

EXCLUSIVE

AX GOES TO THE WAR & PEACE SHOW 2007 U.K.

AIRSOFT XTREME

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Operation:
**SNIPER
HUNT, USA**

DIY: 9mm AR Custom



Canada's Dogs of War

WE 1911 Tactical Review

AX goes to Taiwan

SHADOW OPERATORS

HK\$66.50 US\$8.50 UK£5.00



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All patched-up: Our military advisor educates us on how to wear the uniform and what it takes to earn every "badge of honor" sewn into it.

Our correspondents from Asia and the UK keep us up to speed with the latest in the airsoft world and events that make this hobby more interesting.



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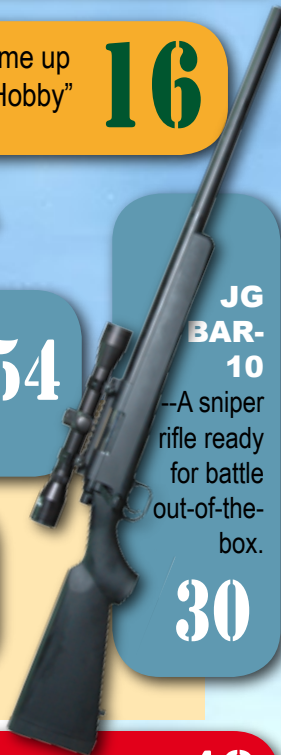
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5.11 Tactical Vest

Part of our original product collaboration with Law Enforcement, the 5.11 Tactical Vest is a practical and proven garment with an abundance of uses. There are so many pockets, we included a key hook so you can keep track of your keys! The vest is made from 8.5-oz., 100% cotton canvas and is triple-stitched and bartacked throughout. Two pockets sized for AR mags are on the wearer's left-hand side, ready for a tactical reload – or to provide a handy place for a camera or snack. Features rear water bottle pockets and a 360° pocket that wraps completely around the vest. The 5.11 Tactical Vest is a heavy hitter and is fully compatible with our Back-Up Belt System™. The updated design features a reinforced half-collar. Imported.



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Publisher's Note

Urban Legends

In this issue, we decided to honor these shadow warriors. Most of us will be eternally fascinated by them and the work they do given the inherent occupational hazards. Some will actually want to be like them. Some might even be reading this issue right now...

It's no easy task being a Civilian Contractor. Beneath the layers of body armor, ammo carriers and the tricked-out M4's is a human being with his own frailties and fears. He is by no means immortal and his reasons for taking on the profession may be somewhat abstract but the fact that he exists in the very same world we live in deserves our respect at the very least.

And just like the shadow warrior himself, AX has also been the subject of controversy: First, our "well-wishers" said we would never get off the ground. Then they said we would never go beyond our First Issue. And they said our Third would be our LAST....

Now that we're on our Fourth, we again wonder what our illustrious prophets of doom would say....well, whatever!

We have prevailed despite all the flak (we should actually be grateful that if not for all the mud slung our way, our magazine would not have been so hot at the newsstands!). But controversy is merely icing on our cake. To begin with, this magazine is a product of collective efforts by both our Manila staff and international contributors who are as passionate about the sport as we are. We will continue to be popular simply because we are a world-class publication. We may not be perfect but we do acknowledge that we are a work-in-progress. The fact that the magazine has gone beyond Philippine borders highly speaks of the quality we are willing to maintain. No, we hardly ever get to play anymore but we are working full-time to give readers what they want for the sport to be more interesting. We have sacrificed our weekends just so our readers will enjoy theirs. We may not be a 100% airsoft but we are 200% FUN!

Airsoft Xtreme is barely a year old and yet we have become quite an urban legend having come from nowhere and much to our surprise, we are now everywhere!

And to those who still want to see our ship sink....maybe in another life!

CHRISTIAN UYBENGKEE
PUBLISHER / PRESIDENT



Cover Girl: **Darrah Chavez**
Make-up : **Candice C. Nocom**
Photo and Styling: **Airsoft Xtreme Magazine**

This simulated desert environment is actually a sandy beach in San Juan, La Union--about a 6-hour drive north of Manila. AX4 Cover Girl, Darah sports a 5.11 Ball Cap, Tactical Vest, LE Shirt, Tactical Shorts and Trainer Belt by 5.11 Tactical Series; a Universal Drop-Leg Holster by Tactics Special Operations Gear and an ICS M4 CQB Pistol from Tactical Hobbies.

AIRSOFT XTREME

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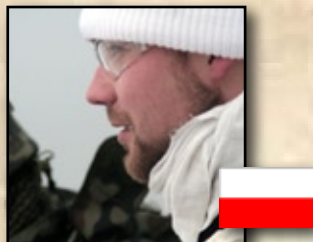
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Hello! My name is Patrick 'Dial Tone' Navarez. I started playing airsoft in 1989 with Action Games League. Since then I have moved to Southern California and I'm still playing up to this day with my team, The Fightin' Bastards and currently attached to Hagibis Airsoft Squad. I truly enjoy reading Airsoft Xtreme magazine, the layout is excellent and the pictures and articles keep me wanting for more! Keep up the good work and MABUHAY!



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Magazine Review:
"It quite a content, people that are new to airsoft sports like me, keeps me informed by reading the magazine."



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Magazine Review:
"Amazing articles, it's nice to know there's so many people around the world who played airsoft and the babe, really liked it"



Name: Ramesh Soma
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Profession: Medical Doctor
Company: NHS
Magazine Review:
"I was involved in airsoft just recently and I'm loving it. Reading this magazine make my interest in airsoft more."



The Roughnecks of California, USA

The Roughnecks are a team of Airsoft players based in the Riverside area, though our team members live as far north as Los Angeles and as far south as San Diego. We were formed by Gary Northrup and Chris Mason. The team came into existence in roughly 1998 and has continued to grow and change with the evolution of airsoft as a sport. Their dedication and commitment to the sport has set about most of the rules and scenario ideas that are currently in use by most teams in Southern California. We are a closeknit team of likeminded players that are from all nationalities and walks of life. As of October 06, we have nearly 40 active members.



Greetings! We are proud to inform you that our group KAMAMO Airsoft Gamers Club existed in Iligan City just this year. But our group KAMAMO Airsoft Gamers Club 9 years ago participating on different sports activist like mountain climbing, cycling. The name KAMAMO is an acronym for Kalikasan Mahalin Mo. KAMAMO is also an avid subscriber of various sports magazine like... (Inside Racing MAG.) and one special for us is your AIRSOFT XTREME MAG we loved to read and view some high tech features.

On this regard, we would like to request your end to have our little but daring group (airsoft gamers) be published in one of your upcoming issue. Im Ernie Loa Holding AX magazines leader of the group.

For more information about kamamo, you may visit our website www.kamamo.proboards75.com Thank you and more power to your well-read magazine.



Good day,

We are submitting our team photo. i hope we will be featured in your next issue.

Mabuhay

AirsoftXtreme!!! :)

GRUPPO KALAG is a dedicated OPFOR airsoft team. Our impression represents as the paramilitary operatives against and or representing real-world treats and their tactics depending on the game scenario.

As an OPFOR unit we sometimes represents as special forces or clandestine fighters against real world treats as well as filling the niche of the "opposing side", the Guerillas, Resistance, Rebels, Insurgents, Freedom Fighters and groups branded as "the bad guys" or Terrorists.

As the OPFOR the mission of Gruppo KALAG is to emulate these real-world threats in airsoft games and skirmishes as well as MILSIM/ TACSIM operations: be a plausible, flexible force using a composite of actual worldwide forces.

Members: Kamatay (Team Leader), Wolfpack, Lowender, ReconGunny, Ghostshell, Bodang, Kit

Team Background

Gruppo Kalag started as a group of friends playing with single bolt ACMS back in late 2004, eventually forming a team as "Ghost Platoon" back then with the growing of the local ACM airsoft community in 2005. We are based in Cebu

City, Philippines.

By early 2006, we were loosely known as the "KALAGs" meaning ghosts or spirits in our dialect the term stuck so instead of Ghost we rename our team as Gruppo (group) Kalag. With the new designation we also started to dedicate ourselves as OPFORs and started to collect the appropriate gears.

We love doing unconventional forces impressions and having fun in airsoft events and games.

Preferred main airsoft arms: **AK4-7 variants.**

Team Impressions so far:

Abu Sayaf, NPA and other Militias
Desert Warriors or Middle-Eastern Insurgents/freedom fighters
CIA-Special Activities Division (Afghan impression)
Mujahedin/Taliban and Other Coalition Forces (OCF)
Vietcong and North Vietmin Army

We are also starting to acquire authentic and replica Russian/ Soviet camos and gears.

We do not involve in any politics, we do not discriminate anybody, and we do not condone to violence. These guns are replica only and we used these impressions just to have fun and to scare the socks off of the airsoft "good Guys" aside from participating in weekend games and large OPs.



Name: Gmil
Personnel
Nationalities: British
Company: Gmil LTD.
Magazine Review:
"Is nice to have this kind of magazine. Fresh looking and new ideas in airsoft world. It is really interesting, specially the girls."



Hi A/X editors,
I'm a A/X reader and I just sharing some info on my team. We're hoping that you may include this on your next issue. :-)

Regards,
SL

Team XTAT (eXtreme Tactical Airsoft Group)
The team started out during the early Cebu ACM summer days of 2005 where 3 of its founders started playing skirmishes in one of the hills in Cebu. Soon, they formed the group XTAT which composed of employees in the IT field from Innodata XML Content in Cebu and within the office compound. Currently, the team has grown with members from other companies, mostly in the IT field. The team is promoting Honor, Sportmanship, and Camaraderie among its members with "One Passion, One Dream, One Team" as their motto.



Dear AIRSOFT XTREME,
Greetings of peace...

Our group Berdugo Assault & Tactics is base in Marawi City Lanao del Sur in Mindanao. We have been patronizing AIRSOFT XTREME MAGAZINE even though we are located at the bottom of the Philippines we still find ways to get a copy of your quarterly issue. We the B.A.T. Lanao would like to be featured in one of your issues. We've been in the sport for more than a year since then we have participated in different airsoft events. It is a great experience and honor for us to be featured in your magazine. Hoping for your kind consideration. Thank you very much and more power!!!

Sincerely yours,
HENRY KHALID A. TOMAWIS
President



**NOW
YOU
KNOW!**

During World War II, Russians used dogs strapped with explosives to blow up German tanks. They trained the dogs to associate the tanks with food and ended up destroying about 25 German tanks using this method.





WE M1911 .45 Tactical Model

Words and Images submitted by **Souske of USA**

Though no longer the official sidearm of the US military, the 1911 pistol and its variants are still very much around and is still the popular choice for sport shooting, law enforcement and personal defense.

Because I rarely use my sidearm in skirmishes, I made the decision to get a KJW M9 (plastic edition GBB) two years ago because of its low price. In my last skirmish, my primary gun (M4A1) failed to work in the middle of a 'firefight' and I was forced to draw my trusty M9 during the engagement. It was then that I truly appreciated the usefulness of GBB pistols. However, after 2 years of use with green gas, the outer barrel and the slide has cracked from the strain of the

blowback action. At this point, I decided to invest in a full-metal GBB pistol. Since full-metal GBB's normally run over \$100 (pricey for a sidearm that rarely gets used as much), I wanted something that was a great performer and was realistic in terms of weight. Realism and weight was an issue for me, as I am an avid firearms shooter (I've been 'spoiled' by real steel for a while now). Instead of going for a 9mm handgun, I had my sights set on 1911-styled handgun. A few of my buddies own real Kimbers and Spring-

fields and I was impressed with them. I knew for certain I didn't want a 1911 "Race gun" because I wanted retain the tactical look for my loadout. I looked into WE 1911's because they were the most reasonably priced full-metal 1911's in the market at the moment. The WE 1911's at Airsoft Gi comes with 2 magazines. I initially looked at the Government model 1911A1, but decided to get the "tactical" version for \$5 more at a price of \$109. The tactical version featured an updated/modernized frame (with a rail system)

and slide. The tactical version is loosely based on Para-Ordinance's/Springfield's/Wilson's/Kimber's/S&W's 1911 pistols.

First Impressions

The entire package came a day earlier than scheduled. Along with the compact, but hefty WE box, AirsoftGi was nice enough to give me one of their ball caps as well.

The cardboard box bears a large "WE" in front.



Upon opening the box, I was surprised at how it was packaged! The black cloth that covered the foam packaging was an excellent touch, a steep comparison to my old KJW packaging with the blatant white Styrofoam.

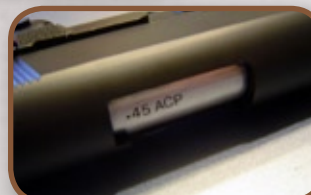


As I reached for the 1911, I was sincerely hoping the weight would be realistic enough for my liking. Fortunately, I was not disappointed as the pistol is quite solid and well weighted (even more so with the magazine inserted).

The finish appears to be "parkerized" with a satin black shade, very smooth without any imperfections. The magazines also have the same finish. The slide has a reasonable hefty "clink" when the slide is pulled back. The action seemed to be quite crisp compared to my plastic M9 GBB.

Closer look

The outer barrel is chrome. WE did an excellent job replicating the rifling and grooves inside the faux outer barrel. Likewise, a portion of the barrel sitting in the chamber area has ".45 ACP" engraved in it.



The slide is sharply made and detailed. The diagonal grooved strips on the front and rear of the slide is also sharply engraved, allowing the operator better gripping when pulling the slide back.



Another reason I picked the Tactical model over the Government one is because the rear sights are adjustable. They are also painted with white dots to facilitate with lining up the iron sights when aiming. However, there is a little play in movement with the rear iron sights. It could

be that it just needs to be tightened, but the movement is not so significant to cause accuracy problems. There are no engraved trademarks anywhere...not even a "Made In Taiwan" statement (that came as a



golden sticker on the slide). Therefore, no fake trades either that would signify it as an airsoft pistol.

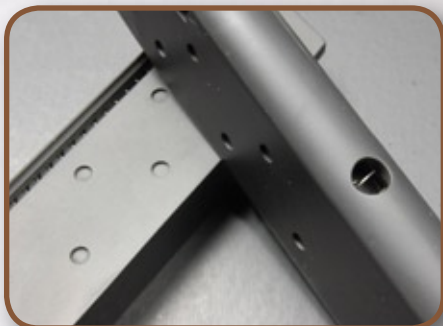
The bottom of the frame has an integrated Picatinny rail system that allows for the quick attachment of various lasers and lights. This is another reason why I purchased this model. The front and rear of the grips are also "check-ered" to for better gripping. On the trigger guard, there is a very small engraved "WE" inside a circle, the only etched text you'll find on this gun.

The grip safety is functional and differs from the Government 1911's shape, as it is longer and curls upward (Beaver-tailed) to protect the operator's hand from the hammer and the slide when it blows back. The thumb safety is also ambidextrous and longer.

Field stripping is relatively simple. Pull back the slide until slide catch end reaches the designated groove and push out the slide catch to separate slide from frame. Unlike my KJW M9, the hop-up is adjustable. To access the hop-up, the slide needs to be taken off. The hop-up is adjusted via the black dial.

The magazines are single-stacked and hold 15 rounds. Complaints I've heard about the magazines are that they cool down very quickly with rapid fire shots. However, upon doing double taps, I was still able to fire all 15 rounds off although the last several shots started dropping in velocity. A full charge of gas (~14 seconds or so) is enough to empty all 15 rounds in the magazine. Another feature worth noting is that the magazine is quite easy to load. The magazine feeding spring can be

locked to the bottom (like KWC's Witness .45 magazines). There is a circular hole in the bottom front of the magazine where the user can pour in or empty the rounds. This is much quicker than stacking the rounds on the top of the magazine. This also helps minimize wear done to the plastic feeding guide on the top of magazine.



If you look carefully, you can see the circular feeding hole in the front, bottom half of the magazine

Performance

I don't have a chronograph, but the gun is advertised to shoot from 300-330 FPS on Green gas.

The blow back is very crisp and the gun itself is quite accurate at 60 feet as well. With the Coke can test, the 1911 was able to pierce through both sides of the can. It was not able to pierce the bottom of the can. According to Redwolf Airsoft, this is about 350-370 fps. The 1911 was able to cleanly penetrate both sides of the Dr. Pepper can.



Entry hole



Exit hole

Compared to my KJW M9, this 1911 shoots with better accuracy and at a higher velocity. The hop-up is quite responsive. I have not used this in a skirmish, but it I was able to hit human size targets at around 80 ft away. It is important to remember that this GBB should

be used as a defense gun, rather than an offensive gun. With that in mind, engagements with this secondary should usually be under 120 ft or so. Common sense would dictate that anything beyond that range would require a rifle. The blowback itself is crisp and contains more "whump" than my plastic M9. I would say the recoil feeling is similar to a .22 handgun with a heavy bull barrel. But it has the same amount of recoil as a real Ruger MKII with an integrated suppressor. For the super realists out there, don't expect the same amount of recoil you normally get with a real 1911, as it's just not possible with an airsoft replica at this time.



Accuracy tests

Tests were conducted from 30 ft, 50 ft, and 70 ft. There was a slight breeze of 4 mph. I was shooting standing and unsupported.

The targets are printed on a standard 8.5" x 11" sheet. The logic is, if you can hit this size of paper, you can hit a human torso. The entire target circle has a diameter of 5.5". As for the ammo I was using, I was using your typical white .20 g BBs.

At 30 ft, the grouping is consistently in the black area of the target. This is a fairly close range for an engagement. This range would probably represent some indoor CQC.

At 50 ft, the accuracy dropped, but I was still able to get consistent shots in the target in general.

For the NRA .22 handgun competitive shooting, 50 ft is the standard range for the shot. Although the GBB 1911 is no where consistent in grouping as real steel, the grouping here is quite impressive for an airsoft gun when firing standing and unsupported.

At 70 ft, this range is pushing the accuracy of most GBB guns. I was still able to hit the target, but most of the shots went around it on the paper, and a few missed the sheet completely. Considering the projectile is round and not conical, this is acceptable.

This gun is quite accurate with single shots. It still is fairly accurate with double taps. Depending on how much gas you charge in each magazine, the user will notice a drop in FPS in the last several shots. Accuracy is also partially dependent on how much the user adjusted the Hop UP.

Problems/Issues

The magazine does cool down (inherent problem with gas guns in general) with rapid shots. However, with controlled double taps, the cooling issue is negligible. When I first pulled back

the slide (before firing), the gun itself was very dry (as in not quite lubed). After lubing the barrel/chamber, trigger and hammer area, the cycling operations was much smoother. I also lubed both magazines (the parts where gas is injected/expelled). I recommend you lubricate these parts with silicone oil before firing the 1911. Another quirk I have with this gun is the lack of trademarks on it, but it's not at all critical during field use. Even though the spring is strong enough to cycle the slide, it's still feels slightly sluggish compared to real steel pistols, but still much more crisp than my old KJW M9.



Another problem with this particular model is the finicky slide lock. There have been reports that the slide doesn't always lock back with each shot. After several days of testing and experimenting with different scenarios, I found this problem only occurs when there isn't much gas left in the magazine. The gun will still cycle, but there isn't enough blow-back for the slide to go back far or hard enough for the slide lock to engage the small piece on the magazine helps push the slide catch upwards. Without the recoil from a strong blow-back action, the slide will not lock back. The rounds will still be fired at this point. One way to counter this is to charge enough gas into the magazine (about 14 seconds or so). This number may be tentative for each individual magazine, but the 1911 tends to perform better. If you're going to charge that much gas into the magazines, remember to lubricate the magazines' "o-rings" often.

The black plastic grips look fairly cheap, but are not "cheapy-cheap" plastic you'll find on Chinese guns. But for such a nice replica, the grips detract from the overall look and feel of the gun.

Modification

Since I had a KWC Witness 1911 springer with faux wood grips that I painted before, I decided to slap them on the WE 1911 to give it more character. The grips will not fit without modification. Modification includes widening the screw holes and shaving excess areas so the right side safety will fit. I then also painted the stock grips with a Khaki/Mimosa color followed with a black and brown wash to give it the Kimber-styled MARSOC 1911 Warrior look.

While not considered a real modification, the rail can take on lights and lasers as well.

Once a light is slapped on a 1911, normal holsters will usually not be able to take it, as the 1911 is too bulky for it. I also had to modify my old, dirt cheap holster for it to take the 1911 with light.



My rendition of a US SOCOM styled weapons load-out, completed with my painted M4A1.



With my old KWC Witness 1911 "wood" grips. I painted the grips for a more realistic look



The painted grips does give the gun better contrast while seated in the holster

Conclusion

Overall, for the price, this 1911 is an excellent purchase. Western Arms 1911's are double the price and have plastic slides. In conclusion, I was fairly surprised at quality of this gun, and this gun has far exceeded my expectations.

Pros:

- Full metal at a reasonable price in the current market for 1911s
- Adjustable sights
- Rail system for accessory attachments
- Good blowback
- Sharp details and nice, smooth finish
- Good accuracy for a pistol
- Realistic weight and quite solid
- Came with 2 magazines (at AirsoftGI)
- Uniqueness in that it's not another Glock or USP
- Works well for those MARSOC Force Recon or US Army SF load-outs.

Cons:

- Ugly, cheap looking plastic black grips
- Magazine cooling down if you rapid the 1911
- Rear sights wiggle slightly, but it can be tightened
- Grip safety slightly wobbles, but not too critical.
- Lack of trademarks of any sort.
- The gun comes "dry," so lubing is highly recommended before first use.
- Finicky slide lock when not much gas left in the magazine for it to engage the slide.

Score:

- Looks: 9.0/10
- Feel: 9.0/10
- Performance: 8.5/10
- Potential: 9.0/10

Overall: 9.0/10

Verdict: Highly recommended if you're a pistol enthusiast and or if you want a good secondary sidearm.

The Jing Gong BAR-10 SNIPER RIFLE

by Crimsonfalcon07

For those of you interested in the ACM sniper rifle releases, Jing Gong has released the hottest rifle yet, the BAR-10. Here's a beauty shot for those that like to know what they're looking at:

First Impressions

Okay, so now that I've got my hands on my package, it's time to see what I've got here. I rip off the bubblewrap, literally shredding it in my excitement to finally get at this gun. JG has proven to be a serious contender with their AEG line, and I've been hoping that their past history of building great-looking and fully-compatible AEG's, that they'll do a solid job on their first sniper rifle release. As I get the final layers peeled off, I begin to realize that I'm probably not going to be disappointed. The barrel assembly looks solid, and the stock is gorgeous; it doesn't look or feel like any old rifle stock. More on this later... Upon putting the pieces together, using a quick application of elbow grease and a Torx (Allen) wrench, I've got myself one of the most beautiful ACM's I've seen yet. The barrel assembly fits a bit tightly, and I suggest you place a piece of duct tape over the end of the spring on the mag release, since it's prone to fall out, but overall it fits together snugly.

Firearm History

The appearance of this rifle is very similar to the Remington M700, with paddle style cocking handle. One thing you'll notice is that the cocking handle looks a bit different from the VSR-10 cocking handle; it's more textured, and a lot more like the M700 handle. Here's a shot of the cocking handle:



world.guns.ru tells us the following about the M700:

"This rifle traces its ancestry back to the British P14/US model 1917 Enfield. Starting with model 700BDL action, Remington adds a stainless-steel barrel

and a carbon-fiber stock, then tunes the rifle for one-minute-of-angle accuracy using match grade ammo. This rifle design was (and is) a basis for many custom built tactical sniper rifles. The USMC (Marine Corps) was among the first to make the model 700 action the basis for a precision sniper rifle. The original USMC M40 bolt-action sniper rifle used in Vietnam and into the late 1970s was built on a Remington Model 700BDL action. In fact, today's M40A1s are still being rebuilt on these same actions. Later, when the US Army decided to switch from a semi-automatic to a bolt-action rifle, the Remington Model 700 action was chosen for the M24."

Appearance

This gun is amazing, it boasts of several nice features including a tapered outer barrel and excellent finish. There are no obvious seam lines, and for those of you who like the tactical look of a black bolt-action rifle, this one will not disappoint.

Here's a shot of the tapered outer barrel.

The rear buttpad is rubber, feels very nice, and like the MP001, is removable, to reveal a little compartment for storing things or if you should desire, adding weight to your gun to give it a more realistic feel. Here's a shot of the buttpad removed:

And a picture of the compartment:

The barrel assembly is very clean looking, with no "paintchips" and looks very professional. As usual, JG has done a superb job with the appearance of the gun.

Feel

The feel of the gun really impressed me. The stock has a nice rubbery finish, which feels absolutely superb. This rifle feels like no other

more. Here's a shot of the stock:

Most of the parts are made out of metal, including a metal trigger:

This particular rendition comes with a removable rear sight, although there's a version with a scope mount. It is compatible with a VSR-10 scope mount, or with the MP001 scope mount. I actually swapped the mounts with my MP001, so the following pictures of the rear sight are on the MP001. But that's the BAR-10 rear sight...

But how well is it built, and what do the internals look like? I know you're all dying to know...

Build Quality

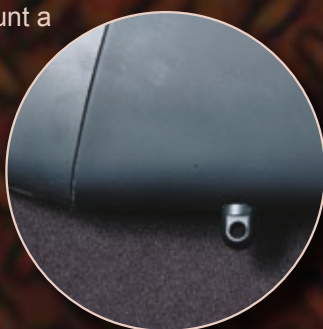
Let me begin by saying that this gun feels very, very solid. It doesn't have the same toy-like feel that the MP001 has, although that might be

because the stock feels better, and the slightly larger grip just feels better. It's still fairly light, although that's true of the VSR-10 and USR-11 as well, and can be easily remedied by adding in some weights in the stock.

The construction is either very solid plastic or metal, and the parts that take a lot of stress, like the hop-up parts (including the hop-up adjustment switch, cylinder, sears, etc) are all steel, although



It also boasts some swing swivel studs (which means you can mount any swing swivel stud bipod) which are very sturdy. It does not come with any easy way to mount a sling out of the box, however. Unlike the USR-11, the studs are sturdy, not the plastic that some USR-11 owners have noted. Here's are pictures of the studs:



ACM sniper rifle (and, in my opinion, even rivals or beats most high-end sniper rifles). It is a nice touch, since it doesn't really feel like plastic any

the safety switch is mostly pot-metal. I'm definitely pleased that the trigger is metal, although the trigger guard is not.

Finally, let's take a look at the magazines. I want to note that the magazine is VSR-10 compatible. I've tested the VSR-10 mags, and they fit fine, although they're a bit of a tighter fit, and they also feed perfectly well. I suggest sanding the back a bit; otherwise they don't come out easily. HFC USR-11 magazines fit perfectly, making me wonder if they cloned the USR-11 instead of the VSR-10. The magazine has a 30 round capacity. Here's a picture of the magazine and loader:



Again, this gun is fully-upgradeable with VSR-10 aftermarket parts, which is a good sign. USR-11 is no longer at all worth buying... Alright, if you have a tight-bore, pop the rubber on the end, and stick it back in, then follow these directions in reverse to reassemble the gun. Once it's all back together, it's ready to shoot.

Function

I can't help it, I always have to have one of these in here. It's pretty simple. Insert the magazine, set the safety to Fire (F), cock the gun using the bolt handle, return to resting position, aim, and pull the trigger. The gun is pretty quiet, with a bit of a recoil and it makes something of a SPROOOIIINNNG noise, unlike the CLACK!! of the MP001.

Performance

Performance is pretty solid (although I had issues the first time because it only has a rear sight, and I'm used to shooting with a scope. So, I put on a scope and redid the accuracy test. Same setup as always: 0.20g bb's

from 100 feet indoors with a sandbag to stabilize. As you can see, it has a nice tight grouping, with one flier, easily as accurate as the MP001. This particular grouping is 2.1":

Remember to clean your hop-up bucking and inner barrel before you do any testing if you want to get comparable results. So, how about the power of this gun?

Well, I first did the PMC (Poor Man's Chrono). It's easily capable of puncturing both sides of a can, but isn't quite can-bottom capable. This puts it somewhere between 350 and 420 fps. Obviously we need a better measurement. Luckily, I have a chrono. It clocks in at 391 fps averaged over 10 shots. So, better stock power than either the USR-11 or the VSR-10, with comparable accuracy thanks to the V-hop.

Okay, so how about testing it with the teflon mod? I did the single wrap of electrical tape around the nozzle of the cylinder head. Presto! Can-bottom edge capable! It even does a good job of cracking the top, although it doesn't have full penetration. Chrono results yield a staggering 479 fps, and that's without a tight-bore. If I were to install a 6.01mm barrel, I imagine I could get close to 500 fps without even doing a spring upgrade. This gun is capable of some serious shots!

Skirmish Test

So, how does it perform in the field? I took this gun for a spin to see how it works. The one issue that I had was that the magazine was feeding, and I had to push it in when I cocked it to get bb's to load. I have since fixed that with a simple mod. Anyways, this gun performed amazingly during the skirmishes. It's easily capable of 250 foot shots, and I got several 280+ foot shots, including a 280 foot headshot. It's incredibly accurate, even in stock form, and I shudder to think of how well it will do with a tight-bore.

Accessories and Modifications

Well, this gun can take any VSR-10 compatible upgrades and parts, and can take a swing-swivel bipod, although it doesn't have any rails for mounting lasers or such nonsense (and good riddance to that garbage, it doesn't belong on a sniper rifle anyways). The end doesn't seem to screw off easily, so I'm not sure about fitting silencers, unfortunately, and I'm still waiting on measurements for the hop-up and outer barrel. You can also do any of the mods mentioned in the MP001 Mod thread on ASR, although it doesn't need any messing with the trigger mech, since it works flawlessly. The teflon mod is a nice thing to do, however, since the seal clearly isn't perfect, and I suggest you buy some hardened Torx screws as well to replace the stock ones.

Pros:

- The stock--best feeling stock out there
- Feel and handling is superb
- Well-made out of durable materials
- Fully compatible with the VSR-10
- Excellent stock power
- V-hop
- Openable cylinder

Clean finish
Tapered outer barrel
Brass inner barrel that's VSR-10 compatible
Outer barrel screws into bolt assembly for no-slip operation
Metal swivel studs
M700 style bolt handle
Discreet J.G. trademark, and no others
Excellent stock performance
Metal trigger
Cheap--130 shipped or less

Cons:

The magazine release falls out when you disassemble (fix by gluing the spring to the stock and to the button)
The safety is pot metal, and prone to breaking. Just superglue it if it falls out.

Wide stock barrel

Ummmm, I can't think of anything else at the moment...it's such a nice rifle...

The Final Word

This gun is clearly the best budget sniper rifle yet released, and future releases are going to have their work cut out for them. The finish is amazing, performance is very good, it's upgradeable, and it really puts the USR-11 to shame. It doesn't require pins to be drilled out to open the cylinder, has better stock power than the USR-11 or the VSR-10 (comparable to the MP001, but without the same issues, as far as I can tell thus far). In short, this rifle is the best budget sniper rifle option that I've yet encountered (although the Warrior 1 is very nice with its tight-bore and powerful stock spring). I don't have much bad to say about it, although I'm hesitant to paint it because I'm not sure how that would work with the rubbery finish. Ultimately, the final word is: Go out and get it! You won't be disappointed.

Be the next *AX Babe!*



Airsoft Xtreme Magazine is on the lookout for the beautiful airsofters around the world! Send us a photo of yourself in full load-out and be on the pages of Airsoft Xtreme! Email your hi-res JPEG photos to editor@airsoftxtreme.net and be famous around the globe!



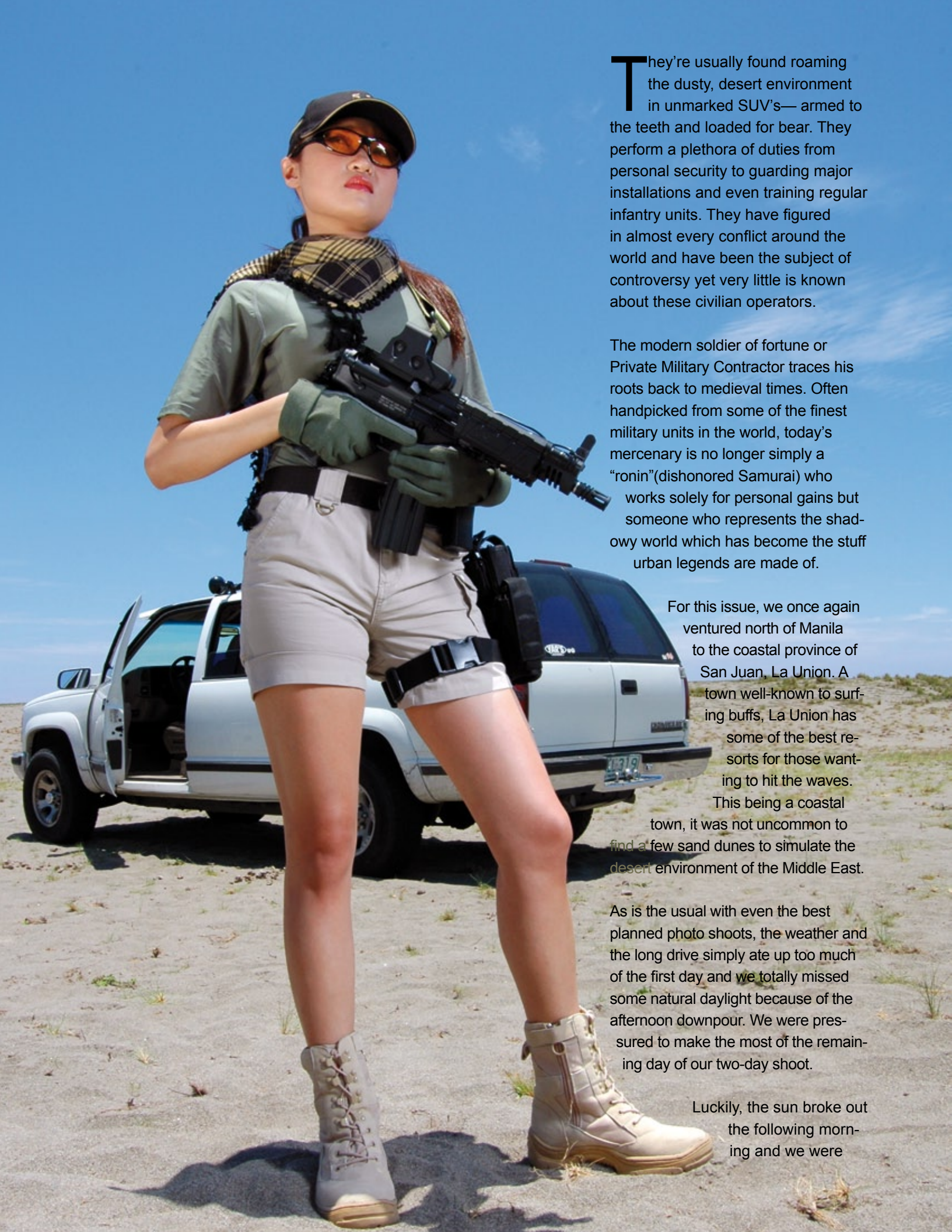
SHADOW OPERATORS

Words and images
by Abs Abando



Darah's PMC load-out consists of a Ball Bap, Tactical Vest, LE Shirt, Trainer Belt and Tactical Shorts by 5.11; a Universal Holster from Tactics SOG, desert boots and ICS M4 CQB Pistol from Tactical Hobbies and Tactical eyewear from Rudy Project.

Riding shotgun with our lovely doctor is Celean sporting a 5.11 Ball Cap and 5.11 Tactical Pants; a black Tactics polo shirt and SRU vest by Tactics SOG and a custom-made JG M4 "Shorty" from Tactical Hobbies.

A woman is standing in a desert environment, wearing a black baseball cap, orange-tinted sunglasses, a green short-sleeved shirt, a black tactical vest with a plaid scarf, khaki shorts, and tan combat boots. She is holding a black assault rifle with both hands. In the background, a white SUV is parked with its driver-side door open. The sky is clear and blue.

They're usually found roaming the dusty, desert environment in unmarked SUV's— armed to the teeth and loaded for bear. They perform a plethora of duties from personal security to guarding major installations and even training regular infantry units. They have figured in almost every conflict around the world and have been the subject of controversy yet very little is known about these civilian operators.

The modern soldier of fortune or Private Military Contractor traces his roots back to medieval times. Often handpicked from some of the finest military units in the world, today's mercenary is no longer simply a "ronin" (dishonored Samurai) who works solely for personal gains but someone who represents the shadowy world which has become the stuff urban legends are made of.

For this issue, we once again ventured north of Manila to the coastal province of San Juan, La Union. A town well-known to surfing buffs, La Union has some of the best resorts for those wanting to hit the waves. This being a coastal town, it was not uncommon to find a few sand dunes to simulate the desert environment of the Middle East.

As is the usual with even the best planned photo shoots, the weather and the long drive simply ate up too much of the first day and we totally missed some natural daylight because of the afternoon downpour. We were pressured to make the most of the remaining day of our two-day shoot.

Luckily, the sun broke out the following morning and we were





able to get just the right light for the SUV scene. It was searing and the hot sand melted out the glue on our shoes. I was shooting in a kneeling position and burned my knees every time I tripped the shutter! Sunburn and dehydration notwithstanding, the shot had to be immortalized.

If you think our cover girl, Darah Chavez looks strangely familiar, check out pages 94 to 97 of our Summer Assault issue! Yes, folks she is the same lady who whooped DJ Rye's sorry behind in our Dare to Bare section!

For those who missed out last issue's D2B article, it may be interesting to note that Darah in real life is a practicing MD who currently sees patients at her dad's clinic in Manila. By the time this issue is released, Darah will

be taking her residency in one of the country's premiere medical facilities. Which brings us to how we ever got her to pose for the cover....

Darah is an adventurous young lady who sees the world with fresh eyes and will not turn down an occasional rush from things some might find strange or unusual. Without hesitation, Darah accepted our challenge knowing fully well she had no prior knowledge of firearms or any shooting sport for that matter.

Since appearing on the pages of AX, Darah has been keenly interested in the sport and has had her share of "kilos" during friendly skirmishes at AX's very own playing field, Bricktown. To her fans, Darah has this to say: "I'll see you guys in the field!"



for keeping
the legend
alive...

Amie
chavez ☺



In this edition of 3G'S, we also take a look at some of the different camouflage patterns from around the world. The Battle Dress Uniforms featured here are from the private collection of AX contributor, "Papa Charlie" and guns and gear from Tactical Hobbies.

Body Armor: Abby dons a Tactics SOG A.T.T.A.C.K. Chest Rig Platform, a modular carrying vest with MOLLE attachment loops for a variety of load-bearing pouches and hidden pockets to accommodate ballistic plates; a pair of genuine-issue, Spanish Marine Desert Camouflage trousers and a Jing Gong G36C.

GUNS, GIRLS & GEAR

Sun-drenched: Just the ideal load out on a hot day: a Tactics Cap from Tactics SOG to keep out the sun while drawing sight pictures on a customized Jing Gong M4 "Shorty"; carry extra ammo in M16/M4 30-round Magazine Pouches mounted on a Thigh Rig A.T.T.A.C.K. Platform and Duty Belt from Tactics SOG. Complete the look with a pair of genuine Egyptian Army camouflage trousers.






Mags-full: Carry as much as 12-AR15/M4 30-round magazines, grenades and other essentials in this Warrior Load Bearing Vest from Tactics SOG. Fully-adjustable chest and yoke plus padded shoulders make this Warrior Vest sleek and trim when mobility and stealth are imperative. A G&G UMG AEG completes this low-profile load out.



Wired for Sound: Synchronize an assault or call for back-up using a Personal Role Radio (PRR), carry essential electronic gear in a Battery Pack Pouch from Tactics SOG and look trim in a genuine Polish Army desert camouflage trousers and Uniform Web Belt.

A woman with brown hair tied back, wearing a tactical headband with a green circular device and a black microphone. She is holding a black WE Hi-Capa 5.1 'Dragon' airsoft pistol with both hands. She is wearing a brown tactical vest with a black magazine holder on the left side. The background is dark with some green light effects.

Full-metal: Whether you use it as a sidearm for skirmishes or practical airsoft competition, the WE Hi-Capa 5.1 "Dragon" is a feisty gas blow-back pistol that takes green gas and shoots with a significant kick that would make any firearm shooter smile with pleasure.

MISSION ESSENTIALS



Take Cover Keep out the sun or a sudden downpour with the snappy but fashionable Tactics Cap. Be cool in bright red or go for the tactical look in basic black.

For more info : www.tacticsog.com

Carry-all Whether you're packing a first aid kit, dry rations or spare ammo, the Tactics Utility Pouches takes 'em all! MOLLE web attachments allow attachment of additional pouches. Available in Vertical and Horizontal variants. Tactics Utility Pouches come in Black and Olive Drab.



Load Up The Tactics M16/M4 Magazine Pouch carries a pair of 30-rounders each. An elastic bungee cord keeps the pouch snug and an adjustable flap keeps the mags in place. MOLLE attachments allow a variety of carrying options for vests or belts

Leg Work Worn low so as not to impede with body armor or vests, the Tactics Thigh Rig Platform has MOLLE attachments to accommodate virtually any load-bearing pouch or holster. It also relieves the shoulder of unnecessary strain caused by conventional LBE straps or suspenders. The Tactics M16/M4 Magazine Pouch carries a pair of 30-rounders each. An elastic bungee cord keeps the pouch snug and an adjustable flap keeps the mags in place. MOLLE attachments allow a variety of carrying options for vests or belts.



for more info : www.tacticsog.com

Madbull Talon.

The ultimate conversion kits to dress-up your M4, these Mad Bull Airsoft Patriot and Talon Kits from Taiwan are some of the finest we have seen. Made of aircraft-grade aluminum and precision-cut, these kits exhibit no imperfections and

are capable of “drop-in” fitting. The Talon Modular Tactical Forearm is made to original specifications out of aluminum and is fully-licensed by Gemtech. A certificate of authenticity comes with every Talon kit.

CLP in the Field

Airsoft guns need both lubrication of moving parts and maintenance of vital rubber components like “O” rings and the “hop bucking”. The Delta Silicon Oil functions just as regular Cleaning/Lubricating/Preservative oil. It's CFC-free and comes in a compact, 4-oz bottle that fits any gun bag or LBE vest. The Delta SO is also perfect for lubricating real firearms, lock-back and multi-tool knives. It is manufactured and distributed by Powjet Enterprises (+63920.907.9109) (+63922.874.2440) and available at Tactical Hobbies (+632.780.4572)

Hopped-up!

This Mad Bull Shark Hop-up Bucking was originally designed to prevent double feeding by means of their patented “Fish-bone X balancer”. It was

discovered that this particular bucking increased the velocity of BBs. Mad Bull offers this as a set of 1-rubber bucking or 1-silicone bucking as some users prefer the rubber for stiffer springs and some appreciate the silicone variant which is more efficient for low FPS guns.

MADBULL products available at **Airsoft Armory.**
www.madbullairsoft.com

Impeccable Timing

Since the blast from an airsoft Gas Blow-back (GBB) or Automatic Electric Pistol (AEP) may be inaudible for conventional match timers, the most accurate way to time a practical airsoft run would be a Mad Bull Practical Shooting Timer—which employs the use of a “stop plate” to record a shooter's time. Already in use by the US Airsoft Practical Shooting Association (US APSA), the Mad Bull Practical Shooting Timer will be the official timekeeper of the Airsoft Xtreme Practical Airsoft Challenge.

for more details go check : www.madbullairsoft.com



BASIC UPGRADING

By: Dennis "Tikoy" Esguerra

Dennis Esguerra or simply, "Tikoy" started playing airsoft in 1996. These were the days when FLON 12 or gas-powered automatic weapons dominated the scene. He has been into the airsoft gun repair business since 1999 and is well known for doing upgrade work for AK-47's and other Kalashnikov variants.

Today, Tikoy is the main gunsmith for XPro Hobby Shop and aside from doing upgrades for most popular AEG's, Tikoy also fabricates front kits for "shorty" versions of the M4 like the "Kitty Kat" & "Patriot kits" with his own lathe machine.

Although many airsoft players have become "gunsmiths" themselves, there will be no substitute for experience both in the field and the workbench. There will always be a line between a real gunsmith and somebody who just installs parts.

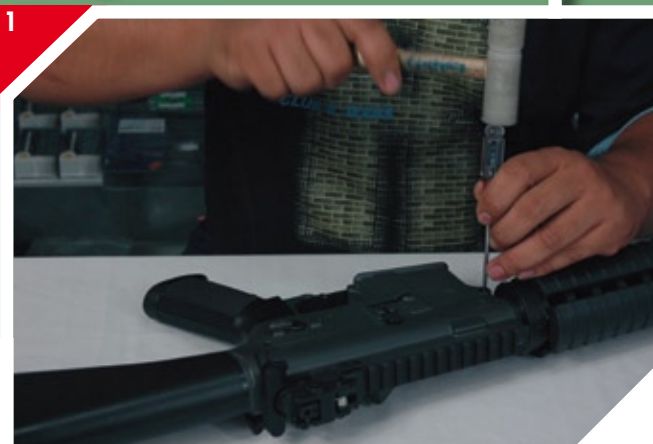
THE BASE GUN: A JG M4A1

In this edition of Tech Corner, we go into the heart of the AEG itself. We will show you how to take apart the gear box and put in some basic upgrades to make your AEG perform better than out-of-the-box.

Our subject is the most popular choice among airsoft veterans and tyros alike—the M4A1. This particular AEG—like its real counterpart—has gone through so many incarnations that it would be difficult to distinguish an authentic replica from the real thing. That may be one of the more salient points to consider when planning on your first gun or even when getting a second or third. Like the venerable 1911 pistol, you can dress up your "AR" in so many different ways.

Let's begin with the basic upgrade. A Japanese version of the M4 will shoot roughly 275-295FPS. A China-clone will do around 350FPS. If you're looking to push the numbers a little higher, here's what you will need:

1. TechPro 120 spring
2. Metal spring guide with bearing
3. A replacement air nozzle
4. Stainless bushings
5. Metal shims



Push out the retaining pin in front of the magazine well from the left side of the receiver

2



Pull out the retaining pin from the right side of the receiver

3



Take out the second retaining pin just above the pistol grip. The upper receiver can now be separated from the lower receiver.

4



The top part of the gearbox is now revealed.

5



Take out the second retaining pin just above the pistol grip. The upper receiver can now be separated from the lower receiver.

6



You can now access the motor.

7



Unhook the lead wires.

8



With the lead wires out of the way, the motor can be pulled out.

9



Remove the pistol grip using a long screwdriver.

10



The grip now comes off from the lower receiver.

11



Remove the magazine release button.



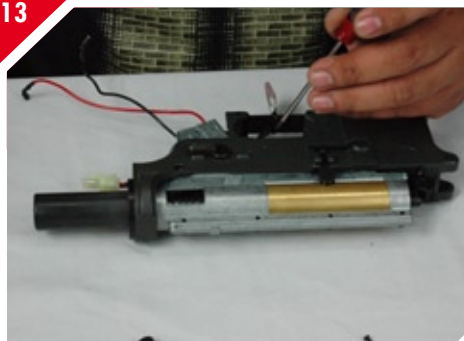
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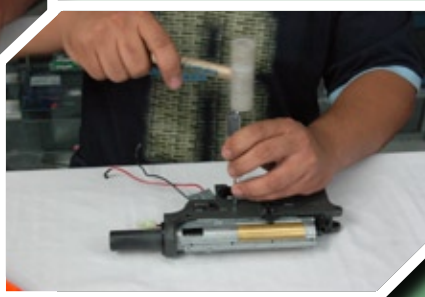
Remove the feeding tube using a screwdriver.



13



Remove the pin that retains the gearbox. This would be directly above the trigger housing.

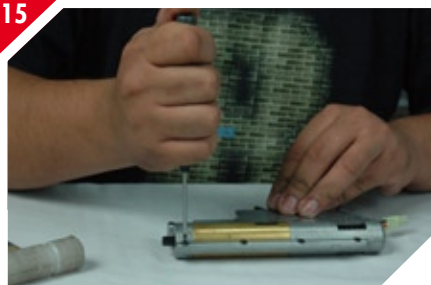


14



With the pin removed, the gearbox is freed from the lower receiver.

15



Remove the screws that hold the gearbox together. Hold down the gear box while doing this to avoid any parts from "flying" out.

16

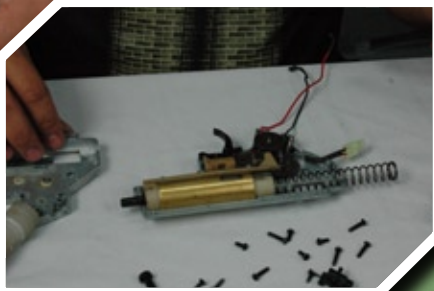


While holding the gearbox down, open it partially from behind and insert a screwdriver. This will prevent the spring from curving out of shape.

17



Remove the spring guide



18



With the spring guide removed, the piston body can now be taken out of the cylinder.

19



Using a screwdriver, remove the piston head to release the stock spring.

20



Unhook the spring that holds the tappet plate to remove the spring and cylinder set.

21



With the cylinder set out of the way, you can now remove the gear set and access the bushings.

22



Remove the plastic bushings using the tip of a screwdriver.

23



Insert metal bushings into the slots. Note that some gearboxes may not be tailor-fit for the replacement bushings. You may need to sand or file out some metal for the bushings to fit.

24



This is how the new metal bushings should fit the gearbox.

25



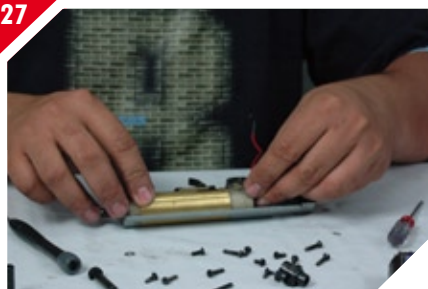
This is how the gears should be properly assembled with the metal shims in place.

26



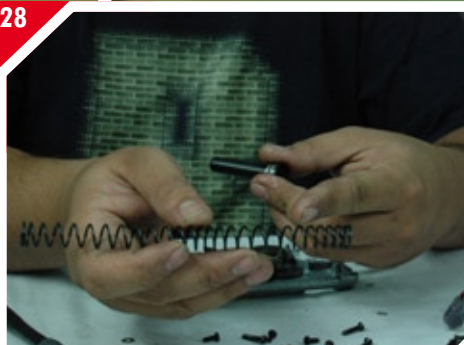
Replace the stock air nozzle and insert it into the cylinder head.

27

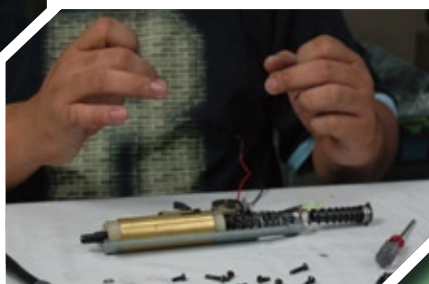


Re-assemble the cylinder set and fit it into the gearbox.

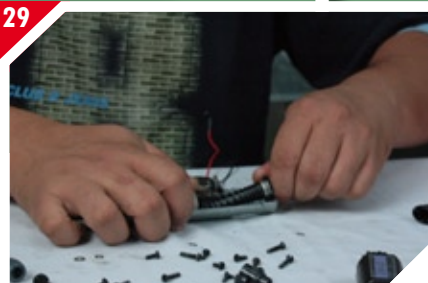
28



Because of the more powerful spring, the plastic spring guide had to be replaced with a metal version.



29



With the aid of a long screwdriver, insert spring guide and spring into the cylinder.

30



Re-attach the other half of the gearbox. Be sure to hold down the spring to prevent it from curving out of shape.

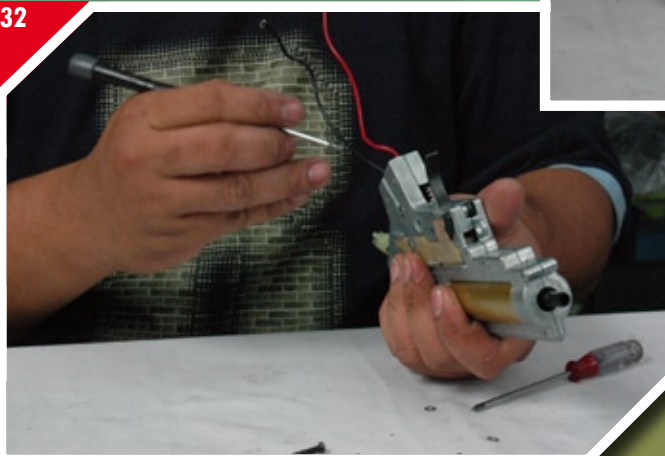
31



Make sure that no wires are caught in between.



32



Replace the screws and close the gearbox.

33



Re-insert the gearbox into the lower receiver. Make sure no wires are caught.

34



Re-insert the gearbox retaining pin above the trigger housing.

35



The retaining pin must be hammered into place.

36



Re-attach the feed tube.

37



Re-attach the pistol grip.



38



Re-insert the motor. Be careful that the wires do not get caught in the process then re-attach the lead wires onto the motor.

39



Close the motor plate.

40



Align the hinges that connect the upper and lower receivers and re-attach the pins.

41



The M4A1 is now ready-to-rock!!!



By: Kennive Ho a.k.a "Olka"

Occupation: University Master student
Hobbies: Airsoft, movies, all kinds of music and loves to modify airsoft guns for fun

Custom AR Pistol

Editor's note: since the invention of the AR-15 in the late 50's, it has undergone countless modifications to suit different mission requirements. A 9mm version is also in use by law enforcement personnel specifically for close-range combat. Olka's AR modification is for this type of weapon.

I usually search the internet for unique AR configurations. I fell in love with one particular AR variant, the 9mm AR Pistol. I had seen many 9mm AR's but this one is very nice and prompted me to produce one for my own airsoft collection.

This particular AR looks special to me because of the cocking handle. I had never seen an AR like this before and because I am copying a real firearm, many parts had to be fabricated including the YHM hand guard and flip-up iron sights. There are not many parts available for airsoft guns.

Here is the menu for the yummy baby,

- Bomber front and rear flip up iron sight
- Classic Army compact handguard
- Classic Army 9mm magazine and adapter kit
- G&P 9mm style silencer
- G&P one piece outer barrel
- G&P single-point sling butt plate
- G&P Zombie Killer receiver
- Magpul PTS trigger guard
- Magpul PTS MIAD motor grip
- Marui G3 cocking handle



FRONT SET:



Because there are no factory-produced silencers of this length, I selected a G&P 9mm-style silencer to modify it. As the picture shows, I cut the shaded area to make it as short as I wanted.



Here is the set: The silencer is really cute!



The outer barrel is also special and had to be cut at the same length of the suppressor.



The outer barrel had to be threaded to accept the silencer tube.



I installed a size M5 screw through the lock ring to the upper receiver, this is to avoid any movement of the handguard.



Barrel after being installed.



Compare with the reference.

UPPER RECEIVER:

The entire process is long and time consuming. There were steps where I did not take any photos. I hope the illustrations will be understandable.



The shape of the upper receiver is special. I formed it by putty, glue and plastic plates.



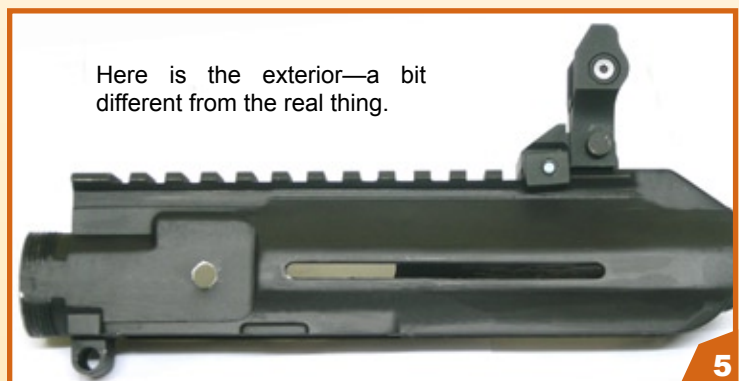
The real 9mm AR has no Bolt-forward assist so I had to saw this off as well.



A slot had to be drilled into the receiver for the cocking handle.



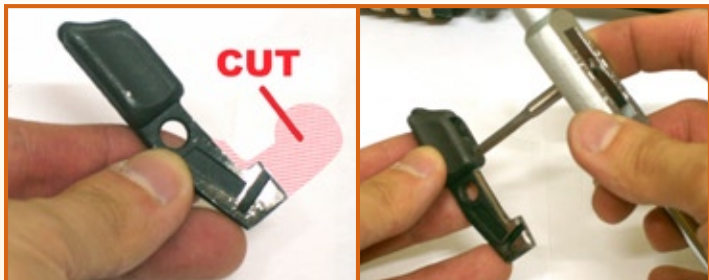
Because this is 9mm AR with a side cocking handle, which meant the formal AR cocking position needed to be reformed. I cut the rear parts and formed the shape with plastic plate.



Here is the exterior—a bit different from the real thing.

COCKING HANDLE:

Based on the real gun reference, I could not see all the parts clearly so I chose a Marui G3 model's cocking handle for my 9mm AR. I cut away at the shaded areas and modified it as these pictures show:



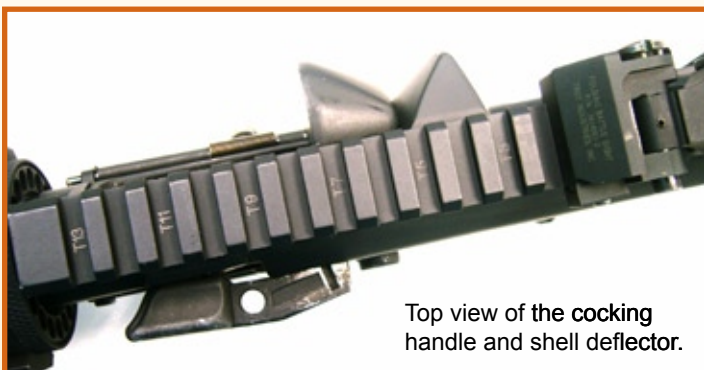
Prepare a plastic plate and screw them together.



The outcome after the cocking handle is installed: I quite like this set up, cool!

LOWER RECEIVER:

I install a Classic Army 9mm adapter inside the magwell. No need to make any modification on it but I found it a little bit loose while I was playing with it. Most real 9mm guns always have three holes through the mag well position to fix the adapter, I also drilled holes and installed screws to solve the movement problem.



Top view of the cocking handle and shell deflector.

SHELL DEFLECTOR:

The 9mm AR has a different shell deflector from that of its 5.56mm variants. Although I have a real one, I insisted on making my own hand-made deflector as I enjoy this process all the time. Here are the comparisons between the real deflector and my hand-made version. Of course, some details were missing but it still looks cool! Left: hand-made; Right: the real thing





The length of the butt tube is abnormal. I also needed to custom-make one to fit. I also had to decide where to install the battery. Because the internal space of the butt tube is limited, only a small battery can be placed inside. I needed to tailor-fit a specially formed battery for this. I gave up the Li-poly tube and selected a Ni-MH for this. This would fit the butt perfectly.

Size AAA battery, 9.6V 750maH

BUTT AND BATTERY:

This airsoft gun is small and there seems to be no room for the battery. How could this be used for airsoft? It should be light weight, flexible, and efficient. Power is not the requirement for this type of airsoft gun so I used a 7mm-bearing gear box and changed the cylinder to a MP5K type, power is from a Systema 1j spring. An acceptable firing power and the ROF would satisfy me.



Here is the proportion which is compared with the reference, everything is perfect!



FINAL MODIFICATION:

To facilitate easier battery changes in the field, I modified the end of the butt tube and made a screw-in cap.



Still looks good even when closed.



OK, everything is done. LET'S HAVE FUN! LOOKS COOL with the mini Doctor's dot sight attached.

FACE JOBS

By: Abs Abando

Masks were meant to protect your pretty face during a skirmish. Here are a couple of masks that do more than just protect you from a "mug shot"!



Contact Info:

ARNEL "Kining" PASCUA
a.k.a. "Ibulletkill", Team Pusoy
(63) 922-937-5929

AIRSOFT ART

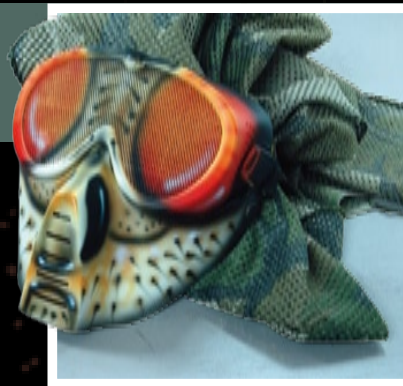
First, let's look at a new twist to an old classic. Instead of wearing a simple, spray-painted, wire-mesh "mug cover", why not an intricately airbrushed mask made by artist and airsofter, Arnel "Kining" Pascua?

While playing in the North vs. South event, I noticed that there was nothing new so I decided to hand-paint my helmet. I see a lot of painted masks but they all looked like they miserable excuses for a paint job.

That's when I decided to make my own "airbrushed" mask. The first pattern I used was copied from a pair of snakeskin pants.

I got a lot of funny looks when I first wore my painted mask. Some said it was "wicked"! Then there was one guy who told me not to look at him because he jokingly said, "I don't like the way you look at me!"

Eventually, people started asking how much it would cost to paint their masks. That got me to thinking. At first I had no idea how much to charge. Pretty soon I found myself making masks although



For the more flamboyant, Arnel also renders different animal patterns or in this case—a bee's face. Even from a distance, one can appreciate the intricate detailing—an Arnel Pascua signature.

only on a limited basis.

Kining has been an airbrush artist for quite some time. He started out making one-of-a-kind t-shirts since the late 90's and is now a full-time graphics artist who is also known for his custom paint jobs on cars, motorcycles and even surfboards!

Although he also does a fantastic job at camouflaging guns—his custom-painted AK is one of the finest I've seen so far—Kining would rather stick to doing just masks.



A finely-detailed woodland pattern is a basic staple. Optional ear extensions may be included at added cost.



CLOSE PROTECTION

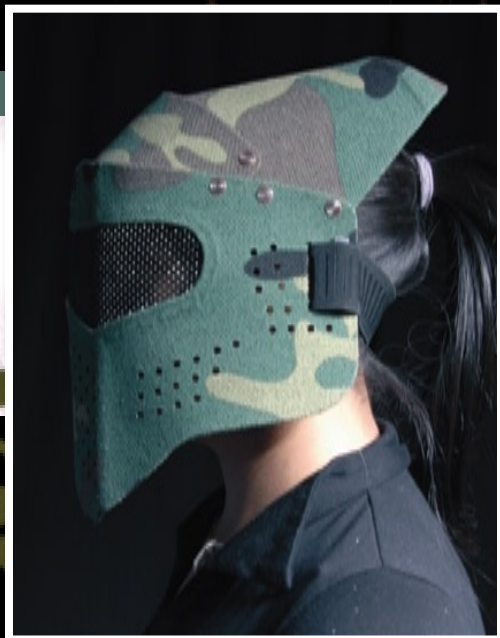


But if you're looking for good old, high FPS protection, check out this plastic and #14-gauge stainless steel mesh mask by Eric de los Reyes. Eric's masks are straightforward, function-before-aesthetics classics. It offers full facial protection that extends all the way to the ears and the top of the head—the most vulnerable areas especially when snipers lurk in the distance.

Mask offers full-face protection and ear coverage



Heavy gauge wire mesh can withstand 600FPS at 1-meter!



Foam-padded for added comfort



These masks are reminiscent of a knight's helmet but without the visor. The actual finished product may confirm to customer's specifications. They have been tested to withstand a 600FPS shot at 1-meter contact distance. Eric manufactures these masks on a limited scale—a single mask can take up to 8-hours of labor!

If you'd like to have your own, you may get in touch with him directly or see his products on display at Tactical Hobbies, Quezon City.



Actual colors may vary as the entire mask is laminated with BDU cloth. User may choose from most popular camo patterns.

Contact Info:

ERIC DE LOS REYES

Call sign: "Papa Doom"

Mobile no.: (63) 920.900.9453

Wearing Patches & Insignia: A matter of Right or Style?

The author is an active member of the Armed Forces of the Philippines and a graduate of the prestigious Philippine Military Academy. He has served in the some areas in Luzon, Visayas and Mindanao with the special units of the Army, Air Force and Navy in combat operations during his time in the field.

THE PURPOSE

Uniforms, patches, badges and insignia are used not only by the military but also by other organizations to identify their personnel and at the same time to promote the sense of belongingness to their respective organization. Military badges, insignias and tabs are also used to give a certain level of identity within both the unit and the community.

While all uniforms are similar in basic design, they do vary in color and detail or the so called camouflage pattern that identifies the different units of the armed forces specifically, the special units. While we have the so-called Philippine woodland camouflage or Philippine Army camouflage pattern being used by the regular units of the Navy, Air Force and Army, several special units of the Armed Forces have their own camouflage pattern. The Naval Special Operations Group (NAVSOG) has their *horizontal* Tiger Stripes as their official uniform; this is of the same pattern being used by the Naval Construction Brigade (Seabees) but of *vertical* pattern. The Philippine Marine Corps has their own distinct camouflage pattern, while the Philippine Army Special Forces



Tiger camouflage of the then Naval Special Warfare Group (NSWG aka 'SWaG') now Naval Special Operations Group (Nav SOG).

use their own Tiger Stripes different from that of the NAVSOG. The same case is true with the Special Action Force (SAF) of the Philippine National Police which has their own Digital-Camouflage Pattern. The Scout Rangers of the Army and the Air Force's 710th Special Operations Wing (SPOW) have Black Fatigues that they use during operations, though they also have the regular Philippine Camouflage.

The primary reason of having different camouflage uniforms of the special units is not just to distinguish themselves from that of regular units. A more compelling reason is that they work in different environments and they must blend according to that environment to serve the purpose of camouflaging.

THE INSIGNIA

Various insignia are worn by personnel representing unit membership, activities, accomplishments, honors and training. Badges and insignia are often used to denote qualification received after undergoing training or to indicate some feat of service, a special accomplishment or a symbol of authority granted after taking

an oath, or as a simple means of identification. This can be made from a wide range of material such as metal, rubber, textile and leather. Textile badges are the ones used in Battle Dress Uniforms (BDU's). This can be either woven or embroidered.

As in any organization, you cannot wear any insignia, patch or badge that you did not earn, most especially in the military where the simple wearing of any badge signifies that you have gone through the training and that you are qualified to wear it. People give due courtesy and respect for the few who have gone through the training for they know the hardship of acquiring any skill within the organization. Every patch worn by a military serviceman will have to be supported by an "order" (an official communication) that



NAVAL SPECIAL WARFARE PATCH

Must be able to complete all of the phases of training that usually takes 6-12 mos, these includes:

1. Physical Conditioning Phase – two or more months of rigorous physical training in preparation for “hell week”.
2. “Hell Week” – the right of passage to be qualified to train as a tadpole (a term used for trainees of NAVSOG). This means doing everything you did during physical conditioning for six nights and seven days with no sleep.
3. Hydrographic Reconnaissance Phase - This includes Surf Observation (SurOb), Drop and Pick-up and a 7.5 miles swim from Roxas Boulevard to Sangley Pt. Cavite City among others.
4. Combat Scuba Diving Phase – check out of 120 ft dive, life saving, and underwater harassment, etc.
5. Demolition Phase – check out in precision blasting, Improved Explosive Device (IED), etc.
6. Air Borne Phase – check out in five land jumps and at least one water jump.
7. SEAL Tactics Phase – check out in special ops.

authorizes personnel to wear a specific insignia, patch, or badge and other paraphernalia on his uniform.

Pride and Honor after Experiencing Hell in Training

During World War II, sending of unit patches to loved-ones were made popular among



BRANCH OF SERVICE NAME CLOTH - Signifies the Branch of the Armed Forces to which the personnel belongs (in the AFP, there are only three branches of service: Army, Air Force & Navy. The Marines belong to the Navy, and does not wear any branch of service name cloth of their BDU).

soldiers to inform them of their present unit station and as a souvenir to cherish their memories in case they die in their mission. It was from this tradition why we see some family members of the veterans and fallen soldiers wear the uniform with unit patches. This became tradition for some and is still in practice until now.

Among the military personnel, it is their pride and honor to be able to earn a certain qualification to include the privilege to wear a certain type of camouflage pattern that their unit uses. For NAVSOG, they have to go through 6-10 months of training and specialization of skills in sea, air and land (SEAL) operations ranging from reconnaissance, close combat, demolition, intelligence and underwater operations. They are known for their highly demanding physical training program for prospective members, that usually involves a weeklong sleep



RANK INSIGNIA FOR LIEUTENANT JUNIOR GRADE (LTJG)

equivalent to 1Lt in the Army, Air Force and Marines. The second lowest rank in the Officer Corps of the AFP. The only difference with the rank insignia with other branches of service is the color of the stylized version of the ancient Tagalog script Alibata for “K”, representing the Tagalog word “Kalayaan” or “Freedom,” the stylized “K” resembling the Roman capital “I”.

deprivation exercise and a cross provincial swim from Manila to Cavite, among others.

For the Scout Ranges, we may see more personnel wearing the Ranger patch commonly known as the “Musang patch” which signifies that the wearer has finished the Scout Ranger Orientation Course (SROC) but wearing the Ranger Tab or commonly known as the “Tabak” is a totally different story.

Only those who have gone through the Regular Ranger Course that includes a test mission is authorized to wear the tab. For their test mission, they have to have an encounter that includes an enemy body count



COMBAT SCUBA DIVER PATCH - Check out of 120 ft dive, life saving, and underwater harassment, etc

in order to be considered a full-blooded Scout Ranger. This means that they have risked their lives and limbs before they can wear their black fatigues with the Ranger tab and bear the distinction of being a Scout Ranger.

The US Navy SEAL Trident patch given to NavSOG members who underwent training under the elite U.S. Military Unit.

The Special Forces of the Army have their own training program that prepares their men for the toughest combat condition that makes it hard and strenuous even for the best among the good ones. They pass through several months just to finish airborne training



NAME CLOTH - Last name of the personnel

which is only one part of the regular SF Course.

Rank insignia is the most cherished insignia worn by any military personnel as this is worn on the shoulder in formal uniforms and on the tip of the collar on BDU's. Rank insignia does not only speak of the hierarchy in the military but most especially of the duties and responsibilities of the bearer, for a higher rank means greater duties and responsibilities. And nobody can ever wear any rank he has not earned, this is observed and practiced that even if you know that you were already promoted to a higher rank or grade, you will have to wait for the “order” or in

some cases a formal ceremony before you wear it.

THE LAW

Article 179 of the Revised Penal Code

Illegal use of uniforms or insignia. — The penalty of arresto mayor shall be imposed upon any person who shall publicly and improperly make use of insignia, uniforms or dress pertaining to an office not held by such person or to a class of persons of which he is not a member. "

Art. 177 of the Revised Penal Code
Usurpation of authority or official functions. — Any person who shall knowingly and falsely represent himself to be an officer, agent or representative of any department or agency of the Philippine Government or of any foreign government, or who, under pretense of official position, shall perform any act pertaining to any person in authority or public officer of the Philippine Government or any foreign government, or any agency thereof, without being lawfully entitled



US NAVY

SEAL PATCH – Honorary patch given to NAVSOG personnel who had cross-training with the US Navy Seals.

to do so, shall suffer the penalty of prision correccional in its minimum and medium periods.

The Airsoft Community

To wear authentic military patches or not is a hot issue in almost all airsoft forums. Since the boom of airsoft in the country in early 2000, many have been using military uniforms while wearing some of the patches, tabs or in some cases rank insignias in these uniforms. Some justify the wearing of a patch by saying that Airsoft is as MILSIM (Military Simulation), and people will go as far as wearing patches, tabs and

PHILIPPINE ARMY'S SPECIAL OPERATIONS COMMAND COMMON PATCHES



SPECIAL OPERATIONS COMMAND PATCH -

Worn by the personnel who belongs to the unit, which includes the Special Forces Regiment the Scout Ranger Regiment, and the Light Reaction Battalion.

US RANGER TAB -

Worn by members of the Scout Ranger trained within the US Rangers



SCOUT RANGER BADGE - Commonly known as "Tabak", worn by the regular members of the Scout Ranger who have gone through the regular Scout Ranger Training course and have gone through the test mission which must include enemy body count to be considered a qualified test mission.

even rank insignia to look as close to real military units as possible.

Others wear it to honor the unit or the individual who used to belong to the unit.

Some members of the Armed Forces might not have anything against anyone in the airsoft community wearing unit patches as long as that person is respectful and mature, but the big part of the problem is that there are people who do not give a darn about an actual unit whose patch they're using, and they just want the "elite-ness" that comes from wearing it. For others, if it's their way of honoring the unit to which the patch belongs, it would be flattering, but if you would like to honor them, do not wear them on your shoulder because this would mean a completely different thing, rather, put it on your chest pocket, or admin pouch, or any other place for as long as it is not presented as if you belong to the unit, or something that portrays that you earned the patch or tab. Your family member or friend who gave you the patch should obviously already know that you are proud of them. In this way you are not imitating, but you are showing the patches and doing it for respect.

Wearing of a rank insignia is an entirely different thing. Imagine wearing an insignia of a Second Lieutenant and someone approaches you and asked you "How are you sir?" thinking that you are really an officer

and he introduced himself to be an enlisted personnel (those ranks are below second lieutenant). How would you feel then? Would you pretend to be a real officer, or better introduce yourself and tell him that you are not an officer and you are just wearing the insignia to portray the role of an officer in your team? Whichever would be your answer, no one would like to be in that embarrassing situation. And you should really never have any reason to wear a rank insignia that you will never



AIR BORNE PATCH - check out with five land jumps and at least one water jump. Different training schools of different branches of service have different training requirements and standards for the completion of the training except for the required number of jumps.

earn in a simple weekend skirmish. It goes beyond whether or not it's legally or morally right, but it's just dumb to do so.

Though airsoft is a Mil-Sim game and of course most would try to get close to a Mil-Sim uniform look, we should also remember that the

PHILIPPINE AIR FORCE'S 205TH TACTICAL HELICOPTER SQUADRON PATCH

208TH TACTICAL HELICOPTER SQUADRON PATCH

- Worn by members of this unit that flies the UH-1H Helicopters commonly known as HUEY that operates in the Visayas



206TH TACTICAL HELICOPTER

SQUADRON PATCH - Worn by members of this unit that flies the UH-1H helicopters commonly known as HUEY that operates in Mindanao-Sulu islands.

CHOPPER PILOT TAB -

Worn by qualified UH-1H pilots on top of the Squadron Patch



205TH

TACTICAL HELICOPTER WING

- The unit responsible for the operation of the UH-1H Helicopters of the Air Force, based in the Island of Mactan in Cebu.



PHILIPPINE FLAG

PATCH - Worn on the left shoulder side in a way where looks like it's moving forward.

25TH COMPOSITE ATTACK SQUADRON PATCH

- won by personnel that belongs to this unit under the 15th Strike wing that operates the OV-10 Bronco's in Area of Mindanao-Sulu Islands



simulation of being a military in a battle is not diminished nor makes it more realistic by wearing the patch, tab or insignia. You can always look like a real operator without offending the real veterans who earned the right to wear their patches and insignias.

There are plenty of other patches out there that you can wear to complete your look. Name patches are ALWAYS fair game as they imply nothing other than your name. Another excellent patch is the Philippine Flag. Another is the patch called as **IFF patch**, this displays your callsign, blood type and any other known allergies, and the best part is that real guys from other countries wear them too. As a replacement to the unit patch, why not wear your team patch instead, since most of those who play the game have their team. Formal or informal, it would be nice to have your own team logo for

a patch and wear it with pride. There are also all sorts of *gimmick* tabs and fun patches that you can place in your uniform. They would be better suited to be used as a way to support your own airsoft team, and/or your local airsoft organization, or any other airsoft-related organizations that exist to make your airsoft activities better.

In the Airsoft community, most if not all, would say that we should not ban all insignias, or any insignia for that matter, unless the person has proven themselves unfit to wear them. But who should check on this? I think the person himself should be responsible enough. They should know what the law and the norm says we do not deserve to wear anything that symbolizes something that we have not earned. It's in trying to live up to our ideals that we become the men and women we want to be. ■

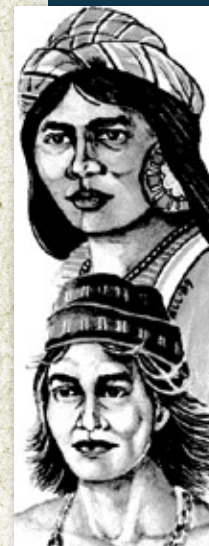
**NOW
YOU
KNOW!**



The Hubble telescope is so powerful that it is like pointing a beam of light at a dime that is two hundred miles away.



In England, in the 1880's, "Pants" was considered a dirty word!



In the Philippines, Filipinos were introduced to the English language in 1762 by British invaders, not Americans.

Courtesy of
amusingfacts.com

UNIT PATCHES

Armed Forces of the Philippines (AFP) COAT OF ARMS patch
[sewn on the right shoulder of the BDU and worn by personnel
assigned to Area Commands (CENTCOM, NOLCOM, WESCOM,
etc.) and GHQ, AFP]



AFP battle dress uniform (BDU)
NAMECLOTH (right breast)

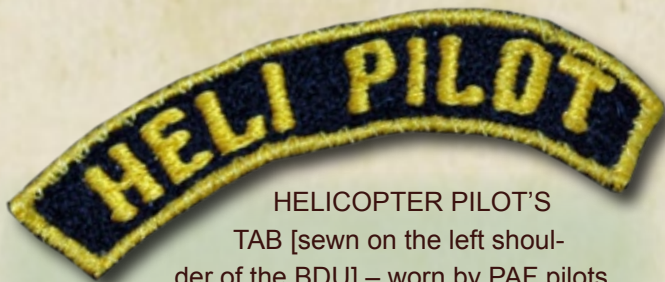


Philippine Air Force BASIC PILOT BADGE
("wings") [sewn above the MAJOR SERVICE
DESIGNATION on the left breast]



First Lieutenant's (1LT) RANK INSIGNIA [sewn
on the left and right lapel of the BDU]

To real men in uniform, every patch sewn into his Battle Dress Uniform is testament of his loyalty to his unit, service to his country and combat experience. These are "badges of honor" which were the fruits of his blood, sweat, tears and a tribute to the men who have gone before him. As such, these patches cannot be worn any other way nor should they be worn carelessly placed by—least of all—civilians. In this edition of The Quartermaster, let's learn about the different patches worn by the Armed Forces of the Philippines particularly, operators of the Philippine Navy Special Warfare Group (SWAG) and helicopter pilots of the Philippine Air Force.



HELICOPTER PILOT'S
TAB [sewn on the left shoulder of the BDU] – worn by PAF pilots qualified in UH-1H, Bell 205, MG-520, Bell 412, and Sikorsky S-60



The AIR-TO-GROUND OPERATIONS (AGOS) Badge [sewn on the right pocket flap or over the namecloth and/or other patches above the right breast pocket]



Combat Commander's KAGITINGAN (bravery) Badge W/ gold stars and bronze stripes [sewn above the right breast pocket and worn by AFP personnel who have performed combat duty for at least 6 months and were previously awarded the basic Combat KAGITINGAN Badge]



AFP battle dress uniform (BDU) MAJOR SERVICE DESIGNATION (left breast)

The different patches sewn into the Battle Dress Uniform.



OPERATION: SNIPER

I was a pistol only guy for this one because my AK's motor died while I was test firing it (ironic, isn't it?) and I had made an agreement with Renegade to rent his SCAR (thanks again for the hook up), but, since I showed up a little late because of a combination of getting lost and waking up at 9:00am, I missed the OSK guys before they went to their little recon hideout. Thus, I was stuck with my pistol. I wasn't all that worried, I usually ran with it in my skirmishes back in Bend.

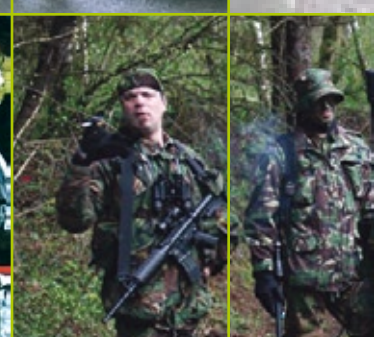
I arrived just as the Hunter Killers were briefed. First thing I noticed was how few of us there were; I had thought we would be an overwhelming force of at least twice as many as the other teams. Apparently, that was not to be, as I heard some say that we actually had less than just the recons, and those were mostly the teams. Things were a bit stacked against us, but, hey, just need to play better, right? We were briefed and then split into groups by "friends."

Well, seeing as how I have no friends, I attached myself to a group and called it good. We decided to defend the artillery spot and then split in half to send a patrol team and keep a defense team. That left us with four or five on the hilltop (as far as I can tell



it was four: myself, Nikki (sorry, never remember your codename), Vamp, and Karma).

After waiting in our defensive positions for about ten minutes hearing lots of fire coming from the ammo dump, we had a recon team mount an attack from across the



by Kendle Kelley a.k.a. Useless Fodder

HUNT

road on us. Seeing as how we had a tight perimeter with the three AEGs, Vamp sent me on a wide flanking mission. I made a wide arch (about thirty meters) around and was in a decent position behind the recon guys opposite the road. As I made my final movement to the perfect spot, I was spotted by one of the guys who happened to look over his shoulder (I believe they were OSK, you guys remember?) and realized they were screwed if I didn't get knocked out fast. The two point men crouched and began to unload on my tree. Once the firing died down a bit, I peeked around to see if there was an open shot. As I did that, I saw my good friend Karma snap his head at me, draw up, and destroyed my hand in a hail

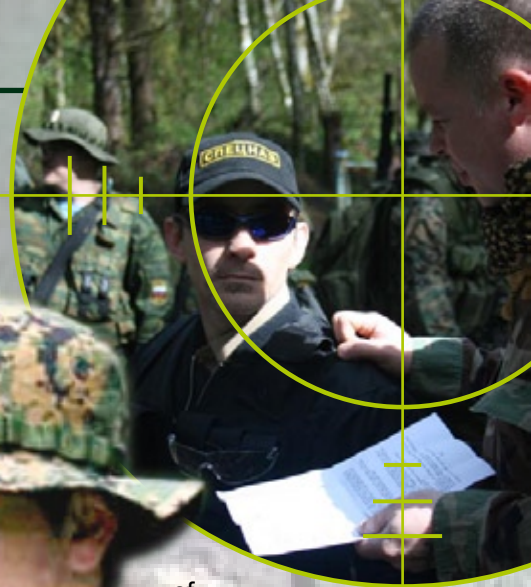
informed him of his mistake and took my short walk. By the time I had returned, Karma had died and the other two had fallen back, giving up the flags. The recon team realized they couldn't haul two, so they dropped one a little down the hill and headed out. We set a new perimeter over

of the
ammo dump were
streaming in
to the re-
spawn,
so we

of bbs. I
wasn't
all that
upset,
was a

friendly fire
part of airsoft and I'm sure
anyone who's played more than a
few games has railed their own guys
in one stupid way or another, so I

the
remaining
yellow and
blue flags as
well as the two sniper
targets. By this time,
the valiant defenders



nabbed as many as we could to defend our post, eventually amassing about fifteen people in a 270 degree defense on both sides of the road and played the waiting game.

I'm not sure how long we waited, but it seemed to be a long time, perhaps about twenty minutes to a half an hour with no action. Then, one of our teams moved down to the river and began to patrol. Hearing a SAW open up seconds later, I knew we were in for a fight. Fast forward about ten minutes and half of us were gone as at least three recon teams were bearing down on us from two different directions and another one was blocking our "re-spawned" guys

from getting back to us. We were slowly whittled down until it was just Nikki, myself, and a younger guy (I think his name was Vincent), but there was little we could do as we

would take cover behind a tree and still be taking fire from both sides. We were overrun easily and, after a very graceful fall by Nikki, we were pretty much done as lunch was called before we could get back out.

I used lunch to make some acquaintances since I was foolish and brought no food, which was a big mistake. I hadn't eaten breakfast earlier and I would come to regret in the next game.

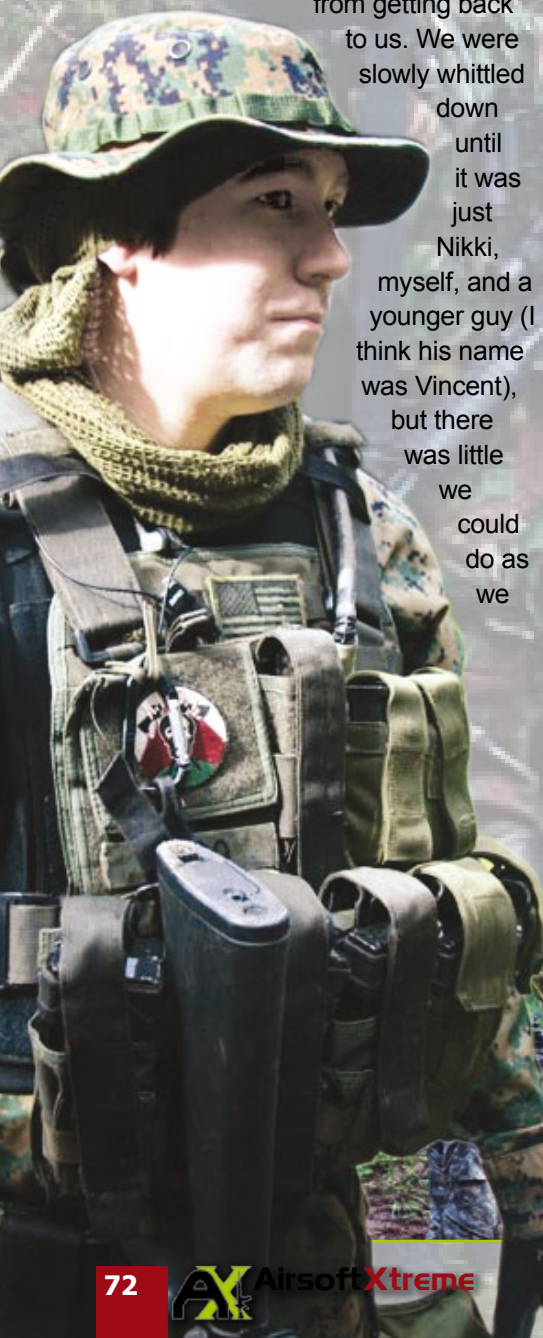
For the second half of the day, we did a variation of the classic capture the flag where there were differing objectives for the three different teams. Being woodland, my team was to take all of the blue flags we found. Seeing as how I was the only one without an AEG, I volunteered to be the flag runner for our team and stuck with Vamp the whole game. The moment the game was on, he and I sprinted the long distance from our re-spawn to the village where it was myself and another (I think it was Karma?) who entered while the other defended the road to it. Still in the same sprint, I ran down the hill, slipping a few times (I'm from Bend, not used to the mud), then up the stairs on the other. I quickly identified the two flags in the village, one was yellow, and the other was blue. I snagged the blue one then began the run back where I met up with Vamp, who escorted me alongside a few other guys back to the base. All in all, it was under five minutes from the start of the round to



when the flag was returned. I was sucking air pretty hard, but we had

to get back, so it we were moving double time. Half way back, another woodland was returning what he thought was the other flag (we were assuming it was two flags per objective) and I was assigned to bring it back with him. After that, I rushed back the village because we had established the rag he brought back wasn't the flag and thought there was still another in there. By this time I was heavily winded and took a short break before entering the village.

Once there, I found that we had placed three men in the two-storey building and they were dealing with at least one sniper/spotter team on the hill opposite. Of course, this was a problem for me, as I had to check every building to find the (supposed) second flag. After running around in there for something like five minutes under much sniper fire, Vamp learned that there was no second flag in there after all. I found out much later from one of the snipers that the second flag was actually up on the ridge they were shooting from, so it was pretty much lost to us. Congrats to the sniper/spotter team, you guys did a great job up there. I'm not sure I've



ever been so afraid of two people and I've never suicide charged entrenched AEG's with a springer before.

The rest of this round was kind of a blur for me. Eventually, we had grabbed four of the blue flags, effectively screwing MARPAT out of the win. They got us back as they used an ingenious strategy of drawing us across the car clearing and then flanking us with their newly re-spawned dead from the top of the right side ridge, pushing us back every time. After about four of these contacts, the MARPAT condensed and moved in force against us. I was amazed at how many guys were pouring out of the path to the car-clearing, it must've been at least fifteen guys emerging from one point and rushing up to good positions. Using good movement and great shots, they knocked out our six defenders within minutes, leaving Vamp and myself to slowly tactically withdraw, during which my mag died (my other one was clogged with mud from back when I dropped it outside the village), making me nothing more than a moving target to relieve pressure on Vamp. We kept falling back until a large re-spawn moved forward, which Vamp stuck with while I went to re-spawn to drink some water and rearm. Our dead were just flooding the spawn as we were apparently losing the village and artillery positions at the same time. We launched wave after wave against the MARPAT for the rest of the game, but were eventually pushed nearly back to our spawn. That's when the game was called.

Most of us woodland guys were grinning wide as we were quite sure we had won. Sadly, Catch brought us the bad news: while we were screwing around with MARPAT, the Mixed Camo team had grabbed FIVE to our FOUR, apparently nabbing the last one mere moment from game end. So, at the end of the day, it was 0 and 2 for woodland, but I don't think there was anyone too sad about the outcome.

The get together at Dairy Queen was fun, as well, and I was so famished I was afraid I was going to crash my car. Let me tell you, few things have ever tasted better than that double cheese burger.

All in all, an awesome time, I'm so glad I decided to come out. Thanks to Catch22, Braddock, and other admins for putting Vamp, Karma, Vikki, Kilroy, and the others on artillery defense in the first round, you guys were awesome; The Three Amigos from Milwaukee for talking up a storm at lunch and keeping

me from thinking about my hunger; The brazen group wielding mostly AKs and one had a black 'urban cowboy' hat on (never caught your names), you guys were some crazy *mofos* and it was fun to watch you keep moving forward; the OSK guys for being cool and talking with me at DQ and Renegade for offering to let me rent your AEG; and everyone who attended for making me feel less like a stranger. This was awesome and an almost completely problem free op. I'm glad it was my first. And it was FREE! You guys rock!

I'll definitely come to the next one and do some more running (but I'll eat before

hand and bring some food). ■



DOGS OF WAR

AIRSOFT TEAM. QUEBEC, CANADA



Since 2003, The “Dogs of war” have been a force to be reckoned with in the Quebec Airsoft world. In the early days of 2003 the “Dogs” as they are known locally, started out with just a handful of members, some of which are still present in today’s team line-up. The original foundation for the team was based on “mil-sim” allowing players and guests to receive as realistic a military simulation as possible while still including elements to make gaming fun. With the initial objectives being mil-sim and fun, the Dogs have impression a substantial footprint on the Quebec Airsoft community.

After several years of on field “trigger time” the group began to recruit, encompassing a few solo operators alongside another local team.

In 2005 The Dogs of war were now 18 men strong and starting to layout an infrastructure which would allow for controlled organization of events staged by the team along with training in all aspects of gaming from radio usage to competent use of GPS / compass and other elements required to perform in a realistic fashion within a mil-sim environment.

We are found on fields all over the province of Quebec, and occasionally in the Ottawa Ontario area. We are not only players. We organize some of the largest MILSIM games in Canada at our field in Rawdon Quebec, a sand pit that is commonly referred to

as “The Dog Pit”. We have organized games of 170+ players there. Players come from all over Quebec and Ontario to play at The Dog Pit. We have even had players from British Columbia and Alberta come out to our games.

What makes a Dog of War?

Out with the equipment requirements and attendance, The Dogs look for honest and fair game play, safety in mind at all times, respect yourself, your team mates, and all other players. “As D.O.W (Dogs of war) we look to earn the respect of other teams before a single shot is fired.”

The DOW game play strategy is quite simply two words. Controlled aggression! Like a pack of hounds the DOW are very systematic, executing orders and tasks with intelligent aggression

which keeps the enemy suppressed allowing the Dogs to “clean house”. With a great mix of guys in the Dogs they can adapt and overcome in many scenarios, “we have some members who are expert on covert ops and sniping, through to guys who can lay out cover fire in a terrorizing format. With the balance of spec-ops and infantry the Dogs regularly dominate their game play.

Each player brings his own skill sets to the table and has their own fun in game play, but is single minded in performing as a Dog Of War.

We hope all of the players around the world have as much fun as we do on and off the field, and if you find yourself in our area, come out and have some fun with us.



MAX

34 years old.

Back in 2003 Mason, Malfrat and myself started the Dogs of War. There have been many changes which contributed to making it the team it is today. I consider my position as a "rusher" so I always try to be the point man when on patrol. I like to be on the front line and among the first to engage. My gear consists of a modified P90 equipped with a silencer, box mag and red dot scope, for long range fields like the Dog Pit I use an upgraded SL9 and keep a stock M733 commando with silencer for those lovely CQB games and I always have as side arm, a Glock 26.



MASON

23 years old

One of the youngest players in the team, I am one of the founding members of the D.O.W. I have been playing airsoft since 2001 and we started the team in 2003. I have had a lot of air soft guns but my favorites would have to be the Tokyo Mauri AUG and M14. I am an aggressive player, and I'm known for flanking. I play airsoft anywhere I can, but my favorite field is the Dog Pitt in Rawdon. I prefer Milsim type games, but also enjoy skirmishing, especially in CQB areas. My favorite load out right now is my M14 Socom with my Darkhawk as backup.



HAGGIS

At 39 Yrs old, Scottish HAGGIS is one of the oldest guys on the team. An airsoft player in Scotland and now Canada, Haggis has served in the Coldstream Guard & TA21 (British Army). I feel it brings certain elements to the table that otherwise might not be included. I enjoy hard core Mil-sim games, The tougher, the better. For my load-out I usually carry a rather customized G36 or an M4 (pending terrain). I look for honest play. Safe play and respect for our fellow Airsofters. A great community in Quebec and I enjoy meeting all our incoming guests from across Canada.



DIRTY DEEDS

35 Yrs old.

I have been playing Airsoft now for 3 years and enjoy the all round mil-sim experience. I have a genuine interest in all things military and am entering into the armed services in the coming weeks. To me a good airsoft game consists of realism and good company. This sport brings many good times and many good people together. As an engineer I am our team gunsmith creating many custom weapons and repairing mechanical problems regularly.





GARCIA

30 years old.

I've been part of the airsoft community since 2002. Recruited by the Dogs Of War in 2004, I consider myself an aggressive player and very passionate about the sport. Avid collector with 11 AEGs in my arsenal and as many GBBs, and don't forget gear freak. My favorite load out is my own custom made G3 S.B.S with my P14.45 as my sidearm; for long range and defensive play I use my M14 and for CQB I use a G3 S.A.S. I'm proud of my team, I wear my team patch with pride, and I'm a DOG all the way.



PANZERMAN

44, Polish.

I hold the privilege of being the oldest player in the team. I started my airsoft adventure in 2003 to fulfill my need for hardcore military simulation. Initially an independent player, I joined DOW crew and found what I was looking for 100% commitment to mil- sim, camara-derie and meticulous planning of operations. I like to play support infantry and medic roles. My load out, well, I'm an AUG and AK fanatic with a Glock 18C being my best secondary. What I want from airsoft, game after game, is a total immersion in realistic combat scenarios, where I'm part of a mutually supportive team. My ultimate thrill is that of a successful medic run.



FLASH

23 years Old.

I have been playing airsoft since 2002. I'm an aggressive player but I can be patient. I like to be in front line, ambush and rush enemy. I like Hard core Mil-sim for its complexity, roughness, hard weather and strong man power. For me Airsoft is a second family, a way to learn more about myself, my limits, honesty and a good dose of adrenaline. I'm using a CASV M4, also an TM Hi-capa for side arm and a TM G36 for CQB. I'm proud to be a Dog Of War member.



FREAKMAN

27 years old.

The team medic or as they call me the "Vet". Playing airsoft since 2005, never played a mil-sim game without being a medic. I am always looking forward to helping my teammates in bad situations. Since I run a lot I don't shoot often but to help me achieve my search and rescue missions, I use my SR-16 "shorty" and my Para Ordnance. The organization can count on my 7 years emergency nurse experience to offer first aid and advance life support in case of a real emergency on the field. You want to see me on the field, just shout "medic" and I will come from nowhere to heal you in

no time



BRAKOO

24 year old

Known as "Laval boy" or the French one on the team. I have been part of the Dogs of War ever since the beginning of the team and I got the chance to see the team evolve to what it is today. I've been playing airsoft for 4 years now and enjoy every minute of it. I like realism in airsoft and mil-sims is what makes it so much more enjoyable. My favorite load-out right now is my M14 and 1911 as a backup. If it's needed I'll go with the M249 to help keep those heads down. Being a Dog is definitely the best way to enjoy airsoft, this team is more of a family to me.



WANCHO

Wacho, 36years old. Mainly sniper.

First introduced to airsoft by my brother, Garcia, 4 years ago, maybe one of the most patient dog in the team. I don't mind spending a whole day without shooting a bb because "patience" is the key. Intel gathering and stealth is what gets me "pumping" adrenaline, and waiting for the perfect shot makes my day. I am very involved in the teams admin and game organization. I'm also the steak provider. Weapon of choice is ca m24, Tanaka M700 AICS, G18C, 1911.

SWAT

PHILIPPINES



The creation of SWAT-LU airsoft club started from two people, Brian Lee the official airsoft gun runner of the LA UNION province and Mr. Amador Belgica an IPSC veteran.

It all started in November last year. The national GUN BAN was about to be implemented. Mr. Belgica and I were regular IPSC shooters who most of the time participate in shooting competitions in neighboring provinces like Ilocos, Pangasinan, baguio, and NCR.. But because a gun ban was being implemented for the upcoming national elections, the IPSC sector obviously will be greatly affected. Shooting matches were all halted. The national gun ban will be in effect for 6 months. That means no stepping inside a firing range and not firing a single live round. No shooting matches, no shooting practices. So what the heck were we going to do? We really got bored. So one day, I met with Mr. Belgica. We talked about some matters, specifically about a temporary alternative sport that's also connected with shooting that wouldn't conflict with

the national gun ban law. He couldn't think of any. Then in an instant, the word AIRSOFT flashed inside my mind. Mr. Belgica agreed. It's not the real thing but at least you'll have the chance of shooting something he said. The good part here is you may shoot a human being without killing someone. Sounds exciting indeed I told him. We have now evolved from shooting target paper boards to shooting a breathing target. Airsoft doesn't feel like real steel but surely the fun of the game gives a rush like nothing we've experienced in IPSC. So Mr. Belgica and I decided to start the work of creating SWAT-LU. The first thing we did was to gather information about this sport. We did have an idea on what the sport is all about but what we were unaware of was that we never knew how it is played, how it is managed or the ups and downs of creating such an organization. I tried searching for some answers on the internet. That's where I discovered about FAS.. That's a fresh start. The plan was to become an observer. Then we got the chance to find an airsoft event being

held in Baguio City. It was called, COLD DAGGER. We visited the place again, only as observers and gathered some information about airsoft. The people we met there were kind enough to assist us. They gave us tips on the do's and don'ts about airsoft. We took their advice seriously. After a few days, we travelled to Manila to buy our first airsoft guns. I bought 2 ICS M4 AEG's and gave one to

my brother, Vincent who also has great interest in airsoft. He was one of the original SWAT-LU Combatants and the best gunsmith in LA UNION. The next one who purchased his own airsoft gun was Mr. Belgica. He got a MARUI G36C. We recruited another comrade, Micheal Andrada who happened to own--for quite some time--an S-SYSTEM M4. Then a former paintball player, James Rivera. Now there were 5 of us. We set up a game. That was the birth of SWAT-LU's first ever skirmish game.. It was a rainy Sunday, December 10, 2006. It was a very unforgettable day. Our first BDU's were long sleeved



shirts, jeans and sneakers. One of our players even used a cheap motorcycle goggle he bought on that same day just so he could play. Then as we scheduled a game every Sunday, new people emerged and participated in our game sessions. What started from 5 people playing airsoft on a rainy Sunday afternoon has become a big organization now composed of more than 50 members. Most of the members are in the business sectors (architects, school professors, engineers)... Some of them politicians (city councilors, board members) students, LAW enforcement (PNP) and the AFP (Phil. Army). Our Official BDU is the Digital Camo. While we also prefer using other BDUs on some occasions like the 6-color DCU, woodland and the original black BDU used by SWAT personnel. Game scenarios being practiced by the group includes URBAN, JUNGLE, or mixed. Combat scenarios include: rescue the pilot, invade and secure the camp, hostage rescue,

Protect the VIP, locate and apprehend the suspects, locate/retrieve and defuse the bomb and other basic combat scenarios like shoot the balloon, where popping the balloons were the main objective while OPFORs defended them... We also play Night Games preferably, Beach

Landing scenarios. What used to be a plan of just creating a temporary hobby has turned into a full time sport. Now that the GUN BAN is over, Mr. Belgica and I could be seen mostly in airsoft battle grounds instead of firing ranges attending shooting competitions. Our group had also successfully organized our 1st invitational game where airsoft groups from Pangasinan and Baguio participated. We also regularly participate in other airsoft events from around Northern Luzon. Our team and our playing fields are always open to other groups' invitations as well. We are willing to go to war anytime, any day and accomplish victory.



Special Warfare Group 2

By Paul Stovers, Virginia Beach, USA



We are the Special Warfare Group 2 from Virginia Beach, Virginia. Our members have two to three years experience in airsoft, most of them using M4 Carbine variants and M60/SAW LMGs.

Whether the game is capture the flag, pilot down or force on force, we are a team that thrives on surprises. We want stealth operations, trying to maintain complete silence before we strike with the immensity of "a pearl harbor attack" to accomplish the goal.

We have had real Seals as members who give us lectures on real battle tactics. We took those teachings by heart that it looked as though we were in real-life operation during games.

Our main load out is greenside, consisting of either an ALICE rig or LBT issak. The presence here of SEAL teams 2, 4, 8, and 10 serves as our motivation.

DEVGRU is also located in the area.

We aspire to use the actual SEAL tri-

dent in our logo, we have not earned that title nor the right to wear the pin. But our aspiration to represent them lingers in our mind.

Thus, the name Special Warfare Group was born.

There is always the aura of seriousness as we participated in airsoft games in various sites in VA, but the men of SWG 2 also appreciates light moments. We play around. And honestly, the real SEALs are not much



different. They're humans too.

But when push comes to shove, the SWG 2, just like the Seals, makes sure to get the job done. One of our unforgettable moments was during a game in a swamp-infested jungle. While other airsofters elected to avoid the swamps, the men of SWG

2 waded through the muddy waters, unmindful of mutants that live there.

Some of our standard gear:
London Bridge Trading Company
rifleman harness 1195J
M4 Variants
VFC Mk 43 MOD 0
CA M249P

m18 smoke canister
sog seal PUP knife
TM/KJW Sig Sauer P226
desert boots
US Woodland BDU set with raid mod
woodland top
devgru swimmers headset/ latch II
throat mic



TACTICAL AIRSOFT CLUB

"Honor Above All"

Members of the Tactical Airsoft Club live by this principle. And we play airsoft to have FUN.

TAC is a young club but some of its members have been playing the game since the early 90's. The club has 160 listed members, 50 of them are active. They come from different backgrounds: medical profession, law enforcement, business and other professional sector.

The Headquarters is located at Ho's Art at the heart of Dumaguete City's Business District. TAC maintains a 3.5 hectare fenced game site, called the TAC Training Camp, at Maslog, Sibulan, just a few minutes drive

north of Dumaguete City.

The TAC Training Camp features speedball, jungle and open-field type areas designed primarily for death match and mil-sim type games. Games are held every Saturday and Sunday.

Since its founding in January 2006, TAC has gained recognition from the Provincial Government of Negros Oriental, the City of Dumaguete, and the Provincial PNP, and the neighboring Cities and Municipalities, as one of the most active Airsoft organizations in Negros Oriental.

TAC has attended numerous OPs and Airsoft events, and has a number of affiliate teams. The club also as-

sists and participates in civic events, such as city parades and other community activities.

TAC is a rank-based organization with strict rules. The TAC organization has four major member classes or ranks: (from lowest to highest order) Associate TAC Member (ATAC), Regular TAC Member (MTAC), TAC Senior Member (SMTAC), TAC Fellow Member (FTAC), and TAC Honorary Member (HTAC). The member class is based on seniority as well as the contributions of the member to the club and the Airsoft community.

Membership screening is very important to our organization. We require our members to attend seminars and orientations. Applicants are subjected



to strict screening.

Every member has to prove to the club that he/she is a safe, responsible and honest player before being accepted. TAC members have been given the nickname “BRUHAS” (or witches) and all members respond to the “BRUHA” war cry.

TAC is under the leadership and guidance of the TAC Council, composed of three elected members and three advisers. The TAC Council meets every week and TAC holds weekly membership assembly every Thursday.

TAC demands loyalty, kinship, discipline, dignity and honor from every BRUHA.

We are like a family. We help each other out, not only on the field, but off it as well. We value camaraderie and friendship more than any trophy. This may be the reason why we have so many friends from other teams. We don't consider an opposing team a threat nor a foe, but a comrade from another team.

TAC envisions Airsoft as a sport, and not just another hobby.

TAC was formed to promote responsible airsoft gaming, uphold the values of a true airsoftter, his honor, respect, honesty, patience, discipline, trustworthiness, joie de vivre, and equality.

TAC was initially formed when several team captains from different teams met and decided to unite. We decided to get rid of the team system and made a single body. From there, TAC functioned as one, with a large member platform coupled with hard-working members and leaders, and supported by the local PNP, affiliate airsoft clubs and sponsors.

Indeed, TAC grew to become one of the most successful airsoft clubs in Negros Oriental.

Tactical Airsoft Club (<http://www.tacticalairsoft.co.nr>)

TASK FORCE RANGERS



Task Force Rangers is one of the newest airsoft teams in Southern California.

We strive to play with utmost honesty and integrity, traits that we learned from many trials in life.

We pride ourselves with continuously learning the ways of the game, the mechanics of the weapons and the skills in teamwork.

With the guidance and tutoring of our Senior Enlisted Advisers, JASON (BARRICADE) BARNES and BANJOE (ACEMAN) VENTURA, both Hagibis Airsoft Squad members and with law enforcement and military backgrounds, we will strive to abide by team's guidelines.

Task Force Rangers is not your ordinary team. We are a group of friends that play together and live our lives with the same dedication to the game.

We focus on corps unity, within ourselves and our daily activities. Task Force Rangers does not just meet on the field but also in other occasions on a regular basis.

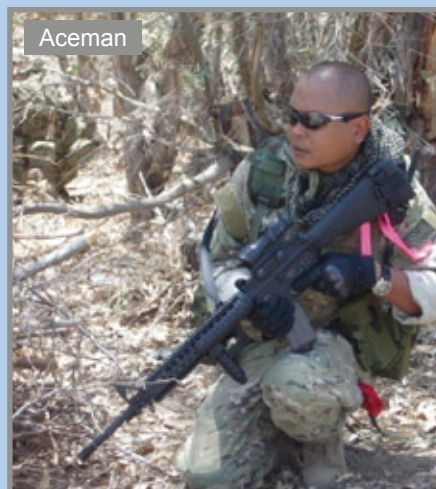


Barricade

We earn each other's respect by sharing the true value of friendship. We never leave a member behind unless circumstances force us to. We all earn the right to bear the name Task Force Rangers

Our group have members ranging from high schoolers to grown-up men, single or married.

Skill, precision, and character can come at any age. We focus our skills on the field as well as the classroom. There is no ranking system in Task Force Rang-



Aceman

ers. We're all equal and leaders set examples and the more experienced share their knowledge. We're highly dedicated to Airsoft and we want to see it as a well-accepted sport in this country.

TASK FORCE RANGERS

JASON BARNES
MANAGING PARTNER / OWNER
(909) 728-6049

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WHATS A LITTLE FALLOUT?

"In this tropical climate, being garbed in BDU's, full-face mask and several pounds of web gear raises the temperature a few notches above the bearable limit. When the weather turns nasty, that's when the game becomes interesting!"

Sunryzr
Airsofter/Adventurer
Manila



AIRSOFT XTREME

WWW.AIRSOFTXTREME.NET

AIRSOFT GAMES CLUB, Inc.



According to a reliable airsoft comrade, the first organized airsoft fellowship game in Cebu was on December 13, 1988. My friend, who asked to be anonymous in this piece, wasn't exactly sure about the exact date but he was sure it was in 1988.

It was in a lumberyard in downtown area of Cebu. Since then, players started forming different teams. After a few years (was it in 1995) a ban in airsoft was implemented, forcing players to go underground just to play the game.

Two years later, maybe tired of going underground, some brave souls handed out invitations for enthusiasts to play again in the open.

But only a few responded.

One Sunday afternoon in 1998, a bunch of dedicated players found that itch to really get organized and play game on a regular basis. It was an auspicious start.

Every game, we usually have 12 players maximum. There were even times when the game was

being played two-against-two just to keep us intact.

A few months after, we got so close with each other that after every game, we talk over bottles of beer and started pondering about a more organized group. Back then, we didn't have anything on black and white in terms of rules, members and other concerns. We were becoming bolder.

At one point, I asked for a meeting to make everything official. We outsourced from the rulebooks



of Action Games League (AGL), Airsoft Hawaii (ASH) and the book authored by a Swiss guy.

Another critical issue was the name of the group since we were a combination of players from various groups like the Greenhill's Brutal Club, Lapu-Lapu boys and the newbie's.

At this time, website designing was becoming popular. With the help of Ricochet, I designed a website to make the group known to Airsoft community all over the world.

All the hard work and patience have paid off.

Now, the group is registered and recognized by our the Securities

and Exchange Commission under the Airsoft Games Club, Incorporated, with affiliated chapters in Bohol, Davao, Dumaguete, General Santos, Koronadal, Metro Manila (NCR) and Negros.

We would like to say, Hoo-ah!

Boyscout
www.airsoftgames.org



By: Puntti, Denmark

TOT TACTICAL OPERATING TEAM



Coined from a German word which means death, TOT stands for Tactical Operating Team.

After joining a team in Denmark, I suddenly found a serious craving for the game and founded my own team in the fall of 2004.

We started with three people, including my best friend whose farm accommodated most of our games.

Only a week after posting our website (<http://totsoftair.forencity.de/>), seven new members came in. We were lucky that one of them was a web designer who built our new website and vastly improved our presence on-line (<http://www.tot-airsoft.de/>)





Not long after, we got ourselves our own “playground” which is pretty hard to find in Germany because of the flaws and incomplete laws on airsoft.

Our place was so big that at one time, we had accommodated up to 150 players. That was during our biggest event named “OP Penguin Love”

You may ask, what’s it with penguins?

We were actually drooling over the coolest Special Force unit there is: The Madagascar Penguins.

We love their coolness and their camaraderie as a family, which is one of the biggest characters in of our team. We’re like family here.

Everybody takes care of each other and helps out whenever needed. All our birthdays are celebrated together.

The penguins live in some of the most dangerous places in the world but they survive by working as a cohesive team, as a family.

To show our penchant for penguins, we adopted real animal from a zoo and we pay for its food, medical care and other needs.

It became our Mascot and was named after the Madagascar Penguin “Private”

Private is a big part of our team that now has members, two of them are female. They come from different areas like Bremen, Bielefeld and the Netherlands. Our headquarters and playing field is located northwest of Germany, near the Dutch border.

We all use digital woodland-type uniforms and mainly RAV Molle Armor Vests in OD. We carry US Forces-

inspired guns as most members use the ICS M4 variants or the M14.

We also got some G36s for snipers like the Tanaka M40. The M4s are mainly from ICS and the M14s from TM.

These guns have served us in good stead, especially in a big event in Belgium where over 300 players took part. The last big event we participated was OP Gambit (<http://www.jointop.de/>)

I’m proud to be the team leader of this team. We definitely had some lows but the highs far outweigh them.

If you’re on an impossible mission, or it’s just too risky, you can definitely count on us!!!

Greetings

Punti



MERC'S

My name is Jędrzej Makaruk, my friends call me Jed. I'm 26, born and raised in Toruń, Poland and a self-confessed Airsoft maniac.

I have been playing Airsoft for the last eight years but it was only a year ago that I made serious commitment to Airsoft.

I was accepted as member of a newly founded airsoft team "Mercs" (short-term for Mercenaries) and soon after, I became its leader. We are 10 mercenaries in the team: Vaureli, Kynio, Wolfi, Osek, Chumi, Gabang, Kosa, Wrona, Wish, Scorp (a newbie on probation period) and me.

"Mercs" is a group of people sharing the same devotion to Airsoft. It all started when four serious Airsofters banded together to create something more than just another airsoft team. From strangers, we became friends. We spend every minute we can spare to hone our skills and improve our performance as a team. There may never be something like professional Airsoft but we'd like to think that someday, we will be called "professionals" in our own right. We usually hold games in the area of Kujawsko-Pomorskie Voivodeship. But there are invitations all around



Poland that we are proud to attend to.

In our local area we are known for a series of mil-sims called "Winds":

Divine Wind

Treacherous Wind

Toxic Wind

Mil-sims are based on an imaginary conflict between "Free Countries Coalition" and "Peoples Republic of Thornustan". Though historical background of the conflict and all names are made up, we try to keep our games as real as possible.

We demand ammo limitations; we use self-constructed sound mines, which are as deadly as a BB's and we also print our own money called "Ersofto". We use it in our games to pay off spies or bribe high-military officials. Sometimes the outcome of the game is decided by the amount of "Ersofto" a team managed to earn or steal.

Standard "Merces" issue is BDU woodland and olive gear of choice. However, we try to have as many different uniforms as possible for Milsims and Larp purposes. You can't always be the good guys you know.

We use various kinds of AEG's and gas-operated pistols, mostly TM and CA products. I personally use the good-old M15A4 and my favorite P90 depending on the nature of the game we take part in. Our members are divided into different groups depending on their equipment, skills and preferences. We have sniper team, recon, support and our secret weapon, which we like to call the diversion team.

If you are have a problem and you are looking for an Airsoft gun-for-hire and you think you can afford us, "Merces" is your answer.
www.merces.xt.pl



EEL RIVER AIRSOFT LEAGUE



Hi, my name is Justin Elstad (aka – MetalRebal) and I am from the United States of America . I live in Southern Humboldt County, California, United States. I am a 32-year old male and an avid Airsoft fan and have been playing Airsoft for about 8 1/2 months now. I used to play paintball quite a bit and liked it a lot but I quit about 8 years ago because I was too busy to be able to play anymore. After many years away from Military Simulation Combat I started to really miss it and found out about Airsoft about one year ago. That's when I bought my first Airsoft gun, which was a Classic Army M15A4 and that's when I realized that I had found something way better than paintball! When I shot my Airsoft AEG for the first time, I couldn't believe how cool it was. The weapons look and feel real and that's what takes this sport

to the next level because you can do many things that you just can't do in paintball. The fact that the ammo isn't gravity fed into the gun and you don't have to lug around a giant hopper with space hogging paintballs is great! I love the high rate of fire these guns offer with high capacity magazines that hold from 200 to 500 rounds of BB's. I usually use a 2500 round drum type magazine for the ultimate hold down power, which is great for the assault position I play.

I and four other friends started our own Airsoft League 8 months ago.

Back Row (from left to right) – Everbleed, Humboldt's Finest, Gman, 00Scott, Squirrle, Mr. Chronic, Nemesis, Wizardly One, Pitbull, Michelle, Joab of the Jungle, and MetalRebal. Front Row (from left to right) – Anthony, Zack Attack, The Renzinator, HAZMAT, Chainsaw, Adam, Jellybean, Lichen, and TAZ (aka – The Fuzz).

We are called Eel River Airsoft League (ERA) and we are located in Garberville , California , United States . We organized this league with the hope that it would bring people in our community of similar interests together to enjoy the outdoors, build lasting friendships, practice discipline and unity, to practice military simulation, teach adolescents the value of honesty, integrity, and teamwork, and to just have fun with friends. Our three tenants that are at the core of everything ERA does are Honesty, Integrity, and Teamwork. And let's face it, without those three things

Airsoft isn't even the same game. If there is one thing Airsoft requires it's honesty above all else!

At the helm of our league there are five administrators, me (aka - MetalRebal), Tom Clark (aka - TAZ), Leland Salomon (aka - HAZMAT), Joshua Spear (aka - Squirrelle), and Joab Micheli (aka - Joab of the Jungle). All five of us have equal stature as administrators of our league and we vote on everything new that gets introduced into our club. ERA encourage people from all walks-of-life, age, and ethnicity to join our league. In fact we have players from the age of 13 all the way to the age of 54, which is quite awesome! All players must be at least age 12 or older to play with us and ages 12 through 17 must have a parent or legal guardian sign a permission waiver. Since its creation ERA has had two games every month and on average about 20+ players attend each game. ERA has around 50 players total that play off and on. Of course not all 50 players are ERA members, but many are friends of members who visit on occasion. This makes each day's event (game) different and exciting because quite a few players are different and that creates huge game play differences overall.

Eel River Airsoft League is always progressing as we get new members, make new rules, learn and invent new scenarios, modify our playing field, get new weapons, and learn more about Airsoft and ourselves. Since we are a relatively new league, we have a lot more ideas we want to implement and new game scenarios we want to try out. In fact recently we had a scenario writing contest to encourage members to be more immersed in what they are a part of.

At the moment we play Capture the Flag, Football, VIP, and Attack and Defend, but we are about to add a lot of new scenarios that will add to the complexity of our games. This will keep up the momentum of our club and continue to keep game play new and fresh.

Our whole team uses a very broad variety of Airsoft guns and many of our members use different weapons for different game scenarios. It seems that as we get further into Airsoft more and more of our members (administrators included) are developing an addiction to buying more Airsoft guns. Many of us have quite an arsenal of Airsoft guns, most of which are Classic Army AEG's. We here at Eel River Airsoft League believe that Classic Army are the best quality in Airsoft guns and we try to get our members to invest in CA premium AEG's. The thing that makes Classic Army among our favorites is that they are made from premium materials, they are hopped-up right out of the box, their workmanship is among the best in the industry, and they just have the feel of the real thing. Our league uses other brands of Airsoft guns as well like; G&P, Tokyo Marui, I.C.S., UTG, Deepfire, KWA pistols, etc. ERA uses far too many different guns to list all of them here, but some of our favorites are; ICS M4A1 Carbine, CA M15A2 Rifle, UTG M14, CA M15A4 Special Purpose Carbine, ICS C-15 Carbine, CA Scar-Light, ICS M4 S.I.R., CA SAR Offizier M41 FS, CA36, ICS AK 47, CA36C, KWA Glock, Deepfire M72A2 and CA SLR105 A1 (Steel Version). These are only a few of our long list of Airsoft guns, but you get the point. When it comes to our ammo we are also extremely picky, and that being said, we only use

EXCEL 100% Biodegradable BB's of varying weights.

We are very fortunate because one of our administrators (HAZMAT) owns a local toy store and specializes in carrying a modest amount of Airsoft weapons and equipment that helps supply ERA with plenty of guns and ammo. We also have an administrator who is an Airsoft AEG technician (Joab Micheli) to tackle any and all Airsoft gun upgrades and repairs. This keeps our team rolling with modified AEG's to intensify game play and keep an overall grittiness to our simulated combat. Hopped-up guns mean faster paced games with ultra-firepower. He seems to have an endless amount of work after each game we play because many guns seem to have issues as we put them to the test with extreme punishment. This isn't just a sport, it is an adventure!

Eel River Airsoft League isn't a business, just a group of friends that have similar interests and we were lucky enough to have found a local business owner who let us have weekend use of their property. This has been the best thing to happen to ERA since its creation and I would like to thank Cathy Randall (Owner of Randall Sand and Gravel) for her wonderful generosity to our club. Without the use of her property, ERA would be homeless so-to-speak. We live in a small community in the hills of Northern California, United States and the property we use is about two miles out of Garberville, California, US. It overlooks the Eel River (hence Eel River Airsoft League) and it is a beautiful place to play the wonderful game of Airsoft.

One of our administrators is a local Deputy Sheriff (Tom Clark - aka

TAZ). Having him as an administrator, safety manager, and fellow Airsofter has been very helpful to ERA's presence in the community because people know and trust that we will be fair, safe, and people have less of a fear about Airsoft overall. It seems that a lot of people still don't know much about Airsoft and ERA is constantly trying to educate locals about its purpose and the safety precautions we practice as a club. This also seems to help the community's acceptance of Airsoft and we want people to feel confident that we are a mature organization that isn't teaching violence, but giving people a release in a safe, structured, and well supervised environment.

On May
18th, 19th,

and 20th of this year (2007), ERA had a five man squad that attended a large annual Airsoft event called NAM 7, which is located in Waterford , California , US . Our ERA squad consisted of Squirrelle, Gman, K- Swiss, Nemesis, and me. I will say that we all had the greatest time at this event. It was the first big Airsoft event for each one of us and we loved the realism that a 150 man battle had to offer. The NAM 7 event is a reenactment of certain skirmish's of the Vietnam War and it has been going for seven years now. Our ERA squad was among the smallest squad's at the NAM 7, but we managed to come away with 2 trophies and 3 prizes (Airsoft AEG's). We were the 4th Squad on the 75th Infantry Ranger Division on the US side. The two trophies our team won were both acquired by Squirrelle (our Sergeant at NAM 7). One trophy was for Most Valuable Player and the other was for Best Costume for the US Rangers. He was an amazing Sergeant and led us into victory many times that weekend and apparently our Lieu-

tenant and Dave (NAM 7 Leader) saw that too. After attending the NAM 7 I would recommend anyone who loves to play Airsoft to definitely try and go to whatever large Airsoft event they have in their area because

it enhances your Airsoft experience and adds to the overall realism you get from having so many people on the battlefield. This is also where we first saw the advantages of having field medics and they change the game a lot by keeping players alive that would otherwise be dead and walking back to spawn. This keeps the pace up in any given game and adds to the adrenaline factor!

One thing that I'd like to say to newbies that want to or just got into Airsoft is that Airsoft is an all around great sport and activity for multiple reasons. It is a great way to keep in shape, it develops and hones your tactical skills, it creates unity and discipline, it forms tight bonds and friendships, it helps people learn about gun safety, it lets us all know a little more of what our military personnel have to go through in battle (just a little), and it also shows all of us that war is hell on earth!

If anyone is in our area and wants to play Airsoft or wants to contact Eel River Airsoft for any reason, please go to www.eelriverairsoft.com .We are always looking for good people to play this great game with and that might just be you. Please come and check out our extensive website full of pictures, Airsoft videos, future game dates, and our wonderful forums, etc. There is always a new ERA Airsoft video in the making and we promote and sell these as well on the website. So please check us out and let's keep this game going globally. Airsoft is king and Eel River Airsoft, IS AIRSOFT!

Justin Elstad aka MetalRebal

CQC6

BREAKING NEW GROUND

By Nathan Bishop



As the motorcade pulled up to the curb and a horde of reporters mobbed the two vehicles carrying Senator John Patterson and his staff, it was then that teams realized they were in over their heads. There was no way they could have known what they were getting into when they arrived in the small town of Rainier, Oregon, no way to prepare for what lay ahead, only the experience of past

tournaments and the faith that their leadership would guide them to victory.

Over the past two years Airsoft Pacific (AP) and Black Sierra Productions (BSP) have produced a Close Quarter Combat tournament in the United States that has pushed the envelope and broken into uncharted territory for military and tactical simulations. CQC6 was just the next evolution for the creative team behind the CQC franchise. "We've

tried to turn up the heat with each successive tournament," said Bill Youngblood, co-owner of Black Sierra Productions. "We wanted to improve on some things from our last event and we feel we exceeded our goals."

This tournament featured a three-scenario rotation that offered a little of everything to keep teams on their toes. The first simulation was a mixture of new and old



concepts, centered around a squad of Marines out on patrol in Fallujah searching for a weapons cache in a community center. The teams encounter a domestic dispute in progress, how they dealt with it was up to them. "We wanted to introduce a problem usually reserved for law enforcement into a military environment," commented Adam Reese, co-owner of BSP and author of the three scenarios in CQC6. "It's a different set of rules to a problem our troops over in Iraq could see on a day to day basis."

For the second scenario, Airsoft Pacific and Black Sierra chose to go with a more traditional hostage crisis. "In the past we've had law enforcement scenarios that centered on hostage negotiations and hostage rescue, so we felt we needed to go back to our roots and revisit a classic concept with a new twist," said Youngblood. "It's not ground breaking, but it's a good way for some of the newer teams to cut their teeth and the more experienced teams can show how they've improved since the last time we did something like this."

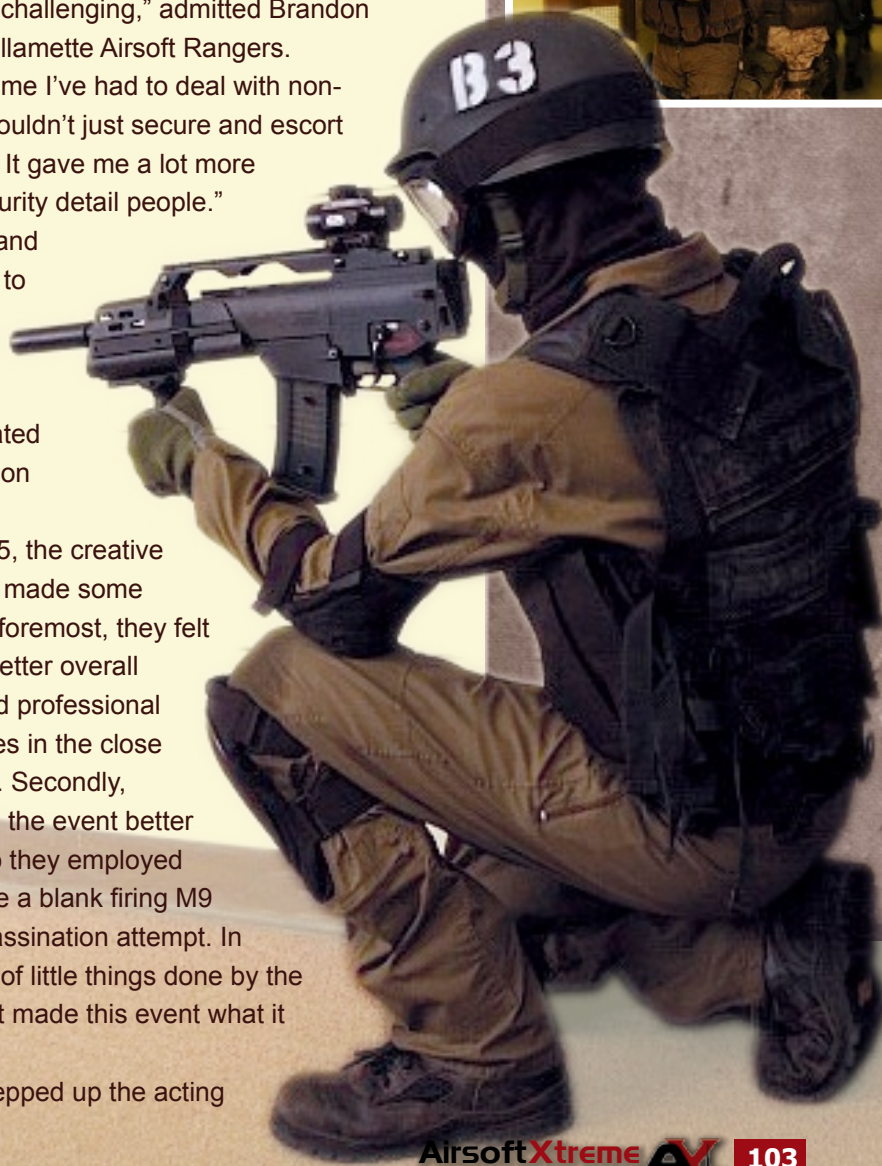
While the military and law enforcement

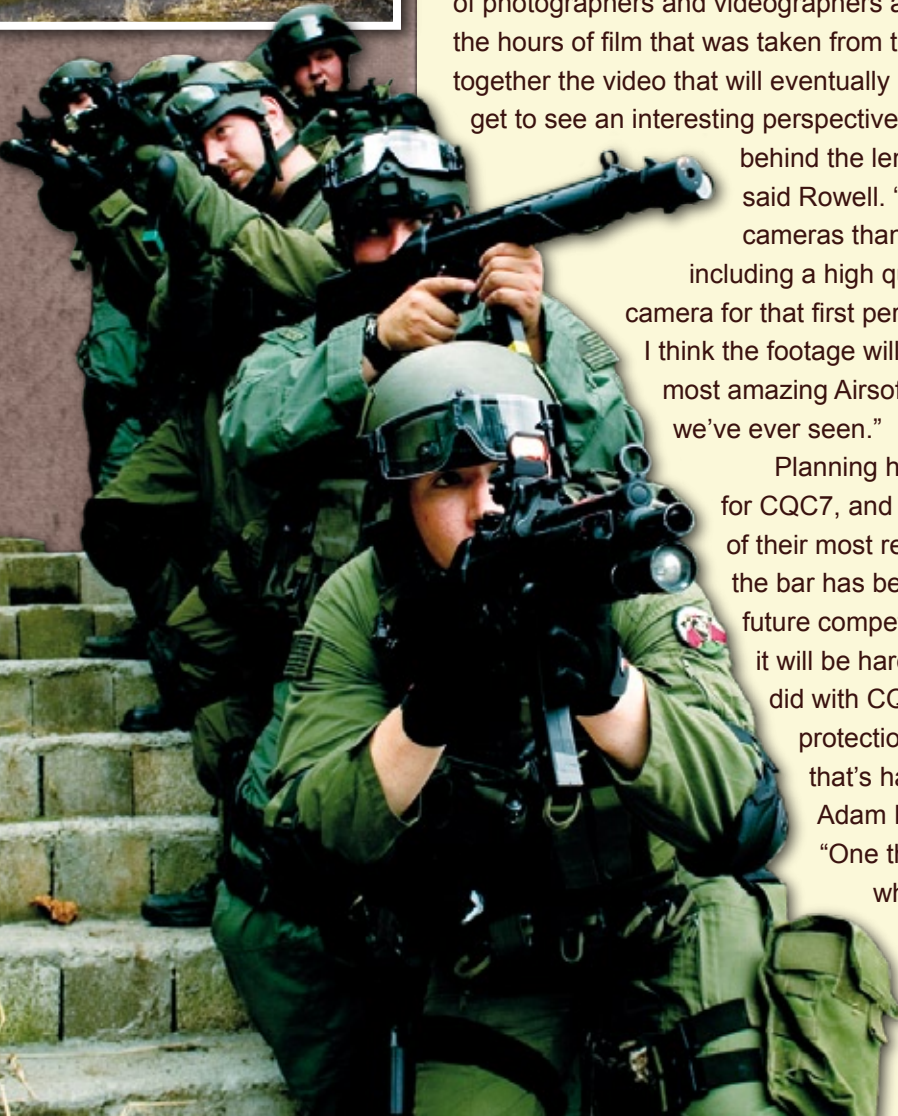
simulations were both exciting and challenging, they couldn't even begin to prepare teams for what they were about to experience with the close protection scenario. "The VIP escort was new and exciting," commented Rick Raddue of the Airsoft Pacific Strike Team. "I was not ready to step out of a vehicle into a giant throng of people. That was so nerve-racking that words can hardly describe the feeling."

The story line was simple: Senator John Patterson is the leading candidate for the Republican nomination for President of the United States. He's giving a press conference in the small town of Rainier, despite countless death threats pertaining to stem cell research. His chief aid has hired a private security company to provide extra close protection on arrival, during the press conference, and on departure. This was a task that turned out to be easier said than done. "Crowd control during the PMC scenario was challenging," admitted Brandon McMahan of the Willamette Airsoft Rangers. "This was the first time I've had to deal with non-combatants that I couldn't just secure and escort out of the scenario. It gave me a lot more respect for real security detail people."

Black Sierra and Airsoft Pacific went to great lengths to provide full immersion for the teams that participated in the close protection scenario. After the completion of CQC5, the creative team sat down and made some changes. First and foremost, they felt the event needed better overall acting, so they hired professional actors to fill key roles in the close protection scenario. Secondly, they wanted to give the event better production value so they employed the use of props like a blank firing M9 Beretta for the assassination attempt. In the end it was a lot of little things done by the actors and staff that made this event what it was.

"We really stepped up the acting





talent for this event, it was nice to see our characters really immerse themselves into their rolls," said Matt Rowell, owner of Airsoft Pacific. "The close protection scenario probably made most Airsofters more nervous than they've ever been before. There's no telling what might happen or who the shooter may be. Every time anybody even moved for a cell phone or scribbled something on a notepad, teams started to panic."

The end result was a rollercoaster ride that took teams through the ups and downs of close protection. From the moment they climbed into the Ford Explorers for the Senator's motorcade until the mere seconds they had before the crazed assassin began firing, each team got to experience something has never been done in airsoft. This event was history in the making and everyone who attended got a chance to witness a scenario of epic proportions. "That scenario was like airsoft Disneyland," agreed Michael Burns from the Royal Airsoft Commandos. "From the arrival of the Senators caravan to the attempt on his life the acting was superb."

So what's next for Airsoft Pacific and Black Sierra Productions? Well, right now Matt Rowell and his staff of photographers and videographers are sorting through the hours of film that was taken from this event, piecing together the video that will eventually be released. "We get to see an interesting perspective on this event from behind the lens of a camcorder," said Rowell. "We had more cameras than ever this time, including a high quality helmet camera for that first person perspective. I think the footage will yield some of the most amazing Airsoft CQC/CQB media we've ever seen."

Planning has already begun for CQC7, and with the success of their most recent tournament the bar has been set high for future competitions. "We realize it will be hard to top what we did with CQC6 and the close protection scenario, but that's half the fun," said Adam Reese with a smile. "One thing is for sure, when you attend one of our events it's worth the price of admission."

