



#PNAIRSOFT #THEPEWPEWLIFE

- TEST YOURSELF
- DIVERSE FUN
- 'GIVE IT A GO' DAYS
- GREAT CAMARADERIE
- MILITARY SIMULATIONS (MILSIM)
- GAMEPLAY - SKIRMISHES
- TACTICAL OBJECTIVES
- RE-ENACTMENTS
- FUN FOR ALL AGES

PRESIDENTS NEWSLETTER

AIRSOFT COMBAT SPORTS



Quarterly newsletter of Palmerston North Airsoft Club Inc.

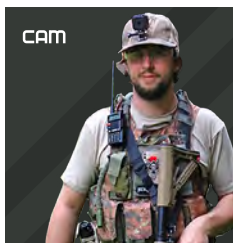
Edition 9

DECEMBER 2024

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PRESIDENTS MESSAGE



CAM

Hello P.A.C. family,
 Ho ho ho Merry Christmas to all you BB slinging animals. This year has been full on and next year is definitely looking jam packed with events as well.

I hope to see a lot more getting out there repping P.A.C. at away games as many have been doing this year by attending events like MIA, OPAF, Stone Garden and other clubs game days. The Stone Garden article really frames how much of an outstanding experience you can have. I shit you not, it was top shelf! I have heard many other clubs speak well of P.A.C. and those that rep the patch around the country, so great work to all of you for this.

Obviously we would really like to get some big games going again. To do this we need to find another big field (which we are always working on) so please keep your eyes and ears out for this. If you have family with farm land with cover/trees that doesn't get used much then feel free to hit me up. I will be trying to get out to current field to get some more work done on it early in the year.

As some may know already, we have launched the discord with a few different chats to help keep track of other events, tips and builds etc. This is to take some load of the Messenger chat.

So yeah, the year has finally come to a close and it feels like there is still so much to do. Next year will be a busy year as always for the P.A.C. Committee so take a moment to remember the work they all do in the back ground to ensure you can all sling BB's and take in the airsoft experience... it's a fantastic sport with fantastic people.

I hope you all have plenty of fun things planned over the break and the fat jolly fellow brings plenty of new pew pews to some as well. I can't wait to see you all in the new year, fresh and ready to play fast and hard as always. Thanks to everyone in the P.A.C. community for a superb year, every year just gets better and better!

Take care, party hard, drive safe and remember have a hmmmmm...

**Cameron Antrobus - President - Callsign: Blitz
 Palmerston North Airsoft Club**



**FROM THE PAC COMMITTEE. WE WISH ALL OUR GREAT MEMBERS & THE NZ AIRSOFT COMMUNITY A GREAT AND SAFE CHRISTMAS BREAK
 WE LOOK FORWARD TO MORE EPIC PEW PEW ACTION THE NEW YEAR.**



OPERATION RED 1

CHRISTMAS GAME

N.P.E.S. NORTH POLE ELF SECURITY FORCES



E.M.F. ELF MILITARY FORCES

'RED 1' WAS BEING HELD HOSTAGE BY THE N.P.E.S. - DELICATE NEGOTIATIONS BY THE E.M.F. REPRESENTATIVE WERE REQUIRED TO ENSURE RED 1'S RETURN TO ENSURE THE JOY OF CHRISTMAS COULD PROCEED WORLDWIDE IN 2024.

But it turned out that the N.P.E.S. Leader was a very short tempered piece of work and also had a grudge against the E.M.F., something to do with being vertically challenged. It seemed to cut to the tiny bones.



The E.M.F. commander pointed out that EVERYONE including the N.P.E.S. Leader and even Red 1 were in fact the same height laying down (give or take) and that it was desired that some more

equitable and 'less violent' solution could be found to secure Red 1's release.

That suggestion drew a shriek followed by a brisk but firmish slap. It seemed the suggestion was taken to be somewhat lewd. This in of itself was quite a feat as a good 3 feet of height was traded off in that confrontation. Evidently the N.P.E.S. Leader could jump rather well.

On top of reaching a new all time record for 'jumping really high for such a person of restricted growth', the runts rage index also escalated considerably.

The question was asked, 'are you prepared to surrender and hand back Red 1 peacefully'.

The response was predictable and defiant, and used some words that corresponded with themes around sex and travel, and that her minions of pointy eared kill joy would fight their tiny bodies to the death.

This was some consolation for the E.M.F. force as it meant shallow graves were going to be much easier to scrape out than dig a hole.

So the fight was definitely on!!

TURNCOAT SANTA

It was hard graft for the E.M.F. forces in trying to push back and corner the diminutive, winney, opinionated and attitude rich elfin try hards.



The heat was as intense as the skirmishing that went unabated for a number of hours. It was difficult to dislodge the elves as they simply didn't present BIG targets. Added to that was their good use of cover and backstopping their little buddies with some long reach sniper actions.

What really became apparent though was that Red 1 seemed to be able to walk amongst the N.P.E.S.



with gay abandon toting a weapon. This confused the E.M.F. force as the mission was to rescue the jolly fellow, but he didn't seem to 'give a shit' as to the company he was keeping as their ideological crap was empathetical to his cheerful and happy nature, for they were in fact nasty little pieces of pomposity.

Red 1 took on an attitude quite un-becoming of a 'Jolly Santa' when he accidentally took some fire from his would be rescuers and returned some of it back... then with more with increasing frequency. From then on he even seemed to start directing the munchkins. Being increasingly lit up more than your average christmas tree, the more pissed off he was to become. He had morphed into a big angry red gun toting prick that stood head and shoulders above all of the little pricks around him. For the E.M.F., this was a shocking and hard thing to swallow. RED 1 HAD DEFECTED!

One can only surmise as to what Red 1 was thinking. It was commonly known he was partial to generous amounts of eggnog and the deduction was, that the devilry of the elfin conclave had probably planned and had set about spiking some nog with a mind altering substance that screwed Red 1 up. But thats a theory... maybe he just felt he had to choose a side to save his tan-less ass.

Poor Red 1... he had been absorbed into the N.P.E.S. cabal. Christmas was lost... and the small-boned ones fought like demons to prevent the E.M.F. from being able to draw him away from the cimmerician shade and thus prevented everyone with a pulse



being able to enjoy a happy and festive Christmas in 2024.

Later in a communique the E.M.F. stated they they would rather gargle razor blades and listen to endless repeats of Mariah Carey's 'All I want for Christmas is you' than be part of the itty bitty, bite-sized N.P.E.S. gaggle.

Shame on you Santa... we hope this was a momentary lapse in character (it better bloody be).

We know that when you drink the elfin's dry of eggnog you'll return back to your home at the pole where the E.M.F. will pardon the error of your ways so you can continue to spread more merry cheer for years to come... but not to the N.P.S.E mob as they suck small donkeys balls, and probably with a great deal of difficulty.



REPORT FROM OPERATION 'STONE GARDEN'

Taranaki Airsoft Rangers recently hosted the 24 hour MILSIM, Operation Stone Garden. This stunner was organised by TAR's **Euan Jones** and **Sam Hutterd** who put together what ended up being an outstanding event. Thanks guys!



As part of the entry was the supply of BB's for the event and player packs comprising a 'Stone Garden' PVC patch, a 'Special FX' medic arm band, a 'Gunny Tactical' kill light, lens wipes and ear plugs. RDX sound acoustics simulating small and large caliber ammunition were

employed in the AO as well. All very gucchi!

An detachment of P.A.C. members took the trip up on the Friday prior to the event. **Richard Simpson** and **Casey Gilbert** were part of the rebel RSI force (Red Sun Insurgency) who were a coalition of insurgent groups, local militias, and foreign mercenaries.

They had grown from an anti-government resistance to a well-organized insurgency, driven by a mix of ideological zeal and economic desperation, but were loosely referred to as 'The Goat herders' (and other terms) by the military.

The RSI were led by Commander Spred "The Bandit" Salim, a former Arkhadian Army officer who defected after the fall of the monarchy. Salim was known for his brutal tactics and his ability to unite disparate insurgent factions under his banner.



The geo-political issue at hand was the scenario had developed in the eastern Mediterranean in the nation of Arkhadia, a resource-rich but politically unstable country. A fierce conflict had erupted over control of the Ayletan Quarry.

This quarry at the northern end of the AO was rich in rare earth elements (REE's) essential for modern technology, including missile systems, military communications, and renewable energy infrastructures. Control of the quarry means control of a resource that could dictate the future of both regional security and technological advancement.

In short, the RSI force didn't want this quarry being put in any other sort of control other than what they could influence themselves

RSI had been receiving weapons, funding, and intelligence from a shadowy network of black-market dealers and neighboring rogue states, making them a formidable force with the goal to seize the quarry and use the proceeds to fuel their rebellion and undermine the fragile Arkhadian government.

The ACF military force was led by General Markos "Gremlin" Vasiliou, aka **Scotty Gray** and while ACF had received advanced weaponry from its allies, ACF was still overstretched, having to deal with insurgent threats and border skirmishes on multiple fronts.

To this end, **Chris Robert** brought to the event a number of defensive platforms by the way of 249's, .30 and .50 cal and russian DShK weapons which were used to defend the area around the ACF CP.



ACF 'Charlie Squad' comprised **Cameron Antrobus, Leith Barnett, Haki White, Rob McQuilkin, Tim Charlesworth, Jon De Clerk, Myles Maglasang, and Dean An** who were part of the Arkhadian Coalition Force (ACF) and like the other 3 ACF squads

of which **Sam Waller** was part of, were tasked with securing the quarry to prevent its valuable resources from falling into enemy hands.



A unique aspect of the game was the use by each squad leader and their 2IC's of real time geo-location/location apps on cellphones which helped HQ in co-ordinating the squads and maneuvering them about the AO. Squads could also use a secure 'Whisper' text type messaging component to communicate as it was widely know that the RSI forces were eavesdropping on comms. More gucci!



Local military enthusiasts got into the 'Stone Garden' vibe and graciously made available a number of vehicles to insert the protagonists into the AO.. A massive thumbs up to them and their beautiful machines as everyone had to carry everything they needed for the 24 hour event. A comment was made that 'Gremlins' ruck appeared to be bigger than him! Loading up took a few trips!



A couple of technicals including an armoured troop carrier were used to transit the MSR.

With the MSR being a single road. it made it susceptible to ambushes and roadblocks, so much so, that one ENTIRE detachment were immediately KIA when on a re-supply/relieving mission, a ballsy insurgent lobbed a grenade plum through an open back door when it was transiting the MSR.

Each force had CP's and FOB's with the rebel force being nestled into a heavily bushed area to the east of the AO. It was difficult to navigate and its approaches were patrolled. Stealth was an absolute MO when patrolling into the area.



CHARLIE SQUAD OP

ACF 'Charlie Squad' took on an operation to patrol, into the enemy territory to try and pinpoint RSI bases and points of interest. This was thought to be something like a 2 hour patrol but ended up being well over 4.

An initial route proved to be unproductive but tagged onto the end of the patrol 'Charlie' were tasked to relieve 'Alpha' at the northern FOB. Charlie did a bit of work to make the defensive positions more robust as the base was isolated well within RSI territory making it pretty vulnerable, as it was soon proved, with a big firefight that was to develop not long after relieving 'Alpha'.

Plenty of night optics were being employed by both sets of protagonists, but it seemed the advantage at least on this occasion sat with RSI.

Some frantic calls back to the ACF CP had them dispatch a QRF force which eventually arrived to save the wiping out of practically all of the military forces in the area of that base. It was a close run thing with the flea bitten camel walloping scruffs nearly retaking the FOB and total control of the northern area.

Re-grouping and quickly necking some liquids and food, Charlie Squad led by our lead scout **Dean An**, then patrolled further into the bushed area to the



GHOST AND EUAN...

east, where after a little while, distant voices could be heard. (by now if you had NOD's you'd be using them... but 'Charlie' ran without optics the entire time).

Charlie must have then covered around another 70 meters without so much as a squeak. The sucking of mud on boots as you hauled and lifted them out of the bogged places we thought was plenty loud enough to alert the chatty goat herders but Dean had put 'Charlie' into a downwind position of the encampment... perfect!

It wasn't entirely clear if they had sentries out but it simply didn't matter. 'Charlie' maneuvered themselves into a position in a depression adjacent to the enemy FOB. Then on command, in a flawless dual pronged assault, with heartless attitudes, weapon lights blinking wildly, plenty of yelling & shouting and generally giving the assault the bejesus, 8 harbingers of death leap out of the darkness with nothing but bad news on their trigger fingers, and totally blitzed the encampment and all of the goat herders in it. As Tim later proclaimed.. 'I swear the fat guy shit his pants'.

As part of clearing the encampment the enemy's CCP was taken which meant there was no chance of enemy being medic'd from that point, meaning

they had to retire quite a distance to get medic'd back in. It was epic... and will be long talked about!

RSI SNIPER OP

Another account was that of **Richard Simpson** who being on the camel shagger team, by all accounts really managed to piss off, what we think was 'Bravo' squad who were trying to fulfill a mission. He recalls he had them pinned for a good 30 minutes! The ground and surrounds made it a snipers playground with Richard being able to pop a couple off, then relocate using a depression/ditch drain. Take up a new angle... then rinse and repeat. The only downside was the beating his constant wet boots and feet took. Suck it up buttercup.

Yes, it was a bit damp and wet on Saturday, and the bush itself had its challenges with trickle streams/mud/bog areas, especially in low areas. Waterproof boots were rare, unless you had something like a pair of Altbergs which never cease to impress!

LONE OP at 0230hrs

Sam Waller in a short conversation, Sam recounted that he pulled himself out of his sleeping arrangement at 0230 and in a solo mission took it on himself with the help of NOD's to infiltrate one of the RSI outposts.

After stealth mode was activated and eventually arriving, nothing but bad news was to befall the goat herders as he clearly had the jump on the entire encampment... so next step, what do you do if you had a 203 strapped to the bottom of your pew?... of course pump some rounds into them.. x4 to be exact... then slip off into the blackness.. and why wouldn't ya!

Conclusion, at around 0330 if anyone thought they heard some howls of laughter, it was most likely Sam.. in his words, 'It was fucking funny!'.

CONCLUSION

If you haven't had the opportunity to take part in a well organised MILSIM like 'Stone Garden'... get hooked into one. They are really immersive, challenging and a helluva lot of fun. The impression you are left with will stick with you like shit to a blanket and unlike actual shit on a blanket... it's honestly really good!

Great work TAR, Euan and Sam you turned it onnnnnnn! Josh and Scotty... great leaders!

An acknowledgment that some of the TACSOP profile provided for the event has been blended into this article. Photo credits for some of the photos in the article to the event photographer Luke Irvine.



GREAT EVENT TAR!

KNOW YOUR AIRSOFT INTERNALS SERIES - VERSION 2 MECHBOX

A SERIES OF HELP ARTICLES ON SPECIFIC ASPECTS OF THE INTERNALS OF AN AIRSOFT MECHBOX

BUCKINGS: The bucking is the rubber sheath that is placed on the opening of the inner barrel. In most builds it is what will provide the BB with backspin by bulging into the inner barrel. It is important in creating a proper airseal, as its lips should fit over the nozzle tightly and it should fit snugly in the hop up chamber.

BUCKING CONTACT POINTS

Essentially a little rubber tube, the inside of a bucking isn't usually smooth. There is usually a small projection or contact point on the inside designed to extend down the inner barrel when pressed down upon by the nub.

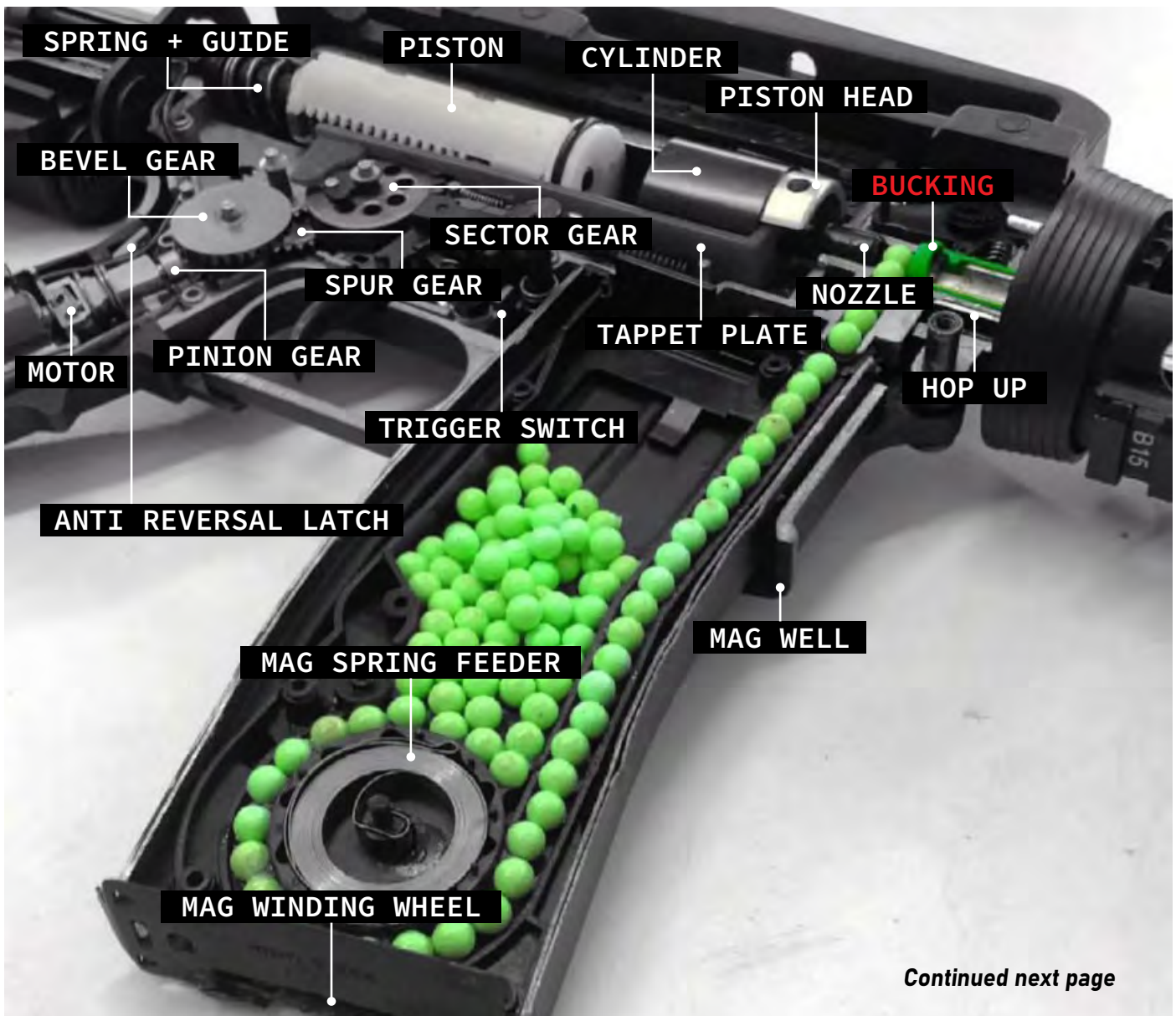
These can be any number of shapes and textures dreamed up by manufacturers to add pressure on the BB, all of which, of course, claim to improve their backspin.

There are, generally, two kinds of overall geometries used – a mound of some kind (often a horizontal square) or a pronged/fanged version that tries to grip the passing BB at two points, ideally for more accuracy and consistency.

BUCKING RUBBER QUALITY

Buckings are made of rubber and can vary in their thickness and level of softness.

A bucking made of soft rubber tends to seal better around the gun's air nozzle due to its greater ease of deformation, i.e. squeezing around the surface, and by and large they tend to do well with lower FPS airsoft guns and builds, such as those under 400 FPS.



Continued next page

Softer buckings tend to grip the BB better, providing more backspin relative to the pressure applied. Finally, softer buckings tend to do better in colder weather, remaining more pliant and grippy where harder buckings become a little more brittle.

Once you start getting into more powerful airsoft builds, however, soft rubber buckings do tend to wear faster and risk tears or blow outs, which will cause a rapid decrease in air pressure.

As a result, higher FPS builds (sniper, DMRs) tend to do better when paired with harder rubber buckings.

UNDERSTANDING RUBBER HARDNESS DEGREES

One thing that comes up frequently in airsoft conversations when discussing bucking hardness is their degree.

A bucking's degree refers to the relative hardness of rubber on the Shore Hardness Scale Measured on a durometer, the scale runs from Extra Soft to Extra Hard and is quantified by a 0-100 scale,



♦ A SELECTION OF BUCKINGS

with 0 being something like a gel and 90 being something like a polyurethane tube.

To make things a little easier to understand, here are some more easily understood shore measurements that you can go out and feel for yourself to see how soft and pliant they are:

DEGREE EXAMPLE

- | | |
|------------------------|---------------------------|
| 20 - Rubber band | 70 - Rubber shoe sole |
| 40 - Pencil eraser tip | 100 - Shopping cart wheel |
| 60 - Car tire tread | |

Buckings tend to come between 50 & 80 degrees.

The 50-60 range tend to be considered soft.

The 60-70 range are considered medium.

Over 70 tend to be considered hard.

HEADS UP FROM A P.A.C. LIFE MEMBER & CLUB ADVISOR

CARL EWING

So many of you will not know, but I recently packed up the family and we left Christchurch, jumped the puddle and all moved to the North Island.

The final destination was the Waikato, which is definitely closer to the P.A.C family in the Manawatu and closer to the origins of where I became involved in airsoft. Much closer than Christchurch thats for sure.

So the big news, especially to the airsoft community and the P.A.C. family via this quick write up is **my wife and I now own Unlimited Airsoft shop in**

Hamilton (franchise). We are part of a chain of New Zealand's biggest airsoft stores, with a huge stock of Airsoft pews pews, airsoft parts, accessories and tactical gear!

I'm super looking forward to next year by continuing to help out the committee when it comes to important club matters and with the move, being able to do regular trips down for games. I'm also still running Unity Ops in Christchurch. Unity Ops provides Airsoft Events around the Christchurch/Canterbury Region.

Well that's a quick update from me, but I wish all P.A.C. members a Merry Christmas and a happy New Year. Be safe and merry (but too merry that you wake up in a pool of your own you know what) I look forward to seeing you in the new year!

PS: If you're in the Waikato area over the holidays, call into the store and say hi!!!

UNLIMITED AIRSOFT SHOP - HAMILTON

SHOP HOURS

- | | |
|------------------|-------------|
| Monday to Friday | 10am to 7pm |
| Saturday | 10am to 6pm |
| Sunday | 10am to 6pm |

WHERE

Hamilton, 657 Victoria Street, Hamilton 3204

CONTACT

0800 Airsoft (0800 247 7638)

Email : Sales@Unlimitedairsoftshop.co.nz

COMMITTEE MEMBER PROFILE



RICHARD SIMPSON

Call sign - Ghost

Somehow (probably by being a sneaky sniper) I've managed to sneak under the radar and got out of doing a profile for the newsletter so this is going to

serve as both a note from the Vice President and a profile to let you know a bit about me.

It's been a great few years at the club and I've thoroughly enjoyed being part of it and the challenges of being a part of the committee. I truly believe we have one of the best clubs because of our members, their positive attitude while playing on game days and also their willingness to get into things like Armageddon, Relay for Life and Faction Wars planning/prep etc.

I got into airsoft just before the first lock-down and spent most of it learning about ghillies and airsoft snipers. In my second game I turned up with a leaf suit and my third game I turned up with a CQB sniper and it just snowballed from there.



For those interested in getting into tech'ing but don't know where to start a bolt action sniper is a very simple start but also a very challenging play style to master.

Continued next page



**YOUR DEPENDABLE
SUPPLY DROP FOR:**

BB'S

THUNDER BEE'S



IF INTERESTED CALL ME ON

027 816 3389

SOME TRICK KIT?...

RICHARD SIMPSON - Call sign - Ghost

First of all a big thank you for the support from everyone who has been buying their supplies from me. **Airsoft Armoury by Ghost** has been off to a flying start and this is mostly thanks to the support of P.A.C and it's members.

My goal is to bring the lowest prices to the community of airsoft in New Zealand. As far as I'm aware I'm currently offering the best prices for BB's and if you can find them cheaper apart from special deals, please let me know.

The subscription service goal is currently not set up to run through the website but if anyone wants to set one up and get their BB's every month or two then get in contact and I can work something out with you to match your needs.

I will be looking at doing an order from 'Tridos' in the new year, they have lots of good parts for snipers and pistols, like TDC's and body kits. They also designed the 'Unicorn Adaptor' you may have heard me raving about how good they are at making speed loading pistols easier.

So check out their website and let me know if there is anything you would like and I'll put your name down for it.

[HTTPS://WWW.AIRSOFTARMOURYBYGHOST.COM/](https://www.airsoftarmourybyghost.com/)

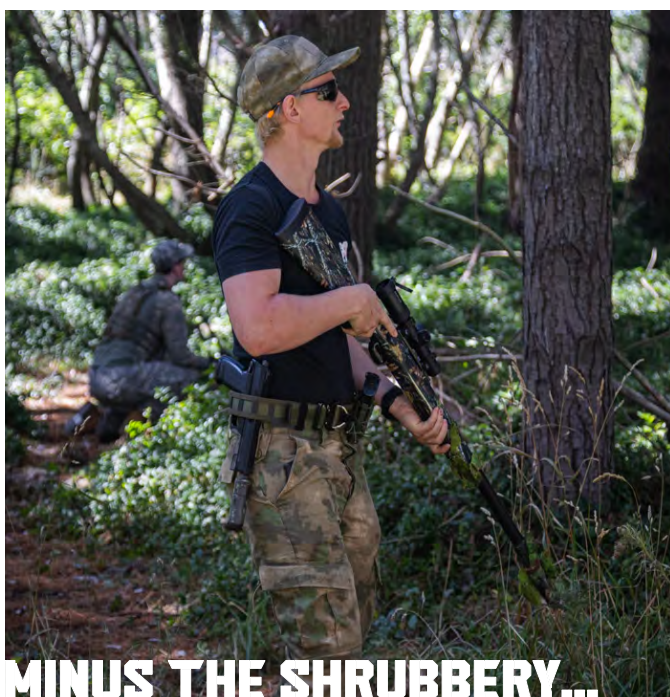


<https://tridos.design/>

Those that know my long VSR10 might be interested to know that it is my very first airsoft rifle and it has been rebuilt a couple times as needed. From there I did a couple of minor AEG rebuilds before diving in at the deep end and building a DSG capable of 45rps for Slick.

I've built a handful of other AEG's for club members now and have learnt the hard way that sometimes even good parts that work for some don't always mean they will work for every build.

Before airsoft, and still to this day, I've been an avid hunter relying on clean kills and not being detected.



This is probably why I went straight into the sniper role so easily. I've also been a part of many shooting sports from small bore clay target everything in between, but targets are not quiet as thrilling as the fun of hunting down airsofters.

More recently I noticed the increased cost New Zealand has been facing and saw it creeping into airsoft slowly. So I took it upon myself to try and bring better prices and start a business in a sport that I have grown to love and started "Airsoft Armoury by Ghost." Those that have supported this venture I appreciate, and I hope to bring more range and beat more prices as time goes on and ultimately grow this venture.

Have a Merry Christmas and a good new year. I'll catch you guys out at the next game!

NEWSLETTER CONTRIBUTIONS PLEASE!

We trust you have enjoyed the previous eight P.A.C. newsletters and the various content that has been included. These are generally put out quarterly and contrary to popular belief its not just a matter of sprinkling pixie dust over a keyboard and have it magically come together. It takes quite a bit of work!

As it's put together for the P.A.C. members (and the broader airsoft community) it is intended to be your perspectives, your experiences, your builds, your voice!.. and we are not hearing from you! We have a pretty solid membership and it surprises us that regular content isn't more easily forthcoming.

To pull together pages of fun enjoyable airsoft related reading, the newsletter needs content. Generating content is a huge task in of itself... simply speaking, we need members help by them contributing articles.

It's not a big ask we think. The committee thinks you would be hard pressed to find an airsoft newsletter in New Zealand that matches what is produced here for P.A.C. members.

But you don't think you can write?.. we are more than happy to help with the editing and giving your content a bit of flavour! And also slinging a pic or two into it if need be.

Net outcome... no contributions.. no content... then the likelihood of future newsletters (on a quarterly basis) could look a bit bleak people. It's that simple.

If you have something you want to contribute, drop us an email or hit-up one of the committee.

SO HOW ABOUT IT CREW?!



FIFTY SHADES OF TAN

CONTRIBUTOR - Seihar Im - Call-sign - (Full Send) Seahoi

Some of you might have noticed a pretty loud tan HK416 over the last three to four months.

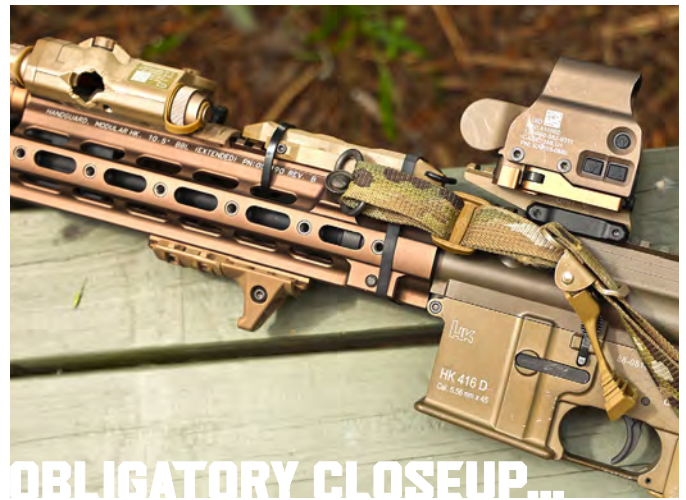
That's my Tokyo Marui HK416D Recoil Shock, which, as the name suggests, is an AEG with an electric blowback function.

After trying out a mate's MK18 variant in Tauranga earlier this year, I was hooked. After countless hours of researching Tokyo Marui Recoil Shocks, I finally decided to invest in one. I considered importing one but stumbled upon a listing on Airsoft Trader for a heavily upgraded, ready-to-go unit.

Internally, everything has been upgraded except for the hop-up chamber and inner barrel.

It also came with the Recoil Shock version of the PTS EPMs, which feature an adjustable capacity setting that allows switching between 150 and 30 rounds - perfect for MILSIMS.

Externally, it's equipped with an EOTech replica on a Unity riser, a PTS EPS stock, a PEQ 15/flashlight combo, and a PTS Dead Air Sandman-K tracer/suppressor on the muzzle.



OBLIGATORY CLOSEUP

Compared to other replicas I've owned, she's significantly heavier, but I see that as a positive rather than a drawback.

Beyond the electric blowback function, Tokyo Marui Recoil Shocks have a unique feature integrated into their magazines: as soon as the magazine is emptied, the gun automatically stops firing. To resume, you need to reload and press the bolt release - just like with a real steel AR platform.

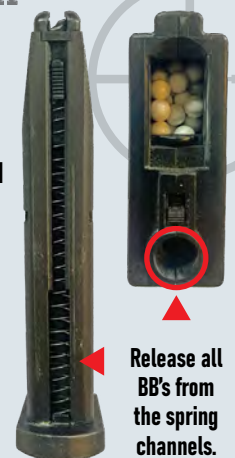
This did take some getting used to after using traditional AEGs. However, after several games and some training at home, it has become second nature.

As someone who appreciates the mechanical feedback and realism in guns, my Recoil Shock HK416D has only reinforced this passion. Naturally, the next step seems to be taking the plunge into GBBRs - namely, a Tokyo Marui MWS!



TECH TIP CORNER

In most airsoft guns, propelling bb's from a mag into the hop-up (pistol & primary weapon) is achieved by means of a spring. After gaming eject any visible bb's in the spring/bb slide so the spring may fully extended out (ie not compressed). This releases the tension & allows the spring to retain its 'springyness' & maintain its efficiency in feeding bb's into the hop-up.

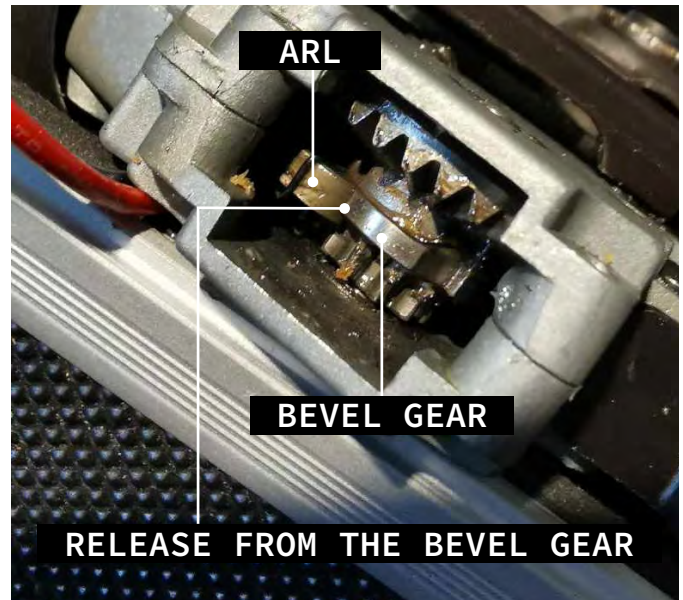


CYMA AK GEARBOX ISSUE?

CYMA SPORTS AK47 TACTICAL PMC AEG WITH RETRACTABLE STOCK - Only makes a click sound and the battery gets super hot, super quick... what's going on Mr Gun Tech Guru?

CYMA tend to shoot 400+ fps out of the box, so quite a heavy spring for a standard gun and if it's one of CYMA's standard ferrite magnet motors it will cycle fairly slow. If you release your finger off the trigger before it has fully cycled the motor can stop part cycle with the spring pulled right back, but not released (essentially pre-cocked).

So when you pull the trigger again you'll feed juice to the motor, but the motor doesn't have enough grunt to overcome the compressed spring pressure on the piston in its pre-cocked position. So squeezing the trigger just causes the stalled motor to heat up.



Solution is to trip the ARL (Anti Reversal Latch) allowing the gears to spin backwards until the piston is fully forward and the spring is no longer compressed.

To trip the ARL on an AK remove the single screw in the base of the grip and slid grip off the motor cage.

Remove the two screws holding motor cage to gearbox and remove the wires from motor then slide off the cage and motor from the gearbox. You now can get to the ARL.

Use a flat screw driver to rotate the bevel gear forward slightly to take the pressure off the ARL while hooking the ARL with a small screwdriver, or curved dental tool, or 'O' ring pick.

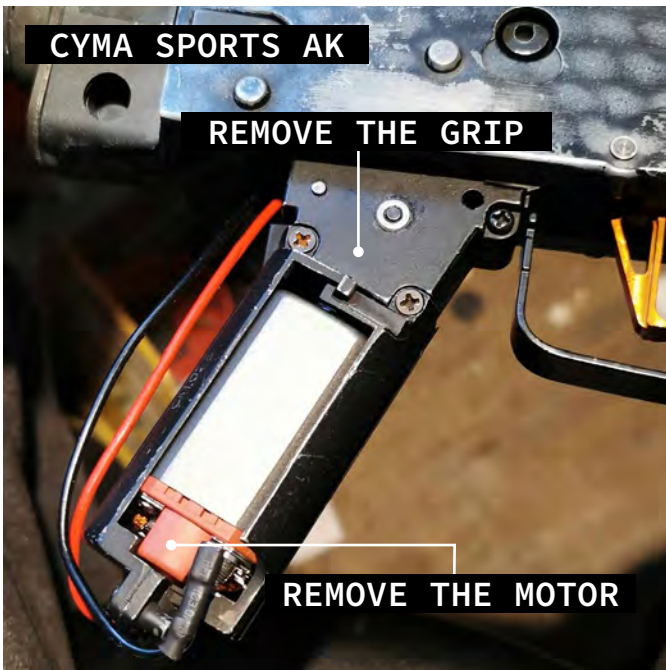
Once the ARL is clear of the bevel gear slide out the other screwdriver to allow the bevel to spin, which it will do with a violent zipping sound as everything spins in reverse. Pressure is now released and you should be able to rock the bevel gear backwards and forwards with you screwdriver.

Reassemble everything you just took off. Plug in the battery and the gun should fire normally. The solution to avoid this gearbox lock up in the future is to squeeze the trigger and hold it down until the cycle is completed when firing the gun.

A better solution is to fit a high torque (neo magnet) motor and use a LIPO battery (with Deans connectors).

You will find this can also happen with some M4 gearboxes.

Contributed by Bazzak



SAFETY FIRST - EYEPRO

We take safety very seriously. All persons at an event, with playing, refereeing or spectating are required to comply with the presiding RCO and all safety directions, game rules and wear all personal protective equipment as required. PPE may only be removed in designated safety areas.



P.A.C. GAME DAY 1 DECEMBER



READ OUT FOR THE 2024 SNAFU AWARD



AWARDED TO: QUINTIN TOMLINSON

In a similar manoeuvre which occurred during WW2, this is when the SS Queen Mary was coming into an Irish port. A British Cruiser had popped out to escort her in, and in the course of operations zigged when it should have zagged. And at a brisk 28 knots, thats about 52kph btw, the SS Queen Mary carved the said cruiser cleanly in two.

Fun fact.. the Queen Mary always travelled without escorts across the Atlantic as she was too fast for them... and Hitler also had a bounty on her... and the cruiser was the HMS Curaçao, look it up!



Similarly, Quintin managed to take himself out, when he at significant speed, zigged into not a moving tree, but a motionless unassuming tree.. funny enough unlike the cruiser Quintin does not have 6 inch armour plate and neither did the tree... but what the Queen Mary, just like the tree, had going for it was mass, size and speed which when factored into a collision doesn't end well for the smaller party regardless of the amount of armour plate. And we all know mass, size and variable speed matters don't we!

It would also appear from this encounter that Quintin must be quite rapid over the ground to enable himself to do so such damage in just one high speed collision, as we all have come to believe and understand that snipers spend most of their time snaking around on their bellies and barely get into a jog. So that's that myth destroyed.

So lots of surprises and a busted up body in this encounter. One could perhaps think that this was as a result of the tree being in Quintin's blind spot... but let's be honest... and Quintin would agree... there's no room for excuses on this, you fucked up. So well done mate... you've mended well... the entire pine forest tree is probably still quietly pissing itself, and don't screw up like that again or we maybe forced to find a playing field in sand dunes.

And open your only eye properly next time before you zig.



READ OUT FOR THE 2024 BADASSERY AWARD



AWARDED TO: RICHARD SIMPSON

Short n sweet folks...

From the person nominating:

Op Sidewinder, this was about half way through the game. Once it got dark we had arranged to split into two teams to do a final showdown scrap with the other team.

Richard lead Myles and Leith into a black void from the back corner of the field where their fob was, then all the way over the top of the hills, to then charge headlong into the enemy base and basically wipe them out except one dude who was bullshit hiding.

With a small amount of help the engagement as finished off. It was legit awesome to be a part of and is seared into the persons mind.

In that action we stuck Richard on point just to give him some shit, but he just ran with it handled it with aplomb!

The sheer focus and desire to secure a result really makes Richard a worthy candidate in this category.



READ OUT FOR THE 2024 HRC FURY AWARD



AWARDED TO: STAN DONKIN

AFTER MUCH TIME AND A SUBSEQUENT DUEL WITH CAMERON, STAN PREVAILED TO WIN THIS AWARD.

From the nominator:

Stan and his fucking HPA!

More often than not I seem to run into him and find myself being nailed, which in turn has the brain spinning up a Plan B idea that I should be trying to find him and get the bastard back.

That thought process is flawed though as he's fucking sneaky... doesn't move about a whole lot but can get himself into some really strategic positions from which to 'send it' with effect, and



with that HPA platform of his it has the ability to reach out further than most pews, which just accentuates his lethality. So that Plan B for retributions sake is quite futile and flawed.

Without a doubt everyone sitting here has probably muttered under their breath, while shaking their head, on the walk back to spawn 'fucking Stan'. This is actually a compliment and praise to his lethality and accuracy... he is a bang on shot!

The only thing better than being shot by him, is snorting crack off a hookers ass... and Hunter Biden would agree, but most people probably won't ever do that, so face it, getting smoked by Stan is probably the best thing that could ever happen to you.

If I had to pick an unassuming person who had the skills and who could reach out and just vanquish anyone, and who also had the tools and whereforall to do it quietly, effectively and efficiently, Stan would be the prick who could do it in PAC. Stan is that type of hitman.

Hillary would have him near the top of her 'go to' silent assassin list category.



READ OUT FOR THE 2024 DIGNITY BE DAMNED AWARD



AWARDED TO: TIM CHARLESWORTH

One might assume he came up with the title for this award. But no, dignity is often the last thing Tim is about when flinging pew pew orbs or just milling around the scene chewing the cud with members.

Tim says it like it is on and off the field..., sometimes its an absolute scream and other times its blunt and on point. Which might be a good callsign for him... 'Blunt?'

Theres a huge amount of respect for that type of attitude though... it rolls into the committee as well... which in of itself is also a great for the governance of the club. Its also a good thing meetings aren't transcribed in any fashion! With Tim a bit of the 'devil be damned' attitude

exists on the field.. which is evidenced by his desire to take fire and fling it straight back, as well as the odd choice comment sometimes.... totally Tim.

Some days even we think even the devil sits back and admires Tims work. He is a great dude, super helpful to everyone around him, and thats undisputed. And with Tim you just know that with his military background you just know to respect his presence.



And we shit you not, no one has ever seen him happier than when he was shoe horned into a firing position fabricated on the back of a Jimny courtesy of 'Dog' at Faction Wars.. toting a don't fuck with me 249 LMG, and people did... which was a mistake on their behalf aye Tim.

Tim loveeees airsoft, the PAC family and a fag.





OTHER CLUB GAMES & EVENTS

Curious about gaming out of town for a skirmish? How about getting more immersed with airsoft and attend a large scale game! There are some utter truly and unique experiences that can be had!

So contact other clubs about what might be going down. We actively promote inter-club events as it's a sweet way to get to know the sport and pick up tips and tricks along the way, plus they would love to see you!

Wellington Milsim Airsoft

GENERAL GAME/SKIRMISH DAYS

Wellington.

Contact: wgn.milsim.airsoft@gmail.com

www.wma.nz

Facebook: 'Wellington Milsim Airsoft'



Taranaki Airsoft Rangers

GENERAL GAME/SKIRMISH DAYS

Location: 590 Denbigh Rd,
Midhirst, New Plymouth.

Contact: info@airsofrangers.nz

www.airsofrangers.nz

Facebook: 'Taranaki Airsoft Rangers'



Phoenix Project Airsoft

GENERAL GAME/SKIRMISH DAYS

Wellington

Contact: ppairsoftnz@gmail.com

www.phoenixprojectairsoft.org

Facebook: 'Phoenix Airsoft Project'



Rub Core Airsoft

GENERAL GAME/SKIRMISH DAYS

Wellington.

Contact: contact@rubcorenz.com

www.rubcore.wordpress.com/

Facebook: 'RuB Core Airsoft Events'



Capital Team Airsoft - CTA

GENERAL GAME/SKIRMISH DAYS

Wellington.

Contact: via contact page on website

www.ctairsoft.co.nz/site/home/

Facebook: 'Capital Team Airsoft'

A WORD ON FACTION WARS

Following the loss of our Hill Hills gaming area the committee are still actively looking for a suitable location to hold our signature 'Faction Wars' event. We have a location or two that requires a good deal of paperwork in the form of Health and Safety and SOP work to be completed, presented and hopefully approved, so that we can look to bring Faction Wars back to the New Zealand Airsoft calendar.



We are also looking at getting Public Liability Insurance as the locations and our gaming in general may require this to be accounted for in any dealings/negotiations moving forward.

P.A.C. COMMITTEE 2024-25

Cameron Antrobus - President

Richard Simpson - Vice President

Lenore Wilson - Treasurer

Quintin Tomlinson - Secretary

COMMITTEE

Chris Robert - Life Member Leith Barnett

Rob McQuilkin - Life Member Tim Charlesworth

Tony Wilson

P: 020 472 2722 e: pnairsoft@gmail.com web: pnairsoft.com

All club related matters can be made to committee members directly or by the club email or messaging the P.A.C. members chat. We welcome all feedback and ideas from each and every member. This helps us make P.A.C. a great club to belong to. So hit us up!

Carl Ewing - Life Member and
Club Advisor

Scott Gray - Life Member and
Club Advisor

