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THE UNDERGROUND MAGAZINE FOR AIRSOFT PLAYERS BY AIRSOFT PLAYERS

THE NAM NATIONAL AIRSOFT MAGAZINE

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**CLASSIC ARMY'S NEW
CA36C (G36C)
REVIEWED!!!!**

**LEARN HOW TO FIX YOUR G&P
MID-CAP MAGAZINE!**

**LAW ENFORCEMENT USING
AIRSOFT AS "FORCE-ON-FORCE"
TRAINING. WHY THEY SHOULD.**

**SO...YOU WANNA BE A SNIPER...
(PART 3)**

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**DISPELLING THE MYTH ABOUT
400FPS BEING TOO HIGH.
WE PROVIDE BALLISTIC PROOF!**

**MEET OUR NEXT AK BABE:
LITTLE DRAGON**

**HE'S BAAAAAAAAAAAAAACK!
SGT. PECKER RETURNS AS RUDE
AS EVER!**

**FIELD TESTED:
VER 3 REINFORCED MECHBOX
STAR M16 "LO-CAP" MAGS**

**IS THERE A STARGATE IN
NORTH CAROLINA?!
NC'S OWN SG12!**

**ISSUE #3
Q3 2004
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OPERATION:

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BRIEFING:

Greetings and welcome to the third installment of:

THE NAM NATIONAL AIRSOFT MAGAZINE

Let me start by wishing nothing but the best for **SNAPSHOT**. Unfortunately, as of last issue, he will no longer be doing combat photography for our magazine. We again, wish him nothing but the best and cherish his contributions to our magazine. Never failing to bite off more than he can chew, **STORM** will be taking up the photography responsibilities for the War Journal and other articles.

On a different note, we have a new column, **SPEAK FREELY**. I've been receiving several articles from people voicing different aspects about the sport and not wanting to curb them, felt the need to create a column for them to be heard...or read. Anyways, I hope you enjoy it.

We'd like to welcome back an old, familiar friend who's returned. The always charming Sgt. Pecker's back and cruder than s**t!! Unfortunately, **PRIMARY OBJECTIVE** has been put on hold. See the "Oops!" section for more information, but **THE ARMORY** has returned with a new

look as well as a new purpose:
GUN REVIEWS!!!

Additionally, you'll notice that the AK Babe spread has been extended to give you more pics of the girls that grace these pages!

On a personal note, I'd like to give a heart felt thank you to each and every one who participated in:

The NAM's

OPERATION: MISFIRE

This includes everyone from the sponsors (AEX for the generous raffles), to the staff and most importantly, to the guests! I hope you enjoyed yourselves. Each and every one of you made it a very memorable occasion for us here at the magazine! This issue is dedicated to all of you who helped to make our first game such a wonderful success!

Oh, and before I forget, I'd like to extend another sincere thank you to Kelly Pritchard and the crew at Economy Printing Service for their continued help in printing our mag. Without them we'd just be a really long newsletter. Now if only we could get them off the computer and out to a game to "OWN" someone in real life...

See ya in 90!

Reaper



OPERATION: MISFIRE 29-AUG-04

THE UNDERGROUND MAGAZINE FOR AIRSOFT PLAYERS BY AIRSOFT PLAYERS

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Please address all submissions to the relative departments at the magazine's address. Include your name and address. You can also e-mail both letters and images to: TheNAMmagazine@aol.com
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Airsoft Extreme

Pages 6, 43, 44 & 51

Mountain View Surplus

Page 17 & Back Cover

Operation: Biohazard

Page 2

University Auto Body

Page 56

Oops!

OBJECTIVE: POSTPONED?!?!?

I know that many of you were expecting a LAW for this issue. Well, unfortunately, (no thanks to our absent minded intelligence officer, and a procrastinating tech..not naming names...;P) we found out AFTER going to press, that there are already several airsoft LAWS produced by: AR11, RPG, Guys 'n' Guns, ...and many others...
Wanting to keep our very first PRIMARY OBJECTIVE a bit more original, we decided to change the build challenge to an AT-4 which will debut in Issue #4.

For more information on the pre-existing LAWS you can check out the following websites:
www.RedWolfAirsoft.com
www.RustysPaintballGear.com

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CONTACT HQ:

I'm frustrated to all hell and need some serious help! I bought a TM M4 and it didn't feed BBs. So I traded it in for a TM MP5 SD6 and for some god awful reason, it just WON'T feed BBs either. I've had the hop-up replaced about 3 times and I'm beginning to think the damn guns, or I, myself, am just cursed! I'm so frustrated with it I've thrown it against the wall and had to replace the plastic body. I'm ready to take a sledge hammer to the whole damn thing! HELP ME PLEASE!

Jim B, Buffalo, NY

Okay Jim. The first thing you need to do is take a deep breath. This is a reoccurring problem that a lot of people have experienced. Personally, I had the same problem with my own TM MP5 SD6. I took it into AEX to have it fixed and we were there until midnight, myself and two techs trying to figure out what the problem was. We were stumped! All that time was wasted as they left frustrated and I went home with a non-functioning gun. The following Monday, I returned and was informed by another AEX employee that it's an odd situation but it does occur. His suggestion was to try EXCEL BBs. I had been using Airsoft Elite BBs. As odd as his suggestion was, it worked. I've since only had one other feeding issue with my TM M4 and that was when I tried another brand's "precision" BBs. I switched out my mag loads to EXCELS and it fired perfectly. So give that a shot and if it doesn't work, I wouldn't fault you for utilizing your Plan B.

-Reaper

That RPK on page 10 of issue # 2 really kicks some major ass! Who do I have to kill to get one like

that?! I've seen the kit offered on WGC and AEX but neither site seems to sell a drum mag for it. And let's face it. If I'm gonna shell out the cash for an RPK, I'm gonna want a drum to go with it. Otherwise, it's like having a sundae without the syrup, whipped cream and cherry!

D. Douglas, Peekskill, NY

The item you are looking for is a decommissioned RPD drum mag. A company in Japan called Mokkei Paddock makes the conversion. The one I had is one of the original prototypes made 2 years or so ago. It originally had a lever switch to turn the feed mechanism on/off, but I eventually replaced that with a pressure switch taped to the fore grip. The performance of the drum mag is VERY good. I have personally fired a full 45 second burst before the gun out cycled the drums ability to feed (and I use a 10.8v battery!) I can personally verify that there is at LEAST one of those drum mags at Gunkulture, though as of this writing, it may be out of stock. As for the RPK itself, it IS a very impressive gun to have, provided:

- 1) You have the training & know how in utilizing it effectively.
- 2) You have the physical endurance to lug that thing around.

Granted, mine is maximized on the weight & realism (I have a Den Trinity metal body & TGS Metal front on top of everything else).

-Howitzer

I just got my magazine in the mail today and I opened up the packaging as soon as I saw it. When I got home a few hours later I could not wait to read the whole thing through, and I've got to say, it's outstanding! I enjoyed the magazine all the way

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through. I really like the way it is set up. Definitely let me know when the next issue is ready to go out, because my payment will be on the way. On another note, the only thing I wish it had, but it's not gonna stop me from being a true NAM fan, is color photos. Other than that I've got no complaints. Keep on going! Cheers.

-David, AZ

Thanks for the inspirational words David. That's what we love to hear! We look forward to getting letters like yours. Even more so when they have critique! As for the idea of going color, rest assured it's a possibility that hasn't been ruled out.

-Reaper

I was wondering if you could help me to clear up one seriously MAJOR confusion that has been nagging away at me for some time. CQC: Close Quarters Combat and CQB: Close Quarters Battle...I've heard both abbreviations used to describe close distance firefights in several magazines and television programs. So, my question to you is, which is it? CQC or CQB or both?

Mike G., Kodiak, AK

I've seen this one a lot. Close Quarters Combat or CQC is a term used often, and incorrectly, to describe close quarters firefights. CQC in its very essence is defined as hand-to-hand combat which is unarmed or can be knife combat, i.e. martial arts, bayonets, etc... CQB or Close Quarters Battle on the other hand, as defined by the Navy SEALs, is the terminology that should be used when describing close quarters firefights, i.e. firefights that occur during SEAL or SWAT building clearings, etc...

-Reaper

Dear NAM:

Great issues both one and two. I would like to suggest that you post your "BATTLE TECH" articles in color as it is a little difficult to see the photos in black and white. However I know it is not consistent and rather difficult when printing the magazine in black and white. Thus may I suggest that those readers that purchase the NAM magazine directly from you be able to log in and look at the articles online (or maybe put some sort of a code in the magazine itself)?

A. Louie

This is a topic that has come up many times over our "round table" discussions, and you are absolutely right. So, starting as of Issue #3, we will be offering something for those just like you! You can either PayPal us \$2.50 USD (cost covers supplies, ink and postage only) and we will mail you the BATTLE TECH article in high quality color, don't forget to include your PayPal transaction ID number as proof of purchase. Or, if you prefer, you can send a money order for \$2.10 USD and a business sized S.A.S.E. (self addressed stamped envelope) to us via snail mail at:

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Marina, CA 93933
USA

Please don't forget to include which issue's Battle Tech article you wish to receive and your PayPal transaction ID number.

-Reaper

Feel free to send us your comments, compliments, complaints, questions, suggestions, etc...:
TheNAMmagazine@aol.com

...LATEST INTEL REVEALS...

A SHOUT OUT

I'd just like to take this opportunity to share some of the many sites in which we get leads on quite a lot of the info we bring to you on the quarterly basis here at NAM HQ. Without them, most of us in the airsoft world would go mad not knowing what everyone else in the sport is up to. Also, if you see a donation link, it wouldn't hurt to make a small donation to these sites as well to keep them online and keep them bringing you the best airsoft has to offer.

Arnie's Airsoft:

www.arniesairsoft.co.uk

Renegade Recon:

www.renegaderecon.com

NL Airsoft V2:

www.nlairsoft.com

Airsoft Core:

www.airsoftcore.com

Have fun checking out these awesome sites and don't forget to help them out by donating a buck or two...or three!

- ~~Reaper~~

SMOKEY AG36 GRENADE LAUNCHER

For you grenade launcher aficionados, here's a new product that should peak your interest. Smokey Gun Factory (makers of the much anticipated and often delayed RPG-7), have recently released a new grenade launcher, the AG36. Based off the AG36 for the H&K G36, this item has several unique features that put it above the US M203 and Soviet GP-25. This baby is side loaded! That's right, the grenades are loaded from the side, as the tube swings leftward to allow the user to add whichever length grenade they wish. Another bonus is the addition of a pistol grip that makes holding & aiming the rifle it's attached too much easier, increasing accuracy while reducing fatigue. The launcher is Picatinny rail compatible, meaning it can be mounted on any AEG with a RIS/RAS,

so it can be interchanged/removed at any time.

This little baby comes in two variations, the full length 14" and the shortened 8" length. For those of you that like flexibility and added firepower, this is a must have item.

- **Howitzer**

STAR AK MID-CAP WARNING!

For some of you this is coming a day late and about \$22 USD per mag short as the STAR release was between last issue and this. But for those who didn't have to learn the hard way, it has been confirmed by several sources (players AND retailers) that the STAR Mid-Cap AK mags have severe issues with the metal AK bodies on the market. Without slight modifications to the magazines themselves or the mag wells on the metal bodies, the fit is "uncomfortably tight." If you happen to be one of the many who have a HFC metal body on your AK your chances of using the STAR Midcaps are...futile. The reason for this issue is that the magazines were designed using TM's plastic AEG bodies.

- ~~Reaper~~

TOKYO MARUI MID-CAP MAGAZINES

While this isn't exactly "new news", it is an interesting tidbit of information. As some of you may know, Tokyo Marui has recently released the Vietnam Era 20rd M16 magazine in "standard" format. This seems like nothing worth writing home about, until you see how many BBs the mag contains. Eighty! That's right folks, 8-0. But wait, doesn't their normal 30rd standard M16 mags hold 68 BBs? True indeed, but then look, the 20rd mag is 2/3 the length of the 30rd mag, yet holds more BBs. How do they do that??? Could it be <gasp> that TM is hopping on the mid-cap bandwagon?!?!?! Some of us have dealt with the great promise and (often disappointing) limitations of G&P and STAR mid-cap magazines. Knowing the quality and work put

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into nearly all TM products, this looks like a very promising future for all you spray-and-prayers out there. Stay tuned for more information as it becomes available!

-Howitzer

AI's GBB Propane Conversion

It was brought to our attention by David S. of Scottsdale, AZ that Airsoft Innovations is putting together a propane replacement for green gas. After reviewing the article I'm a little concerned. While I don't want to rain on anyone's parade, it would seem that in the name of frugality, someone forgot how extremely flammable propane is. God forbid anyone is smoking when someone shows off their new propane adaptor for their brand spankin' new WA PARA M1911...

!!KA-BOOM!!

We conducted several tests for safety (so you don't have to) and came to the following conclusion using propane, diluted propane, green gas and red gas. While Propane is considerably more cost effective, it continuously excelled an open flame whereas green and red gas extinguished it! So, if you're not willing to pay the little bit extra for green/red gas and safety and instead you pick up the kit, we advise you to show extreme caution when using it.

-Reaper

GUARDER ENHANCEMENT PROJECTS

Now many of you know how good (and abundant) Guarder is with their large variety of airsoft parts and accessories, and how most greatly improve the quality and durability of your AEGs & GBB. Guarder does not seem to be sitting on their laurels, as they have taken on a very big and promising project line. The new "AEG Enhancement" line is apparently designed to increase the durability of several AEGs that have been often known in the past to be either very "flexible" and "wobbly" (i.e. You can twist/bend the gun in a considerable amount of ways). The "Enhancement" project is apparently designed to make your AEGs (currently the AK-47 and SIG 550 series are the initial targets) very

rigid and firm, eliminating any wobble and greatly increasing it's durability in the field. This seems to be a "cheaper" alternative to their "All Steel" project (currently for AKM and AK-74), that outright replaces AEGs metal parts with steel equivalents (some parts slightly redesigned). This makes the future of AEGs look very promising, if not expensive, as it will ensure that those of us who can afford it will be getting the absolute best for our guns, and will guarantee that after YEARS of constant abuse, they should still be functioning like the day we first bought them!

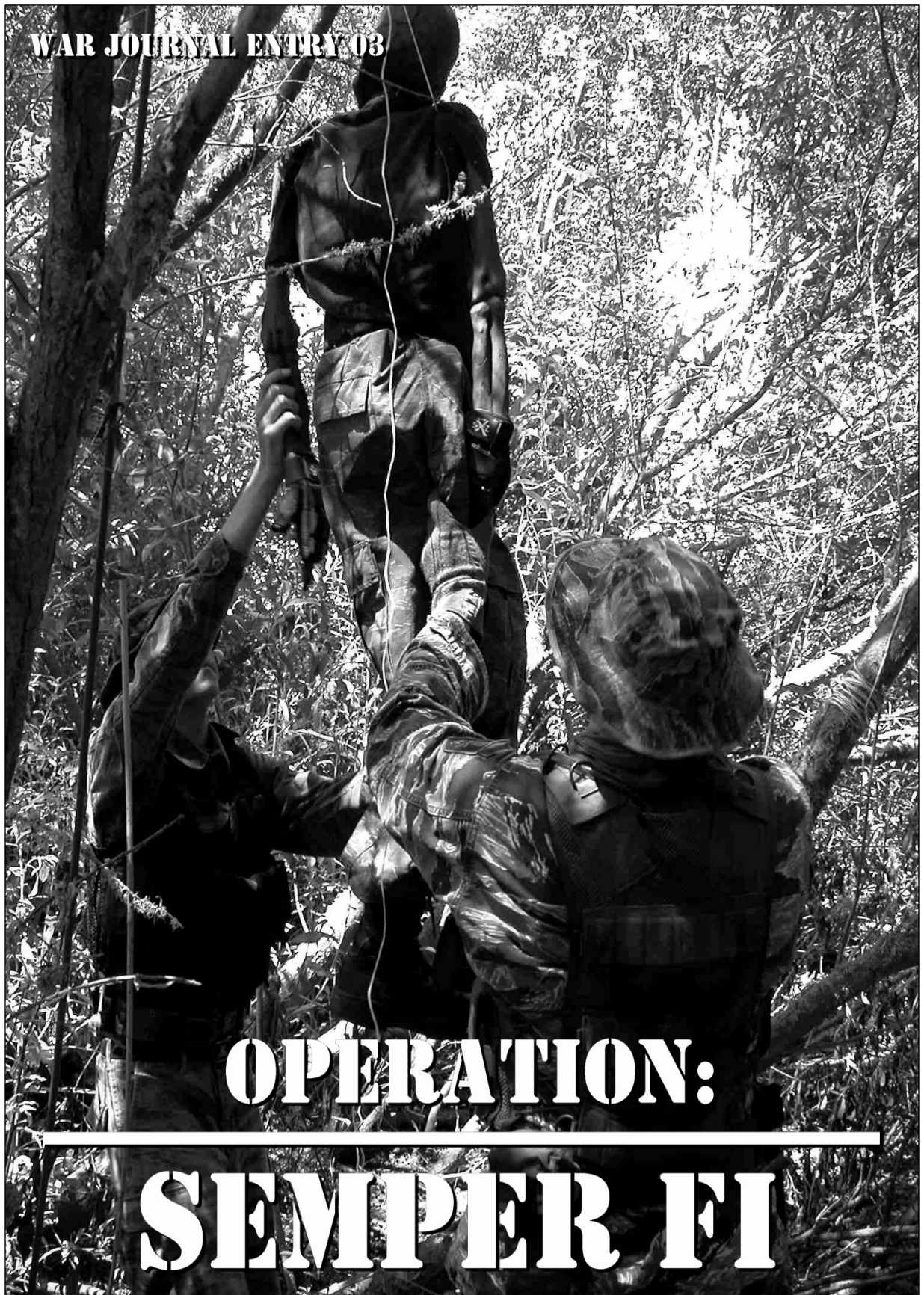
-Howitzer

!!!BUYER BEWARE!!!

As much as we love to hype the good here at The NAM, we also have an obligation to you to warn of the bad. And, as in this case, often times some products come out on the market that are just plain bad! There are many companies now manufacturing BBs and marketing them at a cheaper price than the name brand BBs. We as consumers have a tendency to flock to anything that will save us a buck or two to spend on the more expensive items and upgrades. Sometimes, however, it can turn and bit you right in the ass. A prime example of this is Infinity's .28g "Hyper Precision" BBs. Several retailers are marketing these BBs as "just as good" or "better" than EXCEL or Airsoft Elite BBs. Well, I have seen several first hand accounts where these BBs will literally bust the pistons in upgraded guns. These BBs just aren't what they are promised to be. You'll notice it first when you try to shoot and every third BB just rolls out your barrel. It's putting way too much pressure on your piston to allow the compression to force the BB out. Those with stock guns may not experience this but should mind the warning just in case. A word to the wise, spend the extra cash and go with the brands you know and trust. It makes all the difference in the world. Plus, it's cheaper paying for BBs than fixing internal issues in your AEGs.

-Reaper

WAR JOURNAL ENTRY 03



OPERATION:

SEMPER FI

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Sunday, July 11th, 2004 will go down as my first assignment as a N.A.M. Combat Photographer. I was a little worried about going into a game with a digital camera, knowing it doesn't shoot and it likely won't stand up to a direct hit. I had my fingers crossed. I holstered a Glock 26C pistol just in case things didn't go as planned.

The insertion was to take place at Mossland at 11:15hrs. My orders were to follow SFOD 831 on their mission to retrieve Ambassador Arellano's body. So far five previous attempts by 5th Ranger BN have been unsuccessful. This mission was to be a-typical; as everyone was hoping to sneak in and out without a single shot fired. We studied an enemy map of the environment carefully and realized that we would be crossing close to two P.R.O.M. (enemy) objective points during this mission.



Upon insertion, we broke up into two units, Alpha and Delta. Early on in the mission we heard and saw elements of the Marine Force Recon BN 21 and P.R.O.M. forces engage each other near the first

objective at location Kilo-Rodger on the map.



The Marines had engaged P.R.O.M. forces embedded in the tree line. SFOD 831 Remained hidden in the tall grasses until the Marines cleared the tree line. If SFOD 831 was given no alternative but to engage P.R.O.M. forces directly, their mission would be compromised, a situation hoped avoided.



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The Marine advance was mostly successful. P.R.O.M. forces were all but cleared from the tree line. However, one straggler was successful in eliminating a scout for SFOD 831 before being quickly eliminated himself. Luckily the Marines were able to hold P.R.O.M. at bay after this incident.

1115hrs; SFOD 831 stealthily inserted into the area and proceeded to sneak around the perimeter of the trees. It was very important to avoid all contact and protect the guys who would be carrying the body bag once the remains had been acquired.



After successfully avoiding all contact around the perimeter, SFOD 831 had reached the tulle weeds. With the tall, thick plumes, it would be a very difficult situation if they were

engaged by P.R.O.M. forces in this area. They decided on staying low and moving quickly and quietly to the objective. Unfortunately they didn't have a single clue of what was about to come.



The local population had planted a 5-Star, 100% USDA prime Toe Popper along the trail. It was freshly laid and just waiting to be stepped on. I was the first to spot it and I got close enough to get a great shot. Unfortunately I made a very bad mistake and I didn't tell the other two guys behind me about the potential landmine, sure enough it was pure bovine vengeance...as both ZORRO and REDD were hit!

Score:
Local Steer: 2 MF 1: 0



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After several exchanges of verbal disappointment toward ZORRO and REDD from REAPER, Alpha's CO, I was next and really enjoyed getting my credentials chewed out! With all sense of humor gone and the seriousness of our objective re-established, we were back to our mission. The "Stinky Boys" held the perimeter while the rest of Alpha headed into the tree line to retrieve the Ambassador's remains. The Delta Unit was already inside the trees holding a security perimeter around the body.



(Imagine crawling through the thick bushes and seeing a dead corpse hanging from the trees. Regardless of whether it was real or not it sure felt spooky seeing the dead Ambassador hanging from the tree. I am glad I didn't have to cut him down nor stick him in the body bag.)

Alpha pushed through the brush to where the Ambassador's remains were strung up in the tree. They had to be very careful since the body was extremely fragile with noise also being an issue...the enemy was close at hand.



Carefully and meticulously two members of Alpha began the daunting task of taking down the remains of the ambassador. The Delta Unit maintained security as these two performed the task so many had failed in previously.



With the Ambassador's remains secured everyone felt the necessity to leave this location as quickly as possible and secure the body for pickup at the designated LZ.



Carrying a body bag isn't the easiest thing to be doing, especially when trying to keep your rifle on line in case of an enemy ambush. The bag kept getting hung up on the weeds as SFOD 831 moved down through the trail. This time everyone was watching their steps and the Toe Popper was not given a second chance! With the "Stinky Boys" on point, Alpha led the way to the LZ with Delta acting as security and a possible buffer force if needed.



Suddenly the "Stinky Boys" drew enemy fire from the tree line.



Delta quickly opened fire to suppress while Alpha moved around to the outside edge. The enemy forces were smart enough not to take any targets of opportunity and waited to open fire until a majority of the team was well within their kill zone. Delta immediately engaged the enemy with a counter ambush as Alpha proceeded to the LZ. With Delta confirming several KIA, they broke contact and proceeded to rendezvous with Alpha at the LZ to catch a Black Hawk ride out of the Mossland Swamp.



Arriving at the LZ, Alpha quickly set up a security perimeter and radioed Camp Elkhorn, the Marine Base, for a pick-up. As Delta arrived, they reinforced the security perimeter and held the position until the Black Hawk arrived to evacuate Ambassador Arellano's remains.



With the Ambassador's remains and safely aboard a chopper on its way back to Camp Elkhorn and eventually the U.S., SFOD 831 had achieved their objective without a single casualty. They would finally get the opportunity to enjoy some well deserved R&R.

Article & Pics by
STORM



Mountain View Surplus



Why settle for Blackhawk or cheap knock-offs when you can own real military issued gear and equipment at a considerably lower price?

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FIELD TESTED:

Before we begin this section, we felt it necessary to take a moment to explain how we determine what rank each item will receive. Items are reviewed based on the following guidelines:

Comparison to Real Steel

Side by side with its real world counterpart (When applicable)

Pros/Cons

Is it worth the cash? The good, the bad and the ugly...

Efficiency

How does it perform?

Design

Are there any flaws?

Durability

Does it feel cheap? Will it stand up to punishment?

With the guidelines in place, each item reviewed has been tested and given a rank. Each rank will be shown and thoroughly explained. It is at the discretion of the author to rate the item as they are the ones testing it.

And now, to the ratings...

PRIVATE



Why?! Why would anyone do this to us?!

CORPORAL



Lacking... Big flaws really hurt this item!

SERGEANT



So-so... A little more testing would've made a tremendous difference.

LIEUTENANT



Okay. Kind'a fun but you've gotta love the subject matter.

CAPTAIN



Good, a solid item. Very practical.

MAJOR



Very good! You can't go wrong!

COLONEL



Outstanding! One of the better items I've seen!

GENERAL



Classic! A simply "MUST BUY" item!

If you feel the review was unfair, biased or incorrect and wish to debate the rank, feel free to write the magazine and explain your point of view.

HFC Reinforced Ver. 3 Mechbox



Now I know some of you experienced players are going to start; "What's the point of paying for a "reinforced" mechbox when the stock Marui ver. 3 mechboxes last a long time?" [uh...it's already reinforced] While this argument is very valid, this item is for those of us who tend to do A LOT of shooting with out guns, or do a lot of shooting WITH VERY powerful springs. Granted, Marui ver. 3 boxes have been known to withstand up to M150 springs for a good duration of time, but the bottom line is, with that much stress & wear/tear on the mechbox, it's eventually going to break, and we ALL know how difficult it is to take apart the entire gun apart to get to the mechbox, then have to transfer all the parts over into a new one. The Reinforced box lets you use powerful springs AND have a high rate of fire, with less concern about you destroying your mechbox. Let's do the review breakdown.

Real Steel Comparison

N/A

Pros & Cons

One of the first things you will notice that is different about

the Hurricane mechbox is the material used. Instead of the typical Marui aluminum/zinc mixture (commonly called "pot metal"); Hurricane opted to use an all-aluminum construct. This greatly adds strength and durability to an already strong & durable design. It's conceivable (though I haven't tried it myself) that you can use up to a M180 spring without concern for the mortality of the mechbox.

Another improvement is that use of 7mm bearings for the gears. This greatly ensures proper gear axle alignment, and reduces wear on the gear studs, keeping the gears working in a very smooth fashion. The use of machine screws in place of the self-screwing that Marui typically uses to seal the mechbox halves together helps reduce wear on the holes typically resulting in constant opening/closing of the mechbox.

Design

The design is very much identical to the Marui Ver. 3, with exception of Hurricane using a stronger alloy metal rather than the pot metal. Dimensions seem to be exact with the Marui model with the exception that the walls (particularly near the spring guide pin) are roughly 1mm thicker. Due to such, players who utilize the Piston Heads w/Bearing along with a Spring Guide w/Bearing may encounter problems with the piston jamming on the backstroke when using a Systema M130 spring or stronger. Beyond that, you can use this mechbox in any Ver. 3 AEG without fear of running into minute dimensional/alignment issues. A major negative issue, though, is the hole at the rear of the mechbox that allows the Rate of Fire level to pass thru to the other side of the mechbox. The hole is slightly larger than the

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Marui box, which causes the level to wiggle excessively, which could lead to problems when switching rates of fire.

Efficiency

Being an RPK shooter myself, I have [had] installed, and used this little gem. Since I typically go thru 3000-4000bbs per game, this mechbox has really eased my mind in worries about mechbox failure in the middle of a game. With the hard spring and high rate of fire the RPK puts out, it's good to know that this box will most likely outlast the internals that it contains.

Durability

The all-aluminum alloy used in the body makes this a very durable item. I can see this withstanding the punishment of full-auto fire with springs over an M160 with no concern for breakdown. For those of us who are mechanically challenged and don't know the first thing about disassembling/fixing our AEGs, this is a godsend, reassuring

that there will be MANY long months, if not years" between gun failures (assuming the internal parts don't break first).

Ranking:

MAJOR



Very good! You can't go wrong!

I hate to sound like a broken record, but having mechbox in your gun is a DEFINITE plus, greatly increasing your guns durability and time between mechbox breakdowns. For the price, it's a definite steal. It's about time someone started paying attention to those of us who don't use M16s or MP5s!

by

Howitzer



THE UNDERGROUND MAGAZINE FOR AIRSOFT PLAYERS BY AIRSOFT PLAYERS

STAR Revolution 30rd "Lo-Cap" M16 Series Magazine



My team and I saw the arrival of these new magazines as our lucky break, now, being the ever broke young airsoft players that we were, we could have enough magazines for our M16 users to go to Mike Force Airsoft's Recondo School [training school for airsoft]. For the past few months, we had been collecting together all of the necessary gear we would need, but only the 9 magazine requirement had us stumped. None of us wanted to spend the money to buy 9 standard magazines, so we jumped on this new opportunity and bought 4 sets of 10 each, one set used from Airsoft Retreat Forums for \$50 USD shipped, and 3 sets new from Airsoft Atlanta for \$55 USD each, shipped. Through the next few months of usage in everything from backyard plinking to all out extended firefights, I have come up with a few pros, cons, quirks, characteristics, and complaints.

Comparison to Real Steel

The first thing I felt was that they are VERY light. They are made of plastic and seem to be molded one piece all over, so they are not readily opened.

Compared to the real 30 rd mag, a STAR mag weighs only a few measly ounces, which is less than the real one *unloaded*. A real one loaded weighs in around a pound. There is a large difference here, but it's both good and bad. I'll get to that later. On the other hand, unlike other airsoft magazines, these magazines really only carry 30 rounds of BBs, which is almost a little too realistic. This also has pros and cons, most of which are pretty obvious. The flat gray color to them is also the exact color of GI real steel M16 magazines.

Pros/Cons

Pros: The light weight plastic build feels pretty cheesy, but it lets you carry as many magazines as you can fit in your pouches, drop them as you wish, toss them if you must, and they won't chip paint, scratch or make a lot of noise like the metal mags will. The 5\$ price tag on each of them is of course a real plus too. On top of all of these things is the effect of true military simulation realism with 30 rd capacity magazines.

Cons: On the other hand, they could have done a bit more work in the manufacturing and design of these "revolutionary" magazines. One of the main things, of course is the weight, a few simple weights or a denser build would have been an easy remedy, and maybe if they were a little bit longer to match the length of real size magazines, rather than Tm m16 magazines.

Efficiency

All of my magazines have been thoroughly loaded, shot and stored for long periods of time with next to no critical failures

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in the field. I have had my magazines for more than 5 months now, and the only problem that I have had is getting them to fit in my Classic Army M15A4 tactical carbine.

Although this is not really the fault of the STAR mags, my only complaint is that they don't fit well in my weapon of choice. WHY ME??

It seems to me that for only a short period of production, CA M15 bodies had mag wells that were pretty loose. All of my magazines needed a bit of tape to pad the sides before they could fit my CA M15. At first, they would insert easily and lock into place, but would rattle around when I ran and would only fire 3 BBs when I tried to shoot, and stop. I could only get them to work if I kept pressure up on the bottom of the magazine. The way that I fixed this issue was by placing tape on the inside of my mag well, and on the catch of each of my magazines to shorten up the space between the hop up of my gun, and the feeding port of the magazine. In all other bodies I've tested, they work just fine, and I have heard that the recent CA metal bodies have again been adjusted in production to tighten up the fit in the mag well. I have tested these magazines in TM plastic bodies, a Hurricane metal M4 body, many ICS metal M4s, My own CA metal body, and a few G&P and Systema bodies as well.

Design

With a design and a concept as simple and easy as these, I can't see why no one has made them before!?

Airsoft is a game in which we get to play "soldier". We dress up in camo, run around with toy guns that look real, use radios, hand

signals, and even fake our deaths just to do it over again in a few minutes, but, there are so many things that we buy that we might never really use that is expensive, especially accessories. Now, if someone were to make a magazine that is dirt cheap, expendable, easy to carry, authentic in ammo capacity, and consistently functional, they would hit the hot spot for one of the most important factors of realism in an otherwise realistic sport.

Although the design is simplified to a molded plastic magazine, the largest change is the magazine capacity. Through all my testing, I found that the maximum the magazines can hold is 32 BBs, but in order to prolong the life of the spring (it doesn't seem like I need to do this, but its just me) I usually only load between 27 and 28 BBs. Like most other M16 magazines, though, a few BBs do drop out after firing, lowering the effective magazine capacity to only about 25-27 BBs total. This is fine in milsim games where the reloading is half the fun, but I'll leave it up to you to decide how good that is for you. Personally, I generally pick my shots rather carefully, so the 30 BBs don't really feel to be too much of a problem. I also carry with me on most games a few standard magazines, and one midcap as a last choice if I run out. You'd be surprised how fast one can go through 12 magazines of 30rnds each in a good 2 hour firefight.

Durability

The durability of these things are awesome, mainly due to their light weight and one piece molded design. Of all of the 50 or so magazines that our team has been using, only one of them that I bought used doesn't like to hold

down its BBs some of the time because it was drop and has a large flattened out corner near the loading port. The plastic bodies of the magazines are very resistant to scratches, and show more like scuff marks as on real mags, rather than the black paint flaking off on TMs.

On a note about the internals, I have shot through and reloaded each of my magazines countless times, as well as a few times when I left BBs still fully loaded in them, and now, they are still working just as great as if they were brand new.

Ranking:

CAPTAIN



Good, a solid item. Very practical.

So they have a few fitting issues with CA metal bodies, but aside from that, my experience shows them to be the perfect thing if you are looking for 30 rd mag realism, and a cheap way to carry around lots of mags in your vest. Maybe these mags will address some of the issues with the current design. Hope my two cents helps you to decide if you are considering them, because dirt-cheap mags + realism = good.

By
Fumbles



SPEAK FREELY

Airsoft As A Force-On-Force Training Aide

Force-on-Force training, where the officer or soldier is placed in a 'live-fire' scenario, has proven itself to be an invaluable asset in maintaining the "perishable skills" of firearm tactics within the law enforcement and military communities. Having aggressors that shoot back reinforces the need to utilize tactics in the officer's mind to accomplish the goal of going home alive. None can argue that in any field of training, the more realistic the training, the more effective it is. Every peace officer I know who has participated in any force-on-force training has said that they found it to be a great asset and wished that they received more of it. With that in mind I wrote this article to the law enforcement community to introduce Airsoft as a viable training aide which will fit the budget of just about any agency.

As a law enforcement officer and active airsoft player, I have found that airsoft has proven itself to be a realistic, reliable, safe and cost effective platform for force-on-force training. I and several of my fellow officers participate in regular airsoft games and find that the realism of airsoft has greatly improved our ability to manage stress under fire and effectively accomplish a tactical goal.

For years military and law enforcement have been looking for better and more realistic means by which to train their personnel. Of course live ammunition training is essential, but range training does not quite fulfill

the tactical requirements needed for real world engagements. Some agencies utilize a live fire "shoot house", but again this lacks the realism of targets that can shoot back. To simulate a real confrontation with an armed aggressor many agencies turn to various methods including video simulators, laser/infra-red systems, paintballs, and marking cartridges.

The Competition

It all comes back to realism. A video simulator has limited interaction and even then one feels embarrassment when talking to a screen. A laser, or similar system, may be able to operate from an actual firearm, but it lacks the tactile realism of firing, such as recoil or muzzle blast, which do play a psychological role in a shooting scenario. Firing blanks offer a realistic simulation of a live fire situation but they do not prove point of impact.



AIS PRISim Video Training Simulation

Paintballs are a good tool having positive tactile feedback for the officer with a very noticeable proof of impact. However paintball guns lack realism in both operation and design. Some manufacturers offer models similar to real long-arms, such as M4s, but the paintball

versions are noticeably larger in scale to accommodate the internals of a paintball gun as well as having a hopper that sticks up from the weapon in an unrealistic manor. Additionally they require an external gas source that either adds bulk to the gun or attaches it to the operator.



Tippmann A5 Marker w/ A5 Tactical Kit

Another shortcoming of paintball is ball breakage which, if unable to be cleared immediately, renders the gun unusable for the scenario.

Marking cartridges are one of the most common training aides in use today and, to their credit, one of the most effective. A marking cartridge is essentially a plastic sabot containing a small amount of colored paint, or soap, loaded into a gunpowder fired cartridge which is fired from either a gun designed especially for the round, or from a standard firearm with a conversion kit in place. *Simunitions* seems to have a corner on the market with their *FX* cartridge, being the first and most popular brand.



Simunitions CQT Cartridges

A major drawback of the marking cartridge, like paintball, is breakage. Once one round breaks or squibs the gun is fouled and unusable for the remainder of the scenario. In my limited experience with marking cartridges, this happens more often than not and it is very frustrating in a high-stress shooting situation.

Another drawback to both paintball and marking cartridges is the safety aspect. Full-face masks are required and other protective gear such as neck and groin protection is strongly recommended, if not also required by some manufacturers. And even then range is limited somewhat to avoid serious injury. This additional equipment can be cumbersome, inhibit freedom of movement and make sighting a weapon extremely difficult. It is not very realistic to go into a scenario wearing a diaper groin protector and walk up to a car stop wearing a full paintball mask with the driver wearing the same... it's not natural and it's not how we do business day to day.



REDMAN WDS Training Suit

Assuming that marking cartridges are the most realistic training aide (up till now) the major thing holding back many agencies is the cost factor. This is crucial considering the lower

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budgets or rerouting of training finance which occurs on the yearly basis. For a box of 50 marking cartridges you are looking at about \$42 for .38cal and \$32.50 for 9mm. Combine with this \$160 or more per conversion kit or \$460 for a dedicated weapon (such as the Glock 17T) and, as you can see, the costs increase considerably.

The Solution

One word: Airsoft. An action pursuit sport utilizing realistic 1:1 scale simulated weapons. These weapons propel a 6mm pellet (BB) at roughly 285fps or more utilizing air pressure. The air pressure is derived by one of three means: Spring (where a compressed spring pushes a piston), Gas (compressed gassed propels the BB), or Electric (an electric motor drives a spring to push a piston).

Airsoft offers the most realistic simulated weapons available. So realistic in fact that one of my coworkers showed his *Classic Army* M4A1 to a Marine friend of his who held it and looked it over for several minutes before realizing it wasn't a real Colt.



Classic Army M15A4 Carbine AEG

Airsoft reproduces just about any weapon you could want for any scenario; from the Sigs, Glockes, S&Ws and Colts we carry as duty weapons, to revolvers we use as backups, SMGs used for tactical entries, longarms used as patrol rifles, and the "Saturday night specials," sawed off shotguns and Mac-11s the bad guys carry.

Grenade launchers are even available to train less than lethal. The weapons are sized in equal ratio to that of the real thing, will fit in standard holsters, and will accept all the accessories we put on the real steel. The sound of Airsoft is similar to a real weapon only at about 10% the decibel level.

Realistic operation is paramount. When in a high stress fighting situation officers revert to training and should not have to be concerned with remembering how to operate their training weapon, which distracts from the training value. Airsoft weapons require minimal to no training to operate. Magazine changes are identical having the releases in the same location as a real gun.



Side by side comparison:
Real Glock 19 and KSC's Glock 19

Gas blow-back handgun slides rack to load the first round and blow back during fire. Hammers operate the same as do de-cock levers and safeties. Shotguns fire three or more rounds per shot for realism. Most SMGs and longarms have working cocking handles (though they do not have any function on the gun) and are full-auto capable where appropriate. There are also a number of airsoft manufacturers who have dedicated the time to producing several models which field-strip (break down) much the same as their real-life counterparts.

Reproduced scopes, laser aiming modules, weapon mounted lights, and RIS/RAS rail systems are all sold at a dramatically lower prices than the real thing allowing your training weapon to exactly replicate your field weapon at a reasonable cost. All guns are upgradeable for increased range, accuracy, and durability; however most stock weapons would be adequate for training aides. Airsoft guns do not foul in any manor like paintballs or marking cartridges. While the location of a hit may not be immediately apparent, in my experience with force-on-force training hits are not recorded, only recognized, as officers are instructed to continue fighting even after hit.

Now safety, since liability and injury are everybody's concern. Airsoft pellets provide a felt impact, usually accompanied by a sting that is equal to or less than that of *Simunitions*. They may bruise or leave redness for a few days depending on the range of impact and other variables, but no long-term injuries when due caution is practiced. Eye protection is required. While a full-face paintball style mask is recommended, myself and many other players wear only full coverage shop glasses (\$8 at the local hardware store) during play. Shots to the neck and face are more painful than body shots but are, of course, considerably more tolerable than the alternatives. Overall the safety requirements are minimal compared to *Simunitions* and paintball.

Versatility. As I already mentioned, the weapons themselves can be configured and customized in any number of ways with accessories. Likewise the weapons can transition between scenario types by using different BB weights. For example, the

common weight of .2g is a good all around BB; think urban combat or common patrol scenarios. A little heavier weight BB of .25g is better suited for scenarios such as a field fight; the increased weight adds accuracy and range. For CQB and close proximity scenarios use .12g BBs as their energy will dissipate quickly making a point blank hit bearable than a heavier weight. Also, several brands offer biodegradable BBs for environmentally sensitive training sights.



EXCEL .25g BBs

Every supervisor is concerned with their budget and these days everybody is tight on cash. That is where Airsoft, hands down, beats out the competition. A stock SMG or long gun goes for between \$255 and \$350 for most models. Handguns start at \$110 going up to the \$250 range, though most are in the mid-100's. Magazines go for \$17.50 to \$35 a piece for SMG's and \$30 to \$75 for Handguns (Gas mags). Gas runs \$15-\$20 per can and is good for about 20 or more magazine fills. Batteries for the SMGs are rechargeable and under most circumstances will last a full day of training scenarios on a charge; they go for between \$28 to \$100. BBs run about \$20 for 3700; compare that to the above cost for *Simunitions*.

Initial startup cost for an Airsoft training system may not be "low cost", but is reasonable

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and still less than that of other training aides. The long term cost is minuscule in comparison to that of alternate training systems. The magazines for all guns are identical in size to their real-life counterparts so the need to purchase load-bearing systems is nonexistent. Pistol mags fit easily into mag pouches on duty-belts, the SMG and longarm magazines fit nicely into their designated pouches on tactical vest and other LBV equipment.



Both individuals seen in the photo above are wearing Black Hawk Tactical Gear, also used by several S.W.A.T. Teams.

Overall, the affordability of Airsoft training aides makes the cost excuse for the lack of this type of training virtually nonexistent.

For more information or a demo of equipment contact any Airsoft player within your agency (probably the officer that forwarded this article to you) or your local Airsoft shop. For an idea of what is available and

pricelists visit some of the sponsor websites in this magazine. They all offer a great variety of guns and accessories!

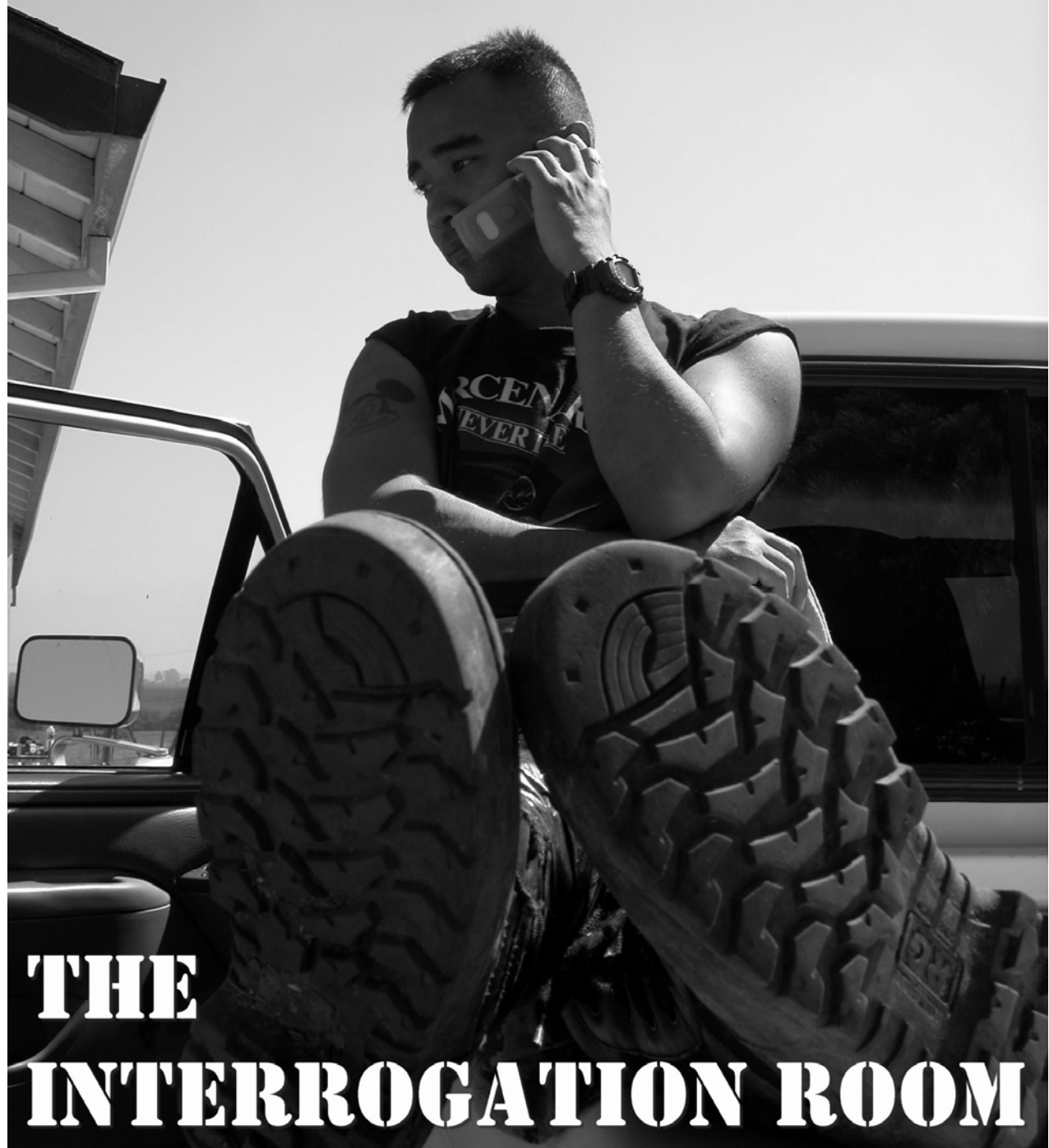
by

Jared M. Melton
Deputy Sheriff
MCSO Operations Division, CA



CHESTER PESAYCO

IN...



THE INTERROGATION ROOM

THE UNDERGROUND MAGAZINE FOR AIRSOFT PLAYERS BY AIRSOFT PLAYERS

For this issue I wanted to change the format a bit and focus on a player. My choice, Chester Pesayco, although somewhat controversial, ended up being a great, and in some places laugh out loud, subject for this interview.

NAM: I'm gonna feature you in this issue's interrogation room.

CP: NO

NAM: Yup.

CP: Don't even think about it.

NAM: I want to focus on players as well and thought you'd make an interesting choice. Have you ever been interviewed before?

CP: I got arrested 3 times. Does that count?

NAM: Not really. Well, maybe...

CP: And what are you gonna use for the pictures? Pics of me being interviewed?

NAM: Got any mug shot photos? We can use those.

CP: ...

NAM: We'll use pictures from some of the games you've been in.

CP: Okay. Well, to answer your question, yes, I have been interviewed. It was at Lion Claw II but they didn't put it in the DVD.

NAM: A victim of the cutting room floor eh? From what I understand there was a substantial amount of footage cut out. I wonder why they cut that out and not the footage of the guys getting hit and not calling it during that city engagement...THAT was bad.

CP: Yeah, that was not good.

NAM: Oh well... So tell me, what coaxed you to get into airsoft anyway? Why not paintball?

CP: Paintball ain't realistic. The gun looks like water pipes.

NAM: So you're saying it's all about the realism.

CP: We play airsoft for the realism of the whole situation, the whole combat scenario.

NAM: How long have you been playing?

CP: Since I was twelve to when I was about fifteen. I stopped when I came [to the United States], and then resumed in the summer of 2002 when I found out there was airsoft in this country.



NAM: So in a guesstimate, how many years total?

CP: About three years of not very often and almost three years of heavy playing. In 2002 and 2003,

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I sometimes even played five games a month.

NAM: I'd say that qualifies you as a dedicated player and somewhat of an authority on the sport.

CP: Yeah, but sometimes I can be crazy and just think of making my kill count for the day.

NAM: Don't we all have those days?

CP: I guess so. Now that I think about it, my kill count days are actually over. All I cared about before was achieving a high number of kills. Now all I want to do is to play it a little more tactical and make myself feel like I was doing something real.



NAM: Could that possibly be because you've gotten so involved in the firefights that you've started losing count?

CP: I've never lost count yet, ever.

NAM: Now how did I know you'd say that?

CP: I remember every game, how many times I died and how many kills I had.

NAM: You're still subtracting your deaths from the total kills to figure out your "score" right?

CP: I write it all down in my game log.

NAM: A game log? Tell me more about it.

CP: My first six months here my ratio was not very good, but now it's about eighty-five percent in favor, but it's a personal thing.

NAM: Did you write about your first kiss with Bobby in it?

CP: Huh? Dude, what the f**k are you talking about?

NAM: Is it a diary?

CP: No.

NAM: So it isn't that private then... Tell me more about it.

CP: Oh, okay. Well when I have a hobby, I make records of everything just like I used to do before when I used to street race [note to everyone: Chester is no longer involved in or affiliated with illegal street racing]. I kept records of the dates of when I raced, what car I used, its year and if I won or not. For airsoft I record the date, what gun I used for that game, what size battery, the fps of the gun that I used and times of deaths and numbers of kills.

NAM: That's kinda cool actually. Hey, so out of all the places

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you've played, where was your favorite?

CP: MIKE Force's Brownie Camp field, their Santa Cruz field and Fort Ord's urban field.

NAM: But if you had to pick just one?

CP: MIKE Force's Santa Cruz one. I know the field well and I lit some people up over there so many times, really good, without being spotted. That was also the field where I played my first game ever where I never died the whole day. But I have to admit that I played with MIKE Force that whole day too.

NAM: I hear ya. They really understand the word "cover." So what's been your most memorable CQB experience?

CP: I'd have to say pretty much most of them. I never had a s**t day at Fort Ord.

NAM: (Fondly remembers the day at Fort Ord when Chester spoiled an ambush on ten insurgents to kill a measly three! ...and no, you'll never live it down. ;P)

CP: My kill count over there has always been above sixteen and my death ratio below ten. The last night game I played there I had ten solid confirmed kills at close range. Six belonged to my Glock alone!

NAM: Which do you think is better; CQB or open field games?

CP: I'd have to say I like them both. But in CQB there is so much controversy as to what kind of shot hit someone.

NAM: Example.

CP: Well, sometimes they say that a direct hit was an indirect hit and people wouldn't call it. And

sometimes they get confused as to whether it was a direct hit or not.

NAM: So why not use "a hit is a hit, regardless."

CP: That would be too easy. Besides, when you rain BBs in a room full of fools, even if you know you nailed them, you always get those who claim it bounced off the wall.

NAM: Ah, yes, the cheaters.



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CP: In real life bullets don't really ricochet that much.

NAM: Well, some government officials involved in the JFK conspiracy would have you believe otherwise.

CP: Yes but you get what I mean.

NAM: Yeah. Tell me about your first experience with the sport.

CP: I'm not proud to say but as mean as I look now even before, when I got shot with those classic guns, I use to feel so much pain that it made me stop breathing for a bit. Sometimes I would even bitch and cry [keep in mind, Chester is from the Philippines where the FPS is set at teary-eyed!]. But you saw what happened to me the last time at Fort Ord [the one where he spoiled the ambush] when I got lit up like a f*****g Christmas tree. I was bleeding, shot from too close but did I bitch about it?



NAM: Hey, there's no shame in crying. Girls and effeminate men do it all the time!

CP: Well, I didn't even bitch about it [although he made it known to everyone on his team]. I am a firm believer in "don't

play the game if you can't take the pain."

NAM: A very valid point.

CP: I love going to work or showing up in places I go with all my "battle scars." It's like a show of manhood.

NAM: Yeah, they kinda look like smallpox scars though.

CP: Even though we're just playing, it's still is a dangerous game and not something anyone could just laugh at.

NAM: So what's your take on the bigger events? Do you like them?

CP: The only one I've been to, Lion Claw II, was crap for me. I must have died at least fifteen times the whole event. Maybe even more, and I only had five kills.

NAM: Were the players that much more experienced?

CP: No, I didn't play the way I normally play.

NAM: Why's that?

CP: I was always with a bigger group and I don't like that at all. You gotta admit, in big groups there are always idiots doing s**t to get everyone screwed up.

NAM: Yep, like popping ambushes to get three kills.

CP: Exactly...wait, dude that's f*****d up. But anyways, so I prefer a small unit with guys I actually know and can communicate with.

NAM: There have been many times when the person in front of me dives to let me enjoy a burst in the face from the player they missed.

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CP: That's what I am talking about.

NAM: So tell me about the Knighthawks.

CP: Knighthawks, I love playing with them. It's a group where I know I belong and that means a lot to me. I work well with them and Shea is a great commander. He's constantly thinking and so does his brother Sean.

NAM: So they're a bit more tactical than your average team.

CP: Let me give you an example. Last time we were at Fort Ord together, the enemies were complaining and told us to not be so aggressive. But hey, that's how the game should be played. Not like some bunch of sissies right?

NAM: You're preachin' to the choir. I'm thinking about bringing out a bag of gummy bears to hand to the whiners every time I shoot one out. So how important do you feel training is when playing the sport?

CP: Training is an important factor if you expect to execute things the right way. What good is training if you're like this group [name withheld]? They keep training with a fake leader and they don't even play outside games. That's what I call straight-up wannabes. It's like almost lying to yourself.

NAM: Hey, we've got to wrap this up so here's THE question. If you had your pick of only 1 AEG, price is no object, what would it be?

CP: M4 all the way baby.

NAM: Brand?

CP: You know the answer to that.

NAM: Yeah, but you gotta say it.

CP: I only own and use Tokyo Marui, so TM for AEGs with Systema and Guarder internals.

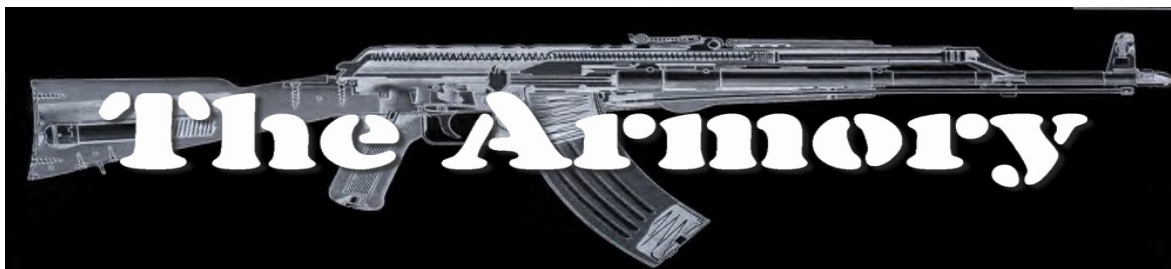
NAM: Great. Thanks for doing the interview.

CP: You're welcome.



Interview by
Reaper

Pics by
STORM



CLASSIC ARMY'S CA36C



SPECS

Action: Semi, Full-Auto
Power: Electric
Length: 19.4/28.2 inches
Height: 9 inches
Weight: 6.2 pounds
Sights: Ghost Ring
Body: Fiberglass
Barrel: 247mm (inner)
Stock: Fiberglass
Capacity: 50 (standard)
470 (hi-cap)

Real Steel

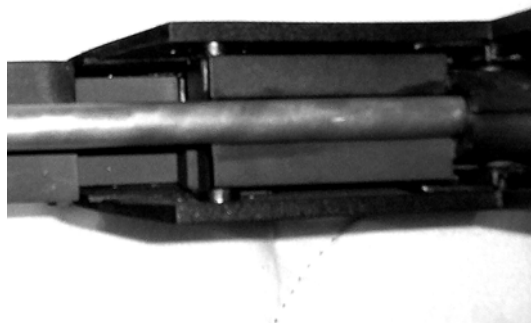
The Heckler & Koch G36 assault rifle, developed under the project title HK-50, was designed to replace the outdated G3 rifle as the issued infantry weapon of the Bundeswehr, the German army. The G36 was designed to be flexible, affordable, extremely reliable and NATO compliant. It was a success and was adopted by the Bundeswehr in 1995, by Spain in 1999 as their standard infantry weapon, and numerous law enforcement agencies in Britain and here in the States.

A 5.56x45mm (.223 Rem) rifle with the historical craftsmanship and accuracy associated with H&K-

utilizing the most modern technology-the G36 is adaptable to all fighting scenarios. The receiver, formerly the only exposed metal on H&K's, is built of reinforced polymers, with metal inserts where appropriate (similar to Glock construction), making it less affected by extreme environmental conditions. The major parts are assembled on the receiver using cross-pins, so the rifle can be disassembled and reassembled with no tools. The G36 is fed from a proprietary magazine made of translucent plastic having special studs on the sides allowing several magazines to be coupled for fast reloading.

The AEG

Classic Army has just introduced the CA36C as their latest offering, "C" designating the Commando variant. Brand new, with a release date of 09/15/04, the CA36C will sell for about \$295 USD (depending on your retailer). Airsoft Extreme provided [NAM] with a prototype to review and field test before its release date.



The outer construction is a heavy duty plastic. While that sounds unappealing to some, remember that the real steel is also a heavy duty

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polymer. Well that is not entirely accurate. The stock and outer body is actually fiberglass. The fiberglass provides incredible strength over molded plastic. The bonding resin used gives the "plastic" feel and simulates the texture of the polymer used in the real steel. Now, if you break down the CA36C, you would find that it is not merely a plastic gun, but is a radically different design over that of previous Airsoft guns. The CA36C is made up of a thick fiberglass shell covering reinforced internals. This combination makes the gun solid, in fact there is almost no lateral flex at all, even under force. In all probability you could fall on this gun with little or no damage. Aesthetically, the seam lines left from the mold are not as smooth as they should be, but this is a personal cosmetic preference and the seams are within tolerances. The only other real complaint is that the selector switch doesn't really lock on safe, semi and full auto but tends to float forcing the user to look at the selected rate of fire for confirmation.*



Beyond that, the build is true to the real steel in design, features, and function. Length, height, and weight are exact to the real thing; 28.3" long, 19.7" folded, 6.2 pounds. The only major difference from the real steel is the CA model does not use cross pins exclusively. Only the fore-end is retained by a cross pin, the rest of the gun uses Allen bolts cleverly disguised as cross pins. Realistically, airsoft guns don't require as much break down for cleaning as the real thing; Allan

bolts are more secure than cross-pins, preventing lost parts in the field and they do not detract from the appearance for reasons stated above.

The CA36C gets a high field ability rating. The selector switches and charging handle (which pulls the "bolt" back to reveal the hop-up adjust) are ambidextrous. The mag release is huge and easily operated even with gloved hands.



The stock swings to the side with the press of a large button and holds to the receiver by a catch that also serves to deflect ejected shells away from a left-handed operator's face on the real steel version.



The long RIS/RAS-style upper rail provides enough room to fit one long scope or two items, such as an ACOG and PVS-7 or a Red dot and a PEQ-2.



The CA comes with a RIS/RAS rail on the bottom of the fore grip to accommodate a vertical RIS grip or other accessory (i.e. a laser or tac-light). All this makes it suitable to the full range of fighting scenarios and styles from CQB to field fighting.

The Competition

How does it compare to the Tokyo Marui? In general, Classic Army's guns are essentially a repackaged Marui having all the metal parts the real thing would have to make it a more realistic gun and less than satisfactory upgraded internals. Well since the H&K has essentially no metal external body parts, Classic Army had to change up their old upgrade style. Rather than upgrading plastic to metal, CA upgraded plastic to fiberglass, which is actually stronger than the aluminum and other alloys used in Airsoft guns. The Marui has some metal reinforcement but uses mostly plastic to reinforce the outer shell. Again, as mentioned before, the CA has an entirely sturdy frame, which takes the place of Marui's "creaky" plastic reinforcements. It's hard to tell without cutting into the metal, but it appears to be more dense (density equals strength) than standard Airsoft alloys, possibly even steel. As Marui is in essence a plastic gun, there is a LOT of creaking when even the slightest force is applied to the gun; CA eliminated that with their build. And to be true to realism, CA added a little weight over Marui to get the CA36C up to the exact weight of the real steel.

As usual, the CA model is upgraded and shoots at a higher FPS than the

Marui. The upgrades include: 7mm metal bushings, a high speed motor, high torque, steel gears and a stronger spring, meaning that out of the box one can get closer to the field limit while only paying a little more.



Under the chrono, the CA36C will push a .25g BB at between 311-315fps compared to Marui G36C at between 225-241fps. You may also have noticed that the FPS fluctuation is less with the CA, meaning accuracy will be more consistent. In an interesting side note, During fire tests, there was an FPS drop in the CA when shooting .20bbs compared to .25bbs. The reason for this was undetermined. However, the CA's .20bb FPS tests were still higher (276-311fps) than Marui's (248-256fps).

Accessories

There are a load of accessories available for the CA36C. Accessory rails for both sides of the fore grip, Freedom Art hi-vis front sights, metal scope rail to replace the stock polymer, First Factory large fore-end to accommodate a large battery, RAS fore-end by TMC and G&G, and the usual internal upgrades. Also available is the carry handle with integrated scope to replace the scope rail and turn the CA36C to G36K. Add a G36E package (which includes a longer outer barrel, fore grip and the carry handle) for the Infantry weapon style. The Classic Army G36K fore grip for even more accuracy. Turn it into a squad gun with a G&P fore grip with integrated bipod and a box or C-mag. Or make it into a sniper gun with the STAR SL-9 conversion kit.

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Field Test

Now that is all fine and good, but how did it perform in the field? The versatile CA36C proved to be a comfortable fit whether shouldered or slung on my back. The folding stock and smooth lines kept it from hanging up on dense under brush. Having an EG1000 motor, the cycle rate is quick making sustained fire more effective. The weight and quality of build wiped the worry of breaking the gun from my mind and let me focus on fighting hard. I enjoyed fielding the CA36C as much as my old favorite, an MP5SD. And to speak to its strength, I dropped the CA36C about three-four times while it was in my possession! While at the same game, another individual dropped a Marui G36C once and snapped the stock in two places.

I have heard many folks talk about Classic Army weapons with a bit of disdain saying that they are cheaper in quality than Marui. Well this new addition to the CA family looks to break that tradition. I find them to be an excellent skirmish weapon, well built, dependable, more realistic than the competition's, and an excellent value. The CA36C may be Classic Army's best build yet. Only time will tell if it will embraced by the masses and hold up

to the abuse that players dish out. I expect it will.

by
neo

pics by
~~Reaper~~ & neo

***These issues (the selector switch and the unfinished body) were brought to the attention of Classic Army who have said that these issues have been addressed and that they should be fixed by production.**

We would like to thank Airsoft Extreme for having faith enough to donate the CA36C prototype to the NAM to review for this article. Thanks a million for the wonderful opportunity guys!



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CODENAME: LITTLE DRAGON

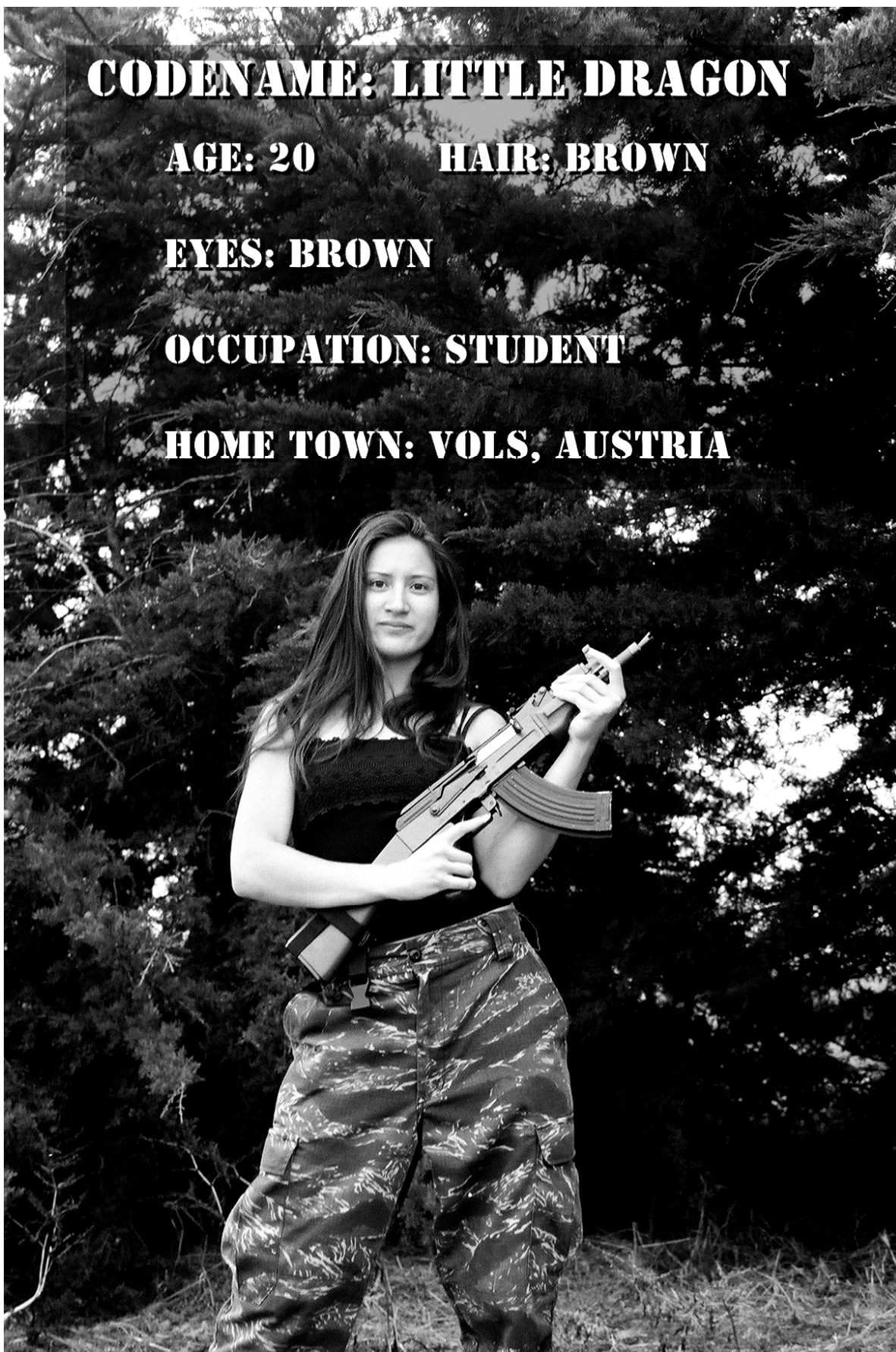
AGE: 20

HAIR: BROWN

EYES: BROWN

OCCUPATION: STUDENT

HOME TOWN: VOLS, AUSTRIA



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THE DOSSIER:

SG12
AIRSOFT WITH A STARGATE TWIST

SG-12 Airsoft is not your run of the mill airsoft team. We have chosen to base our gear and organization around that seen on the hit Science Fiction television program, Stargate: SG1.



The team leaders have been interested in airsoft since Jack (Kamikaze), the Executive Officer, purchased his first weapon, a Tokyo Marui Sig 550 AEG, on eBay in about 1995. Many years later, armed with a somewhat sizeable collection of Airsoft weapons and quite a bit of paintball experience (not all of it good) he and the SG-12 Commanding Officer, Tony (Baron), discovered that these great BB guns were being used for Military Simulation (MilSim) war-game. Milsim was what drew them both to paintball in the first place, but was seen less and less in the paintball sport. This led to the decision that joining a team would be fun. The only problem was that there were really only one or two active teams in North Carolina and they were some distance away, making it somewhat inconvenient to get involved.

The best solution: Form our own team.

When it came time to choose an identity and theme for this fledgling team, quite a few ideas were tossed around. We saw many teams out there with military unit identities (Rangers, Seals, Spetsnaz, Delta, etc.), but no one was doing anything really different. The discussions kept coming back to Stargate: SG1.



Since both Baron and Kamikaze have long term interests in movie and television props and costumes, this seemed the perfect marriage of the two hobbies. Creating a costume from Stargate: SG1 that could double as our airsoft gear also made perfect sense monetarily. One costume; two purposes. This gives us a great excuse to wear our gear at Science Fiction conventions and maybe recruit new players. The gear seen in the program is state of the art, readily available, and very practical. The team designator, SG-12, was chosen for no particular reason other than it sounds good and rolls off the

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tongue more easily than most of the other designation numbers. A convenient item that factored into the decision is that team patches are available on the internet without the hassle and cost of having them custom embroidered.



SG-12 Airsoft actually formed in May of 2003 with 5 founding members gathering to skirmish on property owned by one of the players. The website (www.sgl2.org) went online 27 February 2004. Since that time SG-12 has gained access to 40 acres in Alexander County, North Carolina, when Alex (Alex Crooks) joined the team and 10 acres in Watauga County, NC. The roster has grown to 14 with new members pending approval. For those familiar with Stargate: SG1, this is way beyond the usual team size of 4-6 members seen on the show. We decided it is much more important to have a decent team then to be exactly accurate to the show and limit ourselves to 4 players. A majority of our players reside in western NC, Eastern TN (Boone, Spruce Pine,

Burnsville, Hickory, Lenoir, Asheville, and Jonesborough, TN). However, our contact with other areas has drawn members from as far away as Greensboro and Raleigh, NC. The only requirements for membership are that you must be 18+ years of age, willing to purchase the team uniform and equipment, and you must play at least one game with us. We don't even require that members be fans of Stargate: SG1, although it would probably add their fun.

Our primary goal is to have fun with this new action sport. We also hope to become a team to be respected and challenged by our fellow teams in North Carolina as well as the rest of the southeast and beyond. Another of our goals is to improve relations and communication between the various teams in North Carolina. This last came into play early in 2004 when we met a small team called Shelby Cobra Airsoft, led by Tim (TC Rambo). Tim was shepherding a group of young players who were frustrating him in their lack of enthusiasm, dedication, and availability (mainly due to parental answerability). We managed to put him in contact with a new team of adults (Rainbow 7) forming in his own town. He is now one of SG-12's more enthusiastic players.



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In February of 2004 SG-12 met Eric (EricX), who was in the planning stages of forming his own team, Rainbow 7, in the Greensboro, NC area. The two teams immediately formed a close working relationship. Suffering from a severe lack of field resources in Greensboro, Rainbow 7, did not have the opportunity to skirmish on its own. This lead to R7 has deciding to become part of SG-12, strengthening its membership. Rainbow 7 still acts as a unit within the team in an opposition force (OpFor) capacity for practices.



One fact that sets SG-12 apart from other teams is our extreme interest in technological gadgets that add flavor and challenge to our games. We have and use IR motion trackers. Not only do our opponents have to avoid normal vision, but also gear that isn't fooled by tricks of light (camouflage). Several of our players have state of the art

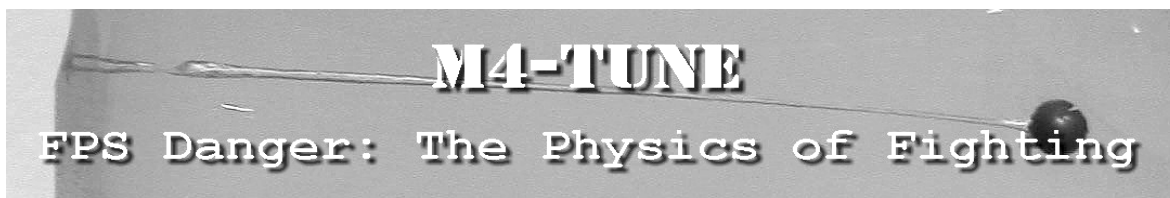
night vision equipment. We are even developing our own version of the Land Warrior camera system. Our XO, Kamikaze, has a military prototype Fast Attack Vehicle (FAV - Military Dune Buggy) that he is working to restore and renovate.



At the time of this writing, SG-12 is preparing to attend its first major regional event, Operation Irene II, in Nashville, TN. We intend to have a great time and make a good showing for Col McKnight and Charlie Company.

by
Jack "Kamikaze" Richmond
Commanding Officer
SG-12 Airsoft





In the last article, Sensei discussed the need for quality eye protection. Being that eyes provide one of your primary senses, and are essentially soft tissue, the need is obvious. But what should be considered dangerous, or more importantly safe, in the terms of the rest of your body...

I have heard recent accounts of a 400fps BB penetrating an earlobe and being popped out the other side. I have also read about fears of becoming paralyzed or even dying as a result of a close hit to the base of the skull or temple. Can this happen?

FPS, or feet per second, is the most common measure for Airsoft when it comes to managing danger. Everyone knows that the higher the FPS the more painful the impact, up until there is breakage of the skin or worse, penetration. Felt impact is the felt energy. What most don't realize is that FPS is not a measure of energy, only of the speed of your BB. Energy, more specifically kinetic energy, is best measured in joules. Joule energy is more difficult to equate, using a physics equation factoring in the FPS and the weight of the BB. FPS is used because it is easy to measure, no equation necessary, and it stays on a fairly constant curve with joule energy, provided the same BB weight is used.

So what does it take to break skin? It takes about 1 foot-pound of pressure, or about 1.4 joules of energy. Though that is dependent as to what skin you are

elasticity of the skin is stretched out, as over the bone of the knee, elbow or bony prominence of the wrist or cheek. To that end, some fields set their limit at 1.35 joules, or about 328fps with .20g BBs. Others use the 1 foot-pound standard, 390fps with .20g BBs. The club I play with sets the limit at 400fps with .25g BBs.

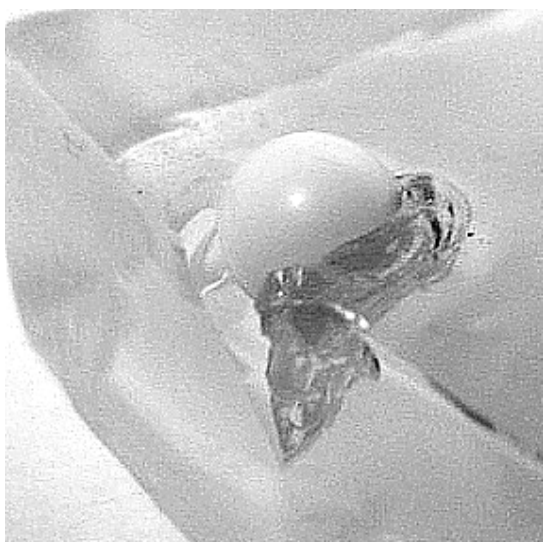
A stock AEG generates roughly .75 joules, which translates to about 285fps with .20g BBs, or 255fps with .25g BBs. Upgrade the FPS to 400 with .25 BBs and your upping the energy to 1.85 joules. Now you may be thinking, "I'm not gonna play with those psychos!" Well hold on a minute. Let us not forget about physics. All those FPS measurements are the muzzle velocities. Factor in other effects, like air resistance, and you have a ballistic curve. In layman's terms that is the rate at which the FPS drops off over distance.

A .25g BB with a muzzle velocity of 400fps is down to 367fps at 12 feet, my club's bang kill range. At 20 yards the BB has dropped to 249fps; like taking a point-blank hit from a stock gun, which consequently I have done with nothing more than a bruise. Add things like hop-up, which slows your BB down, and your FPS drops off even quicker, though your BB flies straighter. Clothing, which most people wear, further dissipates energy. Now the force of impact drops well below the 1.4 joules of energy required to break skin.

Those ER fans out there might be familiar with the terms,

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'contusion' and 'blunt force trauma'. This is damage to the tissue of and beneath the skin without the it actually breaking. This is what happens most commonly in airsoft, ranging from a red spot on the skin to a blood welt. On occasion a tear in the skin can occur causing bleeding. This is not to be confused with penetration. The amount of 'trauma' one is willing to sustain should govern the amount of safety equipment used given the field limit.



A point-blank shot to ballistic gelatin at 500fps using a .43bb.

While 400fps won't puncture your heart, it can potentially rupture an eardrum, chip or break teeth, tear an ear lobe or nostril, and cause a choking hazard. If the quick sting/pain of the kill is all part of the game to you, then get some good eye protection and have at it. But if those risks, while minimal, aren't worth it, wear long sleeves, gloves and a full-face mask. Find the happy medium between comfort and safety so that you may most fully enjoy the combat.

There is one more factor in the force equation I should mention, BB weight. A heavier weight BB retains more of its energy, so

while it may fly at a slower FPS, it will hold on to its energy making for a more noticeable impact force, at range, over lighter BBs (ref. Fig. A). Don't follow? Using a 5 joule energy gun; from the barrel a .43g BB will fly at about 500fps while a .25g BB will fly at 655fps. Now go out 50 yards (150 feet); the .43g BB is moving at 260fps with 1.34 joules, while the .25g BB drops to 180fps with .37 joules.

I conducted ballistic gelatin tests on several guns. Mixing the gelatin to simulate the human body was disappointing as only 1 in 5 shots from a 400fps gun penetrated enough to 'stick'. The rest just bounced back at me. I thinned out the mixture to demonstrate force variations, not penetration.

So now we know 400 won't break skin beyond bang-kill under normal circumstances, but what about that sniper shooting .43g BBs at 500fps (4.97 joules, 3.7 foot-pounds)? What if he has an accidental discharge and pops me in the temple point blank? Fear not. It takes about 15 foot-pounds to puncture the temple. But while we are on the subject of snipers... Being a sniper myself and conducting exhaustive research into the safety aspects, anyone shooting over the field limit should consult a ballistic table and FPS-to-Joule table to determine a safe minimum shot distance given the aforementioned considerations. As a personal note, I shoot .43g BBs at 500fps and don't even take the safety off on anything less than 30 yards.

Above all, **play safe**. No matter how intense the fight, this is after all just a game... and games are supposed to be fun.

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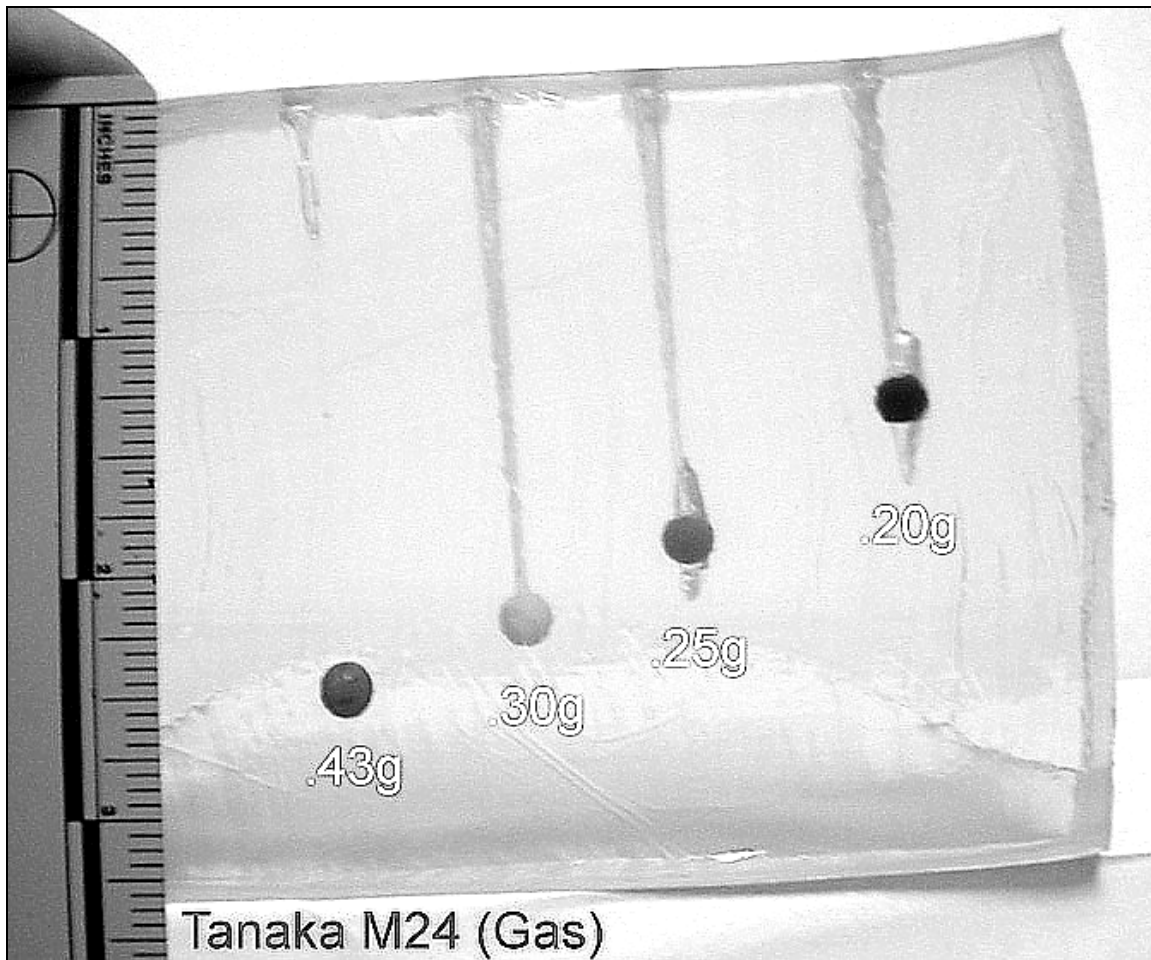
Below are a few tables to use as reference.

Fig A: FPS Table - FPS variation by BB weight under same Force

	.12g	.20g	.25g	.30g	.36g	.43g
1.85 Joules	516	448	400	365	333.5	305

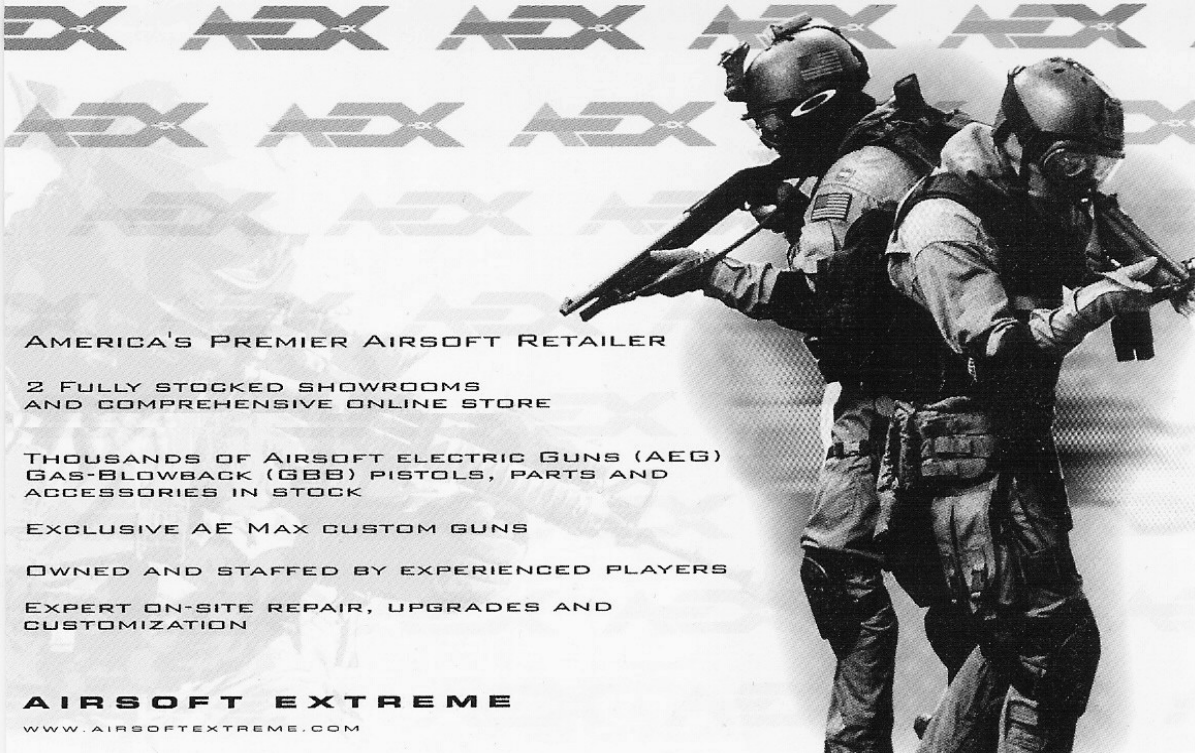
Fig B: Energy Table - Joule energy variation by BB weight at same FPS

	.12g	.20g	.25g	.30g	.36g	.43g
400fps	0.89	1.48	1.85	2.22	2.66	3.18



Point-blank penetration depths in ballistic gelatin using a Tanaka M24 gas sniper rifle and various weight BBs.

by
neo



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BATTLE TECH

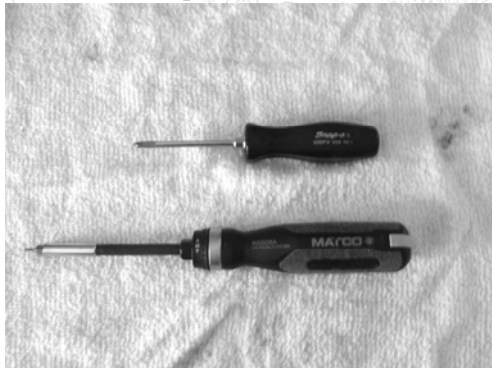
Alright knuckleheads, listen up. If you are the type of person who doesn't have a mechanically-inclined cell within your body, **DON'T EVEN TRY TO ATTEMPT THIS!** This article is meant as a helpful assist modifying that G&P mag. If you're one of those people that I described above, **please take your gun in** to the shop for the upgrade.

I, along with everyone else at The National Airsoft Magazine, won't be held accountable for your errors in the install (i.e. don't send us a bag of parts claiming you followed our instructions and couldn't put your AEG back together so we have to do it for you 'cause it ain't gonna happen!).

Now, in this issue we're gonna make those G&P POS Series mags actually function the way they should. The modification for every G&P mag will be similar with the only difference being the actual disassembly of the magazine.

Modification of the G&P M16 Series Thermold Magazine

We'll start with a list of the tools I used for this particular job. I recommend use of similar tools as it will make the job considerably easier:



- #1 Phillips head screwdriver (magnetized is best)
- #2 Allen head screw driver

As stated time and again, a clean, well lit work environment will assist you in an easy task. Make certain you have a plastic box or some form of container, as there will be many small screws, springs, nuts, bolts, etc... which can easily be lost and are, for the most part, irreplaceable. Meaning, you lose them, you're screwed! Now let's get started...

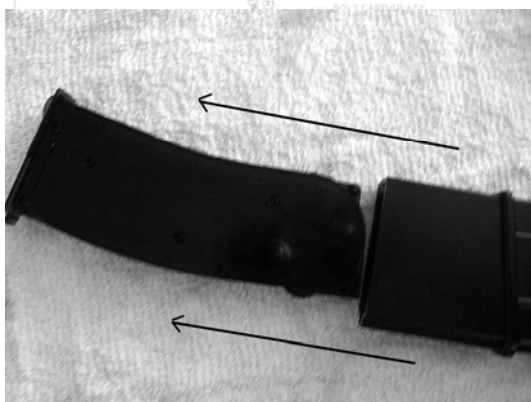
Below is the magazine we'll be modifying



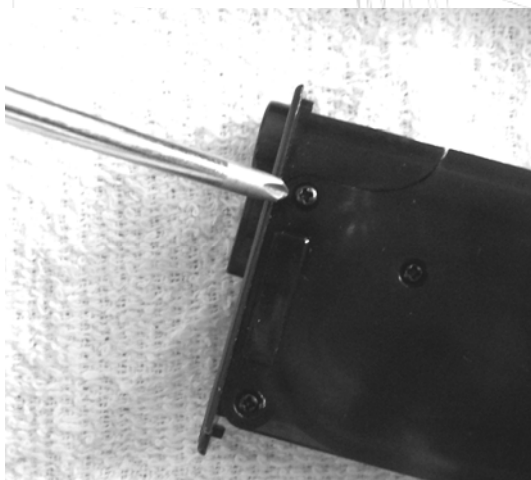
- 1) Remove the Allen screw from the base of the magazine. Make absolutely certain you don't misplace this screw as if you do, you won't be able to put the mag back together!



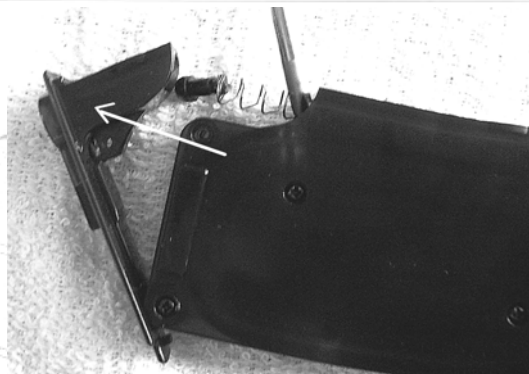
2) Slide off the lower plate.



3) Pull the internals out of the magazine casing.



4) Remove the Phillips screw from beneath the feeding port.



5) Carefully crack the trapdoor open slightly. Then, using the screw driver to hold the spring in place, open the trap door the rest of the way.



6) Remove the spring from the internals.

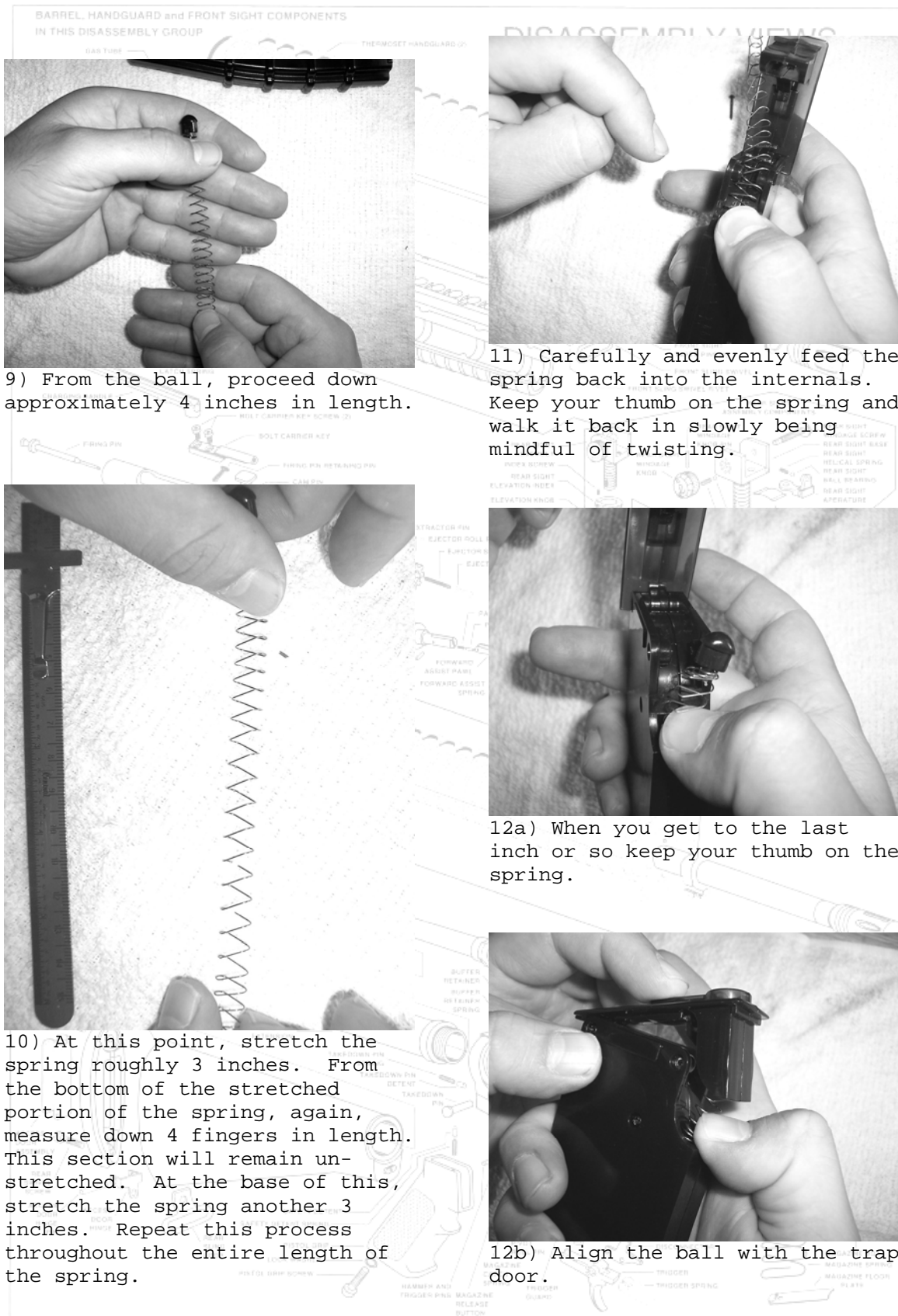
!!!Warning!!!

8) Before completing the next several steps, keep the following in mind:

A) Be extremely careful with the spring. Do not let it get tangled or bent improperly.

B) Do not simply grab the spring and stretch it. There must be intervals of stretched and unstretched lengths throughout the spring.

If either of these things occur, you may as well just toss away the magazine as it is now, for all intents and purposes, garbage!





12c) Carefully close the trap door. Keep your finger in place to prevent the spring from popping out.

13) Now reverse steps 1-4 to put your magazine back together.

Loading your modified magazine.

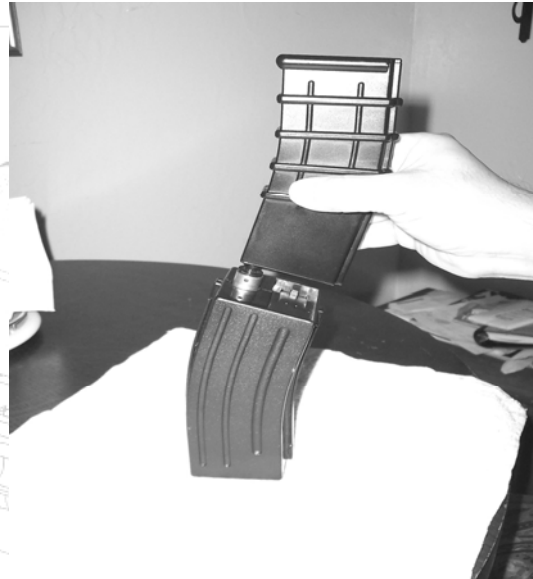
Your modified magazine will now be able to hold between 85-90bbs. Do not force more into the magazine or the spring will collapse and the magazine will be garbage.

Musket Loader:

If you have a TM Musket Loader, simply load the tube to capacity and insert the BBs into the magazine. Reload the tube with 30bbs and load them. Your magazine is now full to recommended capacity. It might even be helpful to mark the loader with tape or a cut along the outside of the tube to easily identify the 30bb mark.

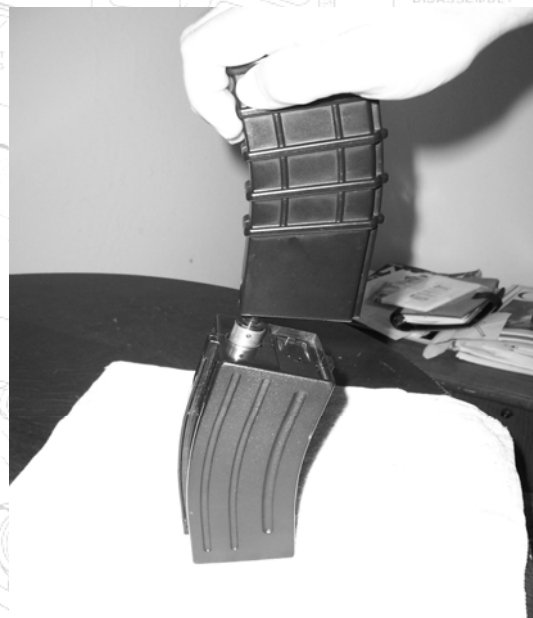
HFC Auto Loader:

If you have an HFC Auto Loader, pay close attention. The next two pictures and instructions will show you the proper way to load your magazines. Deviation from these instructions will result in irreparable damage to the magazines, rendering them nothing more but garbage.



The Right Way!

Place your index finger and your thumb on either side of the magazine and press down with just a small amount of force. The Auto Loader will begin feeding. When it stops, the magazine is filled to capacity.



The Wrong Way!

Cramming the magazine down on the Auto Loader. Not only will this cause the spring in the magazine to collapse when the mag is full, but it will eventually cause the plastic gear housing in the Auto Loader to crack, breaking it!

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SGT. PECKER

Dear Sgt. Pecker:

My friend and I have been playing airsoft for quite some time now. In the beginning, when we first started playing the sport, my friend and I played at about the same level. Then he saw this advertisement for a school which is supposed to help with skills in the sport. Well, since he has taken this training course, if I don't cheat, he beats me every single game! What I want to know is, can I just upgrade my AEG to shoot better than his? I mean I can increase my fps and bb weight and that would give me the edge I need to beat him right?
Patrick D.

Well...well...well. Lookie what we have here. What's the matter son? Afraid of a little hard work? Sweat? Does your momma know you steal her clothes to play house?! As a matter-o-fact, I've had the discourse of knowing some rather effeminate men stronger than you! Why I bet Peter Pan, himself, could kick your little pansy ass!

Here's the thing s**t-for-brains. Sure the extra weight and fps may give you some advantage range-wise, but he's still gonna get the drop on your rosy little ass once he realizes it! What good is having the damn tool if you don't know how to f**king use it?! Let me get Zen on you for a minute son. Just as each Operator must have the proper tool, each tool must have the proper Operator. Too deep? I'll spell it out for you in dips**t, a language I know you'll understand. You haven't properly learned how to use an upgraded AEG, so don't bother getting one.

I'm not the only one who sees this s**t every time I go out to play. Some f**kbrain gets a hot AEG and brings it out thinking he's gonna kick some ass and take some names. Well, come chow time, guess who's sitting up at their vehicle either pouting or talking s**t? "My gun was hell'a upgraded and they still didn't call out." What's more is they're usually the ones who spread the rumors like little gossip whores in the airsoft stores and forums because someone owned their ass and they're too damn proud to admit it!

Tell you what sweetheart, either tattoo nipples on your shoulder blades like the prison bitch you are or loose the pride and get the training before you shoot your f**king eye out!

With Utmost Sincerity Always,
Sergeant Pecker

P.S. If I ever have the misfortune of playing on a field with you and you cheat as you said above, I won't hesitate to light you up like a Christmas tree and pepper that pimple-ridden, pancake ass of yours! You'll be easy enough to spot though sweetheart with that woman's face tattooed on the back of your shaved head!

THE SPECIALIST

So...You Wanna Be a Sniper...(Part 3)



Tactical Theory

Ah, tactics, those essential skills which make the difference between the weekend warrior and the feared veteran of the sport. In the case of the sniper role, they make the difference between an effective member of a team and an easy target. I could fill up this whole magazine on just the subject of sniper tactics. Perhaps if there is further interest I can follow up with additional articles on the subject, but for now I will stick to a few major points-these being your role and positioning.

Before I begin though, let me give you my definition of an Airsoft Sniper Rifle: A 4-16x scope, or better, mated to a bolt-action rifle shooting at 50 fps, or greater, over the standard field limit. In zero element conditions, shooting from a bench, this weapon should be able to consistently (at least 4 of 5 shots) hit a 4" target (softball) at 100 feet and hopefully a 14" target (torso) at 100 yards. My weapon of choice

is a Tanaka M24, using green or red gas, shooting .43 BBs, with a 6-24x illuminated reticulum scope.

I covered a few basic considerations in the first article and unfortunately do not have the allowance here to repeat myself. Keep those basics in mind when considering the following.

The Sniper's Role

A sniper is to any conflict, what the military refers to as, a combat multiplier. This means that when their skills are used correctly, they can be the sole factor in shifting the balance of any battle, and that change will be dramatic.

However, the role of the Airsoft sniper differs from that of the true-life sniper in a few ways. First, the Airsoft sniper is not a lone wolf or only teamed with a spotter. While solo or a sniper/spotter team can be used in certain situations, you are best served as part of a larger element. Attach yourself as an arm of a pre-existing element. Do not operate as part of the element body, taking any of the standard positions such as Point, Point Guard, Command, Flank, or Anchor.

As an arm of the team you will be flexible and mobile apart from the body element much as a Forward Recon operator would be; you may even assume that role at the discretion of your commanding officer. The best role for the sniper when assigned to a team, is over watch. You can be utilized as "eyes" by your element to identify an unseen aggressor. You can move to an alternant position, out of range of the enemy, identify his

location and direct your teammates to the kill. Similarly you can be used to gain the upper hand in a stalemate or when your team is pinned down. Again, moving to an alternate position, you can acquire your enemy and outrange him with the accuracy of your rifle.

Positioning

Positioning is important so that you may be successful in your role. Positioning is two-fold and applies both to your geographic location on the field and in choosing a "sniper perch". Geographically; as a sniper, position yourself in such a manner so as not to be identified as being part of the element and not shot out in the fatal funnel of fire directed at your team. That is, if the opponent is sizing up your element for an ambush, it starts with the point man and ends with the rear guard; you are not seen. Distance from the main element is important to gain the stealth factor you will need to survive and to avoid becoming involved in a firefight where you are outgunned. This positioning is accomplished primarily in one of two ways. Either trail your team with enough distance as to not be identified, or flank your team wide to one side.

In the trailing position you are able to move to a position of advantage, or if the terrain permits, outrange your opponent from your current position. Trailing also gives you a wider field of view of what lies ahead. In a 'wide flank' you are already in position to fulfill your role as over-watch or conflict resolution. From a wide flank, you may be able to spot an ambush prior to your team, preferably by sight but if you run into them and get killed first your

sacrifice will hopefully be a heads up for your teammates. Again, if the terrain dictates, you can even advance ahead of your team and act as a recon observer. Either way, do not get so far from your team that they will not be able to move to get you out of a mess should you find yourself in one.



Choosing a "sniper perch" does not mean you should get into a tree. True, elevation will be your advantage and open up the field for your recon observations. However, perching in a tree limits your avenue of escape and makes you literally a sitting duck if discovered. Also trees usually have limbs and leaves; we all know how fun it is to try to select or engage a target through those... On top of that you risk injury from falls, dropping your \$1000 gun, and/or being engaged by the critters that live in that tree (i.e. birds, bees, biting ants...) Don't do it. Which brings us to the next aspect.

When choosing that 'perch' consider your options of egress and balance your need for cover with your need for visualization of the field. If you are concealed so heavily that you can only clearly see 10% of the field and only fire on 5%, you might want to reconsider. As an example, don't get right up against a tree to be used as

cover. Instead, move back far enough that your barrel clears the tree, that way you can engage targets on either side with minimum movement.

Basic Tactical Considerations

A few basic tactics will make the difference between the amateur and the pro.

Selecting the Shot: I mentioned in previous articles that part of being successful is not being identified. To this end, choose your shot carefully. If taking the shot will mark your position, skip it. Utilize your team for cover. If your team can keep the attention on them it is easier for you to move unobserved and when you do fire it will not be heard or its origin identified.

Taking the Shot: Knowing when to fire will also help prevent identification. Take a shot when your target is focused or looking in another direction, preferably when they are squared to you for the best possible target size. Also, take the shot when your target is not engaged. If they are engaged your target may not feel the impact of a single shot.

Maintain your Role: Don't be a Trigger-Happy-Jack! The more you shoot the higher the probability is you will be triangulated and eliminated. If you are running Recon, you don't serve your team very well while walking past them to the come alive with a rag on your head. To that end, I have played whole games without firing a shot. Besides, the better shot-to-kill ratio you maintain, the better your reputation and intimidation factor will be.

One Shot, One Kill: Yea..., I don't think so. Remember we are still shooting lightweight, round plastic balls by air power. Barrels aren't rifled, and BB's are not nearly the weight or

moving at an equivalent speed of bullets. Face it, the longer the range the more shots you may have to take. I have made numerous kills at 70+ yards, but rarely on the first shot. Wind, brush, air temperature, and target movement all play a role at that kind of range. Don't get frustrated if your shot-to-kill ratio isn't 1:1.

Having read these articles I hope that you as the reader have become more informed on the infamous sniper role. It is viable, can be boring, and is frequently fatal. But when played right, by one who has the desire, it is a very useful tool for any team. Besides, there is nothing more exciting than the sound of an impact, after long pause, and the look of sudden insecurity on the faces of his teammates.



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GLOSSARY:

AEG: An automatic electric gun which is battery powered and capable of shooting BBs at a fully automatic rate of fire.

AEX: Airsoft Extreme, airsoft online and walk-in retailer.

BB: Small plastic projectile fired from airsoft guns.

CA: Classic Army, airsoft manufacturer, a subsidiary of Yick Fung Enterprises.

Clip: A device used to clamp bullets together. This name is commonly and incorrectly used for magazines.

CQB: Close Quarters Battle. A firefight that occurs at a very close range; usually well within the minimum contact distance for airsoft. This term is mistakenly ONLY applied to indoor conflicts but may also be applied to dense vegetation and wooded areas as well, where firefights are severely close.

FPS: Feet per second. This is the speed at which BBs are fired/measured from airsoft guns.

GBB: A Gas powered gun with a "blow-back" feature.

G&P: Airsoft manufacturer.

G&G: Guay & Guay Armament, airsoft manufacturer.

HFC: Hurricane, airsoft manufacturer.

Hi-cap: High Capacity magazine. A Hi-cap is a magazine that holds considerably more BBs than the standard magazine for a particular airsoft gun.

ICS: I Chih Shivan Enterprise, airsoft manufacturer.

IR: Abbreviation for Infrared Laser

JAC: Japanese Airsoft Corporation, airsoft manufacturer.

KJW: Kwan Ju Works, airsoft manufacturer.

KSC: Airsoft manufacturer.

KWA: An original equipment manufacturer for KSC products.

KWC: Airsoft manufacturer.

LBV: Abbreviation for load bearing vest.

Lo-cap: A low capacity magazine which holds considerably less BBs than the standard magazine for that particular gun. Lo-caps usually load a "real steel" load.

Magazine(s): A magazine holds the load (BBs) for any given airsoft gun. Magazines are commonly mislabeled as clips.

Mag(s): Abbreviation for magazine(s).

Mid-cap: Middle Capacity magazine. A Mid-cap usually has a loading capacity between standard and Hi-cap magazines.

rd or rnd: The abbreviation for a round or a bb.

RIS: Rail Interface System. A system of rails which allows "quick" attachments to a gun such as scopes, lasers, lights, grenade launchers, etc...

Springer(s): Spring powered airsoft guns utilizing the "cock-and-fire" method. Sometimes used to describe the lower quality airsoft guns (made for kids) but can be used to describe most shotguns and some sniper rifles.

Standards: A standard magazine for a particular airsoft gun which usually holds approx. 50 BBs (depending on model).

STTi: (Viper USA) Airsoft manufacturer.

TM: Tokyo Marui, airsoft manufacturer.

WA: Western Arms, airsoft manufacturer.

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