
[SAS] 22nd Elite Virtual Regiment

Tri-Monthly Newsletter 06/01/2015



From the Members of [SAS] 22nd EVR

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[SAS] Is Back

SAS_Master

Since the middle of february this year, after a period of inactivity, the [SAS] clan is officially back in action. We have burst through the doors of the gaming world once more - wielding an mp5 in one hand and a copy of Insurgency in the other. A new official game for [SAS] has been secured.

Over the past few months we have been busy bringing the clan back up to speed - setting up servers, implementing a rigorous Selection Course for Insurgency and training our membership so their skills are the best they can be. In early April we conducted our first live operation in 2 years: Operation Pinion Clip.

We have a new game, so where are the servers?

You can find our public server by connecting to the following IP:

192.136.223.183:30015

Or find it in the server browser list under the name '**SAS Proving Ground 1**'.

Public teamspeak is also available at: **192.136.223.183**

We also have a Training Ground server which offers the best tactical gameplay within [SAS], and is also available to Friends of the clan.

SAS_Fluffy has used his Dark-Jedi Powers to create a whole new experience on our Training Ground server by creating a custom theater file based on the British Army fireteams. The main changes include class names reflecting the roles within the fireteams, some weapons (like the mp5k and shotgun) are now usable as secondary weapons and the server now supports up to 16 players.

Promotions

SAS_West

As part of the 22nd [SAS] EVR reunion, the past few months have given way to an unprecedented number of restructures and reforms amongst the ranks. The new rank structure that has been instituted through both promotions and reinstatements allow the [SAS] to move forward once again, with the correct personnel adapted to best fit the regiment's current and future needs and priorities. With the right men in the right positions, [SAS] has found and bred the latest generations of leaders - ready to shape [SAS]'s vision and spearhead the elite tactical gaming community yet again.

Thus, the following members are hereby recognized for their steadfast support and team contributions to the 22nd [SAS] EVR:

SAS_DeCapi elevated to the rank of Lieutenant Colonel, [SAS] Commanding Officer; via Warrant Officer One

SAS_Walker elevated to the rank of Troop Captain

SAS_Fluffy elevated to the rank of Regimental Sergeant Major; via Sergeant

SAS_Master elevated to the rank of Sergeant; via Corporal

SAS_Bobby elevated to the rank of Lance Corporal

SAS_MM18 elevated to the rank of Lance Corporal

SAS_Neutrino promoted to the rank of Trooper

SAS_Rev promoted to the rank of Trooper

SAS_West reinstated to active duty with the rank of Squadron Sergeant Major

SAS_Carter reinstated to active duty with the rank of Trooper

It is with the expectation that these individuals will continue to honor the history and tradition of the [SAS] and wear their uniforms with the same pride that our leaders of yesteryear have, that we congratulate these members on their fully deserved promotions and reinstatements.

Tactical Tip

SAS_Bobby

RPG's, snipers, grenades - we love to use them, but hate to encounter them; Alas. what can you do to prevent them from seeing you first, and/or protecting yourself if they do?

The first, and most important, action to take, is find cover. By getting into good cover, you can create an advantage over your enemy by being in a position where you are less inclined to be spotted and at the same time, are able to target your enemy. Good cover can be a number of things: a wall, a concrete structure, a very thick tree; as long as bullets can't penetrate it easily, and you can hide behind it.

To get to cover safely in, for example, a large street, one of your teammates should be covering the area while you move to cover, then cover him and let him move to cover and so on, in most cases this guarantees you safe cover-to-cover movement.

The second tool at your disposal, is a tac-aid like smoke, which will cover an area with thick smoke that you, and the enemy, can't see through. Because of this, they won't be able to get a look at your exact location. The use of smoke, however, is more used as a prevention of getting spotted than something useful once you are spotted. This doesn't mean you shouldn't use smoke when targeted, but the enemy will have a possible location and can easily suppress that position with guns, grenades, artillery, etc.

If you are being suppressed by a sniper, or enemy gunfire, remember to always try to get to cover or, if you can't find immediate cover, go prone first before anything else! In the case of a RPG, go prone and/or go to cover, and pray it won't kill you at impact! ;)

Medals Awarded

SAS_Walker

Our medal system was never really a shiny one, so we ordered a research for each member to figure out what medal everyone qualifies for actually. It was hard work and took some time but the result is worth it.

Just some days back we announced our latest medals to SAS_DeCapi and SAS_Fluffy who got the Volunteer Award for providing us Servers and Website to make this clan operational for the future.

After conducting a real Tryout in Insurgency SAS_Fluffy and SAS_Master became part of the Directing Staff team.

Awards for Live Operations:

Combat Ribbon: SAS_DeCapi, SAS_Walker

Description: Participate in 4 Live Operations, not dependent on Health Status. Operator may die all 4 times.

Awards for Recruitment:

Recruiter: SAS_Master, SAS_MM18

Description: Conduct or assist in at least 1 training sessions for 3 different recruits

Senior Recruiter: SAS_Fluffy, SAS_DeCapi

Description: Conduct or assist in at least 1 training sessions for 6 different recruits

Master Recruiter: SAS_Walker, SAS_West

Description: Conduct or assist in at least 1 training sessions for 9 different recruits

Awards for Training:

George Medal: SAS_Walker, SAS_Fluffy, SAS_West

Description:

1. Official training to recruits or members in excess of 6 hours per month for no fewer than 2 consecutive months
2. Having a primary role in the promotion of 3 Troopers to the rank of LCpl

Master Instructor: SAS_Walker, SAS_West

Description: 60 Hours of official training to recruits or members.

Awards for Service:

Military Cross: SAS_DeCapi, SAS_Fluffy, SAS_Master, SAS_West

Description:

1. Membership in excess of 1 year
2. Reaching the rank of LCpl or up
3. Conduct or assist in at least 1 training session for 5 different recruits
4. Participate in successful Live Operation where mission objectives were achieved

Distinguished Service Order: SAS_DeCapi, SAS_Walker, SAS_Fluffy, SAS_Master, SAS_West

Description:

1. Membership in excess of 2 years
2. Reaching the rank of Sgt or up
3. Conduct at least 1 real Trooper Tryout
4. Participate in successful Live Operation where mission objectives were achieved

General Service Medal: SAS_DeCapi, SAS_Walker, SAS_Fluffy, SAS_Master, SAS_West, SAS_Bobby, SAS_MM18

Description: Awarded for 1 year of active Service

Extended Service Medal: SAS_DeCapi, SAS_Walker, SAS_Fluffy, SAS_Master, SAS_West, SAS_MM18

Description: Awarded for 2 years of active Service

Queen Gallantry Medal: SAS_DeCapi, SAS_Walker

Description: Awarded for 4 years of active service

Some of the listed medals are re-awarded for actions in the past. All Medals can be seen on the website.

Operation Pinion Clip

Date of Operation:
Sunday, April 26, 2015

Deployment was 26/04-2015 at 1900 GMT

Briefing:

Assets from MI5 have tracked down a local drug cartel, and terrorist organization, base of operations belonging to *Le Ali del Terrore*. *Le Ali del Terrore* has been the focus of a Counter-Terrorism operation since early 2009. *Le Ali del Terrore* has been known to smuggle drugs, into and out of, the UK and sister countries. *Le Ali del Terrore* is also a known supplier of weapons to terroristic groups such as Al Qaeda and ISIS.

AAR:

Planning Phase

SAS_MM18 lead the team of SAS Operators towards a resounding success. MM18 saw fit to use an overt TAB and equipped the team accordingly. The formation and equipment was decided as follows:

SAS_Bobby | 4B, 1S, C2
SAS_Walker | 5B, C2
SAS_MM18 (EL) | 3B, 1G, 1S C2
SAS_Fluffy (Injured) | 3B, 2S, BSG, C4
SAS_Master | 4B, 1S, BSG

In addition, code names for the objectives were decided as follows:

"Piggyback" -> Intel
"Snoop Dogg" -> Drug Caches
"Rambo" -> Weapon Caches

The general plan was to clear bottom to top, in a clockwise fashion.

Execution

At apx. 19:13 SAS operators inserted covertly through the safe house doors, then switched into the planned overt TAB. In just a little under 9 minutes, the team of SAS Operators swept the building clear of hostiles, loosely adhering to the plan. After reaching the upstairs, the trailing team came into contact, at which point SAS_Fluffy was injured. At roughly 19:21 the building was announced clear, and the team exfiltrated shortly after, at which point the explosive charges on the caches detonated, completing the mission.

Congratulations to SAS_Bobby for completing his first LO!

Participating Members:

SAS_Fluffy

SAS_Master

SAS_Walker

SAS_Bobby

SAS_MM18

Mission Status:

Success

Tactically Tactical Pics

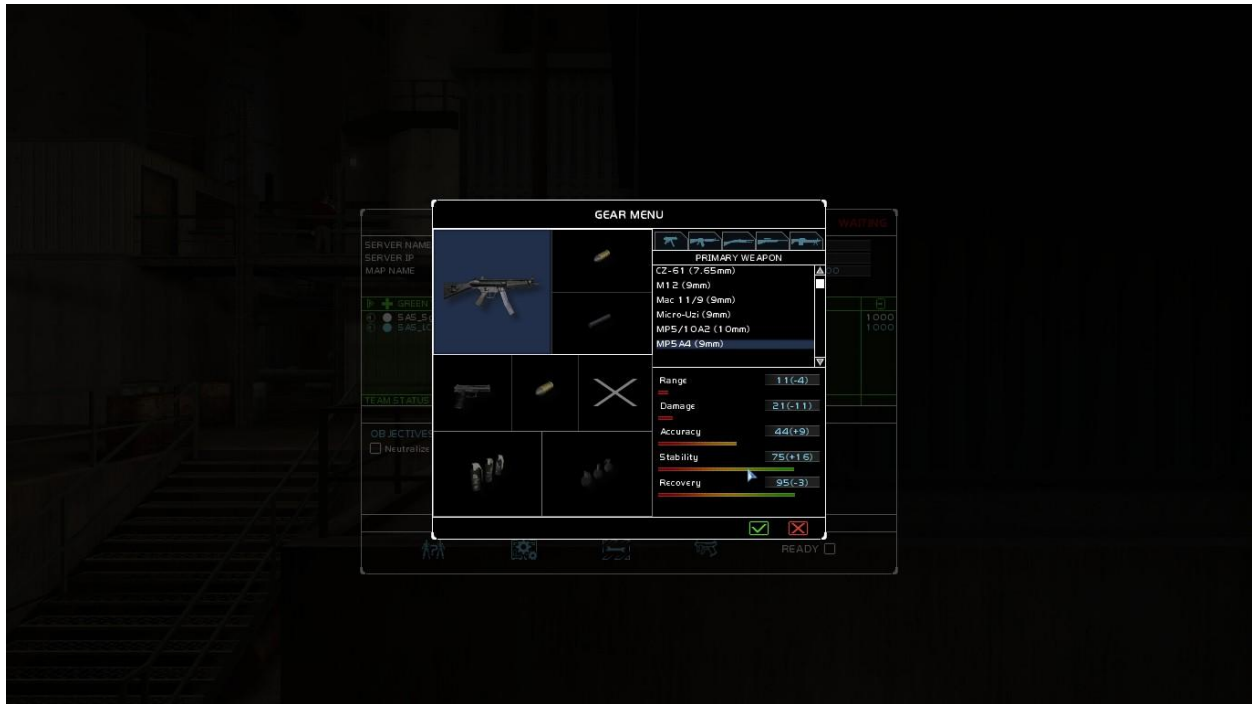
SAS_MM18



It's always an advantage if the enemy doesn't know exactly where you are.



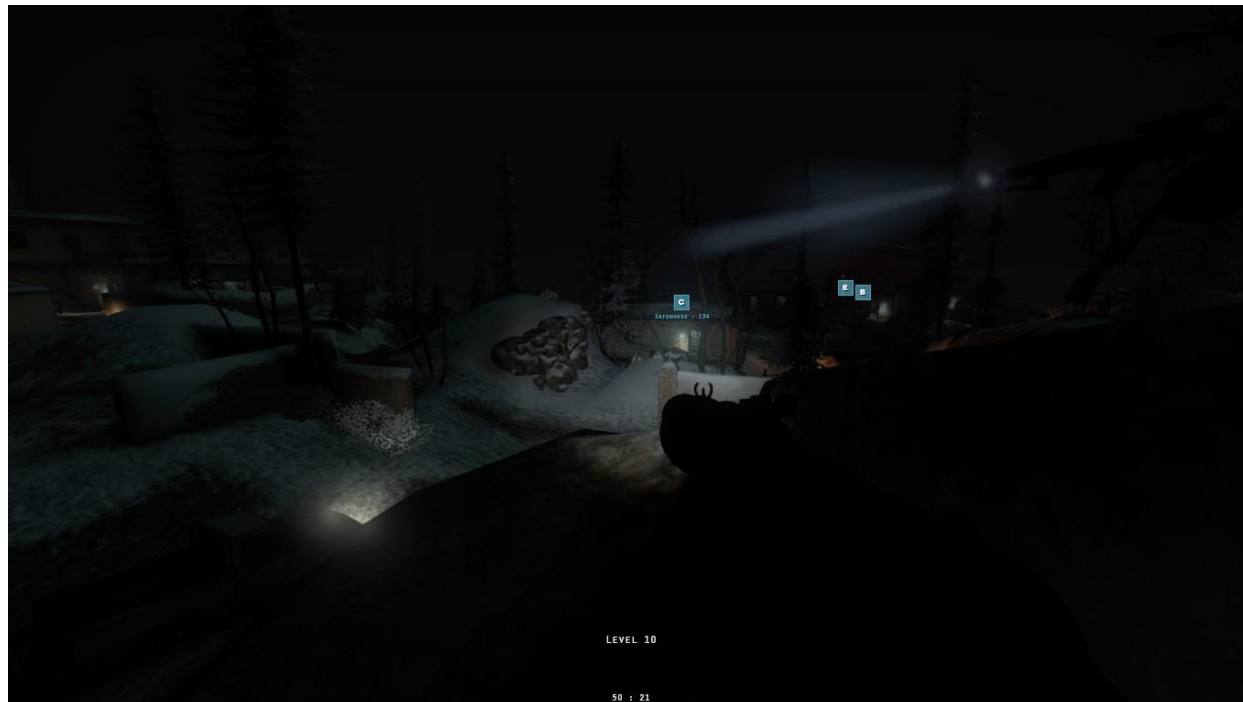
...or if its movement pattern glitches off...



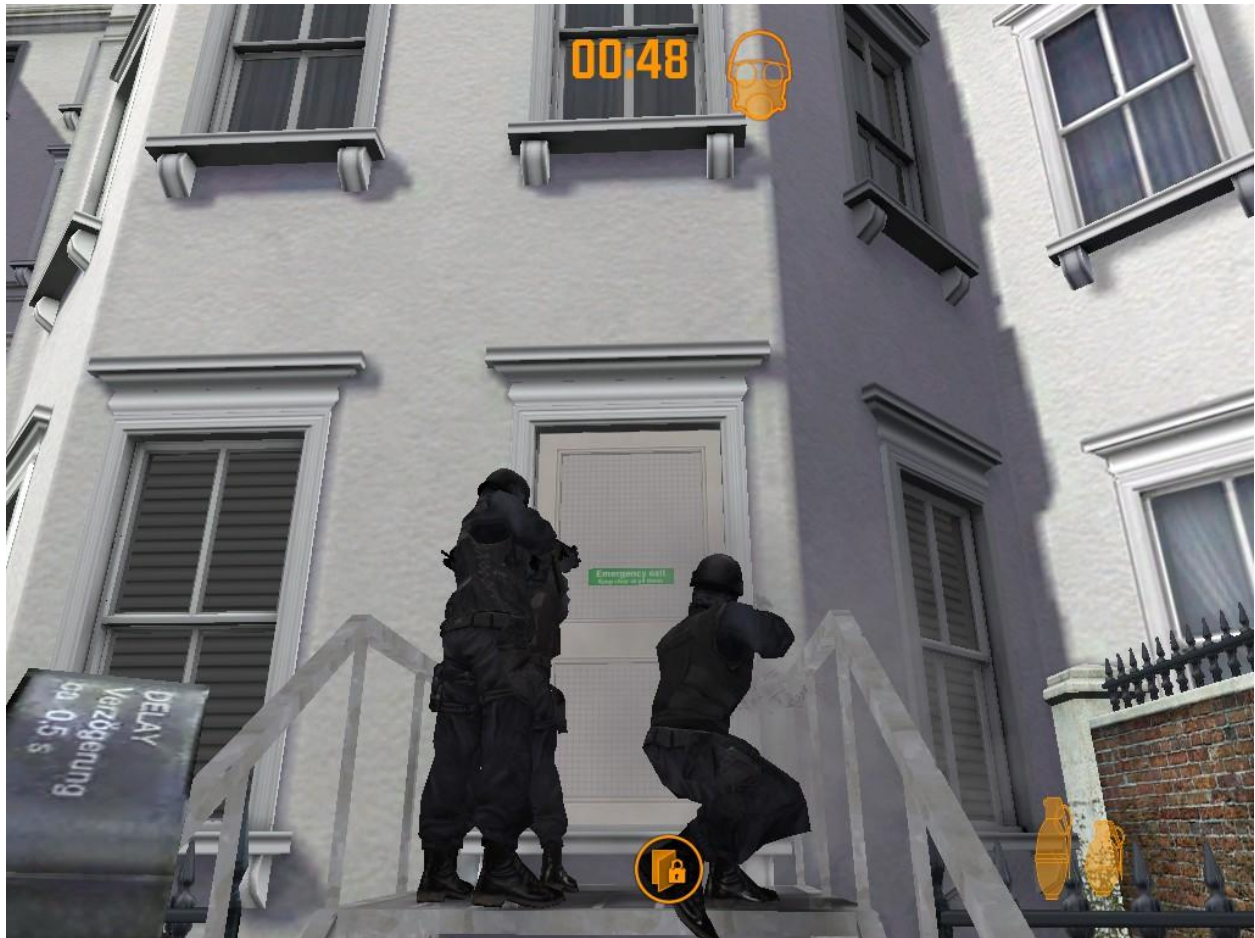
A SAS favorite, the MP5 doesn't disappoint at dispatching tangeros at close and medium ranges.
Equipped with a silencer to reduce the noise profile.



SAS_Master and SAS_Walker moving in to clear the Penthouse of all opposition. Taken during our “RvS or Bust” event. Make sure to look forward to those, they’re tons of tactically packed fun!



Night overwatch with the SAS. No better way to pass the time than lighting up tangos in the dark, in two ways B)



A live demonstration on the effectiveness of fragmentation grenades in room clearing. In goes the lemon, ...



...out go the tangos. Our lad here got lucky he at least landed on a table, others don't get such privileges.



Case and point.



And his accomplice agrees with him. As an operator, make sure that the room you're throwing the frag into doesn't have any hostages! Since you can be sure they don't want to "hang around" the premises any more than they already have.



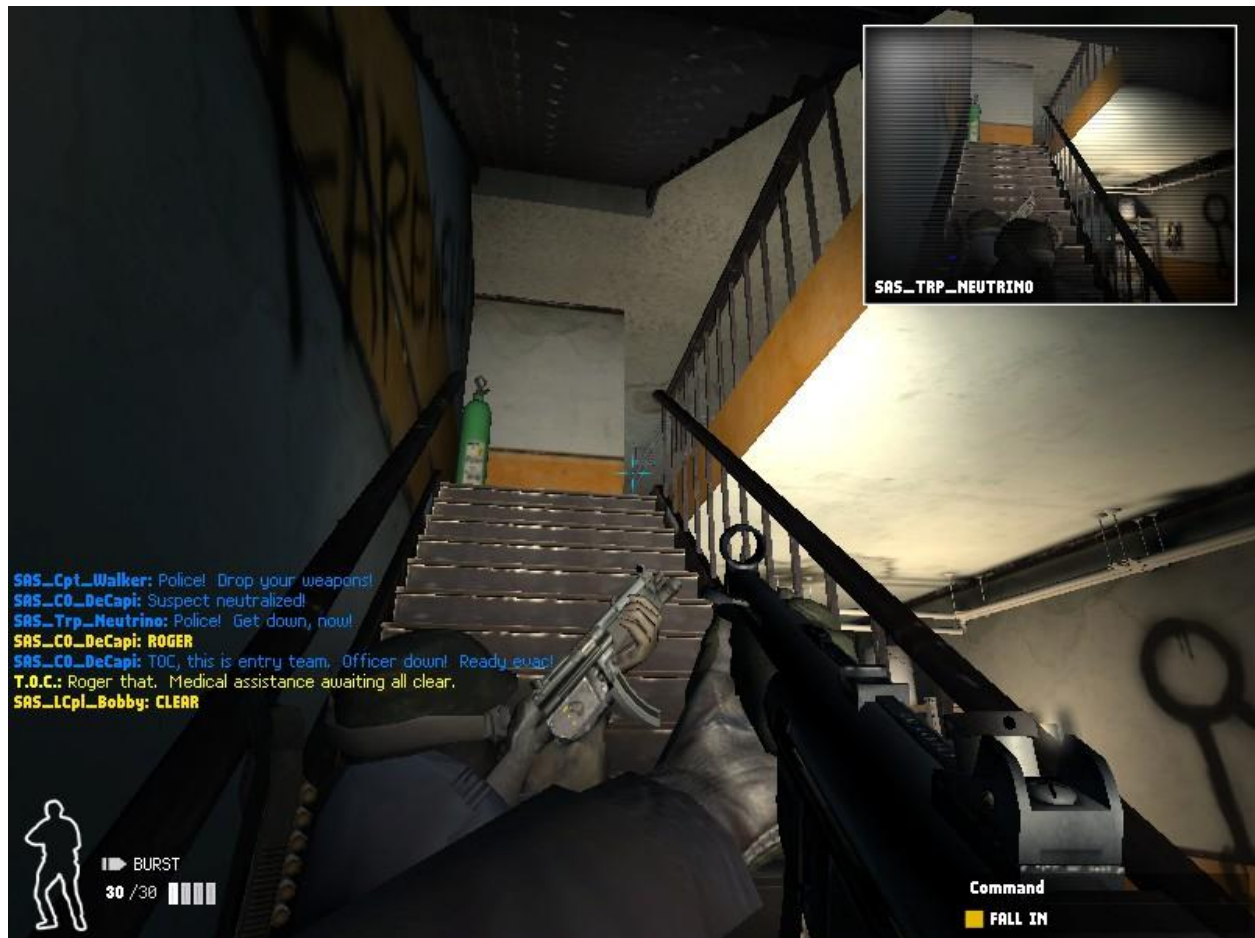
Results of initial training, contributed by SAS_Master



No, it's not a mistake. We can walk off hits like they never happened, so it doesn't count against your score. Why do you think we're the best of the best? :P Contributed by SAS_Master.

Finally, I'd like to end this issue with a pic of a fairly recent Training Exercise. As you can see, we're all about keeping ourselves in tip-top shape so we continue upholding the tradition that's been going on

for more than a decade now: keep having good tactical games!



Until next time! – SAS_MM18