

Marines Use Paintball to Bolster Training, Raise Morale

By Pfc. T. J. Kaemmerer, MARINE CORPS AIR STATION FUTENMA, Okinawa, Japan

Thwap! Thwap! Thwap! The Marines walk off the paintball field holding their markers high above their heads. The last shreds of their pride – and fluorescent paint – drip down their camouflage clothing like highlighter marks in an old college textbook.

The Single Marine Program's Leprechaun Paintball Tournament held March 12, gave Marines an opportunity to display their fire and maneuver skills in lifelike

war scenarios, according to Sergio Morales, a recreation specialist with the SMP. It is a fun activity that corresponds to their military training.

The tournament, held in a field adorned with wooden bunkers for cover, was played in a single-elimination, capture-the-flag format, under "true-kill" rules. True-kill means that for a player to be "killed" the paintball had to break on either the torso or head, said Morales.

There were six teams, each made up of five Marines from Camps Foster, Hansen, Schwab, Courtney, Kinser, and MCAS Futenma.

"It's a lot easier to get hit on an open field like this," said Earl J. Wakonabo of Camp Schwab's team. "There's (sic) no trees to use for cover. Adapt and overcome, that's what Marines do best,"

When the Marines have some spare time, they get together to practice their skills

at the Habu Hill paintball field on Camp Hansen. The paintball field has several different ranges with a variety of terrain and obstacles. There is also an area with targets set up so Marines can test the accuracy of their paintball gun, called markers. Some have purchased their own markers, which they customize to suit their style of play.

"Some of the Marines train mainly using the paintball range on Camp Hansen, but most are new to the game and learn by playing," said Kim Newberry, SMP director.

"Marines are trained for things like this," said Evan M. Matos from the Camp Schwab team. "The training we've done helps a lot with these tournaments."

When everything was said and done, Camp Hansen walked away holding the champion trophies. They were a little battle worn with welts and bruises across their bodies, but they held their heads high.

"This event gives Marines an opportunity to get out of the office and practice their combat skills in a fun and competitive environment," said Morales.

For more information on paintball opportunities in your area, contact your local Single Marine Program coordinator. **M**



A I'm up, they see me, I'm down. Cpl. Evan M. Matos takes cover behind a wooden bunker during the Single Marine Program's Leprechaun Paintball Tournament March 12. The tournament was played in a single-elimination, capture-the-flag format, with "true-kill" rules. True kill means that for a player to be "killed" the paintball had to break on either the torso or head.

Photo by Pfc. T.J. Kaemmerer



SOCOM II: U.S. NAVY SEALS FOR PLAYSTATION II



Review by Staff Sgt. David L. Crockett

If sneaking behind enemy lines, eliminating bad guys from 500 yards away and blowing stuff up sounds exciting to you, then it's a good thing you joined the Marine Corps. But it also means you'll probably love playing *SOCOM II: U.S. Navy SEALs* for Playstation II.

Sony and Zipper have again teamed up to deliver the sequel to 2002's smash hit, *SOCOM: U.S. Navy SEALs*, only this time they've taken it to a new level with greater player control and a more realistic and interactive environment.

SOCOM II hits the ground low crawling, and in this game that's a good thing. Players can plow through many levels of the game mowing down gangs of terrorists with an M-60 machine gun. But, the stealthy "one shot, one kill" method with a silenced weapon is preferred and quite rewarded in this game.

One particular scenario illustrates the various aspects of the game. On the mission, there is a lone terrorist in a small guard building along the perimeter of his organization's headquarters. *SOCOM II* presents you with a seemingly unlimited number of ways to dispatch this vermin.

Avoiding him completely and leaving him to deal with later is one option, but not a very fun one. Why put off 'til later what you can kill right now?

A more challenging way to engage this enemy involves spending some time gaining a good position across from his building. You can then break out your sniper rifle with its thermal scope and take him out with a single shot to the head. But be careful, if he sees you, you'll have a gunfight on your hands and your team could get wounded needlessly.

The enemies in *SOCOM II* use artificial intelligence to react to excessive noise,

movement in their view, (even through windows), and dead comrades lying around. But, with no Marine Corps combat skills, in shootouts, they tend to stand around in the open and take their medicine like the dumb AI terrorists they are.

This enemy is so dense, in fact, he even falls for the old "knock-on-the-door-and-run" trick. Simply sneak up to the closed door, plant a claymore mine and back off to a safe distance. Then, have a member of your team knock on the door and run away. When the terrorist opens the door to see if he has a package being delivered, give it to him ... KABOOM!

You can control your team with dozens of voice commands using a USB headset (for Playstation II.) For those without a headset, commanding your team is a relatively smooth process by selecting orders with the controller and popup menus, but not quite as fun as actually calling out commands to your team and having them react.

This is especially helpful in case the terrorist in the window looks a little too much like your Uncle Mike and you'd feel a bit guilty to plug him yourself. You can order your team to clear the building, then sit back and watch Uncle Mike get what's coming to him.

The AI members of your team are fairly smart and deadly accurate with their weapons. The game is actually geared toward using your team effectively to carry out missions and they can even be broken into Able and Bravo components to carry out several objectives at once, like clearing a building and taking out Uncle Mike.

The true power of the game is revealed in its online game play. Log on and exchange fire with up to 15 other players (in teams of eight), communicating with

them verbally all the while using a headset.

Two new mission types, Breach and Escort, are available in the online mode in addition to the Demolition, Hostage Rescue and Suppression challenges from the original *SOCOM*.

Overall, the AI is a little quirky; the bad guys stand their ground to the point that it's suicide, and the Seal team members do exactly what you tell them to, even if it's tossing grenades at each other – that can be fun too.

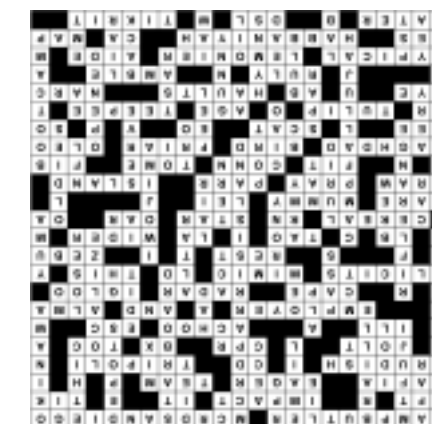
The graphics are superb, providing foliage in which to hide, and even new night vision views that enable removing pesky terrorists in the lowest ambient light conditions.

If you can't get enough fire team tactics and sniping in the workplace, try *SOCOM II: U.S. Navy SEALs*. It's a great way to make up for it on the off-hours. **M**

Answer to Boondoggle/MRE Soup

The correct definition of 'PBP&E' is **C** - Professional Books Papers and Equipment. See the story on page 10 for more information on PBP&E.

Solution to Crossword on page 39





SPARE PARTS A MARINE RESERVIST'S JOURNEY FROM CAMPUS TO COMBAT IN 38 DAYS



By Buzz Williams
Gotham Books

Review by Cpl. Clinton Firstbrook,
HEADQUARTERS MARINE CORPS,
Washington

"Spare Parts" caught my interest because it was set in the Middle East, a place I might be deployed to soon. The 304-page book maintained my interest by showing me an unfamiliar aspect of the Corps — reserve Marines. Spare Parts, the story of Dwayne "Buzz" Williams' transformation from weekend warrior to combat Marine during the Gulf War, took me into the reservist's world.

This is the story of Williams' harrowing deployment to the Persian Gulf during the first Gulf War where he served as a light armored vehicle crewman. It is a story he tells with brutal honesty.

He was thrust into battle only 38 days after activation. Despite the condescension of full-time Marines and his limited training, he formed a core group that the struggled to gain respect from a military machine that viewed them as mere spare parts.

In gripping, you-are-there detail, Williams brings to life the physical and emotional trials he faced in Kuwait. He tells

of woefully under prepared Marines who rose to the challenges they faced and others who were broken by the horrors of battle.

The media coverage of Operation Iraqi Freedom gave Williams the motivation and focus to begin this novel that was originally meant, "to share the reality of what it means to be a Marine with my son Tyler, 5, and daughter Sofia, 1," said Williams. "I wanted them to understand the things that I didn't when I made my decision to join the Marines."

His focus soon changed, as he wanted to share his message with the general public. "I became more motivated than ever to finish writing when I realized that my story could bring some long overdue recognition and respect to reservists," Williams said.

And he certainly does that. From reading Williams' experiences during the Gulf War, I know that reserve Marines are not any less of Marines than those of us on active duty. They too are serving our country and fighting the good fight. **M**

Marine Corps Association Top Sellers

April 2004

Gates of Fire
By Steven Pressfield

Welcome to Vietnam, Macho Man
By Ernest Spencer

Keeping Faith
By John Schaeffer & Frank Shaeffer

The Petrified Heart
By Charles E. Patterson

Marine Corps Competitive Marksmanship
By Maj. Robert E. Barde, USMC

Where Am I

New intro text?. For help with the clues or to learn more about these Marines, go to www.usmc.mil/moh.nsf.

ACROSS

- 1 Okinawan base
- 8 Recruit home on the West Coast
- 16 Rearward
- 17 1998 movie "Deep ____"
- 19 Stephen King novel
- 20 With 35 across, Wizard of Oz 's clockwork copper man
- 21 "The Godfather" and "The Soprano" portray this
- 23 Keen
- 24 There is no I in this
- 26 Marked by prudery
- 28 Compact Disc
- 29 Its shores are featured in the Marines' Hymn
- 31 Abrupt jerk
- 32 Cardiopulmonary Resuscitation
- 34 Base Exchange
- 35 With 20 across, Wizard of Oz 's clockwork copper man
- 36 Unwell
- 38 Nose noise
- 40 Computer keyboard key
- 41 Boss
- 45 No ifs, ____ or buts about it.
- 46 ____ Matter
- 50 Fear or Cod
- 51 Object detecting device using radio waves
- 54 Eskimo home
- 56 Draws forth
- 57 Ape
- 60 Line of Departure
- 61 Little of ____ and a little of that
- 63 Parade ____
- 65 India domestic ox
- 66 Pound
- 69 Confucians' path of virtuous conduct
- 71 A note to follow so
- 72 More wide
- 75 Breakfast meal with milk
- 77 Registered Nurse
- 78 Night light
- 80 Boat paddle
- 81 Overeater's Anonymous
- 82 Stallion's mate
- 83 Mommy in England
- 85 Hawaiian necklace
- 86 Bird or insect crop
- 87 Humbly request
- 88 Young salmon
- 89 No man is an ____.
- 92 Healthy
- 93 To steer a ship
- 94 Scholarly book

96 Small lie

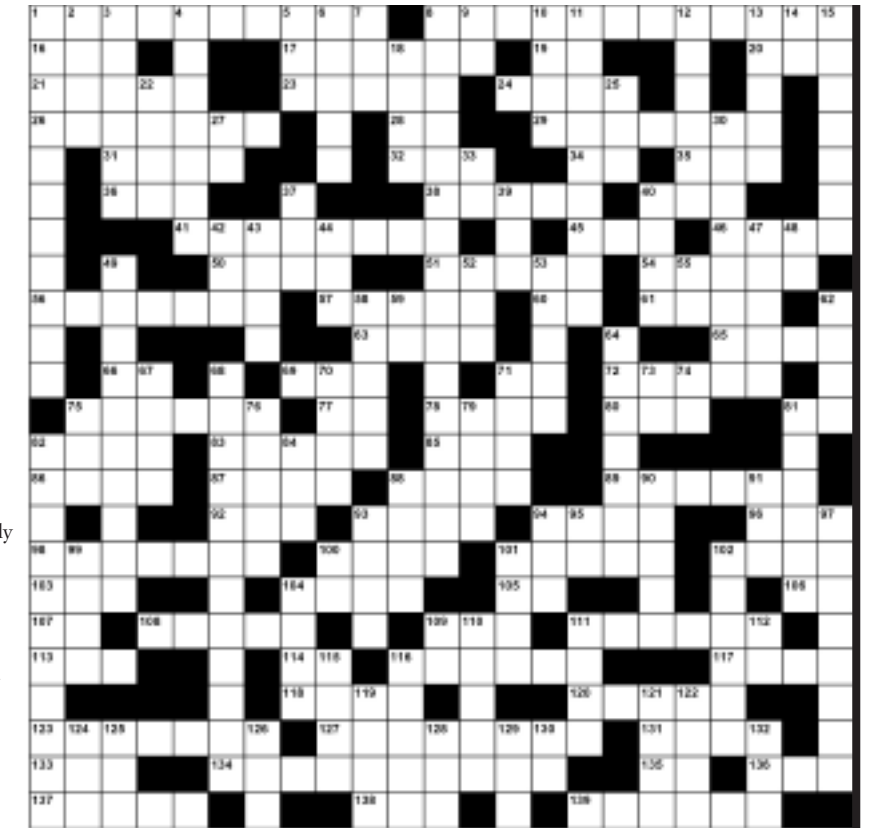
- 98 Iraq capital
- 100 Winged animal
- 101 A mendicant order brother
- 102 Margarine
- 103 Busy as a ____.
- 104 Scram
- 105 Equal Opportunity
- 106 Therefore
- 107 Arizona
- 108 Flower of the lily family
- 109 Grow older
- 111 Conical tent
- 113 Type of bread
- 114 A stomach muscle
- 116 Stops
- 117 Narcotics investigator
- 118 Obedient
- 120 saunter
- 123 Average
- 127 Military camp in Djibouti
- 131 ____-de-camp
- 133 Office of Emergency Services
- 134 24th Marine Regiment currently calls this Iraq camp home
- 135 California
- 136 Plan in detail
- 137 H2O
- 138 Display Switch Locator
- 139 Hussein's hometown

DOWN

- 1 N.C. base
- 2 At a distance
- 3 Mount near Camp Butler
- 4 Finger reading
- 5 Truth's opposite
- 6 Not snail mail
- 7 Rocket propelled grenade
- 8 Recruit home on the East Coast
- 9 Connecticut
- 10 Eating regimen
- 11 The right side on a ship
- 12 Railroad or freight buildings
- 13 A moral value system
- 14 Enlisted Army man
- 15 Camp Butler is here
- 18 Aeromedical Evacuation Coordination Center
- 22 Josh Gracin was an American one
- 25 Stir

- 27 Street
- 30 Confine to a limited area
- 33 Rochester College
- 37 Mountain
- 39 Used to have
- 40 Adapt or alter literary material
- 42 Marine Combat Training
- 43 Fail's opposite
- 44 Original Equipment Manufacturer
- 47 Not a winner
- 48 Missouri
- 49 Where Marines go to hit the target
- 52 Play a part
- 53 Change
- 55 Ghandi abbreviation
- 58 Satire
- 59 ____, Myself and Irene
- 62 Marine Corp's Arizona base
- 64 Well-known Marine flag-raising site
- 67 Beer or ale
- 68 Marine base 40 miles west of Baghdad
- 70 It used to let you be all you can be
- 71 Animal's den
- 73 Iowa
- 74 Doctor
- 75 POV
- 76 Melodramatic
- 79 Sea bird

- 81 Golden ____
- 82 West Coast logistics base
- 84 Door ____
- 88 The left side on ship
- 90 Wait upon
- 91 National Football League
- 93 Italian hello
- 94 Training and Readiness Oversight
- 95 Office of Intelligence
- 97 Nickname for Marine Corps recruit training
- 99 Ethereal
- 100 Before Christ
- 101 Touch
- 102 Opposite of closed
- 104 Boxing movement
- 109 Alcoholic's Anonymity
- 110 Gunnery Sergeant's nickname
- 111 Czar
- 112 Unit of issue
- 115 Light ____
- 116 Songs praising God
- 119 Guide
- 121 Front's opposite
- 122 Teller of falsehood's
- 124 Nay's opposite
- 125 Pacific Standard Time
- 126 Laboratory's nickname
- 128 Petroleum
- 129 In Accordance With
- 130 Questioning sound
- 132 Emergency Medical Technician



To learn more about the theme answers in this puzzle, visit www.usmc.mil/magazine/marinesmagazine.