



charged 9.6V battery, the result was 960rpm. Compared with the aforementioned Marui MP5SD6, which turned in a result of 1,040rpm, this seems a little low. And the MP5SD6 was on an 8.4V battery as well....

In conclusion, what can we say about the G&G UMG? We could talk about the excellent structural materials and build quality, we could make comments about how the sounds emanating from the gearbox of this particular UMG didn't inspire total confidence and how the ROF seemed a tad low - not to mention the less than perfect result from range testing. What we will say is that G&G has taken the lead by producing a new model of AEG and not taken the path followed by certain other companies of just copying (albeit improving) existing models of AEG. If G&G can improve the performance before its released for general sale, it's going to be a cracking piece of kit - in fact, I'm tempted to get one.... ☺

**This is more than likely to invalidate any warranty that comes with the gun!*

too much damage could be caused. A false economy of performance over safety? As with the bushings, time will tell.

Well, that's the UMG as a design dealt with, but what about performance? Time for the usual round of tests....

A hi-cap, a hi-cap, my kingdom for a hi-cap! (Apologies to William Shakespeare)

First off, it should be stated that firing 1,000 rounds through a gun using a lo-cap magazine is rather time consuming but, unlike G&G's M14, this gun at least swallowed the lot without a single complaint - and had a nice loud muzzle report as well. One thing that struck us fairly quickly was that the gearbox in this UMG seemed a lot less strained than the gearbox in G&G's GR16 range but still didn't sound as well put-together as a Ca or Marui gearbox. However, the improvement was noticeable over previous offerings. Whether this is due to the gearbox having been assembled with newly designed components or with more attention paid to the shimming than was on the GR16 range we don't know - but we have our suspicions that this may be the case....

After a thousand rounds it was time for the chrono session, with a high result of 284.9fps, a low of 278.2fps and an average of 281.0fps over a 10-shot string. To compare it with another sub-machine gun, the standard Marui MP5SD6 reviewed in last issue came in at an average of 276.4fps. In our opinion, this is perfectly adequate for CQB use but you may find yourself at a slight disadvantage if you end up against a one-joule gun. Nothing that a larger spring can't deal with, though!*

Velocity testing done, it was range time and, at 20 metres, the target took a hammering. We did, however, have a problem with velocity fluctuations towards the end of the range testing that significantly increased the size of the group to 27.1cm over the 10-shot string, with two fliers that came nowhere near the target. Not exactly the best we've seen but, as stated before, this is a pre-production model, so this should not

be the case with the final version. The biggest difference between range testing this gun and testing G&G's previous offerings is that this time we didn't have to spend any time clearing excess silicon lubricant out of the barrel. This shows G&G has paid attention to comments made on the over-lubrication issue (either that or it's started to run low on silicon oil). As usual after the range session, it was time to check the ROF. On a freshly

Thanks and credits:

Many thanks to RedWolf Airsoft for supplying this UMG. RedWolf Airsoft is the UK and European distributor for G&G AEGs and accessories. Dealer enquiries to wholesale-uk@redwolfairsoft.com or wholesale@redwolfairsoft.com. Retail sales at www.redwolfairsoft.com.

DATA SHEET

BB velocity, average over a 10-shot string = 281.0fps
 Grouping at 20m = 27.1cm (two fliers and noticeable velocity fluctuations)
 Rate of fire = 960rpm
 Weight of gun (with full hi-cap magazine of .2g BBs) = 2.6kg (including G&G red-dot sight)
 Recommended battery = 9.6V
 Magazine used = 70-round lo-cap.
 Excel 0.2 BBs used throughout



(A bold, new design from G&G but the internals need improvement - at least they did on this one!)

