



# EXPLOSIVE AIRSOFT: SWEDISH STYLE

PANDION MILSIM ARE RENOWNED FOR PUTTING ON EXPLOSIVE MILSIM GAMES AND THEIR LATEST "CELEBRATION" EVENT WAS NO EXCEPTION

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*"PLEASE PUT YOUR CELLPHONES ON FLIGHT MODE, OR THERE IS A SLIGHT CHANCE THAT WE'LL BLOW UP!"*

Anton set the bar right from when we jumped into his car for a 3 hour drive to the area outside of Gothenburg, Sweden where he would host another one of his *Celebration* games.

Anton is famous in the Swedish airsoft community (and beyond) for his harsh 48 hour MilSims and his fast paced, explosive (literally) CQB games. But even to call this CQB event a *game* is an understatement. This is more of a simulation and an extreme stress test, than an airsoft game really.

Usually one or a few teams of four to eight people will engage in a couple of short, fast-paced CQB missions, sometimes facing a smaller opposition force while the world around them are set in flames by Anton's various explosives. To some this may sound nuts but the fact is, if you're into airsoft and military simulations this is probably the most awesome arrangement you will ever be a part of! This however, will cost you a rather impressive deal of your hard-earned money, well

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worth it though. But it's not for everyone.

Anton is an expert, carrying all the necessary licenses to use the explosives he fields and safety is always more important than anything else - and expected by the participants too. If you don't follow Anton's instructions the worst part that can happen is probably far worse than a 10 minute respawn!

Long story short, this is extremely fun – but it is **NOT** an ordinary game!

The day is spent in an area in western Sweden called Bockaby. Built during the 70's by the Swedish Armed Forces, this is like a small city square of 7 large buildings. Some 15 years ago it was given to the municipality and has since been used by the Fire Department and, for the last couple of years, a staging ground for airsoft and paintball games.

Today however its best days are long gone. There used to be nine buildings, but two are completely burnt out and graffiti cover the walls. This is not necessarily something bad though, as it just changes the feel of the plot, giving the impression of a warzone rather than a training ground. Unfortunately it

won't exist anymore in just a few months' time, even though the Swedish airsoft community tried it's best to keep it from demolishing. Someone higher up already made the decision.

Following Anton around the area where he prepares the first mission for Swedish airsoft team GSA, the first thing that strikes me is - this guy is insane! He could be public enemy number one if he wanted to. The finesse he uses and his eye for detail makes his booby-traps impressively creative.

Anton's goal is to put the participating team through a huge amount of stress over a couple of missions of different difficulty levels.

This is also where his professional safety measures clearly appears. He took us for a walk around the scene before each mission. I explained my thoughts and wishes of where I wanted to be to capture the action on camera and he made a few tweaks to let me fulfil my goal. He explained what was going to happen, where I could go and where I couldn't. Anton leaves nothing to randomness, everything is well prepared for the safety of everyone.







However, the team GSA knows nothing beforehand. They get briefed before each mission through a simple overview of the map. Anton sets the ROE (Rules Of Engagement) and shows the team where they are supposed to make entry and what their main goal is. The only time they can prepare for the "sh\*t to hit the fan" is when they are to breach a door themselves. Anton has the door prepped and GSA gets into place to "push the button". Everything else comes as a surprise to the team, as the whole point of this arrangement is to put them through extreme stress.

The first mission has GSA clear out two buildings. They've met their opposition in the safe zone so they know they're out there... but that's it. They won't know where, they won't when and they won't even know if. Just that they're here, somewhere...

GSA's adrenaline is already pumping when they get into position right outside the first door. No bombs, no grenades, it's all quiet. Going through the first building is a walk in the park, everything went according to plan and GSA weren't lured by Anton's booby-traps.

When they were moving between the first and second building for the next entry point the opposing team were supposed to attack. They however misunderstood something and missed it all, which I believe only made the situation all the more stressful, as nothing happened in the second building either. You could almost see the confusion in the eyes of GSA when they had cleared out the second building too and the first mission had come to an end without a single explosion or shot fired!

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This probably made them all the more relaxed for the next one. Probably a bit too relaxed for their own good!

They started out the second mission on their own terms, where they used a breaching charge to gain entry to another building. They could prepare for this one. However when the BBs started flying and they at the same time had to place three other charges inside the building to blow up "sensitive intelligence", things got a bit more hectic. The opposing team had unlimited and timeless respawns, giving the illusion that they were way more than they actually were. GSA got through it though with no casualties and I bet they felt proud now. Then it all went crazy!!

From that moment on I could barely believe what I saw. The explosives used here is not just something that you use to blow up your neighbour's mailbox with on New Year's Eve, this is the real deal! As the first huge bomb blurred my vision and had my ears ringing for a few seconds, I knew Anton really was onto something and the 20 meter high wall of fire later on blew my mind.

The last mission was by far the most extreme one, where GSA had to clear out a three-story building with the windows covered, filled with smoke and a boombox playing loud techno music. All around Anton set off huge explosions while inside, the team had to breach doors and throw grenades around as they were facing an opposing and respawning team.

Disorientation by variation - that seems to be the way Anton let the team engage their different missions. When one mission can include almost no explosives at all, except for a handful of fireworks or the breaching of a door, the next one totally blows you away - which really messes up your adrenaline rushes.

I guess one of the guys in GSA sums it all up well enough after the last mission, right before we all went back home... *"Now I don't have to play airsoft anymore. I'm ready to die."*

Long story short, this is probably the most advanced, hectic and awesome day you will ever spend in your airsoft career. If you think you're man enough you should keep an eye out for Anton's *Pandion* games. Having teams from all over Europe take the trip all the way to Sweden just for a day or two, I know he's able to arrange something special just for you and your team, taking into account your own wishes and previous experiences.

But don't take my word for it. Come to Sweden, take part in a *Pandion* MilSim and you will find out for yourself.



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