

# LOCK & LOAD

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**NEW**

### SPITFIRE RIFLE REVIEW

The first of new model Spitfire (Machine Pistol) is now in action in Brisbane. Three more are due in April. These units are lightweight, have a 25mm lens assembly and a red dot scope. Being machine pistols, they are excellent for close range fast action work, typical requirements of a urban battle.

- **ROF- Fully automatic or single shot.**
- **Long Range mode only: Range to 80m+**
- **Lens System: 25mm lens system, with SFH484-2 emitter.**
- **Multiple sound effects.**
- **Light Effects: Hyper bright muzzle red flash**
- **Aluminium construction, wooden handle**
- **Red dot Scope**
- **Ammo: 8 clips each with 30 rounds per clip. 5 sec reload. 3 sec when shot delay.**
- **Weight: 1.5kgs**



## URBAN BATTLE TACTICS

In the last issue we discussed effective battle tactics for lasertag in forested areas. The principles purported in that article still apply to urban combat particularly the command and control skills and the use of reserves. However the line abreast formation is often disrupted by having to move around substantial buildings and the line abreast does not suit because the enemy is often located above or below you. Buildings and corridors often force a fire team or patrol to move into highly exposed areas, for example if your moving down a corridor and an enemy commences heavy fire from one end! The first principle is "Watch your Concentrations." In ancient warfare everything was concentrated, because the armies were literally shoulder to shoulder. Modern weaponry (and our lasertag equivalents) makes dispersion essential, a single Morita or pulse rifle can easily hit a crowd of players. The second limit to dispersion is the need to concentrate attack power. The reason ancient soldiers massed together was to concentrate their offensive power. In modern times with long distance weapons, attacks can be concentrated while the attackers remain dispersed. So units have to stay close enough to be able to coordinate and concentrate their

weapons on a single target. In lasertag, new players on the same force end up crowded together, usually with disastrous results. More experienced players tend to spread out more, but often lose any sort of coordination. In fact they spread out too much and do not know where other friendly forces are, this is particularly dangerous at night because of the likelihood of friendly fire.

The second principle to consider in this edition of *Lock & Load* is "Be Prepared to Manoeuvre". If attacked by a superior force, it is often better to melt away rather than stand and fight. Experienced players always consider their retreat options when positioning their fire teams or individual snipers. However when presented with a weak defence, a clan must be ready to quickly form up and wipe the enemy out. Both actions requires courage, leadership and alertness. Another aspect to manoeuvring troops is maintaining a reserve under the direct control of the force commander. No matter how desperate the situation may look, it is vital to maintain a separate reserve that can respond to changing conditions

Communications and Intelligence is another factor in clan success, one of the most effective ways to achieve this to put forward of your position a few well hidden

*(Continued on page 3)*

## CLAN NEWS

Since our last *Lock & Load* two new Brisbane clans have formed and are proving formidable foes. The first (and they claim foremost!) is the "Brotherhood of Nod" led by Field Marshal Kane. The Nod clan was successful while allied to the Cadets in the last Clan war and are looking forward to

more glory in the upcoming tournament. Players interested in joining this Clan should check out their forum at <http://www.nodnetwork.com/forum/viewforum.php?f=27> The latest Clan to regularly do battle is Queensland Elite Squadron aka QES. They already have their own web site, check out

[http://geocities.com/lasertag\\_qes/lasertaghomepage](http://geocities.com/lasertag_qes/lasertaghomepage) This is certainly a clan to watch. New clans always welcome, email us today via [peter@lasertag.com.au](mailto:peter@lasertag.com.au) to find out how you can start your own clan.

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## TOURNAMENT

We are planning an urban night tournament on 6pm, **Friday 19th of April, 2002**. The venue is not confirmed as yet, but almost certainly a school.

The mission is locked in however, it is the <http://www.lasertag.com.au/bombdisposal.htm>. Each clan will field their top 9 players on the night. A maximum of 5 clan teams will be accepted. Each clan will have the opportunity to play the SCIO, L337 Krew and the Alien clones. Entry cost is \$180 per clan. Clans interested in entering for this tough challenge should contact [peter@lasertag.com.au](mailto:peter@lasertag.com.au)

If you don't have the numbers for a full team, don't worry, just contact Peter and he will make a composite clan for that night.

## URBAN.BATTLEFIELD.UPDATE.

Our urban battles are proving really popular and very challenging. Night sessions are the hardest because the enemy is often hiding in the shadows and the first thing you see of them is their muzzle flash.

The current venue is Whites Hill College, Camp Hill (formerly Camp Hill State School). The battlefield includes 3 levels of verandas, overpasses, stair wells, trees and fences. It is probably the biggest lasertag maze in operation anywhere.

Currently Urban battles take place each Saturday, however as popularity grows more sessions and venues will be added.

### DAY BATTLES

- 3.30pm Registration/ session briefing (can register into both sessions)
- 3.45 Weapon Allocation
- 4.00pm Start Day Session
- 6.00pm Session End

### NIGHT BATTLES

- 6.10pm Registration/ session briefing for night missions
- 6.15pm Weapon allocation
- 6.30pm Start Night Session
- 8.30pm End Night Session

Because there are now 2 back to back 2 hour sessions instead of one 3 hour session, the pricing model has changed (see table). For players that play both the day and night sessions on the same day, the price per hour of play is actually slightly less than the old prices. We strongly recommend new players to start with the day

battles first because night fighting is very challenging.

### NEW PROCEDURES

The procedures for handling equipment have now changed. The new procedures are designed to maximise the amount of time actually in battles every session while ensuring the security of the equipment.

The most important change is that each session is now **capped at 50 players** until more weapons arrive. This guarantees that every player registered gets to play every mission in the session as we currently have just over 50 weapons in operation. Priority will be given to players that book and pay a deposit of \$10 in advance. After the pre-paid players, registration will be on a first in, first served basis.

The procedure for weapon allocation has also changed. Players will now be issued a weapon for the entire two hour session. Weapons will be allocated in day session in registration order, the players that register first for a session get first pick of the guns. To receive a weapon, you must first be registered and then you see the armourer.

The armourer will record you name/ membership number on weapons list and will take your membership card for the duration of the session. When you return your assigned unit at the end of the session, you will receive your membership card back and the armourer will tick it off as it is returned.

For new members, that have yet to received a membership card, you will have to hand over appropriate photo ID.

SESSION	TICKETS ONE SESSION (ie 1 x 2½ hr session)	TICKETS DOUBLE FEATURE (ie 2 x 2½ hr sessions back to back)
Adults	\$30 per person	\$45 per person
Adults with members' discount*	\$20 per person	\$35 per person
Concession	\$20 per person	\$35 per person
Concession with members' discount*	\$15 per person	\$25 per person

\* Concession applies to full time students with current photo ID or health care card holders. You must show your members' card in order to get the members' discount. Membership is included the very first time you play.

For the night session the procedure is the same, except weapon allocation will be in **reverse** registration order.

This will mean that people who came last for the first session now get to choose their guns first. The armoury in the urban sessions is also out of bounds except for lasertag staff.

By having one weapon assigned for the entire session for each player, we expect the turnaround time between missions to be considerably shorter. Our aim is to get through 3 x 30 minutes missions in a two hour session.

If you have any questions regarding the new procedures please email [peter@lasertag.com.au](mailto:peter@lasertag.com.au)

# APRIL 2002

MON	TUE	WED	THU	FRI	SAT	SUN
1	2	3	4 private booking	5	6 urban @ whites hill	7 bush @ mt tamborine
8	9	10	11	12	13 urban @ whites hill	14 bush @ mt tamborine
15	16	17 private booking	18	19 tournament	20 urban @ whites hill	21 bush @ mt tamborine
22	23	24	25	26	27 urban @ whites hill	28 bush @ mt tamborine
29	30					

## URBAN TACTICS CONTINUED..

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forward observers that can radio in to the force commander enemy movements. The intelligence allows the force commander to direct his fire teams and/or reserve to counter the enemies movements. In the confusion of night games, forward observers and tight control of ones forces is critical. Moving from position to position is very hazardous, especially at night. However the losses can be minimised by using a patrol formation in many cases. A point should be assigned to move well ahead of the main group. This person should be very alert, the role being to spot enemy ambush positions at best to report to the main group or at least to spring the ambush so that only the point



takes damage not the whole group. The other team members moving in the group should be assigned by the patrol leader specific areas they should be looking for the enemy (one to the left, next to the right and the next looking up/down) in order to spot the enemy as soon as possible. The force leader must should consider forming a front, typically the enemy in an urban environment can only approach from a limited number of directions, each of these should be covered at least by a forward observer and if resources are available a fire team further to the rear. It is vital that the enemy is not permitted to move around your flank or to your rear position.

## CAIRNS NEWS

For the re-launch of the Far North Queensland battlefield in Cairns, Andrew@lasertag.com.au wants some feedback from the Cairns players.

Andrew would like to know what is your preferred battlefield:

- Bush
- Rainforest,
- Schools or other urban...

Cairns is re-launching with all new equipment from **www.battlefieldsports.com**

Since the new sensors simply velcro on to any type of hat or helmet. Andrew would like to know for Cairns what is your favourite head gear such as giggle hats, woodlands caps, balaclavas or simply headbands.

For the re-launch in Cairns, mission directors (referee's) are required to help out.

### APPLY NOW!

Anyone interested in working at lasertag in Cairns should contact [andrew@lasertag.com.au](mailto:andrew@lasertag.com.au) Watch [www.lasertag.com.au/cairns](http://www.lasertag.com.au/cairns) for the latest.