

DYE STICKY GRIP

These new Dye Sticky grips are made to be even more sticky and their new jewel logo is molded directly into the grip so you don't have to worry about the sticker popping off after the first time you play!



Basic



Black



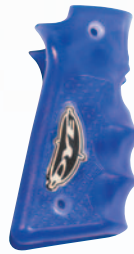
Clear



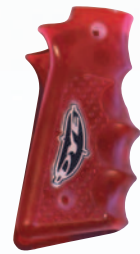
Lime Green



Sky Blue



Midnight Blue



Ruby Red

ACCESSORIES

DYE INVISION GAME TIMER

Easily installed into any Invision system, the timer rests comfortably next to your right ear. The Invision timer voice alert will beep and announce the time as it counts down: 60, 50, 40, 30, 20, 10 5, 4, 3, 2, and 1 minute points and the 50, 40, 30, 20, 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1 second points. After the one second announcement, the timer will tell you "game over." Can be used during big games, tournaments or practice. The Invision Game Timer is an item you can count on.



Black



ECLIPSE ANGEL/IR3 FANGZ A.D.B

How many people do you know that have a nightmare with their standard Anti-Double Ball. These little puppies are soooooo cool. Two piece design which means you can take the ADB apart in second for repairs or to clean. Rubber Fang holds the ball in place so no sticky ball bearings. These are not recommended for use with Halo loaders.



Chrome

ECLIPSE ANGEL VERTICAL BOTTLE

The Eclipse vertical adapter allows use of US threaded regulators to be used on your angel.



Adapter For US Threads - Black



Adapter For US Threads - Chrome

ECLIPSE AUTOCKER SENSOR KIT



ECLIPSE AUTOCKER D.A.R.T. BOLT 2000+



Black

PARTS

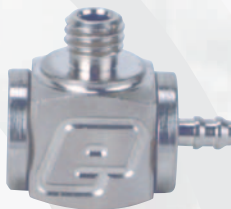
ECLIPSE

ECLIPSE AUTOCKER HAMMER



ECLIPSE AUTOCKER D.A.R.T. QEV

The Eclipse QEV's are designed to maximize the potential of your ram. Dimensions are: length 13.4mm width 9.55mm, height 10.4mm.



ECLIPSE AUTOCKER GASKET KIT



Gasket Kit

ECLIPSE IMPULSE A.D.B.

The Eclipse ADB is a two-piece design in order to make the product field strippable and repairable. The two-piece design allows the changing of the rubber finger to adjust length or replace worn fingers.



(Ball Detent) Long - Chrome



(Ball Detent) Short - Chrome

ECLIPSE IMPULSE LP CHAMBER

Allows the impulse to run at a lower pressure than normal!



Chrome

ECLIPSE

ECLIPSE IMPULSE D.A.R.T. VALVE SET

This kit comprises of 1 valve guide and 2 exhaust valves (one black, one white). The two exhaust valves give two different valve-operating ranges. The valve guide is common for both of the exhaust valves.



Valve Set

ECLIPSE IMPULSE HAMMER/SHAFT SET

This complete Titanium hammer and shaft set gives you the strongest and lightest set made for your Impulse.



titanium

ECLIPSE AUTOCOCKER ELECTRONIC BLADE KIT

PARTS



Chrome



Black



Black

ECLIPSE

ECLIPSE IMPULSE MAGNO BLADE

The Eclipse Magno-Blade offers the user the benefits of the most adjustable trigger pull to date, magnetic attraction operation and a smoother, slop-free action. The Magno-Blade can be used either with the magnetic action enabled or with conventional trigger springs. Or even both! The kit is supplied with up to 5 different adjustable parameters, as well as the key to adjust the main actions, and the magnet-holding device.



Black



Chrome

ECLIPSE IMPULSE STAINLESS HAMMER

This stainless steel hammer is going to be more durable than the factory. It is a direct replacement for the factory hammer.



ECLIPSE IMPULSE OPTIMIZER

The optimizer increases gas efficiency, improving consistency and allowing for dry firing of your marker.



Black, Silver

ECLIPSE BUSHMASTER LPR ADJUSTER

The Eclipse L.P.R. Adjuster is a direct replacement for the standard L.P.R. Adjuster but can be locked down in place and also adjusted by hand.



Black



Silver



ECLIPSE

ECLIPSE BUSHMASTER VELOCITY ADJUSTER

Allows you to adjust your velocity by a simple twist! Also has lock screws to keep it tournament legal.



2000 Tourney - Black



2000 Tourney - Silver

ECLIPSE IMPULSE FRONT REG MOUNT

Designed to allow the grip-mounted regulator from the standard Impulse to be mounted at the front of the gun and act as a forgrip or allow fitting of an air-system.



Black



Silver