
[SAS] 22nd Elite Virtual Regiment

Tri-Monthly Newsletter 03/01/2016



From the Members of [SAS] 22nd EVR

Editor: SAS_Master

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Promotions

SAS_DeCapi

Since our last newsletter there have been some changes in our organization:

12 DEC 2015: Trp. Carter applied for Veteran status which was approved by GCHQ. Carter was a member very dedicated in RVS, but luckily Carter is still sticking around and checks in with us on a regular basis.

11 FEB 2016: Another major change in one of the most important positions in the clan: Fluffy decided it was time to step down from the rank as RSM. Fluffy is one of our most experienced member in both tactics as well as keeping our server running and adding new features to our website. Fluffy is already missed!

12 FEB 2016: On a bright and shiny day on the battlefield in Arma 3, after many heavy fire fights with the enemy, Sgt. Master was field promoted to the rank of RSM. Master has already reported in for duty with the Captain and is ready for his new responsibilities. GCHQ are looking forward to working with you.

A report from the Troopers

SAS_Neutrino and SAS_Rev

Our two current Troopers were asked to write about their experiences in the [SAS] clan so far. Here's what Neutrino and Rev had to say about it:

SAS_Neutrino

As far as I remember, I have always been playing SWAT 4 but it is only in 2012 that I discovered this server: the SAS Proving Ground 4. At that time I didn't know I would stick around (for almost 4 years now) with the people I met there. It was not even my plan to join a clan since I was pretty busy with my studies in engineering school but I finally joined the SAS EVR in 2015. It was an opportunity for me to get involved in a clan that suits me and which mixes tactics, realism and fun in a perfect way.

Trainings, special events, being active on the forum and in the clan; this is what a trooper life is made of. Unfortunately, I am currently preparing a PhD in the medical field and I have less and less time to dedicate to the clan. But I am really excited for the future of it, especially with the recruitment we will start on Arma 3! And I cannot wait for the release of Ground Branch to play there with all the members!

SAS_Rev

I stumbled upon SAS via The PG4 back in August of 2012 just before i began high school. I liked their playing style and attitude, so finally 3 years later, i decided to send in an application. I was accepted and joined The SAS EVR in March of my junior year in high school. Since then, my time in SAS has been amazing! Everyone is helpful, supportive and kind.

Being A SAS Trooper is a responsibility, privilege and an honor. You must be active on the forums(and contribute daily), and also on the servers: keeping a vast eye out for potential recruits and rule breakers but also sticking golden to the SOPs (setting an example).

As of now February 22nd, 2016(2/22/16), I am a senior finishing high school and getting accepted into colleges, which is a nerve wracking experience but I know I will adapt over time. And as for the future, only time will tell!

Tactical Tip

Clearing T-Junctions

SAS_Master

Being able to properly clear T-Junctions is important, given that there are at least 2 blindspots from which an operator may get shot.

When approaching the t-junction opening, the pointman will call out 'T' and then:

1. The pointman moves to one side of the wall and crouches and moves towards the t-junction, clearing as much of the opening opposite him as he can while not exposing his back to the blindspot behind him.
2. The coverman moves to the opposite side of the pointman and stays standing as he moves towards the t-junction, clearing as much of the opening opposite him as he can while not exposing his back to the blindspot behind him.
3. Both operators will call "Clear" if their sides are clear.
4. The coverman gives the signal to the pointman to clear the blindspots behind them by crouching.
5. Once the pointman sees the coverman crouch, both operators buttonhook around their corners to clear the blindspot at the same time.
6. Both operators will call "Clear" if their sides are clear.

The patrol leader should be covering the 12 o' clock of the pointman and coverman, in the case of uncleared doors that may suddenly open.