



TLS

OWNERS MANUAL



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WARNINGS

WARNING/LIABILITY STATEMENT

This marker is not a toy and is surrendered by UTS, with the understanding that the purchaser assumes all liability from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. UTS, shall not be liable for personal injury, loss of property or life resulting from the use of this product under any circumstances, including any intentional, reckless, negligent or accidental discharges.

All information contained in this manual is subject to change without notice. UTS, reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

If you, as a user, do not accept liability, UTS, requests that you do not use a UTS marker. By using this UTS marker you release UTS, of any and all liability associated with its use.



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.
- 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 this unit. The use of non factory authorized components within this product may cause a fire or shock hazard.

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

WARNING: This product may contain chemicals known to the state of California to cause cancer and/or birth defects of other reproductive harm. Wash hands afer 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 dangerous and may be considered a crime.



QUICK START GUIDE

Thank you for purchasing the First Strike T15 Launcher. Like any air rifle, it is important that safety is on the forefront of your mind at all times when using this product. Never operate the T15 without ASTM compliant goggles or aim at anyone that is not wearing proper goggles intended for the game of Paintball.

The First Strike T15 is an advanced system that is suitable for all levels of play and will provide years of service if the following steps are meticulously followed.

1. Before airing up, place 3 drops of First Strike approved oil into the ASA.
2. Insert the barrel into the front of the T15, and twist until locked into your desired position(Either D feed pointed down for Mag-Fed play, or up for Hopper Play).
3. Grab the charging handle on the top rear of the T15 and pull back until the bolt catches.
4. Screw in your air source into the rear ASA(Air System must have an output pressure of 850 psi for the T15 to function properly)
5. "Dry" Cycle the T15 without paint to evenly distribute oil into unit.
6. When storing your T15, always remove your barrel - this ensures that the ball detents will retain their form and prevent useless wear.

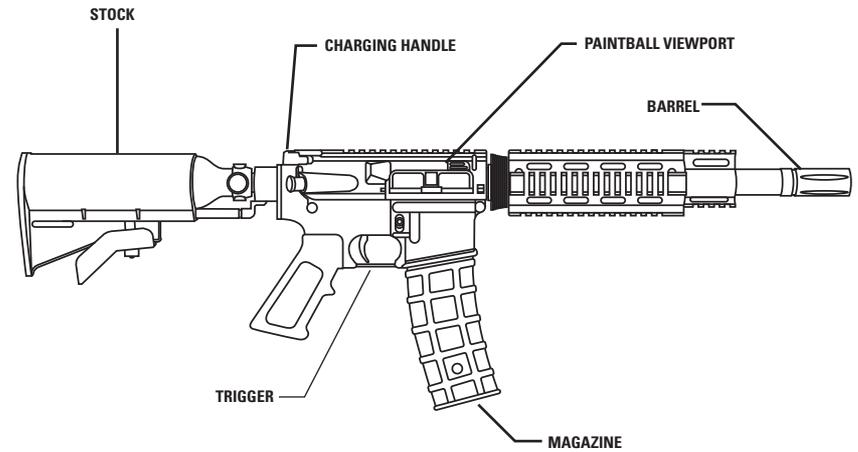
→ CATCH TECH TIPS AND INFO ON:



→ DON'T FORGET TO REGISTER!

Register your T15 at www.first-strike.com

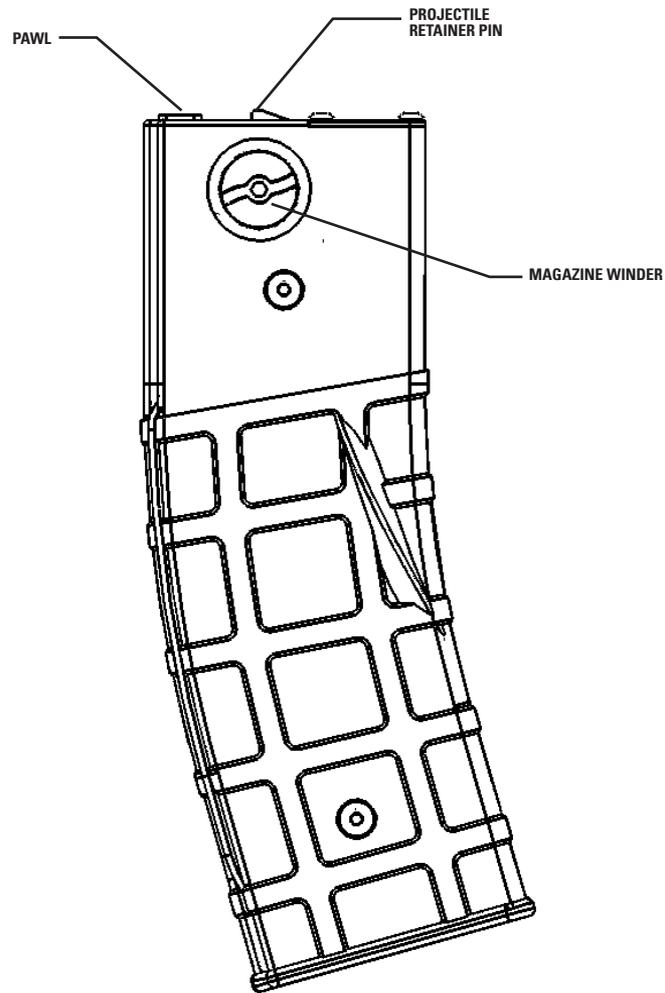
T15 RIFLE DIAGRAM



MODEL SPECIFICATIONS			
CALIBER	.68	HEIGHT	7"
ACTION	SEMI-AUTO	BARREL LENGTH	12.5"
POWER	HPA	WEIGHT	5.8 LBS
LENGTH	30"	MAGAZINE	19/20 ROUNDS



T15 MAGAZINE DIAGRAM

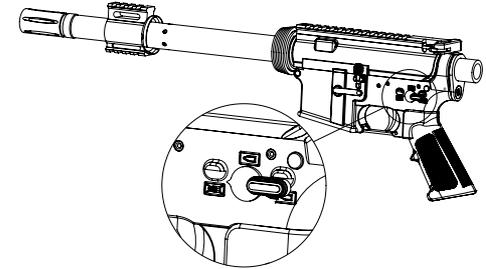


T15 OPERATIONAL INSTRUCTIONS

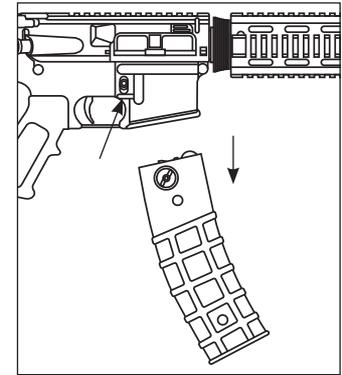
GETTING STARTED

Read this entire manual before using this marker. Keep your marker pointed in a safe direction at all times.

1. **SAFETY** - Place the T15 in safe position by moving the safety selector switch to the no fire position. The safety is located just above the grip.

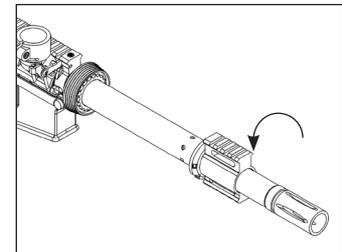


2. **UNLOADING MAGAZINE** - Ensure that there are no projectiles in your marker by grabbing the magazine, pressing the magazine release, and pulling the magazine free from the T15.



3. **REMOVING THE BARREL** - Ensure that there are no projectiles remaining in the marker by removing the magazine and looking through the magazine well into the breach.

- A. Remove the barrel by grabbing it at the end between the muzzle brake and the gas block and rotate it counter clockwise until it comes free.
- B. **DO NOT** try to remove the barrel by rotating the hand guard or gas block. This will cause damage to your marker.





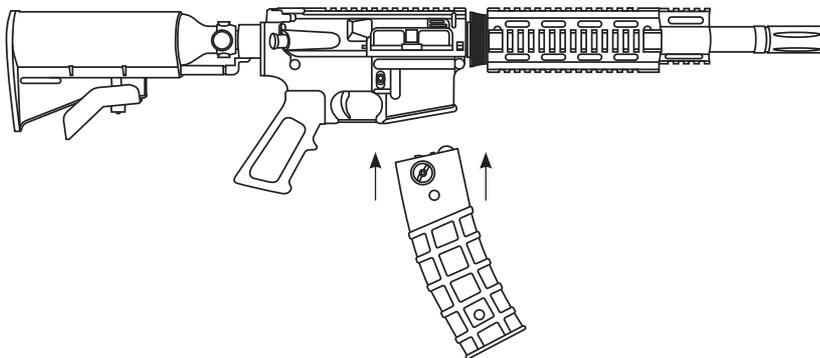
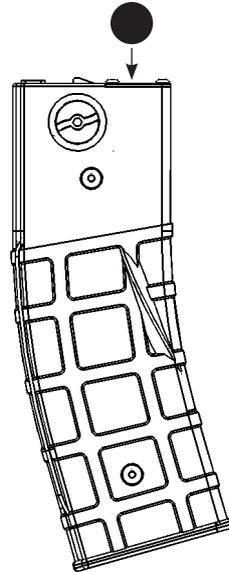
T15 OPERATIONAL INSTRUCTIONS

LOADING & CHARGING THE MAGAZINE

1. LOAD PAINT - Lock down the ball pusher by turning the magazine winder clockwise until it stops. Place 19 First Strike Rounds, or 20 round .68 Caliber paintballs into the magazine from the top. The projectiles will be held in place automatically by the projectile retainer tab.

2. LOAD MAGAZINE - Place the magazine into the magazine well of the T15 marker with the projectiles closest to the end of the barrel. Push the magazine from the bottom until you hear an audible "click". This indicates that your T15 is locked and loaded.

If the magazine does not seat completely, pull it out of the magazine well and allow any balls that may have ejected from the magazine to fall out of the magazine well before reloading.



T15 OPERATIONAL INSTRUCTIONS

FIRING THE T15

1. If the air source to the marker has been engaged and the magazine has been inserted into the gun, then the T15 is now ready to fire. Point the T15 in a safe direction, rotate the safety so it is in firing mode, and pull the trigger.

NOTE - extra magazines can be carried for quick reloads in the field.

UNLOADING THE T15

1. Place T15 in the safe mode and point in a safe direction. If all projectiles have been fired, grab the magazine and press magazine release with other hand. Catch magazine so it does not fall on ground. Visually inspect the magazine well to ensure all projectiles are clear from the T15. Visually inspect the projectile view port to ensure all projectiles are clear.

2. If all projectiles have not been fired, follow above procedures but ensure that you turn the T15 on its side while removing the magazine. The projectile that is in the chamber will be free and can fall on the ground if the T15 is kept in a horizontal position. Place your hand under the magazine well and capture the loose projectile as you turn the T15 vertically.

3. Your T15 should now be free of any projectiles. Verify the T15 is on safe and store in a safe and secure location.

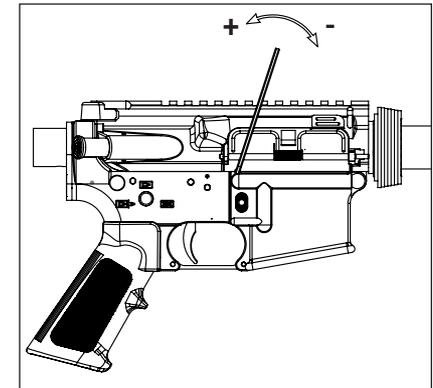
SET VELOCITY

1. Insert a 3/32" Allen Wrench as depicted.

2. To increase velocity, turn counter clockwise. To decrease velocity turn clockwise.

3. Fire once to clear chamber after each adjustment, then measure velocity of the second shot.

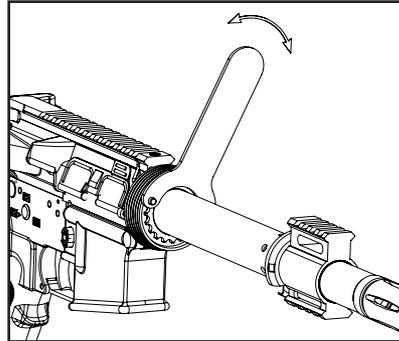
SAFETY TIP: Always measure marker's velocity before playing paintball and when switching between First Strike Rounds and paintballs. Never shoot at velocities in excess of 300 ft/s (91 .44 m/s). Recommended velocity is 270 ft/s.



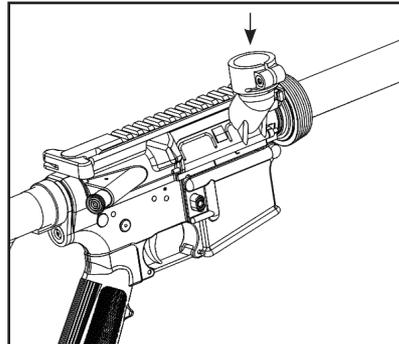


HOPPER ATTACHMENT

1. REMOVE HOPPER COVER PLATE - Take the hand guard off of the marker and use the barrel nut tool to remove the barrel sleeve. Once the barrel sleeve is removed, push the load door retaining pin out towards the front of the marker.

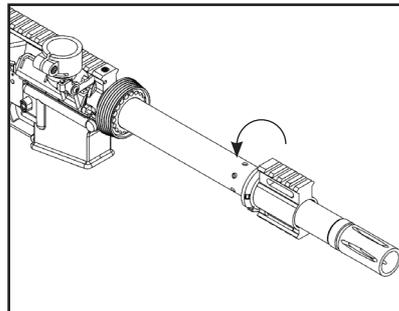


2. ATTACH HOPPER ELBOW - Seat the hopper adapter against the marker and push the load door retaining pin towards the back of the marker so it holds the hopper elbow in place.



3. ROTATE BARREL - With the magazine removed rotate the barrel by grabbing it at the end between the muzzle brake and the gas block. Look into the magazine well to confirm the position of the ball port in the barrel.

DO NOT try to rotate the barrel by rotating the hand guard or gas block. This will cause damage to your marker.



T15 CLEANING & MAINTENANCE

CLEANING

- Never perform maintenance on a loaded or pressurized T15 marker.
- Remove all projectiles from the magazine and marker prior to doing any cleaning or maintenance. Never use petroleum based cleaning solvents or lubricants.
- Do not use cleaning solvents that come in aerosol cans.
- To clean the T15 marker, remove the barrel as described in the "Operational Instructions". Use a .68 caliber soft nylon brush or 12 gauge patch tip with a soft cotton cloth to clean the barrel. Do not place lubricant or water in the barrel of the T15. It is designed to be used with the barrel completely dry.
- Keep the barrel of the T15 dry.
- Wipe off any dirt or grime from the outside of the T15 with a dry cloth.
- To clean the magazine, wind the ball pusher all the way back. The magazine is designed with a spring retention sleeve that will keep the spring from binding when the the magazine is taken apart.

OILING THE MARKER

IMPORTANT: Before performing any of the following instructions, remove magazine. Point marker in safe direction and discharge until degassed.

FOR OPTIMUM PERFORMANCE, DO THE FOLLOWING MONTHLY:

- Place 2 drops of **NON-PETROLEUM BASED** synthetic paintball marker oil into the ASA of the marker before attaching an air source. When the marker gases up the air will blow the oil through out the internals of the marker.

OPERATIONAL CONSIDERATIONS

- The operational temperature range for the T15 marker is 37° F to 120°F.
- The T15 is designed to operate on a minimum of 800psi of air pressure.



WARRANTY & REPAIRS

First Strike® warranties to the original customer purchaser or current owner that this product is free from defects in material and workmanship under normal use and service for a period of 12 months from the original date of purchase by the initial owner/purchaser.

For warranty to be effective, customer must return the First Strike® Warranty Registration card that came with the product within thirty days of purchase or complete the online warranty form. First Strike® agrees to repair or replace (at its discretion) any product within a reasonable period of time. This warranty does not cover o-rings, scratches, nicks, normal wear and tear of parts, any modifications or normal fading of anodizing or damage caused by dropping or hitting of products. This warranty shall not apply if it is shown by First Strike® that the consumer caused the defect or malfunction because of misuse. This warranty only covers original factory parts. Any modifications or tampering of original factory parts will not be covered by this warranty. Any damage caused by water will not be covered by this warranty.

If your paintball product requires repair, please package it carefully and send together with your name, address, phone number, and a brief description of the malfunction to:

First Strike Warranty Support
2717 Ferguson Rd
Fort Wayne, IN 46809

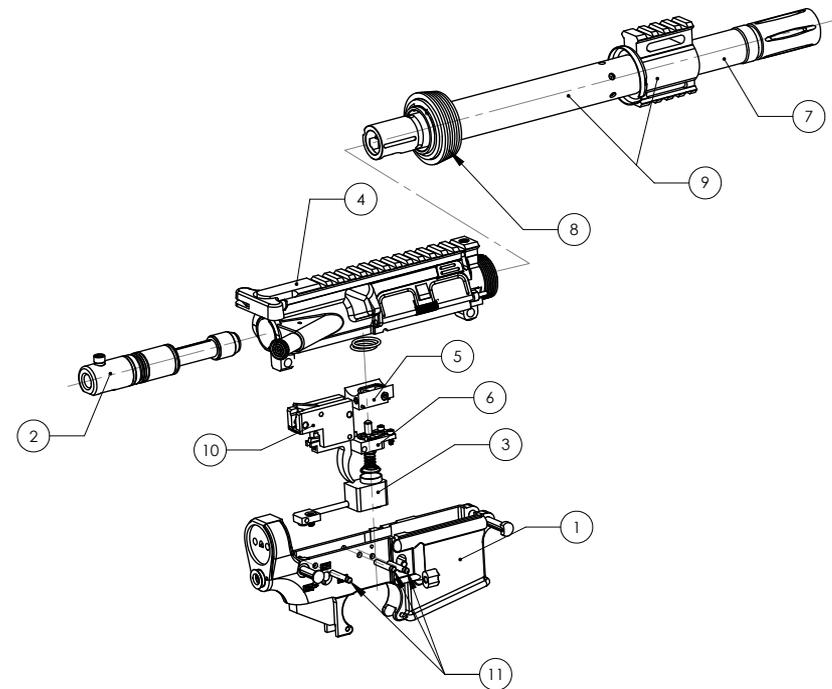
Phone Free: 260-478-2500
9:00am-4:00pm Eastern / Mon-Fri

Note: Always remove the air source or degas the marker while not in use.

T15 ASSEMBLY GUIDE

ITEM NO.	NAME
1	Lower Receiver
2	Bolt
3	Air Manifold
4	Upper Receiver
5	Upper Manifold
6	Lower Manifold

ITEM NO.	NAME
7	Barrel
8	Delta Ring
9	Barrel Sleeve
10	Trigger Group
11	Cross Pins



NOTE: To remove the delta ring and barrel sleeve, you must use the barrel nut tool.

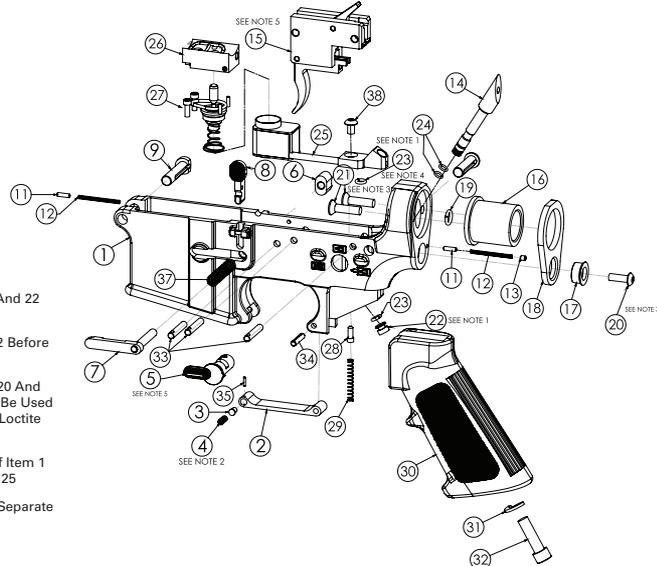
DO NOT try to remove the delta ring and barrel sleeve by rotating the hand guard or gas block. This will cause damage to your marker



LOWER RECEIVER ASSEMBLY

ITEM NO.	NAME
1	T15 Lower Receiver
2	Trigger Guard
3	T15 Trigger Guard Spring Pin
4	T15 Trigger Guard Spring
5	Selector
6	Mag Release Button
7	Magazine Release Bar Assembly
8	Bolt Release Lever
9	Front Strip Pin
10	Rear Strip Pin
11	Strip Pin, Stop Pin
12	T15 Strip Pin Spring
13	#4-40 X 1/8"X#34; Black Oxide Alloy
14	T15 New Airway Tube
15	Trigger Module
16	Rear ASA
17	Rear Air Plug
18	Rear Plate
19	Shroud Mounting Screw Oring

ITEM NO.	NAME
20	#8-32 X 1/2" 18-8 Stainless Steel
21	#10-32 X 3/4 Black Oxide Finish
22	New Lower Receiver Body Plug
23	O-Ring Metric Buna 70 Duro
24	O-Ring Metric Buna 70 Duro
25	T15 Air Chamber Complete
26	T15 Valve Subassembly
27	Valve Assembly
28	Selector Index Pin
29	Selector Detent Spring
30	Grip
31	Lock Washer, 1/4
32	SHCS .250-20x.875
33	T15 Lower Receiver Cross Pin Asm
34	1/8" X 5/8" 18-8 Stainless Steel
35	H-RP M1-6 Trigger Grd Crs Pin
36	H-RP 3/32 1/2
37	T15 Mag Release Bar Spring
38	Barrel Catch/ Lock Screw



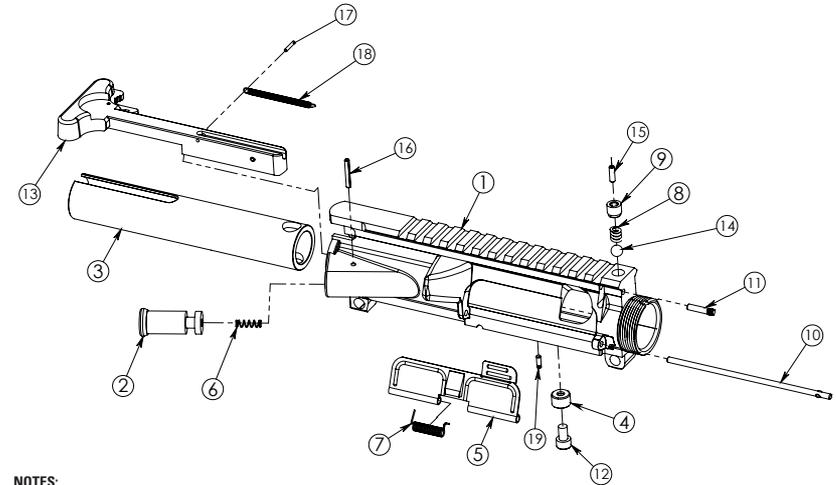
NOTES:

1. Install O-Rings On Items 14 And 22 Before Installing Into Item 1
2. Pin Items 3 And 4 Into Item 2 Before Installing Into Item 1
3. Use Loctite #243 On Items 20 And 21. Blue Verification Mark To Be Used On Assembly Fasteners For Loctite Use Confirmation
4. Item 23 Locates In Recess Of Item 1 And Held In Place With Item 25
5. Items 15 & 5 To Be Shipped Separate From Lower Assembly

UPPER RECEIVER ASSEMBLY

ITEM NO.	NAME
1	Upper Receiver Machined
2	Forward Assist Button
3	T15 Sleeve
4	T15 Sleeve Retainer
5	Dust Cover
6	T15 Forward Assist Spring
7	T15 Ejector Door Spring
8	T15 Barrel Index Spring
9	Detent Plug Screw
10	Dust Cover Pin

ITEM NO.	NAME
11	H-KD 1/8 5/8
12	H-S 1032 5/16 (T15 Sleeve)
13	T15 Charging Handle Subassy
14	Barrel Index Ball
15	T15 Detent Adjust Screw
16	H-RP 3/32 11/16
17	Dowel Pin, 1/16" X 3/8"
18	Return Spring
19	Spring Anchor



NOTES:

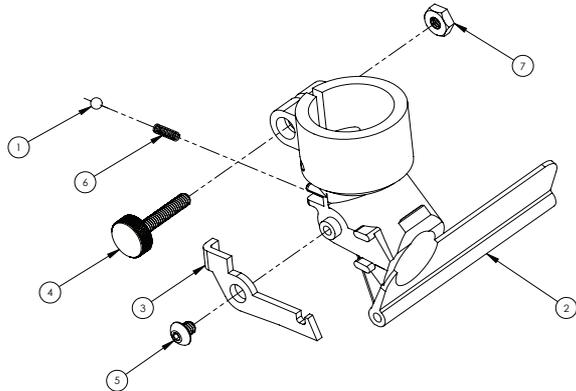
1. Insert Item 15 into Item 9 before inserting Items 8 & 14 into place.
2. Secure Item 3 into place with Items 4 & 12.



ELBOW ASSEMBLY

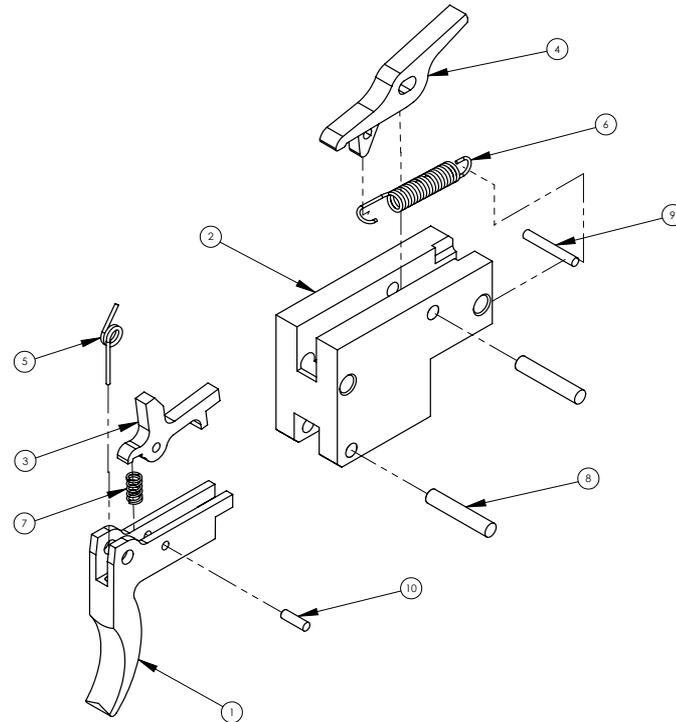
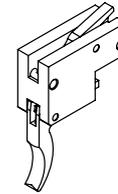
ITEM NO.	NAME
1	Catch Plate Ball
2	Elbow Door
3	Catch Plate
4	Clamp Screw

ITEM NO.	NAME
5	Catch Plate Screw
6	Spring
7	Clamp Nut



TRIGGER GROUP ASSEMBLY

ITEM NO.	NAME
1	Trigger
2	Trigger Housing
3	Trigger Pawl
4	Sear
5	Trigger Spring
6	Sear Spring
7	Pawl Spring
8	Sear/Trigger Pin
9	Sear Spring Pin
10	Pawl Pin

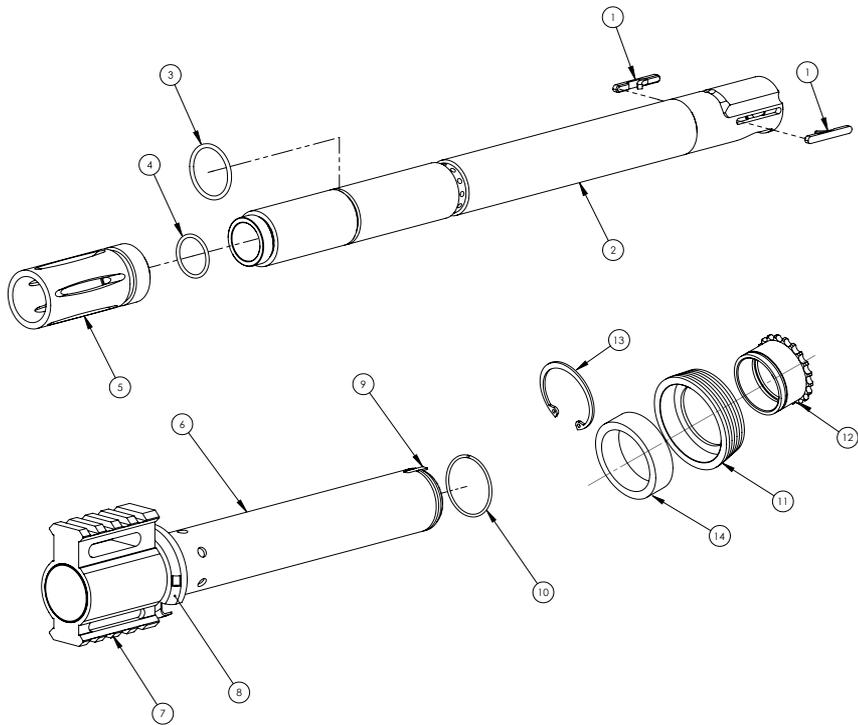




BARREL ASSEMBLY

ITEM NO.	NAME
1	Barrel Nubbins (2)
2	Barrel
3	Barrel Shake O-ring
4	Barrel Brake O-ring
5	Muzzle Brake
6	Barrel Sleeve
7	Gas Block

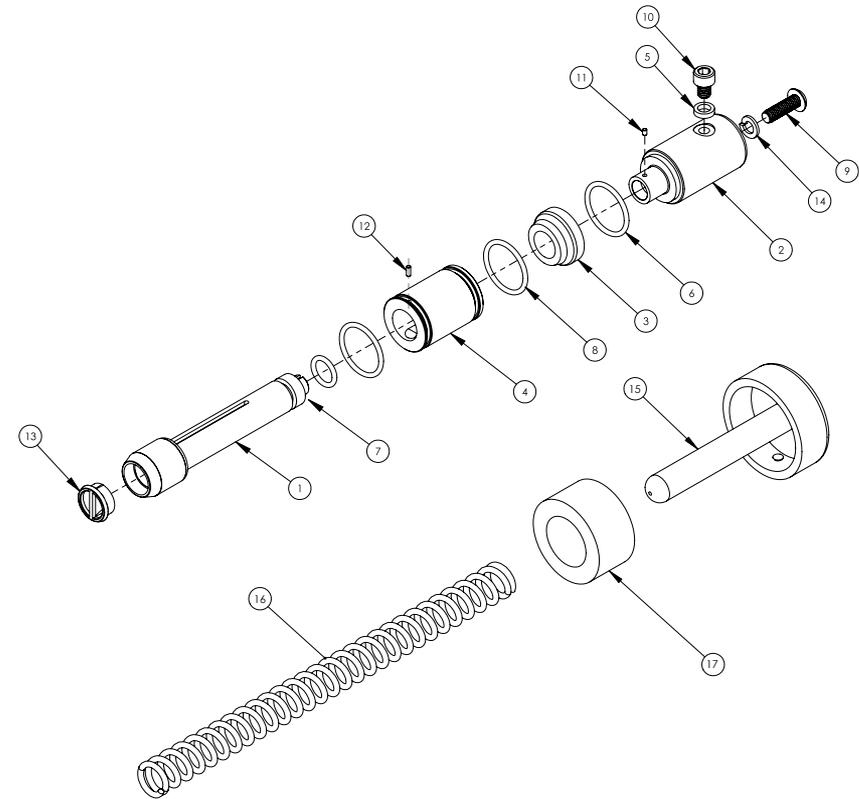
ITEM NO.	NAME
8	Front Cap
9	Sleeve Key
10	Sleeve Retainer Ring
11	Delta Ring
12	Barrel Nut
13	Barrel Nut Snap Ring
14	Delta Ring Wave Spring



FIRING BOLT ASSEMBLY

ITEM NO.	NAME
1	Bolt
2	Striker
3	Striker Front
4	Bulkhead
5	Top Screw Sleeve
6	Bulkhead O-ring
7	Bolt Shaft O-ring
8	Striker O-ring
9	Striker Inner Screw

ITEM NO.	NAME
10	Striker Top Screw
11	Striker Timing Pin
12	Bulkhead Timing Pin
13	Bolt Tip Insert
14	Lock Washer
15	Rear Cap
16	Striker Spring
17	Striker Cushion

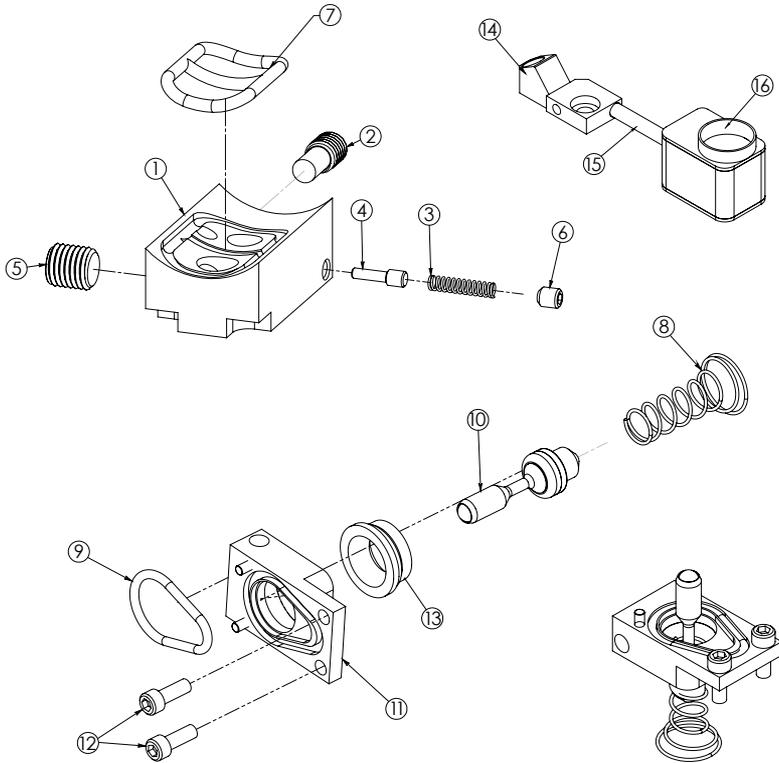




MANIFOLD & AIR CHAMBER ASSEMBLY

ITEM NO.	NAME
1	T15 Upper Manifold
2	T15 Recoil Adjuster
3	T15 Retention Pin Spring
4	T15 Retention Pin
5	T15 Velocity Adjuster
6	#4-40 X 1/8" #34; Black Oxide Alloy
7	T15 Upper Manifold Seal
8	T15 Valve Spring

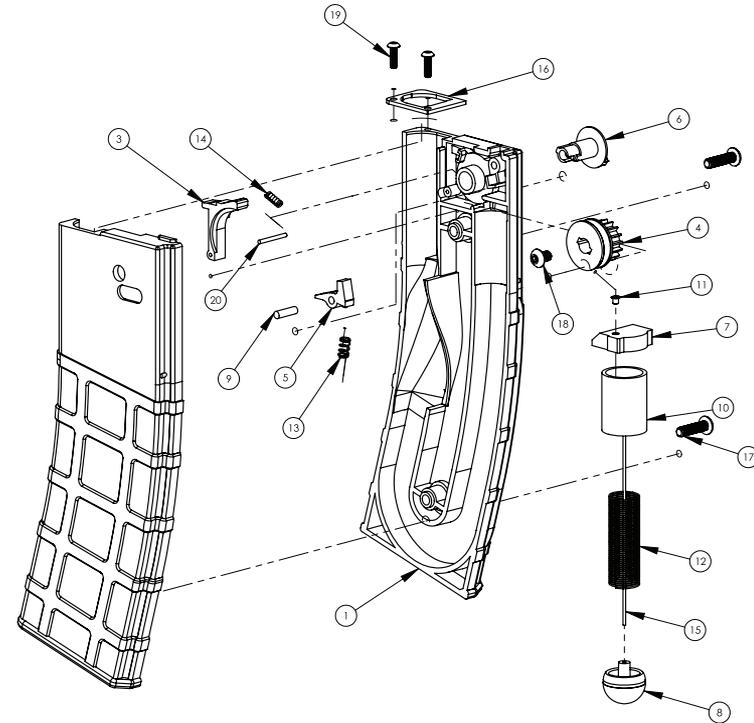
ITEM NO.	NAME
9	Manifold Seal O-Ring
10	T15 Valve Pin Complete
11	T15 Lower Manifold Body Assy
12	SHCS #4-40x.3125
13	T15 Valve Seat O-Ring
14	T15 Airway Block
15	Tube
16	Air Chamber



MAGAZINE ASSEMBLY

ITEM NO.	NAME
1	Magazine Right
2	Magazine Left
3	Ball Retainer
4	Cog
5	Pawl
6	Crank
7	Spring Block
8	Follower
9	Pawl Axle
10	Spring Tube

ITEM NO.	NAME
11	Spring Cap Ferral
12	Main Spring
13	Pawl Spring
14	Ball Retainer Spring
15	Cable
16	Follower Retainer Spring
17	Outer Screws (2)
18	Spool Screw
19	Follower Retaining Ring Screws
20	Ball Retainer Pin





TROUBLESHOOTING

PAINT BREAKAGE

If you experience more than a small number of broken paintballs, check the following:

1. First, be sure that the marker is free of broken paintballs and other debris.
2. Second, make sure that the barrel is locked in its correct position, and that both detents are installed so that they catch a projectile as it enters the breach.
3. Third, make sure the marker is set to a reasonable velocity (never over 300 ft. per sec.)
4. Check bolt assembly. Make sure bolt is snug with striker.
5. Check magazine for debris.

MY T15 HAS LOW VELOCITY OR SPUTTER FIRES!

1. Your upper manifold settings could be incorrect. These need to be adjusted on a regular basis due to changing temperatures and climate. To adjust your re-cock port, use 3/32 allen key, remove upper manifold and screw in(to close), or out(to open). The more open your re-cock port, the more air is released to help the striker re-cock.
2. Make sure the output pressure on your tank is over 800psi, if running a remote, First Strike recommends at least 850psi. To check this, visit your local paintball proshop, or create your own output pressure psi tester by locating a spare Paintball Marker ASA, and 0-1200psi gauge.



T15 WARRANTY REGISTRATION CARD:

NAME: _____

ADDRESS: _____

DATE OF PURCHASE: _____

SERIAL NUMBER: _____

**Please detach from product manual,
place in stamped envelope and send to:**

First Strike Paintball Warranty Support
2717 Ferguson Rd.
Fort Wayne, IN 46809





FIRST STRIKE®

Headquarters:

28101 Ballard Dr. Ste. F
Lake Forest, IL 60045

Manufacturing/Warranty

2717 Ferguson Rd
Fort Wayne, IN 46809

- 1-260-478-2500
- service@first-strike.com
- FIRST-STRIKE.COM

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Patent Info here: www.first-strike.com/patents