



# Black Magic Woman

**The SF marker is here to let you know that WGP's still got some tricks up their sleeve.**

**by Dave Araki Photography by Michael Neveux**

**T**here are three questions that people always ask me when I'm testing a new marker. Question One - "Is that the new 'Fill in the Blank'?" My answer is always, with a smile, "Yep! It's pretty nice looking, huh?" This is usually true because most of the new markers out are damn good looking things. In this case, the new Black Magic from WGP, is a beautiful carved totem of pure paintballin' ownership. Question Two - "Do you get to keep it?" My usual reply to this is "Bah, I wish." In this case, with the new WGP Black Magic, as sweet a cocker as I've shot and a perfect size to fit in my kit bag, this sweet baby probably goes back to the Splat Vault to be fondled on photo shoots by girls with great large...hands. Too good, say they, for the likes of me. Pfft. They. Then comes Question Three, the one that matters most - "So, how do you like it?" I LOVE IT.

Okay I love cockers. I always have and always will, so maybe it's wrong for me to review this marker. Maybe it's impossible for me to test it and write an objective and informative review. And maybe it's irresponsible of me to send it back to the Splat Vault to be fondled by Splat Girls. They could get hurt, ya know. It could be sexual harassment. ("Here, hold this cocker if you wanna be in the photo.")

Well, here's the thing, The WGP Black Magic is hot hot hot. Two HUGE changes put it in a new class from the old Black Magic, (one of those changes puts it into a new class of cocker altogether.) The first change is the Select Fire Worrblade. This version of an eblade brings the Black Magic into the world of unadulterated Electro-Hosing. In fact, your first experience of the "Magic" will be doing rope tricks.

The SelectFire Worrblade from Eclipse reflects WGP's new approach to their 'cocker. The old BS was that 'cocker are problematic. Whether it's true or not, people always tinkered around with cockers because it's tradition. Back in the day, cockers had to be upgraded and fooled with, but the new millennium pretty much changed all that and now all cockers come out of the box ready to rock. The Trilogy series was the first foray into Fool-Proof Cockers, and now the Select Fire Worrblade is designed to keep the e-cocker rolling.

The SF Worrblade has all the latest tourney settings including PSP legal ramping. Semi-auto mode is uncapped so it's as fast as you can shoot. New debounce filters are preset and effectively prevent any trigger bounce. Unlike the Eblades, the new Worrblade has no LED display and fun stuff like SON or CON and BIP can't be messed with. You change the modes using a little jumper inside the grip frame. Other than that you

The first non-cocking marker from Worr Games is a combination of both their old-school style with modernized electronics. Think Grandpa with an I-Pod.

can't screw things up anymore. Some of us will hate that, but it's really going to make more players do what they should be doing- Playing Ball!

So that's the first huge step up for the Black Magic. It's electro and uncapped. You can now shoot it as fast as your hopper can load it. You WILL shoot rope, believe me. And to top it off you can't be tempted into screwing up your settings because you can't. By the way, the BM will eventually probably come with an option for getting the superb Karnivor manifold for it's solenoid.

Something I always do with Eblades is screw in the front top trigger adjustment screw until there's just a little airgap between the second screw head and the frame. This makes the trigger retardedly light.

The other huge change in the Black Magic is the one that puts it into a new class. The back block has been flattened into a flat slice of hard plastic, then turned perpendicular to the body and slid into a slot between



**A new top-pin bolt system is the center piece of the "SF". If you want this gun to cock, your gonna need to do some "Monster Garage" work of your own.**

the hammer and the bolt! HUH? Wait there's more, without a true back block the bolt could be shortened into a stumpy delrin bolt and the bolt pin now slides down vertically through the 'back' block and hooks into the hammer. Very Timmy like, but not, cuz this is a true cocker all the way, 100%, none of that open bolt crap. Anyway using a similar hammer design as a fastback cocker, the bolt pin hooks into a U-shaped channel carved into the top of the hammer. The open end of the U faces the front of the marker, so when the bolt resets to close the breech, the end of the bolt pin slides away leaving the hammer cocked. The rest as they say is "a shot in the Danny's goggles." They.

So why is this such a big deal? It means that the cocking mass of the Black Magic is reduced lower than any other cocker. This means the front reg can put out a low 50 psi and the excellent STO style ram needs no TRVs (QEVs) to achieve mad house ROF.

And it means you're not going to smack yourself in the face with the back block when you're tucked tight. It also lowers some of the rock-n-recoil that the back block slap created. But more than any of that, it means you can shoot ropes and ropes of paint extremely accurately. Another thing you notice when shooting the Black Magic is the quietness. At first it's kind of odd cuz it feels just like a cocker but without the back clack.

The Black Magic comes with a trimmed down black magic reg, which after breaking in pumps out a very consistent flow and holds the FPS flux to +/-3fps with a good paint fit. The output for 280fps was about 325psi. It has a locking ring to hold the reg in the right position for comfortable hosing. A nice on/off ASA slides onto the built in dovetail rail at the bottom of the frame, but for those with short arms or who don't yet prescribe to the school of thought that feels run and gunning is easier with a short or no drop, there are standard holes for any cradle or drop you want to use.

The Stock barrel is a well ported 10" single bore. The .689 tube is decent enough, but... The feedneck is the locking style that greasy paws dislike, but it fits any hopper and holds it firmly. Springing is fairly conservative, but the gas mileage I got was quite good. On average I shot 1200 balls for a 68/4500 fill.



**The front block still houses the same mechanics that made the autococker one of the greatest inventions in history, right next to TV and Paris Hilton.**

Accuracy is exactly what you'd expect and hope for from a cocker. Dead on. At 100 feet I was dropping ropes on a position, skimming over the slant of a dorito without touching the bunker, until boing-headshot! On the range the numbers were top notch using my new favorite cocker barrel - a Warped Sports Lucky 15.

The new SF Worrblade has a few other cool features, a battery saving feature and a new eye system which will bypass the eye function if the breech seems empty then turn back on.

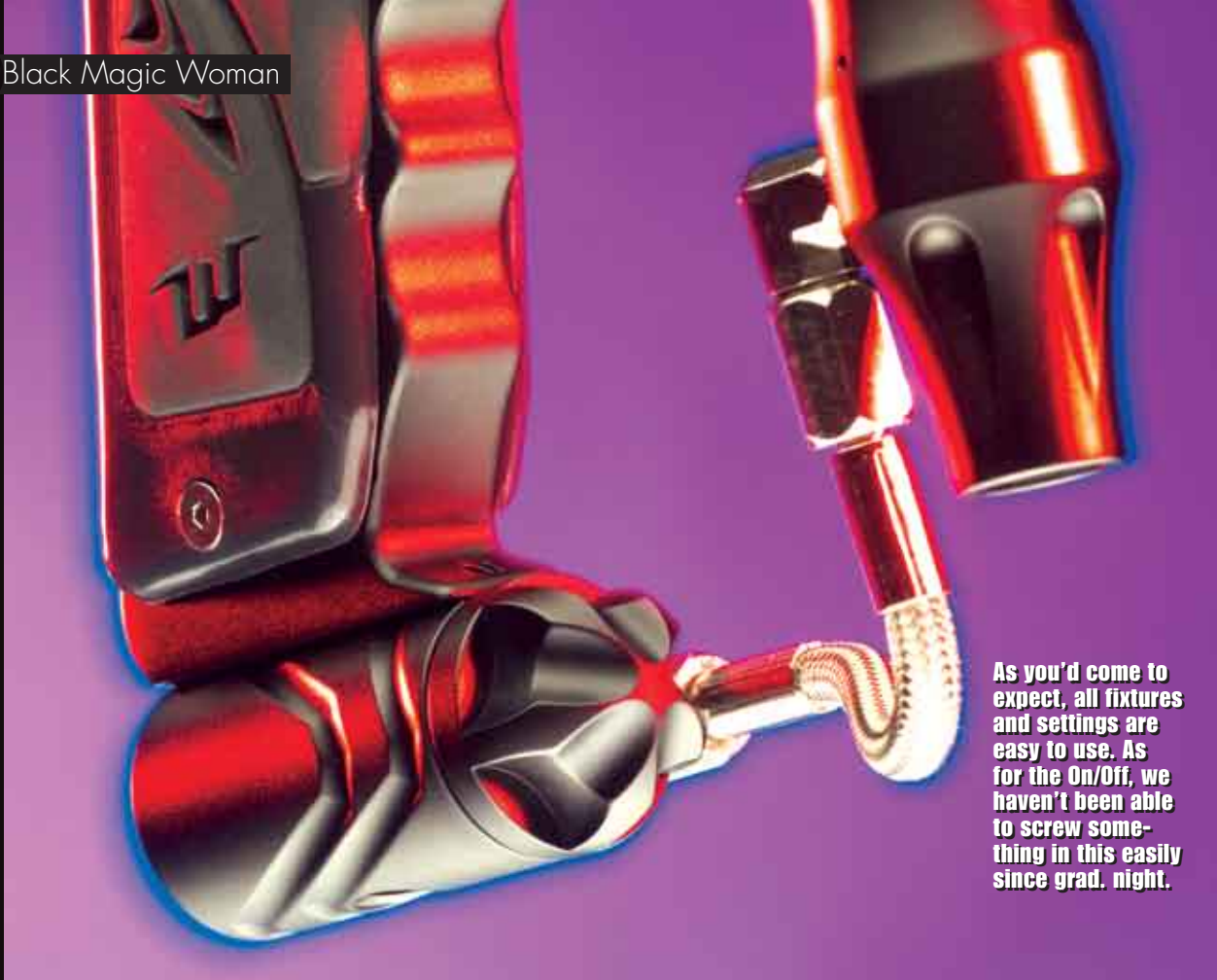
To answer another little question I always get from fellow cocker users. Yes, the manual sucks. The new one does clearly explain the way to use the SF Worrblade, but it's not specific to the Black-Magic so you have to rely on your innate cocker-sense (or some cockerhead nearby) to do any adjusting and troubleshooting. WGP is apparently coming out with model specific manuals in the very near future. They'll be available for downloading for old owners.

### **Painting the Town Orange, Pink and Yellow.**

I love my job. I love playing paintball and I love shooting new markers. Some of you might think playing ball every weekend is a bad thing. Yeah RIGHT! Anyway, my primary testing field for the Black Magic was Ruckus Paintball in NJ where the balls are your own and the refs carry pgps to shoot wipers. I had a large batch of Evils and Xball golds my two favorite paints. If you don't know it, I love a good ball, and PMI has consistently made the best paint out there. Evils are simply great paintballs. Xball Golds are the only other paint I love. Now that they've left the dark empire's clutches, let's hope they get even better distribution so you can all love them. Both these paints are superbly accurate and make the prettiest marks on the opposition.

Am I through with the shameless plugs? Yes, and now to the field test results.

Day One with the BlackMagic found me on a scenario field in Long Island called High Velocity. This excellent facility is like Hollywood Sports East. The theme fields are large and designed for good play and hard fighting. This scenario game opened up almost all the fields and the layout placed the main action right smack in the middle of two fields, the Trench Field and the Woods field. The Trench field is where I spent most of my time jumping in and out of 5 foot deep trenches and makes balls out moves across the no-mans' land. I'm a front guy, and tucking into small nooks is no easy



**As you'd come to expect, all fixtures and settings are easy to use. As for the On/Off, we haven't been able to screw something in this easily since grad. night.**

task for a 6' 200 lb. moose, but I do it, and when I come out to shoot I need firepower. This is where the Black Magic did its first rope tricks. At times I mesmerized myself until my hopper whirled empty. I love those trenches.

Funniest gunfight of the day was tucking tight 45 feet from a huge bunker, posted on by some guy who was hammering my spot, I kept snapping on him, but couldn't get him out and he poured a few hoppers on my spot. Then he stopped and gave me the lane and I posted up and popped him in the head. Then I popped the next three guys who took his place in their heads. Finally a mass reinsertion put a barrel to the back of my head.

Open play at Ruckus found my ball detent broken and causing a lot trouble with the eyes. Finally I figured out to replace the detent and all was well again. This is just one of those freak problems that can come up with any marker, but it's a good thing to check the detent with any problems that seem eye or feeding related.

At Ruckus I spent a lot of time playing airball. Best fun was posting up on Danny from the 40 right while he was at the 50 center snapping on me with

his shocker until he finally swung around the other side of his bunker and took a gogshot from Allan who had my back. Good fun also moving up the right pillows in a Ref game and knocking out 3 of their team, then rushing to reload as everyone on the team tried to be the first to mug the last guy in the right corner dorito. Fun games also included picking off Doug's leg, left exposed across field, and mauling young Brandon. One day, he is sworn to own my creaky old ass. Oh and being shot in the back of the head by Doug's kid Brendon...my back man. He was so embarrassed he sat out two games. That's what he gets for not shooting marbs. I mean what I get.

A fine example of cocker accuracy was in the gates field where I sweetspotted Ernesto on the run to a 40 tapeline bunker. My friend Allan Windsor made the tape bunker though, so I moved up to the 50 to see about harassing his position to free up our tape guys. From 50 feet away I could see a hole in his bunker and his silhouette beyond. I began plopping shots right into the hole until he finally screamed out. We laughed later because 1) he knew it was me shooting through that hole, and 2) he was squashed down as tight as he could get, so he hanged his barrel condom to block the hole. The shot still got through and hit his leg.

So what do I think about the new Black Magic? I love it. Richie Houston, one of the king worlocks, told me that the next gen software will include an anti-cheater mode which will curse wipers and cause their balls to shrivel up. COOL!

Special thanks to Richie Houston for his help and fact clearing; Special thanks to [www.ruckuspaintball.net](http://www.ruckuspaintball.net) in NJ for support and excellent fields and refs who care; undying love and thanks to PMI for making the best balls in the world with their Evils and Marbs and more wet, slutty love to Procaps for their very, very excellent Xball Golds. Remember boys, play safely and only use the best!