



Section 8 : Scenario Training 100

1 & 2 man tactics

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The Bait and Trap. (2 man)

The bait and trap is used on the fly all the time by veteran woodsballers all over.

The concept is simple. Two guys moving together through the woods sweeping an area, and one is spotted and makes contact (lets call him POINTMAN). At that point one of two situations happens:

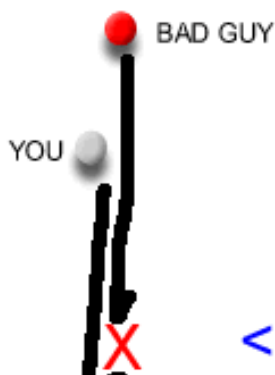
If **POINTMAN** is serious danger, the his partner **WINGMAN** aggressively & quickly lays down cover fire to allow the **POINTMAN** to back out of trouble. And both move back to a better position.

If **POINTMAN** is not in serious danger, he becomes the **BAIT** and instantly begins to either hunker down and draw attention to himself or moves laterally away from **WINGMAN** while drawing attention to himself, or falls back and away from **WINGMAN**, while drawing attention to himself. **WINGMAN** now has a captive audience. The bad guys are following the **BAIT**. He can move up or around or go to ground quietly until the enemy's flank is compromised, take out some or all of the bad guys - and at that point he very well may become the **BAIT** and the roles reverse.

Being BAIT can be a planned thing - where a middle player moved out in the open and tries to draw the enemy to himself - and the flankers move quickly and quietly for nice side shots --

Or sometimes you may have a rookie or otherwise noisy player (heavy gunner) that you allow to **unknowingly volunteer to become the BAIT** - and you play off them. With these guys, dont expect much assistance other than being loud and obvious - and they will stay bunkered down or move forward until eliminated. Dont expect them to draw the enemy backwards into a trap (ambush) - and when you attack, get in and out with quick quiet stabs - because for all practical purposes you cant count on your **BAIT** for much else.

The Sleeper (2 man)



This works well against more aggressive players who you know may be hunting you, and usually leave their team to go hunting - (walkon speedballers)

- Find a good ambush spot and put an ally there with firm instructions - dont shoot until he is CLOSE - Ill bring him to you. Dont let him see you
- Then move forward, becoming the **BAIT** draw fire.
- Fall back past and wide of the **SLEEPER** bringing your guest with you.
- When the **SLEEPER** opens up, turn 180 degrees and attack fast while they are confused.



The Castle (2 man)

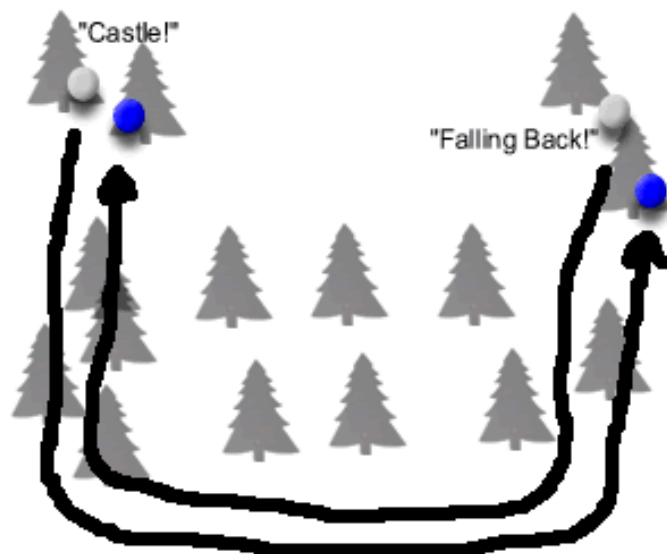
The Castle is a two man trick we developed while playing woodball tournaments. You and a buddy are on the skirmish line and both sighted and firing. The **situation is stalemated** and you want to **change the odds to your favor** and dont mind giving up a little ground - **and the area you are in (or behind you) is thick with underbrush...**



- Call out to your buddy "Castle!"
- He replies "Falling Back!"
- You both aggressively fall straight back 50 ft - firing a few shots as you fall back making sure they see & hear you.
- Then move laterally towards and then past each other.
- Then quietly & quickly move back forward towards where your buddy was - looking for a good spot

You effective just swapped original positions with your buddy. The big difference now is your opponents think you are at least 50 feet further back in the woods than you really are, and they are certain you are not where you are, "cause they saw you fall back".

When one of you is spotted and fired upon - return fire - (then see BAIT and TRAP above)



The Tree Dance - (1 man)



The concept of the tree dance is simple. You want to move closer for a better shot. You could either run right at them diving for cover, **or do the dance.**

- Look for a cluster of trees between you and them.
- If they already know you are there, then shoot to put their head down.
- If you dont think they have seen you, wait until they are engaged or shooting in another direction and THEN:
- Quickly move laterally to center the cluster between you and them.
- Then quickly and quietly move up towards it using it as a visual wall between you and the bad guy. There is a good chance they will not see you do it.



- Do not shoot. Wait until they shoot at somebody else, then drop them.
- Patience, without patience. This works on rookies and tournaments players alike. Many players get so keyed up on shooting, they lose sight of who is maneuvering on them. The tree dance takes advantage of this player's weakness. If you see a shooter just hosing at nothing, give this one a try.

TIP: 2 small trees = 1 big tree if the angle to the bad guy is right - but remember this cover is easily compromised.

The "J" hook (1 man)

This is a good individual move. If you can't move forward, maybe you can get them to.



- SHOOT to draw attention to your move
- Fall back aggressively, so they see you, shooting as you do.
- Quietly stop, and move back up to where you were, or just off to the side then don't shoot.
- If they see you, try it again, with a wider "J".
- When they break cover, waste them. If they don't move anyway you have a new line to evaluate. Look for a tree dance.

This maneuver also works if you are being pursued by lots of players. This works with trying to lure an enemy team into a clearing or kill zone.

J hook can also be done in pairs.



Planting Rookies - (2 -5 man)

You can tell a rookie to move to particular bunker, but for most once the shooting gets close, they won't move. Try moving to it yourself, then calling them to join you. Then tell them how to use the cover.

Then run straight back. One of the hidden benefits is that if the bad guys see you fall back, they may assume the bunker is empty, and your rookie may get one. This is a great tip for the start of a game. Surge a side with your vets with a few rookies in tow. Plant them, then use your vets using the rookie line as bait. A pair of rookies dug in, laying down, with field guns in overlapping crossfire support on a tape line with instructions to not move is pretty formidable. The irony is that digging in is what they really want to do. Ask their names before you move back. Tell them where you are going. If they believe in your plan, they will stick with it longer. **Then use them as BAIT.**

The Fake Front (3 - 6 man)

This generally requires 5 or more players. First set up your wide front cross fire, and have your side men dig in deep and keep quiet. The middle then falls dragging the enemy eager players in to the kill zone. Once the sides start shooting, push back hard in the middle. Sounds simple, but it works against even seasoned players. Camouflage is important.

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