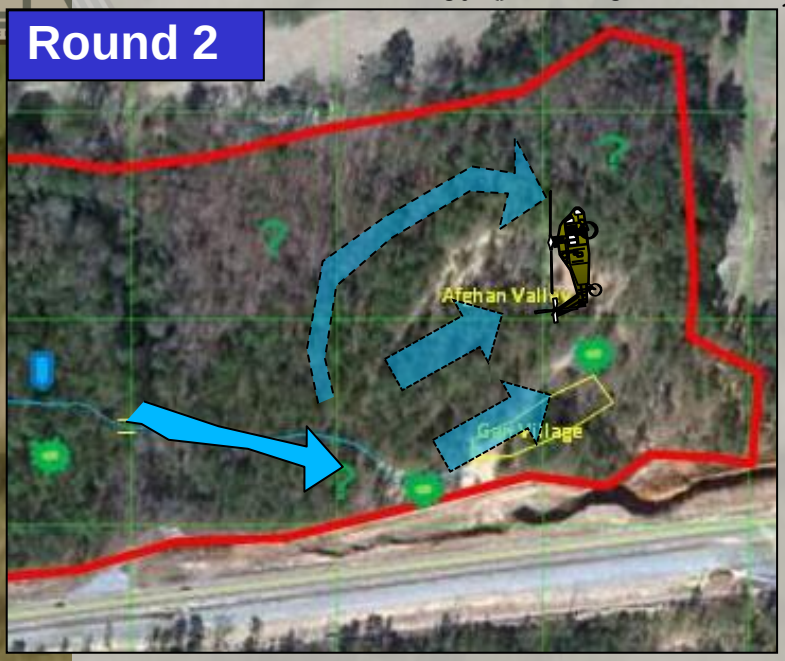
EVENT AAR: OPN RIPTIDE, FORT BENNING, GA



Round 2

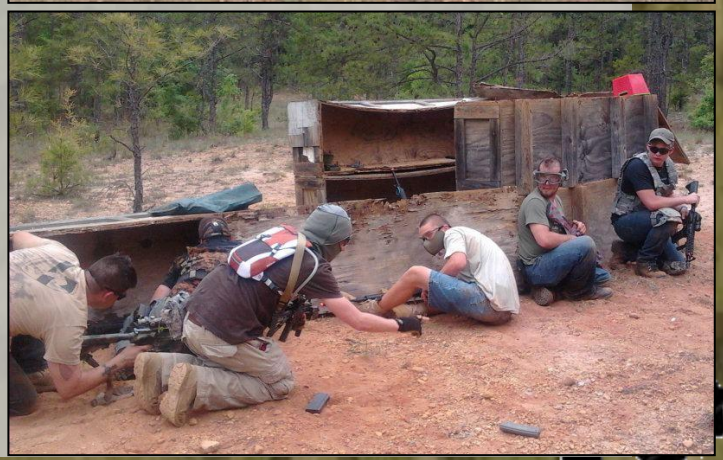
The Insurgents having been pushed out of the western province, attempted to lure a ISAF Commander and his force into a coordinated ambush at a meeting at the opening of the Ghan Valley, the ISAF CDR and team leaders knew that they were walking into a planned ambush and planned accordingly.

Two Teams were used to secure the road into the valley, one was used to secure the meeting house, and Blackwater was the ISAF CDR personal security detachment, as planned the meeting went bad, and Blackwater extracted the CDR back to the US FOB just outside the Eastern Valley.





The 3 ISAF teams held the road and the meeting house, with Andy and other 3/3 ID Soldiers helping the teams to hold the road, as Blackwater got the CDR back to the FOB, word over the radio reported a Blackhawk had crashed in the Valley and the ISAF needed to secure it. The rest of the round, the ISAF tried their best to secure the crash site, but the Insurgents, despite losing a Camp early on, managed to hold the crash site even after two F-15E guided bomb strikes support the ISAF near the crash site.



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EVENT AAR: OPN RIPTIDE, FORT BENNING, GA



Round 3

Intelligence reports of an Insurgent large scale assault on the Provincial Capital were flooding the ISAF HQ, an Insurgent cell had already had a safehouse in the town, Insurgents had seized the Gov't Center Building and Blackwater was stationed at the ISAF Combat Outpost prior to the start of the round.



At the beginning of the round ISAF Forces rushed to link up with Blackwater at the COP, with other ISAF attacking to seize the Insurgent Safehouse, with 45 minutes for either side to win, 2 of 3 points had to be held, the insurgents lost the safehouse twice, losing it to Andy and others a third and final time.

The Combat Outpost was nearly taken by insurgents in the last minute of the round, but time ran out for them.





For the majority of players this was their first time playing on the field, and with the noise of the small arms ranges nearby it added to the MILSIM feel. Thanks to everyone that came out and played their best.

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

TEAM SPOTLIGHT
TEAM: KSE



TCA would like to welcome a new member to the Texas Chapter, Team KSE out of Kingsville, Texas. We recently interviewed the team to get their goals and direction for the upcoming months:



TCA: When, why, where was KSE Airsoft Team created?

KSE: it was created in Kingsville, Texas about a year ago. We had been playing airsoft for a few years before that and decided it was time to get ourselves organized.

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

KSE: We have a few private properties where we play frequently here in Kingsville. One is heavily wooded and one has some pretty treacherous terrain. So we can go over a wide variety of scenarios.



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TEAM SPOTLIGHT, TEAM: KSE





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

KSE: Like I mentioned earlier we are organized into three squads or fire teams on the field. But as an organization it is much different. I, for example, am the KSE president, but i do not lead on the field. Our commander, Doc (from Kingsville) leads on the field from the rear and has control of major squad movements and tactics. Team leaders have freedom to control from the front lines in time sensitive situations. As an organization we have designated people: president, vp, treasurer, and quarter master. New positions are constantly being considered. As on the field, we like to keep everything as simple as possible. The only operations we have attended as KSE are operations Jumpstart and the most recent Starburst IV. We plan to attend everything possible in the area in the future.

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?

KSE: Yes and no, uniform sometimes depends on what element your are apart of. Standard assault and command are black tops with tan bottoms, tan gear. Reconnaissance has the freedom to go with whatever the terrain dictates and they are free to make the calls as individuals. We are working on a secondary uniform for a more distinguished and different look. As for specialty positions, as of now we are broken up into three distinct squads: command, assault, and recon. The bigger we get, the more assault teams we will create, with probably their own dedicated recon teams if the situation allows. We try and keep things as simple as possible.





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TEAM SPOTLIGHT, TEAM: KSE

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

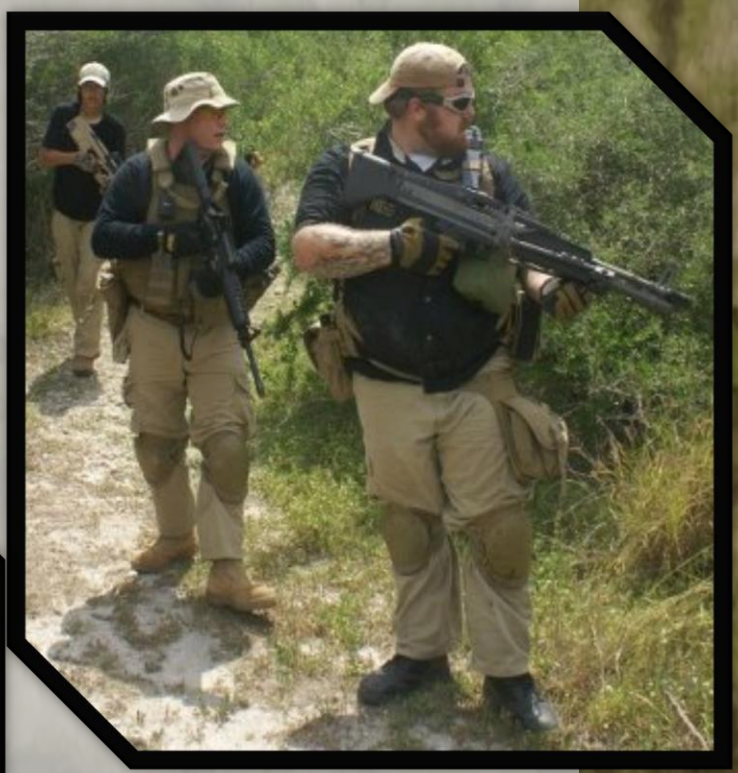
KSE: To grow. Not just in numbers, but mentally and in many different directions. Every game is a learning experience for us and we take as much as we can from it. We want to be a major player in Third Coast and in the region. As for size, if we kept the same group of guys forever, I would be happy, but I think we could expect to double our size in a year.

TCA: Any age restrictions? Who can be a member?

KSE: No age restrictions, as long as you are mentally fit, a nice guy (or girl), dedicated, respectful, a team player and mature. Oh that you call your hits. We would like to thank Third Coast for letting us be a part of the community. We felt like we are on our own little island here in Kingsville and we are glad to have found a place to enjoy our hobby with like minded people. Thank you.

TCA: No thanks needed, you guys play great, and are force to be reckoned with on the field, again welcome to the 3rd Coast!







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TACTICS: HOLDING THE LINE

By
Ranger Mike (Florida TCA Chapter)



As the sport continues to evolve and more and more teams make the jump to become more competitive, serious thought and time is devoted to defense and offense strategies. Hearing a great deal from Operations like RIPTIDE, SKURGE, and STARBURST, teams are finding themselves having to pull a hasty defense for an extended period of time. When this occurs, the team finds itself defending against a much larger OPFOR. One team in Mississippi found itself defending against 30 OPFOR while they only had 10, the textbook 3 to 1 odds.





In a previous issue, we talked about using **B.A.S.E.S. (Breach/Base of Fire, Assault, Support, Exploit, Security)** as a quick mental checklist for tactical unit leaders in both the offense and defense. There are three types of defense methods; Area Defense, Mobile Defense, and retrograde.

Communication among teammates is crucial and absolutely necessary. This will prevent shooters from giving their positions away as they attempt to either move or pop up to get an understanding of what is going on. As the attackers begin to feel their way against your line, any unnecessary movement will further weaken your team's position.

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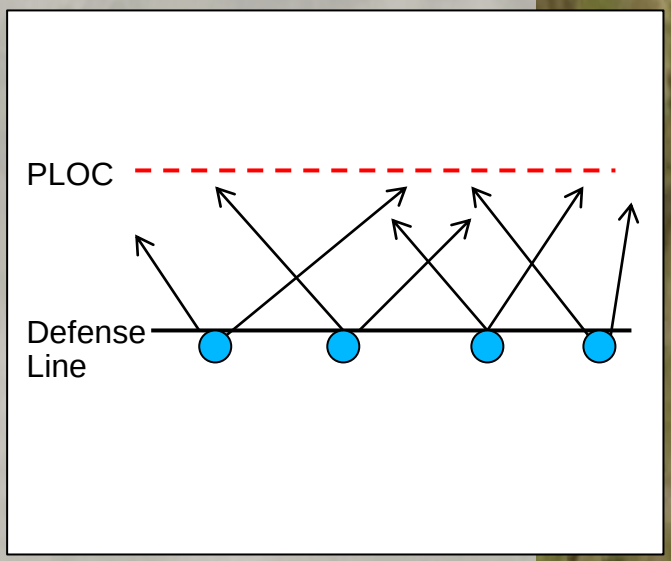
TACTICS: HOLDING THE LINE



In the defense, even a hasty one, there are tasks/considerations that a team must know and use in order to be successful (or increase the chances of being successful). Developing engagement areas (EAs) where you want to engage the OPFOR, along with good concealed positions and alternate positions, and security positions to provide early warning.

Area Defense

One of the toughest (but not *the toughest*) defense types to do in airsoft. "Your team has to hold this position at all costs." That is what this means. You cannot withdraw or trade space for time. The best option here is to have your team find good positions where they can fire at angles to cover each others front ranging out to the Probable Line of Contact (PLOC, which is the earliest point where you will see the enemy coming and can range them), rather than shoot to their front. This combined with concealment will help turn your defense into a ambush, stunning your OPFOR and fixing them.



In an area defense, your team is going to have to plan and trust each other to cover that dead space to their front, meaning the area they cannot cover without exposing themselves to enemy fire. Any mines or obstacles should be used to deny the enemy cover in the engagement area.



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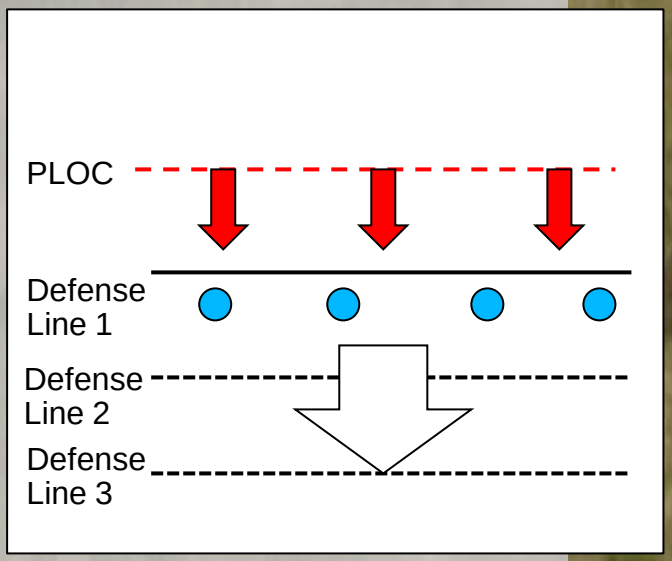
TACTICS: HOLDING THE LINE

Mobile Defense
The ability to trade ground for time, where the enemy is the clock and not so much the OPFOR. Think of this as being able to trade a football field distance before being on top of the objective. You can slowly bound your team back dragging the enemy through multiple EAs. Takes practice and training, but done right it can win a fight just by wearing the OPFOR out. One of the issues to worry about is leaving parts of your line behind, so accountability is key.





Retrograde
The toughest defense method to conduct. You are covering the withdrawal of the rest of the friendly force while under pressure from the OPFOR. Think of this, your side has conducted a raid to rescue some downed aircrew and they are being escorted to the pickup, the Friendly Force CO tasks your team to cover the withdrawal. Or as in the case of Starburst IV, the US Forces were being withdrawn from the island as KFORCE continued to attack. Forces had to be put into place to delay the OPFOR while the defending forces fell back to new positions. It is similar to a mobile defense, but at most times you do not have the benefit of finding good positions prior to enemy contact. Peeling drills are the most effective here.

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TACTICS: HOLDING THE LINE



In order for a team to get better at applying the different methods, training should be done. Yeah I know, training or practice. You do want to be a hard hitting force on the field, then it has to be done.

Most, if not all, of the real Operators spend alot of time doing practice, nothing fancy, just mastering the simple things, like shoot, move, and communicate.



You do not always have to have someone shooting at you to get better on the field. How do you bound your shooters back from position to position in a mobile defense or retrograde, which codewords do you use? Can every member quickly pick out a good position to defend from? Do they all know the effective range of their replica?





The answers to these questions are best found during practice and not at a major event where other teams on your side are counting on you.

At a minimum be sure to discuss with the team the method you are being asked to conduct, area, mobile, or retrograde, then guns up, and be ready.

-Mike

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AREA OF OPERATIONS REPORT

FROM

MOJOE OF TEAM KEYSTONE



In warfare, a **theater**, is an area or place in which important military events occur or are progressing.

In Texas, we are gifted with unique topology and regions which participate in unique airsofting opportunities that offer adventurous players a chance to see a diverse array of fields and meet other players across the states and around the country. For the last year, Team Keystone, an Austin-San Antonio airsoft team, has been lucky enough to play in some of the best games this state has to offer. Along the way, we've forged lasting friendships and met some of the most dedicated teams in the sport we share.

Keystone ASA, is a young team comprised of players residing in the Austin and San Antonio areas. We started this team in hopes of continuing our friendships and wishes to expand our experiences in the sport. Some of us have played for more than five years; while others have recently been introduced to this hobby within the last year.

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AREA OF OPERATIONS REPORT

FROM

MOJOE OF TEAM KEYSTONE



19 May 2012, Starburst IV, Victoria, Texas: Keystone brought 12 players and invited some of our friends from the Austin area to join us, as we ventured to South Texas to visit Paintball of Victoria. Between Keystone, Clan Reckoning and our friends from Austin, we were able to field a team of 20 players. Initially, we registered to play on the side of K-Forces, but later changed to side with the U.S. Forces at the request of the organizer, in order to lend some balance to the distribution.

Command broke us up into 2 elements "Lancer" and "Ripper" and tasked Ripper with acting as the Quick Reaction Force (QRF) while Lancer was to hold the North East side of the AO, defending against airborne insertions. Though the field was new to the vast majority of us, we were well briefed by our commander, Zmonster, in three net meetings conducted pre-event.

Through the phases 1-2, we ran up and down that side of the island, trying to dislodge the K-Forces from their landing areas and eliminating the spawn points. Phase 3 was mayhem, as we were tasked to hold the middle of the line forward of the government center.

Many of us returned late that evening to the Austin and San Antonio areas tired and very happy about how the game was played and administered. We met an entirely new community of players from South Texas and Houston, which we hope to meet up with in the very new future. The ODA teams are very worthy opponents and are easily on par with some of the best teams we've seen at national events such as Irene, Bulldog and Reindeer Games. To our SE-TAC brothers and sisters in arms, we'd be hard pressed to find any nicer, honorable, and more welcoming players – thank you.

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AREA OF OPERATIONS REPORT

FROM
MOJOE OF TEAM KEYSTONE

14 April 2012, Grozny, Fort Worth, Texas: Keystone ASA member, Pope, was charged with command of the Russian Forces. This 350 player game was held at the Fast Action Airsoft facility and lived up to its reputation as an intense CQB facility. Again, we partnered up with our ally team Clan Reckoning, as Wraven commanded the Russian Airborne Forces. Our friends from Austin lead another squad of Russian Airborne troops. Combined, we were able to field 24 players between our teams and friends from the Austin area.

The blistering cadence of this event was a unique experience; we were faced with an opposing force of well-established teams from North Texas, the American Milsim team, representatives from Mako-TV and Kastway Airsoft. Transitioning from building to building, floor to floor, and room to room offered Keystone the opportunity to put our close quarters combat (CQB) tactics to the test.

All of left this event very satisfied with the honorable play and the privilege to bask in our hard earned win. Our friends from the DFW Warpigs, proved once more to be fierce opponents. It's not often that you look at pictures from various AAR's and see bloodied faces with smiles on their faces. The organizer, Toadvine, staged this event in a unique scenario that was perfect for the venue. We were also privileged to fight alongside with the South Louisiana Marauders (SLM), Viper Tactical and other great teams from around the region.

Other Events we have attended in the area over the last two years,

17 March 2012, Crazies, Harwood, Texas
17 December 2011, Reindeer Games X, Ft. Hood, Texas:
19 November 2011, Iron Horse, Red Oak, Texas:
15 October 2011, Jericho 2, Harwood, Texas:

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EVENT AAR: SKURGE III

BY

DOC, 2ND GROUP, 1ST SFAOC

OPN SKURGE III: Dr Gladstone's Revenge, 14 APRIL 2012.

Let me offer a warm "thank you" for what I saw as an awesome event! The zombies were AMAZING! and the Green Force and Task Force Black were both very impressive, as well. I witnessed some of the most intense firefights ever for a Skurge event, and we did it all without any serious injuries!



Actually, there was one very crazy fight to the south of the contaminated island that reminded me of an ugly push we made last year at SB III from behind a pallet---but this one was pretty wide open in the very deceptive Woodlands Paintball terrain and cover--that's the way this field fools you; every piece of cover or bunker has a vulnerable point!

Skurge III is also the first time I have ever used a point-driven objectives system along with the cups (cups were FOB objectives). We had FOBSs overrun by zombies, and even had one team lose their FOB only to fight harder and take it back.



At the end of the day Dr. Gladstone evaded capture and remains the "undead on ths run." I want to thank Spooky for all his hard work and excellent role play as the good doctor.



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EVENT AAR: SKURGE III BY DOC, 2ND GROUP, 1ST SFAOC





Final scores and points of interest:

Green Force score: 24 pts. GF was able to regain control of their FOB and hold it to the end. Although they were able to obtain the "special weapon" they were unable to find Dr. Gladstone and put it to use.

Task Force Black score: 24 pts. TFB lost control of their FOB to some tricky and sneaky zombies (awesome job Squeaks and Pricilla!). TFB did not lose pts for their fallen FOB because zombies cannot change cups.

I'm also getting a lot of a lot of compliments on the interactive play with the zombies. Apparently most everyone enjoyed talking to the zombies and interracting with them in order to gain some form of intel or possibly even trade something for one of the objectives.

There was one player who traded a pistol for some "potential intel" and another guy even traded a dead radio to a zombie for some "potential intel"!

ALL the zombies were just fantastic and I really want to thank all you guys(Greg, Hunter, Savoy, Poncho, Ryan, Tony, Eugene, Patrick and Devil) one more time!

We had 82 players in total for the day and i again salute all of you who came out and played in the heat and I hope to see you at OPN Starburst IV!

Church, there will NEVER be a Skurge without you!







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TEAM SPOTLIGHT

TEAM:

This Summer we are featuring another member of the Third Coast Family of Teams, FKR Airsoft Team, out of North Florida. The TCA Magazine Staff recently sat down with Cameron R., callsign "Smurf" to talk about the Team,

TCA: When, why, where was FKR Airsoft Team created?

FKR: FKR originated at a small CQB arena in St. Augustine Florida called Bravo 65 when two teams of three people joined together for an upcoming six person tournament. The founders of FKR; Steven L., Zach L., and Chris B., met a newly formed team consisting of Cameron R.Tommy B.and John B., and needed extra players for the tournament and asked them to join FKR.

After winning that tournament we've been a team ever since, befriending new people and expanding as we continue to play the sport we love.



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

FKR: We feel the best practice is during a game against other people. To us, practicing with yourselves seems kind of pointless. Before games we'll go over certain things we'd like to work on that game and perfect it in-game. If we can work on something on our own such as reloading faster then we will do so at home. I guess you could say we practice at Battalion Airsoft Arena in Jacksonville Florida with our team being located mostly in the Jacksonville Florida area



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Team Spotlight FKR Airsoft Team, Continued



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

FKR: We try to play at least every weekend but sometimes other matters get in the way. We have attended the North vs. South games hosted at Combat City down in Orlando Florida a few times and the Jacksonville vs. All game a few months ago. We've also attended a few operations at Wayne's World of Paintball in Ocala.

Another notable competition we've competed in was the Association of Competitive Airsoft tournament hosted at Battalion where we placed second. As our first ACA competition we learned a lot and can't wait to capitalize on it next year.

It sounds like Combat City and Battalion are arranging teams to represent each arena to compete against each other in the following months and we plan on getting in on that as well. There is a huge friendly rivalry between North Florida and South Florida due to the North vs. South games and we try to take every opportunity to defend the North's perfect record.

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?

FKR: Our standard outdoor uniform is Desert ATACS full uniform with a tan plate carrier and tan boots. Our indoor loadout is 5.11 Coyote Tan pants with our black FKR shirt, tan plate carrier and tan boots. We as individuals usually run whatever kind of gun setup we're most comfortable with but all of us run some sort of M4 platform primary.

We don't have class systems because the majority of the time we're playing CQB and for CQB you just need people with guns. Typically we will have one person running a lot of ammo who can supply a lot of cover fire to help us move up.





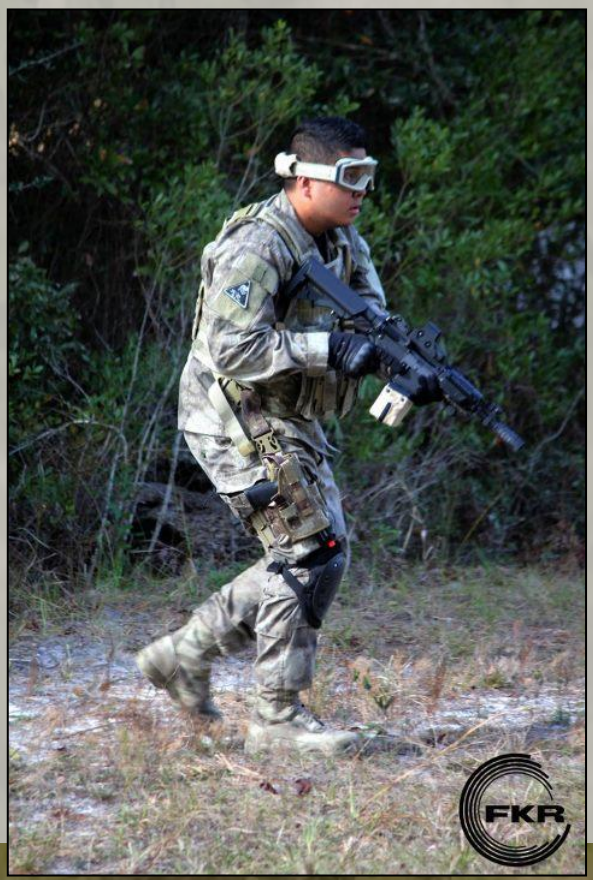
TEAM SPOTLIGHT FKR AIRSOFT TEAM, CONTINUED

T**CA:** what are your Team's expectations for the upcoming year?

FKR: As the team's video editor with summer coming along I plan on putting a lot more time into our Youtube channel and providing our fans with even better content than we currently have as well as capitalizing on past ideas that we haven't had the time to produce. I'm fairly excited to finally get around to creating them. We also are in the works to creating a sequel to the Battalion Airsoft Arena Teaser Trailer we made when Battalion was being built.
All in all we expect it to be a great year for airsofting. A lot of arenas are beginning to pop up in Florida so we're very excited to see the airsoft community grow in our area and are proud to be a part of it.







TCA: Any age restrictions? Who can be a member?

FKR: For the most part our age restriction is sixteen and up. We don't have "try-outs" and we're not necessarily interested in how awesome you are at airsofting. If you would like to become part of the team, come play with us a little bit. If we like you we'll add you to the team. For us airsoft isn't just a sport but a way to get away for the weekend and hang out with friends.

TCA: Thanks for the interview guys and we'll see you out on the field!

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EVENT AAR: STARBURST IV

BY

David Elliott, CO GFT 9



Editor Note: This was the 4th year that Operation STARBURST was held. The first Starburst was held in 2009 in Corpus Christi co-hosted by ODA204/GFT08 and DEFCON Airsoft with the goal of having a large scale, MILSIM event in the South Texas area. The event has been growing every year as one of the flagship MILSIM operations for Third Coast and 1st SFAOC (the parent HQ for ODA 204/GFT08).

The scenario pits the US and its allies against the KFORCEs (Karankawa Forces), Starburst 1 had the KFORCE invading the US, Starburst 2 US/Allies defended against a second wave of KFORCE air assaults and paratroopers, Starburst 3 it was the US/Allied turn at a counteroffensive with simulated beach and airborne landings. This year at Starburst 4, the US and her allies had to defended against a KFORCE beach and airborne invasion on a simulated coastal island and the US mainland.





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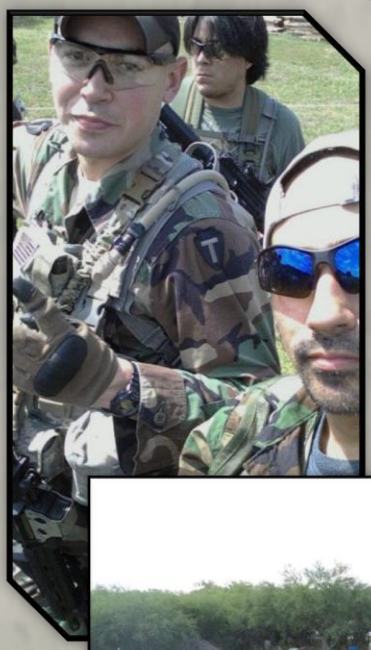
EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9







Chrono and registration were up and running at 9:00 am. The lines were a little long and it took a while to get everyone through, but that's what happens when you have close to 200 players!

This event has become something that our community looks forward to and plans for every year, and it was well attended by teams from all over the state and we even had players attend from 3 other states in the TCA region. The sign in and chrono completed, we made the safety briefing mostly on schedule, and then we were off to the first rotation.

ODA 205/GFT 9 was part of the K-Forces tasked with the beach assault on the coastal island for the first 90 minute game. K-Forces were led by Doc (Mike Govan) Commander of 2d Group/1st SFAOC, Yoda of TF 36, and Gabe Leal from 2d Group/1st SFAOC, supported by several subordinate leaders that made for a strong force.

We needed it, because the Allies (commanded by Major Zuniga, an Active Duty US Army Officer) were made up of a tough, aggressive group with great leadership and a knack for showing up where you don't expect them. Gabe Leal, Yoda, and Doc did a lot of work in the weeks before the game planning the K-Force strategy and communicating it to the group using teamspeak on the internet and a lot of conference calls.

This work paid off on the field and had a big impact on the game. Many thanks to Yoda, Doc, and Gabe for their efforts.

EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9









First Round! INVASION!

Allied and K-Forces took their positions for the beach assault, the horn blew, and the air was thick with 6mm projectiles for 90 minutes. Both sides gave as good as they got and there was a steady stream of players heading to and from their respective re-spawn points.

Concerning respawns, each side had permanent respawns such as one of the landing craft for the KFORCE and the US mainland respawn, but these were at a distance from the frontlines, other forward respawns were denoted by balloons, if located and popped by the other side would deny that friendly force the ability to respawn there, causing a major disadvantage.

I really want to thank everyone on both sides for calling their hits. There was no drama, the game was played with honor, and I am still smiling at the thought of it.

One of the key elements to this game was the perks available to both sides and how they were used by the commanders.

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EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9

PERKS!!

Prior to the start of the entire event, each Force received a set number of combat multiplier perks, broken down into two categories (Strategic and tactical). Strategic perks such as UAV, FASCAM minefields, surface to aim missile network or suppression of enemy air defense had to be enabled prior to the start of each round, with their effects being good for that round only.







Tactical multipliers like B-52/JDAM strikes, A-10 strafing runs, and hellfire missiles could be used during the rounds as needed (and they were).





The limit was how many each side received at the beginning of the day, once used there was none available, so the force commanders on each side had to plan the use of both types of perks.

Each side placed mines and mobile spawn points on the field, in addition to being able to call in various types of airstrikes and intel perks.

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EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9

MORTARS! INCOMING!

Something new for me but not to previous attendees to Starburst was the mortars, these things wrecked havoc on the battlefield, especially on the beach assault and SWORD Beach assault, those rounds caused groups to spread out or be taken out. These added a new dimension to the game and complimented the objective based point system that would be used to determine the winner at the end of the day.

In the last few minutes of the first rotation, K-Forces prevailed on the beach assault, captured the island, and were poised to assault the beaches behind the castle. Allied forces prevailed in the air assault, and the first round closed with the KFORCES holding 2 out of 3 points.









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EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9

HEAT, Breaks…



This was a very hot day, so we were all grateful for the break and a chance to reload, eat, hydrate and rest before the second rotation.

I cannot stress enough how important it is to be physically prepared for these MILSIM games. YOU MUST START HYDRATING 3 DAYS BEFORE PLAYING AN AIRSOFT GAME LIKE THIS!!!!!





You are carrying the weight of your gear, running around the field, crawling through brush, moving to and from cover, all in 90+ degree temperatures. Heat exhaustion and heat stroke sneak up on you and can be deadly. You must hydrate, get good rest, and feed your body good foods before these games.



The break ended with a raffle and game status report, and we were all off to our positions for the second rotation.



EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9







Round 2, Assault..
Commanders on both sides had called in new mine fields and mobile re-spawn points, the horn blew, and the 2nd rotation was on. Major league baseball players could have learned something about sliding from all the players sliding in to positions to give cover or medic support to their team mates on the beaches. Both sides pushed hard, and the K-Forces captured the beaches up to the tree line of SWORD Beach/Ridge. Mortar fire and coordinated assaults won the beaches for K-Forces (I personally emptied 6 hi caps as quickly as I could reload 'em giving cover down there), but Allied advances in countering the KFORCE airborne drops put them in the lead at the end of the round with the score being KFORCES 2/US 3. But the KFORCE had a toehold on the mainland at SWORD ridge.



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EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9





Another welcomed break to reload, rehydrate, eat, and rest, followed by a raffle and a quick briefing, and we all hit the field for the 3rd and final rotation of the day. The heat and the intensity of the first 2 rounds had taken their toll on both sides, but everyone dug in and gave their best effort for this last part of the game.

K-Forces began the assault on the brush line that held the octagon (Govt Center), objective "charlie" which was the US C2 site, and a large element of Allies determined to hold both. That brush line was full of every kind of thorn known to man and seemed to spew BBs from every crack end crevice,……..but K-Forces had a few surprises.



K-Force commanders had held on to several air strike perks specifically for this assault, and used them in conjunction with mortar rounds and a Bangalore torpedo (a pipe filled with C4 designed to blow a lane through minefields) and the determined efforts of the K-Force teams to clear the brush up to the Govt Center and to capture objective "charlie". This gave K-Forces a 1 point win over the Allies for Starburst IV, and evened the series score at 2 to 2. The stage is now set for an epic battle at Starburst V!

EVENT AAR: STARBURST IV, BY David Elliott, CO GFT 9

This was the best airsoft experience I have had to date. A huge thank you to Major Z and all who worked with him to organize this event, it was well planned and well executed.



I also want to specifically thank Spooky, Greg, Gene, Bill, and all the gang who ref'd the game, you did an excellent job and it wouldn't have been the same without your work.







Paintball of Victoria is a great field with many dimensions and has been a great spot for hosting the Starburst series for the last two years and several other TCA events.

TX911 Gear (tx911gear.com) has also been an active participant and sponsor in this series and their trailer is a welcome site. Many thanks to both for their support and hospitality. Zmonster, thank you again for your efforts in this series, we are all looking forward to Starburst V!!



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Team Point of View: Task Force 36 at Operation Starburst IV

By

Yoda, TF 36 Leader

Hot. Very Hot. The day started hot, not only the weather but on our main DZ. The KFORCE Airborne plan of Operation Starburst IV was inspired by Operation Market Garden of World War II. In the historic plan a large airborne force consisting of the American 82nd and 101st Airborne Divisions as well as the British 1st Airborne were to jump behind enemy lines and capture a number of bridges. The objective was for the Airborne to capture and hold a number of bridges so the ground forces consisting of XXX Corps could run the corridor all the way into the Ruhr, which was the industrial heart of Germany, to try to end the war by Christmas 1944. The plan was the work of British General Bernard Montgomery and was very ambitious. Once the Operation began things started out well with little to no opposition on the drop zones. The 82nd took their bridge which was the first on the way as did the 101st after a little delay and a daring river assault. The British 1st Airborne was able to secure their bridge on the northern side.

Unfortunately, XXX Corps ran into all kinds of problems on “Hell’s Highway.” Stiff opposition from the Germans along the single, raised road slowed them down as well as one of the bridges getting blown up. American engineers managed to get a bailey bridge across in less than 24 hrs but they were way behind schedule. By then the Germans had over run the British drop zones. Eventually Col. Frost at the northern end ran out of ammo and had to surrender. The rest of the 1st Airborne were evacuated from their defensive perimeter to Allied lines across the river, they had jumped in with 10,000 men and left with less than 2,000. The Operation was a failure despite the great sacrifice and effort displayed by all the men who participated.

Task Force 36 (Airborne Command) was tasked with dropping on the Government Center with KSE and ODA 206 at Starburst IV. We knew going in that it was going to be a tough fight but all the guys knew the objective, to cause disruption and confusion to the Allied Force and give our Amphibious Forces time to take the island. The second phase was to hit Sword Beach from the rear and create a corridor for the beach forces to link up with the airborne element. In phase three, Amphibious Command was going to hook left and capture the Army Base while the Airborne would assault the Government Center to hold much needed reinforcements. At that point we would hold 3 of the 5 objectives and win.

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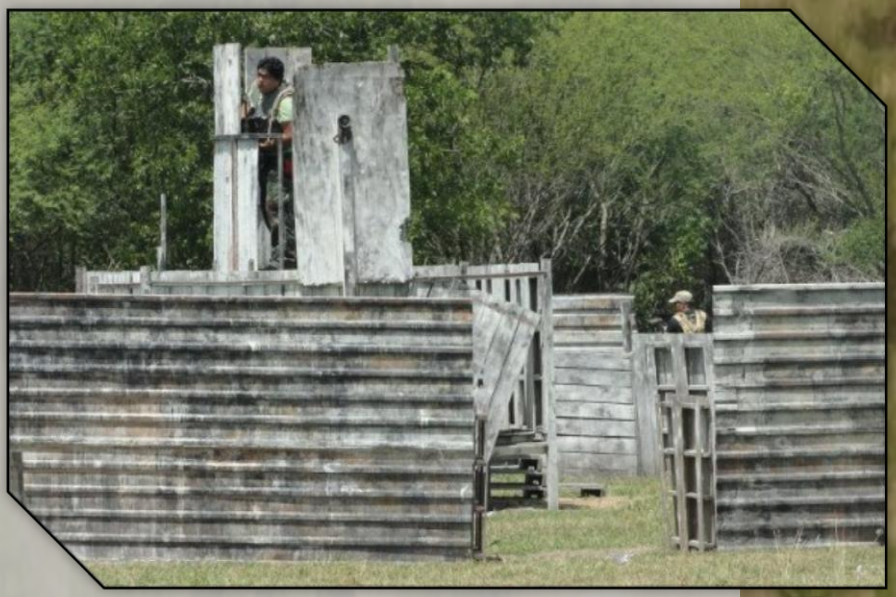
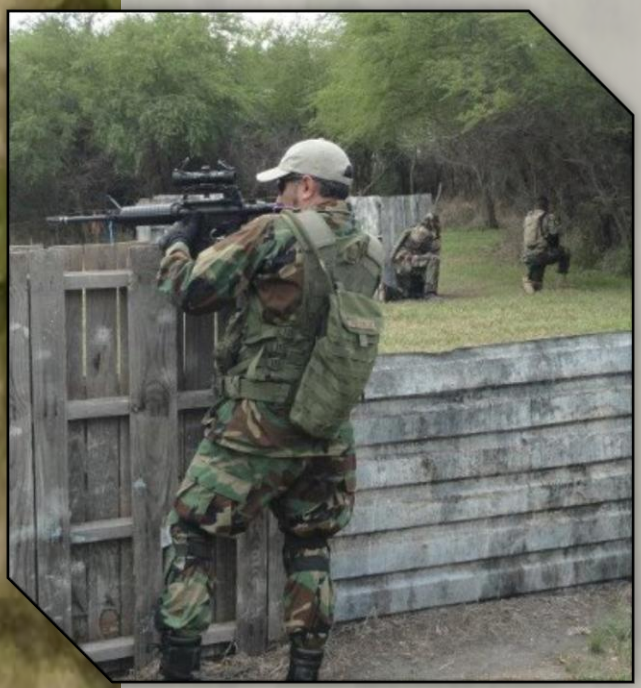
TEAM POINT OF VIEW: TASK FORCE 36 AT OPERATION STARBURST IV BY YODA, TF 36 LEADER

When the horn blew we set up a 360 degree defense around the Government Center with 206 on our left flank, led by Devil, in the woods and KSE on our right flank, led by Kilo, and a four man squad led by Roman from 36 in the middle right watching the trail. Airborne Command took cover in the main fort area for supporting fire with a five man element. Like Z always says you stop the big girl in the front yard not in the kitchen. Within 15 minutes word came over the radio that our mobile respawn on the Helicopter LZ was gone and that LZ was closed. Due to a tactical error no K Forces dropped on that LZ.





About 10 minutes later our outer defenses on our left flank started to receive contact, nothing to serious but I knew we had a fight coming our way and informed our forces to prepare for heavy attack.

Slowly we started to lose members of 206 on our left and KSE did a great job of keeping them in the fight by providing medic support. KSE was also getting light contact on their side but were able to flex members to the left to keep our flank from folding.

Snake eyes and Warrior, along with myself inside the walls were racking up the kills but they just kept coming. Pretty soon as the left flank shrank and shrank under the assault we started to get fire from multiple directions. 1st squad of 36 with Roman was all but wiped out as they took hits from their rear. KSE was holding strong on the right and continued to feed replacements to the left thanks to Kilo.

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TEAM POINT OF VIEW: TASK FORCE 36 AT OPERATION STARBURST IV BY YODA, TF 36 LEADER



About that time I took my first hit from the tree line and was healed by a member of KSE. The left tree line was getting pounded by our Airborne element but they didn't seem to ever run out of men. We kept fighting and mag after mag got emptied with what seemed like little result. I yelled out to the teams to just hold on, the report from the beach was they had 50 percent of the island and were making good progress.



I was willing to give up the objective to be able to catch the defenders of Sword Beach in a pincer between us and Amphibious Forces so we could roll right up the beach and hit the Government Center again in force.

The only problem was 206 was all but done and back at the island respawning along with half of 36. We were at about 40 minutes with the objective when I got hit the second time and relinquished command to Kilo as I headed to the island to respawn.

Once I reached the island I realized the beach assault forces were bogged down between a mine field and getting shot at from across the ravine. Not to mention those damn mortars coming in continuously. I gathered up a good number of guys and led a charge to try to take the fort at the end of the island. I stepped on a mine and was sent back to respawn. After getting some water I led another charge while KSE and some other mixed elements went down the ravine to suppress the forces at Sword Beach.

That charge was also cut down very quicky without gaining much ground. I respawned with about 15 minutes left in the game and ordered the remnants of the Airborne forces to attack Sword from the rear and abandon the Govt Center. One more charge got our men to the fort and after about 10 minutes of building up men stormed the rear of the fort and K Forces finally had the island and two objectives. It was an awesome and great first round.

TEAM POINT OF VIEW: TASK FORCE 36 AT OPERATION STARBURST IV BY YODA, TF 36 LEADER

The second round had the Airborne forces drop on two locations, one at the Army Base with KSE and Spectre, and the other drop was 36 with 206 on the DZ to the north of the Helo LZ. Also a 5 man element of Spectre dropped on the Helo LZ as a diversion. After much talk with Spooky, who was an admin for the game, we were able to drop away from the enemy force but that still put us in a bad spot. I chose to drop against the fence line to give the enemy only two avenues of attack until they had to respawn which was at our rear. I also informed my element that all we needed to do was give our beach forces time to gain a beach head and to pull enemy forces away from the beach.





The shooters from 36 and 206 were very eager to do their job even though it meant a guaranteed long walk to respawn. We took immediate fire from Allied Forces as they had taken up positions on our Drop Zones. There really isn't much to say about the action that took place except that is was a knife fight in a phone booth (thanks for the quote Leal). We spent most of our time there on our stomachs exchanging fire with enemy forces in the tree line, and gave as much as we took. Every minute we were there was another opportunity for our allies on the beach. 36 and 206 held there for about 30-40 minutes, I was finally taken out by an airstrike and was one of the last to leave. I actually stayed and watched proudly as the last of our defenders fell but our efforts pulled about half of their forces to our corner and gave our beach forces a chance to breakout. Mission Accomplished for 36 and 206.

TEAM POINT OF VIEW: TASK FORCE 36 AT OPERATION STARBURST IV BY YODA, TF 36 LEADER



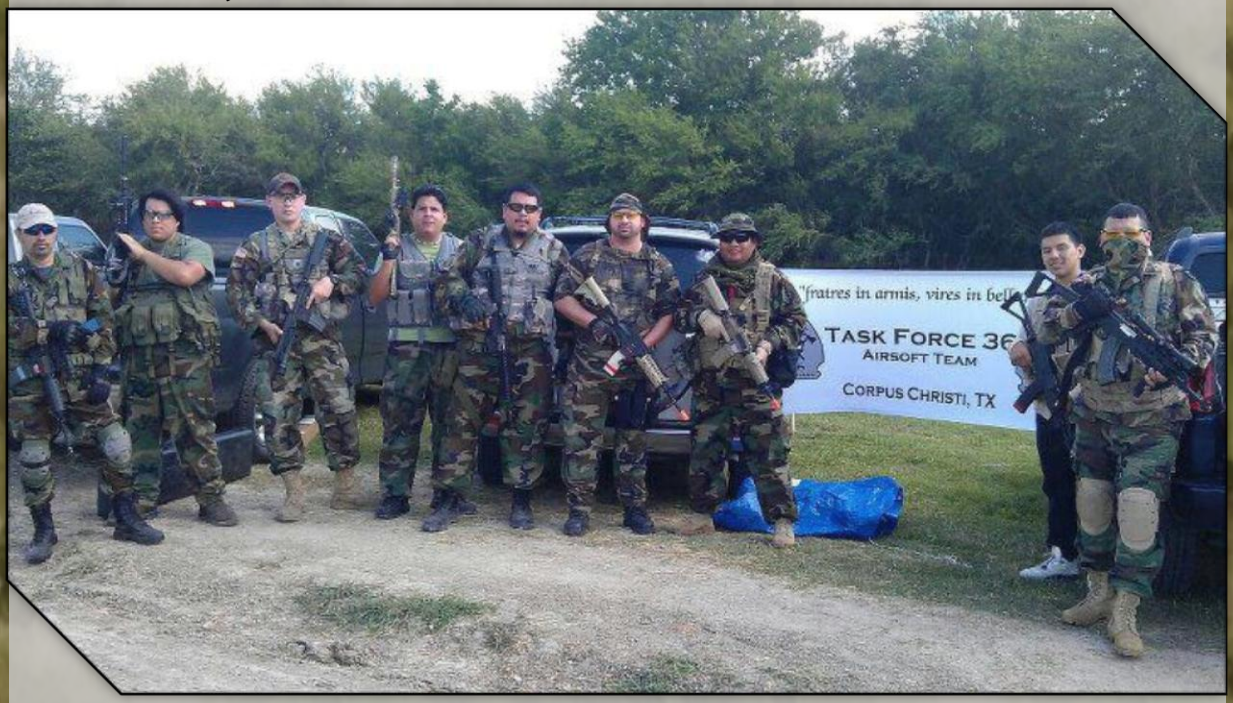
We respawned on the island and helped push through the beach where we became bogged down through the trails. That was some tough fighting there also; nothing was easy at this Starburst.

Unfortunately our day was cut short as one of the Tomahawks suffered a real world injury and we left the OP before the third round which I hear was just as intense. Thanks to the determination of the K Forces and great planning by Leal, our side was able to secure the victory. Starburst never fails to disappoint and is probably the flagship OP for Third Coast Airsoft. Thanks to Spooky, Young, Eugene and all the other refs who gave up their day to watch and help us have a memorable game, also to 204 for putting the game together. To all of K Force it was awesome playing with you guys and coming out victorious.

To Allied Forces thanks for the great game and sportsmanship it was a heck of a fight. To ZMonster, Doc, Leal and Christian nothing is better than playing airsoft with some of my closest friends and brothers whom I respect so much, thanks for the memories. I would also like to thank Devil and all of 206 for sticking with the mission with us even though it was a tough, one way trip and long walk back to the island but we did our part.

Also to Kilo from KSE, my first time sharing the field with you and your team and I was very impressed with how your team operates, hope to see ya'll again at the next OP. And finally to my brothers in 36, you guys never quit, never complain, and give everything you have to achieve our objectives. I feel privileged to have such honorable and dedicated operators as Tomahawks. Battle Roster for Starburst IV: Roman, Swede, Rene, Celso, Matt, Mike, Stephen, Ryan and Gilbert. Mission Accomplished. "Brothers in Arms, Strength in Battle" TOMAHAWKS

TEAM POINT OF VIEW: TASK FORCE 36 AT OPERATION STARBURST IV BY YODA, TF 36 LEADER



Editor's Note: Task Force 36 : Codename Tomahawk was formed in 2009 in the infancy of Third Coast Airsoft at Operation Three Night Birds and has participated in 10 major ops including Starburst II-IV, Skurge I-III, Verrat, and Just Revenge. Led by Yoda as Team Commander and many great Squad Leaders including, Tinez, Brownbag, and Cerberus occasionally. The Tomahawks have become a fixture at Third Coast Airsoft events since 2009. Along with long time team members Warrior, Snake eyes, Cones, Shapoop, Mike and The Swede, 36 has a reputation as fair, trust worthy, tough, and determined shooters. With a mix of military and civilian members, 36 has been labeled as"Old Reliables" by Zmonster early in their formation, they do not disappoint no matter which side they play on.

Many great shooters have called themselves Tomahawks including a number of members of ODA 206. With new members such as the Canales Bros., Okami, Mantis, Allen, Ryan, Frank, and Nitro, TF 36 stays stocked with quality airsofters to ensure Tomahawks will always be representing TCA in events to come. If you happen to come across the 36's grey shield with twin black Tomahawk patch on the field as allies, rest assured you have good men at your side. If you are on the other side you are probably calling for a medic or in a tough fight. Either way the 36ers came to have fun win or lose because that is what TCA is all about. "fratres in armis, vires in bellum"

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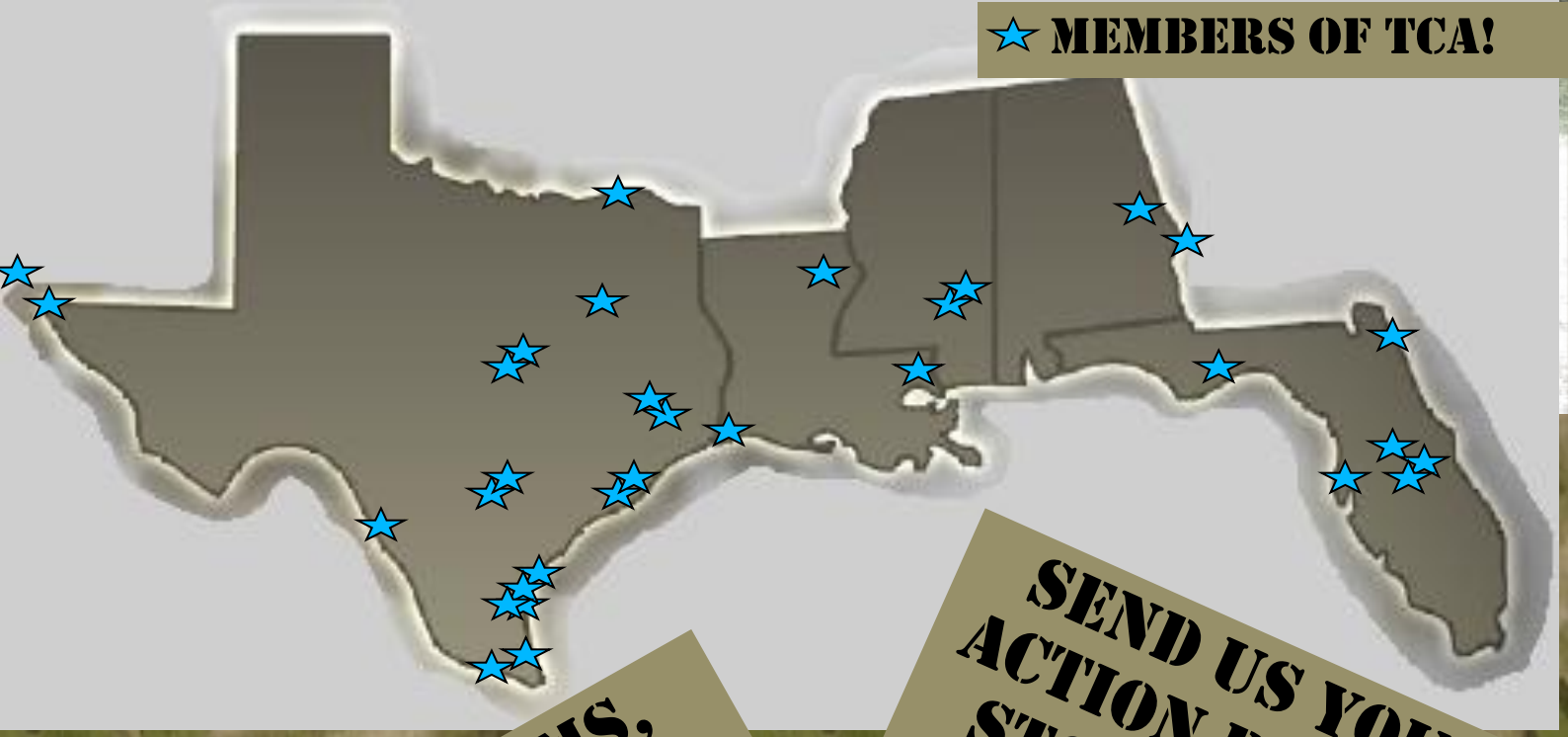

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