**Operation Crossroads**

**Russell-Tucker Alliance Battle Handbook and Information**

**Written by Sam Russell**

**Groups\*- (Yours Will Be Circled)**

**Sam Russell- Group 1**

**Alec Tucker- Group 2**

**Landon Romo- Group 3**

\*Others may be added

Russell-Ramsdell Alliance

April 9th 2014

Planned for April 12th 2014

Operation Crossroads

Confirmed Participants-

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Group | Confirmed | Pellets | Own Gun | Position | Rank |
| Sam Russell | 1 | Yes | Yes | Yes | Attack/  Command | Command 1 |
| Alec Tucker | 2 | Yes | Yes | Yes | Attack/  Strategy | Command 2 |
| Trinity Fisher | 1 | Maybe | Maybe | Yes | Attack | Command |
| Chris Ramsdell | 2 | Yes | No | No | Attack/  Command | Command |
| Collin Wells | 1 | Maybe | Yes | Yes | Attack/  Ops | Ops |
| Joey Winter | 3 | No | No | No | Attack | 1 |
| Landon Romo | 3 | Maybe | Maybe | Yes | Attack | 1 |
| Avery Lubski | 1 | Maybe | No | No | Attack | 1 |
| Noah Ray | 2 | No | No | Yes | Attack | 1 |
| Brandon Larkins | 2 | Maybe | No | Yes | Attack | 1 |
| Matthew Maxson | 1 | Yes | Maybe | Yes | Attack | 1 |

Planning

(Divided into areas and operations)

Trailer-

A few guns in the compartment, probably smaller handguns along with reload bags and extra loaded clips.

Will try to put a cover on a front or back of trailer.

Will be weighed so trailer doesn’t tip.

Serve as a reload station and temporary fall back/rest point. Use caution due to close proximity to a DA refuge house, and keep watch over alley behind.

Sam’s House

Garage will serve as a reload point with multiple reload bags. Garage has access to house, and house will serve as a rest and/or planning site.

Chris’s House

Far enough from expected battle zone to serve as a planning/reload site, as well as a temporary fall back point.

RR Main Fall Back Zone

Dump area across Americus Road. Dirt berm facing direction of battle and any pursuers provides easy area to shoot. Reload point without reload bags. Probably best to have somebody watch the berm for safety reasons.

Matthew’s House

Possible fall back point if the battle reaches the far west. Will consider.

Supplies-

Reload/Ammo Bags- Plastic bags with a few hundred BBs in each. Left around hidden in various places.

Guns- Having everybody bring as many guns as possible, and will distribute guns to each person depending on their rank and which guns they choose.

Knives- Collin may bring a few knives, will be distributed if brought.

Communications-

Phones are probably going to be the dominant communication method. A few people may use Voxer. Also, we may use walkie-talkies depending on how many we can get.

The Plan-

The intersection of Maple and 2nd is the center of the battle area, and is right in the middle of the fight. We will have split into at least 3 groups. Group 1 will push the DA into the intersection. Once they are into position, groups 2 and 3 (and any other groups that are added) will stream into the intersection and surround the DA in a circle tight enough that they can’t escape. All RR groups will then begin firing down at the DA until they concede and surrender.

Notes-

A signal word may need to be used to signal the hiding groups to emerge from hiding and attack. If this is used, the attacking groups will need to be very quick into position, as the signal work may tip off the DA that something is going on.

If the DA does not concede, the command of group 1 will need to tell them to do so. You DO have permission to fire point blank at them.

The DA have beaten people before when they got them on the ground, so don’t be scared to return the favor.

Make sure not to catch another RR member in crossfire while shooting down.

Other battle strategies/personal options-

The DA tend to stay in one group, only occasionally breaking into two. This makes it a lot easier to corner them.

If you are cornered, there are a few options. If you fire at one of them, they will probably break off for a few seconds, which can be to your advantage. Also, airsoft pellets obviously aren't lethal, and they won’t stop you from suddenly running away if you can.

Stay Scattered-

Staying in groups is helpful and is probably a better option. However- The groups aren’t just for the crossroads attack, they are for the entire battle. Staying with your group is the best plan. All of the groups will be separated, and try to stay that way. Group commanders will have contact with other group commanders, and every group will have contact with their own members. The group commander is in charge of what the group does, and where they do it.