



Fatal Flaws of Noobs

A Paper to further the Education of Airsoft Tactics

Author: SCRAMBLE

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The Noob:

The term “Noob” as defined by the Gaming Community states: “A new member of a community lacking in experience”. Noobs are considered by many to be prey, or a constant source of irritation to be avoided and scorned; however, many forget that every operator began as a Noob and slowly graduated to their current standing through experience and the aid of established operators. Therefore it is the duty of all veteran operators to aid in the “denoobification” of new members to the sport of Airsoft. The goal of this paper is to shed light on the Fatal Flaws of Noobs.

AGGRAVATORS

In this paper “Aggravators” refer to the hazardous and or irritating actions of Noobs caused by their ignorance of the sport and its equipment. These actions usually result in the quiet disapproval or avoidance of the Noob. For the betterment of the novice operator and ultimately the sport of Airsoft, veteran operators must strive to educate those around them of these and other aggravators.

The Trigger Guard

One of the most telling distinctions between the Noob and the veteran operator that goes beyond whether or not the person has ever played Airsoft before (but also informs one as to if this individual is familiar with any type of firearm), is where they place their finger while holding a weapon. The ergonomic design of firearms causes an instinctive, seemingly magnetic draw to the trigger of the weapon. The finger of the Noob will always be drawn to, and housed inside, the trigger guard of their weapon. This is a very hazardous habit of the Noob as it will eventually result in the accidental discharge of the weapon, and combined with muzzle sweeping, may result in an avoidable injury or the destruction of property.

When handling any firearm the trigger finger must never enter the trigger guard until the weapon is ready to be discharged. When at rest the trigger finger should be placed along the body of the weapon above the trigger guard and NOT inside the trigger housing. This precaution will translate to the use of real steel weapons and prove to be a very valuable habit should the transition ever be made from Airsoft to firearms.



Muzzle Sweeping

Muzzle sweeping is the term applied to the action of the muzzle of a weapon passing across the anatomy of another person due to the lack of awareness on the part of the operator. This is another sign of a Noob and also an individual inexperienced with firearms. Many operators erroneously assume that since Airsoft weapons are not “real” firearms such precautions are superfluous and can be neglected. This is far from true; Airsoft weapons are capable of inflicting great bodily harm unto death in the event of an accidental discharge into the face of an unmasked person.

When handling any firearm the operators must be constantly aware of the direction of the muzzle keeping it clear of both themselves and others. The veteran operators must watch Noobs closely; constantly reinforcing the situational awareness of their weapon’s muzzle to insure it is always directed in a safe direction.

REMEMBER: Never point a weapon at anything you do not want to see destroyed.

Standing at Rest

When standing at rest during briefing while fully kitted, the Noob will be unaware of how to hold their weapon. They will let the muzzle drift as they awkwardly switch hands to relieve themselves of the weight.

This is when most violations of the trigger guard and cases of muzzle sweeping will occur. When handling a firearm, safety must always be a constant: Even a momentary lapse can result in irreparable damages. Operators should know a safe method for comfortably holding their weapon for an extended period of time; one that fits their body type and weapon choice.



Example: For M4 and M4-variant weapons, a safe and comfortable hold can be found by tucking the bottom of the magazine in the web belt while resting the hands on the butt of the weapon thus hanging the weapon from the harness relieving the operator of the weight while keeping the muzzle in a safe direction.

Loading of Magazines

The loading of magazines for use in Airsoft operations is always a complicated activity because of the risk of BB spillage. When attempting to reload it is very easy to spill large quantities of BBs while trying to funnel them into the small loading door atop the magazine.

The locations where Noobs have attempted to reload are easy to identify as it is characterized by the pile of BBs found on the ground. This is due to the Noobs attempting to load magazines in the most inventive, and yet ineffective, manners. The loading of magazines is a skill every Airsoft operator must have in order to operate smoothly during events.

An example of a simple, efficient loading method for M4 and M4-variant weapons would be to place the magazine inside the bag of BBs and scoop the rounds into the opening. The BBs are never at risk because they never leave the safety of the bag.

Weapon Choice

The Noob is usually very excited and motivated to break into the field of Airsoft. This is good; however, in Noobs this enthusiasm is usually expressed in the form of collecting a great deal of low quality Airsoft arms. These low quality “starter weapons” constantly break down and under perform only further exacerbating the “noobishness” of the operator.

“Beware the man with one weapon for he likely knows how to use it”

For a first time operator unsure if Airsoft is the right sport for them a starter weapon is a wise choice. Should the operator decide to pursue a different sport, the modest choice will have saved them money. However, I cannot recommend against the countless “clone” and “Big 5” Airsoft weapons strongly enough. Such weapons will under-perform, frustrating and ultimately discouraging the Noob of further interest in the sport of Airsoft. Starter weapons should be kept to brand name companies; for example, Classic Army (CA) or Tokyo Marui (TM). Both of these distributors consistently produce quality Airsoft weapons and offer “sportline” versions for beginning operators.

Bang-Kills

When participating in an Airsoft event it is probable that an operator will either stumble upon or manage to successfully close on another operator without detection. In these events a decision must be made: should the sneaking operator discharge their weapon into the unsuspecting back of the other player, thus causing undue pain to a fellow Airsoft operator; or should some other action be taken. The other action is known as the “bang-kill”. The bang-kill was developed to answer just this question as close engagements often result in injuries. The Bang Kill is a verbal notification to the oblivious operator as to the presence of the other, allowing them to take the hit without the risk of injury.

Many fields have specialized rules regarding bang-kills including minimum engagement distances and a variety of calls, be it “bang”, “surrender” or another similar term. Bang-kills are inherently dangerous and frustrating. When utilizing a bang-kill on a Noob, the operator takes great risk that the surprise of the call “bang” will result in the Noob whipping around and delivering a stream of abuse to the calling operator at close range. Once a Noob becomes aware of how the bang-kill works they commonly then over use, and in many cases, abuse the bang-kill.

Noobs will call a bang-kill on an opponent at first sight or during an engagement within the minimum engagement distance like the call is a magic “nuke” or “instant win”.

When an operator closes on a Noob it is recommended not to attempt a bang-kill for the chances of coming into injury are great. Instead the operator should pick a location on the Noob where their body is protected by some sort of gear; be it a web belt, canteen, or other thick material, where they can place their shot. Discharging a weapon on a Noob so that the BB strikes a specially protected location will drastically decrease the chances of injury to both operators.

There seems to be some sort of switch in the mind of novice Airsoft operators that when hit with a BB they know they are out and are not likely to attempt any shenanigans whereas when an audible sound, such as the call of “bang” is heard, the Noob will likely be so worked up that they will hear nothing more than a noise which they will endeavor to shoot - repeatedly.

The bang-kill was started as a courtesy from one operator to another so as to keep the sport of Airsoft a friendly game between friends. The bang-kill was designed to allow one operator to dispatch another operator, who is unaware, at close distance without causing them harm. The key phrase of the bang-kill is unaware meaning that a bang-kill can only be used when the target is unaware of the danger to them. This does NOT mean that when two operators are engaging one another at close range the first to call “bang” automatically wins.

The proper way to execute a bang-kill on an unaware opponent is to first cover the target with the weapon as if the operator intended to fire. Then in a clear voice the surprising operator calls the predetermined bang-kill phrase. If the target should do anything other than call themselves out, the surprising operator must be ready to fire on the target. Executing a bang-kill is hazardous and must be left to the discretion of the operator at the time of the encounter.

Public Display

Likely one of the most hazardous and destructive tendencies of Noobs is to display Airsoft weapons in view of the public. The brandishing or transportation of Airsoft weapons in open view is both hazardous to the health of the Noob and to the future of the sport of Airsoft. Airsoft weapons are designed to replicate real firearms as closely as possible to add to the realism of the sport. This is a double edge sword as Airsoft weapons emulate real firearms so closely that they can easily be mistaken for actual firearms by both law enforcement and the public, even after close examination.

It is the duty of all veteran operators to educate and harshly criticize any intentional breach in safe conduct with an Airsoft Weapon. Airsoft weapons should be transported and stored inside a weapon case and kept out of sight of the general public. Care must be taken when deciding on a location for an Airsoft event and local law enforcement should be notified of the operation in the event a call should be made to the police. Never should an Airsoft weapon be brandished to intentionally cause a person to mistake it for a real firearm. This is both common sense and a safety concern. Every Airsoft-inspired police shooting and every tragic news report adds to the negative publicity associated with the sport of Airsoft. If such behavior is allowed to continue, the sport of Airsoft will eventually go the way of the Dodo bird.

CALIFORNIA PENAL CODE 12556:

(a) No person may openly display or expose any imitation firearm, as defined in section 12550, in a public place.

Fatal Flaws

Fatal Flaws refer to the actions of Noobs that result in their demise, and the demise of those around them, in combat situations. This section will shed light on the most common fatal flaws of Noobs, and recommendations on how to eliminate their future tactical blunders.

“Peeking” and Silhouetting

Humans are visual predators stimulated by movement and color; as thus, it is essential that all operators keep a constant awareness of potential targets. In all combat situations, whether engagements in urban or wooded environments, the ability to see and not be seen is imperative.

Taking a look from cover is always a dangerous endeavor, but a necessary one. Noobs are unaware of how to look around, or over cover without resembling a mole peeking from its hole. This is why shooting these peeking heads has received the nickname “whack-a-mole”.

When a Noob peeks around a structure they will simply stick their head around the corner, or worse yet, step out from cover. This makes for simple “whack-a-mole” shooting. As an additional bonus, other Noobs in the vicinity will be attracted to the action. Frequently they decide that they too must peek around the same corner to see if the danger is still there. This type of behavior leads to an impressive kill count for an operator without needing to relocate.

When peeking around a structure or other obstacle, it is vital to not disturb the natural horizon of the object. This means that the natural shape of the object must not be affected by the shape of the operator’s head or body as they peek over or around it. Most man-made objects such as buildings and cars have straight lines and a disruption cannot be avoided. In these situations the location of the peek and the position of the head are vital. When peeking around the corner of a structure it is prudent to peek with only one eye, keeping the majority of the head safe behind the edge of the wall. Secondly, it is also wise not to peek at a normal head height as this will likely be noticed by the enemy should there be one on the other side. Instead, peek at ground level or higher than a normal person as most other operators will automatically watch for targets at the normal height of a man.

When peeking around a vehicle try to always stand behind a tire or other object so as not to leave your feet visible. Feet can be detectable from a distance as the space between the car and the ground is not supposed to have legs. When peeking, if at all possible, look through the vehicle via a window or gap in the wheel rim.

Peeking around natural objects such as trees, rocks, and brush is considerably easier as straight lines are rarely found in nature. As with man-made structures, it still applies to peek with one eye and at an elevation that is not consistent with the height of a man. A very important detail about peeking from natural cover is that just as most-man made structures have straight lines most natural cover does not. So, if the operator is wearing a helmet with a smooth surface it will be easily noticeable as the natural horizon is now disrupted by the smoothness of the helmet. Before an operation it can be advantageous to gather some local plant life to stick into the brim of a hat or helmet so as to present a more natural surface. Be sure to remove it if the terrain changes or the engagement moves to a man-made environment as it will then act to mark the operator.

Touching Walls

Coming across a bunker or other man-made structure during an operation is a complicated matter. It must be determined if this structure is occupied, and if so, by whom, and how many. Stealth is a most integral component when dealing with any structure as it is vital to gather as much information about the situation before the shooting starts.

When approaching a base under fire it is common practice to “make a run for it” while under covering fire from a squad or heavy weapon. This is a rather exhilarating experience and never will an operator have run as fast or as hard as when rushing a structure in this manner. The issue for Noobs arises upon their arrival at the structure. The Noob will have a tendency to turn and allow the solidity of the structure to bring them to a stop at the end of their run. This is an issue as those defending the base are then informed of when the aggressors have reached the wall of their structure: where they arrived and how many aggressors there are, all by the “thumps” made as the Noobs slam into the wall. This is obviously detrimental to the success of the Noobs’ assault. There is one step further towards the fatal flaw: Once the Noobs have regained their breath and mustered the appropriate aggression to continue the assault, they will press their bodies against the wall in an apparent attempt at remaining concealed as they move along allowing their gear to grind and scrape against the wall. To the defenders inside the base, this is a most effective projection of the Noobs’ intentions and progress along the outside wall of the base, allowing the defenders to predict their entrance of a window or doorway and gun them down with seeming precognition.

When defending a structure from Noobs, be keen to keep an ear out for thumps on the walls of the base. Once an attacking squad has arrived move to the opposite side of the wall they are located behind. Follow them as they move along the wall grinding their gear on the surface; this will tell where they are intending on breaching the structure.

When assaulting a structure stealth is paramount in order to achieve success. After a successful rush on the base, be careful not to make contact with the structure. All talking should be replaced by hand singles. No structure should be assaulted by a single man so the recommended minimum is three operators with close quarters compatible weapons. As the strike team begins to move along the wall of the structure, be sure to secure all equipment so as to prevent any contact with the wall during movement. It is recommended that the strike team stack up tightly for maximum protection from widows. A common formation consists of the lead man covering the forward, the second man to watch windows or the roof of the structure, and the last man act as the rear guard.

If munitions are available when staging the breach of the base they should be deployed prior to entering. NOTE: Do not enter the structure before said munitions have detonated. As the strike team enters the base it is recommended that the lead and second man perform a Corner Jack. The lead man enters on his knees and the second man standing behind the first with his free hand on the first man’s shoulder to keep the two together. Proper implementation of a Corner Jack allows two operators to enter a structure and fire at the same time; be sure to have predetermined directions of sweep for every man who participates in the breach.

Tunnel Vision

When in a combat simulation it is generally expected that such an experience will be very exciting and involving. When a target is spotted the full attention of the operator can be expected to be focused on that target and every effort will be made to eliminate said target.

Noobs are prone to tunnel vision, which is the lack of situational awareness. When a Noob engages a target they focus every ounce of attention that they possess on that one target and engage that target until they succeed in eliminating it. This is very hazardous as in only the rarest of occasions will an operator ever be engaging a single target. Such focused attention leaves the Noob open to being flanked or forgetting about their cover in their zeal to eliminate this single target.

When engaging a Noob, a tactic that can prove successful is to engage in a blatant shootout that fully engages the Noob capturing their full attention. Once the Noob is fully entranced, the operator then should appear to be “suppressed” and quietly retreat from that location. The Noob will remain focused on the previous location and even potentially continue to fire upon it. Flank the Noob at a wide angle and come up on a side or rear position to the Noob, chances are that they will be so focused on the previous position that they will be oblivious to this new, more immediate threat.

When engaging a target it is important to focus one’s attention; however, it is vital never to lose touch with the situation. Constantly be aware of the surroundings for a potential flanking maneuver or incoming enemy reinforcements. If an operator comes across a most-tempting or engrossing situation, consider for a moment that it may be intentionally attractive and actually be a trap designed to lure prey.

Cannon Ball Formation

When moving through an environment it is important to keep in contact with one’s squad so as to provide support and prevent friendly fire. When a squad of Noobs moves through an environment, they have a tendency to cluster together in what is known as “cannonball formation” as it resembles a cannonball made up of a large group of operators moving similar to a school of fish with about as much stealth as an actual cannonball. This style of movement is very hazardous as it makes all involved in the mob extremely susceptible to auto-fire, traps, or munitions directly fired at the group. Once engaged, a group in cannonball formation has a decreased ability to return fire. Only the operators on the edge of the formation are capable of returning fire as those deeper inside the cluster risk firing on their fellow squad mates.

When moving through any environment as a group it is crucial that a formation is used that allows all sides to be monitored at all times by an operator, that all operators are capable of engaging enemy forces, and that multiple operator casualties from mines or ambush are minimized. An example of such a formation would be the Diamond Formation made up of a four man squad.

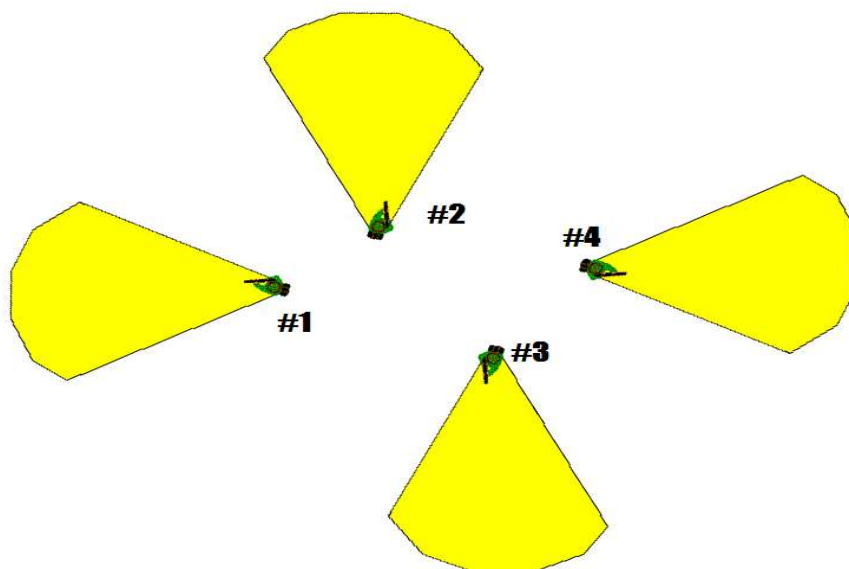


Diagram of Diamond Formation

- #1: The Point man looks forward and is armed with an SMG or other close-quarters weapon.
- #2: The second man looks to the right and is armed with the heavy weapon and must be the “bulldog” of the squad ready to aggressively pursue enemy if the point man should be shot.
- #3: The third man looks left and is usually the “special” of the group, be it the radio man or the medic.
- #4: The fourth man will be the long rifle or designated marksman (DM) of the squad whose job it is to provide overwatch for the rest of the group as well as rear security.

Talking

Even at low volume, the human voice has the potential to carry over very long distances. Noobs have a tendency to assume that the enemy cannot understand the language they are speaking and thus speak loudly and continuously with their squad. Noobs have been known in their excitement of a situation to loudly yell out vital information such as waypoint numbers, radio codes, the locations of objectives they are to defend, as well as the general plan of attack.

When an operator comes across a squad of Noobs unawares, it can be very lucrative to postpone the initial engagement to listen to their chatter. Noobs have been known to talk about their current plan, any objectives they may have collected, the force left behind to defend, and the locations of any other objectives.

EXAMPLE: During a waypoint operation, a team was boxed up in their main base, trapped on all sides from a highly aggressive opposition. The objective of both teams was to fill in a map of numbers that were located at distant waypoints. The aggressors had acquired all waypoint numbers except the final, which was unfortunately located under full protection from the occupants of the base. This operation may have been called as a draw if it had not been for a Noob, who, in a moment of excitement, had called out the waypoint number during the beginning of the operation. This allowed a scouting squad on the opposing team to overhear that vital bit of information and radio back to command entering the point on their map at the expense of the other team.

Accurate communication within a squad is crucial to the success of the operation. Communication between members of a squad should be kept to hand signals or whispering until open contact with opposition is made. This preserves the element of surprise and allows for maximum sound detection by the operators in the squad. Once engaged by the enemy, all operators should keep in verbal contact with their squad mates calling out enemy positions and movements but avoiding the broadcast of sensitive information. This allows the squad to work as a tight team, outmaneuvering the enemy and eliminating them effectively.

The Radio

Accurate Team communication is not a strong point for most Noobs and thus the value of radio communication between squad members and command is completely lost on them. Before any enemy contact Noobs will excessively use the radio to communicate meaningless information such as: "I think I hear something". Once contact with the enemy is made the Noobs do not understand how to properly communicate their own location or the locations of targets they spot.

Common transmissions received from Noobs when a target is spotted include: "they are behind the tree" which gives no definitive location unless there is a single tree. Another frustrating transmission would be "he is at 12 O' clock", which is an improvement over the tree, but is only effective if both operators know which way is "12 O'clock". The most frustrating transmission to receive when Noobs encounter a target is "contact" which divulges no information that the report of their weapons could not have done. The final act of ignorance regarding the radio is once an engagement is underway the Noobs seem to completely forget about the radio; failing to comprehend any information that comes over the radio such as team movements or the call to disengage.

All operators of a squad should be encouraged to carry a radio and be given a short briefing as to the designators used over the radio. Simple examples of designators would be giving a grid quadrant if a map is available, or a distinguishable landmark such as an identified building or structure.

Camouflage

Camouflage is an invaluable tool that can mean the difference between success and defeat in an operation. Noobs do not understand the necessity of camouflage, and those that do rarely understand that there are different kinds of camouflage designed for different environments that cannot, or should not, be used out of their intended atmosphere. Depending on the severity of this ignorance the Noob will wear a wide and indescribable variety of colors and styles of camouflage to Airsoft operations.

When preparing for an operation it is recommended to consider the natural surroundings when choosing the appropriate style of camouflage. Standard jungle amoeba camouflage functions effectively in most vegetated environments regardless of season. More specialized styles including desert, snow, urban, and night camouflages are used for more specific situations.



Tucking the Muzzle

Many Airsoft operations will include bases or bunkers in which to hide or that must be defended. Most bases have windows or gun slits in the walls that allow the occupants to shoot out of the structure without exposing themselves.

When occupying a structure with windows, Noobs frequently give away their strength and positions. They seem to have an overwhelming need to stick the muzzles of their weapons out the window so as to shoot at perceived foes. Worse yet, some even feel the need to rest their weapon in the window to hold it up while they search for targets.

Approaching a base is very difficult and dangerous as it is nearly impossible to determine if the base is occupied and if so, what sort of force is contained inside. However, when approaching a base that contains Noobs it is the opposite. Noobs will stick the muzzle of their weapon through the window which allows an operator to determine the number of Noobs inside the base. The number and style of rifles sticking out of the windows reveals the firepower of the base, and lastly which walls of the base are being watched. If the engagement moves inside the base, many times a Noob will inadvertently give away their position to aggressors by the flash hider of their rifle peeking around the corner or by leaving a boot tip exposed.



When inside a base it is vital to always give the perception that the base is vacant. Once the engagement starts there is no reason to give the enemy the advantage of knowing from which windows the fire is coming. The muzzle of the weapon must always be kept inside the edge of the window so as to keep the enemy guessing as to how many defenders are inside the base, what they are armed with, and in which direction they are looking. It is vital to always be aware of the muzzle of one's rifle and body location when utilizing any source of cover so that no part of one's gear or anatomy is left exposed as a target or as a sign of occupancy.

Looking out Windows

When an operator passes through, or looks out, an opening on a structure their action is highly predictable which will attract the attention of enemies.

When a Noob encounters a window or doorway they do not see it as anything other than an opening designed for either looking, or passing through. Doors and windows must be treated with paramount respect in engagements as all incoming fire will pass through these openings. Noobs will stand in doorways and simply look out windows without the slightest bit of caution as they have never thought of a window or door as being a dangerous place to be.

When assaulting a structure inhabited by Noobs an operator can be assured easy kills by simply watching the windows and doors of the base from a concealed location. Noobs moving

about inside the base will inevitably cross in front of a doorway or a window framing themselves as an easy shot. A Noob may also be encouraged to look out a window by shooting the wall around the window thus tempting them with an opportunity to shoot.

When defending a base, the windows and doors are of utmost importance as both channels for defense and as channels for defeat. When an operator is looking out a window or doorway they must keep in mind that who they are looking *out* for, is at the same time looking *in*.

When defending a window the operator should position themselves on one side of the window, being careful not to expose any part of their anatomy or gear to an enemy on the outside. The operator should look out the window at an angle as to avoid any rounds that may come through the window. Two operators can look out the same window with one stationed at either side of the window with their fields of vision crossing. If the situation dictates that the changing of sides or that one move past a window, duck under the window to make the move, NEVER cross in front of a window.



INCORRECT

CORRECT

Trigger Control

Most Airsoft weapons have the ability to operate both on semi-automatic and fully-automatic. Trigger control is a learned skill that goes against the natural reaction to “bring the rain” when a target presents itself. Noobs operate almost exclusively on fully automatic delivering excessive “bursts” characterized as “spray and pray” playing the statistics game of hosing down a target and hoping one of the hundred BBs makes it through. This is not an effective tactic as auto fire is less accurate than semi-automatic, auto fire rapidly depletes ammunition, and weakens the capabilities of the battery of the weapon. The final and potentially most fatal aspect of using only auto fire is that the noise and stream of BBs work to attract attention to the position of the Noob.

When encountering a Noob exhibiting a lack of trigger control an operator can exploit this situation by encouraging the Noob to empty their magazines by flashing an impossible target such as a hand or a hat while behind cover which will bring a torrent of fire with each showing. Since the Noob will never think that they might not be capable of hitting such a small and fast target they will continue to engage the target until they are empty. Another tactic in this situation would be to take advantage of the Noobs' lack of concealment caused by the sound and stream of BBs during auto fire and have another operator flank and fire on the distracted Noob.

With any weapon it is vital that the operator be familiar with the capabilities of that weapon. Such limitations as range, penetration power, and accuracy all need to be calculated into the decision to engage a target, or wait for a better opportunity. New operators are notorious for lacking this information and will engage any available target regardless of their weapons capabilities.

Because of the lack of moving parts, the most accurate weapons are the bolt action rifles. Because of the excessive moving parts and continued motion of recoil as each round is fired, the most inaccurate weapons are fully automatic.

Recoil in Airsoft weapons is negligible, but still plays a role in the accuracy of the weapon. With a weapon that can be selected between fully-auto and semi-auto the latter will always be the most accurate and most economic in ammunition expenditures.

Flashlights and Lasers

Noobs appreciate the ability to accessorize their weapons and make full use of both existing rail systems and items that can be attached with tape or zip-ties. Great pains are taken to attach flashlights, lasers, and all manner of other "attach-ables".

This is a fatal flaw of Noobs for two reasons: first, over accessorizing a weapon creates drag points that get caught on both brush and the operator, limiting response time and decreasing the ability to move freely; secondly, when using flashlights and lasers, Noobs often put themselves at a disadvantage because both these devices can be tracked back to their source. The use of flashlights limits the natural night vision of the operator reducing their functional vision to the circle of illumination cast by their light. This makes it easier for the operator *without* a light to find the operators with a light.

When confronting a Noob exhibiting this flaw, an operator can easily spot the Noob from a distance and determine which direction they are facing. This advantage can be used to simply dispatch the Noob, or can also permit a successful sneaking up on the Noob for closer contact or spying.

When outfitting an Airsoft weapon reality must be considered. These are replicas of real rifles but as close as their appearance is, the performance is nowhere near the same; so that said, attaching lasers and rifle scopes to an Airsoft rifle is foolish as such accessories will be found unusable due to the lack of consistency in even the highest quality Airsoft rifles. Secondly, attaching every conceivable item to a rifle adds weight and after participating all day in an Airsoft event the "cool factor" will be found wanting and such "bad ass" items will be left in the car.

First-to-Shoot

Noobs like to shoot and are consistently the first to fire in nearly all situations. This is a fatal flaw of Noobs as this “premature discharge” can lead to friendly fire and the failure of well planned ambushes. Shooting the instant a target is detected is not always a wise decision as it is often valuable to keep the target under observation. An unawares target may reveal valuable information such as that a squad is right behind them and this lone operator is a scout sent to test hostilities before a more valuable target comes into play.

When firing on an unawares squad, targets should be designated with an end goal in mind past “kill them all”. Directing a designated marksman to eliminate any special weapons in the squad, such as heavy weapons or rockets, can improve the chances of success of the ambush. If no special targets exist then targets should be designated for each shooter to result in the total destruction of the squad once the ambush is triggered. If the squad encountered is larger than the ambushing force and no special weapons are present, fire should be directed towards the middle of the formation and work towards the ends as to split the squad thus cutting their strength in half from the start.

Uses for Noobs

In the beginning of this paper I stated how it is the duty of veteran operators to educate and aid in the “denoobification” of novice operators; however some can be lead to water but cannot be made to drink. There inevitably will be novice operators who, despite the best efforts of those around them, will continually refuse any advice. These operators are the true Noobs who will never learn, but despite the failure to educate these individuals, they are still capable of being valuable tools for the team. This section goes into uses of eternal Noobs and how they might be implemented by the team to aid in acquiring victory.

Eternal Noobs can be used very much likes pawns in chess to either defend positions or spring traps. Eternal Noobs can be implemented as tools as they have predictable actions that classified them as Noobs to start with. These same Fatal Flaws that are so detrimental to an operator allow eternal Noobs to be used as equipment by the squad, for those same flaws are now seen as advantages, similar to how the destruction of a grenade or mine upon its detonation, is not considered a flaw of the device.

Early Warning System

Eternal Noobs are fantastic early warning systems; properly deployed they can be used as land mines or a signal flare to alert operators as to the movements and locations of enemy squads. Placing a contingent of Noobs where an enemy attack is expected will result in an immediate fire fight the second the enemy is spotted alerting the rest of the team.

Examples of such a tactic would be during a defense of a rock outcropping or other large area that cannot be easily patrolled. When planning the defense of the objective determine expected routes of egress by the enemy and deploy eternal Noobs around these locations. Once all expected routes are sufficiently “mined” form a “mover squad” of competent operators to patrol inside the perimeter of “mines” and respond to disturbances reported by the deaths of the eternal Noobs.

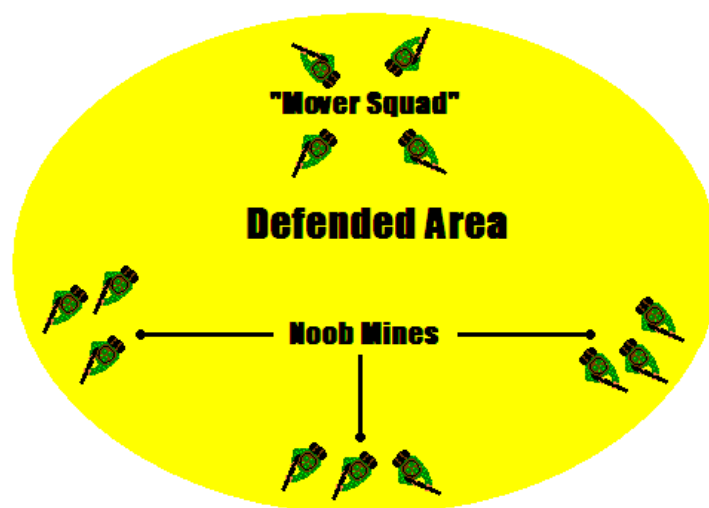


Diagram of Noob Early Warning System

“The Stick in the Mousetrap”

Eternal Noobs have no understanding of the danger associated with approaching an objective or crossing in the open, and as a result, have no issue with rushing ahead. Often novice snipers or ambushers will likely take a shot at such an inviting target and give away their location, thus saving the rest of the squad. If your squad believes that such a threat is probable at such a crossing or objective, it may be prudent to give the eternal Noob the “important” job of going first.

Ghosting

My personal favorite use for eternal Noobs is “ghosting” enemy squads after an ambush. This tactic requires that the eternal Noob be on the other team and identified before the engagement begins. Identifying the eternal Noob is usually not difficult as they may be wearing attractive colors or other such distinguishers. Once the eternal Noob has been identified, and the ambushing squad has been alerted that such a tactic is going to be implemented during the ambush, the squad fires on the opposing squad eliminating any special weapons or radio equipment but being careful not to render any harm on the eternal Noob. Once the ambush is over any remaining enemy forces will likely be in hiding and spotting them would be difficult – if not for the aid of the eternal Noob. Now frightened, the eternal Noob will maneuver themselves to the nearest operator on their team. Following the progress of the eternal Noob is not difficult and careful observation will be rewarded by the eternal Noob giving away the position of the hiding operator who can then be fired upon. Again be careful not to harm the eternal Noob as they are reusable and this process can be repeated until all enemy forces are discovered and eliminated.