



I'm not robot



Continue

the smallest drill bit to make a hole in the middle of the marked position, and increase the size of the hole with larger and larger drill bits until you can fit the tungsten carbide cutter through. Use the cutter to continue increasing the size of the hole until the air fit can pass through. You'd like to create a hole that's barely larger than air fitting, so you can secure air fitting on the seat base afterwards. In addition, you will probably need to shave off some materials from firing the pin housing as well, so that air mounting can go right through the hole. Check the position of the shell and make sure that it does not obstruct the movement of the rotating seat trees/barrel. Afterwards, use a 2 mm wide zip tie around the air fitting neck to secure it and the shell to the seat base (Figure 11). Use the 1/2 outlet head as a guide to locate the position of the launcher cap to connect the shell to the push button valve and regulator (Figure 12). Select the position, and use the same method as before to create a hole on the cover that barely fits the head of the socket. Cut off the lower edge of the socket so that the macro line can run smoothly through (Figure 13). Install the socket head on the launcher cap. Next, place 10-32 to 1/4 air fitting in the socket's head, and verify that the regulator does not obstruct the rapid disconnection functions on the launcher (Figure 14). Determine the position of the 3 mm wide zipper that will be used to secure the push button valve and the cylinder head control. Mark the position, and drill two holes on the launcher lid to run the zip tie through (Figure 15). Place the seat base together with the secured shell on the launcher cap, and determine the length of the macro line to the push button valve and regulator. The macro line shall run in a smooth arc from the air fitting on the shell to the one on the push button valve (Fig. 16). There should be as few kinks on the macro line as possible. Shorten the macro line piece by piece until you reach its optimal length. Release the knurled barrel from the body of the TAGinn shell. Use the Dremel grinding drum with low speed setting to remove the wires on the barrel gently (Fig. 17). When the threads are almost gone, check and see if you can place the barrel on top of the shell body without the need to screw it in. If the barrel goes on, use the Dremel felt polishing wheel to smooth out any remaining irregularities on the inside of the barrel. Next, wrap some electrical tape around the outside of the barrel just enough to hold it in place inside the mortar barrel. The trigger pin is originally intended to be moved to the right side of the launcher, which would be prevented by the push-button valve (Figure 18). In order to be able to switch direction while retaining the holder clamp, an extra slot must be cut on the shutter button attachment. First remove the holder clamp and then the locking pin. Next, Dremel uses the cut wheel set at low speed to cut a run on the left side of the trigger attachment mirroring the original. Insert the locking pin from the left side, and install the holder clip on the newly cut slot (Figure 19). You are now ready to assemble the complete system. Connect the macro line to the air fittings, place the seat base on the cover and attach the push button valve and regulator to the launcher cover using the pull cap. Perform another test of air rig function. If the test results are satisfactory, put all the small parts back on the launcher, and close the second cover as shown in the video. TAGinn projectiles (pyro and non-pyro) are not suitable for CQB involvement, although they are unlikely to cause serious injury based on literature review and human subjects. Real 40mm grenades cannot be used for CQB involvement, either. They have 14 meters of reinforcement distance, 130 meters accident radius and 5-meter death radius. In other words, they may pose a danger to the shooter himself as well as Forces. For CQB involvement, BB showers are safer and more realistic, just like buckshot rounds on real M203 grenade launchers. With B.T.S.G.L. modification, loading and firing a BB shower shell is no longer possible. But with the shotgun clips described below, B.T.S.G.L. operators can not only shoot TAGinn projectiles, but also BB showers. You'll need some paper towel, cheapest BBs you can find, and a 1.5-in ABS tube in 1-in length. Cut the paper towel to the size of 6-in by 6-in, and press the center of the sheet to the bottom of the ABS tube. Compress the sheet against the wall of the ABS tube so that it forms the shape of a cup. Next, pour the BBs into the paper towel sheet to about 2/3 of the height of the ABS tube, and close the ends of the paper towel to form a tail. Twist the tail to keep the paper towel from unpacking, and apply a piece of paper tape to seal it. Finally, apply a piece of paper tape over the upper opening of the ABS tube as well as the tail of the paper towel. You now have a shotgun clip. To store shotgun clips in a bag, hold the tail sides down, and stack them on top of each other. To load the shotgun clip, you need to align the head of the clip with the headthrower's breech, press the tail of the clip until the paper tape tins, remove the ABS tube and continue pressing the BB-containing paper towel until it is firmly in the barrel. Airsoft mortars were used to be considered shotgun or shoot-and-ask weapons. Now, with the availability of the TAGinn 40mm system (, taginn tag 15 launcher (as well as my Built-in TAGinn Grenade Launcher mod (, the Airsoft 40mm grenade system has reached the level of precision and accuracy that we should give its shooting training some serious tanks. I'm putting together a series of Airsoft mortar shooter training videos adapted from U.S. Army Field Manual 3-22.31: 40-MM Grenade Launcher, M203. The first video, shown below, will discuss the basics: steady position, aiming, breathing, and trigger control. The second will focus on the zeroing procedures. And the third and beyond will examine combat techniques. Although the recoil is minimal in Airsoft weapons, aiming is still of paramount importance as the saying goes: aim small, miss small. If we review the purposes of the four marksmanship fundamentals – steady position, aiming, breathing, and trigger control – we see that they are as much about handling the recoil as keeping our sights on the target. The purpose of steady position is, among other things, to keep muscle fatigue from affecting the stability of the target and to maintain natural point for the purpose of the case. Aiming is self-explanatory. The purpose of Breathing is to control the effect of breathing on the movement of the weapon while it is directed towards a target. Finally, one of the purposes of trigger control is to prevent sudden trigger pull from interfering with the alignment of the sights with the target. [U.S. Army, 2003] Another reason to conduct Airsoft mortar shooter training is that the ammunition cost is quite high. The large caliber projectiles for Airsoft mortars cost from US\$3 to 10 each, meaning players shoot lunch money from each trigger pull. Although some projectiles are reusable, they are still likely to get lost during the chaos of gameplay. Therefore, Airsoft mortar shooter training can not only help players perform better at games, but also keep their wallets full. REFERENCE: 1. U.S. Army. Rifle Marksmanship M16A1, M16A2/3, M16A4, and M4 Carbine. (Field Manual 3-22.9). Washington DC: Headquarters, Department of the Army; 2003 2. U.S. Army. 40-MM Grenade Launcher, M203. (Field Manual 3-22.31). Washington DC: Headquarters, Department of the Army; 2003Zeroing procedures are defined as the steps to align sights to the projected grenade strike points. Although all weapons need zeroing, it is especially important for weapons with slow firing speed and limited ammunition capacity, such as a grenade launcher, to achieve high first-strike probability. Therefore, an overview of the zeroing procedures for Airsoft mortars is warranted. I will use my Built-in TAGinn Shell Grenade Launcher (B.T.S.G.L.) as an example for most of this paper. There are three major types of mortar sights: blade sight, sight blades with adjustable rear aperture, and quadrant sight. Due to the short range of weapons in Airsoft, even with the TAGinn system, Airsoft grenadiers must put more emphasis on fast target acquisition than adjustability. I found out through experience that blade vision is the best choice as one can transition between short and long intervals very quickly (i.e. 50 - 300 feet, very short compared to real steel. Real steel grenade launcher would still be on first range marking when engaging long range target airsoft). Leaf attractions are featured on the M203, M320, and AG36. For the blade sight with adjustable rear aperture on the EGLM, you can use the spacers as the rear aperture without having to tamper with the adjustable rear aperture. But this trick won't work with the M79 sight. The quadrant sights on the M203, GP-25 and GP-30 provide more detailed and larger adjustment for ranges, but they are very slow for transition between short and long intervals. Because of these reasons, as well as greater availability of M203 leaf vision, I will discuss it only in this paper. The M203 blade sight can be mechanically simple compared to a quadrant quadrant but it still features fully adjustable windage and elevation. There are notches on the sight representing 50-meter steps in distance, and they range from 50 meters to 250 meters. In addition, the red mark represents 50 meters, and 1 and 2 represent 100 and 200 meters respectively. My test showed that they can be approximately converted to 50 to 250 meters with B.T.S.G.L. Before describing the zeroing procedures, there are certain characteristics of B.T.S.G.L. that need to be discussed first. The chamber pressure produced by a fresh CO2 cartridge and the controller is usually higher with the first charge – keeping the push button valve open for three seconds. The projectile speed, as a result, is usually about 20-40 fps higher than the following shots. Keeping the push button valve open longer also doesn't seem to provide any additional benefits, although it seems the charge time of less than three seconds sometimes fails to put enough gas in the chamber. A fresh CO2 cartridge has the most consistent pressure output from the 2nd to the 7th charges. So, if zeroing is not completed on the 7th shot, it would be best to replace with another fresh CO2 cartridge. Next, it is possible to use all kinds of TAGinn projectiles for zeroing, but I feel it is best to use Paladin rounds as they leave distinctive marks on targets that make setting strike points easier. The first step in the zeroing is to find a suitable shooting range. I recommend an open field about 50 feet long and 10 feet wide with a sturdy target stand at the end of the range. While it may be more beneficial to zero at 100 feet as it is the most common Airsoft engagement distance, I feel the ease of zeroing at 50 feet justifying some sacrifices in accuracy. A 3 foot by 3-foot or man-sized paper target is best for zeroing, as well as practicing range estimation that will be discussed in Marksmanship III: Range Estimation. Then mechanically zero M203 blade vision by putting the center of the windage and height scale on their respective index lines. Assume a stable position with your non-firing hand supported by a stationary object. Load a Paladin round, and align the front sight and 50 feet/50 feet/red mark on the M203 blade sight with the target. Fire the round, record the strike point and adjust the wind or altitude as needed. Repeat the loading, firing and adjustment as needed. Zero is achieved when a strike point is near the center of the target. I shot a Paladin and Venum round at the 100 meter mark to validate zero. The Paladin hit slightly higher on target, but I think it's a hit as it is within my standard of 3 feet by 3 feet window-size range. Venum hit slightly lower, but given that it is a heavier round, it is not surprising. I planned to test the accuracy of b.t.s.g.l. beyond 30 meters, but I got on Without knowledge of precise distance distance goal, my shots either went over or short of the goal, and were not caught well by the cameras. But I noticed that they all flew very close to the target vector. In conclusion, with proper knowledge of zeroing procedures, an Airsoft grenade launcher that operates B.T.S.G.L. can achieve high first-strike probability if target range estimation is spot on. This addresses the importance of interval estimation, which will be discussed in the next episode: Range Estimation. Interval estimation is defined as determining the approximate distances from the grenadier to the targets. It is of paramount importance to Airsoft grenadiers as runwaytaginn projectiles resemble a sharp parabolic compared to bBs due to lack of Magnus power and low speeds. Below the recommended safety limit of 180 feet per second [REF 1], TAGinn projectiles will begin to sink to the ground after traveling 50 feet, making it necessary to launch them at elevated angles to reach greater distances. The impact distances correspond to the firing angles, which can be adjusted by using the sights of mortars. If the sights are reset correctly, and the distances to the targets are calculated accurately, a grenadier can achieve high first-strike probability by aligning the sight at the corresponding range markers. There are four types of methods of interval estimation: 1) walking the rounds, 2) appearance-of-objects, 3) visual aids and 4) interval cards. Walking the rounds is not really a range estimation technique as grenadier would not use range markers on the sights at all. He would simply increase the launch angles gradually until scoring a hit. It can take a lot of rounds to score a hit, resulting in poor results and a waste of money. The technology is widely used in video games as mortar sights are rarely modeled correctly in them. The appearance-of-objects technique refers to memorizing sizes and shapes of objects in different areas and using the information to determine the distances to targets. It is most likely to be used in Airsoft games due to their faster steps and limited weapon ranges. They can be learned by simply practicing in games, but it is likely to cost a lot of money from losing or using up projectiles. In addition, its accuracy can be affected by the clarity of the targets, terrain, light and atmosphere. Although appearance-of-object technology is used more often in games, it takes time to acquire. But it can be learned more effectively through the use of visual aids, such as the mortar sights or the players' index fingers. By using the height or width changes of the targets in relation to the sights or index fingers, the corresponding distance can be estimated. In other words, Grenadiers can memorize the relative height or width of common targets on airsoft battlefields to the sights or index fingers at 100 feet and 200 feet, and use the information to intrapolish or extrapolate the distances to them. Common targets on airsoft battlefields include staff, windows, door, and vehicles. It should be kept in mind that the visual support information will probably be specific to the users themselves due to differences in physiques and weapon setups between players. To maximize learning effects, it is recommended that grenadiers begin practicing engaging targets at known distances of 100 feet and 200 feet, taking the time to employ both appearance-of-the-art and visual aid techniques, and then move on to targets at different distances. In addition, if training exercises are done outside of games and dummy rounds are used, they can be recycled and reused, and will save players a lot of money. The final technique, range card, is probably the most accurate method of interval estimation. It requires time to map important functions around a position, and the distances from the position to them. Distances can be measured by map reading and tempo counts. Once these data are recorded on a range card, branch adjecnots can accurately estimate the target ranges by finding out their relative positions to the recorded key functions. However, this technique is probably only applicable to defensive operations in major MILSIM games that sometimes allow longer time to prepare defenses. But even with zeroed sights and good range appreciation, it is still possible that the first round would miss out. After all, if everything is estimated the range. But what practicing interval estimation techniques as well as other marksmanship skills will do is minimize the amount of deviation, so that the second round chance of hitting the target would be almost certain. In addition, under combat conditions, it is difficult for a Grenadier to track a target, sense the effects, and reload the grenade launcher. Therefore, a grenadier performs best when working with a team because they can provide goal tracking and feedback on the effect of fire, so that the grenadier can focus on operating the weapon. In addition, even with the extra space freed up on carrying gear from using TAG-15 or B.T.S.G.L. launchers, grenade projectiles are still precious goods that can be transported in very limited quantities compared to BBs. Lion Claws only allow 4 projectiles on a single mission, and American Milsim only 12. Therefore, they should be reserved for high value targets, such as massaged troops, strongpoints, or vehicles, instead of individual OPFORs. The target priorities should be decided by grenadier's assigned unit leaders with a focus on helping to achieve the goals. Based on these accounts, the next episode will discuss the techniques of working with a small device. REF: 1. does not provide goods or be liable for any damages incurred during the process of modification or misuse of the finished product. Keep in mind that you would void the warranty on your TAGinn shells and grenade launchers when you change them. Always keep your B.T.S.G.L. as you would with your gas weapons. Since this modification will probably be categorized as homemade weapons, please check with your event organizers and field owners before using it in games. Never use it without the approval of event organizer and field owners! Do not hesitate to contact me if you have questions, suggestions, or comments regarding B.T.S.G.L. As I mentioned in the introduction, I do not have the time or money to work on other types of mortars. If you have success in applying the concepts of B.T.S.G.L. to other types of mortars, please let me know! I'll make sure people know about your work on my P.M.O.G. Armory Facebook page. Respectfully,Gordon Huang Owner of P.M.O.G. Armory pmogarmory@gmail.com pmogarmory@gmail.com

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