THE CARTOON BOOK OF

# AIRSOFT




TARGET & PRECISION

SPORT ON EARTH

**Sport on Earth Books · The Mind & digital Family**

Original illustrations · No characters were copied in the making of this book

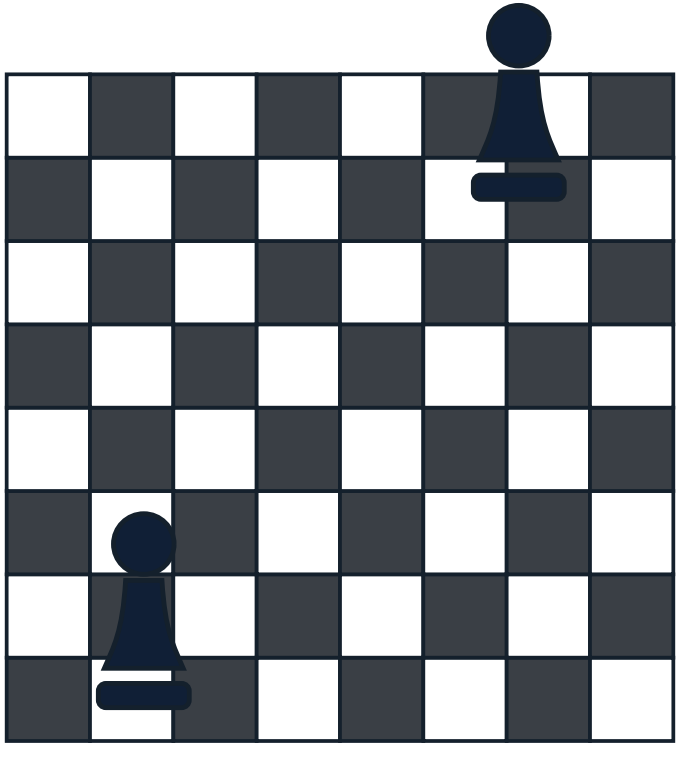
# Meet Airsoft!

Team simulation games using replica airsoft guns.



# Where It Is Played

A designated insured skirmish site — woodland or indoor CQB arena — divided into a safe zone (no firing, eye protection may be removed only as briefed) and a game zone; field size varies by site and is not set by any world body.



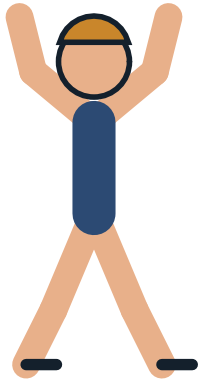
# The Gear

An airsoft replica (AEG, gas or spring) chronographed under the site limit, 6 mm BBs (biodegradable outdoors at many sites), and rated full-seal eye protection (full-face for under-18s).



# How It Starts

Book a rental game at a registered site, attend the safety briefing, chrono your replica with 0.20 g BBs, keep eye protection on in the game zone and call 'HIT' loudly whenever you feel a BB strike.



# How to Play

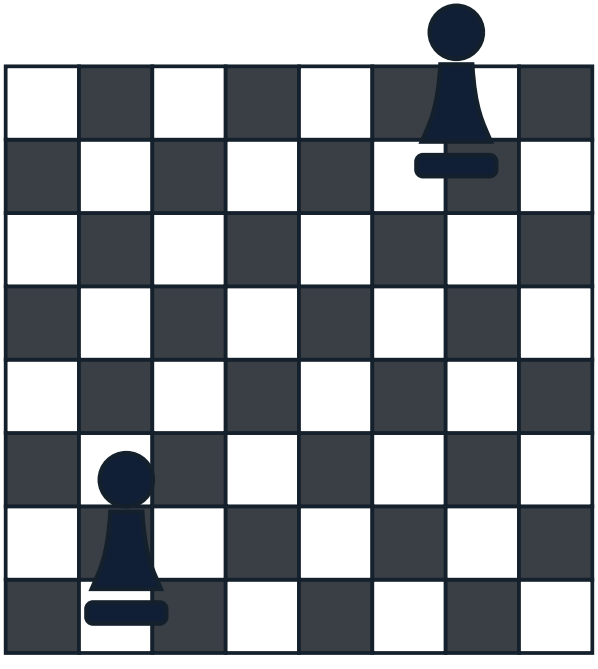
- Format: team skirmish/objective games between two sides using replica air weapons firing 6 mm plastic BBs; there is no universal scoring system — games are won by completing the site's stated objective or eliminations within the game format set by the marshals.
- Honour system: airsoft BBs leave no mark, so a player who is hit must call their own hit — under standard UK site rules one hit (including a hit on the weapon at some sites) eliminates the player, who raises a hand, shouts 'HIT' and returns to the respawn point.
- Eye protection is mandatory in the game area at all times; under-18s must wear full-face protection at UK sites, and weapons are made safe (magazines out, chambers cleared) in the safe zone, where no firing or dry-firing is allowed.
- Velocity limits at the reference site (chronographed with a 0.20 g BB): fully automatic AEGs max 350 fps (1.14 joules).

# More of the Game

- Semi-automatic/gas rifles max 425 fps (1.68 joules) with a pause between shots, and bolt-action sniper rifles max 500 fps (2.32 joules).
- Any gun firing above 350 fps must observe a 30-metre minimum engagement distance; players must not shoot opponents inside their weapon's minimum engagement distance.
- No blind firing: a player must be able to look down their sights at the target; firing around cover without aiming is prohibited.
- Marshals' decisions govern play on the day, and cheating — above all not taking hits — and abusive or unsafe behaviour are punished by warnings, removal from the game or a site ban.

# The Shape of a Match

Marshalled team games on a woodland or CQB field: complete objectives and eliminate opponents by hitting them with BBs, calling your own hits honestly and respawning as the game format allows.

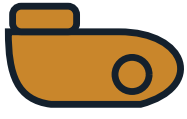


# More of the Mind & digital Family

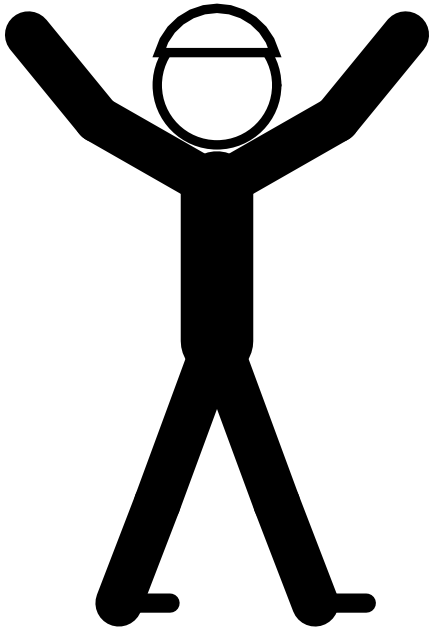
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.
- Air Hockey — Fast puck game on an air table.

# A Note on the Rules

Airsoft is field-regulated rather than federation-governed: chronograph velocity limits (in joules/FPS by country and site), eye-protection mandates and national replica-firearm law (such as the UK's VCRA framework) form the operative rules. There is no world rulebook and no dated landmark change to carry for airsoft.

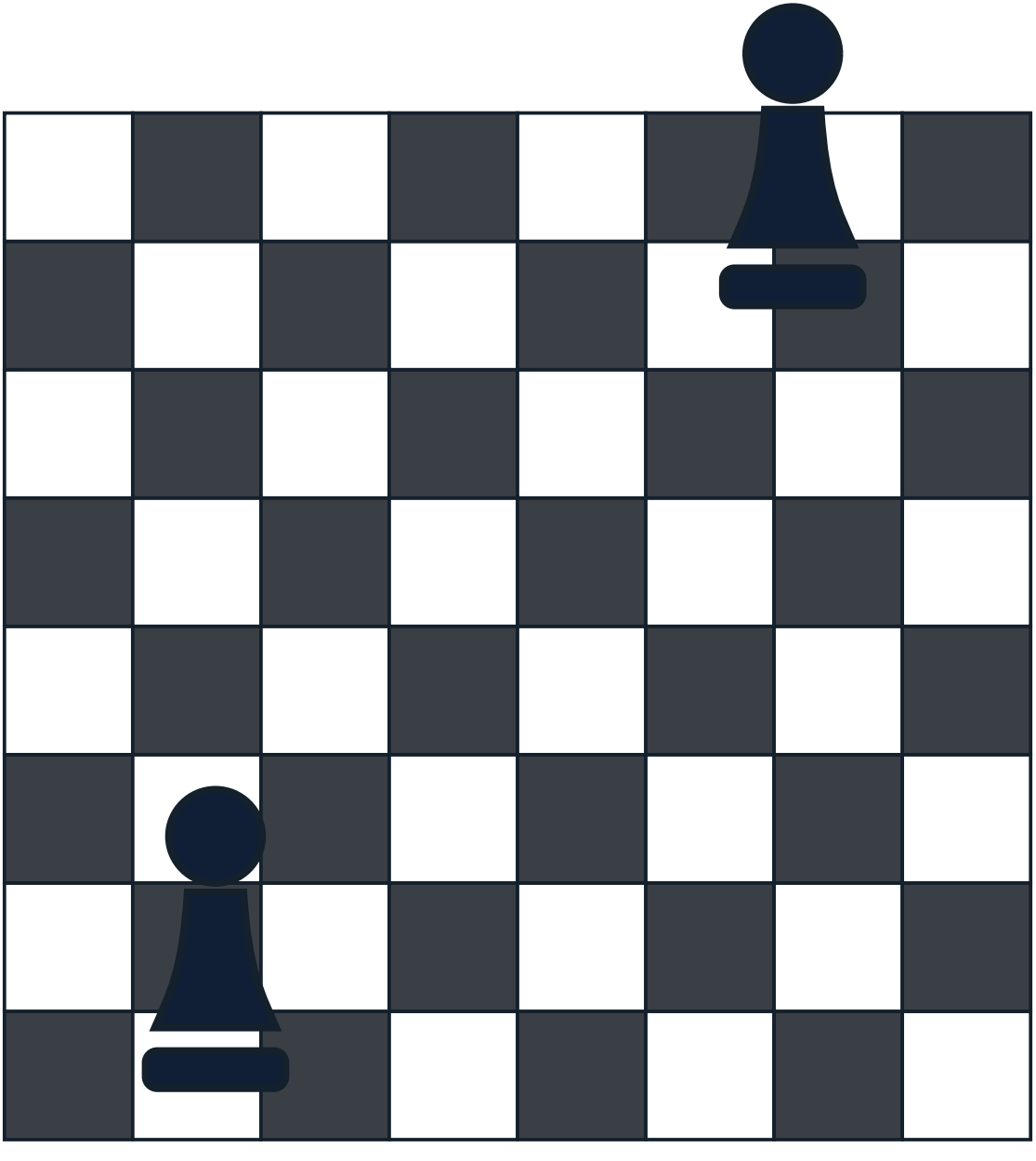


# Colour the Action

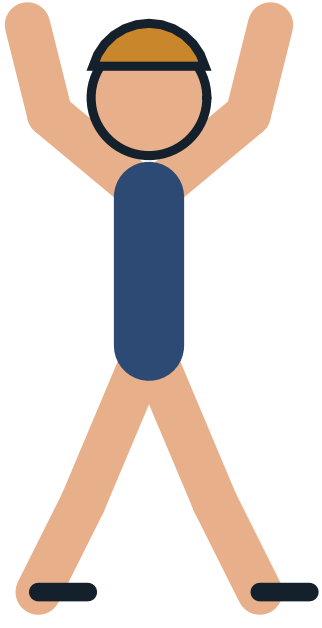


*Psst — this page is a colouring page!*

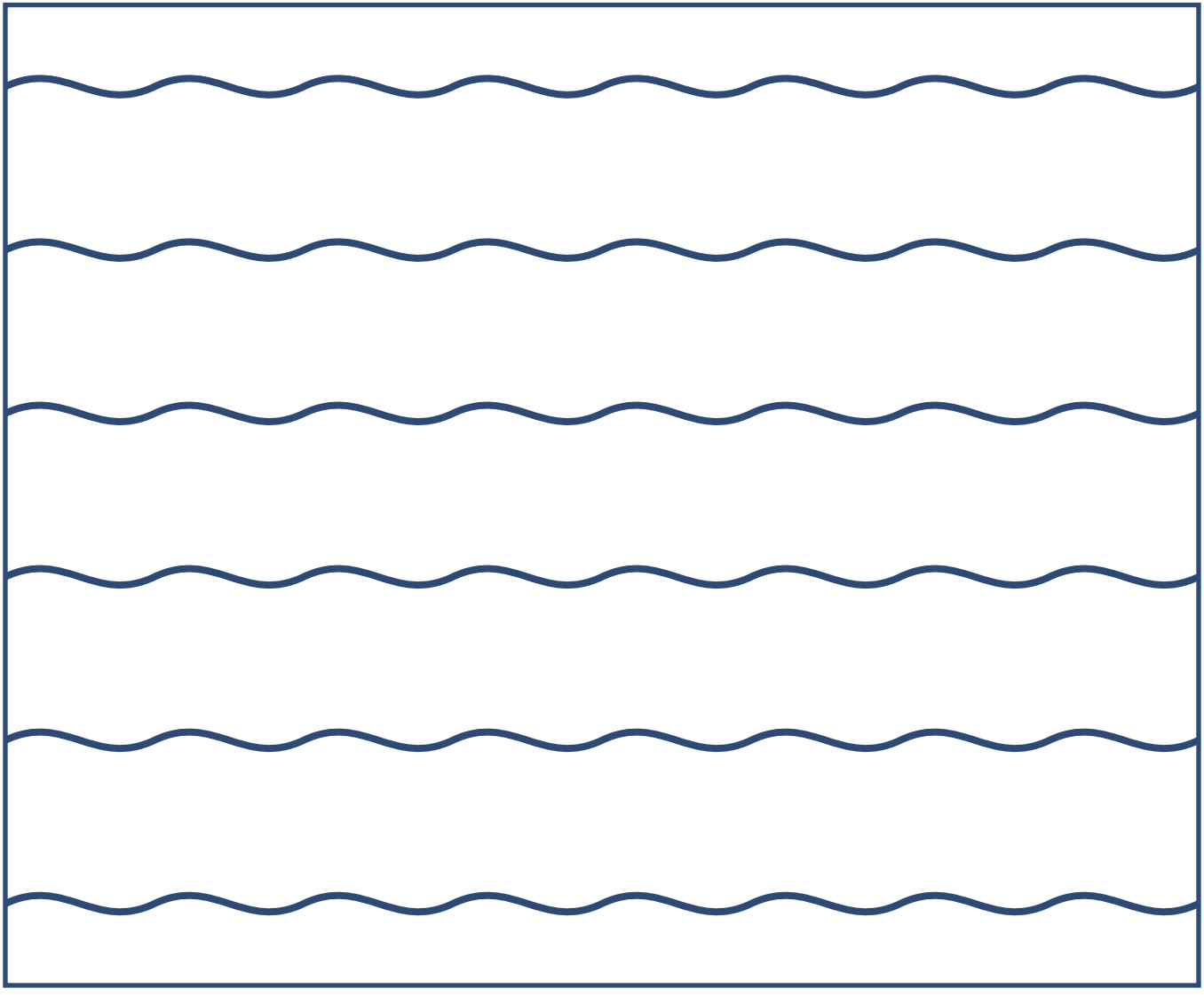
# The Sport Today



# At School and College



# Play It Near You



# Through the Year

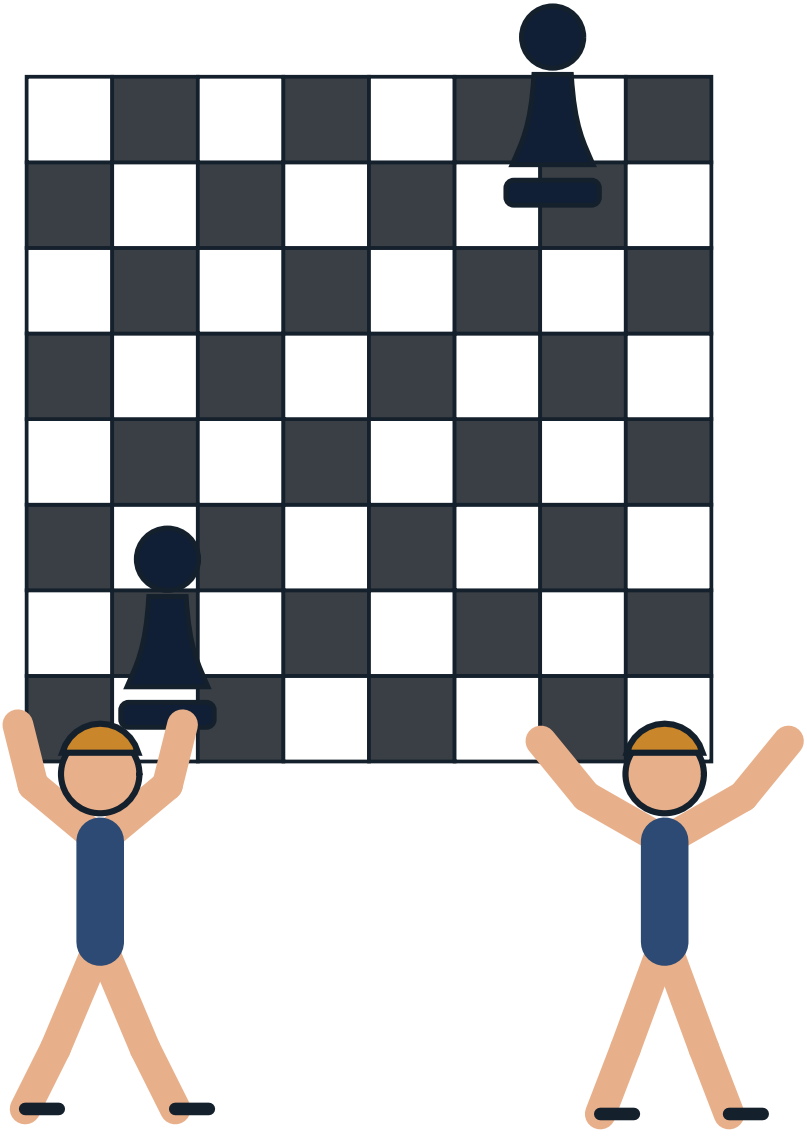


# The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.

# Game Day!

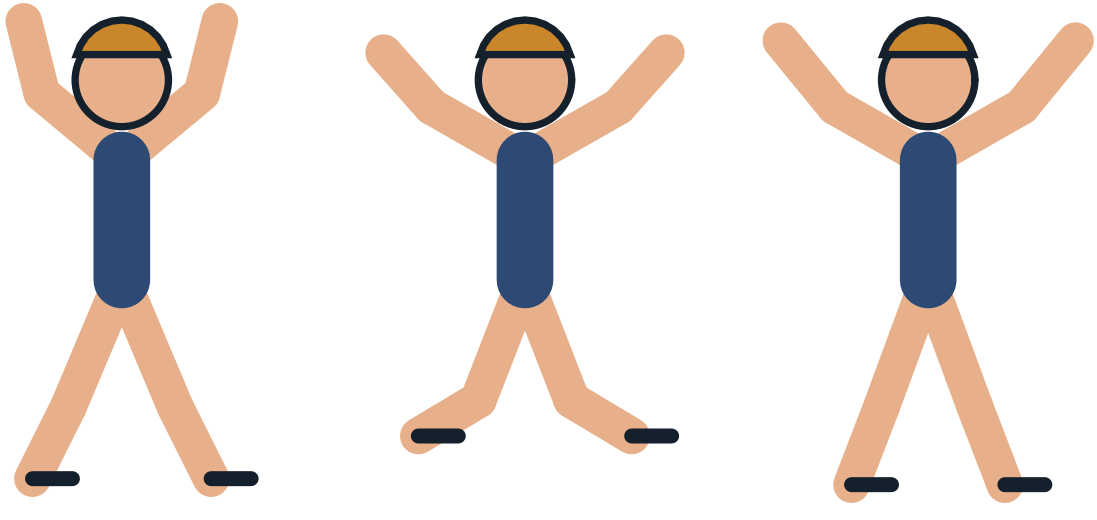


# The Sport on Earth Mark

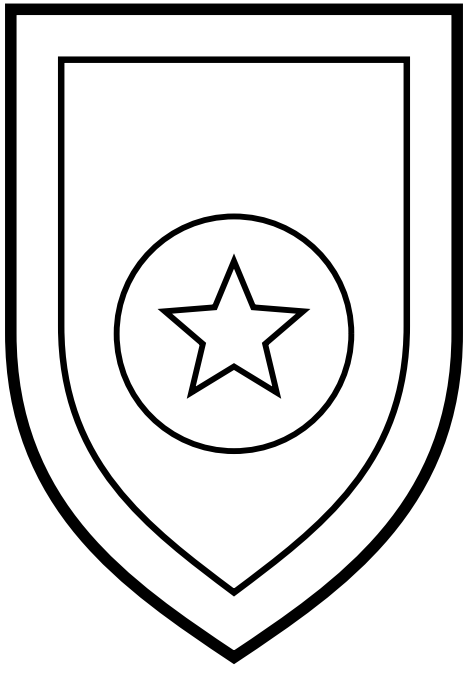
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



# Moves of the Game



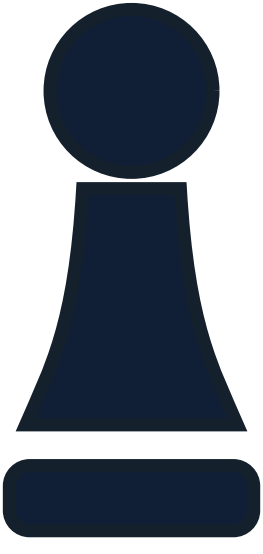
# Design a Badge



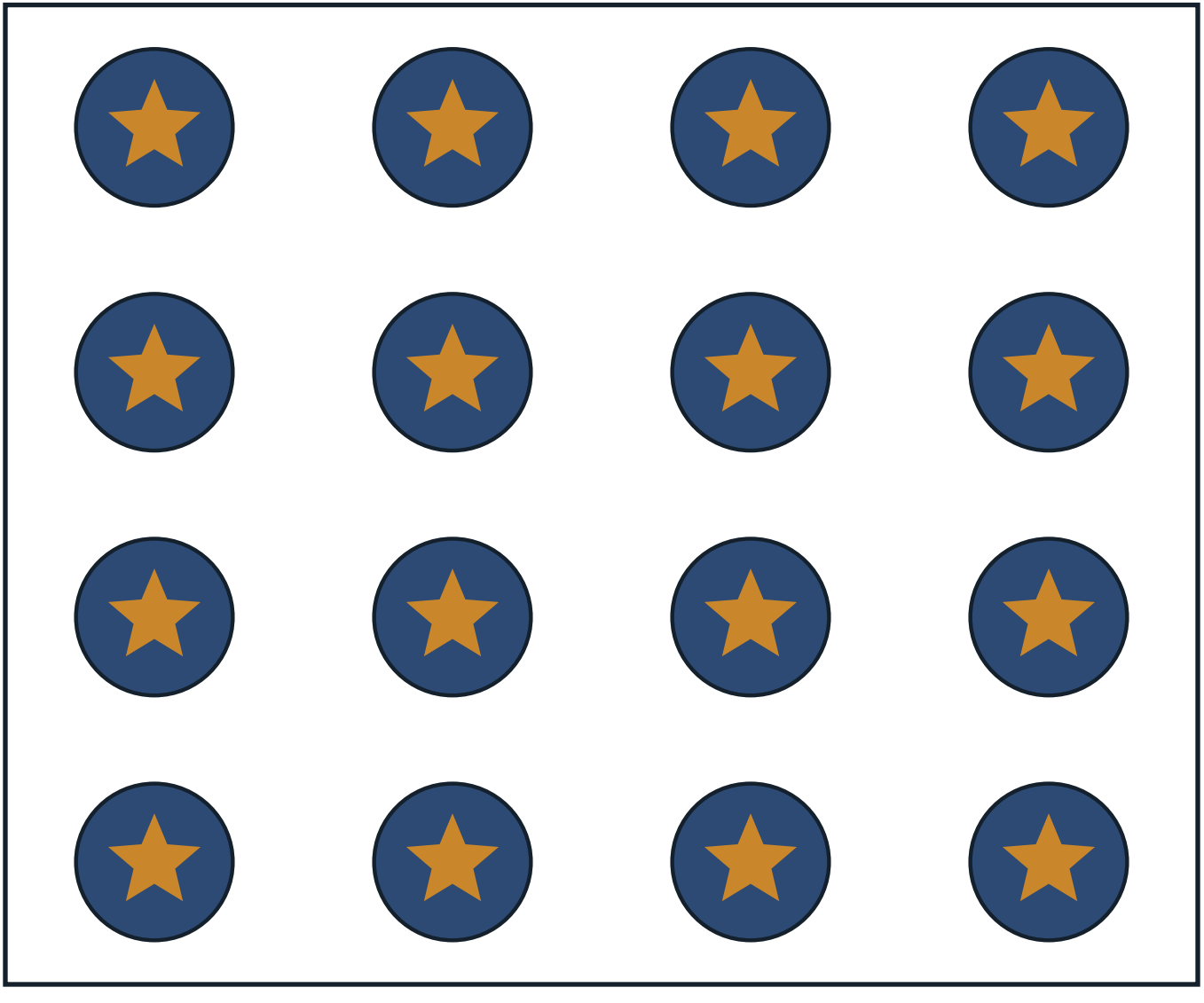
*Draw and colour a badge for your own team.*

# The Gear Parade

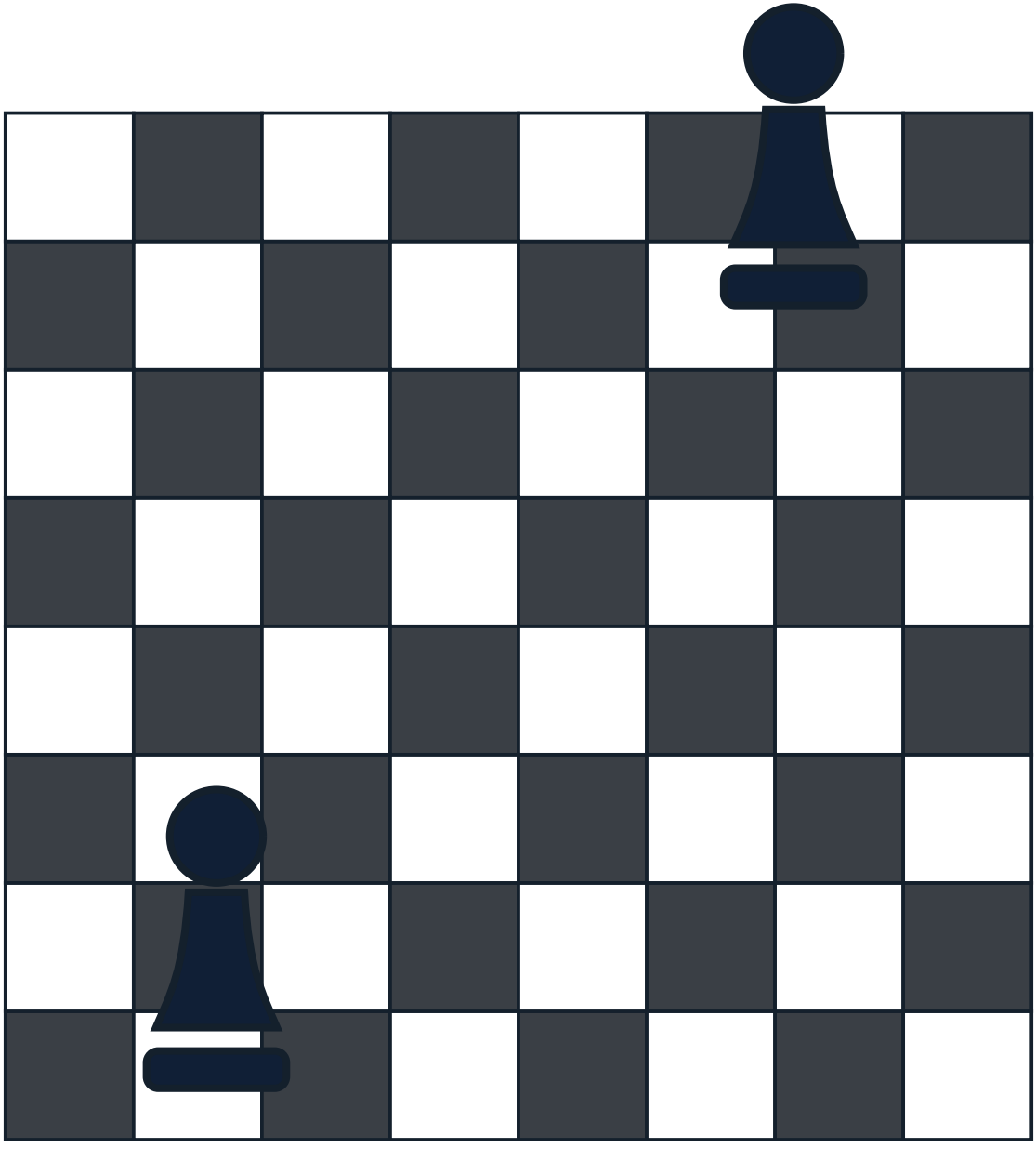




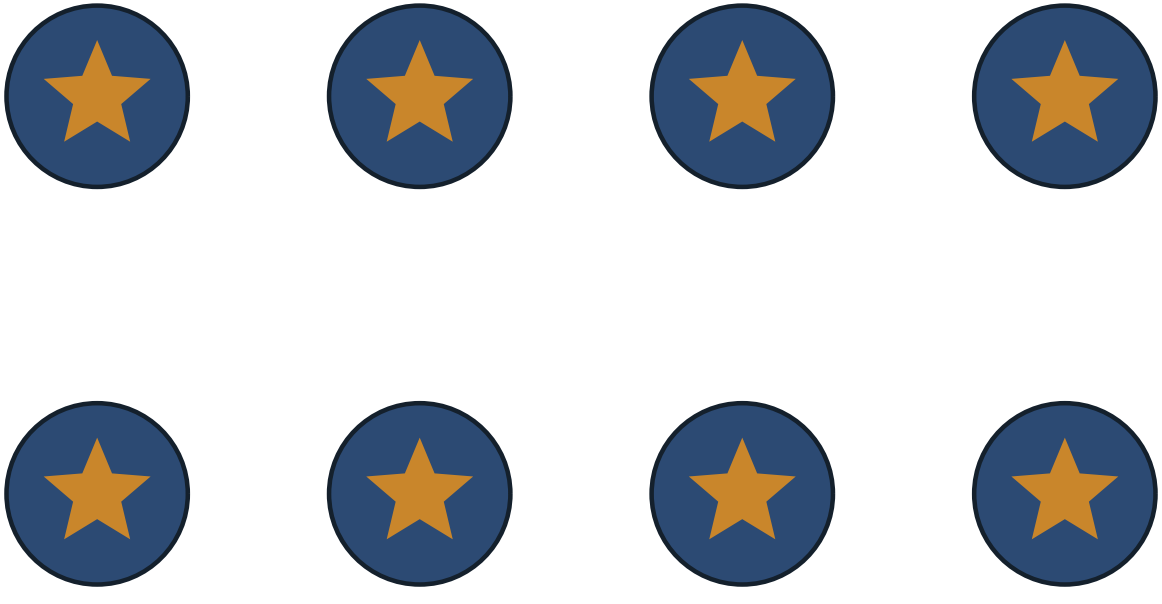
# Pattern Play



# The Arena From Above



# Count the Balls!



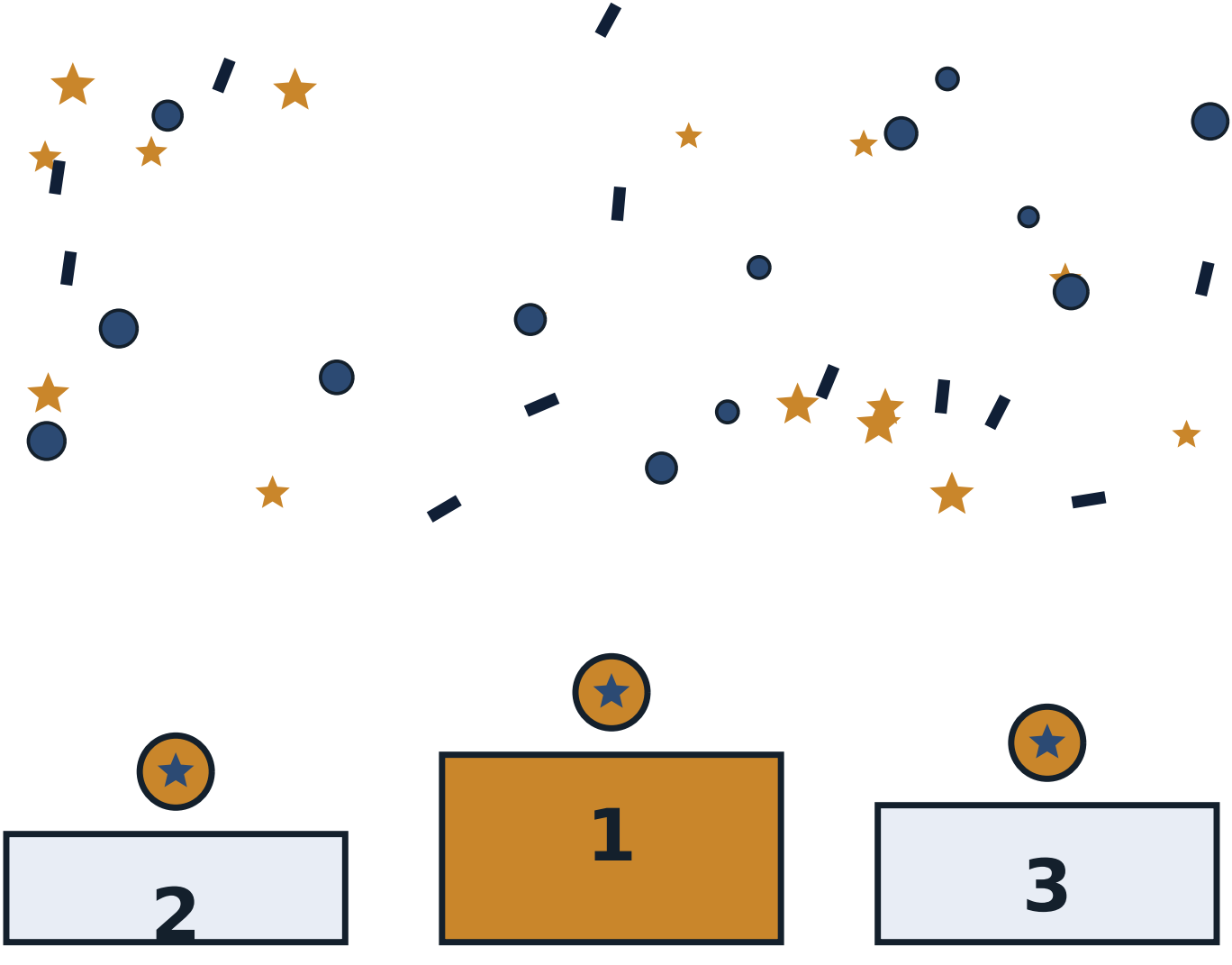
*How many can you count? Write the number here: _____*

# My Favourite Part of Airsoft

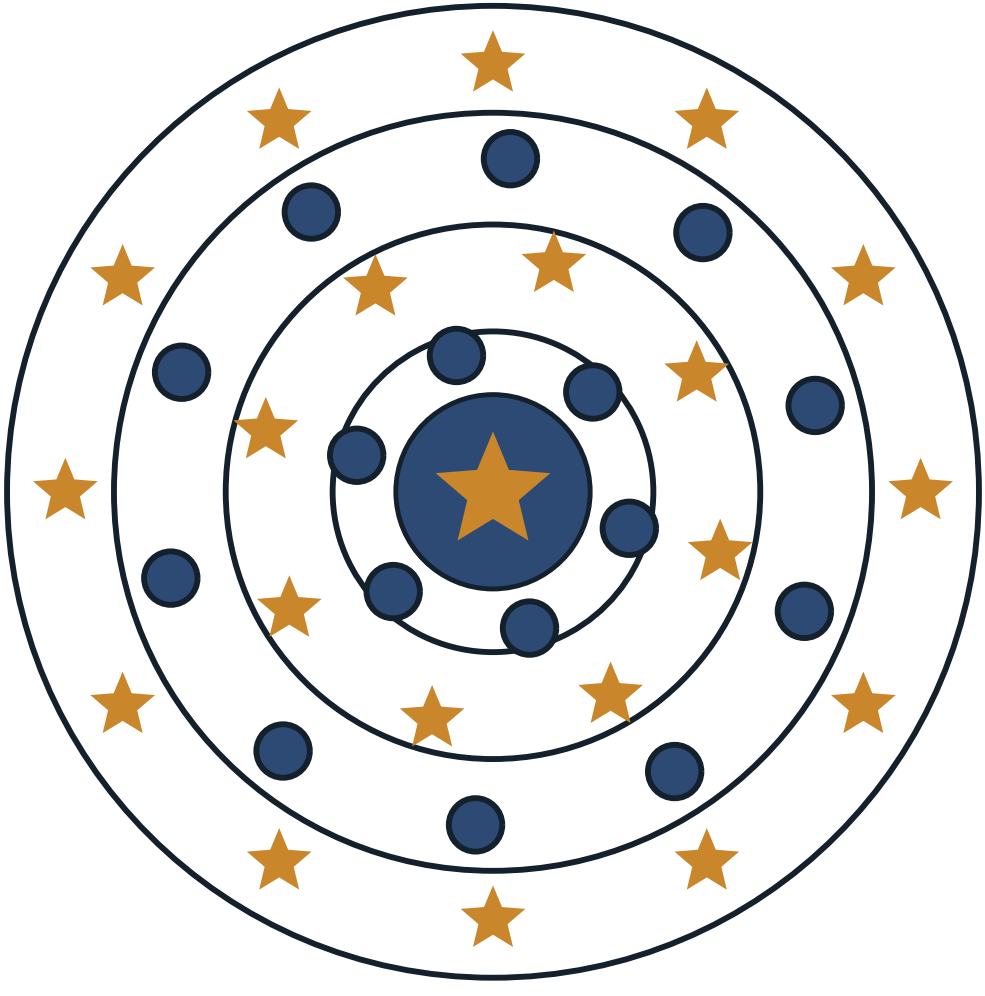
# Gear Close-Up



# Champions!



# The Mandala of the Game



# About This Book

Governing body: No single world governing body — site/festival rules under national law (reference used: Ground Zero Airsoft / The National Airsoft Festival, UK). Laws edition the site's rules file follows: National Airsoft Festival / Ground Zero site rules (current published version, FPS limits measured with a 0.20 g BB). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

# More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Chess
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of RoboCup
- The Cartoon Book of Robot Combat
- The Cartoon Book of Air Hockey
- The Esports Colouring Book
- The Chess Colouring Book

# My Notes

# Airsoft

The Cartoon Book of Airsoft — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

