



**EMPIRE<sup>®</sup>**  
BATTLE TESTED

OWNER'S MANUAL

**BT-4 ⚡ COMBAT™**

[WWW.EMPIREBATTLETESTED.COM](http://WWW.EMPIREBATTLETESTED.COM)



# CONTENTS

1. RULES FOR SAFE MARKER HANDLING	1
2. INTRODUCTION AND SPECIFICATIONS	1
3. GETTING STARTED	1
4. FIRING YOUR MARKER	3
5. VELOCITY ADJUSTMENT	3
6. ACCESSORY ADJUSTMENTS	3
7. UNLOADING YOUR MARKER	4
8. REMOVING AIR SUPPLY	4
9. CLEANING MARKER	4
10. STORAGE AND TRANSPORTATION	4
11. DISASSEMBLY / REASSEMBLY	4
12. PARTS LIST & DIAGRAMS	7
WARRANTY	(Inside Back Cover)

For manuals and warranty details, go to: [paintballsolutions.com](http://paintballsolutions.com)

For manuals in other languages, (where applicable), go to: [paintballsolutions.com](http://paintballsolutions.com)

©2011 Empire Paintball. The Empire Logo, and "Battle Tested" are trademarks of Empire Paintball. All rights reserved. Empire Battle Tested is a brand of KEE Action Sports, LLC.



## 1. Rules for Safe Marker Handling

**IMPORTANT:** Never carry your Marker uncased when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a paintball marker and firearm. For your own safety and to protect the image of the sport, always carry your Marker in a suitable marker case or in the box in which it was shipped.

- Treat every marker as if it were loaded.
- Never look down the barrel of a paintball marker.
- Keep your finger OFF the trigger until ready to shoot.
- Never point the marker at anything you don't wish to shoot.
- Keep the marker on "safe" until ready to shoot.
- Keep the barrel blocking device in/ on the marker's barrel when not shooting.
- Always remove paintballs and propellant source before disassembly.
- After removing air source, point marker in safe direction and discharge until marker is degassed.
- Store the marker unloaded and degassed in a secure place.
- Follow warnings listed on the air source for handling and storage.
- Do not shoot at fragile objects such as windows.
- Every person within range must wear eye, face and ear protection designed specifically to stop paintballs and meeting ASTM standard F1776.
- Always measure your marker's velocity before playing paintball and never shoot at velocities in excess of 91.44 meters (300 feet-per-second).

**Read this entire manual before loading, attaching a propellant source or in any way attempting to operate any Empire BT-4 Slice marker.**

**NOTE:** Eye protective devices designed specifically for paintball use must be worn by the operator and anyone within range.  
©Empire Paintball, Inc.

## 2. Introduction and Specifications

Congratulations on your selection of the Empire BT-4 Slice paintball marker. Empire BT-4 Slice markers are made to provide you with many years of reliable performance. Empire Paintball, Inc. is honored that you have chosen an Empire BT-4 Slice marker as your marker of choice and hope you enjoy using this high quality product.

### Specifications

Caliber .....	.68
Mechanical Action .....	Semi-Automatic
Electronic Grip Action.....	Semi-Automatic, Ramping and Full-Auto
Powered .....	CO2 or Compressed Air (HP Output)
Main Body Material.....	Aluminum

Empire BT-4 Slice markers come with a removable barrel system. This feature allows the user to select a barrel that is most suitable for the playing conditions.

## 3. Getting Started

Safety and Safe marker handling are the most important aspects of paintball sports. Please practice each of the following steps with an unloaded marker before attempting to charge your marker with compressed air and paintballs.

Do not install an air cylinder or load paintballs into your Marker until you feel completely confident with your ability to handle your Marker safely.

Keep your finger out of the trigger guard and away from the trigger; point the muzzle of the marker in a safe direction at all times. Keep the marker in safety or turned off until ready to operate.

Always keep your Marker pointed in a safe direction. Always use a barrel plug or barrel blocking device. Always use paintball specific eye protection which meets or exceeds ASTM standards in any areas where paintball markers may be discharged. Remember that the ultimate safety device is you, the operator.

## Safe Mode

In this manual, you will see the term “SAFE” mode. The Power should be OFF (Fig. 3.1) on electronic grips, or the Safety should be set to “SAFE” (red marking on safety will not be visible) Fig. 3.2. Make sure your marker is set to “SAFE” mode when indicated to do so.



## Barrel Installation

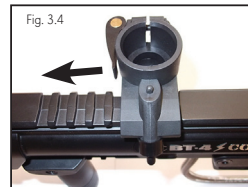
Make sure marker is degassed, hopper removed, no paintballs in the feed port or breech and the marker is in “Safe” mode.

1. While pointing marker in a safe direction, place the threaded end of the barrel into the front opening of the marker body (Fig. 3.3).
2. Turn the barrel clockwise until it stops (do not over tighten).
3. Adjust the barrel accessories if necessary.
4. Install a barrel blocking device. This can be a barrel plug or other such device that prevents the accidental discharge of a paintball.



## Feed Elbow and Loader Installation

1. Press and hold the retention button located on the side of the Slide-Away™ elbow.
2. Slide the elbow onto the front narrow gap of the picatinny rail. (fig. 3.4)
3. Line up the elbow with the feed hole on the right side receiver.
4. Check that the elbow is locked in place and properly aligned.



**Note:** Spring-loaded retention button must line up in a gap on the Picatinny rail.

## Standard Loader

1. To install a loader check the Slide-Away™ elbow and loader to make sure they are free from debris and obstructions.
2. Position Slide-Away™ elbow onto your marker’s receiver.
3. Release the Clamp Arm to allow the loader to slide into the top of the elbow.

4. Press the loader into the opening of the Elbow until it stops.
5. Align the loader so that the lid is pointing to the rear and the loader is parallel with the marker.
6. Clamp the loader in place by closing the clamping arm. Do not over tighten the loader.

**Note:** It might be necessary to adjust the clamping feed elbow screw to fit your loader. Using a 3/32" hex wrench, turn the screw clockwise to increase the clamping force or counter-clockwise to decrease the clamping force.

## Air Cylinder Installation

Consult the place where you purchased your Empire BT-4 Slice Marker, or a recognized and competent air smith, for instruction in the safe handling of compressed-air cylinders before purchasing or connecting one to your Empire BT-4 Slice Marker.

## Before Pressurizing Your Marker

1. Check to make sure that you and anyone within range are wearing eye protection designed specifically for paintball.
2. Double check that all screws are tightened and no parts are loose before installing your tank.
3. Ensure you have a barrel plug, barrel sock or other specifically designed barrel-blocking device in place.
4. Make sure there are no paintballs in the marker.
5. Set marker to “SAFE” mode.

## Pressurizing your Marker

1. While pointing the marker in a safe direction, cock the marker by pulling the T-handle, located in the rear of the body, back until it clicks and stops.
2. Release the cocking handle, the marker is now cocked.
3. Locate the Air Source Adapter (ASA) located at the base of the pistol grip.
4. Position the Empire BT marker so that the ASA is pointed upwards while keeping the muzzle of the marker pointed in a safe direction.
5. Insert the threaded cylinder valve end into the ASA.
6. Without forcing the cylinder, twist the cylinder clockwise and allow the threads to draw the cylinder into the marker until it stops. Your marker is now charged.



**Notes:**

- Remember compressed air, nitrogen systems and CO2 cylinders can be extremely dangerous if misused or improperly handled. Use only cylinders meeting D.O.T. or regionally defined specifications.
- Never disassemble your tank or tank regulator. Only a qualified and trained technician should perform work on your tank and tank regulator.
- Never add any lubricants or greases into the fill adapter on your tank regulator.

**Loading Paintballs**

Empire BT markers use .68 caliber, water-soluble paintballs, readily available at paintball pro-shops, commercial playing fields and many sporting goods stores. The paintballs are fed from the loader through the feed elbow into the breech of the marker.

1. Make sure the marker is set to SAFE mode.
2. Put on eye protection designed specifically for paintball and make sure that anyone within range of the marker does the same.
3. Load quality .68 caliber paintballs into your loader/hopper (leave some room for paintballs to move about inside the loader).



**4. Firing Your Marker**

**Warning:** Always keep your Marker pointed in a safe direction! Everyone within firing range should always use paintball approved eye and face protection in the presence of live paintball markers. Make sure the Marker is set to “SAFE” mode, before following the steps below.

**Standard Mechanical Frame**

- Place the empty loader onto the marker.
- Be sure that it is securely mounted in place.
- Cock the marker, by pulling back on the T-handle.
- Apply the air cylinder, pressurizing the marker.
- Put the paintballs into the loader.
- Remove the barrel plug, sock or barrel-blocking device.
- Aim the BT-4 Slice marker in a safe direction.
- Set the Safety to the “Fire” position.
- Aim the Marker at the target.
- Place your finger on the trigger.
- Pull the trigger with a smooth squeezing motion.

**5. Velocity Adjustment**

Always check the velocity of the marker prior to playing paintball. Different playing fields may have different maximum velocity limits. At no time should you shoot at velocities above 300 feet-per-second.



Fig. 3.3

1. Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the Empire BT-4 Slice marker does the same.
2. While pointing the marker in a safe direction, remove the barrel blocking device.
3. Point the Empire BT-4 Slice marker over a chronograph that will measure the velocity of the paintballs discharged by the marker.
4. Set the marker to “FIRE” mode.
5. Pull the trigger and check the reading on the chronograph.
6. Locate the velocity adjuster screw on the left side of the marker.
7. Using a 5/32" hex key, turn the screw inward or clockwise to reduce the velocity, and outward or counterclockwise to increase the velocity of the paintballs discharged from the marker (Fig. 3.5).

**DO NOT REMOVE THE VELOCITY ADJUSTMENT SCREW.**

**6. Accessory Adjustments**

**Vertical Foregrip Adjustment**

1. Locate the bolt that secures the foregrip to the body (Fig. 3.6)
2. Unscrew the bolt using a 5/32" Allen wrench and remove it completely from the foregrip.
3. Once the bolt is free, the foregrip can be slid into a new position on the Picatinny rail, or removed altogether.
4. If changing rail position, be sure that the bolt hole lines up with a gap in the rail system
5. Once in the desired position, place the bolt back through the foregrip, ensuring the nut on the backside of the grip is not pushed out.
6. Tighten the bolt with the 5/32" Allen wrench, making sure not to over-tighten.



Fig. 3.6



## 7. Unloading Your Marker

1. Put on an eye protective device designed specifically for paintball and make sure that anyone within range of the Empire BT-4 Slice Marker does the same.
2. Make sure the barrel blocking device is properly installed and the marker is set to “safe” mode.
3. Loosen the loader clamping screw or release clamping arm.
4. While holding the paintball hopper in place, invert the marker so that the hopper is below the Empire BT-4 Slice marker.
5. Remove the loader and all paintballs.
6. While pointing the Empire BT-4 Slice marker in a safe direction, remove the barrel blocking device.
7. Keep the Empire BT-4 Slice marker pointed in a safe direction and pull the trigger several times to insure there are no balls remaining in the chamber or the barrel.
8. Properly re-install the barrel blocking device and set the marker is set to “SAFE” mode.

## 8. Removing Air Cylinder

1. Make sure the barrel blocking device is properly installed and the Empire BT-4 Slice marker is set to “SAFE” mode.
2. Point the Empire BT-4 Slice marker in a safe direction and turn the cylinder counter clockwise about 3/4 of a turn. This allows the cylinder valve to close without damaging the cylinder o-ring.
3. While pointing the Empire BT-4 Slice marker in a safe direction, disengage the safety (set to “fire”).
4. Keeping the BT marker pointed in a safe direction, pull the trigger until the remaining CO2 or air is expelled and it fails to re-cock.
5. Unscrew the cylinder from the Empire BT-4 Slice marker.
6. The marker is now ready to be cleaned or put away for future use.

## 9. Cleaning Marker

Once your Empire BT-4 Slice Marker is unloaded and the air cylinder is removed, you can use a damp cloth to wipe off paint, oil, dirt and debris. You can also use warm water to rinse the marker clean. Once your marker is clean and dry you can re-oil using a light, premium marker oil. (Note: Petroleum based and aerosol products

can damage your markers o-rings. **DO NOT USE ANY PETROLEUM BASED OR AEROSOL PRODUCTS ON YOUR MARKER.** To access the rear bolt and linkage arm you must remove the left receiver half. (See the disassembly section.)

## 10. Storage and Transportation

When you are finished using your Empire BT-4 Slice marker it is important that you prepare it for storage. This will not only serve to increase the life of the marker, but will assure optimum performance on your next outing.

- The Empire BT-4 Slice marker must be clear of all paint and propellant when not being used.
- Be sure to have marker in “SAFE MODE” when not in use.
- Make sure barrel blocking device is in place.
- Store Empire BT-4 Slice marker and propellant in cool dry place.
- Keep your Empire BT-4 Slice marker away from children without proper supervision.
- Your Empire BT-4 Slice marker must be free of all paint and not attached to a propellant source while being transported to and from the playing field.
- Observe and obey all local, state and federal laws concerning the transportation of paintball markers. For information concerning any of the laws in your area, contact your local law enforcement.
- Always store the marker in a secure location when not in use so as to prevent access by unauthorized persons.

**IMPORTANT:** Never carry your Empire BT-4 Slice Marker uncased when not on a playing field. The non-playing public and law enforcement personnel may not be able to distinguish between a paintball marker and firearm. For your own safety and to protect the image of the sport, always carry your Empire BT-4 Slice Marker in a suitable marker case or in the box in which it was shipped.

## 11. Disassembly/Reassembly

**CAUTION:** Before attempting to perform any maintenance operations, make sure that all paintballs and propellant sources have been removed from the marker. Install a barrel blocking device, Marker must be unloaded, degassed and un-cocked before any disassembly or maintenance. Follow unloading and removing air supply steps.



## Disassembly/Reassembly (continued)

### Disassembly Tips

- Make sure you have a clean area to work on your marker.
- When separating the Shell for the first time, do so carefully, so you do not lose any parts.
- Visit [PaintballSolutions.com](http://PaintballSolutions.com) for additional information.

### Barrel Removal

Turn the barrel counter clockwise to remove it from the marker. Keep your barrel clean for best results.

### Slide-Away™ Elbow Removal

1. Press and hold the retention button located on the name plate side of the Slide-Away™ Elbow (Fig. 3.7).
2. Slide the Elbow toward the front narrow gap of the marker and remove.
3. Reverse process to replace Slide-Away™ Elbow.



### Front Foregrip Removal

1. Locate the bolt that secures the foregrip to the body (Fig. 3.8).
2. Unscrew the bolt using a 5/32" Allen wrench and remove it completely from the foregrip.
3. Once the bolt is free, the foregrip can be slid off the Picatinny rail.
4. Reverse the process to install the foregrip.



### Splitting the Body

1. Locate the Rear Trigger Frame Pin (Fig. 3.9)
2. Push the pin through the body and remove completely from the marker shell
3. Pull the upper and lower shells apart, making sure the barrel plug does not impede the split
4. Once the shells are apart, you can now access the internals for maintenance and repair (Fig. 4.0).



**Note:** It may not be necessary to loosen the 3 screws on the Delta rear sight; see if it slides off first.

### Trigger Frame Removal

1. Remove the Rear Trigger Frame Pin as described in the Splitting the Body section
2. Locate the second Spring Pin on the Trigger Frame (Fig. 4.1).
3. Push the pin through the marker body and then pull it free of the Trigger Frame
4. Lower the Trigger Frame from the Receiver



**Note:** The frame will still be attached to the receiver by the steel braided hose. It is recommended that you do not remove the hose from the valve or the tank adapter.



### Receiver (Body) Separation

Make sure the marker is in the un-cocked (forward position) before taking body apart.

1. Remove the Rear Trigger Frame pin as described previously in the Splitting the Body section
2. Remove the Front Trigger Frame pin as described previously in the Trigger Frame Removal section
3. Locate the Front Body Pin (Fig. 4.2)
4. Push the pin through the marker and then pull it free of the Body
5. Lift the upper half of the Body free from the lower half
6. All components are now accessible for maintenance or repair (Fig. 4.3)



**Note:** The end cap/stock will be under some spring tension and may spring out when the top name plate receiver is lifted off.

**Note:** The retention screw located below the bolt handle slot is longer than the rest.



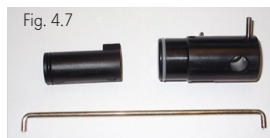
## Removing End Cap/Stock, Spring Guide, Bumper and Spring

1. Remove the Rear Trigger Frame pin as described previously in the Splitting the Body section
2. Split the upper shell from the lower, making sure the barrel plug stays seated to not interfere with the upper shell pivoting
3. Locate the pin that holds the End Plug in place (Fig. 4.4)
4. Push the pin out of the lower Body, making sure that you do not try to push the knurled end
5. Once the End Cap Pin is removed, the End Cap can be taken off the Body, being careful not to lose the Spring and Spring Guide (Fig. 4.5).



## Removing Barrel Adapter, Front Bolt, Rear Cocking Bolt and Linkage Arm

1. Split the Upper and Lower Receiver as described previously in this section
2. This now allows access to the Front Bolt, Rear Cocking Bolt and Linkage Arm (Fig. 4.6)
3. Remove the Linkage arm
4. Remove the Barrel Adapter from the Lower Receiver/Body
5. Slide the Front bolt forward along the power tube until free and remove
6. Slide the Rear bolt rearward and remove (Fig. 4.7)



## Removing Ball Detent

1. Remove the Front Bolt and Barrel Adapter as described previously
2. Locate the Detent Shell (Fig. 4.8)
3. Remove the Detent Shell and Detent from the Lower Receiver
4. Once free of the Receiver, the Detent can be removed from the Detent Shell (Fig. 4.9)

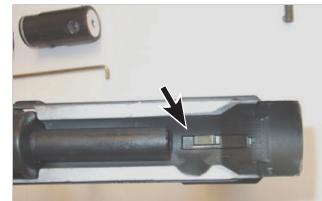


Fig. 4.8

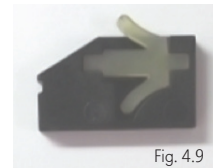


Fig. 4.9

## Reassembly

To reassemble the marker, reverse the Disassembly instructions starting with the barrel adapter, ball detent and front bolt removal. While reassembling the marker, you should oil all O-rings and sliding parts. All parts and o-rings returned to the marker should be free of debris and visual nicks and scratches which can alter the performance of the marker. All screws returned to the marker must be tightened so there is no chance of them vibrating loose.

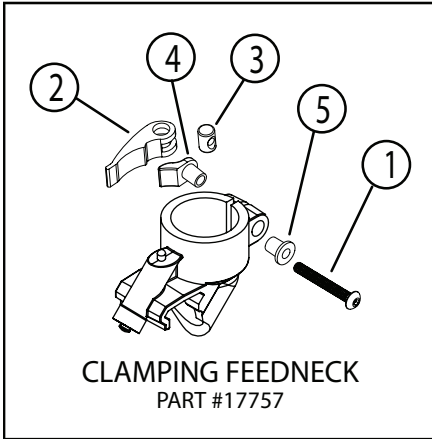




EMPIRE  
BATTLE TESTED

BT-4 COMBAT

## Empire BT Feednecks Parts List



SCHEMATIC#	DESCRIPTION	SKU#
1	Clamping Feed Elbow Screw	17759
2	Clamping Feed Elbow Lever	17760
3	Clamping Feed Elbow Collar	17761
4	Clamping Feed Elbow Seat	17762
5	Clamping Feed Elbow Spacer	17763
	Clamping Feed Elbow (complete)	17757

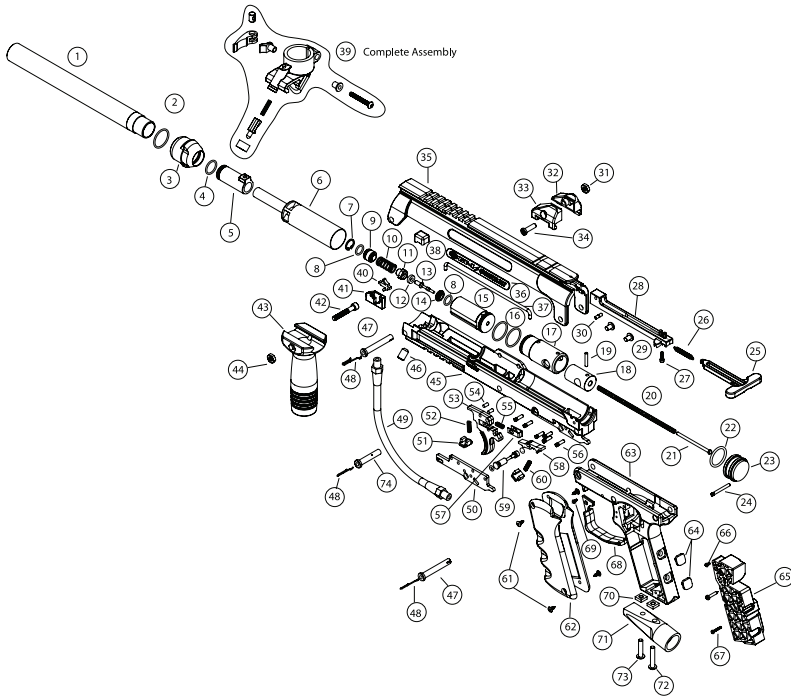


EMPIRE  
BATTLE TESTED

BT-4 COMBAT™

## Empire BT-4 Slice Combat™ Parts List

SCHEMATIC# DESCRIPTION.....SKU# SCHEMATIC# DESCRIPTION.....SKU#



SCHEMATIC #	DESCRIPTION	SKU
1	BARREL	19390
2	BARREL O-RING	19452
3	BARREL ADAPTER	71920
4	FRONT BOLT O-RING	19424
5	FRONT BOLT	19409
6	POWER TUBE	19384
7	VALVE SNAP RING	19442
8	INTERNAL VALVE O-RING	19425
9	FRONT VALVE SEAT	19393
10	VALVE SPRING	19444
11	PLUNGER CLIP	19394
12	CUP SEAL	19387
13	VALVE STEM	99126
14	REAR VALVE SEAT	19395
15	VALVE BODY	19392
16	VALVE AND BOLT O-RING	19426
17	REAR BOLT	71902
18	BOLT PLUG	71903
19	DOWEL PIN 3MM DIA X 18MM	71928
20	DRIVE SPRING	19447
21	DRIVE SPRING PIN	19448
22	SHOCK ABSORBER O-RING	19427
23	END CAP	71921
24	DOWEL PIN 3MM DIA X 28.5MM	71922
25	HANDLE COCKING	71918
26	SPRING EXT. 1875OD X 1.25OOL	71927
27	SCREW SHCS 4-40 X .375	71926
28	COVER HANDLE SPRING	71916
29	VALVE LOCK SCREW	19416
30	PIN SPRING	71920
31	NUT RECEIVER	19415
32	SIGHT REAR RH	19431
33	SIGHT REAR LH	19432
34	LONG RECEIVER BOLT	19413
35	BODY SHELL TOP	71914
36	LOGO	71919
37	LINKAGE ARM	19410
38	SUPPORT BARREL ADAPTER TOP	71924
39	FEED ELBOW	17757
40	DETENT	19386
41	DETENT SHELL	71917
42	SCREW SHCS 10-32 X 1.250	71929
43	FRONT GRIP	71907
44	NUT RECEIVER	19415
45	BODY SHELL BOTTOM	71915
46	VELOCITY SCREW	19418
47	PIN SPRING FRONT PIVOT	71904
48	SPRING PIN	71912
49	GAS LINE	19435
50	TRIGGER PLATE	19402
51	TRIGGER PLATE SPACER	19404
52	TRIGGER RETURN SPRING	19446
53	TRIGGER	71909
54	TRIGGER PIN	19438
55	TRIGGER SLIDE SPRING	19451
56	TRIGGER PLATE DOWEL PIN	19436
57	TRIGGER SLIDE	19408
58	SEAR	19405
59	SAFETY w/ O-Ring	71910
60	SEAR SPRING	19449

61	SCREW THST PHL #4 X 0.3125 BLK OX	71932
62	GRIP	71908
63	FRAME	71901
64	PLUG GRIP FRAME	71923
65	GRIP SUPPORT MECHANIC	71911
66	SCREW PHST PHL M2.2 X 13MM	71925
67	SCREW PHST PHL 2-32 X .188	71913
68	TRIGGER GUARD	71906
69	TRIGGER GUARD GRIP SCREW	19443
70	ASA NUT	19423
71	ASA ADAPTER	17044
72	LONG ASA BOLT	19439
73	SHORT ASA BOLT	19440
74	PIN SPRING FRONT GRIP	71905



## Warranty Information

### LIMITED LIFETIME WARRANTY INFORMATION

(ORIGINAL PURCHASE RECEIPT REQUIRED)

Empire BT Paintball warrants that this product is free from defects in materials and workmanship for as long as it is owned by the original purchaser, subject to the terms and conditions set forth below. Empire BT Paintball will repair or replace with the same or equivalent model, without charge, any of its products that have failed in normal use because of a defect in material or workmanship.

Empire BTPaintball is dedicated to providing you with products of the highest quality and the industry's best product support available for satisfactory play.

Purchaser should register product to activate warranty. Register your product by:

1. Online at [www.paintballsolutions.com](http://www.paintballsolutions.com)
2. Complete the product registration card (if applicable) and mail along with a copy of your receipt to Paintball Solutions, 11723 Lime Kiln Rd., Neosho, MO 64850.

### WHAT THIS WARRANTY DOES NOT COVER

This warranty does not cover problems resulting from abuse, the unauthorized modification or alteration of our product, problems resulting from the addition of aftermarket products and scratches or minor superficial imperfections. Due to the nature of paintball products it is important that the product be maintained by the user as indicated in the product manual to remain in good operating condition. Your Limited Lifetime Warranty will be void if you fail to maintain the product as recommended in the product instruction manual. In addition, certain parts of a product may be subject to wear through regular usage. Replacement and repair of such parts is the responsibility of the user throughout the life of the product. These parts are not covered under the Limited Warranty. Examples of this type of part include (but are not limited to) goggle lens, straps, O-ring seals, cup seals, springs, ball detents, batteries, hoses, drive belts, gears and any part of a product subject to continuous impact from paintballs. Hydrotesting of air cylinders is not covered under this warranty.



The Limited Lifetime Warranty also does not cover incidental or consequential damages. This warranty is the sole written warranty on Empire's product and limits any implied warranty to the period that the product is owned by the original purchaser. Some states, provinces and nations do not allow the limitation of implied warranties or of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state, province to province, nation to nation.

If you should encounter any problems with your product and you have added aftermarket parts on your product, please test it with the original stock parts before sending it in. Always unload and remove air supply before shipping markers. Do not ship your air supply tank if it is not completely empty. Shipping a pressurized air supply tank is unsafe and unlawful. Remove all batteries from products prior to shipping.

This Limited Warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages.

For warranty parts, service or information in the U.S., contact Paintball Solutions:  
[www.paintballsolutions.com](http://www.paintballsolutions.com) • E-mail: [tech@paintballsolutions.com](mailto:tech@paintballsolutions.com) • Phone: 1-800-220-3222

**PATENT(S):** See [www.paintballsolutions.com/patents](http://www.paintballsolutions.com/patents) © 2011-2012 KEE Action Sports. All rights reserved. This KEE Action Sports product is protected by one or more United States patents. KEE Action Sports Trademarks, Designs and Copyrights are protected by one or more United States patents and International Law. For more information contact KEE Action Sports at [info@keeactionsports.com](mailto:info@keeactionsports.com)

In Canada, contact:  
Paintball Solutions  
98 Bessemer Ct.  
Unit 4  
London, ON N6E 1K7  
1-866-685-0030



## **WARNING! PAINTBALL GUNS AND PAINTBALL GUN ACCESSORIES ARE NOT TOYS!**

- Careless use or misuse may result in serious bodily injury or death!
- Eye protection designed for paintball must be worn by the user and all persons within range.
- Not for sale to persons under 18 years of age.
- Must be 18 years of age or older to operate or handle any paintball gun and paintball gun accessories without adult or parental supervision.
- Read and understand all cautions, warnings, and operating manuals before using any paintball gun or paintball gun accessory.
- Do not aim paintball gun at eyes or head of people or at animals.
- Paintball guns are to be used with Paintballs only.
- To prevent fire or shock hazard, do not expose unit to rain or moisture.
- To prevent fire or shock hazard, do not immerse unit in liquids.
- To prevent fire or shock hazard, do not disassemble any electronic paintball device.
- The disposal of the battery used to power this product may be regulated in your area.
- Please conform to all local or state regulations with regard to battery disposal.
- Use common sense and have fun.

**Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside the unit. The use of non factory authorized components within this product may cause a critical failure, fire or shock hazard.**

**IN NO EVENT SHALL SELLER BE LIABLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY NATURE, OR LOSSES OR EXPENSES RESULTING FROM ANY DEFECTIVE PRODUCT OR THE USE OF ANY PRODUCT.**

**WARNING:** This product contains one or more chemicals that are known to the State of California to cause cancer and birth defects or other reproductive harm. *Wash hands after handling.* You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be considered a crime.



**EMPIRE**<sup>®</sup>  
BATTLE TESTED

**BT-4 ⚡ COMBAT**<sup>™</sup>

EMPIRE BATTLE TESTED PAINTBALL  
11723 Lime Kiln Rd., Neosho, MO 64850  
[www.empirepaintball.com](http://www.empirepaintball.com)