



LAZER DAY PACK

Capacity: 13.5ltr (approx) Material: 600D Cordura Dimensions cms: 19 x 20 x 43 Colours: V-Cam, Coyote, Green, Black

Hydration/coms outlet
Multiple compression straps
Hydration bladder mesh pocket
Shoulder straps with QR buckles
Compatible with Plate Carrier
1 x Large Velcro ID panels
2 x V-Lock, 1 x D-Lock

srn: £32.95



LAZER GARRISON PACK

Capacity: 35ltr (approx) Material: 600D Cordura Dimensions cms: 44 x 31 x 26 Colours: V-Cam, Coyote only

Lazer MOLLE Panels on front/sides Fully mesh vented back Internal Nylon hood closure Velcro ID panel 2 x Main compression straps Elasticated rim on lid 1 x Grab handle Padded shoulder straps Sternum strap with QR buckle 2 x V-Lock, 1 x D-Lock

srp: **£27.5**0



LAZER PLATFORM

Material: 600D Cordura Size cms: One size fits most Colours: V-Cam, Coyote, Green, Black

Lazer MOLLE Webbing Panels
Velcro ID Panels
Quick Release Buckles
Adjustable Padded Shoulder Straps
Ventex Internals
Front & Rear Armour Compartments
Internal Side Utility Pouches
Removable Side Panels
Rear Cord-Lock Fastener
Z x MOLLE Bungee Retainer

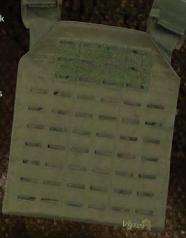
srp: £75.95



Material: 600D Cordura Size: One size fits most Colours: V-Cam, Coyote, Green, Black

Lazer MOLLE Webbing Panels Velcro ID Panels Quick Release Buckles Adjustable Padded Shoulder Straps Padded Ventex Internals Front & Rear Armour Compartments Velcro outlet retainer

srp: £45.00



LAZER WAIST BELT

Material: 600D Cordura Size: Fits up to 52" waist Colours: V-Cam, Coyote, Green, Black

Full Lazer MOLLE exterior Padded Ventex system Interior webbing belt included 4 x D-Ring attachment points

srp: £22.50

LAZER DROP LEG PLATFORM

Material: 600D Cordura Dimensions cms: 22 x 25 x 1 Colours: V-Cam, Coyote, Green, Black

Lazer MOLLE front panel Left or right fitting Elasticated webbing straps Quick release buckle fastening

srp: £18.95











Military1st.co.uk GEAR UP FOR ACTION!











HELIKON £22.50 Brass Roll Pouch

HELIKON **Navtel Pouch**

HELIKON General Purpose Cargo Pouch

£15.50



HELIKON £36.00 Modular Individual Med Kit





Mini Med Kit



HELIKON £12.95 **Pocket Med Insert**



£25.95 **Bandicoot Waist Pack**



HELIKON Raccoon Mk2 Backpack



HELIKON £27.00 **ESE Pouch**



HELIKON £25.95 Possum Waist Pack



£33.00 Cobra (FC38) Tactical Belt



HELIKON £10.95

Tactical Baseball Winter

Cap Shark Skin



FROM £10.95 HELIKON Tactical Baseball Vent Cap



HELIKON £24.95 Camp Kettle



HELIKON Survival Bracelet



HELIKON £10.95 Baseball Foldable Cap



HELIKON Baseball Cap



HELIKON Camp Kettle

£6.45

COLUME 12 ISSUE 11

09 FOREWORD

New laws and regulations lay ahead for airsofters in the UK. Will it affect you?

12-15 GALLERY SPOTLIGHT

A handful of choice images from Snoopy's Snaps are on display in our gallery spotlight this month.

22-23 UP IN SMOKE!

Some new smoke grenades from Enola Gaye and the ASG CZ Bren 805 M4 magwell both land at the Ai HQ.

24-29 THE ULTIMATE AIRSOFT GUIDE

Want to get started in airsoft in 2017? We answer all the questions you were too scared to ask!

32-33 AI INDUSTRY AWARDS

Vote for your favourite hardware and tactical kit from the last year and be in with a chance of winning a gun!

34-35 ADAPT OR GET BORED

Jacob tries out some new sites and finds a refreshing change from the "regular local"

36-38 ACM BAR

The BAR might be one of the stars of Battlefield 1 but you can take to the skirmish field with your own for under £400.

FEATURED!

40-45 GO YOUR OWN WAY

The load out is a personal thing, but how do you know when it's a finished piece? Is there any end?

48-50 NUPROL DELTA AK21

Nuprol's new AK21 stands out amongst the Delta range. Find out more about this unique gun and what inspired it.











HEY, DO YOU SUBSCRIBE?



52-53 SOLDIER SKILLS!

The next instalment in our skills and drills guide to clearing house! Check those corners!

54-55 BATTLE LAKES

Jez checks out ZED Adventures Battle Lakes down in Kent. If you are down south it's not to be missed!

58-59 ELITE ACTION GAMES

S23 checks out Elite Action Games and renews his passion for a simple skirmish day.

62-63 THE NEXT GENERATION

Phil B. checks out incoming tech advances and decides where the future of airsoft is headed.

64 THE SOGFARI MACHETE!

A pay-day treat for the wildman in you. Great for camping or a gift!

66-67 NEW GEAR!

Great new products from Viper Tactical and PTS on show, don't miss out!

70-71 FIRING POINT

The way we play is changing and airsoft is more accessible, are you on board?

82-83 HARDCORE KIT!

Kit reviews for hardcore players; combat poor conditions with some leg gaiters and keep your comms in check!

86 READERS RANT

The old argument... Midcaps vs Highcaps, is one better than the other?

SUBSCRIBE TODAY!

WW.AI-MAG/SUBSCRIBE





AIRSOFT INTERNATIONAL VOLUME 12 ISSUE 11

EUREWORD



PAUL MONAF
PUBLISHING DIRECTOR
paul@ebcon.co.uk
The man that started it all.
He calls the shots behind the scenes.



BEN WEBB
EDITOR
bwebb@ai-mag.com
A fresh face at the wheel, ready to
steer Ai on to the next level.



BEN DICKIE
ART DIRECTOR

designteam@ai-mag.com
The Rambo of
shapes 'n' colours.



S23: GEAR MONKEY STAFF WRITER editorial@ai-mag.com Our answer to The Stig, you can count on our Gear Monkey to be at the cutting edge!



PHIL BUCKNALL STAFF WRITER editorial@ai-mag.com
An experienced airsoft player bringing a selection of practical experience.



JACOB MILLER
STAFF WRITER
editorial@ai-mag.com
Jacob is our youngest contributor but he has
wisdom and insight well beyond his years!



CRAIG ATKIN
ILLUSTRATION
craig_atkin@hotmail.co.uk
With a pen in one hand and a 1911 in the
other, this talented guy has us covered!



SUBSCRIPTIONS

SIGN UP TODAY AND GET AI IN BOTH HARD AND DIGITAL FORMATI CHECK OUT PAGE 88 FOR MORE INFORMATION Order online at: www.ai-mag.com
Or over the phone on: 01773 750005

PUBLISHING

PAUL MONAF: SALES / PUBLISHING DIRECTOR paul@ai-mag.com

SHARON MONAF: ADMINISTRATIVE DIRECTOR sharon@ai-mag.com

DISTRIBUTED BY COMAG

Tavistock road, West Drayton, Middlesex, UB7 7QE Telephone: 01895 433600 / Facsimile: 01895 433605

PRINTED BY THE MAGAZINE PRINTING COMPANY ISSN: 1750-8584



Every effort is made to ensure the accuracy of articles in this magazine, but the publisher accepts no responsibility for any errors contained in material from independent sources or authors. Reproduction in whole or part of any text, photography or illustration in any form without permission from the publisher/editor is strictly prohibited. We welcome articles, photographs or artwork. Airsoft International cannot be held responsible for any loss or damage to unsolicited material. Please enclose a SAE if you wish your material to be returned. Competitions will be judged on the dates specified. No correspondence will be entered into and the judge's decision is final. In the event of the published prize not being available due to circumstances beyond the control of the magazine, a suitable alternative of similar value will be provided.

DISCLAIMER

The publishers of Airsoft International (Ai) magazine do not condone the possession of firearms,

The hobby sport of airsoft skimmishing is conducted at specialist skimmish sites or dubt throughout the work, in controlled conditions where sites riskely politicals are implemented. Airsoft international magazine does not publish articles on real firearms or blank firing weapons. Airsoft regilicas should not be confused with real firearms air rifles on 86 cons. In a conductive with the guidelines bid down by the between Office in the UK concrete neaders may be subject to different band, airsoft regilicas are not to be used or brandished by any individual in threatening manner in public of in any way to cause a preson to fear personal injury. Airsoft regilicas are recommended for use at professionally run skimmish sites, Individuals ignoring this advice will be breaking the law and can expect severe penalties imposed upon

I AM THE LAW!

Welcome to another issue of Airsoft International! 2017 is going along at a hell of a pace and right now as we are closing this issue the big news on the block is an impeding change in the law here in the UK, governing airsoft guns and their power output.

For those not familiar, airsoft guns are regulated as Replica Imitation Firearms or RIFS and as such there aren't any defined power thresholds in UK law. The closest guidelines and regulations govern air rifles which are allowed to fire metal pellets at up to 12ft/lbs or around 1300fps on a .20g BB in airsoft speak. The two worlds simply don't collide as there is no scope for them to overlap, not least because the difference in ammo.

The new bill that is slowly coming into force means that airsoft guns will be have a defined upper power threshold of just over 370fps for a full-auto capable gun and just over 500fps for a single shot gun. An airsoft gun with the capability to fire harder then this may well fall under stricter firearms laws in the future.

At the moment, it's unclear how these limits will be applied to guns with a variable power output like gas or HPA systems, or indeed how it will apply to guns with customisable trigger control systems. It's even unclear how the law will be enforced; it's certainly not likely that the authorities will have the resource to attend airsoft games with a chrono and check player's guns!

In my personal opinion I feel that the limits will most likely have an effect on importers and retailers more than the individual players. It's also important to remember that the limits have been defined as quite some way above that which airsoft sites have self-imposed for quite some time. There's no precedent for sites to up their limits to closer to the new legal limit, which might actually encourage players to flirt perilously close to the line.

If all things run smoothly, there should be a imperceivable impact on the game. As always though it's important to remember that the limits are an upper threshold, not a target. Nobody ever had a better airsoft game because their gun was firing 20fps more than their friends!

The most positive aspect of these new laws is that the airsoft industry including UKARA and UKAPU have been part of the process and through some careful negotiations have made sure that we have had a voice in the proceedings. Until the law is finalised and passed we won't know the true effects and influence it will have but it certainly looks like 2017 is going to be eventful!

See you in the safe zone!





BATTERIES!



FIRE SUPPORT MESSES THE BEST THE BEST MESSES THE BEST MESSES TO BE TO B



BUY ONLINE AT WWW.FIRE-SUPPORT.CO.UK

SHOP ONLINE OR CALL: 01733 247171

All new AEGs from ICS featuring full metal receivers and barrels and electric blowback. Shooting at 320fps out of the box make these your weapon of choice for 2017!



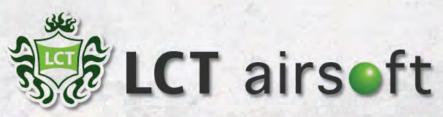


We ship guns to most European countries. Guns sent to Europe are NOT sprayed bright colours.





*All Marui products are sold without Trade Marks



"LCT offer some of the best quality AEGs money can buy, all for outstanding low prices!"

- Airsoft International

NEW DELIVERY JUST IN!



TOP QUALITY AND AMAZING VALUE!

FRAMED!



IAN BELL 🚅

IT'S TIME TO RECOGNISE THOSE HARD-WORKING GIRLS AND GUYS THAT SPEND THEIR TIME WATCHING US GETTING IN THE THICK OF IT IN AN EFFORT TO CAPTURE THE **EXCITEMENT OF AIRSOFT. WITHOUT** PHOTOGRAPHERS TO CATCH US LOOKING LIKE BADASSES. OUR INSTAGRAMS AND FACEBOOKS WOULD **GO UNFURNISHED WITH EPIC ACTION** PHOTOS AND HERE'S THE SPACE TO **RECOGNISE THEIR EFFORTS!**

This month we have the images of Ian Bell, otherwise known as "Snoopy's Snaps" gracing our gallery spotlight pages. Ian spends a lot of time at The Gaol in Oakham, a fantastic CQB site with a vibrant and friendly atmosphere. This vibrance is reflected in his images that capture the in-game action. Make sure you follow the Snoopy's Snaps social media pages for fresh new images every week!

TIME BEHIND LENS:

About 6 years for airsoft and a couple before that doing landscapes

LOCAL SITE:

Matlock Combat Games and The Gaol

FAVORITE GUN:

ASG Evo 3 and my TM VSR!

FAVORITE WAR FILM:

Fury is great. Nothing beats tank warfare!

FIVE THINGS YOU THINK THAT ARE IMPORTANT WHEN IT COMES TO AIRSOFT:

Honour, sportsmanship, fun, safety and a good photographer of course!

- www.snoopys-snaps.com
- Facebook.com/SnoopysSnaps
- Instagram: @Snoopy2010uk































AINEEDS YOU!

YOU'VE SEEN OUR "LOCAL LOADOUT" PAGES BEFORE, IT'S YOUR CHANCE TO HAVE A WHOLE SPREAD DEVOTED TO YOU, YOUR KIT AND YOUR AIRSOFT, AND TO TAKE PART, WE ONLY NEED A COUPLE OF THINGS... A FULL-LENGTH PICTURE OF YOU, BOTH FRONT AND BACK, AND A FEW WORDS ABOUT THE KIT YOU USE.

THE PITURES

We're not expecting masterpieces when it comes to images, unless of course you are a consummate camera man, all we need is a clear, full length shot (with your feet and head in frame) of you, from the front and the back, just like the example pictured here. Don't worry about any fancy photoshopping, our trained monkey does that! He will take time to 'cut' you out of your background, like the example pictured here.

Your image size needs to be as large as possible, so use a dedicated camera if possible. DSLR or Compact camera or mobile, it doesn't really matter as long as you send us the FULL SIZE image, which may be around 5mb in size. Don't worry, our email inbox can take the strain.

Please don't send screen grabs from your phone or tiny images because we just can't use them based on the way digital images are printed.

THE WORDS

We don't need a huge essay from you when it comes to words, it's just a matter of filling in the blanks really, either copy the text from the bottom of the page, or download the document here - http://wp.me/p4Uh1B-7U

SENDING IN

When you have gathered your text and images, the next bit is simple, just attach it to an email and wing it over to us at: editorial@ai-mag.com - Easy!

- Your name
- Your age
- Where you're from
- Your airsoft Team
- Your home Site
- About Me

The 'about me' section should be around 150 words about how you got into airsoft, where you play, your favourite game and who you play with.

UNIFORM/CAMO TOP:

Make/Model/Price/Why you use it...

UNIFORM/CAMO BOTTOM:

Make/Model/Price/Why you use it...

HELMET/HEADWEAR: Make/Model/Price/Why you use it...

Make/Model/Price/Why you use it...

PLATE CARRIER/CHEST RIG:

Make/Model/Price/Why you use it...

BELT RIG/HOLSTER:

Make/Model/Price/Why you use it...

BOOTS:

Make/Model/Price/Why you use it...

ANY EXTRA ACCESSORIES:

Gloves, pads, comms equipment, backpacks, hydration etc... Make/ Model/Price/Why you use it...

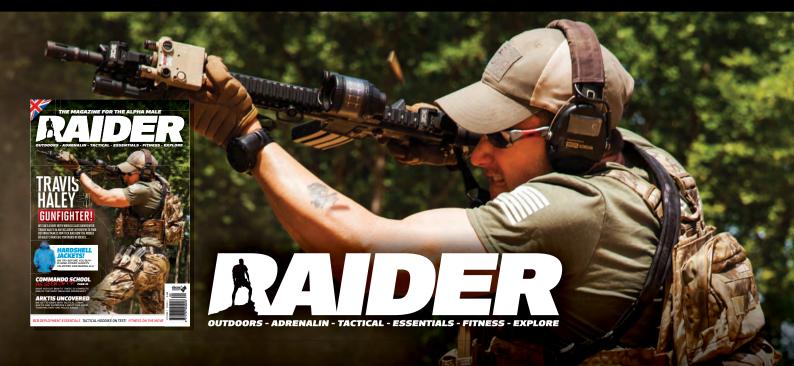
Make/Model/Price/Why you use it...

YOU DON'T HAVE TO USE A PROFESSIONAL CAMERA TO TAKE USABLE IMAGES, ALL YOU NEED IS SOME DECENT LIGHT (HEAD OUTSIDE DURING THE DAY FOR BEST RESULTS) AND A CLEAN BACKGROUND. TRY TO STAND ON A FIRM, FLAT SURFACE, IDEALLY CONCRETE OR SLABS NOT GRASS OR SHRUBBERY AND STAND SQUARE ON TO THE CAMERA WITH THE CAMERA LENS AT CHEST HEIGHT. MAKE SURE YOU DON'T CROP YOUR HEAD, FEET OR ARMS OUT OF THE FRAME AND WATCH OUT FOR BLUR AS THAT WILL REALLY RUIN THE PARTY!

IT'S REALLY AS EASY AS THAT! SO WHAT ARE YOU WAITING FOR? GET CREATIVE AND SHARE IT WITH THE WORLD!









MINI MODULAR PACK

A multifunction load carrier which can be attached to a MOLLE or used independently. Can also serve a civilian with the day to day practicality and features such as convenient sized pouches, bladder holder and general size. Mesh helmet hammock located on front with compression straps for adjustment

Size: 19 ltr (approx)



LAZER GARRISON PACK

- Lazer MOLLE Panels on front/sides
- Fully mesh vented backInternal Nylon hood closure
- 2 x Main compression strapsSternum strap with QR buckle
- Padded shoulder straps
- Elasticated rim on lid
- 1 x Grab handleVelcro ID panel

Size: 35 ltr (approx) Material: 600D Cordura

Colour: Titanium SRP: £27.50



LAZER SHOULDER PACK

A lightweight and conveniently sized shoulder pack, ideal as a travel/grab bag. Its exterior and internal pockets are capable of bearing most personal belongings and padded straps add the comfort factor.

Size: 10 ltr (approx) Material: 600D Cordura Colour: Titanium SRP: £34.95

LAZER RECON PACK

With padded shoulder straps and foam Ventex back panel this makes a comfortable load carrier. The pack can be reduced using the compression straps or added to with the

LAZER MOLLE attachment panels

Size: 35 ltr (approx) Material: 600D

SRP: £45.00













NOW STOCKING A-TACS IX! PLUS HUNDREDS MORE PRODUCTS ONLINE!



- ARC'TERYX WOLF / CROCODILE
- ALL KRYPTEK PATTERNS
- AOR1 / AOR2
- **CRYE MULTICAM**
- A-TACS AU / FG / LE / IX



TEL: 0114 449 0450 WWW.HUEYS.CO.UK



















AVAILABLE IN: MULTICAM AND RANGER GREEN



£79.50

OPS EASY CHEST RIG

RANGER GREEN















AVAILABLE IN BROWN GREY





COBRA WARRIOR BELT





















WOLF GREY GLOVES

























AVAILABLE IN COYOTE AND BLACK









WWW.NUPROL.COM



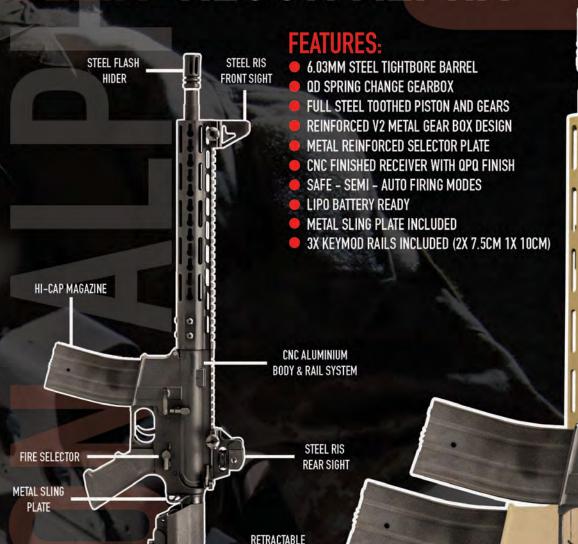








DELTA-RECON ALPHA



RECOMMENDED BATTERY:





SMOKE EM IF YOU GOT EM!





SEND UP MORE SMOKE THAN EVER BEFORE WITH THE NEW MIL-X GRENADES FROM ENOLA GAYE

£20.00

ENOLAGAYE.COM

MIL-X TRAINING GRENADE PREVIEW

3RD LIGHT, THE PARENT COMPANY BEHIND THE WELL-KNOWN ENOLA GAYE BRAND HAVE DEVELOPED A MIL-SPEC SMOKE GRENADE THAT BLOWS EVERYTHING ELSE ON THE MARKET AWAY. WITH A HIGHER OUTPUT AND INSTANTANEOUS COVERAGE, THE MIL-X GRENADE IS NOT

ENOLA GAYE MIL-X SMOKE GRENADE

Developed primarily as a military and law enforcement product, the Mil-X smoke grenade from 3rd Light goes beyond the capabilities of every other smoke grenade on the market and has only been available for professional users but it will soon be available for airsoft and training purposes in the UK.

With a massive output that dwarfs other smokes, the Mil-X burns for just over a minute on average but produces a dense cloud that is thicker and heavier than smaller smokes, technical data on the grenades mark it at 80% and it hangs around in still conditions for long after the burn time is over. Major plusses for the Mil-X smoke is that it burns cooler than other models meaning less flare-ups and flames when used in undergrowth, which is a massive safety benefit. The casing also stays intact and debris can be easily cleared from the area after use.

The Mil-X smoke casing is made from lightweight plastic and uses a fly-off lever design much like a real grenade. The pin is pulled and the smoke doesn't detonate until the fly-off lever is released so with a firm grip you can ensure you deploy it in precisely the

right place, once the lever is released an fuse of around 2 seconds burns before the smoke emissions reach full strength. Mil-X smokes are available in blue, green, red, purple, white and a very interesting black colouration making them great for marking or concealment in all environments, even simulating burning/fires.

With a projected retail price of around £20, it's unlikely these single-use smokes will suit the budget for regular skirmish play but for scenario games or Mil-Sim set-pieces, they will add a new dimension to smoke-coverage and special effects, we can imagine they will be most popular with those looking to add a new dimension to their games. Enola Gaye smokes have already been used in a large amount of movie and photographic projects and the Mil-X smoke could be just the device to give you the desired large-scale effect you need.

MIL-X SMOKE GRENADES PLEASE CONTACT YOUR NEAREST ENOLA GAYE DEALER IN 2017.





FOUR STEPS MAGWELL CONVERTER 'TO M4'



MAKE YOUR CZ BREN 805 BETTER THAN EVER WITH A SIMPLE MAGAZINE ADAPTOR

£20.00

FIRE-SUPPORT.CO.UK

ASG BREN CZ 805 MAGWELL ADAPTER

MAGAZINE WELL CONVERTER HAS ARRIVED AND IT OPENS UP THE GUN MORE USERS. IT'S A DEAD EASY PART TO FIT AND AT AROUND £20, FAI

CHEAPER THAN BUYING A WHOLE NEW SELECTION OF MAGAZINES IF YOU. LIKE MANY AIRSOFT PLAYERS. ALREADY OWN SOME M4 MAGS.

ASG MAGWEL

The ASG CZ 805 BREN is a fantastic AEG with some outstanding build quality and great performance that was in danger of being overlooked due to a lack of mid-cap magazines to fit the proprietary mag well.

It's a solid performer and even though it doesn't contain the electronic wizardry of the smaller CZ Evo 3 A1, that's no reason to overlook it as a real workhorse. In standard guise, the 805 uses it's own polymer magazine that is a large, bulky affair compared to other 5.56mm style magazines and finding pouches to carry them is a little difficult, not to mention expensive if you have to buy a whole new load out. This is without mentioning that there is a slight restriction on what magazines are actually available... There are currently only hi-cap type 805 magazines available and no others are in production. Some users did manage to circumnavigate the problem and found that certain HK G36 style mid-caps would fit but that only solves the hi-cap issue, G36 mags are also notoriously bulky and awkward to carry.

The real mil-spec 805 actually uses a magazine well conversion that allows it to feed from standard "STANAG" type M4/M16 magazines. Thankfully, A5 have followed suit and produced an adaptor magazine well to allow the AEG to do the same. When fitted, this gives you the option of using the M4 AEG magazines you most likely already have. You loose about 4 or 5 BBs in the feed track but that's a small price to pay! What's more the adaptor is available separately to retrofit to the standard 805 A1 model and comes as standard on the new 805 A2 Mil-Spec model.



Remove the front takedown pin, you can usually do this by hand.



Push out the smaller retainer pin, this might require a pin-punch or pliers.



Pull the existing mag well off of the receiver directly downwards.



Simply slide the new mag well into place and replace both pins.

GETTING STARTED PART 2

THE ULTIMATE AIRSOFT AIRSOFT COLUMN TO THE ULTIMATE AIRSOFT CO

GETTING STARTED IN AIRSOFT CAN BE CONFUSING, THERE'S A LOT OF TECHNICAL JARGON, COMPLEX TERMS AND PHRASES THAT PEOPLE THROW AROUND AND THINGS CAN MOVE SO FAST IT CAN BE HARD TO GET A CHANCE TO ASK THE MOST BASIC QUESTIONS. FEAR NOT THOUGH, OVER THE NEXT 5 ISSUES WE WILL BE PUSHING YOU THROUGH THE "ULTIMATE AIRSOFT GUIDE". WHEN YOU COME OUT THE OTHER END. YOU'LL KNOW EVERYTHING YOU NEED TO KNOW!

Welcome to the most comprehensive Airsoft Guide in the world! If you're here, we're guessing it's because you want to find out more about airsoft. You have probably watched a dozen YouTube videos, maybe you have spent hours on airsoft forums or you have been nagging your airsoft friends for the past few weeks. Either way, you're ready to pull the trigger and jump into this exciting new hobby that you can't stop obsessing about. You are finally ready to buy your first airsoft gun and gear up!

Does this sound anything like you? It's exactly how most people felt when they first discovered the wonderful and exciting world of airsoft. You can actually play Call Of Duty or Battlefield in real life? Are you joking? Where do I sign up?!

Unless you want to repeat the same mistakes we made and spend way too much money on bad airsoft gear, you need to read every word in this comprehensive guide. In an effort to save you a lot of time and money we have compiled everything you need to know about airsoft over the next 6 months.

Last month we looked at the history of airsoft, how it began and why, then we moved on to the different power-sources you can find within airsoft guns and how they shoot their ammo. This month we are going one step further into different gun types and looking at the different styles of gun available and

how they relate to their real-world counterparts. Without further ado, let's take an in-depth look at Rifles, SMGs, Pistols, Snipers, Shotguns and the pros and cons of each in airsoft.

Different gun classes have different, unique purposes on the battlefield. In this section, we'll take a detailed look at each of the five major airsoft gun classes, their unique traits, advantages, disadvantages and specific roles.

We'd like to preface this with a disclaimer about general airsoft gun performance. Contrary to real firearms, in airsoft, gun performance between gun classes can be surprisingly similar.

- 1: Real life SMGs are fundamentally different to real life assault rifles. In airsoft they are almost the same in terms of spec. A battery is a battery and while the inner mechanics of airsoft guns do have slight differences, the overall power systems, and thus output, are the same.
- 2: Unmodified sniper rifles have longer barrels, but their range and accuracy are only marginally superior to a run-off-the-mill airsoft rifle.

 Sniper rifles shine once customised (also one of the reasons they are NOT recommended for beginners). Keeping that in mind, let's get right into the thick of it...

ASSAULT RIFLES

Modelled after their real life counterpart, such as the M4/M16s, AKs, AUGs, FA-MAS and others, these beauties are semi and/or fully automatic airsoft guns with moderate range and accuracy. They can be spring, gas, electric or HPA, with AEG's being the most commonplace at the time being.

Most airsoft beginners should start out with a simple assault rifle and make it their primary weapon, it should be their first and most important purchase.

Sniper rifles are generally reserved for more experienced players, pistols are commonly pure sidearms and shotguns...well, let's just be polite and say they are situational.

Because of this, and with good reason, assault rifles are the most common and versatile gun type you'll find in use.











→ PURPOSE

Airsoft assault rifles are versatile and useful in almost every "combat" situation you will face. Their reasonably high rate of fire and accuracy make them extremely effective in both medium and close ranges. Airsoft rifles are your bread and butter.

→ POSITIVES

You can't go far wrong with a wellmaintained, sturdy AEG or HPA rifle.

✓ AFFORDABLE

Although higher-end rifles and customisation can quickly inflate the price tag, as a beginner, you can find a good example of a versatile assault rifle for as little as £120.

✓ COMPETITIVE ROF

Most airsoft assault rifles can achieve a sensible and useable rate of fire of around 12-15 rounds per second. Airsoft isn't about shooting your opponents into painful submission but having a competitive rate of fire will prevent you from being outgunned. Depending on your style of play, some rifles can be tuned to shoot up to 50RPS.

✓ HIGH MAGAZINE CAPACITY

High-cap AEG magazines can carry up to 500 BBs. Buy two or three backup mags and you're Rambo incarnate but even with just one in your gun you are set to enjoy your first few games without needing to buy anything extra.

✓ VERSATILE

Although accuracy drops off severely at over long range, most assault rifles are comfortably accurate over your average engagement range. there's no need to feel intimidated and outgunned by others on the field.

✓ AVAILABLE

Everybody and their brother wants a rad M4 or a gritty Ak47. All the big boys in airsoft manufacture airsoft rifles and modification parts. You'll never have to worry about hunting down a specific part for your rifle.

→ NEGATIVES

× JACK OF ALL TRADES

The airsoft Assault rifle is a "jack of all trades and master of none" which simply means that it'll do a decent job of almost everything but won't excel in more specific situations... That's why we all like to have a heap of different guns!

→ CONCLUSION

Buy. Buy now. there's no two ways about it, you will find yourself needing an assault rifle at some point and they are the best way to get involved in airsoft and give yourself a fair and even impression of the game without being outgunned by the rest of the field.

025

→ PURPOSE

We already established that barrel length (within reason) has a minimal influence on performance potential. The physical size of the whole gun is the other variable.

Airsoft is inherently Close Quarters Combat only. Most engagements happen at what would be considered VERY close range in the real world. Because of this, generally the smaller the gun, the better. If you are working in a tight interior space a shorter gun will generally be far easier to use and an SMG is ideal. That is where the great airsoft paradox lies... An SMG is ideal and it offers all the benefits of a larger gun but with none of the cumbersome drawbacks but that doesn't mean we don't all want a massive, impressive gun to blast away with... In all sensibility though, SMGs share the same purpose as a regular airsoft rifle.

→ POSITIVES

✓ ALL OF THE ABOVE

There's no way of getting around it, most SMGs share all the same common positive attributes as their assault rifle replica brethren.

✓ COMPACT

Deja vu anybody? It's true, SMGs are smaller, shorter. It allows for a more flexible play style.

→ NEGATIVES

X THEY AIN'T BIG.

It sound utterly ridiculous but for all the practicality a small SMG brings the thing it has going against it is that it isn't big... That is enough in many cases to make them less appealing. Practicality also says that things like battery space might also prove to be an issue further down the line.



→ CONCLUSION

If you're into SMGs, go right ahead. A P90 primary is just as effective as an AK47, maybe not when it comes to massaging your own ego, but when it comes to getting BBs fired you are at no distinct disadvantage at all.

UBMACHINE G

An airsoft SMG is any airsoft gun that is inspired by firearms such as the MP5, MP7, P90's. Uzi and so on... They are usually smaller, more compact versions of a regular airsoft rifle as they share almost all characteristics with their big brothers.

The best way to make it clear why airsoft SMGs are mostly the same with airsoft assault rifles, is to compare their real life counterparts and check if the same applies to airsoft. Real SMGs use pistol caliber ammunition, assault rifles fire bigger rifle cartridges. Airsoft SMGs and rifles fire the same ammo - BBs.

Real SMGs effective range is up to 200yds, an assault rifle's range is up to 400yds. Airsoft rifles and SMG's mostly share the same range, between 80 and 100yds.

Real SMGs have shorter barrels, assault rifles have longer barrels. This makes a huge difference accuracy at long range. Their airsoft counterparts have the same accuracy drop-off points.

Real SMGs are much lighter, more compact while assault rifles are heavier and are not as manoeuvrable. In airsoft, there is no weight correlation. Airsoft SMG's remain more compact.

Airsoft SMGs and assault rifles often share the exact same inner workings. The internal parts are what make the gun work, not how it looks from the outside. Size and barrel length are the biggest differences between the two.

In airsoft, barrel length has very little impact on accuracy and range until you start getting into some rather complicated tuning situations. An average SMG with a 225mm barrel has the same potential for performance as an AK47 with a 420mm barrel. The only thing that matters is the quality of the components and if the gun has been tuned sensibly.







PISTOLS

If you are budget constricted, pistols are not a strictly necessary purchase. Though they will often save you in tricky situations, pistols will (for the most) remain a secondary. In conventional outdoor battlefields, airsoft pistols are secondary handguns used only when your primary is out of ammo. While their muzzle velocity is similar to rifles and SMGs, generally their rate of fire and ammo capacity is their real drawback. Some of the most popular pistol replicas include Colt 1911s, USPs, Sig Sauers, Desert Eagles, Glocks as well as the praised Tokyo Marui's Original 5.1. With most gas pistols you do get an exciting and realistic experience and more recently we have started to see a mind blowing amount of custom parts and accessories to tweak your chosen gun to your liking. Accessories like holsters and magazine holders are also worth considering to allow you to get the best out of a handgun especially when used in conjunction with another rifle.









→ PURPOSE

You'd think that with those awesome 450 BB "High Capacity" assault rifle mags, you are never going to run out of ammo yet the fact remains it still happens and pulling out your trusted sidearm will always be faster than a reload. Most airsoft players will have a story about their trusty sidearm coming in handy in a tight spot, running out of ammo, a malfunction or similar.

There is nothing quite as fast, reliable and compact as a pistol sidearm. Additionally, sidearms are heavily used in close quarter combat where long rifle barrels can prove both cumbersome and often reveal your position. A pistol's small size and manoeuvrability makes it very advantageous in tight spaces.

Many well seasoned airsoft players will even be brave enough to take nothing but a pistol (as their primary weapon) and a few magazines, to maximise the potential for stealth and sneakiness, changing their game entirely.

→ POSITIVES

✓ VERY AFFORDABLE

You can easily pick up a solid and reliable pistol replica for less than £100 brand new and this will perform well enough to use in game for years to come.

✓ COMPACT

Yes, shotguns make for awesome secondaries, but they don't come close to the ease of use of an airsoft handgun.

✓ BADASS

Whipping your pistol out of its holster and getting that double-tap kill is undeniably awesome. Pistols also allow for a realistic blowback experience and handle very similarly to their real counterparts.

→ NEGATIVES

X LOW RATE OF FIRE

With the exception Automatic Electric Pistols (AEPs) that are restricted by small batteries and a sluggish trigger response, teamed with low-power output, most airsoft pistols are semi-automatic and fire only as fast as you can pull the trigger. A couple of full-auto gas blowback examples exist, but they are not that common.

× LOW MAGAZINE CAPACITY

Even high capacity gas blowback pistols only hold about 60 BBs per magazine and the magazines themselves ca be very expensive.

× HIGH MAINTENANCE

Unless you get lucky, gas pistols can be finicky and hard to keep running perfectly, especially if cold.

→ CONCLUSION

You can't really go wrong with acquiring an airsoft pistol as a your secondary. You'll somehow survive without one, but do you really want to miss out on one of the coolest aspects of airsoft replicas?

→ PURPOSE

The only purpose a sniper rifle should have is accuracy at long range. It's easy to prioritise their muzzle velocity output but accuracy should come first before outright power... After all, power is nothing without control!

Long term players that use sniper rifles are a rare occurrence. Instead of spending your games in the mix with your mates you'll be on the outskirts of the game, silent, unseen and probably on your own. You opponents probably won't even see you and it can be a very frustrating game to play.

→ POSITIVES

There is nothing that comes close to the range and consistency of a well built sniper rifle. You can expect to make hits at up to 100m in some cases.

✓ YOU'RE A FRIGGIN' SNIPER!

Hunting down your prey beneath your immaculately crafted ghillie watching every leaf through your scope, just waiting for the right moment to pull the trigger as the apex predator you are. You are a god among men.

→ NEGATIVES

XYOU'RE A BORING SNIPER

While your friends are running around and having fun, you're laying on the ground in your sweaty ghillie waiting for an opponent to walk into your crosshair, trying not to get distracted by ants crawling up your pant leg.



→ CONCLUSION

Please make sure vou're 100% confident in your choice to play a sniper role.

If you're convinced that sniping is what you want to do, if you have the time, willingness and money - go straight ahead and dive into the world of airsoft snipers but don't say we didn't warn you about how frustrating it can be.



better in quality. Bolt Action sniper rifles are mostly spring and gas powered, but electric sniper rifles are sold as well, often used as Designated Marksmen's Rifles with a slightly lower power threshold. Many sites discourage the use of high powered DMRs because if used irresponsibly, they are essentially just a way to use a hot AEG. If you want to outshoot your AEG-wielding opponents, you'll usually have to spend A LOT on your rifle and a lot of time and patience honing your game and using your patience. There really isn't a compromise.









SHOTGUNS

Ah, shotguns. They are something special, aren't they? First, forget everything you know about shotguns (except that you'll look like a boss if you own one), airsoft shotguns unfortunately have little to do with their real life cousins.

Where real shotguns shoot shells are filled with dozens of pellets, ordinary airsoft shotguns shoot good ol' BBs. Fortunately, manufacturers have found a way to mimic real shotguns, at least to some extent.

Several forms of airsoft shotguns exist. Single and tri-burst are the most popular. Single shot shotguns shoot one bb a time, while tri-shot shotguns shoot a burst of 3 BBs, in a triangle formation. Recently some gas shotguns that have hit the market give you a blast of up to 6 BBs at once and there are some available that fire up to 12 but without any hop-up effect, leaving you with a very short effective range.

Shotguns are inherently single-shot guns.
You have to pump or cock your shotgun before every shot. That's just their nature. Due to this, there are both spring and gas powered shotguns available for sale.

Unlike many other guns a spring is very much appreciated in shotguns. It keeps the price of the gun down and make them inherently very reliable. Gas shotguns on the other hand are renowned for being prone to leaks and generally breaking, even the expensive Tokyo Marui ones.



→ PURPOSE

"Shotguns... What, like guns that fire shots?" That's right, guns that fire shots... When used cleverly, airsoft shotguns can be used as both a primary and a secondary weapon, although they are not exactly the best at dishing out primary weapon firepower, when you compare them to assault rifles and submachine gun rates of fire. They're also usually a lot bigger and cumbersome than your average secondary weapon and often need a manual 'pump' before engaging.

In certain games their reliability and simplicity really shines and in others, their flaws will be quickly highlighted but if you adapt your tactics, play style and expectations accordingly, you can have a lot of fun with a shotgun.

→ POSITIVES

✓ VERY AFFORDABLE

You can pick up an awesome tri-shot spring powered shotgun for less than £60 and immediately start clearing buildings and rooms with it.

✓ FUN

Storming rooms like a maniac is quite a breather from regular, strategic and sometimes slow-paced airsoft gameplay. It's a friggin' shotgun, do I need to say more?

✓ RESPONSIVE

Both gas and spring powered airsoft weapons fire immediately after you pull the trigger.

✓ SIMPLE

If you opt for a spring shotgun, you'll never have to worry about batteries, gas or any other AEG and GBB related problems that might arise. No battery, no gas, no headaches.

→ NEGATIVES

× INEFFECTIVE

Unless you can surprise your opponent and shoot first, you stand no chance. In outdoor play especially, shotguns will easily be outshot AEGs.

X FRAGILE

Cheap shotguns are generally all plastic and are easily broken accidentally. Don't expect them to last for an eternity and don't expect parts to be available for them readily.

→ CONCLUSION

Shotguns are GREAT fun when used in the right situation and you can't beat the simplicity of a solid springer. You can blast away no matter what the weather as long as you have BBs in hand. The trade off is that you won't win in a straight up firefight with an AEG and you'll have to be clever with it, learn to avoid those situations like the plague!

Shotguns are cheap and well worth having as a back-up if everything else goes wrong though!









BOCCA RAIL SYSTEMS ARE A WIDE RANGE OF HIGH QUALITY RAIL SYSTEMS FOR AIRSOFT REPLICAS.

NUPROL ARE GIVING PLAYERS THE OPPORTUNITY TO BE ABLE TO HAVE THE RAIL SYSTEM OF THEIR CHOICE. IN A COLOUR OF THEIR CHOOSING WITH ALL THE CORRECT MOUNTING TOOLS AND PIECES FOR BOTH AEG AND GBB.





MANUFACTURING PROCESS.

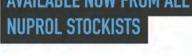
SERIES ONE



AVAILABLE NOW FROM ALL NUPROL STOCKISTS

SERIES TWO





SERIES THREE





EVERYTHING REQUIRED FOR MOUNTING INCLUDED

RAILS ARE SUPPLIED WITH TWO STEEL BARREL NUTS TO ENSURECOMPATIBILITY WITH AEG AND GAS BLOW BACK RIFLES.

DOMINATE THE FIELD

BOCCA SUPPRESSORS ARE A HIGH QUALITY LINE OF AIRSOFT MOCK SUPPRESSORS DESIGNED TO BE THE BEST QUALITY FOR THE BEST PRICE.

CONSTRUCTED FROM HIGH QUALITY ALLOY COMPLETE WITH FOAM INSERTS TO DAMPEN THE MUZZLE SOUND.







BOA MODEL S BLACK/BRONZE







COBRA MODEL





BLACK/TAN









WWW.NUPROL.COM



WELCOME ONCE MORE TO THE NOMINATION PHASE OF THE PRESTIGIOUS AI INDUSTRY AWARDS, THE TIME OF YEAR THAT YOU CAN USE TO GIVE RECOGNITION AND THANKS TO YOUR FAVOURITE RETAILERS. TECHNICIANS. MANUFACTURERS AND AIRSOFT SITES... SO GET INVOLVED AND GET VOTING!

ONE OF THREE RIFLES BY ASG!

ASG DEVIL SPR 14.5" KEYMOD

Introducing the DEVIL series AEG. This new Proline airsoft gun is a breath of fresh air in the crowd of conventional looking M4s flooding the ranges.

Many subtle design details sets the DEVIL AEGs apart from a standard M4. The sturdy upper receiver displays an angular shape providing a more modern look. The sleek ergonomic pistol grip has a palm swell and a textured surface for better grip.

Internally is where the DEVIL series, really stands out. MIM gears running in 8mm bearings, metal cylinder and piston head. A piston with metal teeth and a quick-change spring guide w. bearing, that accessible by

easily removing the stock tube. Finished off with low-resistance silver wiring for optimised conductivity to ensure the DEVIL series delivers one HELL of an experience.

ASG ARMALITE LIGHT TACTICAL CARBINE

Introducing a new series of great valued airsoft guns with authentic Armalite markings, and in a variety of configurations to provide the players with more options in regard to looks and functionality. Each rifle comes with a Mosfet unit installed in the stock. Due to the much lower electrical resistance in a Mosfet, it delivers a faster trigger response, higher Rate of Fire and elimination of switch burnouts.

This is the light tactical carbine is built for speed, featuring a slim modern receiver in fiber-reinforced nylon and light-weight front-end with KeyMod.

ASG ARMALITE ARMS SIR

A Proline Armalite M4 with the massive looking yet remarkable lightweight S.I.R. system fully licensed by A.R.M.S. Made famous by US special forces, the S.I.R. system was one of the very first free float rail systems that allows a customised set-up of tactical accessories.

On this Airsoft gun the SIR (Selective Integrated Rail) allows super easy access to the battery compartment in the front.

THE CATEGORIES...

The following categories are all eligible for nominations. The nominees with most votes will receive a coveted Ai Industry Award and the runners up will bag a "Highly Commended" award! You can nominate in as many fields as you like, so don't feel forced to make a selection if you don't feel strongly enough about it!

SHOP RETAILER OF THE YEAR

Shop Retailer of the Year gives you, the readers, the chance to nominate your favourite walk-in store. Which physical premises is your favourite place to visit?

ONLINE RETAILER OF THE YEAR

Online Retailer of the Year is the award tailored for the web-based store that gives you the most. We are talking stock, information and ease of ordering, along with reliability and dependability. With online retail playing a bigger and bigger part in the overall experience, this is as important as it has ever been!

TECHNICIAN SERVICE OF THE YEAR

Technician Service of the year is intended to recognise those brave souls that will fearlessly dive into a tussle with any troublesome gearbox or leaky gas magazine. Who do you trust the most? With the rise of social networking making it easy for the little guys to get their name out, we are expecting some new names to appear in this category!

CUSTOMER SERVICE RETAILER OF THE YEAR

Customer Service Retailer of the Year is all about giving thanks to those stores that go above and beyond the call of duty to get you what you want, when you need it. We'll make no bones about it, the retail industry has never been so crowded so this is where a retailer can really make ground on the competition!

WOODLAND SITE OF THE YEAR

Here in the UK we have a great selection of sites and premises to play on. This is where you will get to nominate your favourite outdoor site, be it an quarry or a wooded area tell us where you spend your weekends!

CQB SITE OF THE YEAR

We have been treated to a couple of purpose-built indoor CQB facilities in recent months and it'll be interesting to see how these sites fare up against the established specialist CQB sites dotted around the UK.

WEEKEND EVENT OF THE YEAR

Whilst "Sunday Skirmishes" might be the bread and butter of airsoft, one thing we all look forward to is a good weekender, who hosted your favourite weekender or Mil-Sim event this year?

AIRSOFT WEAPON Manufacturer of the year aeg

Most users settle for the reliability and consistency of an AEG to give them a fighting chance on the field and we are fortunate enough to have a huge number of quality brands to choose from, many now pushing high-tech electronics. Which one is your favourite?

AIRSOFT WEAPON MANUFACTURER OF THE YEAR GBBR

We've witnessed gas guns becoming more and more popular over the last couple of years and more players making them their primary armament. Who do you feel makes the best?

AIRSOFT WEAPON Manufacturer of the year HPA

Try as we might, it's impossible to resist the fact that HPA guns have undergone a resurgence. If you don't mind attaching a hose and tank to your gun, let us know who you think makes the best!

AIRSOFT WEAPON MANUFACTURER OF THE YEAR SPRING

Single action spring weapons don't get a great share of the action these days. If you are still getting the job done with a springer, who makes the best one?

AIRSOFT WEAPON MANUFACTURER OF THE YEAR PISTOL

Most players own a pistol, and most players rely on gas, but there are options out there. Which brand is your choice this year?

AIRSOFT WEAPON MANUFACTURER OF THE YEAR INTERNALS

Which third party manufacturer makes the best aftermarket parts and components to repair and upgrade your guns internally?

AIRSOFT WEAPON MANUFACTURER OF THE YEAR EXTERNALS

Which third party manufacturer makes the best aftermarket parts and components to repair and upgrade your guns externally?

AIRSOFT WEAPON Manufacturer of the Year Grenades and Launchers

A spate of new blank firing grenades have hit the market this year. Will these knock gas-powered versions from their throne?

MOST INNOVATIVE AIRSOFT WEAPON MANUFACTURER

Every so often we get treated to a spate of new tech and goodies, usually in small increments. What do you think has mad the most difference this year, be it in terms of BFGs or maybe even just advances in battery tech?

INDIVIDUAL PRODUCT CATEGORIES

- Bolt-On Weapon Accessory Of The Year.
- Gear Manufacturer Of The Year Clothing.
- Gear Manufacturer Of The Year Head Gear.
- Gear Manufacturer Of The Year Gloves.
- Gear Manufacturer Of The Year Plate Carriers.
- \blacksquare Gear Manufacturer Of The Year Chest Rigs.
- Gear Manufacturer Of The Year Holsters.
- Gear Manufacturer Of The Year Pads.Gear Manufacturer Of The Year Boots.
- Tactical Gear Accessory Of The Year.
- Protective Eyewear Manufacturer Of The Year.
- Most Innovative Tactical Gear Manufacturer Of The Year.

SPECIAL CONTRIBUTION TO AIRSOFT AWARD

- Best Online Community/Forum.
- Best News Blog/Website/Facebook Page.

AIDCALT

MAKE YOUR 2017 NOMINATION COUNT ONLINE RIGHT NOW!

To have your say and make your nominations for the Ai Industry Awards, head over to Ai-Mag.com/IA2015 where you will be able to fill out as many of the categories as you wish. We'll also ask for a few details from you so you can be entered in to the prize draw. If you are randomly selected as the winner, you will be the lucky recipient of a special one-off Ai Custom Rifle!

www.ai-mag.com/IA2017

MAKE YOUR NOMINATIONS BEFORE MIDNIGHT 28th FEBRUARY 2017!

BY JACOB MILLER

I RECKON THAT ALMOST **EVERY AIRSOFTER OUT** THERE. THE WORLD OVER. HAS SOME FORM OF 'HOME' SITE. MAYBE IT'S THE SITE WHERE YOU PLAYED YOUR FIRST EVER GAME: OR A SITE YOU DISCOVERED AFTER YOU HAD STARTED, BUT KEPT COMING BACK FOR EVERY **GAME THEY RAN...**

Wherever it is, and however you discovered it, it's there. It's the site you know inside-out, where you can rock up at the last minute having only decided the night before that you fancied a game; where you're a regular face and know all the usual players and the marshal team. It's a site where, above all, you enjoy the game and feel comfortable playing. Some only play at this home site, rarely, if ever, venturing outside its boundaries to travel to other game zones run by other people. Some, even though they have their home site that will forever retain a special place in the airsoft-devoted parts of their heart, choose to travel and play at different sites offering different types of AO's (often involving a lot of long-distance travel!). I'm one of the latter, although I understand the reasoning of the home birds amongst you.

When I first starting 'softing, I played for my first year or so almost exclusively at one site. I enjoyed it, and became friendly with players and marshals at the venue over the time I attended. When that company opened a second site, I played there regularly too and enjoyed it... However, their first game zone was still (and perhaps still is, even now) very much my home site.

As things happened and situations changed, various factors meant that I didn't play at either of those sites for about a year. During that time I instead had to play at several different sites but I believe it's made me a far better Airsofter by doing so.

Not everyone thinks like that, though, our very own Phil B, one of the most experienced players I know of in the UK, has played at his home site regularly for 20 of the 25 years he's been playing! When I was mulling over my topic choice for this month, I asked Phil why he'd continued to play at one site for so long. After some discussion, it appeared to boil down to two factors: the people and (somewhat obviously) the quality of the site.

In the world of business, it's often said "people buy from people". This (albeit somewhat cheesy) soundbite is easily applicable to the airsoft world: people will go, and return, to a site which has good people- both marshals and players. In a comparatively small and relatively speaking tight-knit community like airsoft, no site or

company will (well, should) survive for long if word gets around that they have staff with a surly demeanour, who don't run the day with players in mind, or are poorly organised. I've been to sites like this myself- and I've certainly not been back!

Similarly, if a site has a group of regular players who are unpleasant to any 'outsiders' coming for the day, then after a while new players will stop coming, the player pool for the site will stagnate, and it won't be able to thrive and expand.

However; let us focus on the positive for a while. I don't like writing about doom and gloom all the time! Playing only at a home site, you become friends with players and marshals alike - Phil said himself that he's built many life-long friendships over the two decades playing at his local! There's no doubt in my mind that airsoft, like chocolate (supposedly...) is better enjoyed with friends, so forming relationships with other local players can make Airsofting an opportunity not just to enjoy your favourite hobby, but also to catch up with mates after the busy working week.

Similarly, you could have all the friends in the world but a poor site is a poor site. If your home site games are run efficiently, are enjoyable and make for good play; then is it necessary to 'rock the boat' and try something new which may well not be as good? For some, it just isn't!





I'M OF A SLIGHTLY DIFFERENT PERSUASION

When I ventured back to my home site at the end of November last year, for the first time in around 12 months, I quickly noticed that I was playing at a markedly better level than when I had last been there. I say that not to blow my own trumpet; but instead to show exactly why I think it's better to play at different sites rather than staying in one place all the time.

When I was playing only at one site, I fell into something of a 'dwam'. For those of you who are struggling to penetrate the Glaswegian dialect of the previous sentence; I 'lost my edge'. As a result of only playing at one site, I was doing the same things from the same positions game after game, and it was preventing me from becoming a better player. Rather than learning new ways of being fast, aggressive or sneaky, and improving my level of play overall, I was not advancing to become a stronger player.

When I started playing at new sites, and different types of sites, I was forced to learn new skills, in order to be able to play there to a high standard. Over time, playing a mixture of CQB, woodland and OBUA/ FIBUA sites, I learned many more different aspects of play; and as such I'm now able to apply aspects of all those differing techniques at any site.

As well as becoming a more versatile player; playing at different sites gives you the opportunity to travel, seeing different places and meet new people. Over the coming months, I have more long-distance Airsoft



trips planned than I ever have before. I have plans to play at various sites across the UKincluding the Ai500; more Stirling Airsoft operations, as well as simple walk-on days further away from home. These trips will give me the chance to play at sites I never ordinarily would have before, and give me the chance to meet new people and form new friendships. One of the many joys of airsoft is, whenever you're at a site, you immediately share at least one common interest with every single other person there... It couldn't be easier to start a discussion with others around you!

Certainly, one factor which does make travelling to sites further away harder to justify is the cost element. Travelling can become expensive, no doubt. However, let's take an objective look at it: for example, how many times can you be absolutely sure that the kills you've got in an airsoft game been as a direct result of the five or seven meters extra range you got when you installed a £40 tight bore into your gun? How many times did three of your guns break in one day, so you had to use the fourth one you'd bought as your main gun's backup gun's backup's backup? The high probability is that those incidents could be counted on the fingers on one of your hands. Therefore, does it seem entirely sensible to pile what may be ultimately needless investment into new kit when that money could be spent travelling to new places, to have new experiences at different sites?

That's a question you've ultimately got to answer for yourself, I know where I stand.







BATTLEFIELD CLASSICS THE ACM BR



Taking hold of the BAR is a unique experience and certainly very alien if you are used to the ergonomics of modern weapons and the techniques employed when firing them. The problem is based on the fact that the role of the gun isn't immediately clear. For a start it's massively long, in fact all the proportions of the gun are expanded or a little weird, especially the rifle stock style grip. There really isn't a specific place to grip the gun and the trigger feels like it's just a little far out of reach. We can imagine that if the kick of the .30-06 round had to be contended with it would be a pig to fire, especially when shouldering it up like a traditional rifle.

From an airsoft gun perspective though, the BAR is free to excel as it was originally intended, walking forward, firing from the hip and mowing down the undergrowth. The 20 round capacity magazines are nothing to worry about, the gun comes equipped with a wind-up high capacity magazine that lets you plug in and let rip with plenty of extended bursts of automatic fire. Firing in this position, the ergonomics almost make sense and it's all fun and games until the magazine runs out!

There aren't many versions of the BAR in airsoft form, in fact the only other is the VFC take on it; their magnificent rendition of the venerable shooter costs £1200 for the basic gun, a further £235 for the carry handle and bipod and an eye-watering £50 per additional

magazine and that's if you can even get your hands on one since they are something of a rarity. This Chinese-made clone comes in at a comparatively paltry £380, inclusive of the bipod and carry handle so it's literally a fraction of the price, plus it's actually available to buy!

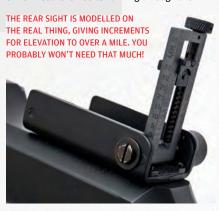
→ EXTERNALS

The dark grey receiver of the BAR looks good and the finely ridged machine marks on the large metal barrel give a solid, robust look. The contrasting wood sets the whole thing off nicely... Except wait... It's... not... wood... They are plastic. Of course this should have be given away immediately by the presence of hex-head allen bolts running through the

fore stock, but the finish of the plastic does a good job of deceiving the eyes. Unless you are a complete purist the presence of such things isn't likely to break the deal of the promise of a BAR for £380 but it's one of the most obvious areas that costs have been saved. The plastic is a decent example and you can't write it off as a corner cut by the manufacturer, more of a "value option" to meet a pricepoint. Since the ACM BAR was initially released an aftermarket wood kit has been made available although it's not the sort of thing you'll find on the shelves of many retailers, if you'll want one, you have to import one.

Looking beyond the furniture of the rifle and more closely at the metal of the receiver you can detect that the quality control of this gun might not be quite as stringent as it's more expensive brethren, a soft alloy material is employed instead of the steel that is used in the construction of the VFC gun but that's understandable given the price difference. Some pits and indentations are present on the flanks of the receiver and a few rough tool marks are evident, indicating that the cast components were probably hastily cleaned up with hand filed before coating and assembly.









Up and down the gun though nothing was loose, wobbly or fitted badly and even the plastic components were creak-free.

There are relatively few moving parts given the old-school design of this weapon; front and rear sling loops are present, the former mounting to the underslung gas tube of the weapon, the latter fixed the underside of the stock via an assembly that allowed for the fitment of a rear monopod to enhance accuracy when shooting from prone. The rear of the stock is fitted with a metal, hinged buttplate with a short, over shoulder support, presumably to assist when firing the weapon automatically. The buttplate is removable via two, large flat-head screws for access to the battery compartment.

The sights consist of a hooded post at the front and a leaf sight at the rear, also cut with a notch for using at close range when folded down. The front sight isn't adjustable at all, although the rear is, and is marked with ranges in yards. The markings are pretty poor and difficult to decipher though, it's a good thing this airsoft replica won't be used to shoot out to the maximum 1500yrds!

The cocking handle of the BAR is positioned on the left hand side of the receiver and can be operated to open the bolt cover and thereby access the hop unit, it's rather heavily sprung and isn't totally smooth to operate. Below the cocking handle is the fire-selector and the trigger/magazine release assembly. The fire selector has three positions denoted by an "F", an "A" and an "S" indicating "Fire", "Automatic"

and "Safe" respectively. When fixed in the Safe position the trigger is blocked from moving.

The trigger guard is a substantial assembly stretching forward to provide a guide for the magazine to be inserted and the release for it is housed within the trigger guard. It's a little awkward to reach but at least you won't drop the magazine unintentionally.

The additional "bolt-ons" in the box include the large, cylindrical flash hider, closer in design to a lorry wheel stub than anything commonly seen on a modern weapon, and the carry handle and bipod. The latter two items bolt on in a rather "agricultural" fashion owing to the design of the original gun, and the bipod is worthy of note on its own. Using a selection of wing nuts the bipod can be adjusted into place but has no rotation limiters, so the gun is free to "roll" within the mount. It works, just about, and looks the part, although "the part" definitely calls for something closer to a Victorian-era implement of torture, rather than the shooting aids we are blessed with these days! Given that the VFC incarnations of this bipod and carry handle retail for going on the cost of this entire replica, we can't really complain. Even if this ACM offering didn't contain any internals, it would still put you in good stead to save some cash.

→ GETTING IN THE BAR...

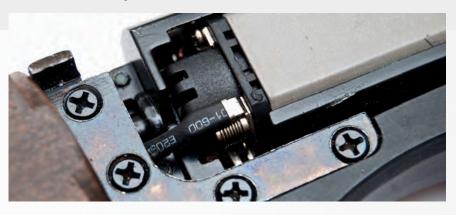
Gaining entrance to the BAR isn't difficult, in fact the majority of the takedown procedure is carried out by removing just a single body pin.

Before we progress too much further, if you are reading this with your very own clone BAR in your hands, be very careful with these pins. They are crafted from metal but incorporate some very thin plates to hold them in position on the gun and any rough handling will almost certainly result in bending or breaking. Go steady and avoid using any kind of brute force.

Once you are inside the BAR several mysteries are revealed. Firstly, it's all powered by a P90-style Version 6 gearbox, complete with 8mm metal bearings, metal gears and a quick-change spring. It's so simple to remove the spring, you don't even need a tool to gain access. For reasons unknown, given the length of the barrel, the gearbox is fitted with a ported cylinder, which probably only serves to build some inefficiency into the system and that surely isn't helped by a rather leaky cylinder/jet nozzle join.

The gun is fitted with an AK-type hop unit with a slightly modified adjuster to make it easier to tweak without taking the gun apart, but the good new is that the majority of the components used have easily accessible and upgrade parts readily available. The primary components, the gearbox shell and such, are all reasonably well made and don't ring any alarm bells when it comes to quality. The captive motor design does lend a degree of reliability, but it also makes it a little tough to set the motor "height" or horizontal spacing in this application.

Thanks to the large proportions of the gun, there is ample space for whatever kind of





BATTLEFIELD CLASSICS BAR ON TEST





battery you desire within the stock. As it comes out of the box, the majority of the space is taken up by neatly cut foam with provisions for the wiring and the included NiMh stick battery, which we guess is done to stop any rattling. The wiring itself includes an in-line fuse and terminates with a Tamiya connector, something we'd ditch ASAP and replace with a more reliable Deans item.

Satisfied with what we found inside the BAR, it was time to put it back together and let her rip on the range, a simple process only hindered by the annoying and fiddly mock bolt cover getting in the way...

→ SHOTS ON THE BAR...

When testing ACM guns, you can never know how high the velocity of the BB is going to be, perhaps it's a hang-over from the days of old where most ACM guns were made for the US market but whilst filling and winding the included 190 round High Capacity magazine, we couldn't help but take bets. In this instance there was something of an anti-climax when the first few rounds popped out of the barrel at a rather sensible 320fps, nothing close to the 450 figures that hand been estimated due to the long barrel. Putting an entire magazine through the gun didn't yield any results lower than 304fps or higher than 330fps but it did vary between those numbers. Not massively consistent. To see if we could improve matters we had a tweak on the hop and gave the barrel a clean through but to little avail.

A little inconsistency isn't a huge problem, but this kind of variation usually hints at an air leak of sorts and our suspicions lie with the cylinder head and nozzle of this gun. Adjusting the hop throughout its range showed that the BAR certainly has potential to shoot up to and beyond .28g, but the accuracy and range of most shots were quite poor and even hitting a man-sized target at 40 meters was sporadic at best, plenty of fliers and some shots dropping off rather short certainly dampened things.

The rate of fire on our 9.6v test battery was only at around 550-600 rounds per minute, which isn't astonishing but is probably quite realistic and useable for a BAR and the noise of the motor certainly let us know that the factory perhaps hadn't put much effort into setting the height correctly. With a bit of tweaking, things sounded a lot smoother. In our haste to blast shots downrange, we also completely forgot that the BAR was supposed to have a semi automatic mode that simply isn't present here, despite the selector having the marking. It's either safe or full auto. A quick check inside the gun reminded us that there isn't a full fire selector plate to make the gun shoot on semi auto, which explains that little quirk...

→ POST-BAR ANALYSIS

It's fair to say that the performance of the ACM bar leaves a little to be desired. As it stands out of the box you'd certainly find it a little frustrating to take out on the field. Although the velocity it pumps out is perfectly acceptable, the accuracy or consistency just isn't there. The good news is though, upgrades and enhancements are pretty easy to source and thanks to a simple take-down procedure and quick change spring, easy to perform.

Before getting the BAR into a firefight, you certainly want to address that cylinder head/ nozzle leak and perhaps switch out the cylinder itself for one that wasn't ported. Next up would be to switch out the inner barrel for a decent tightbore and treat it to a new hop rubber. With the efficiency gained from plugging all those little airleaks, you will probably be able to stick in an M90 spring meaning less strain on the motor and a slightly quicker rate of fire. The inner barrel and upgraded hop up would also hopefully improve the consistency somewhat too. The battery is never going to be an issue with this gun because there's simply plenty of space in the stock. At this point you will have spent another £150-200 on the ACM BAR but you would be firing competitively, consistently and smoothly, certainly well enough for you to empty the 190 round magazine a few times over. Fortunately, spare magazines are available too.

By the time you've purchased the ACM BAR and even a raft of upgrades and spare mags included, you're still looking at around half the price of the equivalent gun from VFC and what you might not have in weight, steel and wood construction, you'll make up for with skirmish-field prowess. This gun IS perhaps a little rough around the edges but with a little investment and TLC, it's not only a great period gun it also boasts fantastic value and potential.





→ TECH SPECS

PRICE: £380 from Patrol Base

WEIGHT: 8kg LENGTH: 1200mm

RATE OF FIRE: 550-600RPM on 9.6v NiMh MAG CAPACITY: 180rnd Hicap (£19.99)

VELOCITY: 315fps on .20g BB

- ✓ A BAR for £380
- Great potential for upgrades
- X Inconsistant out of the box





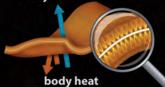


Visit us on IWA 2017 hall 9 booth 222

Patriot Heavy Fleece Jacket

is designed to be used in tactical situations in difficult weather conditions. The jacket features an adjustable hood, useful in harsh weather conditions as protection against wind and various weather elements, as well as a set of pockets to carry essential equipment. Elbows are strengthened for additional durability. Patriot is versatile and durable upper apparel also available in camouflage versions. Jacket is suitable for both Military and Law Enforcement users.





















GET YOUR GEAR WORKING FOR YOU

LOAD OUTS AND YOUR SELECTION OF GEAR ARE VERY PERSONAL THINGS AND EVEN WHEN PLAYERS OPT TO RECREATE A REAL-WORLD MILITARY LOAD OUT, THEY OFTEN TWEAK, ADAPT AND CHANGE CERTAIN ASPECTS TO SUIT THEM. THROWING OFF THOSE RESTRAINTS GIVES YOU FREE REIN TO PICK AND CHOOSE WHATEVER YOU LIKE AND THIS MONTH I'M KEEN TO SHARE WITH YOU THE FINDINGS OF MY OWN EXPERIENCES ON THE SKIRMISH FIELD...

I sat and reflected a while on my experiences in airsoft recently and figured it must be around 10 years that I have been "in the game". Certainly not as long as some but definitely long enough to have seen a few things come and go. Over that time I've tried out a lot of gear and kit and learned lessons about what does and doesn't work for me the hard way. A lot of tactical equipment and even weapons take some getting used to but you also have to face up to it sometimes, some things simply just don't work for you and admitting

that, no matter how new, shiny and gucci that piece of kit may be, will eventually give you a smoother and more effective performance.

To give you the benefit of my own experiences I'm going to run down what is essentially the pinnacle of the last decade of personal kit development not so much as to guide you, but to give you an idea of what to look for and think about when making your own choices. From the ground up, uniform to weapon selection I'll detail why I have chosen what I have chosen, I'll also offer some useful alternatives to suit all budgets.





CLOSE QUARTERS UNIFORM OPTIONS

I tend to play primarily in urban or CQB environments so camouflage and concealment is not a massive concern or priority, as such a "mix and match" look isn't a problem for me at all, in fact I have embraced them for a good while now. Block colours can be used without an issue and I don't find my shopping quite so restricted to certain items. When playing at woodland sites fieldcraft (or lack thereof) tends to yield the same results as full concealment so I rarely feel disadvantaged by my camouflage.









RELIABLE COMBAT PANTS

My personal preference in uniform is based on fit and utility. I generally require a rather long leg so where that option is available, I make use of the longest fit I can. Pictured here are my preferred Act'Teryx Talos pants in grey. They are in grey simply because they were available from Edgar Brothers Online at a 50% sale price of around £120 a short while ago. Not only was this particular colour option in the sale but they are also less "military" looking than camouflage patterned equivalents, allowing me to get use out of them during outdoor activities like walking and climbing and not just on the skirmish field.

Many users opt for the commonly seen Crye Precision G3 combat pants however I personally find the integrated kneepads are more of a hassle than a benefit and that the pads themselves cause my knees to become hot and sweaty, a minor annoyance but one that can lead to chafing and sores over time. The Talos pants have a reinforced section of webbing over each knee providing wear resistance and a layer of light protection. They can be fitted with optional knee pads but I choose not to because of the additional encumbrance.

When on the field I find having too much stuffed into the cargo pockets on the thighs of many cargo pants causes discomfort and is generally bulky so the fact that they Talos pants are more sleek than the Crye option isn't really a factor for me. Above all I value the quality of material and workmanship in the Talos pants and the reinforcements where it really counts, like the belt loops, the knees and the double

My one grievance with the pants themselves is the ankle cuff drawcords that pull in the

internal ankle gaiter. In themselves they are not particularly troublesome however the elastic shock cord threaded through has some rather over-engineered plastic hardware, including a toggle-lock that tend to flap and knock against your footwear or worse still get under your feet in use. I simply cut the cords out of the hem.

As a more budget conscious choice, especially since the Talos pants are discontinued and not easy to get anymore at the price I was lucky to, I cannot criticise the use of Viper Tactical's Contractor Pants. A far simpler pair of trousers but with a great cut and shape, I find they have exactly what you need where you need it and in fact in hot conditions I prefer them to the Talos pants thanks to the lighter, cooler material. These are a serious consideration at £42 RRP.







CRYE PRECISION MULTICAM G3 COMBAT SHIRT

After trying myriad shirts over the years I finally settled on the Crye Precision option after avoiding it out of bloody-mindedness for a long time. Sure, it's the unimaginative, almost default choice of the "geardo" but not without good reason. In Medium/ Long my "Custom" cut shirt fits ideally. I actually prefer to roll the sleeves back a turn or two to keep them clear from snagging and when I do so they feel just right; not too much weight or bulk at the turn-up.

I'm also a fan of the material used on the body of the shirt. It's comfortable next to the skin and unlike many shirts it doesn't smell bad after you get sweaty during the course of a day or weekender. It sounds rather finicky too but I don't find the material is itchy or irritating over time like so many others I have tried. I also have an Arc'Teryx Talos shirt but prefer the Crye option thanks to the slightly less over-size cut in the arms; if you lift and are blessed with bigger arms you might find your choice is different!

I generally don't have a need to wear any other shirt in the conditions in the UK, outside of further insulating layers. In the more extreme cold months I will generally wear an insulating base layer underneath the Crye Shirt.







DEPENDABLE FOOTWEAR

For smooth predictable terrain in urban or CQB sites I have long preferred to wear low-topped "trainer" style shoes. They are lighter and faster than more traditional boots with the compromise being made in outright ankle support. I have long been a fan of the Salomon XA Pro cross-trainers although have recently experimented with Arc'teryx's Acrux SL GTX models (pictured below). The jury is still out on these and I'm sure many will be quickly put off by the price (approx £130) and the styling, which may be a little too futuristic for some, so at this point it's hard for me to make a recommendation of them.

A hugely overlooked cross-trainer is the Adidas GSG TR (pictured on the opposite page) which have served me well. Adidas' GSG boots were famously worn by Delta operators in Mogadishu in the early '90s and to this day the solid heritage is continued. The TR version (Trail Running) is a low cut, lightweight trainer that can be picket up for as little as £30.

For terrain outside of the smooth stuff or when it's likely to be particularly wet, my preference is and has been for a long time, in the Aku Pilgrim GTX. My current and only pair have been faithfully by my side for over 4 years now and barely show a sign of wear and tear, still offering complete waterproofing and a solid footing in the worse conditions.







One of the most contentious points regarding our plate carrier is the Platatac Dump Pouch mounted via the velcro panel under the front flat of the cummerbund. Sourced from The Hereford Kit Company (www.HR4K.co.uk), the pouches forward positioning is far easier to drop magazine into during a reload than the traditional rear or side mounted option, plus it also adds a little protection to the lower abdomen and the gentleman's region, always welcome in any airsofter's book! It honestly does not swing and cause discomfort anywhere near as much as you might suspect either, but again, your mileage may vary.

If your budget doesn't stretch to a genuine Ronin or Crye plate carrier there are numerous very similar clones and replicas on the market such as the Semapo Gear options or alternatively Viper Tactical's Laser line.









PLATE CARRIER SETUP

For my own vanity and personal training reasons, I like to run a plate carrier outfitted with weighted training plates also sourced from the Hereford Kit Company. Made in the UK from hand formed steel and backed with 10mm neoprene foam and a cerakoted finish the training plates offer a comfortable but realistically weighted option to allow you to feel what a ballistic armour carrier feels like.

Obviously when putting this kind of weight into a carrier having one that's comfortable and tough enough with being laden is important. After trying many carriers I have settled on the Ronin Tactics AL or Assaulter Light. The Ronin Tactics carrier uses a design very similar and obviously inspired by the omnipresent Crye Precision JPC, although with some simpler materials used. Ronin Tactics incorporated a few features in the AL carrier that were upgrades over the JPC 1.0 design including the removable front placard pouches and the zip-on rear panel. I got an agreeable deal on the carrier in a second hand trade however if

I were to buy new, I would probably opt for the Crye Precision JPC 2.0 as it does everything the Ronin options does but adds even more features.

The carrier is relatively sparse in terms of pouches and extras, there's simply no need for it and after plenty of trial and error I have found the "less is more" ethos to be totally relevant. I usually run a pair of pistol pouches on the left hand side of the cummerbund within which I keep a Gerber multitool and a simple LED flashlight for emergencies. The right hand side of the cummerbund is often fitted with the Blue Force Gear radio pouch which you can read the story of on page 83. The standard placard pouch is gives capacity to hold up to three M4/5.56mm pouches but also accepts the Evo A3 pouches with no trouble. The pouch bungee retainers are upgraded with S&S Precision Pull Tabs (shown here), these are a neat and inexpensive upgrade for any plate carrier.





With helmets becoming more and more popular amongst players, for looks and for utility purposes there are some great replicas out there these days. Currently I'm running the FMA Aramid Fibre Ops-Core Maritime replica as it's about as close to the real thing as you can get without spending quite literally a thousand pounds plus. The helmet is fitted with a Platatac Ops Core cover also from HR4K and fitted with a number of FMA accessories including Helmet Arc-rail adaptors for the TRI Comtac headset which makes it much easier and more comfortable to combine both helmet and comms kit.

Nuprol and Viper Tactical both make absolutely great replica bump helmets that are lighter and cheaper than the FMA Aramid one if you don't want the genuine kevlar material.

Aside from a little variation between environments, this is pretty much the staple of my load out for the time being and suits my favourite weapons platforms including the Tokyo Marui HK416 and the ASH Scorpion Evo 3 A1 that I enjoy using.



BELT KIT SOLUTIONS

With a minimal load of magazines on the plate carrier, a belt kit has become an essential part of my load out and has taken some years to refine. I fear I am not quite done yet and there is still some development to be done in this area as it's simply not 100% comfortable.

The basis of the belt kit is the Intelligent Armour CT belt complete with a velcro inner belt system. The inner belt takes the role of the traditional trouser belt and the load carrying outer belt "stick" to this and is stabilised when wrapped over the top. It takes a little effort and adjustment to get it fitted just right but it's rock solid and reasonably comfortable even when laden over a long duration.

The external of the outer belt is sewn with a 1" webbing strip sewn at 1" intervals which is compatible with MOLLE webbing. On to this pouches and accessories can be fitted although due to it only fitting and weaving through one loop, they are not as stable as they could be so I intend to upgrade to one of the many "Mini-MOLLE" panels that are available as soon as

I can, Ronin, Tyr Tactical, Flimmur and others make similarly desired belts.

The items fitted to the belt include a BLACKHAWK SERPA holster for the M&P9, which actually fits my Glock 17 replica perfectly which is a plus, because the real SERPA holster for the Glock 17 is too small for airsoft guns which are commonly slightly wider.

The belt also has a Gerber Bear Grylls survival paracord wrapped knife on it, a great, inexpensive utility blade that looks like examples that cost ten times more and is still holding a great edge after 3 years of use.

A Concept Tactical TRMR impact BFG is stored in an Original SOE Single 40mm Grenade pouch, in which it fits absolutely perfectly. Unfortunately these are impossible to get from any other source than direct from originalsoegear.com, you can pick up your own TRMR, in my opinion the best impact BFG out there, from JD Airsoft and other retailers.

A Tactical Tailor E&E pouch contains a new Helikon Medical Admin pouch to form a useful IFAK kit, filled with basic first aid supplies to fix up and protect any bumps and scrapes I pick

up on the field. This is complimented by a GM Tactical Q-Cat tourniquet holder containing a genuine CAT tourniquet that I hope I never have reason to make use of in a medical scenario!

The remainder of the belt order is taken up by an HSGI M4/9mm stacked Taco pouch and a Warrior Assault Systems Fast Mag Taco-style pouch, plus a Warrior Polymer 9mm Mag Holder. This gives me a little more capacity but is one area I really need to put a little more work into in order maximise the magazine space and security, plus lower the profile of the belt a little. Even after 10 years, it's still a "work in progress"!

I have yet to lay my hands on a belt that has been as close to "right" as this one and the traditional style slip-over MOLLE battle belts simply do not work for me at all. The configuration of your belt is a very much personal choice and my advice here is to really prioritise you secondary weapon on your strong side and your spare ammo on your weak side for fast reloads. You don't need to carry much but having a mag that's easily accessible to get your gun back up in a firefight in most important.









For wholesale enquiries please go to www.trimexairsoft.co.uk

JBBG AIRSOFT SHOP

Feltham, TW14 0TW

0330 900 5224

www.justbbguns.co.uk/pro-airsoft-shop



MADBULL.com









TRIKE INDUSTRIES







SIVIPER

LIGHTWEIGHT, IMPACT RESISTANT NYLON FIBER REINFORCED INJECTION MOLDED POLYMER



NUPROL DELTA AK21

NUPROL'S RANGE OF DELTA AEGS HAS BEEN MAKING WAVES IN THE UK FOR A COUPLE OF MONTHS NOW AND RECENTLY WE PUBLISHED AN OVERVIEW OF THE WHOLE LOT. THIS MONTH THE FOCUS IS ON THE RATHER UNIQUE DELTA AK21 MODEL, WE'RE GOING TO TAKE A CLOSER LOOK AT THE GUN ITSELF AND ALSO THE REAL-WORLD FIREARM THAT IT IS BASED ON...

Most of the Nuprol Delta range is AR or M4 based, through and through. There are variants on the stocks (like the Freedom Fighter) and the barrel and rail systems but the AK21 is a whole different beast altogether. Many readers were happy to see something a little different and after talking to you, there are a good few fans of the AK21 out there. Many were surprised to find out it is actually based on a real firearm and not just something cool that Nuprol had cooked up.

Faxon Firearms is a US-based arms manufacturer and their flagship product is the ARAK-21, an interesting hybrid of operating principles found in a number of rifles. The upper receiver of the ARAK system is made to fit neatly onto a standard AR/M4 lower receiver although Faxon recommend the use of a higher powered trigger spring (especially when using the 7.62x39mm or AKM chambered version). There are also .300blk chambered barrel sets available and in addition to this, different length barrels are available and are "quick-swap", allowing the shooter to enjoy several different experiences and also widen the appeal of the rifle to potential military users. The ability to shoot both 5.56mm NATO and 7.62mm soviet rounds is impressive, perhaps the closest other rifle on the market is the rare and illusive Knight's Armament SR-47.

The difference between the AR/M4 design and the reason the ARAK is a hybrid of the two is more than just the chambering though. To understand what sets them apart you need to understand the fundamentals of both weapon's operating principles.

The "direct-impingement" AR-system uses a gas block and tube that lets the pressure from firing each round push the bolt back inside the upper receiver, which then gets pushed forward using the recoil spring, stripping another round from the magazine and chambering it as it goes. It does this via a small hole drilled in the barrel, in common designs directly underneath the front sight post or gas block.

This expanding gas is then piped along the gas tube that runs above the barrel before it enters the upper receiver and pushes the bolt backward. In theory, less moving

parts and simple gas pressure should mean greater reliability but in practice, the hot gas can overheat and even melt the gas tube in prolonged use and the unburnt powder and carbon build up can block the pipe and jam the bolt in the upper receiver.

The AK system and indeed many newer weapons like the HK416 use a gas piston system. Instead of allowing the gas to flow down the receiver a gas "chamber" is created above the barrel with a piston and rod linked to the bolt. The gas enters the chamber through the gas port in the barrel, pushing the piston back and in turn the bolt, which is linked to the rod. This means none of the hot gas and carbon needs to enter the receiver making it a reliable weapon.

The ARAK combines the handling and physical shape of the AR/M4 but merges it with the AK style gas piston system ultimately resulting in a more reliable weapon, hence the AR/AK naming with the 21 denoting the 21st century.

NUPROL'S AK 21

Being an AEG the Nuprol take on the ARAK-21 doesn't function using any of these principles, just like the vast majority of replica guns out there. Instead it's built to look like it does and in that, it does a fine job.









At £279.99 the AK21 is the most expensive gun in the Nuprol range but it's by no means expensive in the grand scheme of things.

The lower and rear end of the AK21 are more or less the same as the rest of the Delta range. You get the same solid polymer pistol grip and crane-style battery stock and the same controls as the rest of the range. You will be familiar with them if you are used to using an M4 AEG because they are identical.

Things get spiced up a little when we take a look at the upper. The AK21 uses an upper that is a hybrid of the AK and the M4. You have a side folding charging handle mounted above the all metal, one-piece 20" barrel that's rock solid, although perhaps a little long for CQB use. The barrel is one part of the gun that I dislike, it just seems a little unwieldy and long and I would much prefer it to be shorter. Unfortunately the profile of it and the exact length it needs to be prohibit simply swapping

it out for another AEG barrel (although the interface at the receiver is the same). The gas block is intrinsic in holding the whole barrel assembly in place and it needs fitting to the outer barrel at precisely the right point. Nuprol have teased us with a few images showing the AK21 with a short barrel that terminates just beyond the rail system so we are holding out a little hope that a variant is in the pipeline!

Around the barrel you have a rock solid rail system clamped into place to mount accessories, foregrips, lights and sights which we have been consistently pleased with since we first set hands on the AK21, it's just rock solid which is what we all like to see. No amount of use will set it wobbling or work it loose either as it's a one-piece, monolithic structure.

Instead of regular sight the AK21 is again furnished with some unique folding, offset sights that allow you to use them in combination with a scope or other optical device. You can

use them standalone but they really come into their own when transitioning from a magnified optic to more close ranged shooting with the irons. They aren't ideal if you plan on using them full time so we have switched them out for a more standard set on our AK21. (We have also changed the stock to a Krytac Trident version, simply because it offers more battery space).

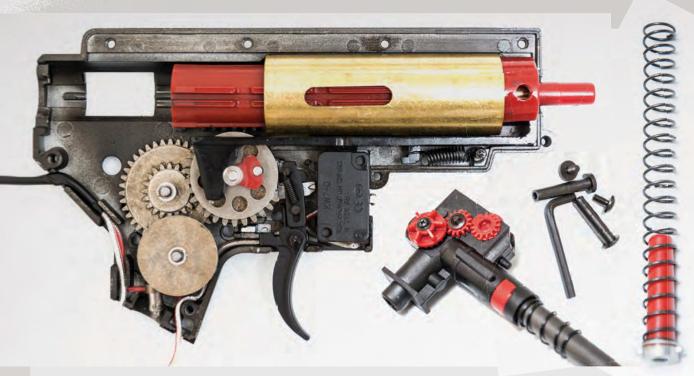
In addition to the sights you get a simple vertical fore grip in the package to round out the gun and truly make it skirmish ready. It's a KAC-style nylon fibre grip that clamps on firmly and feels as solid as the rest of the gun. A welcome addition to the package and not just a wobbly afterthought to bulk things out.

The AK21 gives you all the practicalities of using the M4 system like simple magazines and the ability to use your existing pouches and plate carriers to carry them but it gives you a more interesting and unique aesthetic that really refreshes things.









→ INTERNALS

In our overview of the AK21 we detailed the gearbox and the inner workings of the guns and we will once again reinforce that these are damned solid gun! What sets them apart internally is the high quality inner barrel and the fact that the gearbox contains a microswitch trigger unit that completely changes the feel of the weapon.

A lot of players are looking towards MOSFET trigger systems these days but very few manufacturers have managed to install one at a factory level and achieve consistent reliability. We are still fully sceptical about the practicality of doing so and indeed the necessity to do so. Unless you are fitting a trigger control system that includes burst functions and more (which is a lot more than a simple MOSFET) there really is little to be

gained. Sure, trigger switch protection is there but in my experience MOSFET issues have occurred long before the instance of trigger switch burn-out would have and replacing a MOSFET system is a lot more expensive and troublesome than a simple switch replacement. For those reasons we don't really feel the lack of a MOSFET simply for the sake of it being on the spec sheet is a real loss at all, and would rather a reliable, simple switch and a lower overall cost.

DUR IMPRESSIONS SO FAR...

Of all the Delta range, I was most excited by the AK-21 and although it hasn't panned out to be the Sig MCX stand-in that I wanted it to be, it has hit the spot in that it is a rock solid, different looking weapon. Yeah, there

are LOTS of different looking guns on the market but sometimes they end up being so different, you get away from what you can practically use. I like the fact it takes AR/ M4 AEG magazines because I have lots of them and my load out os built to carry them. This means I can use a different gun without having to buy a whole new load carrying system or stuff mags awkwardly into pouches they don't belong in.

Again, sometimes different means a compromise in performance but this isn't the case with the AK-21. It's a hard hitting, dependable workhorse that you can trust to perform when you need it to, even if that is every weekend and over various different terrains. Feed it decent quality ammo and keep that 11.1v LiPo charged up and the AK21 will have your back no matter what!

- POWER: 340FPS WITH A 0.2G BB (+/-5%)
- BATTERY: 8.4v NiMh/7.4v LiPo
- MAGAZINE APACITY: 370RDS (6MM BB)
- MODE: SAFE/SEMI/FULL AUTO
- **□** GEARBOX: FULL METAL/MICROSWITCHED
- MATERIAL: CNC ALUMINIUM/POLYMER
- **☑** FINISH: OPO TREATMENT
- MOTOR: HIGH TORQUE FLAT MOTOR
- HOP UP: ADJUSTABLE
- **□** 6.03MM STEEL TIGHTBORE BARREL
- **QD SPRING CHANGE GEARBOX**
- FULL STEEL TOOTHED PISTON & GEARS
- REINFORCED V2 METAL GEAR BOX
- **■** METAL REINFORCED SELECTOR PLATE
- **■** METAL & REINFORCED NYLON FIBRE
- LIPO BATTERY READY
- METAL SLING PLATE INCLUDED
- STOCK TUBE HOUSES BATTERY
- **□** FOLDING FOREGRIP INCLUDED
- ANGLED OFFSET SIGHTS INCLUDED





NUPROL DELTA AEG SERIES

→ TECH SPECS

PRICE: £279.95 from Patrol Base

WEIGHT: 3.2kg LENGTH: 850mm

RATE OF FIRE: 650RPM on 11.1v **COLOURS:** Black/FDE

VELOCITY: 340fps on .20g BB

→ PROS

- ✓ Rock solid
- ✓ Sturdy internals

→ CONS

- X Long barrel makes it unwieldy
- May struggle in CQB environments

學 VALKEN AIRSOFT



BATTLE MACHINES

Features:

- Standard Torque Motor
- Full Metal Standard Ratio Gears
- Stainless Steel 6mm Oiless Bushings
- Anodized Aluminum Type 1 Cylinder Full Metal Double O-ring Cylinder Head
- Full Seal Nozzle w/ Inner O-ring
- Ported Piston Head
- 1-Metal Tooth Piston
- Full Metal Spring Guide Full Metal 1-Piece Hop-Up
- Anodized Aluminum 6.05 Inner Barrel

External Specs:

- · HDP (High Density Polymer) Receiver
- HDP Free Float Rail System HDP Grip & Stock
- HDP Flip Up Front & Rear Sights Metal 2 Piece Outer Barrel
- Metal Mil-Spec Buffer Tube
- Metal Mag Catch
- Metal Upper Receiver Threads

Most adaptable AEG on the market, compatible with a large range of aftermarket internal and external parts

- · Compatible with most M4 AEG magazines on the market
- Compatible with 8.4v/9.6v NiMh and 7.4v LiPo
- · Competitive entry level performance
- Lightweight durable polymer design



FULL LINE OF BIO & PRECISION IN 0.20G - 0.43G WEIGHTS











GUN BAGS SINGLE & DOUBLE 92-117CM IN SINGLE AND DOUBLE CONFIGURATIONS

2 WAREHOUSES FOR EASIER DELIVERY

Valken Europe • Schuttevaerweg 98 • 3044 BB Rotterdam • The Netherlands • +31 619 880 175 Valken UK • 3 Lancaster Way • Earls Colne Business Park • CO6 2NS Colchester • United Kingdom • +44 (0) 206 918230





LAST MONTH OUR SOLDIER SKILL WAS "SLICING THE PIE" AND WE WEREN'T TALKING ABOUT MAKING SURE YOUR TEAM MATES GET AN EVEN SHARE OF SOME BAKED GOODS, THE WHOLE ETHOS WAS ABOUT GETTING THROUGH DOORWAYS AND AROUND CORNERS WITHOUT GETTING SLOTTED, AND OF COURSE NOBBLING THOSE BAD GUYS. THIS MONTH WE ARE UPPING THE TEMPO AND WORKING OUT HOW TO DEAL WITH MORE COMPLICATED ARCHITECTURAL DETAILS INCLUDING CORRIDOR COMPLEXES AND T-SECTIONS.

Last month we laid the foundation of the most valuable weapon available to any airsofter, that being the surprise factor. Nothing beats catching the enemy unawares and before we get into the nitty gritty of this month's CQB technique, we need to take into account the effects of assertive movement. Our American friends call it "violence of action" and by that, they mean that their task is performed swiftly and decisively with a defined start, process and end point.

Violence of action is easily confused with intense fire, overwhelming force and general carnage, but it doesn't it isn't just about shooting a lot, it's about moving with purpose and coordination to capture your objectives in unison. Of course, a little high amplitude encouragement goes a long way in many cases, but remember this IS airsoft and the idea isn't to hurt people.

To achieve this level of cohesion, somebody needs to be in charge. In airsoft teams, there's always friction when it comes to picking the "Team Leader". Without any military ranking, it's hard to choose who to be in charge and you can always guarantee that one guy will think he could do a better job than the next guy and people start to fall out. Having a team leader isn't about being better than the next guy or bossing people around with an inflated sense of importance, but you do need one guy that makes the final decision. You don't have time for voting or diplomacy and the coherent actions of the team depend on all working towards a common goal. If you commonly play as a team, circulate the role around all the members one week to the next. When you come to a corner, the leader needs to be able to decisively pick which way to go and with everyone working together, you'll often be more effective, even if the decision to go left was less strategically sound than a decision to go right. Hesitation is dead time and a moment spent debating a decision is a moment that the enemy can spend closing in on you or bolstering their defences.

CLEARING CORRIDORS

FATAL FUNNE

Okay, we'll now start to talk about the clearing corridors technique. This builds upon last month's techniques and they will compliment each other when used in conjunction, so ensure you are up to speed. Just like a doorway, a corridor is a choke point that a defender will use to their own advantage because you are forced to move within a smaller area. Just like a doorway a corridor has a "fatal funnel" and it's straight down the middle. Don't go into it. When moving down a corridor, hug one wall or another which makes you less visible and generally gives you marginally more cover, try not to scrape along or touch the wall though, as that will make unnecessary noise which could alert enemies to your position.. Because the corridor is a dangerous place with a much longer line of sight, spend as little time as possible in it.

DIAGRAM B

KEEP TRACK OF PROGRESS

If you are clearing a complex structure, you'll need to keep track of your progress and also be aware of your team mates' positions. It's common for real military units to use a marker, such as a cylume to indicate areas which have been cleared or secured. Often this isn't possible so your best bet is to be as methodical as possible when working through the structure. Don't pass doors to access areas and try not to turn your back on areas that are unknown or unexplored, or you could quickly find yourself fighting on two fronts.

DIAGRAM C

WATCH YOUR SIX

The larger and more complex a structure, the harder it will be to keep under control. Be aware of possible entry points through which enemies can counter attack and keep them covered. The idea isn't to divide your force or team as it's safest to stay as a group but as your understanding of

the building develops and you clear through it, be aware that even if you have cleared behind you, there's the potential for enemies to backfill your position. If you have sufficient numbers, always keep a guy covering the rear as you move down corridors and enter doorways, if you are alone or are few in number, keep your head on a swivel.

DEALING WITH T-SECTIONS

Rounding a corner is tough enough but encountering a T-Section is the next level. You need to be able to cope with this situation and whilst it's easier to do as a team, going solo teaches you some solid principles.

STEP 1

APPROACH THE CORNER

If you are right handed, approach the junction from the right hand side of the corridor, just as you would do when rounding a corner, stop short of the end of the wall.

STEP 2 KEEP YOUR EYES OPEN

Keep watching the right hand corner as you approach it but do not cross the line of sight presented around the left hand corner.

STEP 3

CLEAR LEFT

Much like "slicing the pie" clear the left hand corner as you hug the right hand wall but don't stray past the end of the right hand corner and put yourself in the line of fire from another direction.

STEP 4 DOUBLE BAC

When you are satisfied that you have cleared left, double back and hug the left hand wall. Again slowly edge up to the corner

STEP 5

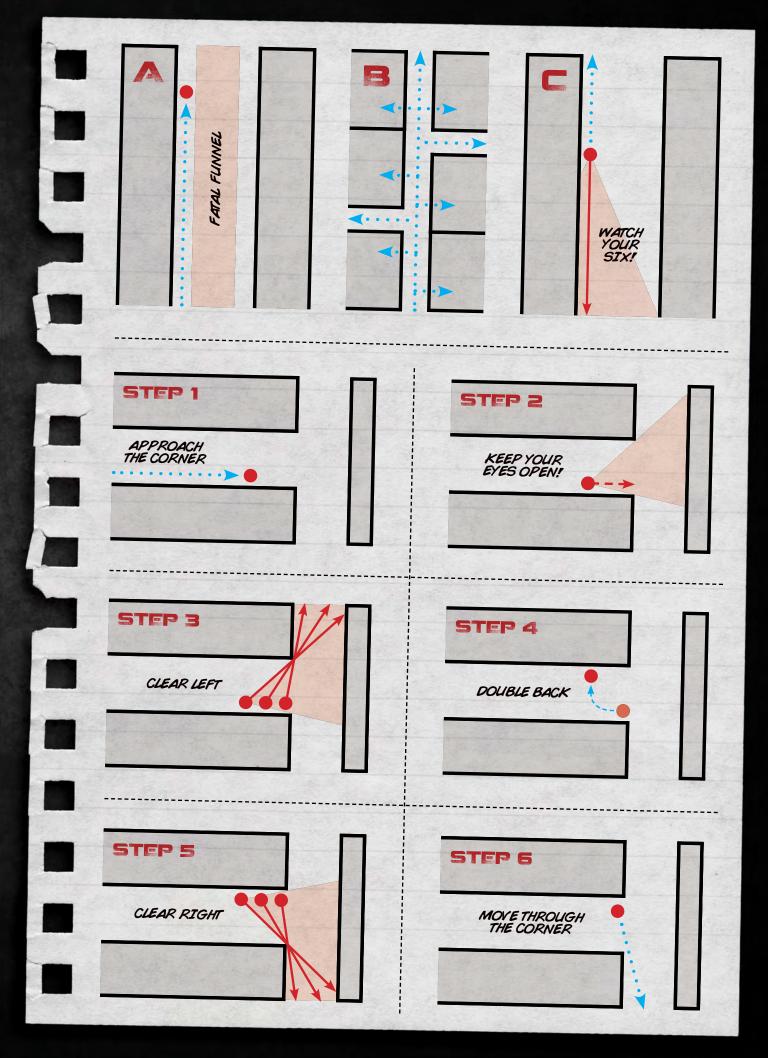
CLEAR RIGHT

When in position, repeat the "slicing the pie" technique and gradually and cautiously clear the right hand side of the junction.

STEP 5

MOVE THROUGH THE CORNER

When you are as satisfied as you can be that the corner is cleared, move through it diagonally. Do so to the right if you are right handed, this is because you will be able to turn faster to your left if danger is presented from that angle. If you are left handed, the procedure must be flipped.





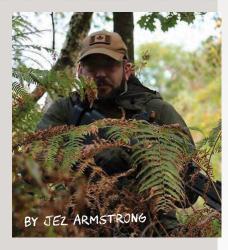
I have played at this site a number of times and with each visit it never fails to impress me when the manager Val dreams up amazing scenarios for players to run through. They have a large safe zone all under cover and a large area inside if you can't brave the cold, along with real toilets like the ones in a house; a rarity on airsoft sites, especially woodland ones!

The safety briefing is very informative and well presented and includes a map of the site which I always manage to get lost in! It's a big site with plenty of opportunities to flank enemy teams and out-manoeuvre them. Every now and then you might come across a Land Rover half buried in the mud that you can hide in so

that the enemy doesn't catch you trying to steal their objectives!

Although primarily a woodland, as you move about the site you'll come across different terrain, one part is like a scene out of "Crouching Tiger Hidden Dragon" where it's just rows and rows of tall trees with small forts built into them providing excellent cover. Just a short walk away and you're in open land with hand built bunkers and buildings taking fire from all angles.

Battle Lakes shares its land with an activity centre (alternating days obviously) so you'll be fighting your way around climbing walls and solid barricades or around the lakes themselves.



which is one of the best things about the site. It's impossible to forget lunch which is usually home-made chilli con carne and by far the best lunch I've ever had at an airsoft site! It'll keep you fuelled for the rest of the afternoon (other hot food choices like hot dogs, mac and cheese and a vegetarian option are also available so check out the Facebook page if you have any specific dietary requirements.)

They also have an on site shop provided by Adriano at RDX Tactical who brings along a ton of goodies like new rifles, pistols, accessories and equipment as well as gas and ammo so it's definitely worth checking them out. They also take cards on site (I'll apologise to your wallet now!)

The walk on fee is £26 and they also offer a hire scheme which I had a listen in on and the new players were very well informed and confident to start play, that costs £46 and decks you out with everything you need to get going.

BATTLE LAKES FEATURES

The site has the perfect mix of man made as well as natural features, which includes: defensive







structures, 4×4 tracks, sneaky trails, hilltop positions and lots of water features. The games themselves are scenario based and last all day, which are designed to take full advantage of the awesome surroundings. They also regularly use vehicles, airsoft mortars and a lot of cool toys in game to enhance each event.

The facilities on site are excellent with large indoors and outdoors safe areas. Included are; working power sockets, Men & Women's toilets, kitchen, onsite battery charging, changing areas and dedicated customer car parking. The onsite shop sells; BB's, Pyrotechnics, gas and a range of Airsoft equipment at competitive prices.

The Age Limit on site is 13

PRIVATE HIRE DAYS

Battle Lakes is available to parties wishing to private hire an entire site for the day. They specialise in everything from birthday bashes and stag do's to corporate events. If you are a site owner or part of a team who would like to run your own event, Battle Lakes can cater for this as well. Please contact them for further information.

SITE FPS LIMITS

- AEG/Full Auto: 350fps (+ slight variance)
- Semi Auto sniper: 450fps (No variance)
- Bolt action sniper: 500fps (No variance)

All RIF's will be chronographed with site magazine & 0.2gm bb at the start of an event and are subject to random chrono testing at anytime throughout the day. Battle Lakes reserve the right NOT to allow the use of any RIF over the FPS limit. For normal open days, unless advertised otherwise, there are no ammo limits.

PYROTECHNICS RULES

Only pyrotechnics sold by Zed Adventures or made by TLSFx or Enola Gaye are allowed. BFGs are allowed on site and fully insured, strict safety rules apply. Only 9mm, .22 short blanks or primer ammunition can be used. A grenade going off in a structure (room) means instant kill to all occupants, in larger open areas, a grenade will instant kill every player within 15ft radius (unless behind hard cover). MILITARY SMOKE GRENADES ARE NOT PERMITTED.



BOOKING INFORMATION – IMPORTANT!

Booking is on a first come, first served basis and the total number of players are limited to ensure a good playing environment and vary from event to event. Battle Lakes advise that you book in advance to avoid disappointment.

ZED ADVENTURES **BATTLE LAKES**

Team Dynamics World Wide Ltd Hawkenbury Road Bells Yew Green **Tunbridge Wells** Kent. TN3 9AP

For booking or questions you can call Val (site manager) - 07854 426506 (mon-Sat 9am - 7pm, from 8:15 - 5pm on game days) Lee - 07904724837 (mon-Fri 9am - 5pm) Email: zedadventures@zedevents.co.uk





CONTRACTOR **PANTS**

- 6 Pocket, 2 with inner felt lined utility
- Re-enforced knee panel with knee pad compartment
- Elasticated waist panel on rear for added comfort.

Polycotton Sizes: 28"- 42"

Colour: Titanium SRP: £42.00



ELITE **JACKET**

The Elite jacket is made from water resistant Micro-shell material, offering the user maximum comfort.

Material: Micro-Shell

Sizes UK: S-XXL Colour: Titanium



ELITE **BASEBALL HAT**

- Made from Nylon/Cotton
- Rip-stop tear resistant
- Front Velcro ID panel
- Velcro size adjustment

Sizes: One size fits most Colour: Titanium SRP: £9.95

TACTICAL T-SHIRT

- Super heavyweight 220gsm cotton
- 2 sleeve pockets with velcro

Sizes: S-XXXL Colour: Titanium

SRP: £22.95











SITE VISIT!

The genre of airsoft commonly known as skirmishing is for many not only as good as it gets but perhaps the common starting point for most, if not all players. I'd wager, most Mil-Sim gods, Speed Soft fanatics, and even Real-Sim re-enactors where born on a skirmish field. It's this ethos that drove us to get out of the office, not only to relive the glory days of our origins, but to get back to "grass roots". Furthermore, we thought it only fair, whilst revisiting old haunts we'd also review one of the UK's best and most established Airsoft sites, the Airsoft International award winning Elite Action Games in Surrey.

Biased or not, many years before officially coming onboard I penned the very review that accompanied their site award way back in 2009. Regardless, I'm keen to find out not only how the site has evolved, and more relevantly, why after all these years the buzz for Skirmishing has not waned, but grown exponentially.

A little history, not long formed before I actually started playing 'Plastic Deth' EAG Dorking (or Delta Kilo as I later affectionally coined it after its popular 'Nam based games). Was the sister site to both EAG Worthing, and the now sadly lamented CQB mayhem that was EAG Epsom, popularly known as 'The Tunnels'.



ELITE ACTION GAMES UK

RETURN TO STRENGTH

Virtually exclusively for two and a half years, I cut my teeth and every other weekend saw me descend upon EAG Dorking refining my load out and more importantly my skill set. Woodland based sites are not always to everyone's taste, preferring either CQB based arenas or more urban style sites. However, here's where EAG excels, it utilises its extensive undulating terrain, eerie forestry and existing fauna and foliage not only to its advantage. They've considerably added to its vast size with buildings, fire bases and entrenched positions to best facilitate not only game play, but to create a tactically complex AO for you as player to operate within. This allows for any given scenario run over the course of their walk on days, any number of options and solutions to approach your opposing force.

Yes, it's skirmishing, but they've cleverly disguised it and embellished not only the site, but the game play to provide a far more immersive atmosphere be it the casual passing player, young gun or veteran Mil-Sim aficionado. It's this premise that only furthers what is aside from a truly natural beauty spot, but lends an atmosphere of suspense and terror that would easily lead you to believe your fighting across the Mekong Delta, in the height of summer an Ecuadorian jungle or in winter, Cold War Northern Europe. This is all bolstered by friendly, amenable and professional staff, who as enthusiasts of the hobby themselves work long and hard to deliver a top day to all present.

Back here after a few years absence, it appeared whilst much had changed and been improved upon it was reassuringly familiar. I must confess, I've missed the relaxed atmosphere as people gear up over a hot drink.

Safety briefing was succinctly informative, detailing the rules and site regulations without sending everyone to sleep, but more importantly reiterated EAG's long standing commitment to safety, fair play and honest hit taking. This ultimately set the tone for the day, that we are all here to have fun. Martin, head marshal, admirably picked up the slack whilst John recuperates from recent surgery and was keen to iterate and explain to us that the sites key ambition, as it always has been, is to ensure varied and different styles of objective gameplay. This is because whilst the site attracts a large number of new and old players who descend upon the site, they are keen to offer something that entices more veteran players from other genres of the past time.

ASSAULTERS UP

First game of the day was, whilst a simple premise, was an attack based scenario. Here, my accompanying photographer and two other long standing players, we took on the remaining sixty players who took up defensive positions with the labyrinthine FOB. As we assaulted from two flanking positions, fallen players joined our side and increased our attacking force until only a few remained.







Here, the newly built FOB, built upon the remains of the old 'Paintball' fort really shone. Once inside its newly increased size is broken down into maze of corridors and doorways with elevated fortifications and watchtowers. It's really cool to transition for woodland assault to interior CQB and this scenario allowed for a great start to the day.

AMMO DUMP

Despite the weather being absolutely diabolical, the earlier snowfall still being present and the site covered in huge, knee deep puddles, over sixty players had braced the cold and wet to break the post New Year blues. To be fair, the mud and rain only added to it's character, and fighting through the slimy, muddy undergrowth for me just made it all the more immersive.

So, everyone freshly warmed up from the first bout, we broke into a very simple domination game fighting over munitions in the middle of the Cable Reel field. This was essentially a good excuse to get into a good old firefight. I'd lost none of my enthusiasm as my buddy and I soon managed to find a well concealed fighting position overlooking the munitions we'd been tasked to retrieve. Despite scoring an incredible number of hits against the OPFOR, they clearly had determination on their side, as they retrieved far more ammo than we did.

THE SANDS OF TIME

Before we departed an old favourite of mine was wheeled out. An old military crate, armed with a switch to reverse the lights between red and green was situated in the dead ground between the Cable Reel field and the old Fire Base.

Simply, teams had to fight across these two positions, switch the crate to their designated colour, the device recording the time spent on either red or green, the longest accumulated time being the winner.

Whilst this may sound a rudimentary and basic affair it's designed to, and works very well at encouraging both teams to utilise the natural terrain, constructed cover and defensive positions to flank and block each other, all the whilst under a withering hail of fire.

All credit to the players who braved the obnoxious weather and biting cold, we all became so immersed in the firefights we nearly forgot about it altogether. So intent on moving and firing between cover and flanking positions, people where having just too much fun.

It's this which perhaps one of EAG's strongest assets in its armoury. It's commitment and longstanding experience amongst it organisers and experienced marshals to ensure attending players have fun.

FOB DELTA KILO

Whilst the rest of the players set off to explore the remainder of the site and play out several scenarios before lunch, I and Jon set about taking a really good look at the new FOB. A formidable four walked structure, it poses as an intimidating presence in what is an already expansive and varied site. With its watchtowers elevated fighting positions not just along its walls but across the FOB as well, it gives defenders a 360 degree defensive view.

Once inside transitioning to a pistol is the way forward, it's breaks down in a confusingly

tight warren of passage and walkways. This allows for some superb, frenetic CQB action. The walkways too, add to the 3D combat as they allow defenders elevation with which to pour down fire on would be invaders.

ENDEX

So, a welcome return to the skirmish field. Possibly in today's generation of players who pursue ultra realism within Mil-Sim, or the thrills and spills of frenetic paced Speed Soft, the skirmish genre has possibly become overlooked, forgotten and maybe even neglected. It's was a very welcome reminder what I'd been missing. Good old fashioned action, getting gear and kit dirty and muddy whilst slinging plastic in long and hard fought gun fights was an exhilarating and refreshing change of pace. Hey, at the worst I got a great days exercise and much needed opportunity to refresh my skill set.

Better yet I got spend my day in the company of some truly superb airsofters, who's hit taking, honesty and integrity towards gameplay is truly commendable. All bolstered by enthusiastic marshals who only seek to further drive the days games to ensure they long continue to reach heady heights of excitement and action.

A SNIPERS VIEW

Longstanding friend and today my photographer, Jon A wheeled out his formidable PTW in the guise of a Mk 12 Mod O. Jon's been a longstanding player for over a decade, and like me, has branched out into the world of Mil-Sim. Today he too was keen to explore his skirmish roots, and get back to basics.

"As Andy S23 said, I've been playing for over ten years, in such time I've drifted over to the more immersive Mil-Sim structured events. After a brief hiatus, I returned to the scene complete with tuned and superbly accurate PTW in the guise of a Mk 12 Mod 0 SPR.

Returning to not only a site I frequented but to return to the skirmish scene was an intriguing proposition. That said, the terrain, foliage and heavy tree line really allowed me to move around, get some good line of sight on the opposition putting down either accurate sustained fire, or even suppressing the opposition to allow team mates to move up.

I prefer to run a far lighter load out, carrying enough mags to stay in the fight without getting snagged on branches. This, ultimately assists with just getting down on the ground, prone, comfortable and behind my blaster to take the shot I've spent ages getting into position without compromising concealment.

Despite the poor weather a good soft shell, with a warm under layer proved more than adequate to keep me warm and dry. Boots were coupled with Seal Skin socks, I just wish I'd brought my gaiters. Hit taking was fantastic, and reassuringly gives confidence to just relax and enjoy skirmishing - a friendly well run site, varied terrain, all made for a fun day out."

SKIRMISH GEAR

As the weather was so inclement following on from my previous article on cold and wet weather gear, here's a quick run down on the gears and kit I assembled for the day at EAG in the pouring rain.

As I knew beforehand that it'd be bitterly cold, sitting only just above minus temperatures I ran my lightweight thermal PCS smock, this not only kept me warm but over laid with my Patagonia LvI 5 Soft Shell, dry too.

As previously discussed a few issues back, it doesn't have to be bank balance breaking, but some good quality apparel that's well maintained can make all the difference between sitting on the sofa watching television or really getting out and into the mix with the best of em' regardless of just how bad the weather gets.

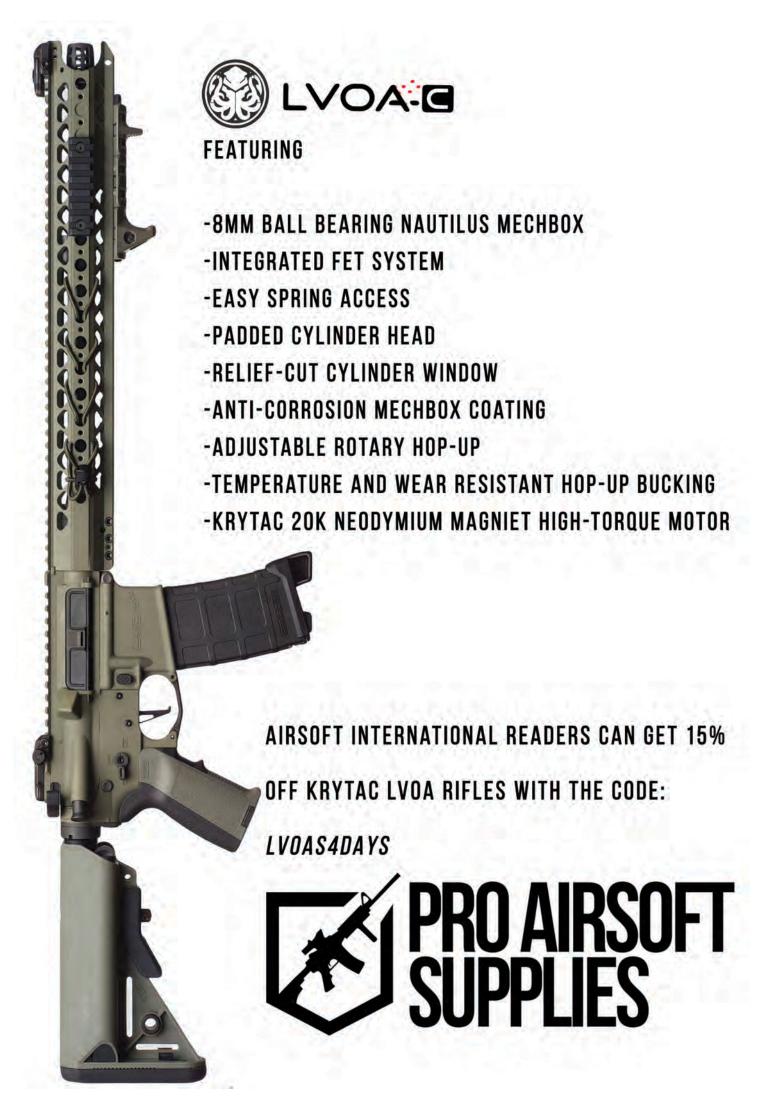
However, I'd decided that as today was going to involve a lot of running around, even in the cold this may cause core temperatures to rise. So, to mitigate that I ran ToySoldiers MBAV, with only training plates to reduce weight compared to my usual load out. This was coupled with Haley Strategic's D3 Chest Rig which gave me an ample supply of four magazines upfront, two secondary magazines and the ability to carry flash bangs and munitions to reload. This coupled with Crye's MRB belt which supported my dump pouch, admin reload for my pistol also carried an additional four magazines if I really got pinned down in any heavy firefights. Initially feeling somewhat lost and bewildered without all the usual trappings of gear carried, but this proved to be a very successful happy medium. I satiated the inner gear fiend whilst keeping low drag and high speed with the best of em'!

I gave the new Patrol Incident Gear FDT gloves a good run out, whilst soon soaking wet and slick with mud they held up well and dried exceptionally fast. I'm keen to keep punishing these, purely just to see what they're really made of and can they withstand the rigours of aggressive gaming.

Likewise, the AKU Pilgrim GTX boots, often submerged whilst crashing through puddles kept my feet dry and gave a reassuring sure footed grip throughout.

This, really worked out well - it was a lightweight low drag load out, even with the obligatory helmet (better safe than sorry, as I've a predisposition to bashing my head). It also gave me the option, had the rain subsided to either ditch the soft shell, or if I'd started to overheat remove the lightweight thermal pullover. All this aside, Jet Boil and Aeropress was on hand to make up a fresh cup of coffee. As it stood Mother Nature did her best to freeze and drench us all off site. Nonetheless, despite such poor weather I remained, otherwise dry, comfortable and in the fight. A testament to modularity and layering the right technical clothing can ensure fun can be had skirmishing despite what the weather sends your way.





EG67 WIRE PULL FRAG GRENADE





ALL TALK AIRSOFT ESSENTIALS

TODAY, AS I WAS HAVING MY MORNING COFFEE, I SAW THE VERY SAD NEWS THAT RICHARD "MACK" MACHOWICZ OF "FUTURE WEAPONS" FAME AMONGST OTHER TV SHOWS (SUCH AS ULTIMATE WARRIOR) AND VARIOUS BOOKS HAD DIED ON 2ND JANUARY 2017 FOLLOWING A DIAGNOSIS OF BRAIN CANCER IN 2015. I AM REASONABLY CONFIDENT THAT WHEN I SAY MOST OF US KNOW WHO MACK WAS OR HAD HEARD OF HIM IT WOULD BE AN ACCURATE STATEMENT. I CAN'T BE THE ONLY ONE WHO WATCHED THE SHOW AND THEN TRIED TO FIND AN AIRSOFT VERSION OF THE WEAPONS HE WAS PLAYING WITH OR WISHING THAT THEY'D MAKE AN AIRSOFT VERSION IF ONE WASN'T ALREADY AVAILABLE!

WRITTEN IN MEMORY OF RICHARD "MACK" MACHOWICZ

Not only was Mack a TV presenter and producer but he had 25 years military service under his numerous black belts for various martial arts. Ten of those years in the SEALS on teams 1 and 2, He served his country with honour and pride and had a work and life ethic that many couldn't even hope to achieve if they had ten lifetimes. My Heartfelt sympathies and condolences to his friends, family and colleagues who I am sure are devastated by his passing.

It might not be much in the grand scheme of things but considering the topic I wanted to cover I'm going to dedicate this article to Mack and his quest for future weapons. So Mack; thanks for your service to your country and for the viewing pleasure for want of a better expression you gave so many people including this loyal and saddened fan. I hope I can do you justice with my version of future weapons!

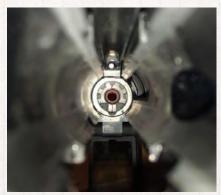
So this month's journey into the inner workings of my brain was sparked by a video I saw on Facebook for a new system of AEG that had been in the planning stages since 2012 and also a post about a new Systema recoil engine too. You might recall that in one of my first articles I postulated that recoil AEG's were quite possibly the future of airsoft with more and more companies bringing out their own versions or new models with reasonable frequency. I'm not gonna say I called it but... God help me now if I'm wrong!

But before we delve into developments in airsoft that are happening now first a little background. The basic AEG operating system hasn't changed a great deal since its inception by Tokyo Marui way back in the distant past while dinosaurs roamed the earth - well okay maybe not that far back. The next development came with Systema and their planetary gears and separate cylinder containing the piston, spring, spring guide and nozzle. After that things didn't really do much else.

The biggest change was the ICS split gearboxes which were half Systema and half traditional gearbox using some standard components. The problem was realism; or lack thereof! They still sounded like sewing machines and only the Systema had a take down with any similarities to a real AR and a cut off feature when the mag was empty. The problem was the cost and reliability the first being very high and second unfortunately pretty low but Systema was aiming for the LE and military market primarily and not your average skirmisher. Nothing about any of these platforms really delivered in tactile experience and so gas blow back rifles - even with their flaws and peculiarities were still the only option if you wanted to have as close as possible feel without signing up to an army!

Sometime later another Japanese company (TOP) famed for producing nice looking guns with awful bellows driven internals produced something that looked very promising. It was a shell ejecting M4 with a reciprocating bolt. It functioned like a real M4; It had a 30 round capacity magazine; I am fairly certain it also locked to the rear once the last round was fired and it offered some but not much in the way of felt recoil. I saw videos of it in action and I was filled with joy right up to the point where I realised that whilst ejecting shell casings look cool, at about \$1 a pop losing several hundred a game day in woodland was not so cool. Neither was having a fishing net - sorry - shell catcher over the ejection port. Then there was the cost















and rarity of the actual gun itself. If you got one and it broke getting spares would've been nigh on impossible and your £500 gun would be an expensive paper weight.

I'm going to condense the next bit for the sake of brevity but suffice it to say that manufacturers stepped up their quest for realism with various techniques. Electronic control systems either in the gearbox or externally; electric blow back systems which simulated a moving bolt but was only really a thin piece of metal and there was little if any recoil impulse oh, and they were prone to breaking and when they did; they did it properly often lunching on the entire gearbox til it looked like a train wreck. This brings us up to the NGRS rifles from TM and the ERG from KWA. Both excellent platforms, I know from first hand experience as I'm lucky enough to have examples of both and they offer what was up until recently the absolute pinnacle in electrically powered airsoft guns. They really did have it all. All the features that made gas rifles so popular but the consistent reliability of an old faithful AEG.

→ SO WHAT'S NEW THEN?

Well, we have the promise of completely electromagnetically controlled guns from BO Manufacturing but apart from the odd piece here and there I haven't seen anything of real substance on how it will work so whilst it sounds very interesting and it could be a game changer with how guns can be put together untethered possibly by traditional internal architecture of an AEG perhaps I can't really say much more.

We've also seen the first brushless motor to drive the gun - something that is somewhat behind other electric motor driven hobbies but then again we embraced LiPos like cavemen seeing fire for the first time too so to say we have a bit of a luddite tendency at times isn't too inaccurate.

So these two give us a glimpse at what future power providing capabilities could bring to the mass market.

→ WHAT ELSE IS OUT THERE?

TM has given us the first fully automatic electric shotgun in the eagerly anticipated AA-12 last year. Looking at the internals there is a lot of clever things going on inside the beast and there are also clues there pointing to other variations using the same guts. This is something I can't wait for as I've had spring shotguns and they're either single shot or tri-shot with each pull of the trigger.

On the gas shotgun front there have been variants but none that really delivered in the past. I've had a TM gas shotgun though, which was in my mind the first real solution to a skirmishable shotgun and the six shot facility made it feel like a proper shotgun even though the innards were incredibly delicate, it was prone to barrel wobble and the gas tanks liked to swell if you used any gas more powerful than a sparrow's fart; but it has given us a totally new never seen before model in the Keltec KSG. Hmmmm. I think it would be fair to say we will see more shotguns based on the TM gas system - especially if they're used in the new John Wick film!

LET'S TURN OUR FOCUS ON THE NEW RECOIL SYSTEMA AND THE DAS FROM KOREA...

Firstly the Systema. Whilst the guts inside are very much Systema from the spinning the gears side of things but inside the buffer tube they have taken a rather unique approach. There's a rack and pinion system in there that whilst looks remarkably well made it also looks overly complicated and prone to jamming and or causing serious damage if it breaks in anyway. I haven't seen as yet a video of it in use but given Systema's history regarding pricing I don't imagine it will be cheap and out of reach for most.

My favourite of the moment is the DAS -Dynamic Action System. It offers the best of the PTW with the spring, piston, nozzle and guide all in a quick change cylinder. The other mechanical parts are housed in the lower as you would expect. It breaks open like a real M4 and you need to charge it with the handle before you use it so it is pre-cocked for that first round down range giving you a much faster response when you pull the trigger. The amazing part is that the whole cylinder recoils into the buffer tube. From the videos available on YouTube it delivers a pretty good recoil and looks bloody amazing when it's going full pelt!

I really think that this could be the future for electric RIF's and I for one would love to see more designs like this. If it takes off I'm sure it will be cloned much like everyone did with the original TM gearbox design.

So things are looking pretty good for airsoft innovation. As well as new models of recoil rifles and gas shotguns being made we have a totally new system on its way too. Whereas in previous years advances have been pretty flatline it appears that manufacturers are really stepping up their game in an extremely competitive market the old adage - innovate or die has never been more true.

Here's to a great 2017 for airsoft and new products. I can't wait to see what comes out of SHOT show and IWA in the coming months but I have a feeling it will be a lot of stuff we haven't seen before or even expected. Bring it on I say!







TANTO MACHETE

"OUR MACHETES ARE EXCITING ADDITIONS TO THE SOG FAMILY. IT'S NOT SHOULD I HAVE A **MACHETE BUT WHICH SIZE WILL WORK FOR ME. MACHETES** ARE ONE OF THE MORE **USEFUL EDGED TOOLS IN THE WORLD. THEY HAVE CLEARED** BRUSH. AND BLAZED TRAILS. HAVE CHOPPED WOOD, MADE SHELTERS, HARVESTED CROPS. PREPARED MEALS, HUNTED AND PROTECTED. CAREFUL ATTENTION HAS BEEN GIVEN TO THE SOGFARI TO MAKE **SURE THAT THE WEIGHT WAS** RIGHT AND THE HANDLES WERE **COMFORTABLE FOR EXTENDED USE. WHIP THEM THROUGH** THE AIR AND HEAR THEM SING. WE'VE ADDED A REAL **WORKING SAW ON THE BACK** OF THE BLADES WITH TEETH THAT CUT DEEP. EXTENDED OUT OF THE BACK OF THE HANDLE IS A SPIKED TANG FOR POUNDING AND SCRAPING. THERE ARE EVEN HOLES IN THE HANDLE TO MOUNT LANYARDS. SOGFARI... THE GO-TO TOOL FOR SURVIVAL, EXPLORATION AND **ADVENTURE!**"

WWW.HEINNIE.COM

CHOP CHOP!

WWW.HEINIE.COM

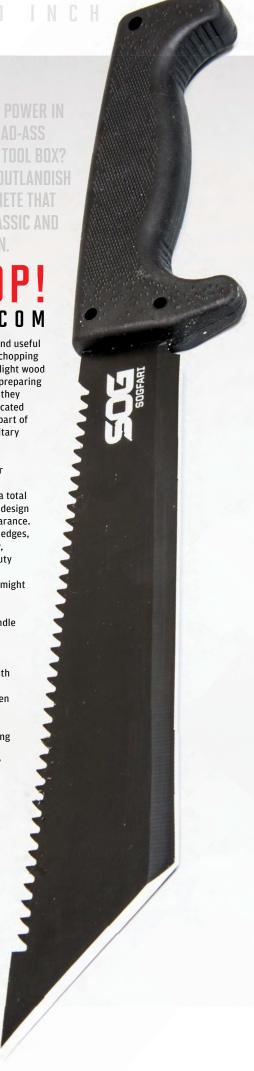
Machetes are one of the most versatile and useful outdoor cutting tools you can get. From chopping through undergrowth, vines, weeds and light wood to clear paths or spaces to set up camp, preparing food or even firewood and even digging, they are an essential "multi-tool" for the dedicated outdoorsman. As such they are a staple part of many "jungle" survival kits issued to military forces around the world.

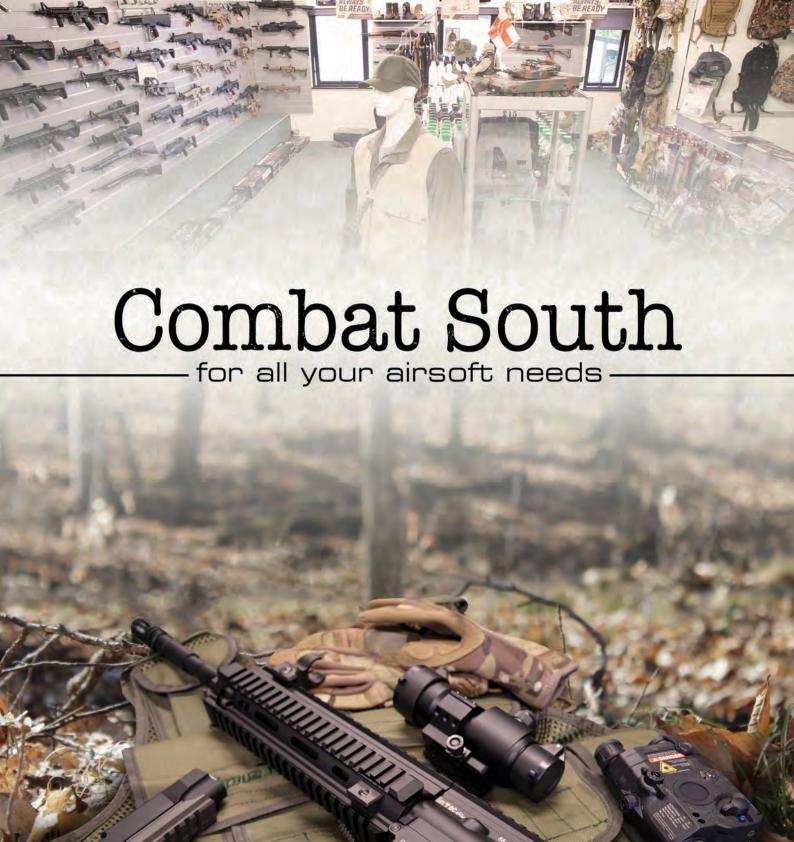
If you want to add a bit more flair to your outdoors gear though, the SOGfari Tanto Machete with a blade length of 10" and a total length of 16" gives you an angular blade design for a more modern, even futuristic appearance. In addition two the two separate cutting edges, the tip being thicker for added durability, the back of the blade features a heavy duty functional saw blade for ripping through vegetation or indeed, anything else that might be in your path...

The 10" blade extends through the over-moulded, rubber raton material handle and protrudes at the base in a serrated scraping or pounding tool. The handle itself, in addition to being ergonomically shaped for extended usage, is pierced with 3 separate lanyard attachment points to keep the blade securely in your hand when conditions are wet and muddy.

Made from inexpensive and easily sharpened 3CR13 steel, SOG are not aiming to make an investment piece out of this blade and thanks to that, you'll be happy to employ it in tough, demanding spots where you might be wary of damaging a more expensive tool. The Tanto Machete comes complete with a ruggedised nylon sheath that attaches to a bag or pack via a simple belt loop design.

If you are keen on getting outdoors the SOGfari Tanto Machete makes a cool campfire tool and makes a great addition to that post-apocalyptic "zombie survivor" grab-bag we know you have stashed under your bed. Just remember that the knife isn't a toy and shouldn't be carried or brandished in a public place ad should only be carried in a pack with a good reason.









VIPER TACTICAL

You can't argue with the classic style of this simple zip-front hoodie from Viper. Featuring elasticated cuffs and hem for comfort and a stylish fit the hoodie features a double layered hood complete with a drawcord. There's the usual kangaroo front pocket and enhanced tactical features include bicep loop panels for patches and ID and also a mounded zipper pull. You also get a cool moulded rubber 1"x1" rubber Viper logo tab on the lower left pocket. Perfect for safe zone wear or everyday use, you can choose from V-Cam, Tan, Black, OD Green or Titanium Grey.

FEATURES

- 100% Polyester
- Full Length Front ZipDrawstring Hood
- Two Front Pockets
- Velcro Sleeve Patches
- Sizes: S-3XL



VIPER TACTICAL HAVE YOU COVERED

TACTICAL BANG OUT SOME MORE TACTICAL APPAREL RELEASES AND FIRST UP ON THE LIST IS THE NEW TACTICAL ZIPPED HOODIE, THE FLEECE HOODIE AND ALSO A SMART NEW TACTICAL POLO SHIRT. SOME GREAT WARM LAYERS TO SEE YOU THROUGH THE FIRST FEW MONTHS OF THE YEAR AND A COOL LAYER FOR WHEN THINGS START TO HEAT UP AGAIN DURING THE SUMMER MONTHS!

VIPER TACTICAL

Similar to the Zippered hoodie but more optimised for layering under a shell, the Tactical Fleece Hoodie is a simple pullover design made from high-loft synthetic fleece material, ideal for trapping warmth. The round shaped hood opening means a comfortable baffle surrounds your face when the hood is up.

Thumbholes are incorporated into the cuffs of the sleeves and a simple flat kangaroo pocket is sewn onto the front section. Loop panels on etc biceps give you a tactical edge and you can choose from V-Cam, Tan, Black, OD Green or Titanium Grey.

VIPER TACTICAL

Now for something a little closer to the skin, the Tactical Polo is something you could wear on or off the skirmish field. It's smart enough to form part of a "contractor" look but it's also casual enough to just be worn day-to-day. Made from a fast-wicking synthetic material the buttoned opening and collar protect your neck from straps and webbing and the arms feature small utility pockets and also small loop panels on the biceps to satisfy your tactical needs. Everything is soft and low profile enough so that you can wear layers over the top and when it's gets warmer, you'll be all good to wear standalone.

FEATURES

- Front Pouch Pocket
- Drawstring Hood
- Thumb holes in sleeveElasticated waist
- Velcro sleeve patches
- Sizes: S-3XL



FEATURES

- 100% High Wicking Polyester
- Buttoned opening and collar
 Two Small Arm Pockets
- Velcro Sleeve Patch
- Button placket
- Sizes: S-3XL





ALL NEW HARDWARE STRAIGHT FROM PTS

PTS GRIFFIN ARMAMENT MODULAR BACK UP IRON SIGHTS

PTS Griffin Armament Modular Back Up Iron Sight Set (Front & Rear) is an accurate replica of the original and Griffin Armament's first ever, patent pending modular base plate system. These low profile sights can be mounted in the standard 12 o'clock position on a rifle or can be reconfigured into left or right side 45 degree angle sights using the ambidextrous angle plates that are included in the modular system set. Both the front and rear sights utilise a robust spring tension to ensure a highly durable and repeatable flip up mechanism whilst the front sight also features an elevation adjustment.

- Elevation adjustment on the front sight.
- Robust spring flip up mechanism.
- Modular System Includes:-
- Front Sight
- Rear Sight
- Flat Mounts x2 45° angle mounts x2
- Hex Socket Set Screw 1/2" x2
- Hex Socket Set Screw 5/16" x6
- Hex Allen Key 3/32"

SPECIFICATION

- Colour: Black
- Material: Steel Dimensions: 115 x 75 x 30 mm
- Weight: 111g (approx. w/o packaging)
- Compatibility: 1913 Picatinny Rails









"Angled back-up sights are not a new thing, we rememberer seeing the Dueck Defence versions hit the market a while back now but Griffin Armament has added an interesting flip up function to the system to also give them a lower profile when not in use.

Additionally, using the very slick mounting bases, the sights can be fitted as standard vertical flip ups. This gives you an option for all applications and the mounts themselves take up very little rail space and occupy very little vertical space meaning they can be fitted in under and around other accessories. The high tension spring system means that the sights stay folded (or raised) in a skirmish situation unlike many other options out there and the adjustment systems on both sights allow you to get precisely zero'd.

PTS are also cool enough to supply all the set-screws (made from high quality steel, just like the sights themselves) and a decent allen wrench to fit them. They should be available from your favourite PTS retailer by the time this magazine hits the shelves so you can get on target with ease!"







Airsoft Zone



0.20 G&G Bottle of **5600** £9.99 6-11 bottles £8.99 each 12 or more £7.99 each



0.25 G&G Bottle of 5600 £12.99 6-11 bottles £11.99 each 12 or more £10.99 each



020 CURSED of 5000 £9.99 6-11 bags £8.99 each 12 or more £7.99 each



0.25 CURSED of 4000 £11.99 6-11 bags £10.99 each 12 or more £9.99 each



0.20 G&G BIO (5000) 2009



0.25 GaG BIO (4000) £1599



Appea



0.28 G&G BIO (3570) 0.28 CURSED of 3570 £11.99 6-11 bags £10.99 each 12 or more £9.99 each



Nuprol 3.0 Red Gas £11.99

w



Nuprol20Mini

NEW Brut Sniper Gas £9.99 3-5 cans £8.99 each 6 or more £7.99 each



ULTRAIR Green Gas £8.99 3-5 cans £7.99 each 6 or more £6.99 each

Nuprol 2.0 Premium Gas £9.99 3ormore£8.99each Gormore £7,99 each

www.airsoftzone.co.uk



STARTER PACKDEALS



DEAL PRICE INCLUDES

1x Bright Green Rifle
1x Black Mesh Mask
1x 8.4V 1600mAh Battery
1x Battery Charger
1x Blaster 0.20g BBs

Airsoft Zone Ltd, Unit 2 Detection House. Brooklands Approach, Romford RM1 1DX

CHANGING THE CAME



AIRSOFT HAS IT'S OWN ROUTINES AND DESPITE SITES UP AND DOWN THE COUNTRY, INDEED ACROSS THE WORLD, ALL DOING THEIR OWN THING MANY ASPECTS OF A GAME DAY REMAIN CONSISTENT AND WE ALL GO THROUGH THE SAME PROCESSES PRIOR TO "GAME ON". RECENTLY THOUGH, THIS HAS STARTED TO CHANGE AND AIRSOFT IS BEING PLAYED IN A DIFFERENT WAY...



THE REGULAR SUNDAY SKIRMISH... FOR MANY IT'S A TIME HONOURED TRADITION, FOR SOME IT ACTUALLY TAKES PLACE ON A SATURDAY BUT WE WILL DISREGARD THAT. WHAT HAPPENS IS THAT YOU HAVE A DAY OFF WORK, YOU SPEND THE PRECEDING EVENING READYING YOUR KIT AND YOU DESPERATELY TRY AND FAIL TO GET AN EARLY NIGHT AHEAD OF "THE BIG DAY". YOU INEVITABLY END UP OVER EXCITED AND INDULGE IN SOME OF YOUR FAVOURITE WAR FILMS AND SIT UP UNTIL LONG AFTER YOU WERE SUPPOSED TO BE GETTING SOME SLEEP, ONLY TO WAKE UP 2 HOURS FARLY AND STILL BE RARING TO GO

When on site you usually have the customary hour of faffing around and getting geared up, a couple of hot drinks and maybe even a bacon roll to stuff in your face during the safety briefing. Once that happens you'll usually move towards starting a quick, simple warm up game of "capture the flag" to get everyone moving around. A couple more games later you probably break for lunch before maybe heading out for a longer romp around in the afternoon. Usually some people have a bit of a moan about hit taking at about 3pm but then everyone heads off home. Your experience may vary but I suspect not by a great deal.

Recently though, the game has started to change. More indoor sites have popped up, more purpose built places that don't require you to engage in a solid 8 hour day of gaming but instead allow you to dip in and out in a session-based system. This has allowed sites to operate games outside the usual weekend hours giving players the chance to get some trigger time after work during the week. This of course means shorter and more compact games but they are a lot more accessible.

Of course indoor sites have a few benefits for new guys, they are generally cleaner, tidier and easier to make your way around. You'll be sheltered from the weather meaning you'll need less kit and ranges you'll be shooting over won't be huge so the disadvantage of not having the best gun out isn't going to be as distinct. These aspects all combine to make it far easier and more enjoyable for somebody to tap in to airsoft from the outside world.

The play style does change quite a lot though and we have seen evidence of this in the rise of "speedsoft", probably the closest that airsoft has ever been to paintball. Personally I'm really happy that airsoft has become more open to participation, especially in towns and cities but I do have a special place in my heart for those longer games. I also love the "Kill House" style of gaming with very up-close contact but the appeal of the setting a game takes place in isn't going to go away.

As demonstrated by the intense popularity of our recently announced Ai500 event, The Gathering, the opportunity to play at a "natural" location has a massive appeal. By natural I mean a place not specifically made with airsoft

in mind, instead an abandoned or disused site that previously was used for a completely different purpose. Sites like this simply let your imagination run free and you can become completely immersed in the game and the setting. Sites like this are often held back by the fact that they will only exist for a finite period before they are redeveloped, its rare that any airsoft site will have the turnover to give them the required spending power to invest in and keep a location forever.

I think as airsoft grows and become more of a "mainstream" activity, we will need to embrace the idea of purpose built sites because we will simply need better facilities. This doesn't have to mean that airsoft will be an indoor activity in the future and I recently played at Skirmish Airsoft in Budby, just north of Nottingham. It operates as a paintball site in addition to an airsoft site (sometimes even on the same day!) but it boasts several themed play areas and great safe zone facilities including plumbed in toilets and washrooms despite being all "outdoors" and in a woodland.

After all this rambling around, I guess the real question is, what is the future of airsoft? Obviously, without a crystal ball, its really tough to say precisely what will happen and where things will be headed but we do certainly seem to be turning a new page with more and more high profile sites dotted around.

One of the questions newcomers often ask is "Where do you play airsoft? Are there organised battles?" and its often seemed a little "shady", especially when you have to start explaining the complexity of the laws surrounding airsoft and buying RIFs. I think being able to allow potential players and newcomers to the hobby to see what happens and have a taster session will make things come across as way more accessible than the old way of essentially a bunch of people heading to an out-of-the-way woodland in camouflage clothing. Instead of having to commit a whole day to the experience, you can happily spend a couple of hours on a "session", finish up and still be clean, tidy and be able to go on with the rest of your day; that'll certainly be a stark change to what we might be used to, but definitely a welcome option that will fit in with our busy lifestyles!







The Rifle Used Most Widely In World War 2

BOLT ACTION

BRITISH ENFIELD

KEEP THINGS CLEAR



UK/EUROPE DEALER ENQUIRIES +44(0)|18 9714470

GRENADE CO.





ONLINE AND RIGHT AT YOUR FINGERTIPS!
PICK UP A SUBSCRIPTION TO OUR DIGITAL ISSUES AND YOU CAN READ AI ON ALL OF YOUR DEVICES, FROM SMART PHONES TO DESKTOP PC'S WITH ONE QUICK AND EASY LOGIN!

GET ONLINE AND CHECK OUT WWW.AI-MAG.COM/SUBSCRIBE

OPTION

RΠ



ASG'S CZ SCORPION EVO 3 A1

THE ASG CZ EVO 3 AT IS MORE THAN JUST AN OUTSTANDING AIRSOFT GUN, THE DESIGN PROCESS AND DEVELOPMENT OF THE FIRST EVER AIRSOFT GUN TO BE COMMERCIALLY PRODUCED INSIDE EUROPE IS BOTH FASCINATING AND GROUND-BREAKING. JOIN US AND LEARN WHAT IT TAKES TO PRODUCE AN AEG FROM THE GROUND UP, THE DANISH WAY, THIS IS THE THEORY OF EVOLUTION!





CZ's Scorpion Evo 3 A1 is a modern re-imagining of the venerable Skorpion Vz. 61 submachine gun produced by the Czech business in the 1960s. Despite being the third generation of the weapon the EVO 3 A1 bears no mechanical or aesthetic similarities to the Vz. 61 and in fact the only real shared feature is the fact that both weapons are submachine guns.

From the original Vz. 61 to the Evo 3 A1 is quite a step indeed and certainly is only 2 guns, the interim being filled by the Vz. 61 "Generation 2" being filled by a model chambered in 9mm as opposed to .38. Part of the transformation of the Vz. 61 into the Evo 3 was actually designed by Slovakian arms company, Laugo. Laugo's weapon began life in around 2002 and by 2009 the design was sold to Ceská Zbrojovka Uherský Brod or CZ as we know it. The evolution of the Scorpion Evo 3 A1 was almost complete and the heritage of the Evo is evident from looking closely at the

receiver which has clear markings reading "Designed by Laugo".

It was not long after this that the design team from ActionSportGames noticed the Evo 3. Thanks to a close licensing partnership with CZ, the team were able to spend time with the realsteel Evo at CZ's facilities and they set upon an idea to recreate it as an airsoft gun. ASG have a vast catalogue of officially licensed, faithful replicas from CZ and many other brands but the futuristic design and appealing aesthetic of the Evo caught their imagination.

Up until this point it would have been common practice to shoe-horn a regular AEG gearbox set-up inside a gun, maybe a slightly tweaked V2 or V3 gearbox could be squeezed inside a shell that looked roughly the same size and shape as the real Evo 3 AI, that would have been quick, cheap and easy. that would have resulted in an AEG on the shelves that we probably would have all forgotten about by now, it might have been good quality, fun to shoot but it wouldn't have been the Evo we





TIME TO EVOLVE

ASG decided that with the design of the Evo 3 A1 as an airsoft gun, it was time to evolve. It was time to change how things were done. It was time to break the moulds, tear up the blue prints and start to do things differently.

The gun would be an AEG, for sure, it would house a battery and it would fire 6mm BBs. The manner in which this would be achieved through design and manufacture would be entirely different and it would herald a new era of airsoft manufacturing, most importantly in Europe.

Working closely with CZ, the original CAD drawing were used to ensure that ASG's replica would be 1:1 scale, as close to the real things as legally possible. At this point it was already evident that the usual selection of AEG parts and manufacturing processes simply weren't going to cut it. Things needed to be done differently from the ground up.

Shortly after initial design and prototyping was begun it was clearly evident that much of the Evo 3 AEG would need to be redesigned, reimagined and manufactured accordingly. To keep things within the exacting specification that would be required to make a gun worthy to bear the CZ Scorpion Evo 3 A1 name traditional manufacture in the Far East would simply not suffice. Tolerances could not be controlled tightly enough and control could not be maintained over the project. At this point it was decided that ASG would produce the Evo domestically, in their home nation of Denmark, not only that, but it would be produced as locally to the ASG HQ as possible.

It's perhaps the Danish custom to be modest and understated but when you take a little time to notice, many high precision, high specification products are created by Danish engineers in their home land. Bang & Olaufsen, high-end audio visual manufacturer, Phase One, professional camera equipment manufacturer and LEGO, which we all know and love are Danish companies but they would never boast about it.



















INNER SPACE

The heart of the Evo 3 A1 is a specially designed gearbox shell. Because of space constraints the shell has to be thin walled meaning that the traditional Zinc Alloy used to cast the shells simply doesn't suffice in terms of strength or tolerance. Instead the shells are cast in aluminium by a Danish specialist business using a high-pressure metal moulding process, then shot blasted and machine finished to achieve a presentable and corrosion resistant finish.

This high-specification process yields higher quality component pieces that can be batch tested and measured for consistent shimming during assembly, something that would be unthinkable using the usual Eastern manufacturing processes that often yield parts that need hand finishing to fit.

The design of the gearbox shell itself incorporates aspects won from the years of experience that the ASG team have in working with AEGs. Some of the many features of the custom designed shell are an ovalised cylinder window to reduce stress risers, a reinforced front end and numerous location tabs to aid in the assembly. Additionally there is full support for the piston as it is retracted inside the gearbox along its length making the components themselves last longer.



specially designed hop unit that combines rapid, easy adjustment with great performance giving the gun range and accuracy. It also feeds all the BBs from the magazine, meaning none drop out and are wasted during reloads.

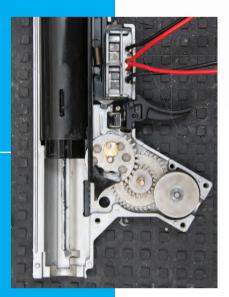






A prototype Evo gearbox casing, notably lacking the ovalised cylinder window.









INTEL INSIDE

Instead of the traditional contact switch system that makes the AEG fire, the ASG Evo 3 A1 uses an Electronic Control Unit designed and manufactured by European-based Airsoft Systems. The ECU combines MOSFET technology and sector gear monitoring via a microswitch linked to the cut off lever inside the gun. The ECU gives not only a light, short stroke trigger system as standard but also enables consistent single shot, burst and full auto fire modes as well as battery power level monitoring and fault detection, far more than any simple in-line MOSFET solution. As a result the Evo benefits from an increased service life on all mechanical parts inside the gearbox thanks to the reduced strain on them.

In addition to the ECU the Evo 3 A1 utilises high quality standardised gears, piston and cylinders allowing upgrades and replacements to be easily sourced for end users, should they wish to replace them. An ASG Ultimate BASIC motor is installed, complete with a short shaft length but with an additional support collar. Although BASIC in name, this isn't a cut-price, lower quality component and its performance puts many higher spec motors to shame. The reason it is used in the Evo is simply to balance out the power-train, there's simply very little to be gained by installing something more powerful aside from a higher power consumption and very little in the way of performance enhancements.

EXTREME PRECISION

One of the most impressive but also most easily overlooked components of the ASG Evo is the loading/air nozzle. Traditional (perhaps flawed) wisdom dictates that it might well be one of the first parts on the upgrade agenda, being a simple plastic component with no additional o-ring seals or fancy "upgraded" aspects. Instead the truth is that the part is made by a precision CNC machining business around 25 minutes drive from ASG HQ in Denmark.

More used to producing insanely high-precision components in miniature scale for things like high-fidelity audio connectors in 98% pure silver, or hearing aid components smaller than a grain of rice, the air nozzle for the Evo is a walk in the park for these experts. Using their incredibly powerful and precise Citizen CNC lathes, of which very few are owned and operated outside of Japan, they turn the highly precise air nozzles from highdensity polymer material to give a consistent, flawless interface with the hop unit and cylinder head of the Evo. This is one of the critical components that gives the gun such remarkable consistency. In addition to the amazing nozzle, they also produce the comparatively huge and easy to machine flash hider assembly for the Evo. Again, it's easy to overlook the amazing craftsmanship that has gone into the manufacture of the muzzle break but next time you get a chance take a moment to appreciate that it is beautifully machined and certainly has more to it than meets the eye immediately.

THE ASG CZ SCORPION EVO 3 A1 FEATURES A ONE-PIECE CNC FINISHED METAL OUTER BARREL





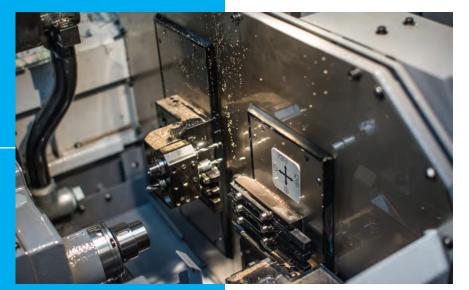


THE ASG HQIN DENMARK EVOLUTION!









BREAKTHE MOULD!

The real Scorpion Evo is made externally from polymer materials, as are many modern firearms. Polymers generally allow for a lighter, cheaper and more ergonomic end result but they do require some tinkering to get just right. ASG needed to replicate the polymer finish of the real Evo in order to create a faithful replica and that is easier said than done.

If ASG had set their stall out to simply make a run-of-the-mill replica, this would have been easy. Plastics and polymers have many properties that can be altered by the moulding process. Colouration, surface textures and the final dimensions of the finished part can all vary according to multiple variables. ASG of course have to balance all these and perfect them in order to create a component that looks and feels right and also fits correctly. Custom moulds need to be produced, molten plastic needs to be injected at the right temperature and under the correct pressure and the moulded part needs to be released, cooled and checked for shrinkage and warping; if any number of discrepancies are made the final part may have the wrong colouration, the wrong texture, be improperly formed or may warp or shrink too much resulting in a rejected part.

The receivers, fore grips and stocks are all made by a specialist injection moulding facility around 40 minutes drive from the ASG HQ who also produce the magazines, an amazing piece of design in themselves.

Many airsoft magazines use a number of cross-pinning screw to hold them together making assembly more time consuming and with more component pieces. The Evo magazines use a realistic and robust one piece outer that sandwiched the inner sections together lowering the component count, simplifying assembly and of course making the end result more reliable.

The story of the production of the magazine mould in itself probably entails more complexity, problem solving, ingenuity and trial and error than most AEGs full stop. Needless to say, being able to see the Evo magazine mould in full production is a thing of beauty.



EVOLUTION! WE HEAD TO DENMARK



FINAL APPROVAL

The finished Evo package is fantastic. All the component pieces are shipped to the in-house production line at ASG HQ where the assembly takes place and testing is performed. A number of dedicated staff members spend their working hours assembling the lovingly crafted components into complete guns before testing them for function and consistency and finally placing them in their specially designed boxes ready for dispatch.

With the Scorpion Evo 3 A1, ASG have not only created a fantastic replica of the real weapon from CZ but they have also truly broken the mould. As the first gun to be designed and manufactured in Europe, ASG have set a new precedent. It would be easy to expect such a feat to end up costing a great deal of money to the end user but with the careful attention to detail and intelligent design, it's actually incredibly competitive with few rejected components being made and little time being wasted.

The production of the Evo is also inspiring in the fact that local resources and tradesmen have used their expertise and resources to create the end product. This has not only benefitted ASG and airsoft in Europe but the businesses themselves have expanded in some cases, learning new skills, techniques and even hiring additional staff to ensure they can meet demand. It sounds unlikely but the "community spirit" behind the production of this humble airsoft gun has lived the area around the ASG HQ and the pride in it is almost tangible.

The benefits are manyfold with ASG being able to closely monitor the production standards of components, precisely track batches and make changes as needed, the local businesses benefitting from additional work and also the environmental impact of a compact logistical network being minimal.

When talking to the ASG "family" at their HQ, they unanimously agree that the moment when they realised it was all worth it was when they were contacted by Japanese Wholesale businesses looking to purchase the Evo for sale in Japan. Obviously the Japanese are the creators of airsoft and there are many incredibly high quality products that come from the country, they obviously have a high standard.

At first the Japanese contacts refused to believe that ASG had designed, manufactured and assembled the Evo without dealing with plants in the Far East but were eventually convinced that what ASG had produced truly bore the marks of "MADE IN DENMARK". The Evo defines the point when the student finally surpasses the master and it is truly a gun that has a remarkable story behind it.

NEXT MONTH!

We share more experiences of our visit to ASG HQ in Denmark when we take you on a step-bystep journey as we build our very own Evo 3 A1 on the production line! Check it out to find out exactly what goes into each and every Evo!

WHAT'S NEXT?

ASG continue to produce the Scorpion Evo 3 A1 and slight design refinements have been made over the 3 years that it is available, solving quirks and issues that have arisen from being used "in the wild". They are as committed as ever to ensuring the gun is as good as it possibly can be. New accessories including the High Capacity Magazine and more have been produced and distributed and the recent SHOT Show announcement of the Evo Carbine variants gives fans of a slightly longer gun something to get their teeth into.

ASG as a business learned a great deal from making their own AEG from the ground up and although they remain tight lipped about what might be on the horizon, they assure us they are looking forward to putting their new experience into practice again and that we won't have to wait too long before they shake the airsoft industry to the core again!











CZ E 3A1
SCORPION
Made in Denmark

actionsportes mes com







£26.95

GET YOURS TODAY FROM MILITARY1ST.CO.UK

EXTREME WEATHER LEG PROTECTION

COMMONLY DESIGNATED AS AN ESSENTIAL PIECE OF KIT FOR A WALKER **OR** RAMBLER, BUT IF YOU INTEND TO TAKE ON SITES WITH STREAMS, LARGE SWATHES OF LONG WET GRASS OR OTHER NASTY BRAMBLES AND VEGETATION THAT INHABIT THE WOODLAND FLOOR, A PAIR OF DEPENDABLE LEG GAITERS MIGHT JUST BE THE MISSING COMPONENT **TH**AT YOU HAVEN'T THOUGHT ABOUT.

Ideal for skirmishing or running through the bush without a care, we have found the leg gaiter to be a great way of protecting yourself and your expensive trousers and boots as you manouver through the woodland's less than friendly prickly plants and thicket.

The 'Yeti Gaiters' manufactured by WISPORT are a practical way to stay dry and protected, they are small enough to stash in your pack, pouch or pocket and handy enough to quickly don if the weather turns, making them an essential piece of kit for any airsofter!

Made of rigid, genuine Cordura fabric, the Yeti Gaiters are a waterproof, full-length gaiter that wrap around the back of you calf and neatly zip-up (from top to bottom) to protect your lower leg over mixed terrain.

Before zipping-up, a length of adjustable underfoot shock-cord is hooked to the underside of your footwear, by stepping (heel-first) into the gaiter. The zippers placed at front of gaiters are then covered with Velcro fastening 'storm flaps' and a neat little shoelace hook is securely attached to a lower lace. A snap stud at the bottom of the flap finishes off the process.

Moving up the leg, the Yeti Gaiters feature two elasticated calf and ankle sections for a close fit and extra shielding. An adjustable elastic cord with stopper at the top offers improved protection from things like ticks and unwanted debris dropping in.



To summarise, this purchase came about by way of necessity. If like me, you play at a lot of woodland sites in the UK and have forked out for some rather expensive Crye G3 trousers and you don't want to see the elements and brambles etc wear away at the fabrics over time, then these Yeti Gaiters from WISPORT really are worth their weight in gold!

- Hard wearing protection
- Protects boots, pants and calf
- Full-length front zipper
- Hook and Loop storm flap
- Bottom press stud
- Front laces hook for added security
- Elastic drawcord and cord lock Elasticated calf and ankle section
- Adjustable Keylar underfoot cord
- Water resistant and durable fabric Max calf circumference: 47 cm
- Improved protection from ticks
- Material: Cordura
- Made in Poland

The maximum calf circumference on

shoe size 10 and recommends a medium-sized





HUEY'S MILITARY-TACTICAL-OUTDOOR 44495 GET YOURS TODAY FROM WWW.HUEYS.CO.UK

MODULAR MBITR BFG RADIO POUCH

STARTED FLYING THE BEGL TORGE BLAK BRAND. WHEN WE GRISH
RELATIVELY NEW, SMALL BRAND. BFG HAVE NOW EXPLODED INTO
FULLY FLEDGED TACTICAL EQUIPMENT POWERHOUSE WITH AN
EXPANSIVE RANGE OF POUCHES, PACKS AND EVEN ARMOUR
CARRIERS BUILT USING TECHNOLOGICALLY ADVANCED
TEXTILE MATERIALS AND USING CUTTING-EDGE

IU MY PERSUNAL KII IS THE MBITK PUUCH.

BLUE FORCE GEAR

Using the TRI PRC-152 or PRC-148 radio sets is great, they look the part and boast some seriously impressive features but they do pose a particular issue, they are pretty big. Finding a spot to fit the handset on your plate carrier or chest rig and it still be accessible for adjustment in-game can be tough enough but then there's the issue of finding a suitable pouch to stow them in. I was looking for a balance of security, stability and accessibility.

Previously I was using High Ground Gear's flip-out pouch. The design looks fantastic on paper and allows the user to drop the radio down to access the control panel and then re-secure it, all with just one hand. After a little trial I found this was true but I'm not sure if a size discrepancy between the real 152 handset and the TRI replica was the issue, but the HGG pouch just didn't really line up that well and accessing the buttons wasn't quite perfect. In addition to this, the fit of the radio wasn't totally secure and I resorted to using an additional length of elasticated shock cord to try and secure the radio better, with mixed success. Finally, because of a combination of the above issues the pouch never really sat totally solidly on the rig. The base section threaded on to the MOLLE platform well enough but the fold out panel swung around a little too much for my liking, it just never felt secure and "strapped".

In light of the above issues I made the decision to switch out to the Blue Force Gear MBITR Pouch. It's a much simpler design that doesn't try to overcomplicate matters. I'm losing the accessibility that the HGG pouch offered but in truth I never really found myself needing to tweak the settings on the fly, much less needing to do it in a situation where I wouldn't have been able to do it far easier by just pulling the radio out of the pouch. In exchange I'm hoping that I will have a far more secure radio and a little more peace of mind.

As with all Blue Force Gear pouches, the MOLLE system is laser cut from their proprietary Helium Whisper material making for a lightweight, low profile but incredibly durable system. the rest of the pouch consists of the BFG signature colour matched elastic material, in this case doubled up on the sides of the pouch to "hug" the handset tightly. The remainder of the pouch is fashioned from the again signature UltraCOMP material which makes for a very tough, abrasion resistant pouch with minimal bulk and weight.

Features-wise the pouch simply has a bottom opening design that can be unclipped and the velcro peeled open to access the battery. Due to the elastic nature of the pouch it can accommodate 152 and 148 radios and should have no issues with handsets of similar proportions.







TACTICAL SNEAKER BOOT

- Ultra-lightweight
- Multi-sectioned sole for better maneuverability and grip
- Tactical sports fit
- Vented instep
- Cordura side and tongue
- Suede finish

UK Sizes: 6-12

Colours: Black / Coyote / Green

SRP: £44.50









AIRSOFTSHOP

VISIT OUR WEBSHOP WWW.AIRSOFTSHOP.BE

THIS MONTHS WE FIRED UP AN AGE OLD DEBATE, BUT ONE THAT SIMPLY WON'T GO AWAY. IT HAS ONCE AGAIN COME TO PROMINENCE THANKS TO THE INFLUX OF HIGH RATE OF FIRE GUNS AT THE SAME TIME AS AN EVER INCREASING DESIRE FROM SOME CAMPS TO DRIVE REALISM WITH LOWER AMMO CAPACITIES. I DON'T THINK WE'LL EVER SETTLE IT BUT WE ASKED YOU YOUR OPINIONS.

THINK THAT HIGH-CAP MAGAZINES ARE A CRUTCH FOR LESS

As anticipated, literally hundreds of replies were left by players coming from all angles, here are a few of the best to help you make up your mind. If you want to have your say, remember you can always email us at editorial@ai-mag.com!

"Personally, I just hate BBs rattling in my magazines and not knowing the exact amount of them left. On the other hand, low-caps may be insufficient when situation goes South that's why I always use mid-caps. I have more space for suppressive fire, getting to cover and staying in action for longer.

- Artur Popławski

"Personal choice. If you're starting out, a hi-cap is great because you don't need to bring load bearing kit. Downside is experienced

players going out with 4 or 5 hi-caps to a skirmish. Overkill much? A mid-cap or low-cap makes for more realistic and tactical play. You have to use teamwork (fire, manoeuvre and covering fire) and actually aim."

- Adam Francis Hodsdon

"Hi-caps are awesome. Reloading is overrated. It's a game after all." - Paul Lex

"High caps are great for those on a budget or for those not wanting to spend lots on the hobby, or those who travel light - for example motorcyclists who play! However, I prefer midcaps - my thinking being that BBs aren't as accurate or fast as bullets so having the same number of BBs as bullets is a huge handicap. Hi-caps make a hell of a noise which annoys me, so I always used mid-caps as a nice trade off." - William Edward

"Hi-caps when I played last. Use every advantage you can because if you don't someone else will. Can't speak for any of the real forces dudes and dudettes, but I think if you offered them 500 rounds in a firefight between reloads with negligible weight increase they'd probably take it. - Charles Bennett

"My preference is mid-caps but that is because I hate winding mags and also I makes the game a bit more interesting for me as it makes you think a little more about ammo consumption. I don't really care what other people use as at my local site most people are running hi-caps" - Alex Pass "Low-cap is a must for a realistic

gameplay experience." - Onat Bankoglu

"I have used hi-caps since I started and still use them after eight years. It's a game, not real life so why does it matter what mag one uses. The gun is still going to shoot the same number of BBs in semi and full, so what if the player just doesn't have to change mags as often." - Eugene Edens

"I started with hi-cap mags. Got tired of the winding and the constant rattle. Switched to low-caps. Got tired of hardly ever changing mags. (I tend to not shoot a whole lot most games unless I have a good, clean shot) Started loading only 30 BBs in my rifle mags. It's just the way I prefer to play. I don't think a hi-cap is a crutch, per se. It is a good way to get into the sport and most guns come with one included. I know plenty of guys who use hi-caps nearly all the time. Having said that, I have noticed that most people who have hi-caps tend to run a pretty high round count per game. I would assume it is just the way they like to play. So, I guess I fall somewhere in the middle." - Jared Korren









FULL RANGE OF HIGH QUALITY AEG REPLICAS FROM NUPROL

DELTA-PIONEER DEFENDER

REVOLUTIONARY PRICE AND PERFORMANCE



WWW.NUPROL.COM



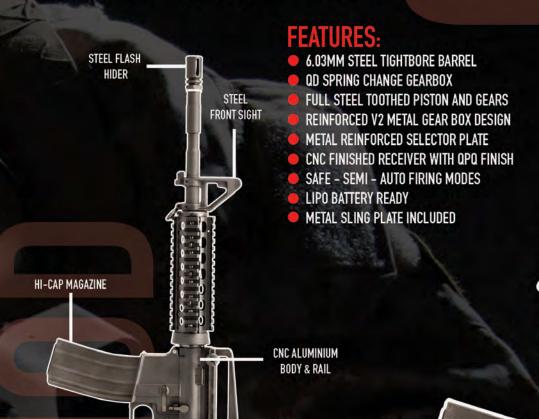












RETRACTABLE

CARRY HANDLE

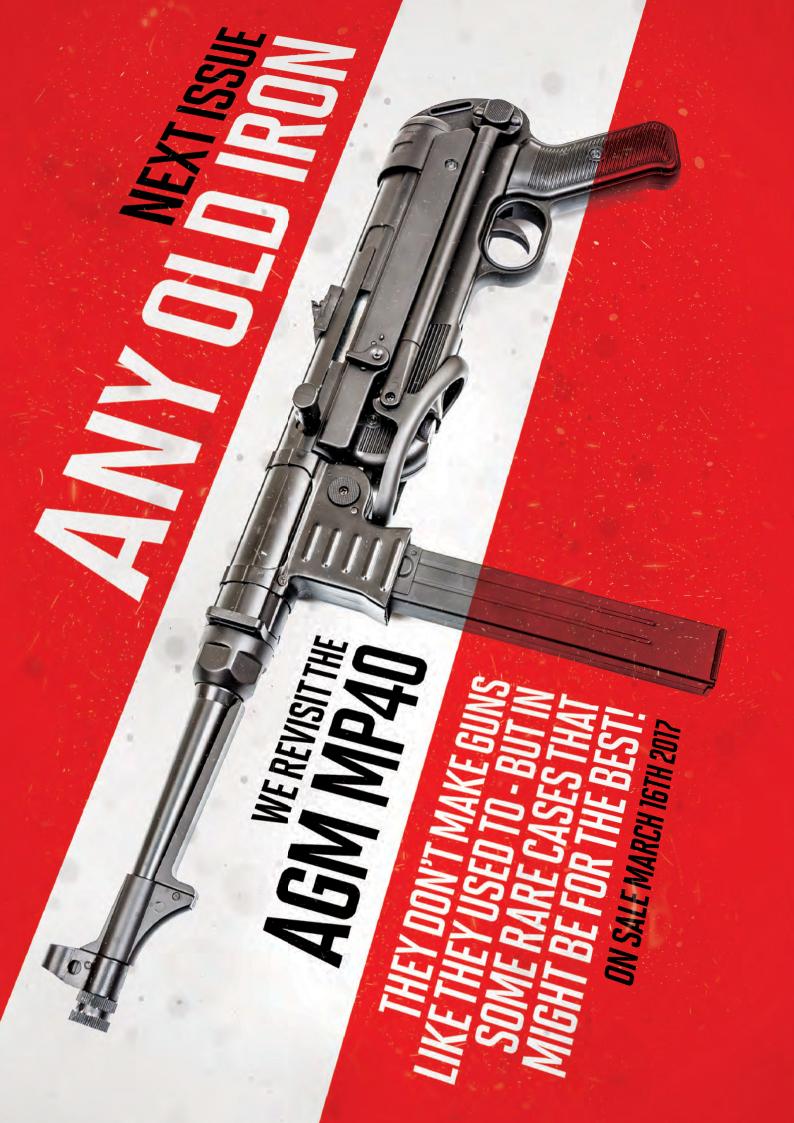
REAR SIGHT

RECOMMENDED BATTERY:

FIRE SELECTOR

METAL SLING











NEW RANGE!









0333 3449 555

more on our web site www.AirsoftWorld.net