

TACTICAL MILSIM

MAGAZINE

FALL 2012

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SIT REP

The Way of the Sword...

Regardless of our backgrounds many of us have a common thread that compels us to seek out new skills, new technologies, and new experiences to sharpen ourselves with. We excel in life because for us life is about honing the edge of our capabilities. We watch as many around us seem to settle for life as they exist in a dull and rusting bubble of comfort. To us this mere existence in life is a far cry from actually living it. We on the other hand respect the value of our comforts of life but crave the challenges of living it.

It is the way of the sword. Originally forged to be a sharp and useful weapon yet comfortable to be wielded with ease, it reflected the ideals of life in humanity's quest to find balance. In time, it transitioned from being a feared weapon to a respected decoration and finally a rusted relic of a lost art. The time honored tradition of honing its competitive edge now replaced by the ease of a bullet. Technology became its enemy as humanity stood by with great applause.

Many go the way of the sword and allow technology to replace their mental and physical edge. So how can a sword stay sharp and competitive? I once came across a bayonet for an M1 Garand where the soldier had cut it down from the normal 16" to 8". He reasoned that if he made it half as long he could keep it twice as sharp. I chuckled not realizing at the time that he may have been referring more to his state of mind rather than the lethality of the blade.

Today, we have the combat knife, a weapon designed to assist technology rather than be buried by it. However, when was the last time you sharpened it. More importantly when was the last time you did you performed a skill without relying on an abundance of technology. Choosing to use technology is wise. Having to use it out of ignorance is foolish.





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OPERATION NEPTUNE BLACK

by Robert "Mac" McLaughlin & Brian Gilbert

Tactical Maritime Boarding Training with MindGame Productions

On July 14, 2012, a select group of Florida mil-sim teams enjoyed a unique opportunity for tactical maritime operations training. MindGame Productions (MGP) organized the training event at the Port Canaveral Fire/Rescue Academy on-board the facility's ship simulator. This maritime simulator is a 150 foot long, three-decked "burn building" where fire-fighters train how to contend with ship-board fires and hazmat operations. For the event, MGP also secured access to the Academy's adjacent, six-story training tower.

Three of Florida's dedicated mil-sim teams participated in the event (Sheepdogs Mil-Sim, Spectre VI and S.O.G.) organized into four fire-teams. Due to the close quarters of the ship and the many specialized hazards encountered in maritime operations-- pipe networks, low hatch doors, steep stairway ladders, narrow portals -- very specific uniform and protective equipment

items were required of all participants. Team weapons and personal load-out recommendations were issued to balance protection, maneuverability and ready access to tools of the trade.

The morning of July 14th arrived bright and sunny, with the temperature already in the 80s by mid-morning. It was clearly going to be a scorcher and increase the demands on students and staff alike in the close confines of a giant metal box, baking in the sun! The MGP staff had arrived on site the day before for a final walk-through, finalization of the training lanes and coordination with the Fire/Rescue Academy personnel. One of the fire-fighters was keenly interested in the event and was off-duty on the 14th. MGP invited him to participate, setting him up with one of the teams for weapons and basic protective gear.

The first half of the day was dedicated to four



one-hour blocks of instruction through which the teams rotated in a round-robin training format. The range remained cold throughout the morning with magazines out and weapons on safe, as the focus was learning how to adapt the considerable skills already possessed by these teams to the new challenges and complications of a maritime environment. The instruction included conventional building and room entry; as well as an exhaustive stairwell movement portion in the training tower. During this portion, the instructor had teams repeatedly advance up and down the six-story stairwell, practicing movement, zones of coverage and communication.

The instructional blocks also included boarding instruction in which teams learned how to approach and board a ship using gang-planks, steps and through quayside hatches. The teams were coached on zone coverage in the unfamiliar, three dimensional battle-space, physical movement, how to secure the upper decks and initial movement into the ship. A third block dealt with a simulated fast-rope insertion on the bow

of the vessel. Teams practiced hitting the deck of the ship in successive, two-man elements, securing defensible over-watch positions on the bow until the full fire-team had deployed. They practiced a fluid advance across the main deck of the ship, moving to control the upper decks by fire and make initial entry into the bowels of the vessel.

Last, but far from least, the fourth block of instruction was shipboard CQB, in which the students learned how to move through the cramped confines of a ship and contend with steep stairway ladders, tight entryways, see-through floor grating, locking oval hatches and the overhead and trip hazards so different than land-based CQB. The differences in the operating environment were an exciting challenge, demonstrating how established SOPs had to be adapted to the maritime setting. The extremely dark conditions below deck were a challenge. Students quickly learned the importance of noise discipline, hand and arm signals, slow and steady movement coupled with aggressive and decisive action to counter unique maritime challenges. Students





discovered that certain areas of the ship presented too many danger zones to cover by an average five-man fire-team. They learned how to reposition security elements and lines of fire; adapting to cover broader angles while two and three-man assault teams cleared the rooms.

A mid-day chow and hydration break was called after the instructional blocks. Students were drenched after four hours of hard training in the 90 degree heat, stuffy confines of the ship interior and direct sunlight while practicing on the deck. Fortunately the Florida teams are no strangers to these conditions. Students were physically fit, faithfully drinking water throughout the day and taking short breaks as required. The students were very excited about what they'd learned and eagerly discussed the anticipated challenges they'd run into during the exercise portion that afternoon. The instructors selected for the event came primarily from military backgrounds, as well as individuals who'd

done previous work as military and law enforcement trainers and as military contractors. While all the teams participating in Neptune Black have considerable tactical experience and train regularly as teams, all were very pleased at just how much they'd learned and the chance to practice their skills in such a different and challenging environment.

During the live exercises, the four fire-teams were paired into two assault elements. Each would run through a series of three exercises (up to a total of six iterations for the staff) with a group of dedicated OPFOR and a number of role-playing actors. The students received a situation brief, list of objectives and known information about the threat. They were given time to plan out where and how their two fire-teams would board the ship, clear the upper decks, enter and secure the vessel. The exercises were staggered so that two fire-teams (one assault element) was hot in the simulator while the

other two-fire teams debriefed their prior mission and began planning for the next.

Mission One required the teams to board a simulated ship at sea, which had been captured by Somali pirates. Their mission was to retake the ship and try to recover all captives alive. Mission Two sent the teams on a sea-borne interdiction against a ship in international waters to eliminate armed terrorists and capture a known high-value target alive as he fled to a new haven by sea. Mission Three was an optional final mission, shifting the dynamic to a ship anchored in a US harbor on which a radiological bomb was rapidly counting down. The teams had to eliminate the fanatical protection team, search the vessel to find the device and disarm it before the clock counted down.

The dedicated OPFOR team was selected to better support the training objectives of the day. Consisting largely of the instructors, the

OPFOR would provide the same set up and level of intensity against each assault element, would start at a reduced level of readiness until the alarm was raised, and would simulate temporary disorientation and confusion from Hakkotsu Thunder B™ “concussion grenades”. Within these guidelines, however, the OPFOR pulled no punches. All teams were unsuccessful in Mission One, although the ship rang with shouts, grenade explosions and the rattle of BBs against steel bulkheads. After debriefings and planning based on that experience, both teams successfully completed Mission Two; with significant improvements in performance although still taking heavy casualties. By the end of the day, some players had to get on the road but one assault element remained for Mission Three. The final mission saw the elimination of the terrorist security element but the device remained unlocated.



Subsequent student feedback from the event was very strong with a general consensus of, "when are we coming back?" More event coverage is available on Merlin's Blogspot <http://www.merlinsblogspot.com> and videos of the Neptune Black event available for viewing at <http://www.youtube.com/user/merlindkm>.

MindGame Productions has been running mili-sim and specialty themed events in Florida since 2005. Averaging 10 or more events annually, MGP locations have included Camp Blanding's exceptional MOUT facility, an 80,000 square foot law enforcement CQB training facility in Orlando, industrial and commercial properties, scenario paintball fields and more. MGP has also provided support to real-world training events, consulting and uniformed extras for special events and commercial film projects. Neptune Black was MGP's first maritime training event, an offshoot of the successful TacOps event series focused on military/

law enforcement simulations at professional training venues. For more information on MindGame Productions, visit our website at www.mindgame-productions.com, join our forums and follow us on Facebook. Out-of-state teams interested in booking a private training event on the maritime trainer or at the 80,000 square foot CQB facility in Orlando should contact mac@mindgame-productions.com.



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HIT IT!

National Parachute

Test Center's

Primary Jump Training

By Mark Anderson



One Thousand, Two Thousand, Three Thousand, Four Thousand... CHECK CANOPY!... Look LEFT!, Turn Left, Look RIGHT! Turn Right. These words continued to echo through my head days after I completed the course. To be honest, I miss it. The worst part of this course was leaving.

I didn't realize how nervous I was before attending the course. I had BASE jumped once off of a bridge into the water and learned that swimming 30 yards with the apex of the canopy in your hand takes every ounce of energy. But I was not nervous about that jump either. I was more worried about the police showing up. However, the butterflies quickly flooded my stomach as I opened YouTube to find a video of NPTC students jumping from the back of a Sky Van! My world was about to change forever.

I arrived at the National Parachute Test Center to find a nice unassuming hanger with pallets of parachute equipment, misc gear, and a camouflaged Cessna 180 all of which reminded me more of a clandestine CIA operation. I checked in and was handed a manual on the SF-10A Canopy. I then sat down at a long table with students from all over the US, Canada, and Brazil. Our first day was focused on understanding the MC1 harness, MIRPS, and SLCP reserve system, SF-10A Canopy and its history, and how to pack it. To say the least, I was slightly concerned to find that I would be jumping the first parachute that I had ever packed. Of course, we had Riggers who came around for each of our required Rigger checks. We then finished our first day practicing the PLF (Parachute Landing Fall) with the understanding that we would be jumping tomorrow. That bit of information turned into a battle between my nerves and excitement that lasted all night as I tried to sleep.

The following day we continued practicing the PLF as well as various types of malfunctions and how to exit the aircraft.

The PLF is an extremely important aspect of jumping. Since the SF-10A canopy descends at approx 8 to 12 feet per second depending on your weight, it is important to spread out the energy of the impact over as much of your body as possible. It was evident that practice was needed as the students managed to hit their knees, elbow, and head. However, after a little coaching everyone was doing very well. Some of the Canadians that had already gone through previous training also offered help to some of the students who were struggling.





Our day continued with malfunction training until the afternoon when we were to make our first jump. So far that day I had managed to lie to myself about not being nervous. There was no point I told myself. I can't do anything about it, so I focused on the excitement instead. We weren't sure if we were going to jump since it was raining pretty heavily. So we waited. Then it was time to climb into the Cessna 180. It was now only a moderate to light rain. I was first in and had to sit behind the pilot facing backwards. I remembered one of the students asking about the effect rain had on jumping. Maj. Mathews responded by stating that the rain did not really affect the parachutes performance but that the heavy air would slow our descent. Then another student asked if he would get wet. Maj. Mathews laughed and said, "Why would you. You're sitting under the largest umbrella ever made!"

As we climbed to an altitude of 2500 feet, I resigned myself to enjoying the view, the rain, the cooler air, and taking nice slow deep breaths. We had a lot of confidence in our Jump Masters so that certainly helped to settle our nerves. Nathan was our Jump Master. He was very professional yet extremely approachable and down to earth. I was doing great until I heard "OPEN DOOR!" The whole side of the aircraft seemed to disappear. My exit buddy, Cliff a police officer from Ohio, was the first to exit. He placed his legs out the door and waited for the next commands. Nathan the Jump Master had already checked his static line, which is used to deploy the chute, several times before ever even opening the door. One final check "STAND BY!" followed by "MARK, MARK". That was our signal to lean forward and let gravity have her way. The door was closed and it was then my turn to get into position. I moved into position and tried to block out all of the "what ifs" and started laughing at the situation. The floor of the aircraft was not the most comfortable, but maybe that was all by design. Although the aircraft was certainly safe, it was not inviting so I was ready to leave. We made one go around and then it happened... "OPEN DOOR". Now the side I was sitting on was gone. I swung my legs out into the gusting wind and told myself, "If that cop could do it I could". "STAND BY!" Brought me back into reality before my brain could call me a four letter idiot, the command "MARK, MARK!" propelled me into the turbulent air. For what seemed a life time I was a slave to the wake turbulence. Then all of a sudden with a jolt, the world stood silent and for a brief





moment I was King. I checked my canopy, cleared left and right. I then realized that I was not King but rather the wind's Jester. Now I had to go to work. Of course this was the kind of work I would happily spend a lifetime doing. Being a glider pilot, I understood all the forces of unpowered flight and began to apply them. The only unknown for me was the characteristics of the canopy itself. So I flew into the wind with a huge grin on my face and set myself up for a proper landing. After a few turns I was ready for my final approach. They had warned us about ground rush from looking down and we were instructed to keep our head up a bit so as to not panic or anticipate the landing. They weren't kidding. It became obvious that the earth was extremely jealous of our ability to leave her behind and she wanted us back NOW! I let up on my toggles and grabbed the back risers prepared for a text book PLF. In a split second, it was

over. I was back up on my feet grabbing the apex of my canopy and releasing what was left of my adrenaline in one last "OORAH!". Then I realized I was covered in sand burrs. "Ouch!, Ouch!, Holly XXXX!".

Maj, Robert Mathews , a retired Marine Officer, started the National Parachute Test Center at airfield X-35 in June of 1988. Today Maj. Mathews has well over 2000 jumps (many of them test jumps) with no injuries and 15,000 flight hours including rotary, light, and heavy aircraft. With fifty years of experience, Maj. Mathews has gained a broad range of expertise in aviation and parachute design. The rest of his staff has equally impressive backgrounds in the skydiving community.

By the time we were up to our fourth jump on Friday morning they brought in the Sky Van and

Capt. Spinelli; a Jump Master with the Folgore Italian Parachute Brigade. Capt. Spinelli is as tough as they come. He was dead serious in making sure that we were trained and safe. He offered much appreciated critiques that helped to perfect our techniques, and if you did it wrong he made sure your ancestors knew it! Capt. Spinelli works with the International Airborne Operations. The IAO is an interesting organization where students who complete three jumps with Capt. Spinelli earn the Italian Jump Wings. Needless to say I was probably more scared of Capt. Spinelli than jumping out the back of the Sky Van. By the end of the course, I had gained an immense amount of respect for everyone involved with the NPTC.

Upon graduation, we were presented our “blood” wings. This is a tradition where the jump wings are punched into your chest without the pin backs. As we were dismissed I had to make sure that Cliff, my jump buddy, had his wings all the way in. He returned the favor! At that moment I was hooked, forever changing my life, I couldn’t wait to go up again. We eleven jumpers we were now bound in eternal brotherhood of those who first jumped in the rain over X-35 and rolled in sand burs of Dunnellon, FL.



I would like to personally thank the National Parachute Test Center for the opportunity to attend their course. Form more information visit www.NationalPara.com or www.AirborneMilSim.com

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DuraCoat[®]

Firearm Finishes

By Gary Williams

All dressed up in your Sunday Best and you're not allowed to go out and play.... Or can you? We saw in Project Duracoat that you are no longer a slave to the anadised color (usually black) of your weapon when you bought it. We also found out that Duracoat not only dresses for the occasion (desert, urban, woodland or pink), but also is made to protect from corrosion. But is it all for show or can Duracoat take what you can dish out.

Can normal, every day use cause problems with the finish? Anyone can abuse things to the point of failure. Hey, I'm an expert at that! But what about just normal scenarios of possible daily abuse? Would Duracoat be able to handle the challenge? There were several things that I want to test. Can going from cold to hot

cause chipping or peeling of the finish? Would sunlight fade the color? How long before normal rubbing would rub off the finish? How will it hold up to oil and dirt?? How does the finish on metal differ from that on composite materials?

At this year's shot show, I met up with Mr Steven Lauer, Executive Director of Research and Development for Duracoat. I was asking him what I should expect to see during my planned testing. He said that Duracoat would be up to the test, but to remember that like all paints, there is a limit to the amount of heat that the paint can take before it begins to burn and discolor. Duracoat is rated between 500 - 600°F, with discoloration of the lighter colors starting around 300°F. Normal semi-auto and limited full-auto shoot-

ing shouldn't pose any problems using duracoat. But all it takes is one time of excessive firing and the discoloration is done. If you do plan on your weapon seeing higher temperatures, as is full auto barrels and suppressors, there's DuraHeat which is rated up to 1800°F. I assured him I would not be shooting fast enough or long enough to melt the barrel, I mean, discolor the barrel. My budget for ammunition would prohibit that.

For the first test, the plan is to leave the weapon in my deep freezer for over 12 hours and then take it down to the range. That way I would start with a very cool weapon (near freezing) and heat it up quickly without going over the 300°F mark. This would test the flexibility and adherence properties of the paint. The next



test would check resistance to fading. I will take a Duracoat painted handguard and place a sticker on it and leave it in direct sunlight for a week to see if the paint will fade. And to make it a really, really good test, I will leave the handguard out in the Arizona summer sun to bake! To test the resistance to wear of the paint, I will be using my thumb and a scotch pad to see if I can rub thru the paint down to the metal material. Also a good romp in oily mud and dirt to see if the Duracoat finish softens up. And finally, compare and contrast

how the finish on metal differs from that on composite materials?

So here it goes. First, I get a Guinness and second, place Project Duracoat directly into the deep freezer. The next day, I woke up and got ready to head out to the range. It was a pretty normal day in Arizona in the low 100's at 9:00 am and I was ready to do some shooting. When I arrived, the range was hot so I took Project Duracoat out of the cold bag and locked and loaded. The funny thing that I didn't think about was that

the Holo-sight lens was so fogged up that I could barely see the red dot, let alone any targets down range. I had to shoot with both eyes open and adjust for the parallax offset. It didn't take long for the barrel to heat up to the point that it looked like it was getting too hot and I couldn't touch it anymore. I shot 65 rounds in under 2 minutes.

So how did Duracoat hold up? No problems. It was resilient enough not to chip or flake and no discoloration was evident. The rest of the day had no problems

showing on the Duracoat, but we were much more nice for the rest of the day. First test.... PASSED

Test two used the spare handguard that I painted to test how well Duracoat did on plastic furniture. The week that it was outside included most days over 110° F and several baby ha-boobs and a couple of AZ monsoon rains.



As you can see in the photos, the light color shows no noticeable discoloration. I could not see any discoloration or light/dark lines. As a bonus to this test, I found that the Duracoated handguard cleaned up nicely after the dust storms and rain!



But rethinking this test, I think it would be more telling if it were done on a darker, more vibrant color, so I will be conducting it again when I use a brighter color than desert sand. Second test.... PASSED

Our third test was conducted on my back porch and utilizing several Guinneses. I picked the Holo-sight to conduct this test because of two reasons. One, it had a corner and I believe that corners are typically the first place wear will begin to show, and two, it's easy to reapply the duracoat! At first, I used my thumb and rubbed on the Duracoat for one cold Guinness worth (about 15 minutes). There was no noticeable changes to the finish. If anything, it improved the shine! For the second Gui-

ness, I switched to a green scotch pad. This is where I began to see some wear.





As I stated earlier, it's usually the edges where the application of anything is the thinnest and easiest to remove. As you can see in the pictures, the front and rear edges are showing signs of wear and even a bit on the top roll of the housing. I also checked the side of the Holo-sight to see how it would fair.

You can see that material is being removed and continual rubbing would have worn through to the base coating, but it did take quite some abuse! The third Guinness was a reward for doing such a good job! Third test.... MARGINAL but as expected

Dirt and oil is the fourth test. Or, how about dirty oil? First I will throw some 30 weight on there and rub it down. This is going to be a messy test. After coating the Project Duracoat exposed barrel with an ample

amount of oil, I covered it with dirt and playsand.

Playsand is very fine and more like what you find on a nice beach, but not as fine as what you'd find in Iraq.



With the entire exposed barrel coated, I let it sit for a few days.



After 2 days, I wiped it down with paper towels to get most of the oil, dirt and sand off. It was a real mess and still had oily sand and dirt in most of the crevices.



But the oil did not cause the Duracoat finish to bubble or soften. Part of the wiping down with the sand and dirt is meant to see if the oil has made it so the finish can be scratched. Fourth test.... PASSED

The final question is answered more from observation than actual testing. Does the finish on metal differ from that on composite materials. The preparation and application for each are the same. The finish on both look great and each held up to the punishment tests. Duracoat didn't chip or flake, fade, rub off or succumb to oil and dirt. My fears that Duracoat would work only for the metal parts of my project have been laid to rest. It seems that Duracoat works just as well on all the paintable surfaces that are on my rifles. All dressed up in your Sunday Best and.... It's time to go out and play!!! Last test.... Good To Go!

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ELITE FORCE

FRONT LINE RESOLUTION

www.hillbilly223

by Eddy Bobby

Camouflage is a method of rendering oneself undetectable to the enemy. Camouflage assists the trained professionals in being covert during a mission or exercise. The military has mastered the art of camouflage. By applying colors, patterns, material, elements and even the technology so to be less detectable during a military



operation With todays technology camouflage is not just for the professional operators anymore but also for gun and mil-sim enthusiasts. Camouflage is no longer limited to our military and law enforcement it has now hit the mainstream public. It has become more of a personal statement nowadays with shooters and mil-sim enthusiasts.

With new methods and patterns coming out in camouflage these days we would like to introduce to you HillBilly 223 a custom one of a kind hand painted DuraCoat finishing company. HillBilly 223 was kind enough to coat a

few items for us here at TACSIM Media Group so we can test for and review. The three patterns that were selected were the HTAC223, Urban Skullz and Multicam. HillBylly 223 coated a few knives and non-lethal training weapons, as we will present to you here at TacSim Media Group.

Hillbilly 223 offers one of a kind coating that serves more than one purpose. It helps in being less detectable as you blend into an environment. HillBilly 223 coating also serves as a personal statement as being different and unique than your

www.hillbilly223.com





standardized camouflage. Also the coating process helps protect your items from the elements of Mother Nature such as corrosions and abrasions. HillyBilly 223 offers two types of coatings, one is a DuraCoat process and the other is a Cerakote Ceramic Coating. Firearms will be coated using the ceramic coating process, as this process is more resistant to heat, friction and more durable than DuraCoat. Non-lethal firearm items such as the ones we have in our review are coated with DuraCoat. Both coatings offer high quality and

long lasting corrosion resistance and offer a self-lubricating element that allows the firearms to function with little to no lubricants. Meaning the coating will not cause abrasive dust particles while cycling. They both offer different harnesses yet ceramic coatings are more resistant to abrasions such as those caused by automatic firearms.

In this article we have the parts that build a non-lethal electro-pneumatic M4 rifle. All the parts are from Mad-Bull and PolarStar and DuraCoated by HillBilly 223 using the HTAC223 is one

of a kind pattern. Also presented is a non-lethal electro-pneumatic VFC PDW in an Urban Skullz design along with a HK3 green gas blow back in a Multicam design. Again the coatings are not just for firearms but also for anything you need coated such as helmets, knives, plates or air-tanks. You will also notice that HillBilly 223 can include your logo into the coated products. This option I am sure many companies will find very valuable. If you look closely you will see TacSim Media Groups logo on the magazine shells, sheath and rifles themselves.

I was fortunate in having the weekend of September 29, 2012 off and taking the non-lethal electro-pneumatic M4 out for a test run at Ballahack located in Chesapeake, VA. Ballahack is a 100-

acre field where I was able to put the HillBilly 223 DuraCoat paint job through some rigorous testing. First off it was raining all day, at times pouring. It was an 8-hour day in the rain, as you would imagine. I was trekking through thick brush, crawled through mud and gravel. So I have to say the paint job held up very well. No rusting, corrosion, fading or paint runs were found. Even days later leaving the M4 unattended and uncared for, the rainwater, mud and dirt did not penetrate or fade the paintjob. After I cleaned up the M4 I did find some light scuff marks that could be seen on the tip and side of the mock suppressor but the marks did not penetrate to the metal and is to be expected when sticking your barrel through piles of gravel. But to see those scuff marks you have to look close as from two feet away you



would not notice them.

HillBilly 223 so far has impressed me not only with their style and artwork of uniquely designed camouflage patterns but with a product that can handle the elements. Since I have received these coated items and since my field testing HillBilly 223 has come out with even more outstanding and unique camouflage patterns and colors, make sure to check them out, you will not be disappointed. Stay tuned for our next review,

as we will test out HillBilly 223 coating on real firearms.

If you like to learn more about HillBilly 223 just look them up on the web at www.hillbilly223.com. They are located in Eureka Springs, Arkansas. If you like call them at (479) 981-6031 and ask for Boyd.





Scarred

so others may live free

By Yvonne C. Harper

in Virginia, his wife Erica Redman came home to several missed calls. She could tell the missed calls were from overseas but couldn't understand why Jason was trying to get a hold of her, considering he was just a few weeks from returning home.

The phone rang again and all she heard was, "This is Jay's CO."

She realized in that startling moment that for the past five hours it was not Jason that was trying to get hold of her, but his commanding officer.

He called back, but the call was dropped. Again he called, and again the call was dropped.

"That was the worst time," she said, "in between waiting for the phone calls. Pacing the house, knowing something wasn't right."

The third time Jason's CO reached her he was able to tell her everything.

"I was scared," Erica said. She was told that her husband had been shot in the face and had lost his nose.



WOUNDED WEAR

On Sept. 13, 2007, a young Navy SEAL lay motionless on a barren land unable to move. With the little strength he had left in his bullet-ridden body, he cried out to God for the strength to move toward the helicopter that would deliver him to

safety.

"I went from not being able to move a muscle, to getting up and walking to the helicopter," said Lt. Jason "Jay" Redman, Navy SEAL.

Thousands of miles away

She said the hardest thing was not knowing Jason's mental state.

"I worried for days wondering if he would be the same person," she said, "if he was mentally intact."

After Jason came out of surgery, the CO called Erica and said that he had written three questions:

"Are my guys okay?"

"Has my wife been notified?"

And "Do I still look pretty?"

"It sounds kind of funny," Erica said, "but to me, his sense of humor meant that he was mentally there and intact."

Jason always knew he would carry on the family tradition of military service.

"I was the boy that played army in the woods," he said.

He was introduced to the Navy SEALs through his father, who during his Army service put SEALs through

jump school during the Vietnam War.

Jason enlisted in the Navy on Sept. 11, 1992 as an Intelligent Specialist and quickly volunteered for a slot in Basic Underwater Demolition SEALs (BUD/S) training during boot camp.

"There was no guarantee I'd get a slot," he said, but he was selected.

He successfully completed BUD/S training a year later, but not without overcoming challenges.





“During dive training, I failed the first time,” he said.

That was on a Friday and that weekend, waiting for Monday to come was the longest weekend.

“The mind is the worst enemy,” he offered.

Come Monday morning, he retook the test and passed.

However, it wasn't until Sept. 11, 2001 that he really matured beyond graduation.

“After 9/11,” he said, “suddenly the bar was raised to

a tremendous level.”

Jason would lead his men through many battles unscathed; but the battle in Fallujah, Iraq left him badly wounded.

Lying in a hospital bed upon his return to the United States, he overheard a couple of family members lamenting his condition. He could hear what they were saying, but couldn't speak.

When Erica came to the room he wrote, “That's never going to happen again.”

With that he wrote a sign that read in part, “To all who

enter here, if you are coming into this room with sorrow or to feel sorry for my wounds, go elsewhere.”

The sign was posted on his door.

Soon the sign went viral, but Jason's expressed that his spirit of “never quitting” is no different than that of his fellow-comrades.

“I just happened to capture that spirit in writing,” he said.

As he was in the midst of healing and undergoing 37 surgeries to create a patchwork new face, Jason said



vice member wounded in battle since 9/11.

His ultimate goal is to provide all wounded American veterans every opportunity possible to accomplish their dreams.

He and Erica have partnered with Maryanne Michael of Maryanne Michael Music to create a video of her single "My Forever More" featuring Jason and Erica.

The proceeds of the single will go toward Wounded Wear and Operations Home Front. The single is now available on iTunes and Amazon MP3.

"I don't know why God saved me that night," Jason said. "All I know is that I got a second chance and I'm going to do everything I can to make the most of it."

Jason remains on active duty with Erica's support.

he entered the world of "stares and gawks" during his many trips to the hospital. He said it bothered him that "a country that had been at war for six years people assumed I had been in a car accident."

Soon he turned that anger into action and created shirts that read, "Stop staring, I fought for your freedom, just say thank you"

and "I got stopped by a machine gun – it would've killed you." On the back over an American flag it read "wounded wear."

That simple response to the "stares and gawks" became the foundation of Wounded Wear, an organization that provides clothing kits to wounded warriors in the hospital and clothing modifications for any ser-

Surviving the Concrete Jungle

with On Point Tactical

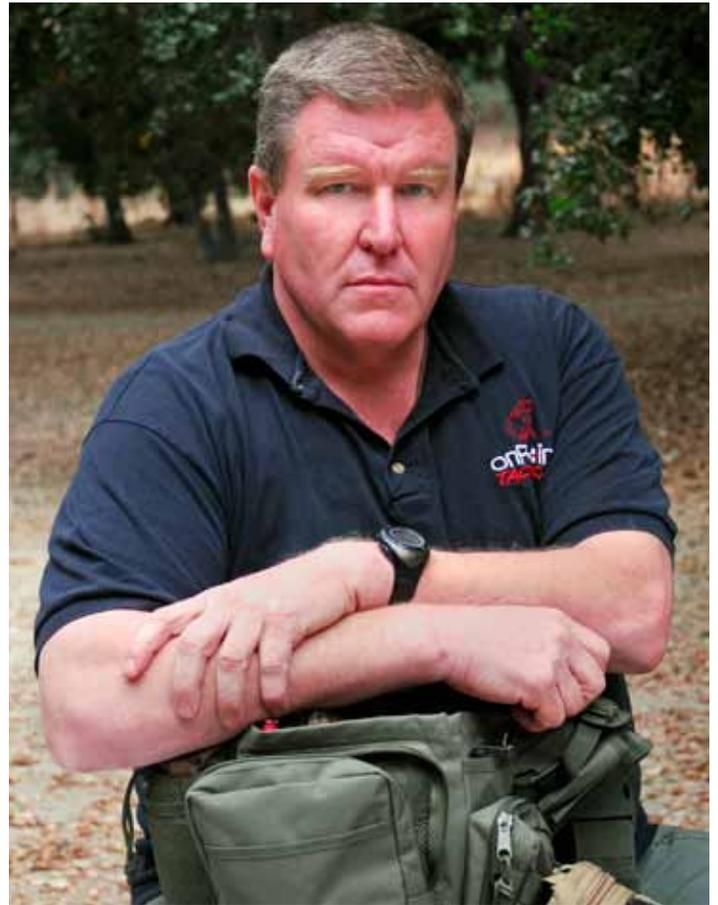
By Thomas C. Leitner

When turning up and gearing up to head out on the line, it is always crucial to refresh your skills and get some training in. Far too often however, there are huge gaps in the realm of training that address specific skills necessary for survival, especially when it comes to navigating the urban landscapes that many operators are sent too. The main focus of training is heavily leans heavily on refining firearms, hand-to-hand, medical, and cultural skills that are most important when trying to keep the peace and even gain favor with the locals.

There is more to surviving in these environments than just shooting, fighting, saving lives, and playing politics however. This is where On Point Tactical steps in, to close that gap that has been left gapping wide for so long. They provide their Urban Escape & Evasion courses all over the country, and it's proven to be one of the most popular courses they offer, and with good reason. With the economical forecasts looking rather bleak at best and unemployment getting worse every year, the climate for crime and violence has been growing to be an ever-expanding industry across the entire globe.

Whether you are a soldier, contractor, operator, or civilian, chances are you know someone or have heard the stories in the news about people being captured or abducted right on the street and held for ransom. This is a fully-fledged market in some parts of the world, and it might surprise you how close to home it has been coming.

Regardless of the motivations behind the abductions, most of these could have been avoided with a little reality check and a strong training course to open your eyes to how easy it is to carry these out; but also how important it is to get yourself out of these situations instead of waiting for what could quite possibly be your one and only 15 minutes of fame.



What are the chances that you are going to become a victim of abduction? Well that is really determined by the area you are in at any given moment, and what you do to protect yourself. The problem is, the ways to protect yourself from being abducted are limited in their effectiveness. In short, if someone has marked you as a target for abduction there isn't much you can do about it besides hiring a squad of bodyguards. If you are in that position where you can afford that, you have a lot more on your plate than just being a victim. Even then though, you would still want this training as you should always train and plan for the worst-case scenario.

The Mind Behind the Act

The people involved with abductions come from all walks of life, and have different reasons for their actions. The one thing that most have in common is that their respect for humanity and the lives of others has been stripped from them, or they never had it to begin with. There are exceptions to this however, and they must be understood as well.



The first we will go over are the desperate. These people are generally the most dangerous to deal with, as they are often not in control and very unorganized in their conduct and stability. Often they are very inexperienced and lack general skill or a clear plan. This can create a great amount of risk for all of those involved and must be handled with extreme care and caution.

The next are those of greed, the ones who do this as a way to make a living. Money is what they are looking for, and most often they will demand a ransom fairly soon after the abduction. The easiest way to deal with is to just pay the ransom. If the price tag is large, it should take a bit of time to collect the funds to pay the ransom. To fast (say, that day or the very next) and they might think you have much more money they could extract. These situations are very sensitive and best handled by professional negotiators and law enforcement. Depending on their experience and organizational skills, this could be the easiest to deal with. Most often the people in this group are a part of a larger organization or gang, and have a lot of resources, manpower, and familiarity with the environment they are working in.

Another group we cannot leave out are those affiliated with the military, paramilitary, or some other government associated group. Most often they have a mission, and a purpose. Both of those can have different patterns of conduct, and both of those mean that the people involved are professional and not likely to leave you with any avenues of escape. There is no negotiation with them; there is only the mission and what they want. In most situations they are looking to get information out of their targets, hopefully sensitive intelligence.

The last group is the one to be most worried about. They are the ones that are not looking for intel or money, but power. This power can take many forms, and more often than not leads to the torture and/or death of the targets. Sometimes this can be in the context of terrorists making demands, other times it can be to make a political or religious point on video to send a message of terror and fear.

Power can be expressed in many ways. Serial killers and rapists for example extract their needs from their victims in various ways, almost always related to control and manipulation of their victims. Play to this as much as possible, and take advantage of them when they let their guard down.

Target Rich Environments

These are locations that are rich in potentially lucrative targets for multiple purposes and reasons. Think of it this way: if you were to go hunting to support and feed your family, would you go into the city or into the woods? These environments are where spotters are going to search.

Everything from cars, clothes, food, and clubs are hunting grounds. Successfully people often like to spend that money just like everyone else. This means they are easily noticed, their spending habits become the reason they are targeted. The expensive cars, homes, clothes, clubs, or jewelry are easily spotted by the average person, and can attract people around you like flies to honey. Some of those aren't flies though; they are the hornets and wasps looking to take advantage of those people.

When Americans travel out of the country, we stick out like a sore thumb. Even if we match the local fashions, we still will not blend in. The way we carry ourselves is what gives it away. Our body language requires that we have a larger personal bubble than that of people in most other countries, even if you are from the city. We also exert much more direct communication that requires more eye contact and a more squared off, less relaxed manipulation of our bodies when compared to most other countries.

Another aspect of this body language is displayed simply because of a person being removed from their familiar territory (home) and put into a place completely foreign to them. When this happens we (humanity in general) tend to be more apprehensive and this shows in our body in a way that portrays a lack of familiarity. This doesn't hold true for some people obviously, but the majority of people across the world show this when placed in a situation that is unfamiliar to them. It could



be they are nervous, anxious, uncomfortable, or just impatient. In any case, it is easy to spot someone because they are simply out of context and out of place.

A great example of this is in the movie *Taken*, with Liam Neeson where his daughter travels to Paris and is spotted at the airport as a target for a prostitution ring along with her friend. This proves to be a very effective way to spot a potential target because they are in an unfamiliar environment and have no one to reach out to besides strangers they may encounter and the local law enforcement, which in some countries is worse than the criminals that buy them out.

Choosing Your Main Entrée

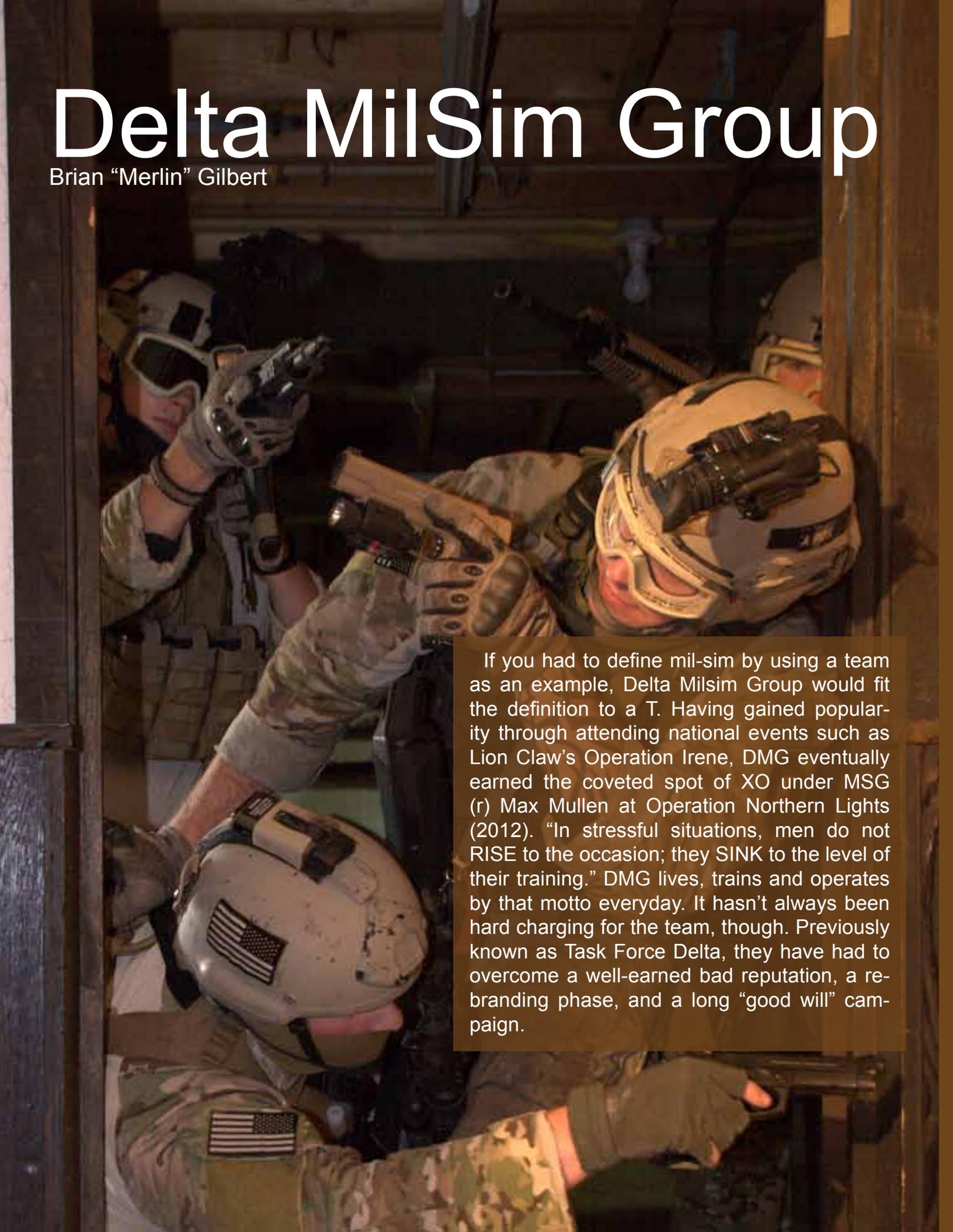
Selecting a potential target is very similar to choosing what you want to eat at a restraint, or what car you want to take home on the lot. Even closer would be choosing someone to take home from the bar. All have similar processes in order for you to make your decision. What appeals to you? What looks to be the most mouth watering meal or exciting/comfortable car you can get? Who is the most attractive person at that bar and how will you get them home with you?

More often than not you will pick the one that sticks out and shines the brightest. What you need to do is to become less appetizing, at least compared to those around you. By this I don't mean to say you need to become disgusting or look a mess, but instead leave all of the flashy clothing, jewelry, and behavior at home where it belongs. You want to attract as little attention to you as possible, and that goes both ways. What you are going for is more along the lines of bland, not distasteful or glitz and glam.

This can also be applied to your home. Some people would prefer to have the nicest house in the neighborhood, while others would prefer to be in the nicest neighborhood. Instead, you should try to just blend in and not look appealing to anyone on the street. For instance, a burglar is more likely to break into your home if he sees a large screen TV in the main window than a much smaller TV. Same goes for when you buy it, if there is a huge TV box out at the curb it sends a clear message to everyone who drives by that you just purchased a brand new TV.

Delta MilSim Group

Brian “Merlin” Gilbert



If you had to define mil-sim by using a team as an example, Delta Milsim Group would fit the definition to a T. Having gained popularity through attending national events such as Lion Claw’s Operation Irene, DMG eventually earned the coveted spot of XO under MSG (r) Max Mullen at Operation Northern Lights (2012). “In stressful situations, men do not RISE to the occasion; they SINK to the level of their training.” DMG lives, trains and operates by that motto everyday. It hasn’t always been hard charging for the team, though. Previously known as Task Force Delta, they have had to overcome a well-earned bad reputation, a re-branding phase, and a long “good will” campaign.

Task Force Delta was formed way back in 1993. It was one of the first two teams in Wisconsin Airsoft, the other being Group W. Although the team focused on recreational airsoft, actual service ranks were given to members, even without prior service, a factor in TFD's poor reputation. To make matters worse, several members conducted themselves outside of what proper airsoft etiquette dictates, causing an even further rift between TFD and the rest of the Wisconsin Airsoft community.

Several events in 2005 changed the tides for TFD. Anthony "Andy" Fisher assumed the role of command-

ing officer (CO), and soon after, the rank system was abolished. Bryan "Batman" Skaar, a member since 2001, was asked back to the team as Executive Officer (XO) having just left two weeks prior to Andy's appointment. With the CO & XO positions refreshed, TFD set out to clean house, placing higher expectations on its team members. Soon, the 20+ roster of recreational players was thinned to 6 members, dedicated to airsoft and more importantly rebuilding TFD.

TFD's new leadership became inspired when they attended their first OLCMSS event, Irene IV. With a strong template on how milsim could

be, TFD set out to help build the milsim community in Wisconsin. Operation Breedland (see sidebar) was born, and played a key part in the rebuilding of TFD's reputation. Batman took things even further, contacting every team and event organization that would take his call. He convinced many that TFD's new management was turning things around. Soon, they had convinced several organizations such as Wisconsin Airsoft Association, Chicago Airsoft Association, Minnesota Airsoft Association and the Midwest Airsoft Gorillas, just that.

By 2009, TFD had become a model of mil-sim, and one of



the most dependable teams in airsoft. As an indicator, the team took on their biggest critics. Group W, one of the other two first teams in Wisconsin, had suffered severe attrition to their roster, and were added to the team. The same year saw a name change for TFD, with several former members wanting to join back up. The leadership decided that they did not want to revert back to the “bad days” and decided to rename themselves Delta Milsim Group.

Batman has now taken the reins as CO and has appointed Brad “Ghostbear” Bower (formerly of Group W) as his XO, and the team continues to grow and focus on military simulation training. DMG continues to attend national and regional events, and are made up of members from Minnesota, Wisconsin and Illinois. Their background includes active duty or former Army, Air Force, Marines and Navy, as well as three current Law Enforcement Officers, one in the Law Enforcement Academy as well as several Firefighter/EMTs. One of their team members, Matt “Downtown” Brown



serves as an EMT and owns Downtown Tactical. Batman believes, “By installing good tactics and training, making reactions to threats a second nature and continuing the development of positive muscle memory, we forced ourselves to react to real world stress as we are trained and ensure we survive the fight.”

The team’s resume is very impressive and only continues to expand. The most notable achievements include providing role playing staff for the Army National Guard as well “acting” as motion capture models for Call of Duty: Black Ops. Delta Milsim group plays to, “pay honor to those who do this in the real world.” They do so by training hard, as if it was the real world, and representing the mil-sim community with integrity, honor, and sportsmanship.



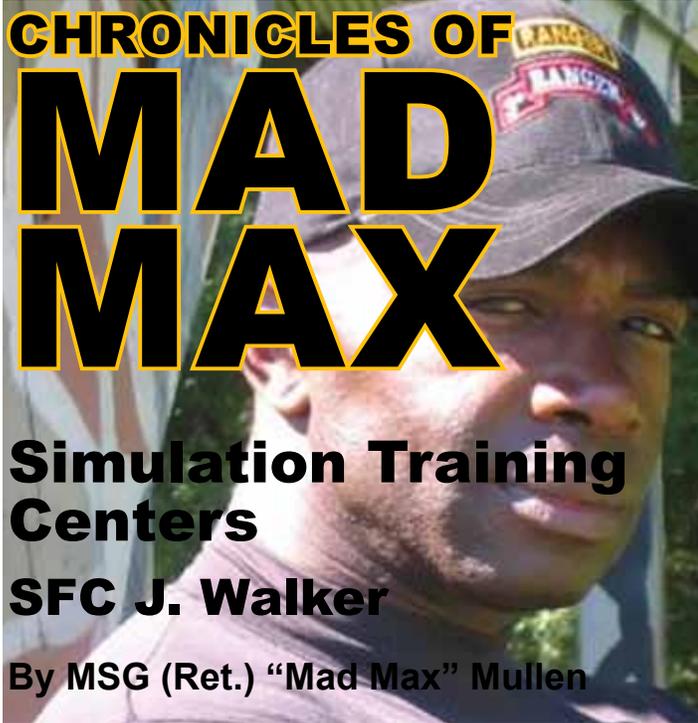
SIDE BAR: Operation Breedland

After attending Irene IV and getting a taste of a strong milsim event, XO Batman created Operation Breedland. Hosted at DMG’s home field Apocalypse Paintball, the intent was to create an all-adult milsim event that adhered to strict, real world restrictions. It has been running for the past 6 years and to this day is the most successful event in Wisconsin.

The setting is a fictional South American region and pits fictional countries Cesair (3-part woodland) and Domingo (3-part desert) against one another. DMG introduced a strict milsim rule set, including uniform and equipment rules. Players are not allowed Hi-caps or winding magazines, making SAW gunners the only ones allowed to carry box mags. Each squad retains only one medic, and one heavy weapons specialist, who carries all the squads rockets, etc.

While the intent was to JUST improve milsim in the local community, the event has grown in size and popularity. The event has been sponsored by KWA, Polstar, Palco, Downtown Tactical, King David’s Airsoft, Apocalypse Paintball and Redline Airsoft. Two years ago, the event drew only slightly more than 100 players. Today, not only does it attract 250 players, attendees travel as far away as Texas and New York just to play in the event. In the future, the team will increase the players cap to 300, after Apocalypse Paintball adds additional CQB playing areas on their 65 acre field.

For more information on this event go to <http://battle-for-breedland-ii.webs.com/index.htm>



weight in gold by giving a real dynamic to Force on Force with positive and immediate feedback to battlefield commanders and their subordinates. In my opinion, however, some of the shine has fallen off. Officers and NCO's have become too focused on teaching techniques and are neglecting the core battlefield standards: the basic battle drills and a thorough knowledge of them all. Techniques are great but most units are not together long enough to ensure small details are not left out of training to the newly assigned soldiers, or the all too famous difference is changes in battlefield operation's IE Counter-Insurgency (COIN). Special Operations Soldiers are great at the basics in their jobs in most regards because they understand the basics and those basics become fluid almost like driving a car. When those techniques are mastered they are only performed at a faster more fluid and dynamic pace.

In this installment of "The Chronicles I'm going to share a story a fellow Ranger and proven combat leader wrote on simulation training centers. The two that the Army actively train at are the Joint Readiness Training Center (JRTC) located at Fort Polk Louisiana and the United States Army National Training Center (NTC) located at Fort Irwin California. These two major training installation help prepare our warfighters for deployment to Afghanistan. Sergeant First Class (SFC) J. Walker was one of my Rangers while serving in C.co 3/75th Ranger Regiment and has gone on to do great things in the United States Army and Special Operations Field. A proven combat leader and warrior SFC Walker optimize the word subject matter expert in small unit tactics so read and learn from this extraordinary combat leader.

Simulation Training Centers

by SFC J. Walker United States Army Ranger

In the early 1980's the US Military had great foresight in opening dedicated training areas such as the Joint Readiness Training center (JRTC) as well as the National Training center (NTC). Both of the centers have earned their

The only training course left that teaches these basic battlefield standards is the US Army Ranger School. This course utilizes the Observation Report as a guideline that covers these basics such as formation's order of movement (FOOM) and all basic battle drills. The main reason is that a base line grade matrix should be aligned with the basic knowledge and understanding of all combat arms and some support MOS's because when that soldier is deployed the shoot, move and communicate process becomes a unit's either positive or negative when that unit becomes engaged by enemy forces.

A key problem with the training centers is that many of the instructors are far removed from the battlefield. Most of these "experts" have limited battlefield experience either by choice or having spent their deployments in the Tactical Operations Center (TOC) rather than in ground leader combat roles. On the bright side, the Army has expanded its train the trainer role by implementing a fix to this problem, by emplacing new training requirements and standards for the instructor qualification and teaching process, such as the Army basic instructor course

(ABIC) and the Senior Tactic's training course. These newly formed and refined courses will focus on an enhanced knowledge of up to date Battlefield changes and force the instructor to not only be a subject matter expert in the evaluation of basic battle drill's at the squad and higher levels but also have cardinal knowledge of lessons learned and other valuable white paper topics to explain, versus the old power point slide teaching concept, where the instructor may or may not understand the material being taught or evaluated on.

However the newly designed Basic training model has jumped by leaps and bounds, the old One Station Unit training (OSUT) model adopted in the early 1980's has been revamped to provide the newest combat arm's and the support arm's soldiers the newest up to date training. This highly advanced and newer training model includes basic rifle marksmanship that now incorporates optics for positive feedback type training for day and night operations. as well as the crawl, walk and run training in close quarters battle and battlefield scenarios. The newest soldiers will see for the first time glass house or engineer tape type drills, as well as a basic run through on room-to-room type battle drills, this training change was a huge step forward in bringing our newest fighting forces one step closer to a standard operating procedures most units practice. Another excellent change in the Method of Instruction (MOI) is the ability to incorporate the use of Night vision devices (NVG). The US Army has a vast array of night vision and optics, however in the past training models the basic recruit soldier had a limited amount of time using this equipment, unlike today's new training model, IE like the basic operation and the oh so important issues in zeroing or co-witnessing these devices at the ranges common in Troops in Contact engagements. As the force grows in battlefield experiences the need for a better-trained soldier comes in to play. The best change that the Non-Commissioned officer corps appreciates is having a raw recruit provided the standard form of training that the entire

training force IE. the Drill Instructors teach. In my opinion this is the best change the Army has accomplished in the last 10 years. This improvement change was based solely on ground combat leaders that have deployed numerous times to different theaters, that alone will emphasize the vast difference of combat environments on the lowest level. When new soldiers leave the standard basic level of training instruction, then they have been given in some regards the most up to date information that the battlefield has to offer, that is a great step in the right direction for combat deployable units, it's slows the learning curve down considerably. As the army begins to downsize having a smarter soldier as well as young NCO on board to ensure the basics are continued to be refined.

The downside to all of the newly acquired add on features is that how they are used. In most units great care should be used in not to over do things. The right answer should be to prioritize the ground fighter's equipment to enhance the lethality of the ground fighter. The over use of the devices not only adds weight to the user but in cases where the equipment is incorrectly used, makes the user combat ineffective because the user does not understand how to use or mount these devices. Also in some cases it has a direct impact on the functioning of that weapons system itself.

The most important role of all leaders is to implement leader development and ensure t is battle drills and battlefield standards are understood and ensure that Pre combat checks and the inspection process is done, then when units deploy to these centers for training, units will already know what areas they are trained in or a needs improvement in, because at the end of the day Our soldiers well being is at stake.

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