

## GUNMAN AIRSOFT CHRONO CROSS REFERENCE CHART

| BB WEIGHT          | 0.2  | 0.25 | 0.28 | 0.3 | 0.32 | 0.34 | 0.36 | 0.4 | 0.43 | 0.45 | 0.48 | 0.5 |
|--------------------|--|------|------|-----|------|------|------|-----|------|------|------|-----|
| <b>STANDARD</b>    | <b>ANYTHING NOT CLASSED AS SNIPER/DMR</b>                    |      |      |     |      |      |      |     |      |      |      |     |
| <b>(1.13J) FPS</b> | 350  | 313  | 296  | 286 | 277  | 268  | 261  | 247 | 239  | 233  | 226  | 221 |
| <b>DMR</b>         | <b>30M MINIMUM ENGAGEMENT DISTANCE - LOCKED TO SEMI ONLY</b> |      |      |     |      |      |      |     |      |      |      |     |
| <b>(1.48J) FPS</b> | 400  | 358  | 338  | 327 | 316  | 307  | 298  | 283 | 273  | 267  | 258  | 253 |
| <b>SNIPER</b>      | <b>30M MINIMUM ENGAGEMENT DISTANCE - BOLT OR 2 SEC DELAY</b> |      |      |     |      |      |      |     |      |      |      |     |
| <b>(2.31J) FPS</b> | 500  | 447  | 423  | 408 | 395  | 383  | 373  | 354 | 341  | 333  | 323  | 316 |