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Introduction

Welcome to the first instalment of the Laser Strike Newsletter... Well to be honest this is the second edition but given that the first edition was launched more than a year ago, perhaps it's time to start at the beginning.

Whilst one of this publication's aims is to inform the public about what Laser Strike is and what it can offer, it is more intended to serve as a way for our members to keep in touch. It has been apparent to a number of us for quite a while now, that Laser Strike is not just a business but also a community. Its members and its staff share a passion for the sport and for an 'idea'.

Laser Skirmish is a game of the future. It has all of the game play attributes of paintball and halo without the pain, bruises and mess of the former, or the problems associated with the sedentary nature of the latter. It is a pursuit available to fathers and sons alike which asks its participants to think decisively as a team whilst finding ways to adapt to ever changing situations and circumstances. Perhaps most importantly though it is a way to get people physically active in a world which encourages them to sit in front of a screen.

Our member profiled in this month's edition: Dawg, is a keen missionary for such a cause and I urge you to keep an eye out for his article in our next edition. Also covered will be the recent success of Laser Strike teams at the Australian National Clan Wars 09'. We will look towards the coming state season of the competition and examine some of the more interesting teams to keep an eye on.

Remember, this is your newsletter and we welcome your feedback.

Out

Merlin



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Around the Grounds

Laser Strike is pleased to announce the creation of two new Victorian fields located at Philip Island and Mt Buller.

To all of those motorists who noticed a convoy of Mitsubishi Lancers (closely followed by bertha the white rhino), travelling along the bass highway earlier this year, you were witnessing the 'Laser Strike convoy' on its way to help out our newest, or really one of our oldest friends, Scorpion.

Scorpion is the owner of Laser Strike Philip Island, a brand new skirmish set up on the site of a Philip Island landmark- 'The Woolshed'. With three well defined and distinctive battlefields which include hills, tyres, barriers, buildings and a wooded area known as 'Vietnam', this new field is well on its way to becoming an Island landmark itself.

Locals and tourists alike have already become infatuated with the sport of laser skirmish, booking out 4 sessions a day during the school holidays and even continuing to turn up during the colder months. Interest in a clan wars tournament has steadily grown and Laser Strike hopes to see a league running on the island sooner rather than later.

Meanwhile back at base camp, Weapon has proven that neither sun, rain, hail or even SNOW can stop a game of Laser Strike. The new indoor facility at Mt Buller ski resort has been well received. Running predominantly on a Friday and Saturday night, groups of all ages have found skirmish to be a great addition to their evenings after a long day of skiing.



The games themselves take place inside a hall on the mountain where Laser Strike erects our urban inflatable battlefield (pictured above).

Most pleasing for our staff has been the support and enthusiasm received from the resort administration

itself. Hopefully this is only the beginning of a long and fruitful relationship with 'the mountain'... Polar warfare clan wars anybody?

Lastly, make sure you keep an eye out for the imminent opening of Laser Strike's Geelong field. With hundreds of acres of bush land as well as access to a new and exciting urban field (not to mention only minutes away from Bells beach!), the phenomenon of Laser skirmish continues to expand.



Laser Strike Member Profile

Call sign: Dawg

Clan: Homeboys, 7th death and Gangsters

Trophies:

State League:

Winter 07' Summer 09'

B League:

Winter 08'

C League:

Winter 08'

World War Winter 09'

Australian National Champions 09'

Few of Laserstrike's members are as revered by its community as is the man they call Dawg. The commandant of three separate teams, Dawg's loyal troops have entered the history books as twice Victorian champions and most recently as the Australian National Champions.

All of Dawg's teams are respected by their opponents as well drilled and efficient; there is always a plan and there are always more of them than you thought there was! Dawg has gone to the extent of building his own urban inflatable's course in his back yard which he uses to train his teams on a weekly basis and the results of this kind of commitment and ingenuity can be clearly seen in the end product he produces.

What is most striking about the likes of the Homeboys and the Gangsters however, is not the silverware they accumulate or the calculating efficiency of their game-play but rather the spirit and camaraderie which they bring to the battlefield. Dawg believes in the sport of Laser Skirmish as a way to get people, especially kids and young adults, exercising and working together. Like other sports Laserstrike asks its participants to think collectively, to push themselves physically and to consider critically the ways to meet their objectives. It is certainly evident in the conduct of his teams that he is constantly working to instil in his charges, the types of values; commitment, teamwork and fair play, that he himself embodies and that the sport of laser skirmish enhances.

How did you become involved with Laser skirmish?

My oldest son (Donut) went to a 15th birthday party at Laser Strike three years ago. He told me it was a blast, so I took a group of his friends out a few months later. We all got hooked.

How does it feel to have one of your clans, 7th death, as National Champions?

I'm very proud of those boys. 7th Death was by far the best team at the 2007 nationals, going undefeated until the finals, and then having some really bad luck.

7th Death played poorly in the 2008 finals to finish 4th, but that's what you get for not playing Clan Wars. They prepared hard in 2009, and it was good to bring home the big cup.

You had two clans at this year's nationals, the Homeboys (VRC) and 7th Death (ARC), how do you feel about their performances?

Homeboys

I was very proud of these young guys. They are a bush team, but got hosed by the forfeit scoring in the bush games at nationals. The Homeboys scored

33% more points in the field than any other team in their group, but ended up in 4th place because three other teams were each awarded 100 points for forfeit wins (when

the average number of points won per game actually played was only 13). Enough whinging, the important thing is that we all had a lot of fun and can't wait to do it again!

7th Death

7th Death was at their deadly best. We need to get ALL those guys back in to Clan Wars. (*editor's note: Yes we do!*)

What do you love about the sport?

The exercise and fun. Technology has pulled our teenagers and twenty-something's to become mindless drones in front of video screens. Technology has also given us laser tag. It's more fun than any other sport, and you don't realise how hard you're working until the game is finished.

*Enter your team into Clan Wars
Call 1300 76 46 86*

Laser Strike



Any interesting team changes we should look out for next season?

The Homeboys will be the same for Clan Wars. The other two teams will mix up a little. We have a 4th team raring to go if we can get the C-league going again.

Other than your own teams, which clan do you most like to watch or play against?

Our boys consider it a real honour to step onto the field with any of the other teams from Laser Strike. We have tremendous respect for our Victorian opponents. I especially admire Blackberry. He has been a hard working boy with FEAR from the beginning; they really deserve their 2009 national's Urban Inflatable's championship. I also have a lot of respect for Snyder, Mad Dog and Dragon for keeping the mystique of the Mysterious Soldiers going with such great success in a tumultuous year.



Urban Inflatable's: What are they?

You may be wondering by now, what are these 'inflatable's' they keep talking about.

The urban inflatable battlefield is essentially an easy way to create obstacles and barriers in what would otherwise be an open space.

Now not only can you hire the weapons and the camouflage gear, you can also choose to transform just about any space you have into an action packed, heart pumping, adrenalin charged, extreme battlefield! In a snap your no-man's land will be converted into rooms, with walls, doors and windows.



Laser Strike Clean Sweeps the Australian National Clan Wars

Teams from Laser strike have confirmed themselves as the best in Australia thanks to a dominant display at the recent National tournament in Queensland. Finishing in 1st, 2nd and 3rd place the team's performances proved once again that the strongest league in the country resides in Victoria.

All in all 5 teams made the trek to Queensland. The Homeboys of course, as winners of Summer State League 09', received sponsorship from Laser Strike and RSM Group and naturally went into the tournament as one of the favourites. Having demolished all comers in the state competition, including the legendary Mysterious Soldiers, the Homeboys seemed a shoe-in. Yet for the keen pundit there were also a number of other potential victors.



7th Death has a brilliant track record in both State and National competitions and thanks to some keen recruitment, as well as a thorough training program it was hard to see them finishing outside of the top three.

The Mysterious Soldiers as always were a serious threat to defend their title. Despite the loss of three players from their 08' winning team, a strong core group of Dragon, Mad dog and captain Syper were nothing to sneeze at. As the lead up to the tournament continued, a few choice signings had reinforced the defending champions and a repeat of 08' looked to be a strong chance.

The Roughnecks represented a giant killer to unwary opponents. On paper this team has always looked dangerous but to be fair, had yet to prove themselves as serious contender for the title. On their day the team could beat any comers. The question was would this be their day?

Team F.E.A.R has an interesting history in clan wars tournaments. Always there or thereabouts the boys had struggled in 09' due to the loss of a few players. Despite this, their replacements had done enough to drive the team to second place in State League. Making the decision to travel to Queensland, again some recruitment needed to be done. The result was, at least on paper, a very strong outfit that were certainly in with a chance to take out the trophy. Unfortunately however, the team's preparation was ad-hoc and it remained to be seen whether all of these gigantic egos play together as a team?

After arriving to a warm yet hygienic media reception, the teams settled into the accommodation and prepared for the first days play

Urban Inflatable's

Using an unfamiliar gun technology and against unfamiliar opposition, each team began relatively well. Following the first round of games both 7th Death and Mysterious Soldiers looked to be solid favourites, whilst the Necromongers and 'The Flying Circus', from Qld and NSW respectively, appeared the most dangerous of the interstate teams. The F.E.A.R boys were also beginning to get into their stride having struggled in the first few games and were clocking up some decent results.

The Homeboys were, as always, in the mix but were still catching up with the tactical changes forced by the new S.A.T.R gun technology. Roughnecks were also doing well thanks to some good team performances and individual efforts.



As the games progressed a group of four teams gradually began to separate themselves from the rest of the pack. 7th Death appeared almost

unstoppable, the Mysterious Soldiers seemed to only loose when luck was against them (captain Snyder playing like a demi-god) and F.E.A.R were well into their groove. The Necromongers from Battlefield Live in QLD were also hunting around in the top four and certainly were by no means out of the running. Eventually, after a full day's play these four teams faced each other in the finals.

The first semi finals saw 3rd placed 7th Death playing off against 2nd placed F.E.A.R. To make things more interesting, both of the round robin fields were merged together to form one large field extending the length and breadth of the facility. The teams would have to play 3 games in total, one of every game type (Elimination, Centre Room and 3 Rooms). In what was a very close match team F.E.A.R emerged as victors, progressing to the Grand Final of the event.

With baited breaths, and a raucous Victorian cheer squad behind them, the Mysterious Soldiers found themselves with the challenge of overcoming the very strong Queenslanders. Whilst the match was close, the soldiers played the game of their lives to book a meeting with F.E.A.R in order to decide who would be crowned as National Urban Champions.

To outsiders this match might have been considered a fairly even match up. Both teams had won against each other during the day's proceedings. However, in a 3 game series where each game had a maximum of 100 points on offer, F.E.A.R drove home in a 275 to 25 point victory, thus confirming themselves as the best urban team in the country.



Forest Warfare

The following day signalled the beginning of the Forrest warfare event. All reputations from the night before were stowed away as each team fought it out in a preliminary group, with the top two from both groups meeting in the final. The event had only one game type: capture and hold. As the name suggests the object of this game was to capture and hold a bridge located in the middle of the battlefield.

In group A F.E.A.R, the previous night's winners got themselves off to a good start whilst the Homeboys certainly did look to be at home in the Queensland bush. The other Victorian team in the group, the Mysterious Soldiers were also performing well but sat just off the pace for qualifications. Again the Necromongers and the Flying Circus appeared to be the two most dangerous interstate teams.

The battle for supremacy of group B was seeing a dominant display from 7th Death whilst interstate teams Bad Company and the Probies, though a long way from challenging for top spot, also looked firm favourites to qualify.

By the end of the day's play, and with light fading fast, 5 teams emerged as finals contenders. In group B 7th Death lead the pack with Bad Company in 2nd whilst in group A team F.E.A.R finished top of a very challenging group with the Mysterious Soldiers and Necromongers forced to play off for 2nd spot. The Homeboys could count themselves unlucky to miss out due to the unfortunate withdrawal and subsequent forfeit of team Locked and Loaded which handed full points to the top three teams.

Surprisingly the Mysterious Soldiers managed to finish off the Necromongers with relative ease, a symbol perhaps of the closeness of the competition that a team which only just qualified could perform so well in the finals. Their next opponent was the very familiar 7th death.

The Soldiers proved that their previous victory was no fluke and eventually gained the upper hand to progress to the Forrest warfare final, where they would meet a F.E.A.R team lucky to be there...

Coming up against Bad Company, a line-up which had proven to be something of a bogey team for F.E.A.R in the Urban event, there was no shortage of tension in the air. Unbelievably the first game ended in a draw meaning that progress to the final would depend on the result of a short 6min play off.

The Victorian boys did not begin well with Merlin having what can only be described as the mother of all brain farts and accidentally running out of bounds. Down to four players already things were not looking good until captain Rareblackberry played a skippers innings to secure another grand final berth for the boys.

In the one game these two teams had played each other on this field, neither side had appeared dominant, and with light virtually non-existent now, anything could happen.

Perhaps the most amusing sight of the entire tournament was Weapon (MS) and Freezer

(F.E.A.R) both lying with their feet nearly touching each other on the bridge whilst their heads hung over the side, both screaming for help while chaos ensued around them. Unfortunately for F.E.A.R it was Freezer's cry's which went unanswered. The Mysterious Soldiers won the day, becoming the National Forrest warfare champions.

The most deserving victors however were the team crowned overall national champions; 7th Death. Whilst they had struggled in the finals series of both events, the boy's consistency during the round robin stages had payed off and earned them the title of Australian National Champions 2009.

Walking away with \$500 and a trophy roughly the size of a small child, 7th Death made their way home with the rest of the Victorian teams early the next morning, dreaming perhaps of the larger cash prize available in 2010.

Dominating the national tournament is getting to be a habit for the clans from Laser Strike. In 2008, our field produced not only the winner, but five of the top seven finishers: Mysterious Soldiers, FEAR, 7th Death, Homeboys and Kamikazee Ownage. Hopefully this trend will continue in 2010. Will your clan be there?

Overall Results

Urban Inflatable's

Champions: F.E.A.R

Captain: Rareblackberry

Team: Wacko Jacko, Little John, Freezer and Merlin



Runners Up: Mysterious Soldiers

Captain: Snyper

Team: Megatron, Dragon, Mad Dog and Weapon

Forrest Field

Champions: Mysterious Soldiers



Runners Up: F.E.A.R

Overall

Australian National Champions: 7th Death

Captain: Blackhawk

Team: Donut, Decoy, Philthy, Cannon Fodder



Runners Up: F.E.A.R

3rd Place: Mysterious Soldiers

Our other Esteemed Warriors

Homeboys

Captain: Dawg

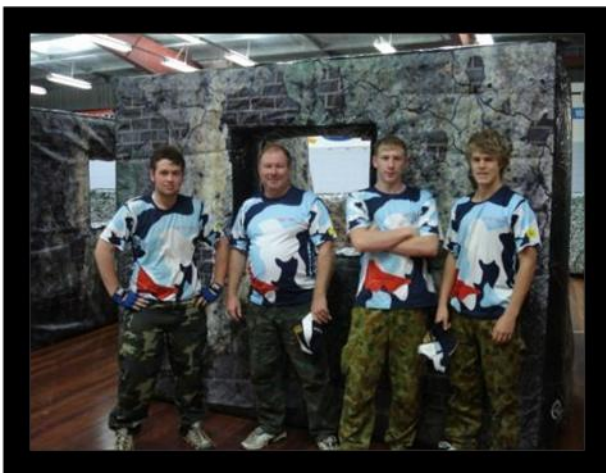
Team: Rebound, Hawk, Puma, Cobra



Roughnecks

Captain: J-Ray

Team: Mad Max, Ice and Shell



Check Out all the action

<http://www.youtube.com/watch?v=bjJCrheGcyk>

http://www.youtube.com/watch?v=afAltig_zS4

Thanks to Laserstrike's Major Sponsor

<http://www.rsmgroup.com.au/>

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Team F.E.A.R would also like to thank the following for their support.



<http://www.elcapricho.com.au/>



<http://www.pinnaclehealthclub.com.au/index.htm>

Clan Wars

Well folks, after a long off-season, Laser Strike's winter 09' clan wars is about to kick off.

For those who don't know, clan wars is a league run by Laser Strike where teams of 5 players face off every week in a bid to be crowned State Champions.

There are between two and three leagues depending on the season. This season Laser Strike will only be running State and B league due to time constraints. Given that there is only the two leagues this season it is expected that both should be very competitive.

The leagues will run on Saturday and Sunday afternoons with the first game beginning at 3:40 and the second beginning at 4:30pm, beginning on the 22nd of August.

Games are 20 mins long with two games played against the same opponent every night. The most common game type for clan wars is elimination, played on 5 lives in military mode which makes for fast and furious game play.

At only \$70 per clan (\$14pp) each week, clan wars is a cheap, exciting and enjoyable way to spend an afternoon.

Finalists from each season receive trophies and the right to represent their state at the national tournament with the winners of State league receiving sponsorship from Laser Strike and RSM group. Clan wars also operates a relegation/promotion system whereby the winners of B or C league can earn promotion to a higher competition.

For more information or to register your clan contact Weapon on 1300 76 46 86.

Merlin's Column

With winter 09' season of clan wars fast approaching, the rumour mill has gone into overdrive.

Perhaps the biggest news to come out so far is the impending return of 7th Death to state league following a 3 season hiatus. The Australian Champions will no doubt be short odds for the trophy and should provide some stiff competition in what is shaping up to be one of the most competitive leagues in recent memory.

Other interesting stories to follow will relate to the recruitment process for Teams F.E.A.R and Mysterious Soldiers.

F.E.A.R has lost Little John and myself post nationals, leaving a very strong core which can perhaps look at taking on some new blood who can be coached along by the old hands. Hopefully Tubby will return to play with boys this season after turning in some very good performances during summer. That leaves one more spot...

The Mysterious Soldiers look set to take on former roughneck J 'raging bull' Ray who could benefit from playing in such a disciplined team which should be able to keep him on mission. Again the question is who will fill the 5th spot on the team with two major candidates from their national's squad potentially available. Either Weapon or Megatron would be a good addition, both different players but both very experienced.

Another interesting team to watch will be the newly promoted Pimp Jedi's who have spent a number of seasons biting at the bit to make it into State League. Will they have what it takes to match it with the big kids?

One final tip, players beware. This season clans will not be playing on the same battlefields as they did in summer. The top of the hill at the basin is being replaced by another area with the possibility of battlefields 3 and 4 also being replaced

Stay tuned...

Photo Gallery



Plan hands over the cash to victorious Captain Blackhawk



Clan SAS from South Australia...



Big Ears listens for the enemy



Blackhawk in training



Homeboy's member Hawk fends off the media



Team Flying Circus from NSW



Team Bad Company from Queensland celebrate their 3rd place in the forest field



Dawg holds his pre-tournament press conference



Homeboys undertaking press duties again... Fame comes with a cost.



Wacko Jacko waits for the enemy