



# GAME REPORT

**Charlie Company**

**Border War 4 – The Newcomer, April 27th-29th 2012**

The following report has been set up for company- and game-internal reference, after the conclusion of the international airsoft event Border War 4 – The Newcomer, held in the end of April 2012 in the Czech Republic.

The document will follow the chronological development of the game, with respective comments and suggestions for each stage.

<b>Arrival</b>	Upon arrival, organizer in reflexive vest indicated adequate parking spot	<i>positive, should be kept as rule</i>
<b>Chrono</b>	There was a cue, varying from 10 min. to 1 h waiting time, during the arrivals of the various groups in C-COY; chrono-stand offered adequate BBs, BB-loaders and testing range	<i>positive, should be kept as rule, more than 2-3 chronos at times could speed things up</i>
<b>Registration</b>	Due to the chrono-cue, registration went smoothly, no waiting times	<i>adequate</i>
<b>Acces to base</b>	Uncomfortable to send out gear by tractor with just a handful of players to unload everything, the others had to walk to SELA base (after 12-18hrs. of drive)	<i>adequate considering landowner contract, should be attempted to better base transport (of players)</i>
<b>Base layout</b>	Unpleasant to have been changed assigned camping sector, some own pre-game preparations were wasted	<i>should be avoided, loss of own game-prop possible</i>
<b>Base features (logistics)</b>	Quite adequate organization of toilets, water supply (must always be drinking water); catering needs to be active since the first evening of presence, especially if announced this way (the last beer before the event was lost, because we counted on promised catering service)	<i>positive, should be always as promised (or not be promised in the first place)</i>



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<b>HQ layout</b>	Adequate for the base of a liberation army, harder to defend though (see last morning's attack during briefing)	<i>positive, organizers should plan this more carefully</i>
<b>HQ staff</b>	There was no HQ staff. There was a Commanding Officer and some eXecutive Officers, always changing, some of them didn't get briefed before going „online” and handed out contradictory orders.	<i>quite adequate, but for the future we strongly suggest to have a permanent HQ staff (not doing organizational jobs or marshalling), made up of 1-2 COs and at least 3-5 XOs, who make sure the HQ does not go out of contact with the troops, nor does someone mess up the companies, missions, mission orders, passwords</i>
<b>Companies</b>	After putting up the COY roster on the forum, there was a long period of time, when one individual or one group could switch roster	<i>positive, should be kept to a predefined interval though</i>
<b>Company Command structure</b>	COY commanders and PLT leaders were proposed and agreed upon within the (online) established companies	<i>positive, should be kept as rule</i>
<b>Last night prior to game start</b>	C-COY commander visited the encampment of every platoon and squad in his company, met up with the respective leaders and informed them about evening and morning proceedings. He assessed player presence at COY-level, possible camping sites for late arrivals and overall situation of future defensive positions on base perimeter. Contact with neighbouring companies was established, in order to avoid gaps in perimeter, both spatially and defensively	<i>command element necessary to be present on site ASAP, should be strongly suggested and encouraged</i>
<b>1st Mission Briefing on gameday 1</b>	Mission briefings where held with all COY and PLT leaders, in the open, in front of the HQ tent. The intention of organizers to „ease” the work of COY commanders was noted. There were no facial identification means (HQ passes with photo etc.)	<i>briefings should follow chain of command – HQ briefings should be only with COY commanders, in closed quarters / tent (avoid potential eavesdropping). It should be up to the competence of the COY commanders to manage properly their COYs</i>



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<b>1st gameday in general</b>	Due to uncertainty about radio communication possibilities, C-COY commander remained on base, next to HQ, and coordinated the manoeuvres and engagement orders of C-COY, entrusting the actual combat decisions to the PLT and squad leaders, thus making sure connection to HQ was permanently up	<i>half-adequate; communication to platoons was disrupted, they managed to reach HQ directly, HQ did not inform COY commander and proceeded with addressing direct orders to platoon leaders, breaking the chain of command for over 30 min. Should be solved by acquiring better radios</i>
<b>1st gameday specials</b>	During C-COY base defense duty (4hrs.), one hostile TF footsoldier was able to penetrate the base on the main road from the village (confirmed), by hiding his helmet under a handful of dry grass – the Italian checkpoint guards did not ask for password or ID-card – he knife-killed the Emir (Erex) During the night assault on TF base, one Romanian player who ran out of rifle ammo charged a machine gun nest only with his pistol – he got a load of fullauto-fire in his face from very close distance, needed stiches – the Emir proposed him for a medal of valor in his service	<i>failure should be punished by in-game execution or longer respawn time – which should be enforced (confined to HQ prison for two hours?!)</i>
<b>2nd gameday in general</b>	C-COY commander was stuck on base due to heavy blisters on both feet, needed paramedic assistance – the maneuvering and engagement decisions were carried out by radio, the actual combat decisions were taken by PLT and squad leaders in the field. HQ ran out of power on radios, thus requiring C-COY commander (Charlie-Zero) to lead the base communications with all the troops in the field for almost two hours – reporting constantly on progress and situations.	<i>definitely better radio infrastructure for HQ required, personally I learned much more this way, but I fear it would not always work</i>
<b>2nd gameday specials</b>	A-COY was out-of-contact with HQ for 6hrs. – meaning no maneuvering possibilities for HQ, also 4hrs. overdue to base defense mission, causing D-COY to prolongue their stay with 2hrs. (to 6hrs. in total) and forcing C-COY to take over the other 2hrs. with only 5 min. brake (to resupply) after a long hot day in the field. Nevertheless, this gave C-COY the chance to fight back an invasion force of a handful of TF vehicles and roughly 70-80 TF infantry, attacking in 2 waves on the Emir's Path and on the main southern road. Especially C-1 and C-3 did extremely well, C-2 was keeping another force busy in the south-west outskirts of the base, together with the Iron Legion.	<i>failing to comply with orders should also be punished (for the sake of MILSIM), especially when it ruins some other players' gamehours</i>



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<b>3rd gameday in general</b>	<p>Morning mission briefing interrupted by indisciplined TF (off-game hours violation). Simple mission to establish new border beyond captured pipeline required attentive coordination with neighbouring COYs, in order not to leave gaps and pockets between the respective sectors. Radio coordination with D-COY (sector 4) and E-COY (sector 2) worked nicely. C-COY fulfilled the initial order without significant casualties, held position for about 30 min., making sure D-COY and E-COY were completing the line, then pushed south towards enemy base, to enforce the grip of the Sultan on the TF throat.</p>	<p><i>frustrating waste of gametime during night game-off – unarguably the correct organizational decision considering the situation with laser-tagging a civil airliner</i></p>
<b>3rd gameday specials</b>	<p>A-COY deviated to sector 3, we passed their position towards enemy territory and redirected them to their ordered location, sector 1 at the Pumping Station.</p> <p>A small group of 5 vehicles, breaching for SELA base, was destroyed within 30 seconds by a small unit of C-3, while guarding the newly established border.</p> <p>C-2 maneuvered due west, enveloping and destroying squad after squad of TF, leaving no more or little hostiles for the neighbouring E-COY.</p> <p>C-1 cleared over one quarter sqkm of enemy forces, assisting D-1, then Rving with C-3 on TF-base attack.</p>	
<b>Overall missions assessment</b>	<p>Various in nature, a lot of flexibility if you know how to enrich the game yourself</p>	<p><i>positive, should be coordinated better by HQ staff, players should be strongly encouraged to personally contribute to good gameplay, base defence rotation is very important</i></p>
<b>Overall company assessment</b>	<p>Incredibly good mixture of Hungarians, Bulgarians, Romanians and Finns, spiced up with a few Poles and Italians – great men and women, the best company a commander could wish for!</p>	<p><i>make sure they play together on future events</i></p>
<b>Overall game assessment</b>	<p>30% better than BW 3.</p>	<p><i>radio infrastructure and HQ staff (not doing anything else) MUST be improved</i></p>

If deemed appropriate, the BW Organizers should ask for similarly structured action reports from all the COY commanders, in order to get a synthetic document for further reference.

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