

LOCK & LOAD

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PULSE RIFLE REVIEW

- **ROF- Fully auto-
matic or single shot.**
- **Long Range mode:
Rifle range to 150
m+, short range Gre-
nade launcher wide -
area effect to 25m+**
- **Lens System: 50mm
lens system, with
SFH484-2 emitter.**
- **Multiple sound ef-
fects.**
- **Light Effects: Hyper
bright muzzle red
flash**
- **Aluminium construc-
tion.**
- **4 x 32 Telescopic
Scope**
- **Ammo: 8 clips each
with 50 rounds per
clip. 10 second re-
load. 5 second when
shot delay.**
- **Weight: 3.5kgs**



BATTLE TACTICS

Winning at lasertag requires a lot of different skills. The most important of these is leadership. A strong, smart leader that has the respect of those under his/her command is vital for winning consistently. The leader when planning & executing the mission has to consider factors such as the objective/s, the likely composition & location of the enemy forces & the assets available in terms of weapons & forces. Orders should be issued to each squad member clearly (use their name so they know its them being spoken to, something like "three of you go over there" is a poor command & causes confusion) or in the case of larger forces, squad leaders should be given the orders directly & clearly. On a individual level, each squad member needs to work as much as possible towards the team plan laid down by the force commander. It is also important to ensure that one only fires at the enemy, take the time to ensure it is in fact the enemy you are firing at, not your allies. Too many inexperienced people shoot their team mates, doing un-aimed or careless fire. Having everyone in an appropriate formation

can make a huge difference. The basic idea is to be position to maximise the amount of fire, preferably from different angles upon the enemy while minimising the risk of shooting ones own allies. The last thing you want is someone on your team firing a Morita through your ranks. It does happen & the results are horrible. If you know where the enemy is, the simplest & very effective is a line formation. The problem with a line formation is that it is very vulnerable to flanking fire, remember the area of effect of a machine gun is narrow but long, so a machine gun shooting down a line can be devastating (a point that should also be remembered when moving along trails). Despite the flank attack weaknesses, line abreast is simple to execute and control and can be very effective. More advanced formations require training, for clans wanting to compete at the top level in the up coming tournaments, we are considering offering special training sessions by Jason Wragg. Jason is a 7 year British Army veteran that has served on active duty in many parts of the world, Jason has considerable expertise at team development, concealment and small unit tactics. Please email peter@lasertag.com.au if your interested.

CLAN NEWS

Already in South East Queensland, we have seen the formation of two clans. The first, **Spectral Wolves** is headed by Jason "Raven" and Rohan "Trapper", this clan expects to see a lot of action over the coming weeks to ready themselves for the tournaments. They are still recruiting members, if your inter-

ested in joining a clan, email kael_ucip@yahoo.com The most successful clan in the South East to date has been "**Clan Gir**". Lead by Janelle during the Vietnam generator, the Girs both as the pro-Americans and then pro-communist forces achieved their objectives while preventing the enemy achieving theirs. Given how

rapidly the Kittens have improved, they can be expected to be a force to watch for at the next tournament. Last weekend we had a surprise visit from the interstate **Amazonz**— an all girl team. Who, once again proved that "girlz rule" by beating the boys in every mission.

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BATTLE TIMES

An open session is scheduled for each Sunday at 2.00pm at Thunderbird Park. An open session means that if your 14 or over, you can just rock up at 2.00pm and we will organise you into a squad and away we go for 3 hours of missions. You don't need to organise a large group to attend an open session. Finish around 5.30pm. For those Under 18's but at least 10 years old, we operate an open U/18's session on Sunday morning from 10.00am to 1.30pm. Remember all players that



are not already members must complete and have signed a membership/disclaimer form before registration. The form can be downloaded from <http://www.lasertag.com.au/appform0101.pdf> or we can fax or post it out to you. Due to other lasertag commitments lasertag in SEQ will be **SHUT from March 1 to March 13, 2002**. Except for Sunday's, lasertag is open to private bookings of at least 20 people. Venue can be Thunderbird Park, although other private venues are also OK, as lasertag is totally mobile. For example night sessions in and around a school can be really awesome. Of course you must have permission first! To keep up to speed on dates and venues make sure you subscribe to the lasertag ezine so that you get fortnightly and urgent updates.

NAM.RECON: LIVE ROLE PLAYING

Last year, we ran a live action roleplaying (LARP) campaign called "Aftermath". The details can be found at www.lasertag.com.au/aftermath.htm, this was a tremendous amount of fun.

The idea behind live role-playing is that when you encounter someone, ask:

- Are they enemies?
- Are they friendly?
- Can they help us?
- Can we trust them?

While there is still a lot of potential for combat (this is extreme lasertag after all), there is often a need to negotiate, evade or solve some mystery. Live role-playing with lasertag equipment takes role-playing to the next level.

What is planned for SEQ in the near future is a Vietnam era, special forces live role-playing.

Special forces operations suites live role playing because it is quick to assemble the player characters and assign assets. Objectives are established easily because they are typically orders from up high. Typically each mis-

sion briefing covers objectives, insertion, extraction, fire support and intel on suspected enemy.

This new campaign will be called "Nam.Recon."

With LARP's, there is also a need for a lot of Non Player Characters (NPC's).

NPC's therefore get to play a wide variety of different characters under the direction of the MD.

Each instalment of the LARP will be run for up to an hour after an open session. A small extra fee for this special session will apply.

To sign on please email



NPC's while played by a person, the NPC's act as directed by the Mission Director. NPC's may be Viet Cong, NVA, Villagers or some other ethnic minority.

peter@lasertag.com.au today.

(We are also considering a LARP based on the Star Trek genre, if you are interest in participating in this please email nicole@lasertag.com.au)