



## Section 8 : Scenario Training 104

### Practice Drills

Author : John "Thumper" Edens

Getting teammates together to practice is pretty tough - especially if you want to practice regularly - but weekend recball/woodsball opportunities happen frequently. This "any given Saturday" drills can be run during any game presented.

**KILL TEAM :** The two man team described in the 1 and 2 man tactics article that are fluent in the art of **the BAIT and TRAP** can dance and take out numbers many times their size. Search and destroy and jail break are ideal for stressing this team. Get your teammates that are at recball and offer to go 2 on 8, 4 on 20 etc. set up in pairs with a fall back plan - and work together and fall back together using the **Tree Dance, J-Hook, Bait and Trap, Castle and Sleeper** tactics. Always stay close to your **WINGMAN** when running this drill. Winning the game is not important. Building the trust and communications skills with your **WINGMAN** is.



For two flag recball games, send everyone one way and you and your wingman stay together and work together - drilling on becoming an effective **KILL TEAM**. Flanking together, insane up the middle charges together, what ever. Just focus on knowing exactly what your wingman is doing at all times and playing off that knowledge to advantage.

#### DRILL : Secure and hold.

### SECURE AND HOLD

Scenarios almost always include "secure and hold" missions. Usually for 20 minutes - or at a specific time. Its great to think the objective will be unoccupied when you get there, or that you will have enough troops to withstand any attacks - but drilling the opposite will come in handy.

Drill Duration : 8 minutes.  
Common starting point.  
Red team spawns at starting point.

Game start - the blue team gets a 1 minute head start - secure and hold at 8 minutes from drill start.

Red team: secure and hold at 8 minutes from drill start.

The red team should be 2 to 3 times the size of the blue.

**Sniper Variation:** one red player gets a 1 minute head start. One minute later the blue team inserts. 1 minute later the rest of the read

team inserts.

**Spy Variation:** one extra blue player may play trailer - leaving late & trailing but not engaging the red team. His mission is to report their strength and direction and anything they find - avoiding being spotted.

**Assassin Variation:** one extra blue player may play trailer - leaving late & trailing with the mission to assassinate one specific red player.

Member on both sides should focus on working in **KILL TEAMS** and as a team. Flanks may be pressed in moderation - keeping in mind in a real scenario, wandering far from your squad hurts the squad. This isnt recball where the number of bad guys is predicatable, and fairly well know. Assume more bad guys than there are against you to make this drill work.

*Red Team squad leader should focus on keeping his troops together, massing and moving as a team flanking with caution - and keeping less experienced players in the center of the force and moving.*

## DRILL : Sweep and Clear

In scenarios there are always bad guys - and in the least expected places. This little drill focused on two things:

- For the BLUE TEAM - setting up and executing a coordinated ambush against a larger force.
- For the RED TEAM - moving to an objective as a team and dealing with stragglers and snipers.

Drill Duration : 10 minutes.

Common starting point.

No spawn.

Game start - the blue team gets a 2 minute head start - so set up an ambush between 2 points in the woods near a road or trail (no buildings)

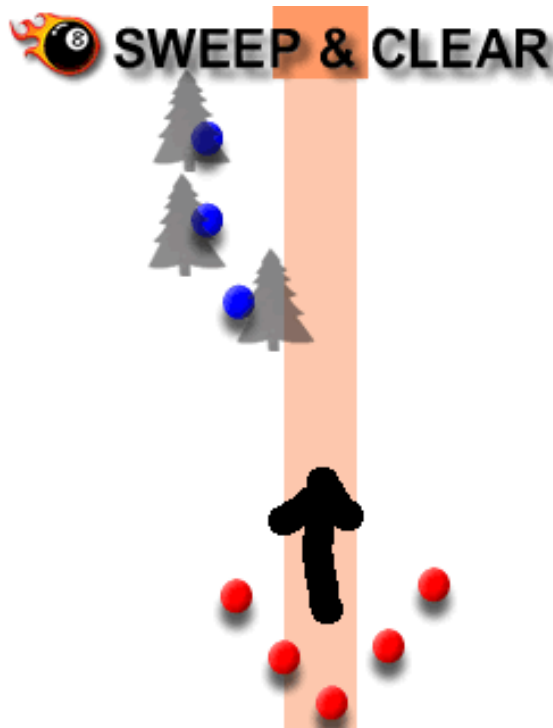
Red teams mission is to stay together near the road, move to the objective at the end. Secure the objective and then sweep the area.

**Spy Variation:** one extra blue player may play trailer - leaving late & trailing but not engaging the red team. His mission is to report their strength and direction and anything they find - avoiding being spotted.

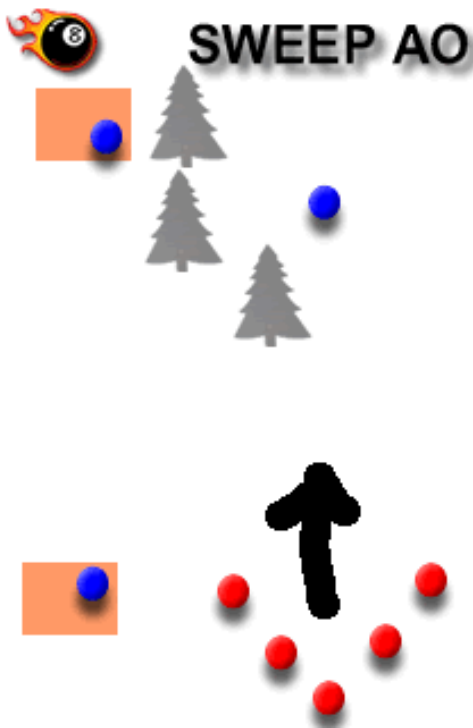
**Assassin Variation:** one extra blue player may play trailer - leaving late & trailing with the mission to assassinate one specific red player.

Member on both sides should focus on working in **KILL TEAMS** and as a team. Flanks may be pressed in moderation - keeping in mind in a real scenario, wandering far from your squad hurts the squad. This isnt recball where the number of bad guys is predicatable, and fairly well know. Assume more bad guys than there are against you to make this drill work.

*Red Team squad leader should focus on keeping his troops together, massing and moving as a team flanking with caution - and keeping less experienced players in the center of the force and moving.*



## DRILL : Sweep AO



Holding a large area is a difficult matter. Clearing the AO of bad guys is no pic-nic either. Keeping it clear likewise tough. This drill focuses on all the above - in a meat grinder of an exercise.

Drill Duration : 10 minutes.

Separate starting points

Endless Spawn

Game start - the blue team gets a 1 minute head start - to secure the AO. They must try to have at least 1 man in each objective.

Red team's mission is work together and systematically sweep the area clear and secure each objective and then keep the AO secure..

Members on both sides should focus on communications and teamwork

(c) Higher Ground Web Technologies, LLC