

FMI 8572

THE VICTORIAN LASER SKIRMISH ASSOCIATION

OPERATIONAL FIELD MANUAL



Version 1.0

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HEADQUARTERS: DEPT. Military Simulation

OPERATIONAL FIELD MANUAL

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PREFACE

Purpose

This Field Manual - Interim establishes the scope and breadth of the VLSA as an enthusiast sporting organisation. This Field manual (Version 1.0) is expected to be updated as the need arises. Please visit www.vlsa.com.au for the latest version.

Scope

To make this text useful to anyone involved or considering becoming involved in the VLSA. It is written with the intent to provide existing and prospective members a range of information that outlines the nature of the sport, its rules and expectations, safety requirement and any administrative nuances. The content contained herein is broad in scope and allows in subsequent editions of this FMI, for changes to be made to the association as the evolution of the sport proceeds and as the needs of the sport are dictated by the Committee of Management.

Applicability

The primary audience for this manual is current and prospective members.

Administrative Instructions

This publication is used purely for the sport of MilSim laser combat. It is to be used to inform all members and prospective members of the rules and expectations of the sport in all of its aspects. It is in no way intended to be used as a training tool for nefarious purposes.

INTRODUCTION

Background

The VLSA was formed in 2010 by Greg Smith, Geoff Eberle, Anthony Hosking, David Deason, Doug Edmunds and Mark Bloot'hoofd. Frag Tag (Geoff & Greg), looking for a way to test their equipment, posted on the now defunct Laser Forums to have some interested parties attend a FragTag Advanced Special Session (FASS). After meeting a few times and realising that being able to play independent of a commercial field would give a whole new scope for advanced game play, the VLSA was formed. As, by special invite and word of mouth, more and more people started to attend their semi regular sessions. The VLSA has been evolving ever since into what it is today.

About

- The Victorian Laser Skirmish Association Inc. is a not-for-profit sporting association that organises extended duration events for the passionate laser skirmish enthusiast in Victoria
- The VLSA impose an age restriction of 18+ at all of our events
- The VLSA strictly abides by all laws and regulations handed down by both state & federal governments and as determined by the current serving committee
- The VLSA are a community that is open and encouraging of new members who have a passion for MilSim, strategy games, role play & technology.
- The VLSA conduct three styles of games. Skirmish, Combat Simulation player v player and Combat Simulation player vs environment.
- The VLSA meet once a month on a Saturday (except December) and play from 9am - 5pm
- Once a year (usually November) the VLSA conduct a major event which runs for a 24 hour period over a weekend.
- The VLSA promote a non-aggressive game environment and tolerate no disrespectful behaviours towards other members.

Chapter 1

OVERVIEW

Game expectations

The VLISA assumes that all players attend the sessions with the expectation of immersing themselves into a fictitious, military styled world. Players, over time, enjoy playing in either a specific role where they like to develop particular skills in that area or enjoy playing a variety of roles; either are more than acceptable.

The following constitutes agreement to membership

- Play in the spirit of the game
- 'Dead' players do not communicate with live players
- If 'dead' do not transit through active play zones
- Team requests must be made at time of registration but cannot be guaranteed
- Tagger requests must be made at time of registration but cannot be guaranteed
- Specific roles can be requested at time of registration but cannot be guaranteed
- Any litter carried in must be carried out by those responsible
- Water must be carried upon players person at all times
- Negative or derogatory comments or attitudes about other players will not be tolerated
- Excessive use of foul language will not be tolerated.

For infractions of these expectations a player may be asked to leave the field of play or if investigated may be excluded from future games.

CODE OF CONDUCT

The VLISA has an expectation for all participants to have a safe and enjoyable experience.

Excessive, out of context swearing can detract from the enjoyment of the game for some players. Please try to keep swearing to a minimum and in context to the immediate game.

No participant should endure harassment (sexual or otherwise), abuse, bullying or victimisation. The context of our games requires us to follow a formal command structure and it is within this that acceptable assertiveness is tolerated. Any member who is engaging in behaviours that make others feel uncomfortable may expect this behaviour to be pointed out and if ongoing may be asked to leave the field of play.

Our sport, by its very nature requires no physical contact. However when a Player Vs Environment game is in session it may necessitate, in context, physical contact. These activities are in effect acting and must remain as so. In the spirit of the scenario any involved player must adhere to the spirit of the activity.

Under no circumstances are alcohol or drugs to be consumed while a VLISA session is in play. If a player stops for a cigarette break please inform your Secco and remove yourself from the playing area well away from other members. Once finished remove your cigarette waste with you. Please take particular care that your cigarette does not ignite the vegetation.

Safety Rules

1. Act responsibly, drink regularly (no alcohol) and take rubbish home.
2. No climbing trees or structures and no throwing objects (unless it is designed and approved for that purpose).
3. Do not point taggers at people not participating.
4. Do not carry taggers around vehicles.
5. Remain within the designated boundaries, try to keep away from roads.
6. Take care moving through bush, look out for snakes, low branches, uneven ground, fallen logs and water hazards.

For infractions of this Code of Conduct a player may be asked to leave the field of play or if investigated may be excluded from future games.

Game Rules; General

What to do when dead

KIA BNR (Killed In Action Body Not Recovered)

You will hear HIT sounds, then a DEATH sound, get down and check your display. If dead, display red ribbon prominently and remain in place, DO NOT talk to teammates or reveal enemy positions. (Dead men don't talk!)

The display will count down the death timer (5mins), once this has elapsed, you may stand up and move IF the contact has resolved. If the contact has NOT resolved, remain in place until contact is resolved.

Move to meet the rest of your team if you know where they are, or go to the last ERV (Emergency Rendezvous) point designated by your Secco (section leader.) If 'dead' do not transit through active play zones. DO NOT walk through enemy lines, walk directly to your destination and do not use any intelligence gathered on the way.

KIA BR (Killed In Action Body Recovered)

Same rules as KIA BNR apply until a live teammate taps you on the shoulder to signify body recovery, then you may move with the live teammate to the CCT. You must remain within a reasonable distance of the live teammate (under 2 meters) and the live teammate can only move with one body at a time. Once you have reached the CCT, the CCT will tap the body on the shoulder to signify exchange.

CASEVAC (Casualty Evacuation)

The CCTs will liaise with the Seccos over the radio to arrange a CASEVAC. CCT will perform re-spawn as instructed by OA. The team may need to move to a safe area and may need to wait a length of time before re-spawn.

What to do when alive:

1. Understand the mission and objectives.
2. Understand your place in the team structure, follow the orders of your superiors.
3. Understand your current status, your health both real and simulated, and your ammo.
4. Situational awareness, cover your arc of fire, know where teammates are.

5. Communicate what you see, use RID - Range, Identification, Direction. Yell "Contact" if the enemy starts firing, e.g., "Contact, 50 meters, 2 enemy, six o'clock"
6. You can expect to be assigned a guard or patrol duty from time to time within some game contexts. This should not exceed 45 minutes.

ASSET RULES

Only the medic may use the Medic box to heal players. Only CCT can use their Multi box to heal players or provide ammo. Team mates must wait for the medic or CCT to be casevac'd before any further use of either box.

Any props or assets discovered by the team should be radioed in to the CCT before being moved. CCT will in turn discuss with OA and will give directions. Any assets carried by a player must be left in place if they are KIA BNR. Enemy players may approach a dead player and retrieve any assets or Intel Cards within the 5 minute death timer. Dead players are to surrender all items except maps and opords. Intel Cards can be kept by dead players if they are KIA BNR. Any retrieved Intel Cards can be spread out amongst the team or returned to players who have lost theirs.

Media Policy

Due to the nature of our sport and the chance of 'public alarm,' the VLSA has a media policy that all members are strongly encouraged to follow.

Photo or Video (images) may be taken by members while a session is in play as well as before and after the session. It is requested that each image be either posted to the closed Facebook group or emailed to the VLSA president for approval.

Once approved the image is able to be shared and distributed from the VLSA public Face Book page. If an image is not approved please respect this decision and do not take it from the closed group.

The rationale behind this policy is the need to manage the media content that is disseminated into the public area.

Blatant disregard for the VLSA media policy may exclude you from future games.

Tagger Appearance & Conduct Policy

Under Victorian Law, devices which substantially duplicate the appearance of an operable gun are considered imitation firearms, which are classified as "Prohibited Weapons."

Ownership of Prohibited Weapons require a Chief Commissioner Approval from the Victoria Police.

Participants of laser skirmish activities are able to use imitation firearms under a Governor in Council Exemption held by the Victorian Laser Skirmish Association Inc.

At all times the following must be adhered to by all VLSA players and Committee members:

1. Any VLSA participant that uses their own laser tag device, must show a VLSA Committee member either,
 - A copy of their Chief Commissioner Approval
 - Documentation from the Manufacturer, preferably from Victoria Police, that proves the laser tag device is not ruled as an imitation firearm and is therefore exempt
 - For self builds, documentation from Victorian Police that states the laser tag device does not require a Chief Commissioners Approval.
2. Failure to prove that a laser tag device is being owned legally will result in the player being required to remove the device from the playing field.
3. All laser tag devices that are classed as imitations must be stored, transported and used in accordance with their Chief Commissioner Approval Permit.
4. Other laser tag devices that are not imitations must be stored and transported in a manner that reasonably prevents unauthorized access by unintentional persons.

Tagger Appearance & Conduct Policy Cont.

5. Laser taggers of any classification must never be used in any manner that causes or may risk causing public alarm. Laser tag devices must not be openly carried or used in areas outside of the skirmish playing field or similar that may cause a member of the public to mistake them for an operable firearm. Thus causing public alarm and the potential result of prosecution.
6. Laser Skirmish activities must not be undertaken in a public area without prior approval from the Police
7. Laser Skirmish activities must not be undertaken on private property without approval of the owner.
8. Players must not point a laser tag device towards a non-participant or otherwise act in an aggressive or threatening manner

Hydration Policy

It is a requirement that all players attend to their physical needs while in a game. Foremost here is the propensity to dehydrate while engaged in MilSim activities. It is therefore a requirement that you carry at least 1 litre of water on you at all times. This can be in the form of a hydration bladder, canteen or water bottle in a pocket or back pack.

Incidents

1. Any Member who is injured, or observes another Member to be injured, shall immediately notify Admin. Use of standard term "NODUFF" to denote the situation is not part of proceedings (as opposed to "Medic").
2. Admin will halt proceedings immediately with a long whistle blow accompanied by radio communications stating 'NODUFF', this will be repeated every 10-20 seconds. No other whistles are to be used on field.
3. Halted activities result in all participants not otherwise attending the injury / incident to await either a game resume message or to assemble at the designated administration area.

CHAPTER 2

PRACTICALITIES

Game Cost & Membership

A standard full day game costs \$40, including a hire tagger

If you own your own tagger a standard full day game costs \$30

Each financial year there is a \$10 compulsory membership charge (due 1st July or the next game you play in a financial year) All current memberships expire June 30th each year.

To register for a VLSA session please send an email to thevlsainc@gmail.com and wait for a response.

Occasionally the VLSA will put on a special event. These are priced dependent upon each event's particulars but are announced well before the event takes place.

The VLSA run overnight events (O.N.E) these are priced dependent upon each events particulars but are announced well before the event takes place.

Pre pay your game fees

There are two options for paying your game & membership fees. You can bring cash or you can pre-pay by depositing the game fees into the VLSA bank account. Please use your name as the reference so that the money can be credited to you.

BSB 633000

Account 154102081

Fields: Locations, Facilities & Amenities

The VLSA currently operate at three fields in Victoria.

- Haddon Common, Haddon.
- Jubilee, Newtown &
- Rowallan, Riddles Creek.

The VLSA is always open to include additional fields into our regular rotation and to conduct special events at one off locations.

There are no facilities to purchase food or drink on any of our current fields. Please bring what you need for the whole day.

There is no electricity on any of our fields, all equipment must be fully charged prior to attending a VLSA event.

Parking is available at the admin areas of all fields. The admin area including vehicles are off limits during games.

Mobile phone coverage varies from field to field and can drop out within the fields. Plan to communicate via UHF radio while in game.



Haddon

Haddon Common, Bells Rd, Haddon

<https://www.google.com.au/maps/@-37.5901501,143.7481038,14.75z>



Haddon is a closed field and must not be accessed by the general public without prior consent of the managing agents.

Haddon has male and female flushable toilets, as well as tap water.



Jubilee

Jubilee Rd, Newtown

<https://www.google.com.au/maps/@-37.7092105,143.6767352,17.01z?hl=en>



Jubilee is a closed field on private property and must not be accessed by the general public without prior consent of the managing agents.

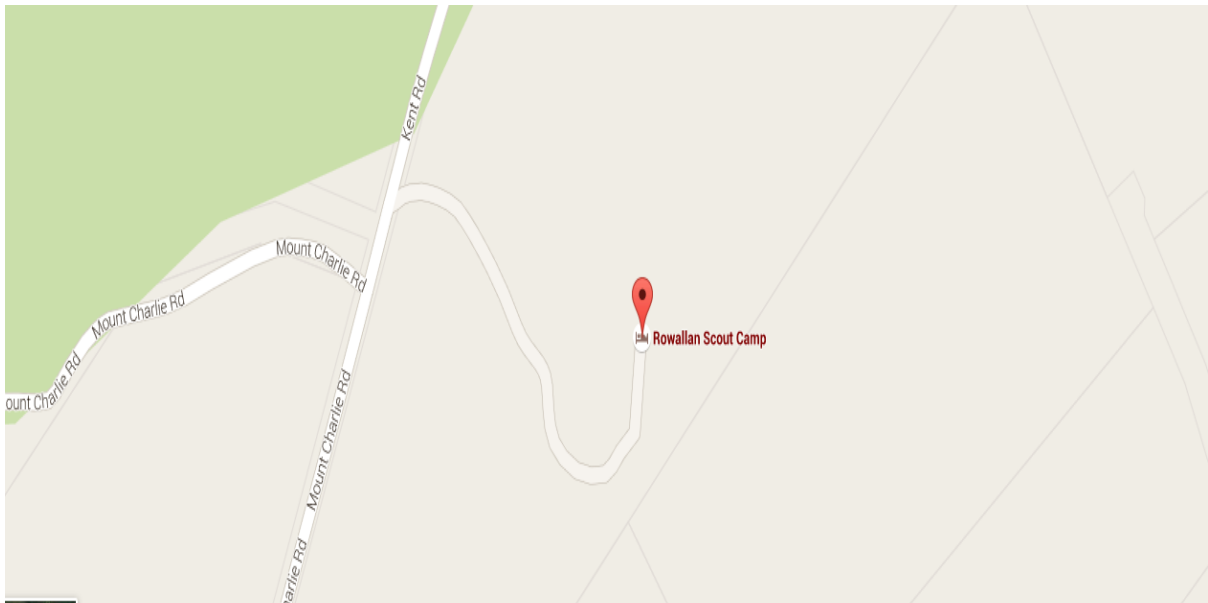
The Jubilee field has almost no onsite facilities. A bush toilet is located at the field and basic toilets are located a short drive away. There is no tap water on this field.



Rowallan

Rowallan Scout Camp, Gate 4, Kent Road, Riddles Creek

<https://www.google.com.au/maps/place/Rowallan+Scout+Camp/@-37.41596,144.6898296,17z/data=!4m2!3m1!1s0x6ad70223916bba81:0xdfa7531babf805d1?hl=en>

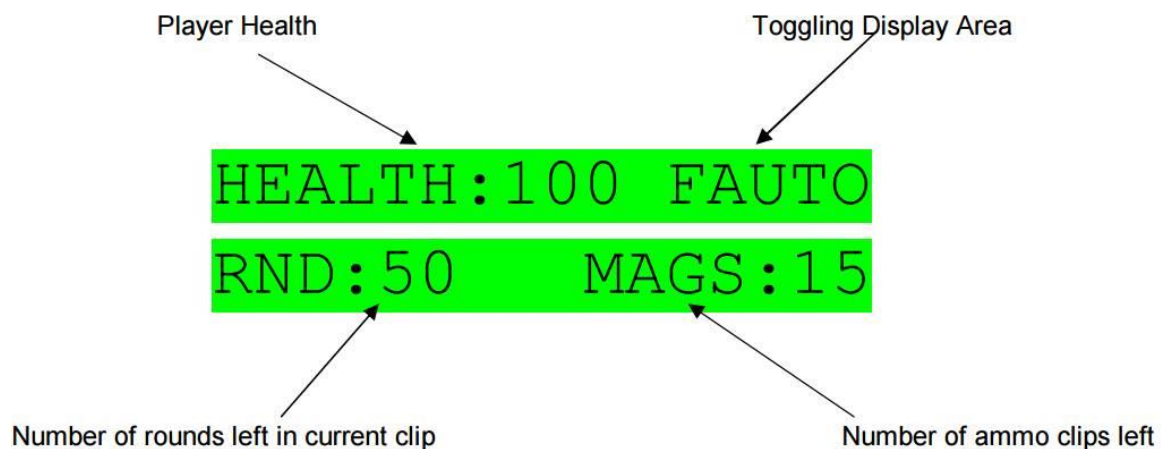


Rowallan is a closed field and must not be accessed by the general public without prior consent of the managing agents.

Rowallan has Male and female flushable toilets. There are showers, sinks and tap water available.



Tagger Read Outs, uses and functions



Each tagger shares several common components:

LCD Display: Shows health remaining, rounds in current mag and the amount of mags left. It also has a toggling display area which changes between fire mode, game time, armour and player ID.

Trigger: Pull to fire.

Fire select button: Changes the firing mode of the tagger, full auto, 3 shot burst or single

shot.

Key switch: Used to turn each tagger on at the start of the game.

Sim port: Used for changing player ID, using physical ammo mags (FragMag) or bandages (FFD- FragTag Field Dressing)

Red dot scope: This is an aiming device which produces a tiny red dot and circle in the centre of the viewing area. The unit has a rotating dial at the top which selects the brightness of the dot. 0 is off.

Please Note

Laser sights are not permitted on the field of play.

Odin port: Used for collecting scores at the end of the game.

Tagger Read Outs, uses and functions cont.

Sensors: Each player wears a set of sensors which are attached to the tagger via a long curly cord. The sensor consists of two domes and are attached to a hat or headband using hook and loop fasteners. Hats need to have the 'loop' section on them for sensor attachment.

In order to support game play integrity, only VLSA - approved devices are permitted to send or receive infrared and radio signals on the playing field.

In order to avoid damages, players are not permitted to modify any rental equipment without approval of the VLSA admin. Including but not limited to: red dot swapping, cable tie attachment, improvised slings, duct / sticky tape.

Game Accessories

The VLSA use an ever changing selection of complimentary props that are used to enhance both the interactivity and authenticity of the game play. These props range from static to active.

A static prop is usually an item that is representative of the role it will play in a game. For example items of intelligence or a dummy to represent a VIP or causality.

An active prop must be interacted with in a way that can influence the progression of the game play. For example a Thor's hammer must be manually set and a trip wire kit must be manually laid out to be effective.

These are constantly in development and are pressed into use depending on what the situation requires.

Medic Box operation:



Point the front of the box towards the player's sensors, press the 'Health' button. 10 points will be added to the player's health. Healing takes around 10 seconds to finish and a player cannot shoot in this time. Each press of the Health button will decrease the Medic box by 10%. It will recharge over a period of time.

Game Accessories cont.

FFD (FragTag Field Dressing) Operation:

This simulated bandage must maintain contact against the sim port for 10 seconds to stop a simulated bleed that takes place when you are hit by another person's tagger. This does not restore health but stops the bleed effect and stops you losing health points.



Claymore operation:



Turn the key to switch the claymore on, the display should read 'armed'. From here the claymore is ready to be placed into position. Any button on the remote will trigger the claymore. See instructions in Tripwire kit for setting up a tripwire.

Thor's Hammer operation:

Enter the 4 digit code followed by the # key. This will arm the TH and it will begin to countdown. The TH contains a motion sensor so too much movement will set it off. It can also emit 'radiation' which does 1 point of damage per hit. To disarm, enter the same 4 digit code followed by the # key. The countdown time will be set by CCT/0A along with any additional settings.



Chapter 3

Game Play

Game Styles

VLSA plays two styles of MilSim games; Skirmish & Combat Simulation. Within Combat Simulation we run two variations of this; Player v Player (PvP) & Player v Environment (PvE)

Skirmish - A skirmish day is run as a series of short (45-90minute) skirmishes. These usually have a simple objective to be achieved and are scored both by points and achievement of the objective.

Combat Simulation; Player V Player (PvP) - A PvP day runs as a continuous narrative. Two teams (sometimes a third) are given a range of unique objectives designed to maximize immersive game play. This format is competitive between the two teams. The game is controlled by a CCT (Combat Control Technician) on each team and a more formal command structure is in place.

Combat Simulation; Player V Environment (PvE) - A PvE day runs with a core 'player' team who have an elaborate narrative written for them. The smaller 'environment' team operate out of a staging area and provide a sometimes theatrical, sometimes antagonistic force for the benefit of the player team. It is important to note that a large part of choosing to be on the environment team is to be willing to enter the dramatic aspect of the role. This sometimes includes acting as a particular character, wearing a costume or accessories and playing for the benefit of the player team.

Team Roles

It is recommended that you come along and play a few games as a combat soldier first, mainly to get a feel for the way the VLSA games operate. It is then recommended that you put your hand up to try a variety of specialized roles. After that some players choose to concentrate on developing a specialist skill set to challenge themselves while other continue to enjoy assuming a variety of roles. Either is perfectly acceptable for members.

Section Commander (Secco)



Is in command of the whole team. Does all the decision-making and maintains control.

Responsible for:

- Setting up smaller teams (sections) within the main team
 - Deciding how the objective should be achieved
- Coming up with the strategy to be used.

Must be:

- Quick-thinking and able to issue orders clearly and concisely.
- Have a thorough understanding of the capabilities of the section and its weapons systems.
- Fully aware of the condition and status of the different sections at all times.
- In a contact situation with an enemy, Secco must be able to manoeuvre and employ the various elements of the sections under their command most effectively.

The section commander will work closely with the CCT as a part of the command team.

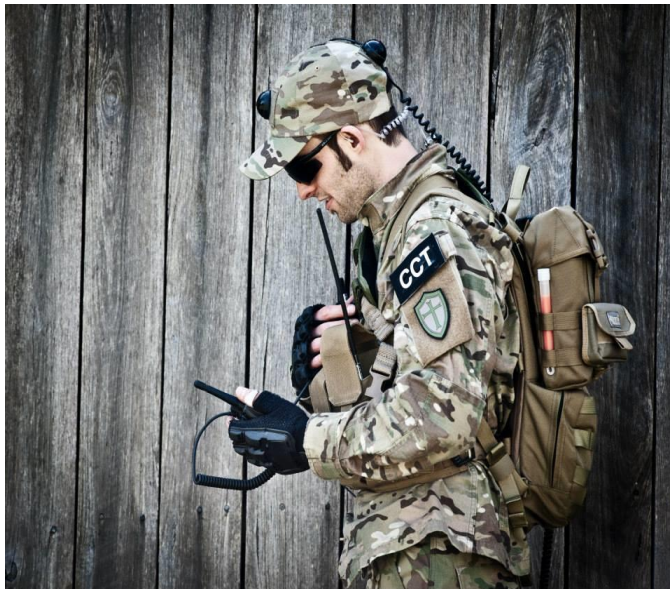
Team Roles cont.

Fire Team Leader

The section team leader is in charge of a smaller team, usually with a specific role to perform. The section team leader can be called upon to take over leadership of the team if the Secco is tagged out.



CCT (Combat Controller Team)



The CCT writes and manages the games. They have a profound understanding of game mechanics and can think two or three steps ahead to manage the game play while leaving the Secco to make decisions for their team. The CCT is conscious of all players and their involvement in the game. The CCT plays with feigned omnipotent ignorance.

Sniper

The Sniper's role, as the name suggests is to strategically position themselves to ambush other players. They have developed high levels of stealth skills and patience. A sniper often works with a spotter but can also work alone. They are satisfied to sit and wait for long periods of time.



Team Roles cont.

Medic



The medic carries the teams simulated medic box and is responsible for issuing simulated first-aid to the wounded in order to keep the section in the fight. He/she is also required to top-up field dressings if in use and should be familiar with the features and operation of the medic box. The medic should be quick on their feet, agile and as lightly equipped as possible. In contact he/she is often the busiest member of the section and will frequently be exposed to enemy fire in order to administer first-aid. They should be able to advise the Section Commander of the health status of the section at any given time.

Rifleman

A rifleman's role is to make up the main force of the team. They follow orders of the Secco or fire team leader and are the 'strength in numbers' that allow a team to overwhelm the opposition. A rifleman develops skills in relation to effective movement through their environment. They also have the ability to micro manage their own contact situations within the context of their orders.



Team Roles cont.

Scout



The scout is responsible for taking first position in a section formation, they are required to lead the section to their rendezvous or mission objective. The scout's job is quite intensive as they have to keep an eye out for any enemy movement or presence as

well as keep an eye out for possible traps, ambushes or claymores. Scouts often work in pairs and can be situated 10-20 meters ahead of the rest of the section or sent well ahead to recon an objective. In the case of the scout seeing anything out of the ordinary they will order or hand signal to the rest of the section to stop and get down low or radio information back to the team, from there the scout will let the Section Commander know of the possible threat and direction. In most cases the scout is the first member of a team to come under contact.

Communications



The quality of communications are essential to the smooth running of a mission. Being succinct and efficient can mean the difference between success or failure.

On the field of play there are three types of communication. Verbal, long distance (Radio) and stealth (hand signals). All three are used depending on the need of the situation.

Verbal is used when you are within speaking distance of other players and there is no risk of being heard by unintended recipients.

Radio is used for long distance communication and when verbal is not appropriate. The VLSA employ the use of standard UHF radios on the field.

Basic Radio Operation:

When using radios for communications it is important to press and hold the PTT (push to talk) button, pause, and then say your message. This gives the radio circuit time to operate and start to transmit. Otherwise the first part of your transmission, which is often the most important, may be missed. Another option is to repeat the first part of your transmission twice and then proceed with the rest.

Stealth uses nonverbal methods to communicate when you risk being discovered if you use either radio or verbal methods.

A basic radio message:

- Identify self and intended recipient/s
- State intended message or question
- End transmission with 'over'
- Complete conversation with 'out'

So very simply:

Scout team leader, this is Secco, what is your location, over.

The answer:

Secco, this is Scout team leader, north of the water tank, out.

Communications Cont.

You can use ROGER, COPY THAT or AFFIRMATIVE to confirm that you have understood a transmission.

Approved Radio Channels:

Because we transmit on publicly accessible radio channels we need to adhere to the appropriate protocols. Therefore the VLSA approves for in game use the following channels only.

9, 12 -17, 19, 21, 24- 28, 39, 49-60, 64-70

Hand signals

Hand signals are used to communicate in close quarters when verbal or radio orders are not appropriate.

MASTER HAND: the hand holding your tagger.

NON MASTER HAND: the hand not holding your tagger.

ALL HAND SIGNALS ARE MADE USING THE NON MASTER HAND.



HALT: Hand raised open palm. On this signal the section will stop. Drop to one knee, watch their front and await further orders.

FRIENDLIES: Thumb up signifies friendly forces.



Hand signals cont.



ENEMY: Thumbs down indicates enemy forces.



UNIDENTIFIED FORCE: Twisting your wrist with your thumb extended indicates identity of forces is unknown.

KNIFE HAND: This is having all your fingers and thumbs firmly outstretched with the palm facing outward. This is used to indicate a direction or pointing something out (a soldier or landmark for example)



Hand signals cont.



MOVE TO ME: knife hand the person you want. Then place your open palm on your head.



ALL ROUND DEFENCE: hold your index finger above your head and make circles with it. This indicates the section is to go into all round defence.

OBSTACLE: form a fist and place it on the top of your tagger to indicate an obstacle ahead.


image
coming soon

Chapter 4

Training

The VLSA are currently developing training programs to upskill members with the purpose of enhancing the quality of game play. More comprehensive information about this will be published in subsequent editions of this Field Manual.

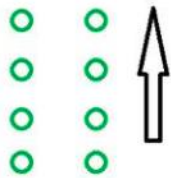
Movement

The following constitutes the most basic of formations that require little organization or thought. Formations are ordered at the Secco's discretion.

The default formation is Open file or Staggered. When not moving in Single File it is important to always have your tagger on the right side of the section or on the nearest available high ground.

Single File

Used in very close thick vegetation/terrain and at night.



Open File

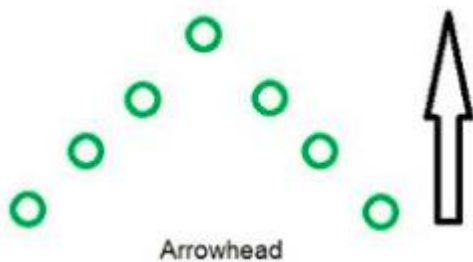
Used while moving along roads or tracks, the section forms two files and moves parallel.

Open File

Movement cont.

Staggered

Used while moving along roads or tracks, the section forms two alternating files. Staggered should help in minimizing casualties if you are hit or caught in a fire lane.



Arrowhead

Used when advancing to a known contact or expected contact. The section forms into an arrow with the section commander being 2-3 men into the formation so that he is close enough to the front to take immediate control of the section should a contact take place.

Extended Line

Used when advancing to a known contact or expected contact and then during contact. The section fires and moves keeping in line and line of sight of each other leapfrogging towards the enemy.



Movement cont.

Fight through

Remaining in an extended line the section continues to fire and move or dry fire and move (no actual firing but still leap frogging) through the enemy positions and then beyond to a spot to conduct post contact admin such as checking health and ammo

Obstacle crossing

Used when crossing vulnerable or large clearings, tracks, roads, bridges and anything else where the section becomes extremely vulnerable to fire and separation.

For this description we will use a fire break as the example obstacle.

The section is patrolling towards its objective, the lead scout spots a fire break that is going straight through the route that the section is taking. The scout calls a halt, and asks the section commander to come forward to the lead scout's position. The section commander and lead scout will move closer to the fire break to choose the best spot to move the section across. While this takes place the section will be facing out to protect the flanks and rear.

Once the section commander has found a suitable spot to move across they will issue orders to the rest of the section.

A higher powered tagger is placed in cover as close to the edge of the fire break as possible. This is orientated to the most likely direction that an enemy would fire from. Another member will face the opposite direction to the gun to provide cover. From here the rest of the section will take turns leap frogging from one side of the fire break to the other, moving into cover on the far side of the fire break by about 20m and going into all round defence until the entire section is safely across. From there the section can then get back to its objectives.

Contact drill/target indication

Contact drill

Once contact has been made immediately yell contact, return fire and move to the nearest available cover. You are clear then to give your target indication, it must be given with a clear voice and straight to the point. From there, the section commander takes over and directs his forces for the engagement. Your first priority is to return fire to suppress or eliminate the enemy as fast as possible



BASIC CONTACT DRILL

RUN, DOWN, CRAWL, OBSERVE, AIM, FIRE.

RUN: Take 2-3 steps.

DOWN: Go prone

CRAWL: Leopard crawl to the nearest available cover.

OBSERVE: Take a moment to observe your surroundings and to assimilate the target indication.

AIM: Take a sight picture of your target.

FIRE: Put rounds down range at the target.

Once you take fire, it can differ depending on terrain, numbers etc. Secco will take charge and manoeuvre accordingly.

If other threats appear during a contact there is no need to

Contact drill/target indication Cont.

say "contact" again. You are already in contact, return fire, move to nearest cover and report as fast as you can. Secco will act accordingly to the situation.

If you happen to spot the enemy before they see you; depending on mission, ROE (Rules of Engagement) or section commanders orders etc. You can signal a halt, brief your section commander and allow them to formulate a plan from there.

Fight through/Dry fire and move

Remaining in an extended line the section continues to fire and move or dry fire and move (no actual firing but still leap frogging) through the enemy positions and then beyond to a spot to conduct post contact admin such as checking health and ammo, intel gathering, objective item gathering.

Target Indications

There are multiple methods of target indication, all take practice and can be used in any situation. A target indication doesn't need to be 100%, it just needs to contain enough information for the rest of the section to quickly identify the area that is near the enemy so that they can put rounds down range.

BASIC EXAMPLE

Michael is patrolling at the head of his section. He spots an enemy position and immediately engages, firing 2 to 3 bursts



and announcing CONTACT FRONT. He then moves to the closest cover and at the same time the rest of his section takes cover. Michael then calls his target to the rest of his section, SIXTY METERS, AXIS OF ADVANCE, BASE OF BURNT OUT GUM TREE, TWO ENEMY. Michael continues to put fire towards the enemy position, his section commander now takes over the movement of the section.

Michael has carried out his initial contact drill, his target indication included distance to enemy, direction of enemy, the most obvious reference point he could find and the number of enemy.

If no obvious reference point can be used just make do with distance, direction of enemy, and a quick description of how the enemy is positioned/looks like.

Clock ray method

Clock ray is an easy to use target indication, a Secco will continually identify the 12 o'clock position to his section, that way in the event of contact you can simply give distance, clock position and description to indicate target.



CLOCK RAY EXAMPLE

Doug is the point man today, he is at the 12 o'clock position. Doug is engaged by small arms fire and takes cover, he returns fire and then gives his indication NINETY METERS, TWO O'CLOCK, TWO ENEMY. Clock ray is straight to the point. Secco now takes over and directs the fight.

Detailed target indication

Vaughan is caught in some hot water, he has taken fire and his section is unable to site the enemy even after he has given an initial target indication. In this instance Vaughan hunkers down and tries to return fire when he can, he then has to guide the rest of his section or a fire team within the section onto the enemy. Vaughan can utilize any of the above methods, however he will have to do his best to give as much detail as possible to bring the rest of the sections fire down onto the enemy position.



Chapter 5

Personal Equipment

Gear & Equipment

There is no expectation within the VLSA that a player have a certain level of gear or equipment to be able to play. The VLSA will supply your tagger as a part of your field fees and a limited supply of camouflage clothing is available to borrow if required.

The exception to this is the requirement that all players carry water onto the field during each game.

Beyond that the gear you can choose to carry is near limitless. Each piece of equipment is a very personal choice and will develop over time to suit your particular style of play.

A few recommendations are:

- Camouflage shirt and pants (pattern of your choosing)
- Combat boots
- Velcro equipped hat (with loop side sewn to front and rear of hat)
- Tactical vest with an assortment of pouches
- personal first aid kit
- UHF radio & ear piece
- FFD (FragTag Field dressing)
- Hydration bladder
- Compass
- Knee pads



Own your own Tagger



Owning your own tagger is the next step in personalised equipment to suit the skills you develop and the type of game you like to play. In Victoria to own what is considered a 'replica' or 'imitation' fire arm you must be in possession of a Chief Commissioners Approval. But you are able to own a laser tag device without the permit if it does not come under that classification.

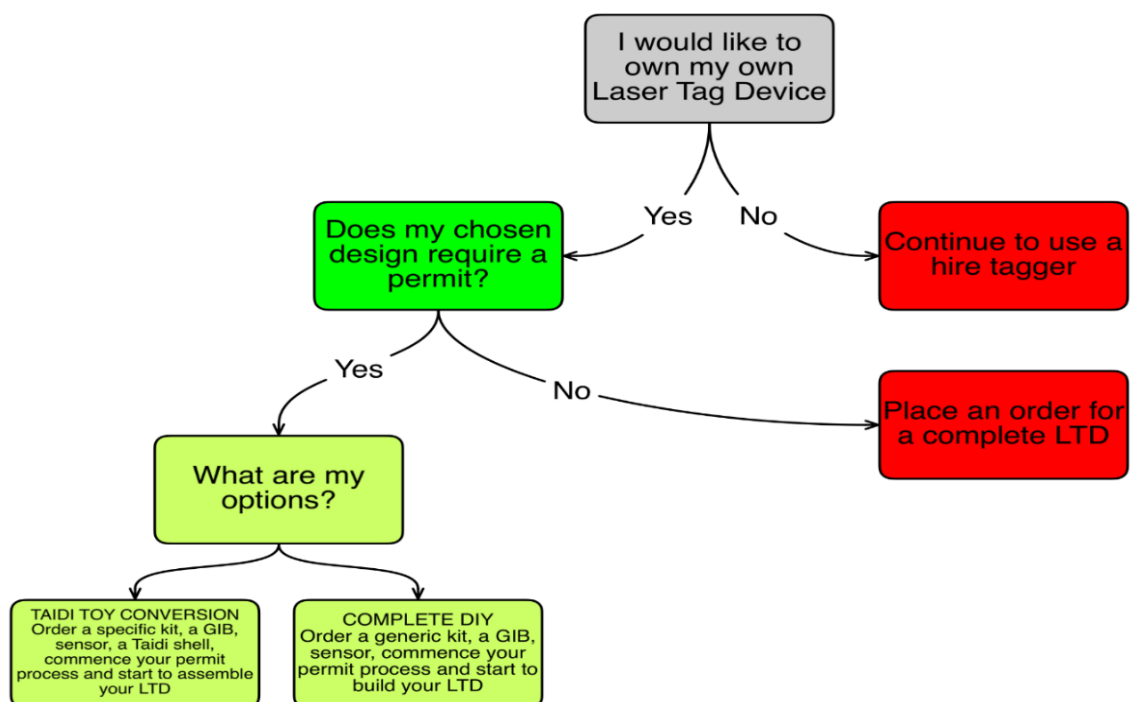
More information can be found about this at the following web site or if you speak with a member of the VLSA committee.

https://www.police.vic.gov.au/content.asp?Document_ID=25560

You are able to self-build or have a non-imitation tagger commissioned from an external builder. But it is a requirement of law that if your laser tag device could be 'reasonably mistaken for an operable firearm' then you must be in possession of a CCA.

The electronics we use to operate our taggers are supplied by FragTag, no other operating system is compatible.

You are able to customise you load out with either a GIB (Gun in a Box) or with the electronics built into the tagger.



Chapter 6

Our Fiction

The World We Inhabit

The VLSA's military simulation events take place on the fictional island of Enunion. This small island, rich in natural resources, is currently a source of major conflict primarily between two major factions.

The VLSA maintain a WIKI relating to the ongoing nature of our conflict story line.

[http://combatsimsint.com/wiki/index.php?title=Main Page](http://combatsimsint.com/wiki/index.php?title=Main_Page)

An overview setting the context of the conflict can be found [here](#).

The Stormian Task Group (STG): The Stormians were the first to discover Enunion, and for many years the island was a satellite colony. However, in the late 18th century, they lost control of Enunion to an armada sent by the country of New Holland. In late 2010, while New Holland were dealing with their own internal problems, the STG was mobilised in an attempt to retake the island. They partially succeeded, occupying fully half of the island from the north-western side.

The STG is currently being led by Admiral Marcus Richter from the city of Cascade.

The New Holland Defence Force (NHDF): New Holland is a much larger island nation to the east of Enunion. During the 18th century they launched their own massive armada to claim Enunion for themselves, and after a protracted campaign, managed to succeed. For the last hundred years or so, Enunion has been a protectorate of New Holland, who have enjoyed total access to its resources. This changed with the Stormian invasion of 2010, and while the NHDF have managed to maintain control over the largest chunk of Enunion, clashes against the STG and more recently local insurgents have made the situation extremely tenuous.

The NHDF is currently being led by General Alexander Holt.

While the STG and the NHDF have dominant control over most of the island, in the past few years two new factions have arisen, adding further fuel to the fire of the Enunian conflict.

The Enunion Stabilisation Assistance Force (ESAF): Originally titled as the International Stabilisation Force (ISF), The ESAF is a multinational task force established primarily to protect the citizens of Enunia from coming to harm in the skirmishes between the STG and NHDF. Up until recently, their actions have done more harm than good, with several reports of atrocities in the Delkar province. But in mid-2015, a last minute offer of massive assistance from another nation gave the ESAF the shot in the arm it desperately needed, and after a major campaign, they succeeded in driving the EIM insurgent faction out of a major Enunian population centre.

The ESAF is currently headed by General Michael C. Hardmore, presently located at Camp Raptor in the south west.

The Enunion Independence Movement (EIM): Founded by ex-police chief turned revolutionary Geoffrey Marscapone, the EIM is an insurgent faction (some would say terrorist) originally created by native Enunion to fight for their independence. However, the faction is badly fractured, and to date they remain the greatest threat to Enunian stability. Time and again they have proven they are prepared to commit whatever acts of terrorism they can in order to achieve their ends. Marscapone himself has denounced much of the group's recent actions, to the point where he has had to go into hiding after his attempt to ally with the ESAF.

As of this writing, the EIM's leader is presently unidentified, and its headquarters remain similarly unknown.

Chapter 7

Our Affiliates

Disclaimer: The following businesses/community organisations, while a part of the Australian MilSim community, are not directly linked to the VLSA and as such the VLSA bear no responsibility for any issues pertaining to individuals' involvement with these groups.

FragTag



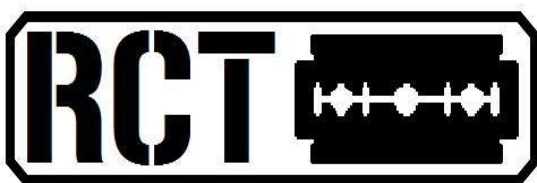
The VLSA games are powered by FragTag's advanced technology laser skirmish equipment. This system delivers to the association the vehicle to allow us to not only play

MilSim games but the scope to be creative and develop a plethora of game enhancements.

FragTag also supports the sport with peripheral accessories to enhance the game play. Such as simulated Claymores and Thor's Hammer. We are also supported by their excellent field management system. FragTag is a supplier to both commercial fields as well as the MilSim community as a whole.

<http://www.fragtag.com.au/>

Razor Custom Taggers



Razor Custom Taggers supply hardware to the MilSim community to allow individuals to own their own laser tag device. They design and build both a range of fully assembled taggers and kits to

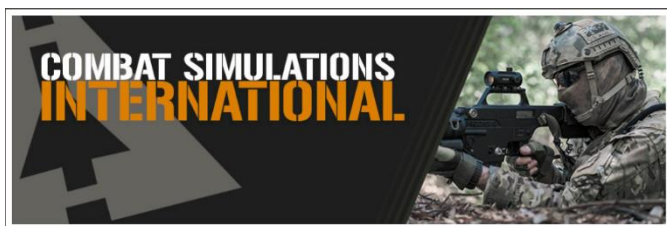
retrofit Taidi toy guns.

RCT are at the forefront of developing GIB (Gun in a Box) technology. A box that is worn on the body that contains all of the electronic components that make a tagger operate. A key advantage of a GIB is the individual's ability to personalise their equipment. This setup allows a player to operate a range of primary and secondary taggers depending on the role within a game they assume.

<https://www.facebook.com/RCTHQ/>

Our Affiliates cont.

Combat Simulations International



Based in Brisbane, Combat Simulations International conduct monthly events. Their annual 3 day event is a highlight on the MilSim

communities' calendar.

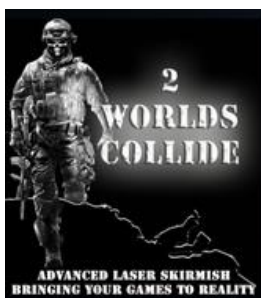
<http://combatsimsint.com/>

Townsville Elite Laser Skirmish



One of the newest groups to join the community is TELS. They run casual games. The best way to be informed when a session is running is to contact Stephen s.lowel@bigpond.com

Two Worlds Collide – South Australia



Our South Australian affiliate is 2 Worlds Collide. Chris also runs a commercial field but is a passionate supporter of the MilSim community. You can contact Chris through the 2WC web site.

<http://tworldscollide.com.au/index.html>

Western Australia Laser Tag Network

In WA they have WALTN. For more information about connecting with a game contact Colin Maines.

<https://www.facebook.com/groups/207547102804/>

<https://www.facebook.com/colin.manes>

Chapter 8

Contact

VLSA

Web: www.vlsa.com.au

Email: thevlsainc@gmail.com

Facebook: public page www.facebook.com/thevlsainc

Facebook: closed page (for active members only)
www.facebook.com/groups/125379910870483/

Committee of Management 2015/16

President: Simon Cartwright

Vice President: Mark Bloot'hoofd

Secretary: Matt Eklom

Treasurer: Mathew Knights

General: Greg Smith

Bookings: Dave Deason

Membership: Hayden Riddett

GLOSSARY

0A - Pronounced Zero Alpha refers to the commander that the CCT is in communication with during the course of the game. 0A is presumed to be safely back in a command centre with access to all of the latest intelligence reports so they can give up to date reports and orders to the CCT who is on the ground

CCA - Chief Commissioners Approval

CCT - Combat Control Team

Casevac - Means 'Casualty Evacuation.' The term used when a player needs to be pulled back from the contact and respawned.

FASS - Frag Tag Advanced Special Session; The earliest incarnation of the VLSA

FFD - Frag Tag Field Dressing; an electronic bandage used to stop simulated bleeding while in game.

FMI - Field Manual - Interim

Frag Tag - the Company that designs the electronics and software that the VLSA uses

MilSim - Military Simulation

ROE - Rules of Engagement

Secco - Section Commander

SOP - Standard operating Procedure

VLSA -Victorian Laser Skirmish Association