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THE FIRING LINE: "BASIC MARKSMANSHIP"

Volume 2 Issue No. 5

AIRSOFT XTREME

INTERNATIONAL

PLAYING WITHOUT BORDERS

www.airsoftxtreme.net

Operation:
**OPERATION
CYPRESS II**
JG HK 416 REVIEW

Team Ghost, USA
Echo 1 M79 Review
AX Magazine in US

**IRON
MAIDENS**

HK\$66.50 US\$8.50 UK£5.00



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GEAR OF

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FIRING LINE

Publisher's Note

"Weathering the Storm"

From the beach to the desert and now, the mountains of Eastern Europe—AX has been to places where only a few have dared. We were right smack in the "meat grinders" of Megaball '07, at the tip of the spear in Kalis 7 and we belittled the gloomy weather forecast during the 4QS! We will risk everything just to bring our readers the best of what the airsoft world has to offer whether it be within our borders or beyond. We have made our friends, forged alliances and incurred the ire of those who frown upon our efforts and smirk at our achievements. I guess it is true that when you're behind the lead horse, the view never changes.

For those who still doubt what we stand for, we can only say that we do take airsoft seriously. Not only do we cover events, we also immerse ourselves in the game get our share of welts and bruises. It is such a comforting fact that people we meet in the field know us by name and our reputation remains unblemished. One year, four issues and eight countries later, here we are still at it and going strong! If ever we can attribute our success to one single factor, that would be the undying support of people who believe—airsofters, friends and our sponsors.

And for those who keep believing, Iron Maidens is proof positive of our commitment to play beyond our borders and reach out to all airsofters around the globe. Our cover girls, Katya and Yuliya are two teeners who came straight out of Eastern Europe to pose for us and the uniforms they donned are as authentic as they can get. Airsoft for some may simply be "playing soldier" but for me and my staff at AX, airsoft is our way of life.

CHRISTIAN UYBENGKEE
PUBLISHER / PRESIDENT



Cover Girl: Ekatirina "Katya" Tsabinova
and Yuliya Sovina
Make-up : Candice C. Nocom
Photo and Styling: Airsoft Xtreme Magazine

Katya and Yuliya are dressed in authentic Russian KLMK uniforms. On Yuliya, the Desert Tundra and on Katya, the Black/Mountain Tundra camouflage uniform from the collection of Papa Charlie. Krinkov and RPK courtesy of Tactical Hobbies, Airsoft Armory and web gear provided by Tactics.

AIRSOFT XTREME

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THE NAM

NATIONAL AIRSOFT MAGAZINE

After months and months of nagging you guys as to where I could pick up an issue, I finally grabbed a copy at Airsoft Xtreme. Unfortunately, that means I have to start my collection with issue #4 instead of issue #1.

Nagging aside, I must say... FINALLY!!!!!!!!!!!!!!!!!!!!!! Someone else gets it! Finally, we have another airsoft magazine from people who aren't just trying to cash in on the sport. After reading through issue 4, I can easily see that you guys are players like us! It's all in the perspective and something that those who don't have, never will. But you guys do and it shows with the in depth content and even though it's not all airsoft, it's all entertaining and educational. Great magazine guys, and I really mean that. I can't wait to pick up your next issue!

My only complaint would be that you guys need to get out on the field more before you begin to see the sour side of the sport (the business aspect). Being cooped up at NAM HQ so much made us near crazy to be handling all the new gun releases and not be able to get our game on. So we rethought our priorities and rediscovered the fun! Please, for the sake of all that's sane, before you go insane, GO PLAY!!!!!!!!!!

Sincerely,

Reaper
Editor-in-Chief
The NAM: National Airsoft Magazine

Hi AirsoftXtreme, I just saw your mag. anxious but just want to try if I have the guts on this hehe... just wanna surprise my team (if I passed from u guys hehehehe) dont worry no hard feelings.. btw good luck to your magazine it has a lot of cool features. -ciao "Honey Macapagal" <honey.macapagal@hotmail.com>



To the people that make it happen!

waddup!im gael from cagayan de oro, currently in cebu (iaft, bigfoot).

I love airsoft even if i can't get my time to sync for a game!but i hope my creative graduation photo will show my love of the game and what the game represents to every other hyper-addict who can't get their fingers of the trigger! *winkwink* hehe!

I bow to your magazine and to any other aspiring to do whatever it takes to be out there and share the moment and the "blood lust" (figure of speech!) wOH!GET CHILLS JUST WRITING ABOUT IT!

God bless and take care!
Rock For God! \m/,

WANT TO BE SEEN AND BE
HEARD WORLDWIDE ?
EMAIL US AT:
editor@airsoftxtreme.net

I am Sam Antonio, Guam Airsoft player. I hope that you may publish our photos in your prestigious magazine. I and my two sons are avid readers of your magazine and players of airsoft. The sport started here in Guam 2 years ago by a group of local Filipinos and local chamorros. Now we have some U. S. Navy and U. S. Army as well as some local cops playing this sport.

Thank you and more power to your magazine.



My name is Sam, 28 years old and a certified airsoftaholic. I'm a avid fan of your magazine, actually I had in hand the First issue up to 4th issue of your magazine. I know you actually don't believe it because it shows that I only have the 2,3,4 issues. But there's a reason behind this. Actually, I hand over my first issue to a non-airsoft player because he beg for it, I've done that because I can see through his eyes that he really loved and enjoyed your magazine and I am hoping that someday, he can join us playing. For now, I am proud for doing such a thing because **ONE TRUE AIRSOFTER WAS BORN. MABUHAY! Hooah!**

Sam 'Thoe' Sema Sanday

Cotabato Elite Airsoft League (CEAL - Cotabato City)



Hi airsoft xtreme!
This is Deathcloud of Team Raptors. I have been enjoying reading your magazines and its getting better and better. I hope that you make more articles about histories of teams so our newbies will know where they want to sink in and to show the world how Filipinos excel in this kind of sports, how we are dedicated and how we play the game. I hope our team photo will be shown on the next issue.
More power to your magazine. I have a request for your d.i.y. segment: can you have a d.i.y. suppressor or d.i.y. kittykat assembly for m4 because this could help our fellow airsofters a lot. thanks again!

Name: Carlos Ramos
Nationality: US Merchant Marine
Position: Quartermaster
Magazine review:
I was just recently introduced in to the world of AIRSOFT by my brother back home last summer and I really find it interesting and exciting and through your magazine, I'm starting to understand everything all about AIRSOFT. MORE POWER & GOD BLESS!!!



Our team was originally composed of 15 members during the late 90's and disbanded after a few years. Now, we recently have been playing and starting to form the team again. I was wondering if you can post our picture to let the other former members know that we exist. Thanks and more power to airsoft xtreme.!

Team CWO



We are THE UNIT RP, we operate on jungle & urban settings.. we are a team who specializes in reconnaissance operations. Conceived last 2006 as a recon team for big groups...now our service is under the umbrella of Nothern Alliance... w/ team members ian,richmond,andrew,dou,vince,rj & aljin
OUR unit CODE:

WE NEVER FEAR
WE NEVER FAIL
WE NEVER FALTER
WE ONLY ANSWER TO ONE PURPOSE "THE MISSION"

HOOOORAAAAAH!!
thank you sir...hope ull like the pics!!!



Hello Airsoft Xtreme,
I was just wondering if you people would be interested in an article from the UK about our WW2 teams that we have got going over here. We have an event in November, which we wish to promote our D-Day weekend with over 200 participants taking part on the beaches of Wales. I have enclosed some photographs for you to have a look at and would be grateful if you would consider using a WW2 front page and centre page article with more photos for your next issue.





Smith and Wesson Shorty 40

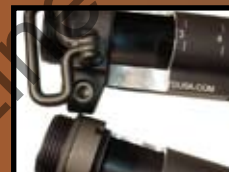
WEstern Arms have come up with a new Smith and Wesson Shorty 40. The Shorty 40, which has been becoming widely popular because of its size. It's a new model dubbed as M4013TSW! Specification is as follows: clip size :22 + 1, weight :approx. 793g 6.03 mm, Accuracy:Hop barrel R type magazine

5.11 Tactical Watch

Available in three field-ready colors, the Field Ops Watch is built on a high-density polycarbonate frame and features 5.11's SureShot™ ballistic calculator, a digital compass and traditional chronograph features. (Chrono includes three time zones, alarm, stopwatch, countdown timer and day/date displays.) The Field Ops also has a turnable bezel with directional markings and includes an optional extended band for wearing the watch over your gloves. Now Available at www.inlanddefense.com

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You are in a combat situation. You dive into a ditch and land on your rifle. You bend your receiver extension tube slightly (as little as 2 degrees). You return fire... first round, rifle malfunctions and your bolt carrier is stuck in your receiver extension tube. Worse, the stuck bolt carrier will not allow you to field strip your rifle and clear the malfunction. Don't let this happen to you! Don't let this happen to you! Buy an ACE M4-7 or a M4-7 RET. M4-7 and M4-7 RET



Wiley X New Wxstryker 2008 Series

Make this an incredibly comfortable sunglass for various wind sports. Our proprietary multi-coat mirrors with two tone Aluminum Gloss frame make this a pure winner just on looks alone.

AirsoftXtreme Now Available in Indonesia

Aside from being available in the U.S. and the U.K., Airsoft Xtreme continues to delight fans from Southeast Asia as it lands in Indonesia. 12-retail outlets will be distributing one of the most popular airsoft publications in the world! Expect our airsoft community at AX grow larger as we will be getting articles and photos from our Asian brothers and sisters. Yes, there are female airsofters in Indonesia and they look hot!!!



**GOT ANY AIRSOFT RELATED
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Introducing the all new 2008 Madbull Dragon Fire Series Tactical handguard.

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(2) Modify your barrel and add a silencer or

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able size.

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AirsoftXtreme ISSUE # 4 IS NOW AVAILABLE In U.S. Stores



AIRSOFT OPTIONS



EVIKE , USA



JAG PRECISION



Copies of Airsoft Xtreme International edition, Shadow Operators are now available at Airsoft Options.



Evike Chang, owner/proprietor of Evike USA brandishes a copy of Shadow Operators.

Josh, also a professional paintball player and sales associate at Jag Precision with a copy of Shadow Operators.

AX Cool Shirts



Airsoftxtreme cool shirts available in white, brown, OD and Black.

We also have sizes ranging from small to large. Available at selected Airsoft shops nationwide

FOR MAVERICKS ONLY

HANDCRAFTED ELEGANCE



Richard Ambion of AZR Products



We can all agree that most of us in the airsoft world are passionate players. But there are simply some of us who take the sport well beyond the realm of the average “garden-variety airsofter”.

While some of us can afford elaborately adorned gun set-ups and aftermarket parts and accessories, there is one particular player out there who chose to fabricate his own— Richard or better known as ‘Richard’ Ambion of AZR Machine & Tool Co.

AX: What was your main line of business before AZR?

AZR: My family was in the public transportation business for twenty nine years. I was at it for almost twelve years before AZR.

So going back, how did the orders come across? Who noticed and thought about it as a business?

AZR: We started off with the wood kits before we went into the

machining of metal parts. I started out with M700 with the adjustable cheek-piece and butt. It began as a sort of hobby for me then after that somebody asked me if I could do the AK. I tried it based on a pattern that was given to me. At this point I started thinking about trying out other designs based on what friends wanted. I just kept going until I met Tony Canon who contracted me to do enhancements for his KART M14. It wasn't the retractable stock yet. Then after that, another guy asked me if I could do the old “A3” then I showed him the process. Eventually, I got an inquiry from a South El Monte, California based wholesaler of Airsoft Equipment. They ordered the “monolithic” upper receiver assembly, bullpup modular rails and a Co2 “mech box”. Then there came another inquiry from an Ohio web-based retailer. This guy was interested in my wood kits. When the U.S. inquiries died down, I got orders from Netherlands, Sweden and Russia for my gas mech boxes. For some reason, there were quite a number of players who were fascinated about gas rifles. I knew right there that I was already engaged

into it as a business. Although some say that it is just work, for me it is not entirely true because I'm able to do the thing I like doing. There's always excitement and thrill in every order that we make. I'm also fortunate that my team shares the same passion as I do.

What got you into the idea of the CO2 mech box?

AZR: I could not afford to buy one. A friend of mine showed me a gas-powered airsoft gun. I was amused at the cycling action and the sound that the gun made while firing. I was also fascinated back then with the high-FPS muzzle velocity of the gas gun. Then came the CO2 version of the Uzi, which had a blowback-action and high-FPS but I couldn't afford it. So I thought to myself, “What if I make one?” So I borrowed my friend's KG9, broke it apart and studied how it worked. I discovered the inner workings of the old gas mech boxes, which I compared to existing version-2 gearboxes. I had to find a way to fit an older gas system to a modern-day AEG with little or no alterations to the receiver.

I thought about this air rifle my dad bought me when I was 11-years old. So I also broke it apart. That's basically how I came up with my mech box design.

During the research and development, were there certain hazards involved?

AZR: I had one accident. The tank I had exploded. The first experimental tank was a bar stock threaded on both sides—one for the cap and one to attach it to the receiver. Unfortunately, the thread did not hold on to the pressure. I had the tank refilled while it was still cold. I put it in my bag then I placed it in the car, which at that time was hot. It was only a matter of seconds when the hot air inside the car was enough to expand the gas in the fabricated tank so it blew up. The good thing was that the tank was not facing in my direction when it exploded! That's why now, it's sealed on the back and the threaded part is also welded shut.

Does one need to have an extensive engineering background to do this?

AZR: Yes. On creating metal bodies, you should have knowledge of metallurgy and machine workshop skill. I, being a Bosconian helped me a lot in discovering my talent and skill in working on metals.

Basically, who designs?

AZR: I do. I do mechanical drawings and have it carried out in the machine shop. Most of the finishing processes are still done by hand.

Are your works usually "one-offs"?

AZR: No, as I speak I have repeat orders of woodstocks, M14 and mostly M1 Garand as well as the CO2 mech boxes.

Based on your experience, how do the orders come in and how do you accommodate each one?

AZR: Locally, it started to spread through clients in the airsoft community who referred me to their friends and teams. Stories of my designs got its way to people in the airsoft community. Our opportunity in the international market would never have materialized so fast without the help

and support given by Thor and Steel of Airsoft News EU as well as Steve of DEFCON Airsoft UK who gave us a chance to present our products to the International Airsoft Community.

Most of our orders came from private individuals. Each project is treated with the same excitement and fervor as if it is my very own. I tell my clients up front of the lead-time it takes to complete each order depending on their requirements, and update them in the process until the order is shipped.

So as a manufacturer, would you like to see yourself going into mass production?

AZR: Yes, particularly with the Gas Mech box. Wood products for the M14, M1 and the AK's require handcrafting; we devote more time in bringing out the appearance we need and enhance the natural beauty of the material. Our objective is to ensure that each product that comes out bears the unique craftsmanship, quality and ingenuity that AZR will always be known for.

For further inquiries, Richard can be reached through azrproducts_ph@yahoo.com



4TH QUARTER STORM

*"The AGL
blazed a trail
no one else
could follow—
typhoon or no!"*

Some said it would never push through... but it did! The Action Games League's "4th Quarter Storm" whipped up quite a crowd despite a very bleak and disastrous weather forecast that 2-storm systems would actually hit Southern Luzon where the games were to be held! We were all in anxious anticipation as we watched the hours tick by and stayed glued to weather updates until the last few hours before we pulled out of AXHQ and hit the road. What greeted us as we reached the mountain city of Tagaytay was the cool breeze and warm sunshine—the most conducive atmosphere for a most enjoyable game of airsoft!



More than 250 players from Airsoft Teams from all over gathered at what is now known as “The Eagle’s Nest” (an unused portion of the property owned by the Evercrest Golf and Country Club).

The Eagle’s Nest lends itself to a variety of game scenarios with its vast land area still untouched by human hands and a couple of abandoned structures that served as playing ground for CQC

For veteran players, it would be a nostalgic trip back to “The Last Castle” except for the rolling hillsides and thick vegetation.



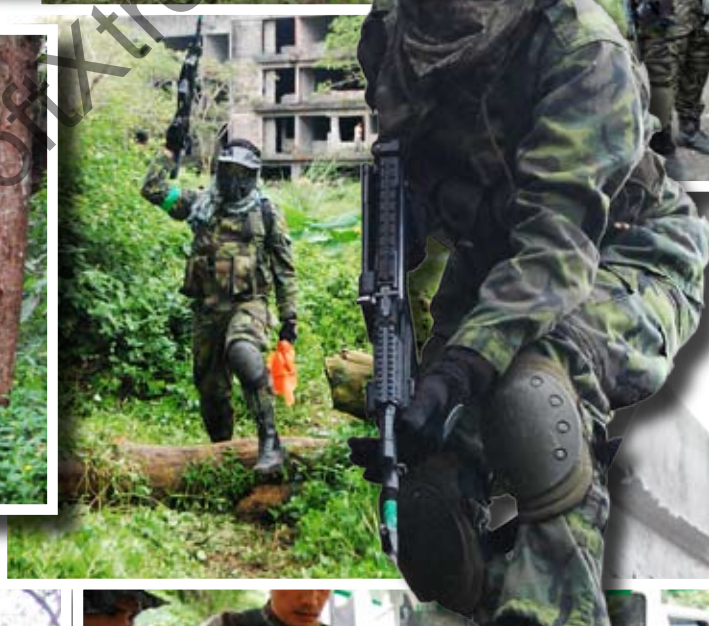
City folk like the Airsoft Xtreme team were treated to a lush green scenery, cool mountain air and undying airsoft camaraderie!

(Close-Quarters Combat).



EVENTS

Scenarios were kept simple and each player had to wear a “dead man’s vest” after getting hit. AGL Marshalls were vigilant and fair and no one really took the games so seriously so that no altercations arose from petty fights. We had fun—That’s it!!!







MEGABALL 2007



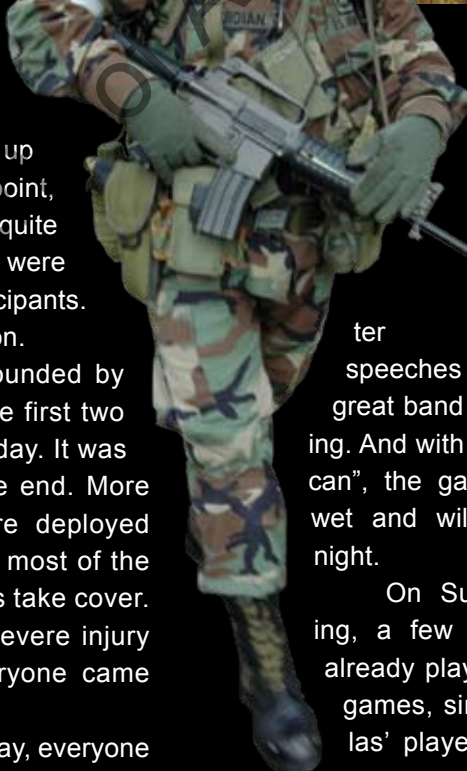


Point Blank and Team Semper Fidelis of Angeles City did it again. With more than 50 teams consisting of more than 700 troops, this year's Megaball 2007 has been marked as the largest attended airsoft fellowship event in the country since 2003.

Registration started at eight in the morning of November 10. To the organizer's surprise, the first early registrants were teams from Nueva Viscaya and Apari. By afternoon, more than 700 participants have signed up for the event. At some point, the organizers were quite alarmed because they were only expecting 500 participants. But the event still went on.

The long horn sounded by 2:20 p.m. as to start the first two scenario games of the day. It was a non-stop firing till the end. More than 30 marshals were deployed in the playing field, but most of the time all they can do was take cover. Fortunately, only one severe injury was reported and everyone came out safe.

At the end of the day, everyone



started to proceed to the fellowship dinner at Mimosas Casino.

Just after a few speeches and raffles, a great band started playing. And with "beer all you can", the gathering went wet and wild until midnight.

On Sunday morning, a few teams were already playing skirmish games, since most villas' players were just

across the play site. Two flag game scenarios were prepared in the afternoon.

Winners for the gun show were announced during the recognition. Awards were given to Team APOCALYPSE for being the Largest Team Contingent and Loyalty Award, Northern Alliance headed by Jun Guillermo for the Largest Team Alliance, Team APARI for the Farthest Team Contingent, Team RAGE – Subic for the Best Squad, and a member of Rangers Elite for winning the Punisher Award.

The Megaball fellowship event had just signed off and we'll be signing in again on November 2008. ■



The A&K

M249

"Para"

By: Benjamin Tan

Photographed by: Abs Abando

Supervised by: Capt. Ramon David Hontiveros, Phil. Marine Corps

Make Up by: Rolly Concepcion

Modeled by: Ronn Fuentesbella

AEG provided by: X-Pro Hobby Shop

Web Gear by: Tactics SOG



I've been wanting to get my hands on the China-made M249 for the longest time! When our specimen finally arrived, I just couldn't wait to rip the box open and get to the beast within....



First Impressions

It seemed like forever taking out the gun from the unmarked cardboard box. The gun comes with a standard drum magazine and a 9.6V, 1400maH battery. First thing I noticed upon picking up the gun was the hefty weight due to the all-metal construction of the AEG. Most of the frame is made from pot metal, the folding bipod and retractable stock tubes are made from steel. This is one heavy mother!

The A&K M249 is pretty much straightforward and looks as “mil-spec” as it can get. Aside from the standard metal sights, the top of the upper receiver is equipped with Picatinny rails to accommodate a variety of optics—just try not to mount a sniper scope on it, ok? Just like the real thing, the top cover flips up to reveal the gear box which is longer than the usual AEG rifle gearbox configuration. You cannot use standard AEG upgrade springs with this gun. The retractable stock rotates and locks in place with a positive “clink” and is solid with no wobble at all. The steel bipod folds neatly under the handguard. The bipod’s height is adjustable and locks into place via detents. The carry handle also locks in several positions and can be locked



down when storing.

The drum magazine houses the winding motor and requires AA-batteries. It has 2-modes: sound-activated and continuous. In “sound-activated” mode, BB’s are feed every time the gun fires while in the “continuous” mode, BB’s are constantly ferried up the feed tube even if you don’t fire the gun. Main power is stored under the heat shield in a manner similar to an M4A1 AEG.

Performance

The A&K M249 is said to clock in at 400-420FPS. Not bad for a fire support weapon or Squad Automatic Weapon. I couldn’t wait to see how this beast performs out “in the wild”. I finally had a chance to rock’n roll during the 4QS(Fourth Quarter Storm). The terrain was a combination of unfinished buildings and rolling hill-sides with fairly distant shooting ranges. I figured that the ‘249 would give me both firepower and reach.

So given my small frame, I was lugging around an AEG that was the equivalent of half my entire body weight, haha! Well, that may sound like an exaggeration but in a game, you sort of multiply everything by 3-times as much especially when you’re running or getting away from hostile fire or simply going uphill and moving around in full-battle gear. Although it was relatively cool in the mountain town we were in, being dressed to kill can get a little hot somehow. The jungle environment also made it difficult to maneuver. The ‘249 is not a compact weapon!

But as expected, the ‘249 has a relatively high rate of fire given a relatively small battery. The only major drawback was that in the middle of a fire fight, the batteries went flat and I had to sit out the rest of the game and played “spotter” to those who were still engaged. After the game, I got hold of a spare battery and continued to play the next skirmishes using the ‘249. One great disadvantage is that the supplied battery pack is simply not sufficient for a weapon that’s designed to do fire support roles. Another drawback is that the drum magazine can only hold about a thousand rounds at a time. If you’re tasked to cover your team, get a battery that packs more juice!

Conclusion

The A&K M249 is built like a tank and weighs just about as much! It’s a burden if you do a lot of running

and maneuvering. But it looks really cool if you’re into the “realistic look and feel” of a replica. As an AEG it does what its expected albeit a little lacking in both firepower and battery life. I guess the ‘249 was really meant to be used from a covered position as a machinegun nest and that’s basically the role a SAW plays best. Should you go out and get one? That’s pretty much a personal decision. As for me, my arms and legs still hurt!



JING GONG

HK 416

Reviewed and Submitted by:
MGS_FOX, USA

SPECIFICATIONS

- Jing Gong JG / Goldwn Bow GB HK416 PEQ Airsoft AEG (Airsoft Electric Gun) Rifle.
- New Reinforced version with upgrade barrel, gears, and bushing.
- 400+/- fps (0.2 g BB)
- Integrated RIS Rail System
- Hi-Cap Quick Wind (Single Wind) Mag: 400 Rounds
- Full Metal Gear Box (Reinforced version)
- Adjustable Hop Up
- Removable Carrying Handle
- 8.4V 1500 mAh NiCad Large Battery Included
- Standard Wall Charger

JG HK 416 V.2 Review

This release from Jing Gong (aka Golden Bow, JG) is modeled after the Heckler and Koch HK416

Basically, the HK416 is an improvement over the famous American M4/ M16 by using a proprietary gas system derived from the HK G36, replacing the direct impingement gas system used by the standard M4/M16. This results in a more reliable and less maintenance by the reduction in heat and fouling of the bolt and also creating less stress for important components. It was initially made as a drop in kit for existing AR based weapons, though eventually HK mad it a standalone. It has a free float forend equipped all four sides with MIL-STD Picatinny rails. It uses HK based front and rear sights, is compatible with STANAG M4/M16 based magazines, as well as most parts made for the AR variants.

First Impressions

The box is a nice box with a picture of the gun and a crest thing that says "Golden Eagle". The gun was pretty hefty. The front rails are metal and the body/ stock is plastic. Upon taking it out of the box, I noticed the rails were loose, which was fixed with a little tape between the bolt that holds it in the fore grip. The gun is pretty front heavy although adding the battery helps the balance. It is mostly made of plastic, but metal parts are abundant. Little pieces of styrofoam were sticking a bit on the rails from the packaging but it is easily taken off.



External Build

The body is black, but the first edition models with the incorrect angled magwell is in a grey finish. I

believe the first runs of even Echo 1 "614"'s will be grey as well. There are seam lines between the body but it isn't too noticeable. The paint is also easily chipped off in the metal areas. but it is easily taken off.



Metal parts include

Entire foregrip, rails, bolt cover, dust cover, charging handle, front and rear sights, flash hider, bolt release (which the manual says it supposedly holds back and releases the fake bolt cover but it doesn't), mag release, front and rear sling mounts, lower trigger guard and trigger.

The HK style grips fits around my hands pretty good, and even better with gloves. My middle finger starts to hurt after awhile and I wish it was made of rubber because the grip is a bit too wide towards the trigger. The bottom plate is heat sink type. with a motor adjustment screw in the middle and two phillips head screws for removal for the plate to access the motor.

The Stock feels cheap and hollow, which it is for space for the batteries. It does not wobble, at least. I suggest purchasing a better quality stock. Why? The batteries are a super tight fit, but taking off the plastic piece on the upper part of the stock well helps to alleviate the problem. The End piece (battery cover) snaps in to place in two points and it can pop out of place if hit the wrong way. I may need to mod it or tape it to get it to stick better. Recently, the butt pad, which is the battery cover has already broken so the butt pad has to be taped on. An after-market stock is a must because of the extremely tight space for the battery and the cheap battery cover/buttpad, which the attachment tabs break easily.

The Sights are both metal HK style diopter sights adjustable to four points in the rear for target engagement from different size holes. They are made out of metal and the rear is removed with an allen key. The front sight is fold down by a button you push up and not adjustable. The rear sight is adjustable for windage only.



Performance Characteristics:

After inserting the battery to the stock (which I would recommend you mod it like I did) and inserting a loaded and winded mag, you're good to go. Don't forget eye protection! The range and power is amazing. It easily hits 150 feet and a human sized target at that. The gearbox a tad bit loud, but proper shimming is a must since the stress on this gun is high due to the spring.

The gun's report IS LOUD. It shoots with a deafening crack and the report will give away position. Dry firing it by your ear is not recommended because like I said it is loud!

FPS: Doing the poor man's chrono, 1.5 inch away, it shreds through both sides of the can and punches a hole through the bottom middle of the can.

The FPS when chronographed is on average, is 410 FPS. It ranged from low 400's to 418 FPS.

The ROF is decent for the powerful spring, but it isn't high at all. a 9.6v battery with a proper crane stock will help it immensely.

The Internals are a Version 2 type. It is accessed by taking pins down and doing the usual TM style disassembly procedure for M16/ M4 type guns. From what I hear, it is a Systema cloned gearbox. Removing the rear pin reveals the top half of the gearbox. It is painted Black. I was really impressed and I think JG has outdone themselves this time. The majority of the high price of this gun is because of the upgraded internals of the gearbox not found on most medium priced guns.

Conclusion:

Pros:
Fantastic exterior
Nice amount of metal parts
Pretty Detailed
Already upgraded gearbox
Great Quality internals
High FPS
Decent ROF

Cons:
Wobbly front assembly (easily fixed)
Paint chips on metal easily
Magazine slight wobble, but my A&K mags fit nice and snug. Price (here it's \$170-ish compared to other JG M4's which are \$120-ish)
Stock is a tight fit on the batteries and low quality, with the battery cover tabs easily breaking off. (I suggest switching it out)



ARTICLE SUBMITTED BY: EONFLUX,ASF

HISTORY

The CYMA thompson is modeled after , the Thompson M1A1. The real Thompson SMG was made a shortly after WWI in 1918. The Thompson had many variants but the most famous are perhaps the Thompson M1928 and Thompson M1A1. The Thompson (M1928) was made famous in the 1920-30s where it was used by both police and gangsters during the great prohibition. The Thompson also gained its reputation as “the gun of WWII” through the many Hollywood movies it was used in. The Thompson stayed in service through WWII (both M1928 and M1A1), the Korean war (mostly M1A1), and the early stages of the vietnam war (by early military advisors).

PURCHASING

I bought this gun from Big 5 for a bargain price of \$160, which is about the same price you can get it online. Cyber-guns regular retail price is \$266, which is what most stores would sell it for.

FIRST IMPRESSIONS

When I first opened the box and held the gun, My first thought was: “dang this is heavy!” The gun had a very simple de-

sign. It looked and felt almost exactly like the real thing.

PACKAGING

The gun came in a styrofoam package with a cardboard cover with cybergun logos, a picture of the gun etc. , wrapped in clear plastic. Inside the package was a 8.4v battery, wall charger, standard green/OD nylon cyma sling, quickload-er, clearing rod, and the gun.

EXTERNALS

The CYMA thompsons externals feel very strong, and robust. The gun without its battery weighs a little over 7 pounds (according to my scale). It has a feeling you would expect from a thompson. It has alot of metal parts. The entire upper receiver including the external barrel is metal. Other metal parts consist of, selector switches, sight “ears”, trigger, magazine release lever, sling mounts





and buttplate.

When it comes to durability I would say this could survive a drop or two but the stock seems to be a tad bit wobbly. Im not sure how the stock on the TM version is but If you have a tendency to drop your gun or dive I would suggest getting wood furniture. Im pretty sure it would take alot of beating but I would take precautions by just plain holding on to your gun.

The fake wood however looks good enough. It looks similar to the wood on the CM.028. It looks good from afar but you can tell its fake by the way the pattern is. If you look closely you can see a seam line, and on the bottom of the trigger grip, you can see a small blemish. And that blemish is there on evry model.

The cocking lever/bolt surprisingly has no function. It does add an authentic touch. If you even want, Ive seen people mod the



bolt so it became blowback. But other then the fact that it you can pull it back and let it slam foward to your hearts delight (due to the metal metal parts-), it really serves no purpose.

The magazine is a 60rnd standard cap. It has a nice weight to it, but unlike its marui counterpart it is made out of ABS plastic. Its design seems to be pretty sturdy. Ive dropped it a couple times and the only thing that happened was a paint scratch on the edge. When it comes to misfeeds, this mag has none. It even feeds all 60 bbs. So

theres no need to hold the gun upside down to fire that last shot.



TRADES

There are no trades whatsoever on this gun and the only engraving that can be found on the left hand side of the receiver are the fire selector settings.

PERFORMANCE

I:FPS Using the poor mans chrono, I shot a A&W root beer can. The BB penetrated both sides of the can.It left a noticeable dent in the entry and left a clean exit hole about 7mm wide.

II:ROFThe gun comes with a 1100mAh 8.4v battery. A fully charged battery gives the gun an average ROF of ~200-220 RPM. The method I used was timing how many rounds it let off in 10 seconds then multiplying it by 6, a very simple method. It came up with about the same ROF as the well R6. However this can be fixed by buying a new battery.

III trigger,hop-up, and selector switch response-III start with the trigger. Although it may have the same ROF as the Well R6, it doesnt have the crappy trigger response. The trigger pull isnt hard at all. And there is no noticeable trigger delay. Then I'll talk about the hop-up. The hop up obviously seems to be a copy of the hop-up unit on the TM version of the M1A1.



The hop up responds very well, although

the fact that its a wheel and not a gear (like in an armalite) it takes a bit to get used IMO, but it wont take long to fine tune it. As you can see, the hop up unit is modeled after the TM version

And Finally, the selector switches. This is where things got a little wierd for me. The few first day they worked and responded like a charm. But around the 5th day of having it the semi-auto gave out on me. so I figured it worked like my old (very very old) DE M4. So I fired a few shots on full and switched it back to semi and fired. But that didnt work. So the way I found to fix this was to hold the gun at an angle (basically crooked) and shake it a little (not too violently). Then fire a few shots on semi. It should act up a little by half firing (you hear the motor whine but not fire). then after the 3rd pull everything should be locked into place and working fine. Other than that instance, the selector switches haven't let me down yet.

One thing I might note is that the switches



are not set up like the M4. Instead of having the little notch facing away from the option (i.e. FIRE -O SAFE = fire) the notch is pointing towards the option.

IV: AccuracyWhen it comes to accuracy, this thing is just slightly above average It sports a brass tightbore (a standard to all CYMA guns now a days) improving its accuracy. It can easily hit a can at 50 feet without hop.

When it comes to groupings at 100 feet, I got about 1/2 to 1 cm groupings on semi (a few shots strayed off to the corners of the target though.). And on full auto it can easily hit a target the size of (or even slightly smaller) a human torso at 100-150 ft. On semi-auto it 4/5 shots could hit a target the size of a human torso easily at 100 ft.



I just recently bought an Echo1 M79 grenade launcher for scenario games and for the NAM thing. Craft Apple Works and Echo1 Joined forces to provide affordable launchers for the airsoft market but the affordable price is not without its consequences as Echo1's M79 version sacrifices key strong points in structure.

The Echo1 M79 is all plastic and the main body (Trigger Housing) that holds the barrel and the butt stock together is all plastic and too me that is the weak point as its possible while I'm loading a shell that the barrel can snap off one day if it was dropped or ran into. Already

the stock is coming loose and every time I tighten the stock it gets loose again. This stock wobble I think is contributed to the plastic trigger housing because the stock bolt screws in a plastic hole of the main body.

The flip up sight is all plastic unlike the CAW and

trigger housing is all metal but I learned the hard way of being impatient and got something where its longevity is questionable. For now I'll just have be extra careful with this Echo1

M79 and hope I don't get more bad luck with it. I get what I paid for;

however this gun may perform great but I shall see when I get to field it in battle.

The only altering of the gun that I did was spray painting the plastic grip and butt stock a cherry wood color and it looks way better than the dull original brown color.

Article submitted by AX correspondece in U.K: Retrofox

ECHO 1 M79 GRENADE LAUNCHER

battle test the durability of the gun and now I just have to wait and see how long this M79 will last. Over all I should have bought CAW's original M79 because the



DIY: FPS CHECK

speed of the sensor being used, but theoretically a reading of at least 1,000 FPS can still be measured.

POWER SUPPLY REQUIREMENTS

The chronometer can be powered by using a 9 volts battery or a universal DC adaptor of at least 9-12 volts and a minimum of 300mA. Polarity is not a concern for the user as the circuit is protected from reverse polarity.

PARTS

- 1 pc ½" diameter PVC pipe, 5 inches in length.
- 1 pc ½" diameter PVC union
- 2 pcs. photo transistors
- 2 pcs. IR led
- 1 pc Microchip 18 pin MCU
- 3 pcs. seven segment display (common cathode)
- 3 pcs. general purpose transistors
- 1 pc 9 volts battery holder
- Assorted cables
- 1pc rocker switch

PORTABLE CHRONOMETER

Proudly Philippine Made

Introduction

In June of 2005, I was introduced to airsoft and not long after, I was already trying to upgrade my gun. At that time, the only available means for the team to confirm that our guns have gained in muzzle velocity was the coke- in-can test or the so-called "poor man's chrono". Then I was able to see an F1 chrony at team SWAK's airsoft store and said to myself, "This gadget doesn't look that all complicated to make". So I set off for the quest to make my own chronometer. My first try was made up of a curtain rod, two photo transistors, two IR leds, an MCU and an LCD display (as seen on www.acmgames.proboards66.com). But I abandoned that design and went for a more compact and less costly design that is shown below.

Theory of Operation

The chronometer is basically a timer acquiring the time needed by the BB to travel the distance from sensor 1 to sensor 2. At start up, the microcontroller (MCU) displays a value of zero. When a plastic BB passes over sensor 1, the MCU is triggered to start its internal 16 bit timer. The signal for stopping the timer and displaying the computed FPS is acquired from the BB passing over sensor 2. The distance from sensor 1 to sensor 2 is 3 inches. So applying the basic equation ($V = d/t$), the velocity of the BB as it exits the barrel can be computed.

Take note that using a 16 bit timer; the MCU can only time an event for approximately 33 msec (8 MHz clock). So if a BB passes over sensor 1 and did not pass over sensor 2, the timer will hit its maximum value and the MCU will display three horizontal lines signifying that an error in measurement occurred. This limitation means that the minimum FPS reading that the chronometer can display is approximately 7 FPS. The maximum measurable FPS is limited by the



IRON MAIDENS

WORDS AND IMAGES BY: ABS ABANDO

Yuliya and Katya behaving in the universal manner that all teenagers will. The mood during the photoshoot was simply, “light and bubbly”

Katya wears a Russian kamuflirovanny letniy maskirovochnyy komplekt or KLMK “Black Tundra/Mountain” pattern uniform and carries an Inokatsu RPK. This uniform consists of an upper and lower garment and a tie-on face mask

We at AX take the word, “realism” quite seriously. In this particular cover shoot, we once again took the trouble of finding the most realistic location for our cover story. But the location is only part of this realism....

We envisioned a sort of Eastern European scenario for this issue and what we came up with is nothing less than serendipitous. First, we met real Eastern European talents Katya and Yuliya from Uzbekistan. Then we were invited by the Action Games League to a dry run of their “4th Quarter Storm” event in Nasugbu, Batangas—roughly an hour’s drive south of Manila.



Iron Teens

Our Iron Maidens, Ekaterina Tsabinova or “Katya” and Yuliya Sovina are no different from any teenager from any part of the world. They are both lively and sometimes rather impish to say the least. They are of the same age and their likeness would lead anyone to think they were actually twins!

Traveling in separate vehicles, I assigned Ronn and BT to “baby sit” the girls so I would at least get some focus on the day ahead. It didn’t take long for the ice to be broken between the AX staff and the girls

and life in the “second vehicle” was a riot! At the first stopover, Ronn was sort of complaining about the noise in the van and BT said he couldn’t get any sleep. I was firm on the order for them to pull security in their van. On the inside, I was laughing out loud—This was going to be an interesting shoot!

Yuliya blends into the night with this KLMK “sun bunnies” camouflage pattern. This uniform was first issued to the Soviet Border Forces or the KGB-PV (Pogranichnyye Voyska Komiteta Gosdarstvennoy Bezopasnosti) and the GRU (Glavnoye Razvedivatel’noye Upravleniye)

Yuliya wears the "Tundra Desert" version of the KLMK uniform, an Inokatsu AK-74S/u and an authentic, Chinese-made AK-bandoleer



Katya wears a Russian kamuflirovanny letniy maskirovochnyy komplekt or KLMK "Black Tundra/Mountain" pattern uniform and carries an Inokatsu RPK. This uniform consists of an upper and lower garment and a tie-on face mask.



The unusual color scheme makes this Uzbek uniform blend not only in the forest but also in an urban setting



Juxtaposed into an old spiral staircase, Katya blends in a "Ragged Leaf" pattern uniform from her native Uzbekistan

No AX issue will ever be complete without our Guns, Girls and Gear section. Our 3G's babe, Princess Bagatsing shows us how authentic military uniforms can also be chic and trendy.



Nice and toasty: this Hungarian M-1987 Para pattern is a nice way to keep warm and concealed. It is a standard-issue pattern for the Hungarian Army, Air Force, Paratroopers, Border Guards and Police Counter-terrorist units



“it’s not my first time to see and feel different type of guns. My father has collection of those....”

Desert Ops: originally designed for dry terrain, this Hungarian Pakizstani desert camouflage uniform is based loosely on the Vietnam-era ERDL “leaf pattern”. This uniform was intended for use by Hungarian peace-keeping troops deployed in the Middle East.

“it turned out really great I can say. I really had fun doing our shoot. It gave me a strong feeling of an independent woman. Like, “don’t mess with me” aura I should say. haha!”



Choco Chip Redux: Should you find yourself in a mixed terrain, this desert uniform from Tajikistan would fill the bill nicely. Similar in pattern to the old U.S. 6-color desert camouflage pattern, the only difference lies in the darker shades of green added to the palette

Tell me a little something about yourself that few people know about...

~I like the fact that my life has variety. When I am at home, I get pampered but when I am working, I do my own thing. All I have to do is take care of myself. The only downside of having so many people pamper you is you also have to take care of them. So sometimes, it's very liberating to be all alone, not have people who really know who you are. If I am in a crowded place, people don't really notice me. Sometimes, it's nice. :) I'd love to try and play airsoft w/ my brother just so I can get even with him for all the times he tortured my Barbie (Ken) during our younger days!! hahaha!!! Hmm...SPONSORS ANYONE??

How did you come to know about AX?

~Well this is the first time that I've come to know about the magazine. But it's not my first time to see and feel different type of guns. My father has collection of those. So I grew up seeing stuff like that. So all you men beware!

How did it feel working for such an unusual assignment?

~it's a whole new experience for me. I mean, I mentioned growing up seeing those kind of stuff, but to be actually doing work with it is a totally different thing. Nevertheless, it turned out really great I can say. I really had fun doing our shoot. It gave me a strong feeling of an independent woman. Like, "don't mess with me" aura I should say. haha!

How did you like the uniforms you were wearing?

~I liked it. It's not my usual wear but it added some spice in the character I was trying to build while doing the shoot. It's a lot of fun to be wearing such clothes. It felt like it wasn't me for awhile but in a good kind of way.

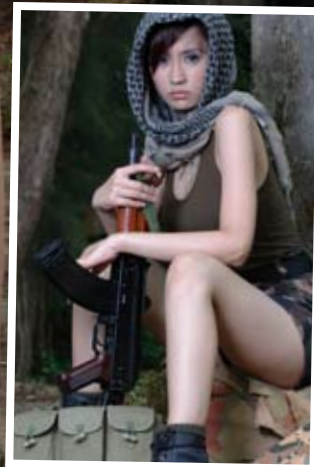
Do you see yourself as a Lara Croft-type of character?

~YES! I was totally thinking of her while working with the camera. I tried to put myself in her shoes because she is the perfect "AX lady" for me and I'm sure you will all agree with that. But in real life, I guess I am pretty much like her if you would take away her skills in fighting and throwing herself out of the air while doing stunts. haha! The strong and independent woman is me, but doing stunts is really not my cup of tea.

Would you agree that airsoft isn't only for men?

~Totally. We have come to know the fact that women can do things men does.

I mean, there is a reason why we have characters like Lara Croft. Strong, fierce, independent women exist. **And these characteristics make up an AX LADY. :)**



Gone Commando: similar in pattern to the M1987 Para and the Hurrikan, these Hungarian camo shorts might just be the thing for your next "PT" or just bumming around at the beach



ARTICLE SUBMITTED BY: DAVID HINTZE

- General Digital Photographer
- United States

I like Photoshop, Airsoft, Graphic Design, Photography, Filming, Snowboarding, MilSim

Personal Quote:

"I dont trust images anymore, now that I know how to make them lie..."

Tools of the Trade:

Canon Rebel Xti, Canon Powershot A630, Adobe Photoshop CS2



What Makes A Good Review?

WRITING AND PHOTO TUTORIAL.

Now that I'm part of helping around in this section, I thought id share with you all a bit about how I do my reviews, take my pictures, as ive been known for both. I will explain both what should be included in a review, as well as how to use your camera and a few props to make a great photo.

TAKING THE PICTURES.

It is my opinon that pictures are one of the major selling points to a review, if I see bad pictures, I'm more likely to not read it...

Ive seen em all, the good the bad, ive seen wonderfully set up shots on a good backdrop and then ive seen the ever dreaded "foot in the shot, gun on kitchen floor type of shot." Now I know you won't be able to take shots

like my "Tools of War" featured below and on my DA page right away, but with practise, it will come to you, until then, I can help you take pictures that will be away from the "Snapshotish" look. This will be pretty brief, I don't want to write TOO much... Keep in mind this is for indoor shooting, a lot of great shots can be produced outside as well, I might

go into that.

First thing is a camera, that is

very l'important. As long as its made by a good brand and has that nice little Auto Shoot feature, your good to go. I myself use a Canon Powershot A630. If you don't have access to a camera, try and borrow one.

Second thing is lightning, you need a good place to take your pictures, either a room with lots of light, or a light or

I am positioned in such a way that is cast light on said gun you are taking a photo of. different lights and positioned will produce different results. I didnt worry to much about lighting in these shots.

Third is positioning your gun, for pistols, what I sometl'mes do it just get a chair, and drap somthing over it, a white cheet, green blanket, black silk, even an old coat that has some military essence to it... whatever. As long as it gives some type of background to shield it away from your closet or feet, I'm sure we all have a chair, if not, a flat surfae will work just fine. some examples...youll see some of the shots with a board in the chair, that made a nice flat surface for shooting on.



Simple chair and a desk lamp is all I used for these pictures, only thing I had to adjust was the chair angle and the position of the light, some shots need more, some need less.



Fourth, taking the shot. if you have a tripod, thats awesome if not, your still good. I usually take a lot of photos, and then review them later, take it from different angles, focus on various parts of the gun, like trades, barrel front, grip, sights, and so on, just take lots of pictures, and post them according to that you talked about in your review.

Above all...try to AVOID USING A FLASH!! that one of the worst things people do, light bounces off shiny metal. (you've sll seen those super glary ictures" world lighting and no flash will produce the best results, notice the difference between the following pictures. theres only a few cases where a flash is ok. Flash tend to take away some of the depth. try it if you



like, sometimes it turns out ok, I just try not to use it.

Also notice how much more crisp these pictures are, as I used a tripod for them...tripods are a good tool, the one I used cost me 14 dollars, and it works great.

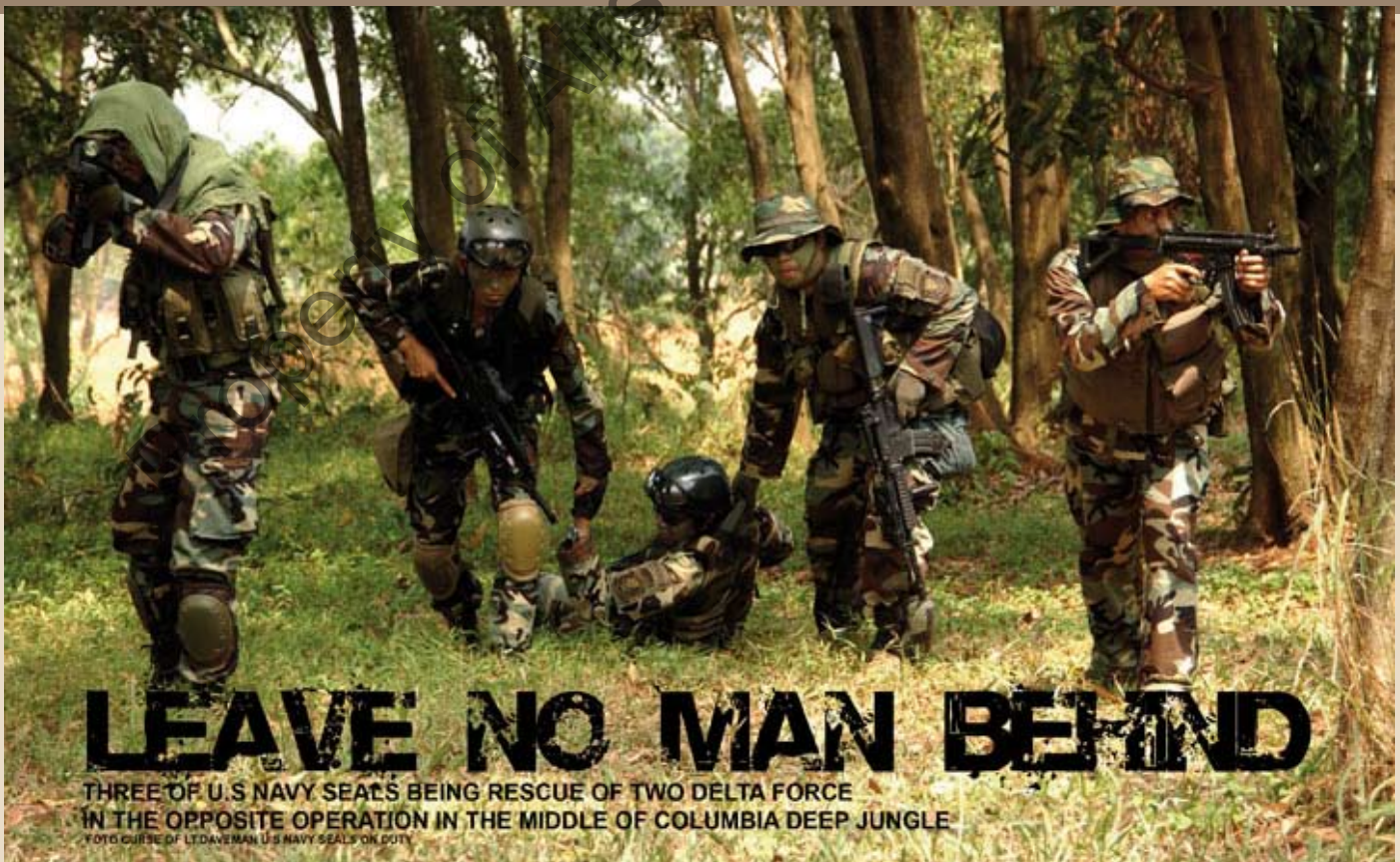
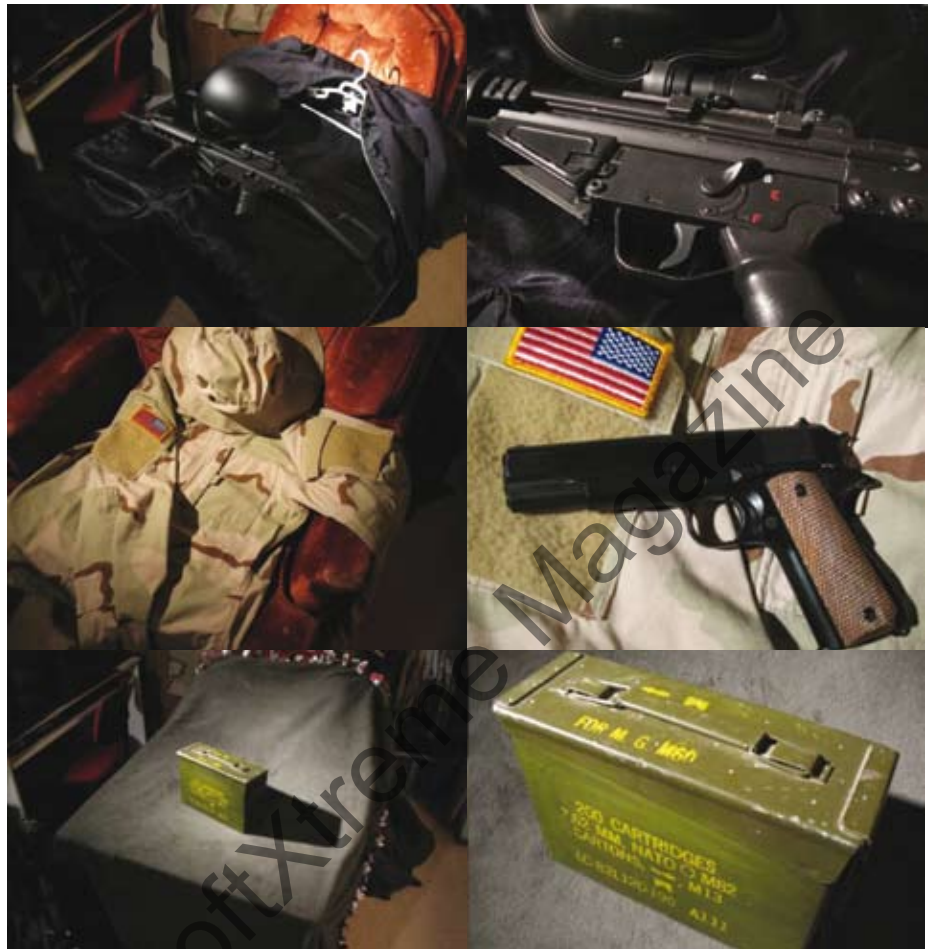
CHEAP BUT GOOD TRIPOD

Again like in my "Tools of War", that was a good set up shot, notice the M1 helmet, the heversack, the grenades, the extra mags. notice how they were placed, kinda layered. Experiment with this, using various pieces of equipment or gear, to get the look you want.

More examples, all using the auto feature.

Keep in mind these tips also work on your everyday gear and items.

Hope that helped, now go and have fun, photography can be a very fun thing, once you get the hang of it. ■



The Airsoft Tech's Toolkit

I have gathered a collection of tools over the years of airsofting that have helped me multiple times. I now wish to present this collection of tools and their uses, and my recommendations. If you wish to become a serious airsoft technician, these tools are essential to have, as they will make your repair or upgrade more professional and efficient. Remember, this is an expensive toolkit, but with these tools you will be able to easily tackle any job that your gun presents you with:

The first tool on my list is the standard Phillips screwdriver. In this case I have one that will switch from a smaller, thinner, and more beveled head, to a wider, larger head. I find this feature very useful and am able to handle any screw without danger of stripping the screw. I also suggest that the Phillips heads that you use are magnetic. This will save you much time, especially when screwing in the handgrips on version 2 variants. Make sure you avoid drill-drivers for obvious reasons. You will be in danger of stripping a screw.



Phillips Screw Driver

in very tight areas. Make sure you own one of these packs.

Another essential set of tools is the hex key/ Allen wrench set. These are used to unlock and unscrew many of different pins on the AEG. Because airsoft measurements are all metric, you will want to pick up metric hex keys to get perfect matches. This is a must have for any airsmith.

Allen wrench



Screw Driver

The next essential tool is a standard screwdriver. I suggest two, because many receiver pins require two standard drivers to unscrew, as seen on my G3 SG/1. My red flathead driver has two different flathead sizes, which will give you more versatility in one package.

Next is a set of tools that I use almost as much as my Phillips screwdriver. Mini screwdrivers are used in many applications on the AEG. One example is on the switch assemblies inside the mechbox, and the selector switches of G3s and MP5s. They can also be used to hold and manipulate things

Mini Screw Driver



Tweezers



These are standard tweezers. One of the greatest applications for these is to remove the hopup packing when it gets stuck in the hopup chamber. Make sure

you own one of these; it will make your life MUCH easier. Tweezers can also be used in tight or close quarters manipulation of items, and are life savers.

Another life saver is the multiple head ratchet that I picked up at Sears. If you own or work on TM guns, this is absolutely essential. Luckily, the smallest Torx head works perfectly on the TM gearbox screws. You will also want this just to make screwing in Phillips and standard head screws easier in applications where it can fit. I highly suggest it to cut down

Multiple Head Ratchet



on the time to close and open the gun. This is a cheap accessory that you will not regret.

Pliers



Next is your standard set of pliers. I own 2 or 3 of these. They are used in applications where a pin is jammed or very tight, and needs to be rotated.

On metal bodies make sure you put paper towels on the teeth, so they don't scratch the metal. Pliers can also hold objects in position, or can be used as a cheap hammer for a punch or pin. I've also crimped items with these pliers. Also, one smaller application is removal of glued flashiders.

Gun cleaning patches are essential to keeping your gun and barrel clean. They are primarily used as high end barrel swabs, and they perform wonderfully in that application. Just fold them in half, put them on the end of the cleaning rod, spray them with silicon, and wipe the barrel. They also serve as good grease removers, and pick grease up off gears and plastics VERY well.



Gun Cleaning Patches

The G&P grease set is a great thing to own. If you are too lazy to go to an auto parts store and pick out the correct white lithium grease, just use the G&P set. It saves me time and effort, and I know I'm getting the right stuff.

It comes with gear grease (white lithium), cylinder grease (lube gel), and standard low viscosity bearing grease for open bearings like the spring guide, piston head bearings, and 8mm open bearing bushings.



Shims

Ever been in the middle of a tech job, heard one of your gears rattling, or found out that you never did shimming on an upgrade? If so, you NEED to have a spare set of shims, they are cheap and essential.



Hop-up

I've had enough times out hopup units going out on me. Thus, I have decided to hold at least 2 packs of Systema \$5 hopup buckings at home at all times. Make sure you have at least one of these, as your hopup bucking can tear at any moment due to dirt, temperature, weather, or wear. You can also "lend" it to a guy at your field if he gets a broken one, and maybe get yourself double or triple for it because of the demand, all because you were resourceful.

This is completely optional, but I always have some spare gears, tappet, and piston just in case of snapping or stripping. Also not pictured is an extra motor, with the proper shaft size. Especially when using high voltage batteries like I do, your motor can die any time. Always be prepared with a backup motor. I have already had a tappet failure, and thus have learned my lesson. Have spare parts if you don't have a second AEG. Even though I have a backup AEG, I still like to keep all my guns running 24/7.

Spare Gears



Spring set / Latch



Have you ever had a spring pop out of your AEG upgrade, and you have NO idea where it went? Be safe and buy an extra spring set for your AEG to be safe and to avoid ordering parts and waiting for days for your gun to be operational again.

A digital multimeter (VOM) is another essential part. A key step in diagnosing any electrical problem in an AEG is to be able to check circuit amperage flow, battery voltage and voltage under load, and circuit resistance.

Digital Multimeter



Also, if you have a battery that is acting haywire, or a dead motor, you can check the voltage and resistance on these two with the multimeter. Make sure you have one of these.

Soldering Iron



There is a lot of electrical work that must be done to airsoft guns to increase optimal performance. More than once I've been confronted with

working on lower end guns, where if pushed to the limit, need new wires and connectors to be installed. To do this a soldering iron and 60/40 tin/lead rosin core solder is essential. I use a 10-20W soldering iron, as I also work on MOSFET PC boards and cannot burn those using a larger iron. A soldering iron is another cheap but important tool.

Connector Remover



A very rare and overlooked tool is the tamiya connector remover. Mine comes with two attachments, one for large and one for mini tamiya connectors. When a connector has to be removed to be replaced by a deans ultra connector, the contacts have to be swapped, or a rewiring job is done and the connectors must be preserved, this tool comes in handy. Make sure you use one of these.

Wiring



Another item that is good to have in your toolkit is some 16AWG wiring. If you ever need to make a quick wire extension, fix broken

wiring, or just plain want to replace wiring with low resistance wiring, be prepared to have 14AWG, 16AWG, and 18AWG wiring in your toolkit. Another great tool not mentioned is electrical tape. Electrical tape will save you in many cases. It can be used for anything from fixing wires to patching holes in the stock (like on my G3).

Needle Files



A gift to me by ASF. flyingstar is a set of needle files. These seem to be a savior in metal body integration and installation. There is rarely a time a metal body slips right on. There is always miniscule modification that must be done, and what better tool to do it than the needle file. If a corner has to be edged, or a hole widened, these are the perfect tools.

Always have some silicone lube and a cleaning rod in your tool kit. The silicone lube can be used for anything from inner barrel cleaning to hopup lubrication, to make the hopup sleeve easier to slide on. Low viscosity silicon lube will never hurt your gun, so if there is ever a tight fit or non-smooth motion, spray some on for smooth operation.

Silicon Lube



Dremel Rotary tool



A must for any custom external or internal work is the dremel rotary tool. My set with tons of attachments lets me get any trimming or cutting done in no-time. Make sure you have one of these in your tool kit. Though it is hard on your wallet, it is definitely a tool that will serve you in many applications, airsoft or not.

Multi-tool function



This multi-tool functions as a wire stripper, crimper, and wire cutter. It is another life saver when working on the electrical end of airsoft. Anything from installation of deans connectors to system rewires and MOSFET installations require the use of this tool.

Heat Shrink Tubing



To install deans connectors or patch broken wiring, you need heatshrink tubing. To heat the tubing, you need something that will give off enough, but not too much heat.

I have found a standard barbeque lighter to be the best bet. If you hold this lighter about an inch under the heatshrink and move it back and forth, it will effectively shrink the tube over your open wire.

A razor blade can always help in many airsoft technician applications. One of these is to bore the piston head of a stock TM to replace the spring. Make sure you have this cheap but necessary tool in your toolbox at all times.

Hammer



Next is the trusty old hammer. If you ever need to get out a punch pin, use this hammer along with a center punch to remove it. But...make sure you NEVER use this hammer to pound in gearbox bushings or things on the outer body. This is because pressure from an iron or steel hammer can cause warping and eventual weakening and cracking of the pot metals and aluminums in airsoft guns.

And...not picture, but certainly not the least, is the trust old roll of duct-tape. Never again will you have to sit in the mail waiting for that scope mount to come in, or to hold your loose butt-cap to the stock. Just apply duct tape and you are done, no worries. More than once have I applied duct tape as a quick fix in urgent situations.

Thank you for taking the time to read this guide.

Submitted by:
-ASF.KrYpTiK

Photo submitted by Ullie Gumilar (Indonesia)



OPS.LITTLE BIRD

U.S.NAVY SEALS SOMEWHERE IN DEEP JUNGLE



The M4 Patriot Conversion

By: Dennis "Tikoy" Esguerra

Everybody wants to have some sort of a "CQC" weapon. Unfortunately, custom gun parts are hard to come by and if at all, pricey. Here's a sample of what "Tikoy" can do with aluminum tubing, a lathe machine and some good old creativity. The part used for this conversion was done entirely by hand and custom-fit to the gun.

Most of the parts had to be scrapped except for the muzzle suppressor and crane stock which was essential in keeping the power source within the gun itself and not in an external false magazine pouch.



This was the base gun used, an M4A1 RIS

01



After disassembling the barrel, measure the length you intend to cut

02



An aluminum outer barrel had to be fabricated and threaded to accommodate the handguard

03



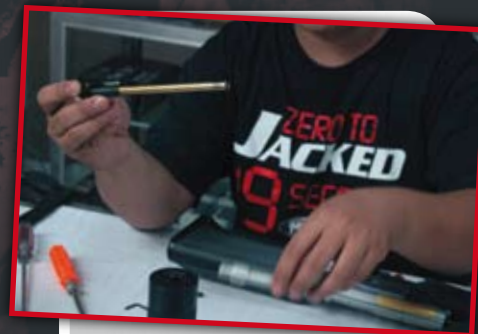
Cut the inner barrel at exactly the same length as the outer barrel

04



A hack saw was used to cut the barrel.

05



Once done, make sure the inner barrel is properly crowned.

06



Re-insert the inner barrel into the receiver

07



Close the receiver assembly

08



Insert the aluminum outer barrel

09



Secure the screws that hold the barrel assembly

10



Insert the handguard tube

11



Fasten the hand guard to the receiver threading in a clockwise motion

12



The finished "Patriot" fitted with a "shorty" mag

13



The Patriot shown side by side with an MP7

14

Philippine Rayadillo, 1800s to late 1900s

Evolution of the Philippine Military Uniform, Series 1

By: ENGR. PEDRO ANTONIO V. JAVIER & the Buhay ng Kasaysayan Reenactment Group

HISTORICAL BACKGROUND

The Rayadillo or Milraya, which means "thin stripes", is an original Spanish uniform used in tropical countries like Philippines, Puerto Rico and Cuba. Since the climate is hot in these countries, the Spaniards mixed white vertical stripes on the blue uniform to make it cooler (since light colors are cool). At a distance, these stripes are no longer visible but rather appear grayish blue or light blue.

Although the blue and white striped Rayadillo was more common at that time, there were other shades of black and gray, green and white or white and gray Rayadillo. According to historians, Andres Bonifacio did wear the Rayadillo instead of the usual white kamiseta matched with red pants mostly documented in paintings and some sculptures.

Rayadillo is usually made from cotton but due to scarcity during the war, Gen. Aguinaldo ordered to pro-



Fig. 1 Spanish infantry soldiers wearing the Rayadillo used to fold their collar, Bill Combs Collection

duce Rayadillo coats made from the Kapok tree as an alternative for his army.

At some point it was unique to a number of Spanish and Filipino revolutionary officers not to wear their belts outside their Rayadillo coats. Instead of doing it the normal way, they attach their holsters and swords through a slit in the belt on their trousers inside their coats. A typical reason as to why many wondered how those things were connected to the waists of some revolutionary officers.

DIFFERENCES BETWEEN SPANISH & PHILIPPINE RAYADILLO

Filipinos adapted the Spanish Rayadillo during the outbreak of the war in 1896. In 1897, Filipinos adopted their own unique design which was used until the Fil-American War. Below are the differences between the Spanish and Filipino design of Rayadillo uniform:

1. The Rank insignias of Filipinos differ from the Spanish. Just after the outbreak of the revolution on August 1896, Filipinos wore the rank insignias on their left chests or as an armband. By October 1896, the rank system changed and was placed on the cuffs of the Rayadillo coat. Then in 1898, Filipinos began to place their ranks on the shoulder (shown in fig. 5, 6 & 9) unlike the Spanish who commonly placed their ranks on the cuffs.

2. In 1896, Katipuneros wore the captured Spanish Rayadillo having horizontal breast pockets. By 1897, Filipinos made their unique design by having two vertical pockets on the chest just like the Norfolk hunting jacket for officers (shown on



Fig. 2 Spanish 1892 Rayadillo (Minnesota Military Museum) with two horizontal pockets

SOURCES/REFERENCES

AFP Museum* Dan Dizon's historical paintings & interview* San Juan Katipunan Museum* Philippine Army, The First 100 Years, by Col. Rodolfo S. Obaniana* Vision of the Possible, Legacies of the Philippine Freedom, Felice Sta. Maria* Kasaysayan The Story of the Filipino People by Milagros Guerrero* William K. Combs Collection, www.agmohio.com/losrayadillos.htm



Fig. 3 Spanish officers wearing the Rayadillo used to fold their collar. Notice that they are not wearing a belt outside the coat. Their holster and sword were connected in the belt, on their trousers inside the coat through a slit.



Fig. 6 Gen. Gregorio Del Pilar, wearing a lighter shade of Philippine Rayadillo coat

fig. 6, 7, and 9). Filipino officers used to wear standing collars unlike the Spanish who used to fold their collars. There were also slits from the chest down to the waist used as a design variation.

3. Aside from wearing Rayadillo trousers, Filipino soldiers also used to combine different colors of trousers with their Rayadillo coats to designate an officer or a unit. Some examples were blue or dark blue trousers with yellow piping can be worn by officers,



Fig. 4 Gat Andres Bonifacio, wearing the Philippine Rayadillo with a slit design on the chest similar to General Luna



Fig. 7 the Philippine Rayadillo from Bill Combs Collection. Notice the vertical pockets similar to the Norfolk hunting jacket design, which was unique to Filipino officers



Fig. 8 Katipunero Mascot. 8-month old Alexander Agilard Javier, wearing a corporal's Rayadillo

a red-maroon trouser with thick white piping for Artillery, a red trouser with black piping for Cavalry and dark blue trousers with red piping for Administration officers. ■



Fig. 5 Gen. Antonio Luna wearing a darker Rayadillo shade (probably a black and gray stripes) with blue pants with two yellow piping for officers



Fig. 9 Buhay na Kasaysayan reenactors: Engr. Jose Felizco (left), wearing a Rayadillo of a corporal as shown on two red stripes on his cuffs with red epaulette on his shoulders used by Morong Battalion with Spanish Remington ammo pouches and webbing. Engr. Pedro Antonio Javier, wearing an officer's Rayadillo (similar to figures 4 and 5) as an infantry Lt. Col. (two gold stars on black epaulette).

THE FIRING LINE BASIC MARKSMANSHIP

There are a few things to consider in becoming a skilled shooter. Stance, eye dominance, grip and trigger control all contribute to putting that bullet where you intended it to be. It doesn't matter what you're shooting. Airsoft or firearm, the principles remain the same.

EDITOR S NOTE:

This article was done at the Eagle Sports Shooting Club Range in the Clark Economic Zone in Pampanga, Philippines. The firearms used here are REAL and all the photography was done under the supervision of an in-house Range Safety Officer.

GUN SAFETY

As always, let us not forget the 4-rules:

1. All guns are loaded.
Verify just to be sure.
2. Finger off the trigger until ready to fire.
3. Keep the muzzle of the firearm pointed in a safe direction.
4. Look around and beyond your target.

Having the best firearm in the world will not necessarily make a good shooter out of anyone. Some gun owners (not shooters) will often brag about their SIG's, HK's or "Smith's" without even bothering to take the firearm out to the range and try a few magazines full of practice rounds. A good gun would be nice to have in a firefight but without the skill, one may just as well run and hide.

There are a few things to consider in becoming a skilled shooter. Stance, eye dominance, grip and trigger control all contribute to putting that bullet where you intended it to be. It doesn't matter what you're shooting. Airsoft or firearm, the principles remain the same.

STANCE

When shooting, it is important to assume a solid stance. Remember that your entire body is the shooting platform. There are two major stances in use today: The Weaver and Isosceles.

WEAVER: a two-handed firing grip developed by law enforcement officer, Jim Weaver where the handgun is fully-supported by the “weak” hand to enable the shooter to align both the front and rear sights. The “strong” hand is thrust towards the target while the weak hand is bent and locked close to the torso to aid in stabilizing the strong hand. The weak hand-side leg is slightly forward supporting most of the upper body weight. This grip is best for engaging targets at long ranges.



The Weaver Stance

ISOSCELES: also a two-handed firing grip developed for practical shooting competitions. As the term implies, both the strong hand and the weak hand form an isosceles triangle in front of the body. Both



The Isosceles Stance

legs face the target squarely and the upper body weight is evenly distributed. This stance allows the shooter to engage targets from side to side with ease regardless of shooting distance.

EYE DOMINANCE

Ideally, a right-handed shooter must be able to focus his right eye on his sights without having to squint. This takes some getting used to but is not a difficult skill to master.



FIGURE 1: With both eyes open, focus on the target and enclose it with your hands in the form of a triangle.



FIGURE 2: Slowly bring your hands towards your face.

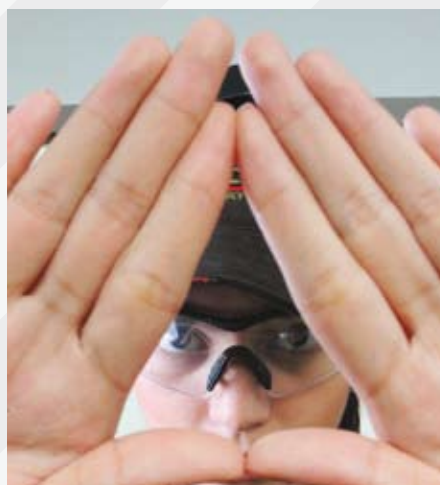


FIGURE 3: Your dominant eye will be revealed as your hands touch your face.

SHOOTING GRIP

Both the Weaver and Isosceles stances share a common handgun gripping technique where the palm of the weak hand wraps around and completely covers the shooting hand. Weak hand fingers rest between the knuckles of the strong hand. Some experts will claim a “60/40” grip meaning, the “weak hand” exerts 60-percent more pressure on the strong hand to aid in keeping the muzzle forward as a result of recoil. Different shooters will profess to a different technique. As one’s shooting skill develops, the grip becomes instinctive and technique becomes academic.



Practice cupping your hands together even without the gun in hand.

SIGHT ALIGNMENT

The front and rear sights were incorporated into a firearm's design for a simple purpose—keeping the barrel straight. This translates into an imaginary line which runs from the rear sight all the way to the target.



Keep both eyes open when aligning your sights.



All the techniques discussed in this article can be practiced even without firing a single round. Simply devote a few minutes to “dry-firing” at home but keep in mind the four rules of Safe Gun Handling and consider a good backstop when practicing. Repeatedly check the cylinder or chamber of a firearm for a round that may have failed to extract while racking the slide. As an added safety measure, keep all live ammunition away from your practice area!



The holster is a good safety device. It keeps your finger off the trigger, keeps the muzzle away from anything or anyone and the chance for an accidental discharge caused by unsafe handling is minimized.

Now that you're all set, wipe off the mildew from your forgotten gun case. Practice, practice....Practice!

TRIGGER CONTROL

There is more than one way to pull a trigger. Some will exert a straight, smooth squeeze and some will simply jerk it. There are those who prefer the pad of the index finger over the joint. A smooth squeeze is still best because it does not affect the muzzle's angle before the bullet is finally discharged. Exerting too much effort on the trigger or jerking the trigger will definitely cause the



muzzle to rise or swing either left or right and ultimately affecting the bullet's point of impact.



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Operation Cypress II

Article and Photos Submitted by: Stryke, USA

On the 18th of October in Los Alamitos, California, a D-day for Operation Cypress II--Airsoft meets defense logistics. 80+ airsofters, most of which were veterans from the last operation, once again took part in the most realistic airsoft training experience. Like the last operation, it wasn't the expected run-of-the-mill-backyard shootout; it came to be a full scale, full combat simulation.

For this operation, our players were provided by Stryke Airsoft retail shop in Costa Mesa, CA, courtesy of Mr. Arlo Claveria. Veterans from the previous operation already knew what to expect, however, the new players did not expect that it was a totally new and breathtaking experience. Similar to the previous operation, the event took place inside the Los Alamitos Joint Forces Training Base. A huge facility with 40+ housing complexes complete with two storey, yards, and roads. The place was total urban chaos for airsofters; with unlimited places to go and hide—a would-be nightmare for US forces. The opportunity for snipers, the freedom to barricade yourself in a room and climb a roof seemed endless. But all this fun would be nothing without having some kind of purpose or scenario. We were also brought to the aid of the Department Of Defense as OP-FOR (opposing force) in their training simulation; we were there to help them train contractors that were getting ready to be shipped out to the Middle East as peacekeepers. We were also there to help them experience and prepare for real-world combat/security details.

The day was split into three phases: Phase One, was a military convoy proceeding through a simulated Middle Eastern street and environment; Phase Two was a simulated ground battle between insurgent forces; and Phase Three was an all-out assault and ambush on the Humvee convoy complete with a simulated I.E.D. explosion.

After they arrived at the compound, players began gearing up as they got ready for the day ahead. At that point, everyone was waiting for the morning briefing and lunch. Once everyone was ready, we set up our grills. The first operation was that we were supplied with 18" pizzas but this time we were so graciously supplied with steak and *filet mignon* courtesy of Mr. Arlo Claveria. As we were done and satisfied, the briefing started.

During the briefing, we were instructed about how the day was to proceed, to whom we were allowed to open fire and at what point we were allowed to go to. We were also informed on who were going to participate in the event. We were introduced to the personnel, all the combatants and spectators. The event organizers explained to us in detail about each phase. We were split into separate groups and were each instructed our parts in the event. We were grouped into smaller units: OPFOR and allied U.S. forces. Photographers and cameramen were also present at the base recording all the action. We were instructed that the people who needed our help in training had no idea that we were there. They had no idea that we were armed, locked and loaded ready for an ambush! Our goal was to prepare them for the unexpected since it's always better to be trained for something that you might encounter than not to train at all because in times like this, you just never know what you might come up against with.

After the briefing was complete, we were split into our smaller squads and instructed to proceed to our first location. The first phase for my unit was to pose as civilians in an urban street. The convoy was to pass through unharmed. However, we were allowed to show them some smiles and gave them kind waves.



In between convoy runs, we had time to walk around and explore the housing units, which were two-storey condominiums: each building usually had about 3 or 4 units next to each other, side by side. Each unit comes complete with a kitchen, a full size living room and two bedrooms. Most of these units had already been heavily damaged: windows and doors were broken, ceilings were torn, and the grass outside have grown beyond our knees! It was every airsofters dream: a full S.W.A.T. style entry, breach—anyway you want it! Someone boxed-in a room? Kick the door down!

After a short while, we were done exploring and now getting used to the surroundings when we saw the convoy approaching. The convoy consisted of 4 Humvees filled with civilian contractors and Allied Security Forces. We were instructed that in this run we were not to engage the convoy but rather act as angry civilian non-combatants. We were allowed to throw our fists and frown at them, give them an unsatisfied look.

Phase 2 was a simulated ground battle between two insurgent groups. As the convoy drove by, we were instructed to put on a simulated ground battle but not to engage the convoy. Both sides anchored themselves behind bushes, in the housing

and on the rooftops. As the convoy rolled by a storm of BB's, the players began a massive assault on each other. You would be deemed a madman to attempt to be in the open. OP-FOR, which were dressed in shemaghs and plain uniforms, were battling it out. The convoy was supposed to get the feeling that they were like driving through a small battle between two opposing forces. Combatants were hidden all-over the facility, hiding out in living rooms, bedrooms—anywhere that can serve as concealment and cover. Some combatants even went as far as using closet doors in between hallways and stairways to barricade themselves.

Phase 3 was kicked off with an I.E.D. detonation. A simulated I.E.D. explosion was to be set off in a similar style like what our armed forces are currently encountering in the Middle East today. I don't think that the contractors knew about the I.E.D. just like the veterans didn't even know what to expect; we were all anxious for the I.E.D. to go off! The moment finally came and boy was it loud! The explosion set off the final phase, which was an all-out ambush between OP-FOR and the Humvee convoy. As the Humvees came driving by, OP-FOR was nowhere to be seen. We all took positions and got behind cover. The streets looked deserted.



As the convoy came around, everyone went out of their hiding spots and began an intense assault on the Humvees. Men even went as far as to position themselves on rooftops. The ambush was a success; we had the Humvees speeding away in no time!

After the normal training was complete, we then had the grounds to ourselves. We had Mr. Mike Duong or-

ganized and refereed games between U.S. Forces and OP-FOR. We had the housing to ourselves; so of course, we took advantage of it and played and battled fiercely. It was a no-holds-barred, free-for-all clash between two teams. The action and game-play we got that day was unmatched and unparalleled—the same can probably be said by many of our invited combatants. The

two teams played until sunset, playing some good hard games until nightfall. What a rush!

Just like in the previous operation, it was indeed another success and another realistic military experience. You just don't get that kind of action in any Airsoft field. The games were long, fun, and intense! I absolutely can't wait for the next event! ■

The TEAM MERCENARY is a close-knit group based in Cavite City, particularly in Noveleta and Kawit. The team members are composed of more than twenty individuals including engineers, skilled professionals, businessmen, government employees and college professors.

The team was originally formed in March 2005 by Jay-R Prodigalidad, a.k.a. "3gerhapi", Ronan Pakinggan a.k.a. "Hilux 26", Ricardo Rosal IV a.k.a. "Low_life", Raymond Alfaro a.k.a. "Raybang", Garry Alonzo a.k.a. "Wasalak", Rommel Cruz a.k.a. "Toymen", Athan a.k.a. "slasher63" and Vincent Erwin Bola a.k.a. "Tomasuka". Initially, they had no official names, no formal rules or bylaws and there was no designated leader. On June 2005, Nelson Perez a.k.a "Juliet Echo", Henry Cabuco a.k.a. "Kernel", Jefferson Antonio a.k.a. "Jek", Adriano Antonio a.k.a. "Andy" and Jay Cyne Matias a.k.a. "Major_Pain" joined the group, completing the founding members.

By mid December 2006, the "Warthogs" changed its name to "Mercenaries D.C. Company". The team grew to about 35 members. Still without any formal rules, a few issues were encountered. But the camaraderie and trust prevailed, as the founders have agreed on one philosophy, "There is nothing higher than the value of friendship."

It was on July 2007 when the founders unanimously decided to reform the team under a new identity: TEAM MERCENARY of CAVITE (TMC).

Since the team was based in Cavite, most of the styles of play were jungle scenarios. But recently the team has been going around sites in Manila where the style of play is mostly CQB.

Tomasuka c"),

Team Mercenary







Articles and Photos Submitted by: Spookfish

era EASTSIDE RANGERS AIRSOFT

The team has been in formation since January 2006. Several members of the team have previous experience in airsoft or paintball prior to joining the team.

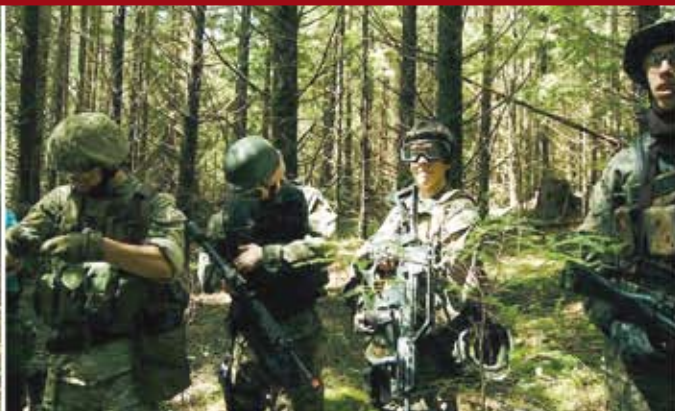
We favor quality replica AEGs, particularly from TM, ICS and CA. The bulk of the team uses a MP5 or M4 variant. However, as the team has matured, several members have invested in more exotic weaponry including Famas, M14, L85, Psg1, M15s etc. We encourage all members of our team to invest in quality weapons since they need to

endure falling, moving and heavy combat scenarios.

As a mil-sim/tac-sim team, we favor objective-based games rather than simple elimination or re-spawn games. Among the favorite games we enjoy playing are bomb extraction, prisoner extraction, defending the base and hill assaults. As for indoor games, we like hostage rescue.

Load-outs vary from person to person and experience level. New players on the team often find themselves shoving mags in their pockets and wearing a

simple Army Woodland BDU with boots. However, many of the more experienced players have switched over to MOLLE systems, including Eagle plate carriers, CIRAS systems, multi-cam uniforms, marpat uniforms, ALICE gear rigs in some cases. 75% of the team uses a tactical vest of some kind. Standard load-out for the player is at least 2 functional batteries: one carried on person for emergencies, and 3 hi-caps. The SOG group has switched over to mid and lo-caps and often have 10 mags to



compensate for the lower rounds.

We live in the US, in Washington State around the Seattle area. The last big event we participated in was Fear This II, a tactical operation awarding points for teams with a trophy as the prize. Teams competed in operations, received points for success or failure, casualties taken and earned, and time completion. On July 22, the SOG group will be participating in CQC6, an indoor CQC competition in Oregon. We have been evaluated on LE procedure, military operations in urban terrain and VIP escort duty involving a motorcade.

We have two primary fields we do our practices. The ERA team (with a roster of 38 people) plays Eastside Paintball in Duvall, Washington, sponsored by Splat 'Em Sports in Monroe. There's a quarter mile between bases on the field, with many elements and bunkers to practice on with just about anything. In addition, the SOG group practices in a church in Redmond, Redmond Assembly of /THOU SHALT NOT USE MY NAME IN VAIN/, who graciously let us use the facility for maneuvers. We practiced multiple styles of entries, stairs and size rooms.

Ben I'll let you post a story here for sure. I'll grab some stories from

Kirby and Matt. Here's my story: Undoubtedly one of the most amazing times for the team is during the annual retreat (2nd one being held August 1-3rd). In here, the squads are pitted against one another in a 24 hour style scenario. Members ate and slept with masks on, not knowing when an attack will come. Sentries were posted all night long on rotating shifts to alert the camp. One such attack came at 2 o'clock in the morning. Having roused Squad 1, the leaders led them through the woods in pitch black darkness, and positioned to attack on Squad 2. Expecting sentries, they were shocked to find the entire camp asleep. Squad 1 proceeded to open tent flaps and eliminated the enemy where they lay. At one point, a leader drew a rubber knife and jumped on a guy to "stab" him. The victim and the leader wrestled for a minute before the victim resisted no longer and therefore, eliminated.

I've been an airsofter for almost five years now, but it was only recently that I joined ERA. As of now, I am there gun tech and I do upgrades, inspections for a cheap price and can work on many gun variants.

SpOoK's armory:

- PSG1 Magnesium body kit
- Systema Drop in gearbox

- DeepfireTightbore
- shoots over 550 FPS

- TM G36c
- STAR Integrated 3.5 scope
- carry handle with rail
- G&P K fore-grip painted Krylon Ultra Flat Black
- 400 fps internals
- Prometheus Tightbore
- TM m14
- 400 FPS
- Psg1 tightbore
- paintjob
- Mount and aimpoint replica
- TM mp5k pdw
- 9.6 battery
- suppressor

At our last 3-day OP, we went to a field in Oregon and stayed there for 3 days living off with MRE's and water. We waged war during the day and at night we fought off indigenous forces. Needless to say, we all had fun and employed our military tactics.

I personally like this team for the Milsim aspect when we went to CQC competitions. It was also a time to kick it with some friends, to have fun, and of course, to do the usual training.



Blackops Elite Special Forces

Articles and Photos Submitted by: Aaron Radl
a.k.a. Captain Radrockin



Blackops Elite Special Forces have been creating combat-simulated airsoft operations for over a year now. We had the opportunity to work alongside the U.S. Army in bringing Airsoft to the next level of combat simulation. We look forward to working more Opfor for the U.S. Army and other law enforcement agencies. We hail Northern Utah to be more specific.

Airsoft Guns

Our airsoft guns are too diverse to list, but they range from G&G SR25 sniper rifles to Classic Army or Tokyo Marui airsoft AEGs and Tactical Air-

The insight that we receive from each member of B.o.E SF is duly noted and worked into our stress-induced war game operations. B.o.E SF is scenario driven with operations developed by its members. B.o.E believes in force-on-force action while using airsoft as our tool. B.o.E SF has created Night Operations, which we are proud to pioneer here in Utah. We are always learning from mistakes and/or take advice from



Ragtag civilian clothing is not allowed at our operations and it should not be allowed in airsoft. We use U.S. ACU, U.S. Woodland, and SF casual load outs to match our native environments. Once again, our load outs are very diverse and range from LC-1 Gear to high speed MOLLE setups. We believe that communication is a necessity in any type of combat scenario, so B.o.E requires all members to have a 5 watt radio and headset. The majority of our guns and gear are provided by www.tacticalairsoftsupply.com, their unrivaled customer support and love for airsoft have made it possible for us to enjoy airsoft on the NEXT LEVEL!!



soft Supply custom AEGs. Our team member, Ajax, does a great job with combining airflow and light springs in our upgrades to give both power and reliability in guns.

Game Play

Blackops Elite Special Forces strive for combat simulated war games which give the airsoft operator the ability to think while under combat stress and to instill integrity-driven "game play" to the best of our abilities while utilizing the minds of the men and women on the team.

our operators on how to improve our operational game play.

Clothing

We are a team who believes in uniformity being a weapon in airsoft.



We use a rank structure like the U.S. military. There is no "main guy attitude"; we all work on first name "call sign" basis. The rank structure is a management structure and every member has earned their respected rank.

We allow members of our team to have slots prior to the operations to go over fundamental training such as CQB, moving in squads, and eliminating opfors in woodland, desert, and urban environments. We are fortunate to have real-world training from members of the U.S. Army, as well as training involving others on the team who have "been there, done that"!!



Pride

We also pride ourselves on the “Green Berets”. We are fortunate to have a few prior and active U.S. SF on the team. B.o.E has adopted the “Green Beret” as our headgear with a custom made B.o.E flash, and it is earned! If it drops on the ground you must give 20 pushups in full battle rattle! All patches that our members of B.o.E SF wear on the uniforms are non-military (custom B.o.E SF patches) with an exception for those who have properly earned them - right, W01 AIRBORNE?!?!

B.o.E SF think we have the proper terrain to create an excellent operating environment. We utilize many locations in and around the state of Utah, year round, including heavy winter snowfall. This offers us options in terrain, vegetation, and climate; so it just depends on what we want to do for the Op/game. If you are curious you can visit us at www.BLACKOPSELITE.com to learn more about our terrain we operate in.

Unforgettable Airsoft Experience

I asked some of my men this question and here is what they had to say

about unforgettable experiences with B.o.E SF and airsoft.

Sgt Glycerin said: “Night games—without a doubt. Clearing an abandoned house (in the dark, with moonlight only and by yourself because your team is busy!) is an intense experience!”

Warrant Officer 1 Airborne said: “B.o.E is not just an airsoft team to me anymore. It’s a band of brothers that has formed a bond through a sport, hobby, or pastime called airsoft.”

Sgt Solid said: “I don’t forget the times I spend with my team. But the best moment was when I first met them all.”

SFC Shifty said: “My team is a family... we have had to earn our place and have proven ourselves to many seemingly unsupportive teams. One day, it was just sort of hit us all... we don’t need other teams. We get the most games in on a game day. Our rules are field-tested and designed for 3 things: safety, realism, and overall game-play. Our scenarios are complex, multi-objective, non-linear experiences. B.o.E has arrived and

this magazine article, along with many other things, has proven it.”

SSgt Chewy said: “This past year has been an unforgettable experience. We have all grown closer as a team and as friends. I can still think back to the first day Shifty and I just went out to “check it all out”. Capt. Radrockin and Lt. Ajax were the first people we approached because we knew they played as the U.S. Army and that’s where we wanted to be. (This was one game before B.o.E was officially created.) We had not planned on even playing as we had no gear, but captain and the rest of the team insisted and handed us a couple pistols and away we went. The adrenaline and the rush were awesome and it’s in that way I play every game. I love playing airsoft and it will be a hobby ‘til my legs won’t move me anymore.”

Pfc. Dryfire said: “I can think of a couple, but I won’t call any particular one out. One of the best experiences was how I received my call sign. I was in a ditch, crawling up a hill when an Op4 appeared less than 75 feet in front of me. I stood up, took aim and pulled the trigger, but he just stood there. So I put it on semi and

tried again. My captain, as well as myself, asked the Op4 if they were getting hit, he said 'no'. Of course, SSgt. Chewy took me out with his upgraded M4. Turns out, I forgot to wind the mag. To make the story short, I was deemed Dryfire."

Game Style

In Utah, we found the standard game play very unrealistic and it left no room for tactical ability. When we formed B.o.E SF, we made it a point to develop a unique set of rules that would make combat simulation pos-

sible while maintaining the highest standards in safety. This includes realistic weapons classes. For example: M-14's shoots faster than AK's, which shoot faster than MP5's to represent real-world, weapons classifications. Our unique medic rules eliminated the invincible meat-shields. There are more innovations, which we don't have enough space for!

Words of Encouragement

Make sure you are always having fun. If you get to the point that you not having fun then something is wrong

and you either need to fix it or ditch it! If you have ideas, you want to try and you are ambitious, then make it work for you and your friends. Going against the grain can often be tough, but we have proven that it is worth it.

We would like to give a big SALUTE to the editorial staff at Airsoft Extreme Magazine for including us in this issue, and for tying the international community together with this awesome publication. Thank you again, and from all of us at B.o.E SF, we say "GAME ON, HOOAH!"



OPS.LITTLE BIRD



OLD DEATH SQUAD

Articles and Pictures Submitted by: Wroclaw, Poland

The name of our team is Old Death Squad (ODS). We are from Wroclaw, Poland, which is one of the biggest polish cities here. We have been playing airsoft for four years. Maybe it's not that long but airsoft in Poland is very new to us (circa 6 years). In the beginning, the team has gathered the most experienced players from the city (where we have more than 400 players). We started with spring (long) rifles but we quickly changed our replicas to Tokio Marui AEGs. Now all team members must have M4/M16 family gun or M249 (the reason is compatibility of magazines at battlefield or trainings), some of them were custom-made guns, which were based on our ideas and personal preferences. We also use AKS-74U next to AEGs.

The tactical gear in our team was a personal choice of each member. We only have a few American uniforms (MCCUU MARPAT woodland/desert, BDU woodland, DCU 3c, Nomex flight suits) and some clothes for PMC style actions. Basic uniform is MCCUU and we use it in most cases. All members currently have vests, body armors, backpacks, etc. Each member of the group had developed 2 lines of gear—green and black tactics. We do not reenact any particular unit but when we buy a helmet it should be a Kevlar helmet and





so goes for our body armor that should have soft ballistic inserts. From the start, we have based our tactics and types of actions on Force Recon. Why on FR? That is because it's a mix of our love to USMC and survival. It's because we are not an airsoft team at all. In fact, we are a military-survival group but we also take part in airsoft games and we are a part of Polish Airsoft Society.

What we're particularly do? Our favorite type of game is Mil-Sim (Military Simulation). You may know what is it, but it has so wide meaning, that I could explain, how we play in our region. Because of nearness of the mountains

(Karkonosze), our Mil-Sims are organized in terrain, which is challenging and hard to play. That games last from 24 to 72 hours and take place on a large area (a hundreds km²), what guarantee a lot kilometers to walk, and maximum realism of a game. No helmets, no body armours and other ballistic shells. Just lightweight equip, big main packs with water and food, bonnie hats and camouflage paint on your face, but also some advanced deices like NV's or GPS. No re-spawns, no pauses, no second chance, just "medical help", when BB hit your leg or hand. You have limit on your ammo (300rd for e.g.), but it's not a problem, because rarely have

a visual contact with your enemy. You have just your team, you must survive and complete mission targets. Maybe you think it's boring, but I say: it's the most climatic type of game, I've ever played. Risk of your quick elimination from the action cause, that you feel the breath of your enemy at your back. All the time, especially at night patrol. You can test you, your team and your gear. And your gear eventually can "show" how good is. Additionally before every mil-sim, on special forums are a lots of materials about following scenario and plot, which make the game hotter.

Of course we also like quick actions, a lot of ammo, CQB etc. We



find it at the local games, which we called "combats". It's hard play with pyrotechnics, smoke grenades or even gas grenades (that's why organizers recommend to have gas mask). In combats take part from 20 to 100 airsoft players and it is organized every weekend. We're playing on two types of terrain. The first is greensides, forests, which are mostly military areas, where we play with official permission from Army. The second is urban terrains, old factories or other industrial facilities (even one closed mine), also with permission from the private owner.

But more time than on the games we spend on our tactics trainings. We have instructor from 1. PSK

(First Commando Regiment), a part of polish SF, and he teach us a lot of procedures e.t.c., which we now train, widen and modify, to be more useful in airsoft. For three years we've been training only a green tactic, a year ago we've begun trainings of black tactic (CQB), and now we are going to start with MOUT (Military Operations Urban Terrain). We also training climbing, diving, medical rescuing and parachuting.

It might be surprising, but the most of time we spending together between games, mil-sims and trainings. We're just group of friends with common passion, but we know each other very good, what helps us making good work

in the combat. We don't invite to the team random people. It mostly take one year from receiving our invitation, to become a member of ODS. And our experience shows, that's good procedure. For 4 years, only 3 members resign. And now, we have 12 operators from age 17 to 29. We take part in big airsoft events in Poland, some of them we co-organized, and we still looking for new faces

Team Ghosts

Submitted by: Team Ghost, Canada

TEAM

We are from Canada and our group is basically known as Team Ghosts that formed a year ago.

TYPES OF GUN USED

It could be anything from our primary guns like M4A1, G36C, MP5, P90, M14 and SAW to our secondary type of guns such as 1911, P226 and Glock variants.

GAMES PLAYED

The games we enjoyed the most were CQB and tactical work. Simulating real life experiences, hostage scenarios, robberies and terrorist situations, which we also like playing. Aside from that, we also like all skirmishes, mil-sim and other themed games.

LOAD OUTS

That depends on the player to player with different styles of game. Some games require real cap limited load outs.

BIG GAMES ATTENDED

OPERATION: Quick Pass and Zombie Trilogy themed game.

GAMESITE YOU PLAY

We usually do indoor CQB in Downtown Toronto called TTAC3. It's a small but fantastic venue and it really draws fire and scenarios close to home that makes every game very intense. There are 3 main fields in the Ontario area: Flag Raiders in Cambridge Ontario, Wasaga, in Wasaga Beach Ontario and CampX Paintball in Whitby Ontario.

UNFORGETTABLE EXPERIENCE

Over the past year, we realized how much we've learned and worked as a team. I think there are thousand stories to tell that is something "team" related like getting to play against each other, and getting the drop on team mates, which I think is a good story.

WORDS OF ENCOURAGEMENT

Your getting into an amazing fun sport that calls on everything. You get to meet great people that will really help your social skills. When playing your leadership skills grow stronger. Stick with it, never be afraid to ask questions - we've all been new at some point, play fair and safe.

