

FROM THE EDITOR

Greetings, Avid Water Warrior

This is the first issue of the iSoaker.com Rogue Report. The contents of these Reports are generated by various iSoaker.com Rogue members and will look at the various aspects of water warfare: from blasters to tips to tactics to war stories. Depending on interest and workloads, a new Report should be available every month and will be free to download, read, and ponder over.

I hope you like what these reports will have to offer.

Leave NO one dry! - iSoaker.com -

CODE OF THE WARRIOR

By: The Duck

Part I: Safety may appear to be a restriction, but it is a good thing to take into consideration.

Part II: Don't shoot non-players or their property. It wastes precious water and they might call the police.

Part III: Have a set of rules before the battle starts so the game doesn't end in pointless arguing.

That was the intro, now for the real stuff.

1. A good fighter recognizes strengths and knows how to put them to use.
2. Never underestimate your opponent.
3. You can retreat and still take advantage of it.
4. Know your blaster and yourself.
5. Build endurance and strength to keep going all day.
6. Have respect for people's property and them.
7. Use water balloons wisely and effectively.
8. Avoid doing anything that may get you in trouble with elders or the law.
9. Work out non-waterwarfare problems ahead of time with enemy and comrades.
10. Use camo wisely, but don't look

suspicious doing it.

11. Take advantage of all the opportunities that come about.

12. Know the game area.

13. Carry at least two blasters.

This turned out to more like general advice, but these are some of my thoughts, ideas and tips.

INTRODUCTION TO USING WATER BLASTERS

By: War Machine

Thanks to Larami Ltd., there are many good quality water blasters that can be used by an individual to take advantage of various situations in the field. The use of various types of water blasters will depend primarily on what one has and what is commonly available in the region where the battle is taking place. It is advisable to learn what calibre of artillery that the enemy has before engaging them. There is no single blaster that should be anticipated in any war since water blasters are constantly evolving and older ones are slowly becoming unusable with age. Rather than looking for any single type of gun, focus should be placed on preparing oneself with a "well-rounded" combo. A well rounded combo is a combination of arms that you can use in most water war situations. Below are some points on good combos in what I believe to be in their order of importance:

A "well-rounded" combo should be a combination of two or more blasters that the user is VERY familiar with. I cannot stress how important this is to survival in a hostile situation. You must have a ton of knowledge and experience with these blasters of your choice. Sites on the Internet such as iSoaker.com can give practical information about each water gun. This is especially important when taking on an opponent with a blaster that you aren't familiar with or even haven't seen before. Knowing the blasters can provide confidence when at war and maybe helpful in tough situations.

Experience is probably the most

important. Better decisions can be made on the field on how to win a battle if you are familiar with your choice of weaponry and how well you and your blasters can compete. Also, training while using your preferred combo will give you an added edge in battle. The more familiar you are with your blasters, the less clumsy you are with them. The better able you are at using them, the more you can get out of them in any situation. Some people will even use their blasters so much that they feel almost as extensions of their arms and body. Try not to fight against your arms when using them. If you are, this is a sign that you need more training. Try using your blasters in different terrain (ex. At night, in sand, or on steep or muddy ground) and if possible visit the battle field before you fight (this allows you to become familiar with the terrain). If you still just can't get used to your combo than you have 3 major choices: 1. Mod your blaster(s). 2. Keep practicing. 3. Use other blasters.

Realize what you are capable of and where your strengths lie. Don't fall for the common belief "bigger is better". This belief is entirely untrue, not only are many larger blasters unable to match the sheer power, range, and quality of design, but many of the people that use these blasters can't even use them very well to begin with. The entire idea of "bigger is better" (the intimidation factor) comes from what a particular blaster looks like compared to another. This blind attitude is a surefire road to an embarrassing defeat. An experienced user of any blaster can take advantage of its strengths which can completely make up for its weaknesses! If you just are not able to handle the weight or bulk of a particular blaster or combination of blasters then don't even bother to use them. If a blaster doesn't feel all that right, then don't bother to spend your hard earned money on something that you won't like and won't use. Trust me, getting a blaster that you enjoy and are good at using is far more important than having the biggest heaviest, and the most straining blaster around.