

MED vs RED comparison - using maths!

	Max Joules	Max FPS (.25g)	Max Range	Max Effective Range	Recommended ED	Minimum ED
STANDARD FIELD GAMING						
Pistol	1.05	300	41	30.75	15.75	10.5
Support (FA)	1.42	350	48	36	21.3	14.2
Assault (Burst)	1.85	400	55	41.25	27.75	18.5
Marksman	2.35	450	61	45.75	35.25	23.5
Sniper - Low (Semi)	2.89	500	69	51.75	43.35	28.9
Sniper - High (Semi)	4.2	600	83	62.25	63	42
CQB GAMING						
Pistol	1.05	300	41	30.75	5	0
Support/Assault (Burst)	1.25	325	45	33.75	10	0
Sniper (Semi)	1.42	350	48	36	15	0
1 Joule = 100 spring Approx						
RED based on comfort & safety						
Current TECT limit is 450fps on 0.25g						
Masks currently tested up to 500pfs on 0.25g						
600fps is for comparison, not recommendation						