WINTER 2012-2013 VOL 2

THIRD COAST AIRSOFT



EVENT AARS:
FULDA GAP 2012
VIRAL TREATS 4

THIS ISSUE:
"DEVELOPING THE TEAM"



EQUIPMENT: GRENADES

TACTICS: USING COVER

SPOOKY'S PISTOL REVIEW

PHOTOS AND MORE INSIDE!

WINTER 12-13 ISSUE

THIRDCOAST AIRSOFT MAGAZINE

Issue 6, Volume 2 WINTER 2012-2013

Airsoft News In The Gulf Coast Region

Inside this Issue

FROM THE EDITOR

LETTERS FROM READERS

EVENT AAR: FULDA GAP

SPOOKY'S WEAPON'S CORNER

TACTICS: USING COVER

GRENADES!

EVENT AAR: VIRAL TREATS

PLAYER AND TEAM DEV: BUILDING THE TEAM

TECH CORNER BY E2

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From the Editor:

Well Summer and Fall are done, and with it, the weather that causes a lot of airsoft events or lowers turnout in some areas in the Third Coast footprint. The weather brings out more of the seasonal players and brings out more of the longer MILSIM Scenarios.

This Winter Issue is special because it is being compiled with a lot of overseas input, with some issues being printed for some Military Airsofters from Europe, Australia, and the United Kingdom as well as our TCA Players, Teams, Vendors, and Field Owners in the TCA footprint. Conversations began with one of the International Soldiers reading TCA magazine on his laptop, and him having multiple issues downloaded on his laptop. So event ideas have been shared along with a lot of talk concerning what makes airsoft great.

TCA Members have performed some great charity events over the fall and winter, with Food Drives, Toy Drives, and fundraising for Veterans' groups, with most of those events entering their fourth or fifth year!

Also I am glad to have some dedicated staff and TCA members that contributed to this issue. Enjoy the cooler weather, play safe and with honor.

Enjoy this first "International" issue!

-Zmonster
Editor in Chief





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LETTERS TO TCA

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If more communities got organized like this, the sport would be even bigger, take care mates,

Joey

Brisbane

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TCA Mag!

It's awesome to find a magazine that is made by the players! Best of all it's free.

-Ron
Mississippi



We can't wait for the next issue, you guys have to go monthly.

Tomas
San Antonio



Thanks for bringing this magazine to the Gulf Coast Area, my community is shifting to more of a milsim feel, maturing to a more realistic play style.

Danny F.
Florida



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EVENT AAR: FULDA GAP

BY

SPENCER, ODA 105, 1ST GROUP, 1ST SFAOC

COLUMBUS AIRSOFT ASSOCIATION

PHOTOS BY THE CDWC PHOTO GUY,

WWW.FACEBOOK.COM/FULDAAIRSOFTPHOTOGUY

I could hear my heartbeat in my ears. I looked to my left, and to my right. I find myself laying, about 20 feet shy of the crest of Hamburger Hill, surrounded by what seemed like hundreds of fellow WARSAW troops.





COMMAND DECISIONS WARGAMES CENTER

FULDA GAP

As we rallied more forces, I began to mentally prepare for what was about to happen. When our commander gave the signal, the top of the hill would be covered by smoke grenades.

Then, at his command, we would charge. I took several deep breaths, knowing that as one of the first over the crest of the hill, I likely wouldn't make it safely to cover. I readied my smoke, and on the command, pulled the chord and let it fly.

The image of that hill, covered in smoke, was surreal. As the charge sounded, and I took to my feet, the adrenaline was pumping so much that I couldn't feel my hands. I crested the hill, and began to fire on the nearest enemy position when...I walked right into the line of fire of the enemy tank.

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EVENT AAR: FULDA GAP, CONTINUED



Its small nerf rocket bounced off the center of my rig. The ref to my left laughed, in as much disbelief as I was. As I walked to respawn, I could here my comrades shouting as they took the hill. The sound of battle slowly died...for now. This was the scene of Fulda Gap 2012.



The final player count landed at 1035, placing us among the top attended airsoft events...of all time. It was an unbelievable weekend in Taylorsville, NC. My only regret was that none of my ODA brothers were able to attend with me.

I drove from Columbus to Atlanta, where I met up with the Blackwater/Airsoft Junkiez crew. As we rotated in and out from running their booth and on the field, it was hard to keep track of the overall flow of the battle.

As part of the 39th Guard Unit, we were tasked with controlling the portion of the field directly adjacent to the vendor area. We made several charges up the hill, just to be pushed back.

We pushed, again and again, into Sim City, to within arms reach of the NATO Respawn. Though we walked away the clear victors, it wasn't a battle easily won. The atmosphere and feel of the game was easily the best of any event I've ever attended.

I look forward to the next Fulda Gap, and encourage any considering going to make the trip. You won't be disappointed.







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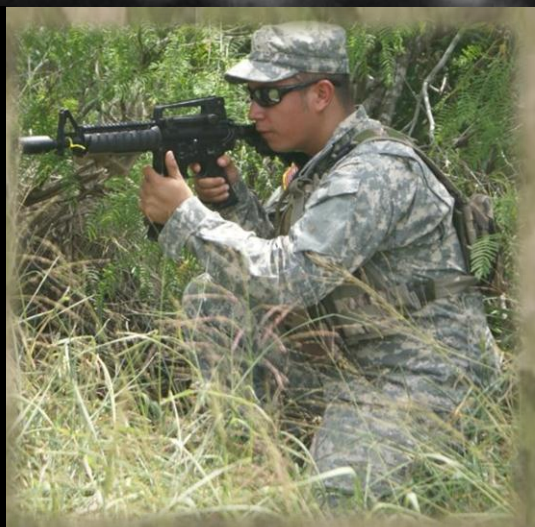



SPOOKY'S WEAPONS' CORNER

Review of WE G23 Gas Blow Back Pistol

One of WE's newer offerings, the G23 is a Sub-Compact pistol modeled similar to a real steel Austrian designed pistol. The WE G23 however is made Full Auto Capable much like a G18c and includes a ported outer barrel and slide making it different.



I recently bought my two tone WE G23 from Airsoft Global for a little over $100 shipped. It was delivered a week and a half faster than advertised and there were no extra charges or holds for customs. It came in its original box that was turned inside out, with all trademarks covered in black tape and a bright orange tip painted on with thick paint

Externals:



At first glance and handling of this pistol it was clear that WE did a great job on the externals and making this look and feel like the real thing. The trademarks are all in the correct places (though they are clearly made to look differently to avoid copyrights) and all the controls function as they should. With the magazine the replica weighs about the same as the real steel (unloaded) and it takes down in exactly the same way. The polymer lower frame is very sturdy and is actually a little heavier than the real steel. The metal slide is a grief of mine as the color is a dark gray and not black. I plan on painting mine matte black soon.

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SPOOKY'S WEAPONS' CORNER

Review of WE G23 Gas Blow Back Pistol, continued

Internals:

Internally the gun if similar to most other airsoft gas blow back pistols. The hop-up chamber and bucking are both Tokyo Marui style with the adjustment wheel and VSR style bucking. It came well oiled and lubed in all the right places, and all screws were tightened properly. There is very little wobble between the outer barrel and the slide but no more than any TM model I own and a lot less than my 1911.
I found that the recoil spring was a little weaker than usual and in a few cases wasn't strong enough to pull the slide all the way forward after racking the slide manually. I will be changing this out shortly.

The finish on many of the internal parts is not anything to brag about. At the end of the slide the recoil spring stopper is actually a dark blue plastic and stands out from the rest of the slide. The Outer barrel is only painted black, and the little use its seen so far has begun digging into the paint at certain locations.



The Magazine:

The Magazine on the WE G23 is interchangeable with the WE G17 and possibly the Tokyo Marui Magazine as well though I have yet to test that myself. As seen in the picture, The WEG 17 magazine is a little longer than the G23 and sticks out of the mag well a few centimeters. This does not affect function however and it fed perfectly, locked and released flawlessly. The G23 magazine holds 20+1 rounds. So far using propane, the gas reservoir lasts for around 30 rounds before running out of pressure and has had no leaks which is not that bad for such a small magazine.





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SPOOKY'S WEAPONS' CORNER

Review of WE G23 Gas Blow Back Pistol, continued



Performance:

The listed FPS is just under 300fps with .20gram bbs and top-gas. I have been unable to test this with a working chronograph but it sounds about right. .30g bbs slowly make their way out of the barrel before dropping about 80ft away. .25g bbs work better and travel to 100ft and the hop-up allows full range of hop in either direction. I plan on swapping out the barrel and bucking however as the shots appeared to stray left or right too often.

Fully Automatic fire is very enjoyable on this model but can empty your magazine before the target can call their hits! The recoil from Full Auto fire feels great and compares to other larger gas guzzling pistols like the FN 5-7 and sounds just as crisp. After each spent magazine, the slide locked back perfectly ready to accept the next magazine of fun. I've put around 200 rounds through it so far and have experienced zero jams, misfires, or feeding problems.

If you're looking for a easily concealable CQB weapon as a back up to your primary this is the pistol for you. A full auto pistol at less than $100 and under 300fps is hard to beat. But if you're looking for a primary CQB weapon to use with extended magazines at short and medium distances you may want to invest in some upgrades to extend its life and reliability.

-***SPOOKY***



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"Ask not what Airsoft can do for you" "Ask what you can do for Airsoft!"

TACTICS: COVER UP! SURVIVE AND LAY IT DOWN!

By
E. Roddy
Australia



G'day to fellow Airsofters, the tactics topic today is how best to use cover to survive, and return fire. A lot of players due to inexperience or not having the general knowledge, find themselves using cover inproperly.

This can have the result of revealing your location too soon or more dangerously, expose you to incoming BBs.

This article will give fellow players some proper examples to select good positions, use cover more effectively, and give a fighting edge to those that practice and apply these methods.

LESS IS MORE

No matter the play style or scenario you are in, the fundamental tactic of using proper cover applies. The idea of less is more has never been more true in this case.

The aggressor in the picture to the right has exposed himself, even though he is very able to lay down a lot of fire, he is vulnerable to enemy fire from multiple directions.





The operator in the picture to the left has chosen a very good covered position. Compare the two different players, one, although very able to lay down a lot of fire is very exposed, the other is firing offset, recessed into a building, not sticking his muzzle out of the opening.

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TACTICS: COVER UP! SURVIVE AND LAY IT DOWN!

Continued,

LOOK FOR THE ANGLES



Shooting around cover versus over cover is a start, always if possible avoid showing your muzzle. This adds confusion to the OPFOR as to where the fire is coming from. Thus providing you with an edge against superior numbers.

The operator in the picture to the right has the right idea. It will take the enemy time to locate him, then be very hard to suppress him because he is shooting diagonally versus forward.



NOT MUCH, BETTER THAN NONE

In slim cover, the best practice is to attempt to "get small" hug the available cover as much as possible, while not necessarily the best idea, sometimes it is all you have versus being in the open.

THAT PRECIOUS SECOND



Take that second to think before looking, slow down, adjust yourself to the cover, sometimes an elbow, foot, or even the gun hand is showing, had you taken that second, to realize you were exposed, or not using that cover to its full advantage, that's when you are reaching for the dead rag, saying out loud "HIT"

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EQUIPMENT: AIRSOFT GRENADES

BY
MAXIMO
LOUISIANA



The OPFOR is bunkered down deep, this guy is using that single room building as cover and is laying waste to your team. You can't maneuver either to the front or the rear.

What's worse is your Command element is telling you to hurry up and get over to your victory objective.

"Hit“ another one of your teammates is off to respawn.

One of your guys pushes up to within the window, under hand tosses a Thunder B into the building yelling "frag out,"

A second later, it detonates loudly, with the OPFOR showing a dead rag from the window.

Your remaining teammates assault forward to seize the structure and the ground immediately beyond it.

You and your radioman enter the structure to do a quick map check, and hear a loud pop, one of you clipped a trip wire to a Thunder B, and it is off to the respawn for both of you.



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EQUIPMENT: AIRSOFT GRENADES, CONTINUED



The scenario shows two good examples of the use of airsoft grenades, Thunder Bs, in this case.

A lot of players will purchase these devices due to their usefulness on the airsoft field depending on the ruleset they are playing with.

Most clubs and communities considered airsoft grenades or frags that project BBs, even if they do not hit a player, as the “lethal” type.



A noisemaker type of airsoft grenade might not be, depending on the ruleset. Clubs that play mostly in the CQB environment or in mixed fields with bunkers and one room buildings often consider either type of airsoft grenade to “kill” any OPFOR in that bunker or building. It just depends on the ruleset.



But the use of the airsoft grenade remains unchanged, to take out that OPFOR in an area or space that direct fire cannot reach.

Additionally, it needs to be mentioned, in the case of TCA ROE, the only method of throwing a grenade of any type, is the underhand method.

This is done to prevent injuries to players, an overhand or baseball throw has led to major injuries to players.



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EQUIPMENT: AIRSOFT GRENADES, CONTINUED



Uses and Planning

In the example at the beginning of the article, the frags were used in two different techniques. The traditional “frag out” or thrown grenade is the first, the second being used as a booby trap. Believe me when I say this a lot of times on the field, players often will forget that they have this weapon system with them in the heat of the game unless it is consistently apart of your loadout. So being able to recognize the ideal time to use a grenade is important. Being apart of a team, it is important for the team to know when that moment is. Clearing a trench or entering a bunker or building are the most often times, during team practices, be sure to talk about when and how to employ frags in the offense.

Using them in the defense takes planning and practice as well. How fast can you prep a booby trap? Where do you place it? How do let your teammates know that it’s there in order to avoid fratricide or friendly fire. The solution is rehearse setting it up, having a kit prepared to transition from offensive use to defensive use.

Timing Is Everything

Now your fellow players know you have this capacity, and everyone is familiar with what type of conditions or situations that the grenade can be used for. It is up to the player to know when or when called to do so, use the frag.

“Frag Out!” is the term yelled out to your teammates when throwing the grenade. “Grenade!” is the verbal warning to your buddies that a frag has landed near you or you saw it in the air.

Last, Safety and Sportsmanship

Know that airsoft is only a game, whether you are on the receiving end of a frag or the user of one, never get caught up in a moment where unsafe use or attempt to pick up a frag that isn’t yours. As in the real thing, you leave duds on the battlefield. Stay safe out there and call your hits!!

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EVENT AAR: VIRAL TREATS IV

BY

SPOOKY, ODA 204/GFT08, 2ND GROUP, 1ST SFAOC



Operation Viral Treats is a line of OPs hosted by ODA 207 (Pirate Mob Raiders) out of Houston Texas. The scenario is zombie themed , each year with variations on objectives and team affiliations. This year was the 4th event of its kind and acted as a prequel to the previous operation story lines where the Virus first begins to spread from the small town of Katy, Texas. All the proceeds from these events have benefited the wounded veterans and this year the proceeds went to the
Special Operations Warrior Foundation.

The event started in the late afternoon with registration which included great patches and a T-shirt designed by Jolly Roger and produced by TX911gear.com. There were also other zombie themed patches and merchandise available for purchase as well as a trailer of airsoft supplies and gear also brought by TX911gear.



The game started with two main factions. The civilians that live in Katy, and the Zombie Response Team sent to retrieve the original Virus strain for study and protect as many civilians as possible. The civilians started spread around the field without any weapons. Admins walked around and randomly picked civilians to suddenly become infected and start trying to tag uninfected civilians.

At the same time the ZRT was trying to gather as many civilians and escort them to a gun depot where they would arm themselves against the infection.

As ODA 204 CO, I was acting as Command and Control, relaying orders, intel and objectives over various radios along with my XO. From the radio reports we didn't receive much contact with the infected until after most of the civilians were armed. Some civilians stayed to help the ZRT defend the "Green Zone" while others patrolled the field lookingfor food drops filled with actual food and drinks!

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EVENT AAR: VIRAL TREATS IV, CONTINUED



As we sent out ZRT squads to retrieve the objectives from a downed aircraft and laboratory, the frequency and strength of the zombie attacks increased. Eventually we could not reach our teams on the radio. ODA 204 and what was left of ODA 206 left the Green Zone and tried to reach the other ODA teams that were currently pinned down. Along the way we were ambushed, cornered and almost cut off but we were able to get half of our squad out alive and rendezvoused with other survivors. It was at this point I became infected and began stumbling towards the survivors searching for brains I only got off a few burst before the survivors called in an Airstrike killing off the majority of the infected besieging the survivors.

After a quick break and reload, we went back into the game with full forces. This time there was a new faction forming within the civilians. A Militia that didn't like the military's involvement in their town. ODA 206 and 203 had to deal with this faction when assaulting the Research Lab and bridge. Towards the end of the day it was completely dark out and the airforce finally gave us the landing zone for extraction. We pulled all our forces back and held off a large zombie attack before the Blackhawks landed, popped smoke grenades all over the landing zone and then began shining spot lights all over. Unfortunately the lights illuminated both zombies and survivors so we lost a large number of survivors at the Extraction Point.





Overall the game was a lot of fun. Everyone enjoyed getting into character and the chaos of the situation made everything harder to prepare for. You always had to be watching your surroundings and checking everyone that approached you for signs of infection. I had a lot of fun getting to fight alongside the rest of the 2nd Group/1st SFAOC ODA teams and seeing a lot of faces I hadn't seen in a while. There were over 60 players that attended and over $790 was raised for the Special Operations Warrior Foundation. This surpassed the previous event's donation of $615! I can't wait to be part of the Next Operation Viral Treats!

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TACTICS: TEAM DEVELOPMENT

BROUGHT TO YOU BY 1ST SFAOC

2 is 1 and 1 is none...always have a battle buddy.
A lone operator is easily defeated and is always the weakest link in any situation.
Why?
You cannot medic yourself.
You can only look in one direction at a time.
If you have to reload or any part of your gear goes down you are completely defenseless.
You are less likely to radio intel to command if you are busy on the trigger.
One operator cannot "surround" anything.
If you are alone, there is no one to provide cover for you.





A pair of operators working together, with tactics, and well-disciplined is the most effective tool.
Why?
Your buddy can medic you.depending on the scenario.
Two operators can look in multiple directions at the same time.
Buddies with good tactics cover each other during a reload or when gear goes down.
Your buddy can radio command while you are engaging the opponent.
Two operators with tactics can maneuver and overcome opponents and obstacles.
Buddies cover and support each other.

Buddy Tactics

Talking Guns – You and your buddy alternate short bursts of full-auto fire to put an endless stream of fire down range. You must decide who will fire first, then listen for each other, as the first shooter ends a burst, the second shooter begins, and so on. When one shooter calls for a reload, his buddy increases his rate of fire to close the gap until the reload is completed. This is a learned skill that must be practiced.

Hi Low – When rounding a corner or obstacle, always present 2 guns at the same time, typically with one buddy kneeling and the other standing above and behind. Any opponent is now faced with 2 guns firing on him and if he returns fire he is not likely to hit both shooters. This should be practiced in every exercise.

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TEAM DEVELOPMENT, BROUGHT TO YOU BY 1ST SFAOC

Buddy Tactics, continued



Leapfrogging – When assaulting a defended position, you and your buddy divide and conquer. Take positions far enough away from each other to create 2 separate targets for your opponent, but close enough to allow for communication and to provide cover for each other. Buddy #1 advances to his next available cover while buddy #2 fires on the enemy position keeping the enemy pinned down. Buddy #1 gets set in his new cover and puts fire on the enemy position while buddy #2 advances to his next available cover. Repeating this process, you and your buddy keep the enemy pinned down and provide cover for each other while "leapfrogging" to overtake the enemy.



Bounding Overwatch - This tactic allows your team to move under fire or through enemy territory with out being wiped out. After a "Hi-Low" maneuver, buddy #1 keeps his weapon pointed down range to provide cover for buddy #2, while buddy #2 moves to the next closest cover. Buddy #2 "sets" at the new cover position and provides cover for buddy #1. Buddy #1 moves to the new cover position only after buddy #2 has signaled that he is "set" and ready to provide cover. While moving, each buddy has his weapon up and trained on the most likely point of contact, and moves only as fast as he can while still being able to fire on any enemy he contacts. This keeps the full firepower of the team available and maintains its' strength. This is the preferred method of movement in any situation where a team reasonably expects contact with the enemy, and should be practiced often.



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TEAM DEVELOPMENT, BROUGHT TO YOU BY 1ST SFAOC

Individual Tactics

Individual tactics are the basis of all team and buddy tactics. They define the basic common things that all effective operators do and are applicable in all team and buddy tactics.



Slow is Fast, and Fast is Slow – Your primary job on the field is to look for contact, engage it, and overcome it. If you are running full out you are only looking where you are going, you can't possibly aim and fire your weapon, and you are showing everyone where you are because our eyes are naturally drawn to movement. Moving slowly draws less attention, widens your field of view, and allows your body to be a more stable firing platform. How fast should you move? No faster than you are able to while doing these things in training. You have to train (or practice) moving and shooting so you will know what you are capable of.

Your eyes, your gun – Your gun should always be pointed in the same direction that your eyes are. If you look first, identify a target, and then react to that target, you will be much slower to engage that target than you would if your gun was already pointed in that direction. This time delay is an advantage for your opponent and will get you shot. Always move your eyes and your gun together.





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TEAM DEVELOPMENT, BROUGHT TO YOU BY 1ST SFAOC

Standing, kneeling, prone, and your profile – Be a difficult target by providing a small profile and keeping your weapon on the enemy. While standing, keep your elbows in and close to your body, and maintain an athletic stance that will allow you to move in any direction easily and efficiently.

With your weapon up and your eyes behind the sights, transition from standing to kneeling by bending down with your weapon side knee behind and underneath you, and rest your support arm elbow on your weak side thigh just behind the knee.

This will provide a comfortable support for the weak side elbow and a stable shooting platform. Transition from kneeling to prone by placing your weak side hand on the ground and laying your weak side leg out behind you.

Keep your weapon down range and your eyes behind the sights while doing this. Reverse these steps in order to transition from prone, to kneeling, to standing, while keeping your weapon down range and your eyes behind the sights.

In upcoming issues, more tactics, tips, and procedures (TTPs as they are termed in the military) will be brought to readers. The goal is to help improve or tweak players on the field.







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Green Beret is the Rio Grande Valley's leading store when it comes to airsoft. Its fast-paced and realistic feel made airsoft the most popular sport of its kind. Whether a proficient player or just a beginner, Green Beret carries the supplies you need to improve your game.

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TECH CORNER
BY
E2



The market is flooded with so many upgrade parts for AEGs it hard to know what you need if you are a fairly new player in the sport of airsoft.
You have gears, springs, motors, buckings, hopup, barrels, etc. and the list goes on, but the most question I hear the most is " I want my gun to shoot further and harder.“

The fact of the matter is you don't need to spend big bucks to get that job done. If I were to do minor upgrades to my AEG I would most defiantly replace the stock bucking.

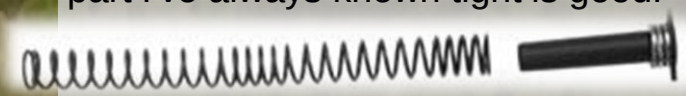
Most manufactures will put in a decent bucking but nothing is like using a upgraded one, I tend to go with these brands; Systema, REAPS, Mad Bull.

I know there are more companies out there, but those are the ones I trust the most. If the bucking comes with a small rubber piece it's the nub and yes, install it with your new bucking.



The air seal you make will make a difference on the bb and will help you out with compression you need to help propel the bb with more force.

The next step is to go to a tighter bore barrel, most manufactures use a 6.05-6.03 barrel but tend to go as small as possible like 6.01, some people will argue about that it is too tight, but for the most part I've always known tight is good.



90% of my AEGs are 6.01 Mad Bull or JBU and they are all functioning well. The tighter the barrel the better seal you will have around the bb to help out with the trajectory of the bb, and with better seal from the new bucking you will have a better shooting gun.

Along with new a bucking and barrel, you must keep in mind you will have to use quality bbs as well. My preference in bbs are King Arms, Echo 1, and Elite Force .25s.

After a hard day of playing airsoft, remember to clean your barrel out and always make sure the battery is disconnected before you do any work on your AEG. If you are not sure how to replace the barrel or bucking please take it to an airsoft shop who has a tech or look up videos on YouTube, it will help out.

Tech tip: when changeling a bucking use a small amount of Teflon at the end of the hop up where the barrel is to help make more of a seal on the bucking and barrel this is to insure a good air seal. I do this with every repair.

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PLAYERS, TEAMS, FIELD OWNERS, VENDORS, THIS MAGAZINE IS BY YOU FOR YOU!

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WINTER 2012-2013 VOL 2

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THIS ISSUE:
"DEVELOPING THE TEAM"

PHOTOS AND MORE INSIDE!

WINTER 12-13 ISSUE

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