



SCOUT

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. Please consult with a First Strike® service center before performing any maintenance. The use of non factory authorized components within this product may cause a 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 may contain chemicals known to the state of California to cause cancer and/or birth defects of 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 dangerous and may be considered a crime.



QUICK START GUIDE

Thank you for purchasing the First Strike Scout Bolt Action 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 Scout without ASTM compliant goggles or aim at anyone that is not wearing proper goggles intended for the game of Paintball. The First Strike Scout 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 Bolt Action, and twist until locked into position.
3. Screw in your air source into the rear ASA (Air System will need to be filled with air)
4. Grab the bolt action handle on the side of the Scout and pull back until the bolt catches.
5. "Dry" Cycle the Scout without paint to evenly distribute oil into unit.
6. When storing your Scout, always remove your barrel - this ensures that the ball detents will retain their form and prevent wear.

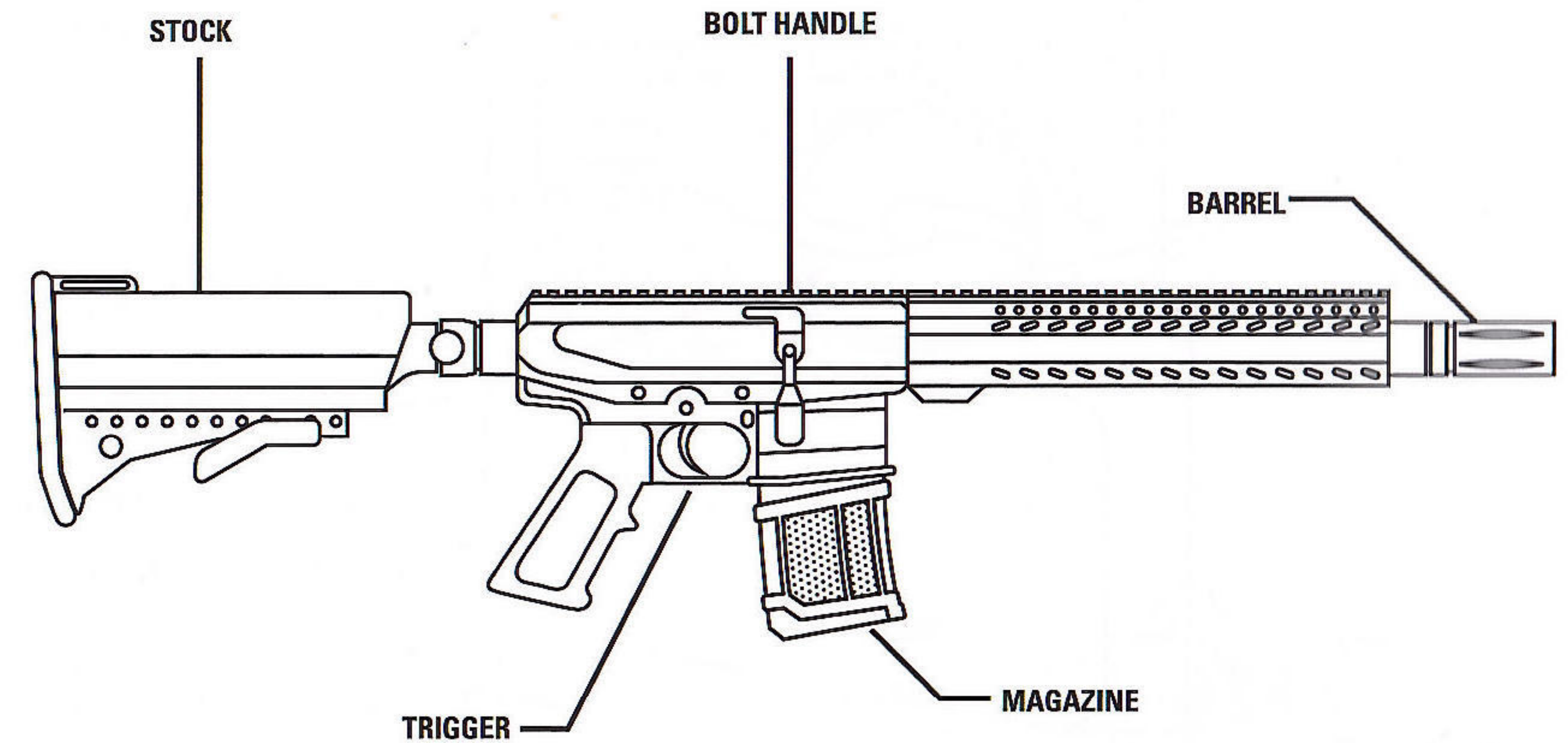
→ CATCH TECH TIPS AND INFO ON:



→ DON'T FORGET TO REGISTER!

Register your Scout at www.first-strike.com

SCOUT RIFLE DIAGRAM



MODEL SPECIFICATIONS			
CALIBER	.68	HEIGHT	6.5"
ACTION	SINGLE SHOT	BARREL LENGTH	12.5"
POWER	HPA OR CO ₂	WEIGHT	6.2 LBS
LENGTH	30"	MAGAZINE	10/11 ROUNDS



OPERATIONAL INSTRUCTIONS

6. Remove the barrel blocking device from the barrel. Now you can release the safety button.

CAUTION: With the safety button released in the FIRE position the Marker is ready to shoot/play. Pulling the Trigger will fire a paintball.

IMPORTANT: Only test your Marker in a safe direction or in a designated playing field.

7. Performing a Velocity (fps) check.

IMPORTANT: The breach must be empty of Paintballs.

CAUTION: Do Not look down the Barrel for any reason. Grasp bolt handle and slide the bolt back to expose the velocity screw. Using the Velocity Allen Key adjust velocity. Turning the Velocity Allen key clockwise will decrease the Velocity (fps) turning it counter-clockwise will increase the Velocity (fps).

NOTE: Your Marker is intended to be used in a paintball facility with the proper paintball protection.

IMPORTANT: First Strike® recommends using a chronograph to ensure Marker's velocity is under 300 (fps).

8. When finished playing, remove all paintballs from the Magazine.

CAUTION: There may be one paintball in the Marker's breach; take a shot or two in a safe direction to make sure the barrel and Receiver are empty.

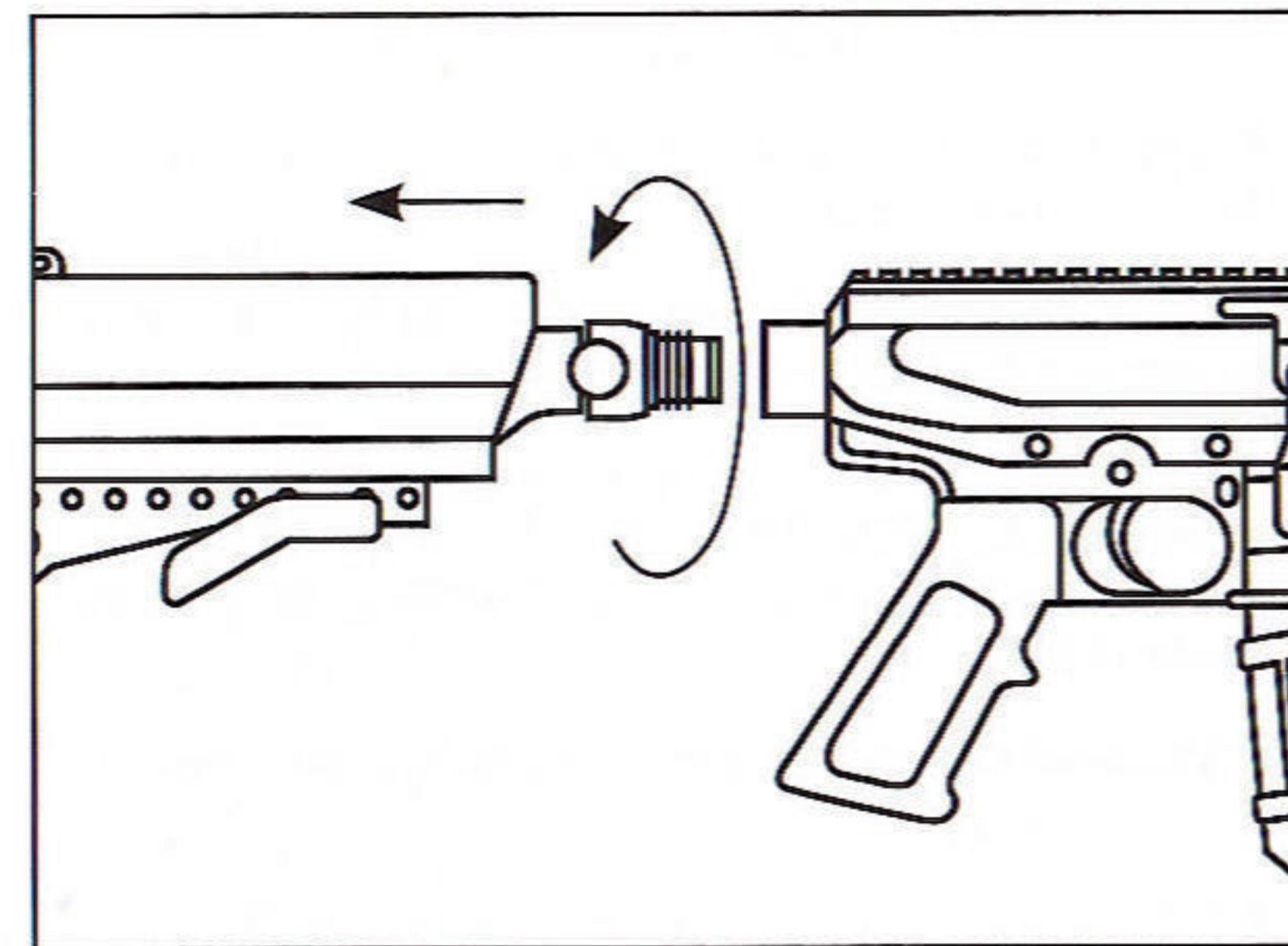
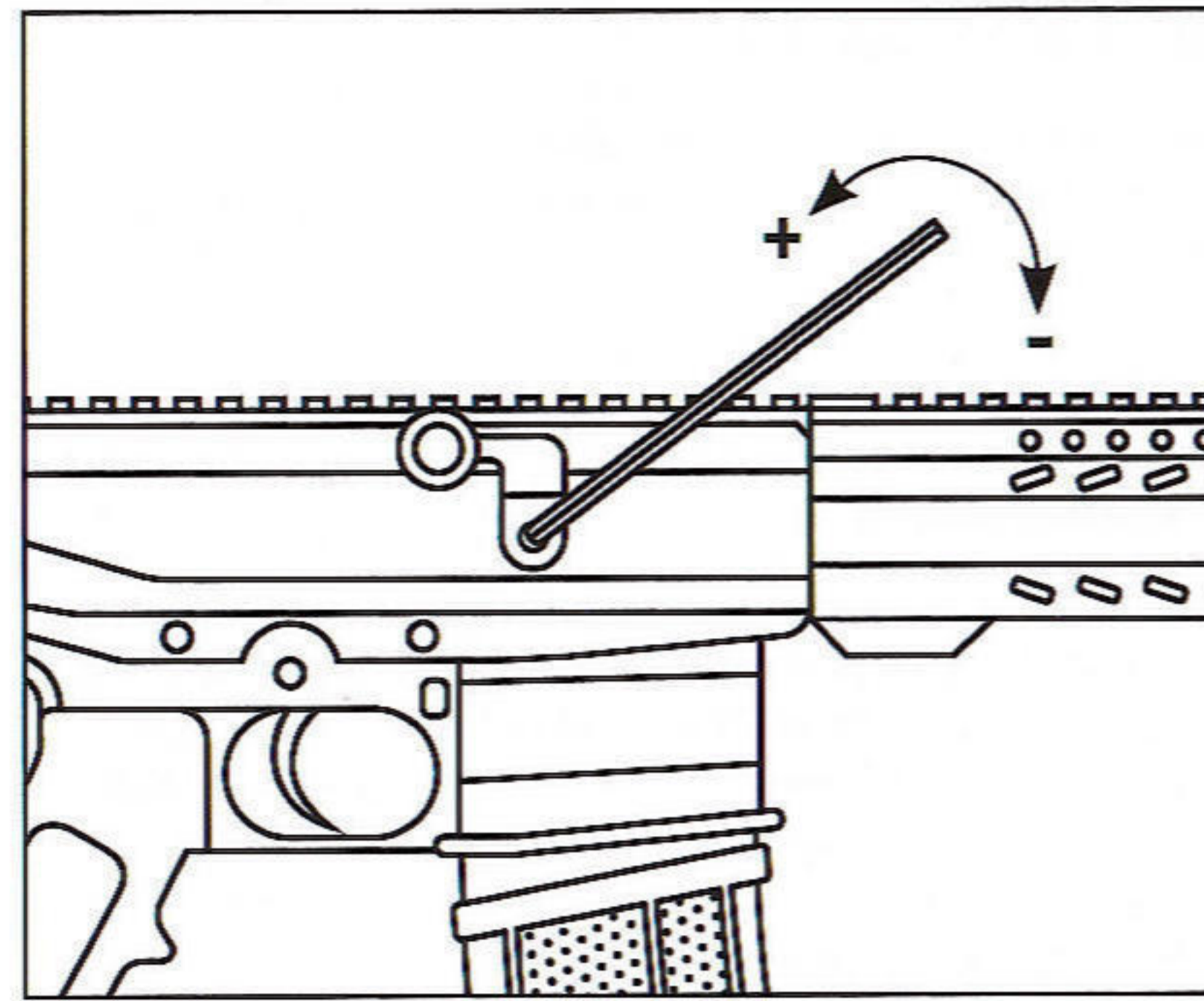
9. Place the barrel blocking device over the barrel tip. This will help avoid any accidental discharge.

10. First Strike® recommends having the Marker in the SAFE MODE and un-cocked position after use.

11. **REMOVING AIR SOURCE** - Unscrew the CO₂/Compressed Air Tank from the Markers Rear Body ASA adapter. By turning the tank counter clockwise will detach from the Markers Rear Body ASA adapter.

CAUTION: Never expose any skin underneath the Rear Body ASA adapters bleed hole when removing the tank. This can run the risk of getting skin burn from the releasing of the GAS.

IMPORTANT: You should never need to use any hand tool to detach a CO₂/Compressed Air Tank from the Markers Rear Body ASA adapter. (SEE CO₂/COMPRESSED AIR TANK WARNING)



OPERATIONAL INSTRUCTIONS

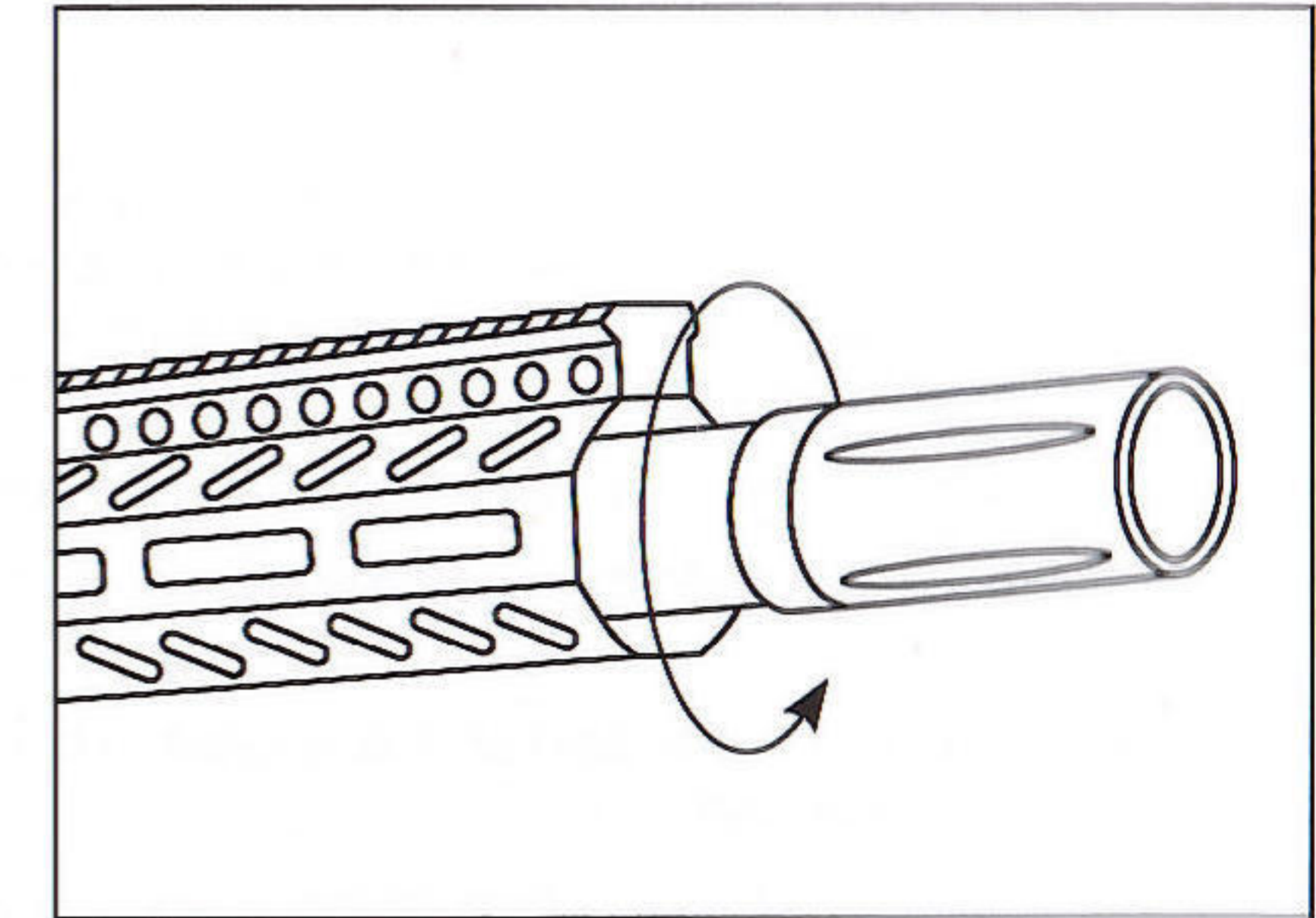
12. **REMOVING THE BARREL** - Ensure that there are no projectiles remaining in the marker by removing the magazine and looking through the magazine well into the breach.

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.

13. Store the Marker in a paintball bag or in a safe place.

WARNING: Before/after use of the Marker, make sure to fasten all screws. Loose screws may prevent the Marker from functioning properly.

HELPFUL TIP: Before storing the Marker, make sure the Marker is in the SAFE MODE, un-cocked position without air source attached, make sure all paintballs inside the Marker have been removed and with barrel blocking device ON.



IMPORTANT

- Firing velocity may vary according to altitude and climate conditions.
- Before using your Marker in play, you must always first perform a "SAFE VELOCITY TEST". This can only be accomplished by using a testing device called a "Velocity Chronograph" and can be performed at a paintball dealership or local playing field.
- NOTE:** This product is intended to be used at a velocity no greater than 300 feet per second (fps). Paintball Markers are not intended to shoot within 30 feet.
- This paintball Marker may have excess gas after the removal of the CO₂ / Compressed Air Tank. Please remove all paintballs and discharge the remaining gas safely.
- Never store a CO₂ / Compressed Air Tank attached to the Marker.



OPERATIONAL INSTRUCTIONS

CO₂ / COMPRESSED AIR TANK WARNINGS

The CO₂/Compressed Air Tank can fly off with enough force to cause serious injury or death if the Valve unscrews from the cylinder head. LOOK at the Valve when removing the cylinder from the Marker. Be sure that the valve is turning with the cylinder rather than remaining stationary with the Marker. STOP if the Valve starts to unscrew from the cylinder. If in doubt, screw the cylinder back onto the Marker and contact a trained person for repair.

- All valves must only be installed or removed by a qualified airsmith.
- See CO₂/Compressed Air tank labels for retest dates. Cylinder tanks must be retested periodically.
- Improper use, filling, storage or disposal of all air cylinders may result in death, personal injury and/or property damage.
- Always keep cylinders out of reach from children or any inexperienced person(s).
- Only properly trained personnel in accordance with CGA Pamphlets P.1 and G-6.3 must fill all air cylinders. Pamphlets are available from the Compressed Gas Association or www.CGANET.com.
- Never alter the cylinder in any way.
- DO NOT expose pressurized cylinders to temperatures in excess of 130°F (54°C).
- Cylinders heated to an excess of 250°F (121°C) must be condemned or requalified.

OPERATIONAL INSTRUCTIONS

PROPER USE OF YOUR BARREL BLOCKING DEVICE

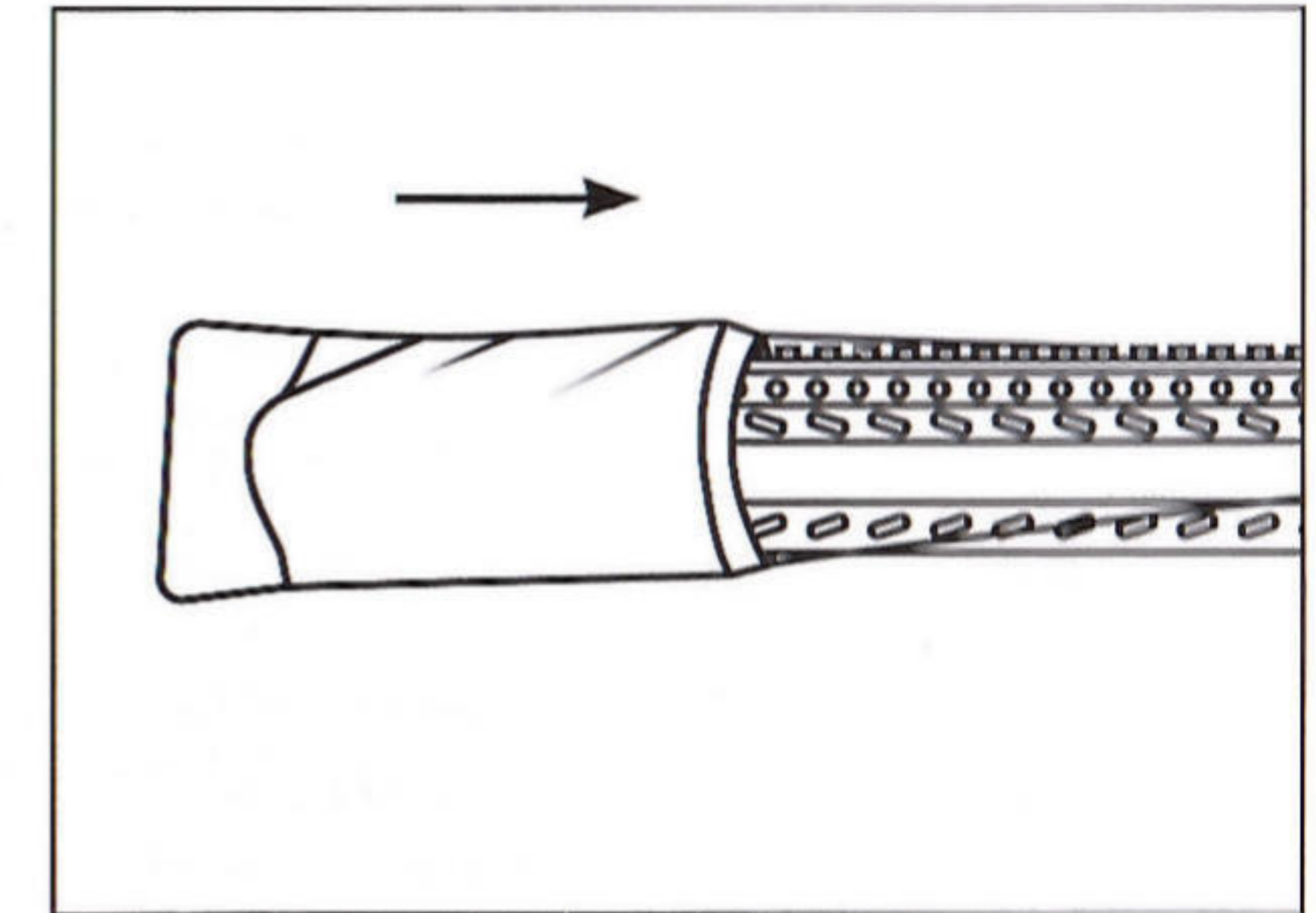
A Barrel Blocking Device or "BBD" is an essential part of your paintball safety equipment. The Barrel Blocking Device is designed to stop a paintball from exiting a paintball marker accidentally. Improper use of the Barrel Blocking Device will not provide protection.

BARREL SOCK/BAG TYPE DEVICE

Place the bag/sock part of the Barrel Blocking Device over the end of your barrel and wrap the elastic cord around the back end of your Marker. Adjust the length of the elastic cord to make sure your Barrel Blocking Device fits securely over your Marker's barrel. NOTE: If the elastic cord is too long you can tie a couple of knots around the cord to shorten its length.

IMPORTANT: Remove the Barrel Blocking Device only when you are getting ready to begin play or have been instructed to do so by a field safety official. Always keep your Barrel Blocking Device on your Marker after you have finished playing. Keep it in place even after you have emptied all paintballs and removed your air tank from your paintball Marker.

WARNING: Inspect your Barrel Block Device regularly for wear and any tear, if it is worn, replace it immediately.





OPERATIONAL INSTRUCTIONS

RELEASING THE MAGAZINE

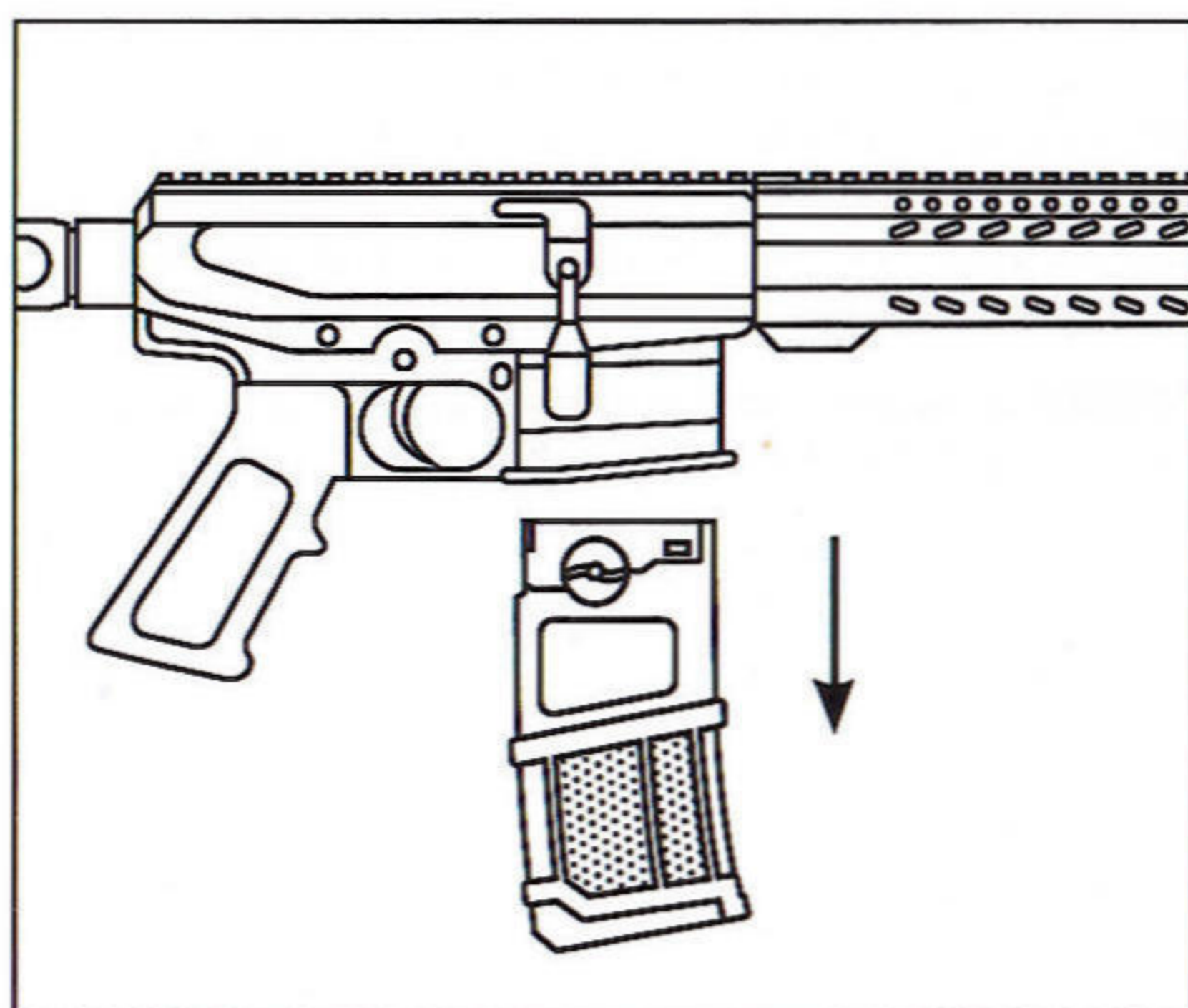
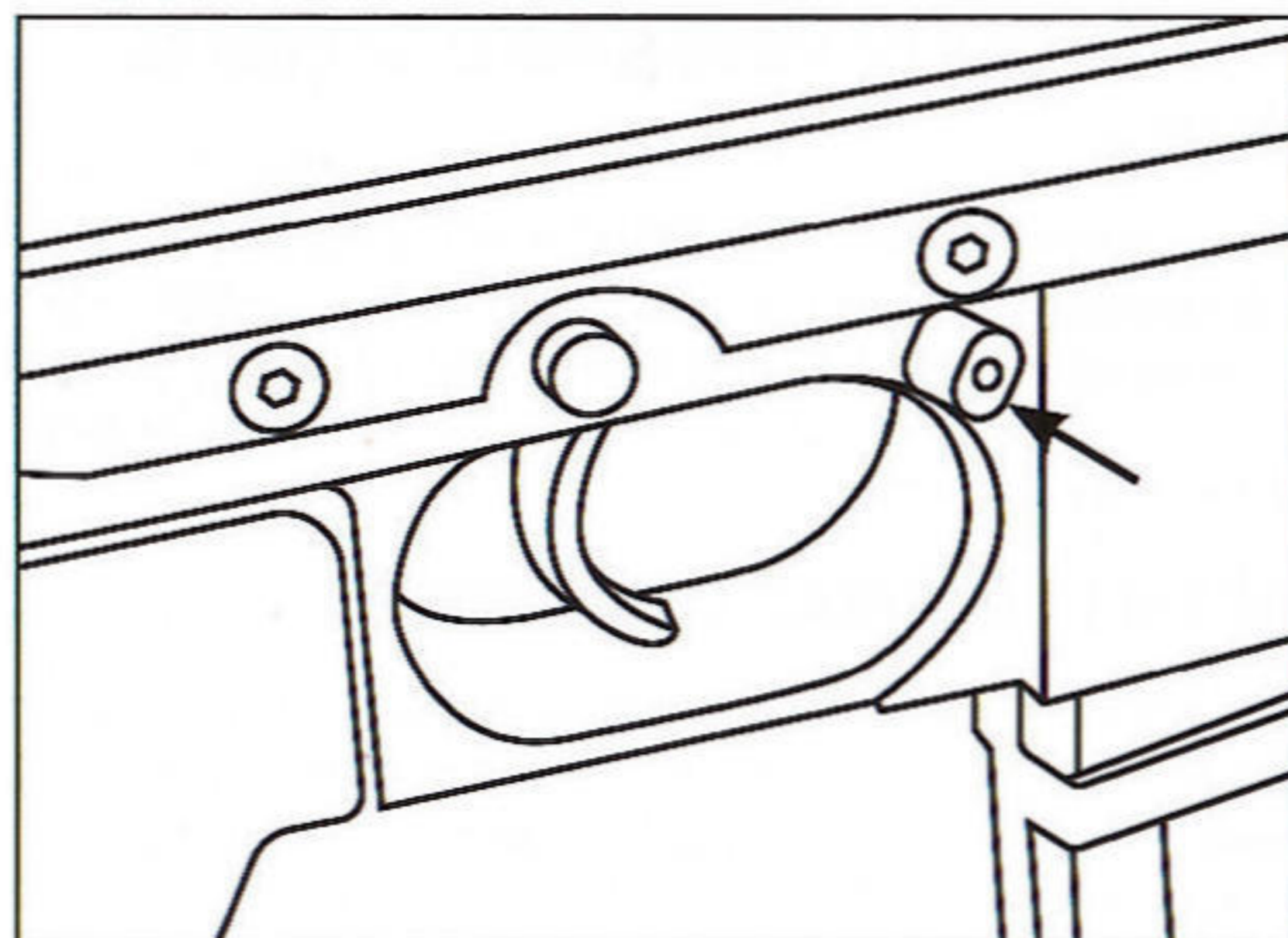
1. Push the Magazine release button located on the right side of the Marker's handle. This will allow the Magazine to slide out the handle.

NOTE: Never take apart the Magazine release button unless the Magazine does not release from the trigger frame.

IMPORTANT: Never slam the Magazine into the receiver, excessive force inserting the Magazine will push a paintball past the ball detents and roll out the barrel.

NOTE: Do not store Magazine (s) loaded with paintballs for an extended period of time as the pressure from the Magazine spring will cause the paintballs to de-form and not shoot properly.

HELPFUL TIP: Older paintballs left for a period of time are not recommended for use or you will experience premature paintball breakage and poor accuracy.



CLEANING & MAINTENANCE

A JAMMED PAINTBALL

In the event of a paintball break follow this guide to help un-jam the Marker. Before attempting to un-jam the Marker you should always have your Goggles or Safety Glasses on.

- Make sure the Marker is in the SAFE MODE position before attempting to un-jam the Front Hammer Bolt.
- Remove the CO₂/Compressed Air Tank before attempting to un-jam the Marker.
- Remove all paintballs from the Magazine. Have the barrel removed from the Barrel Sleeve Adapter to allow the paintball(s) to exit.
- Grip the Bolt Handle and with enough force re-cock the Marker to release the Front Hammer Bolt from the jammed position. Then see (SQUEEGEE CLEANING OF BARREL AND BREACH).

DANGER: Never look down the barrel of the Marker when loaded or unloaded. Remove the attached CO₂/Compressed Air Tank before attempting to un-jam the Front Hammer Bolt.

SQUEEGEE CLEANING OF THE BARREL AND BREACH

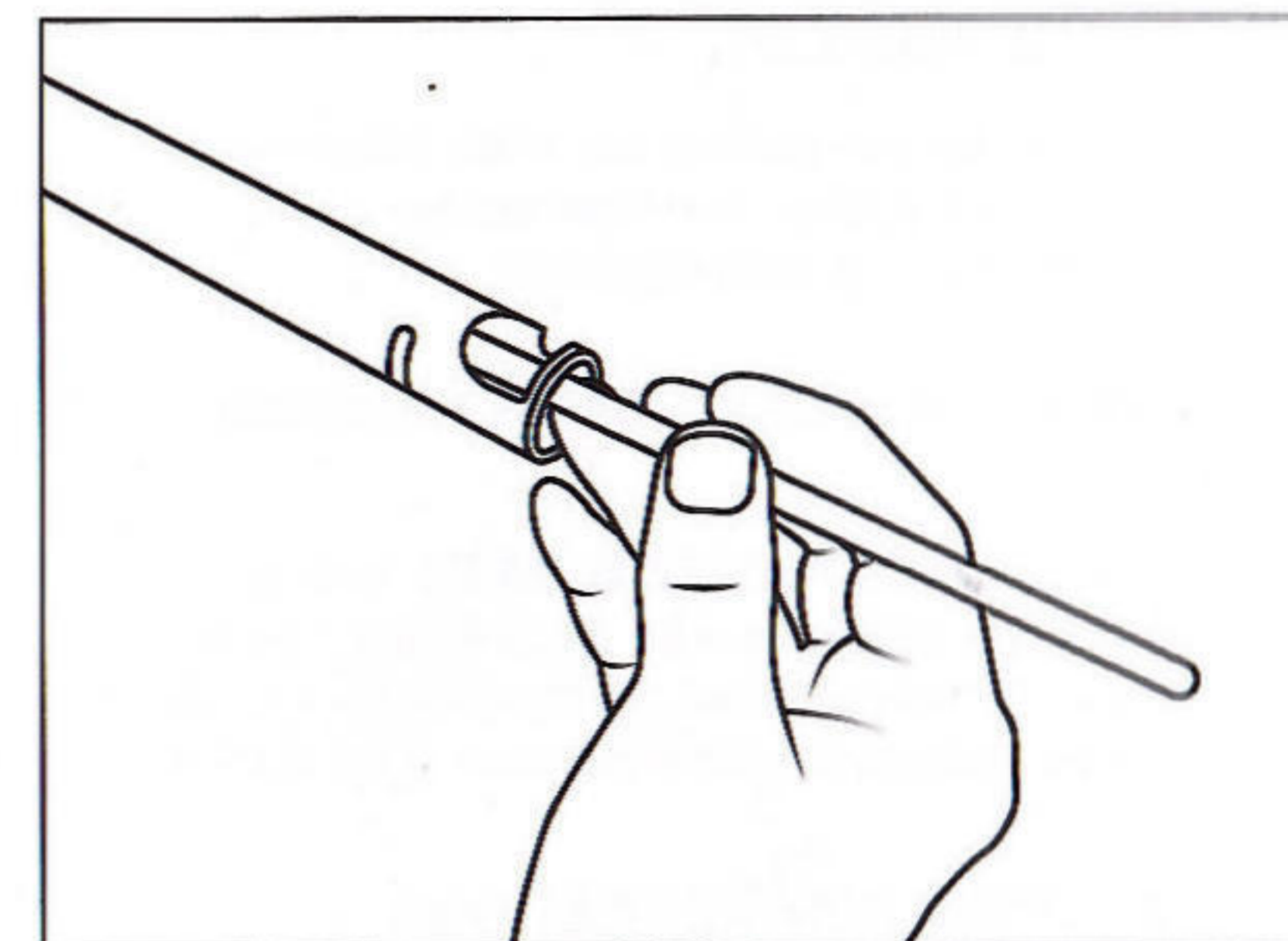
USING A STICK SQUEEGEE (not included)

DANGER: Do not look down the Marker barrel. Always wear goggles specifically designed for paintball use while working on your paintball Marker.

IMPORTANT: Always have the Marker on SAFE MODE before disassembly. Remove all paintballs and air source from the Marker before performing any maintenance.

1. Slide a stick squeegee down the barrel until it reaches the Marker's breach. Then remove the stick squeegee out of the barrel. This should wipe clean any paint residue that could have broken inside the Marker.

HELPFUL TIP: Make sure the Marker's breach is clean and clear of any paintball shell fragments or dirt. Repeat this step if the paint residue did not wipe clean after the first attempt.





CLEANING & MAINTENANCE

USING A CABLE SWAB SQUEEGEE (not included)

1. Twist off the barrel and slide a cable swab squeegee from the open end so the swab is the last portion of the squeegee out of the barrel tip. Grab hold the tail of the cable squeegee and pull. This should wipe clean any paint residue that could have broken in the barrel.

HELPFUL TIP: Make sure the Markers breach is clean and clear of any paintball shell fragments or dirt. Repeat this step if the paint residue did not wipe clean after the first attempt.

WARNING: Before/after use of the Marker, make sure to fasten all screws. Screws may become loose due to vibration. Loose screws can be dangerous and cause injury. To assure Marker is assembled properly, follow the schematic drawing or position parts in order during disassembly. Parts assembled backwards or improper parts installed will / can cause the Marker to malfunction.

WARNING: Never attempt to remove the Markers internals while the CO₂/Compressed Air Tank is attached. Make sure to remove all paintballs from loader/magazine before disassembling the Marker.

OILING THE MARKER

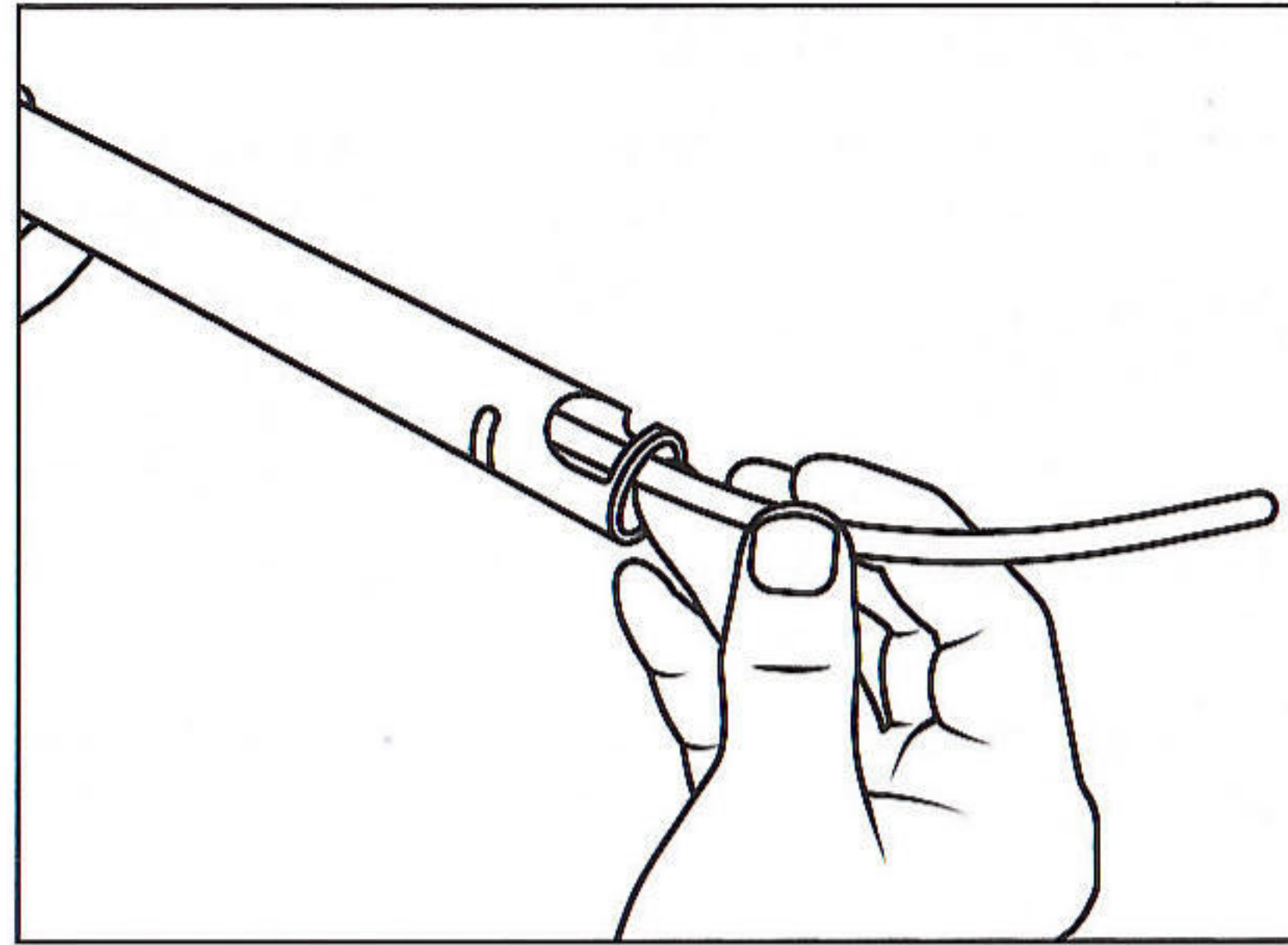
IMPORTANT: Before performing any of the following instructions, remove magazine. Point marker in safe direction and discharge until degassed.

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 Scout marker is 37° F to 120°F.
- The Scout is designed to operate on a minimum of 800psi of air pressure.



CLEANING & MAINTENANCE

CUP SEAL REMOVAL

WARNING: Never attempt to remove the Markers internals while the CO₂/Compressed Air Tank is attached. Make sure to remove all paintballs and loader before disassembling the Marker. The following steps will provide easy access to the Cup Seal. The sign of a worn Cup Seal is the presence of CO₂/Compressed Air leaking down the barrel.

HELPFUL TIP: Do not rush or skip any of the steps for proper disassembly of the Marker.

STEP 1 - Remove trigger frame by using hex key to remove front and rear trigger frame screws. Slide out trigger frame and lower receiver from upper receiver.

STEP 2 - Remove ASA from body. Release the hammer and bolt from power tube. Use an adjustable wrench and remove the power tube and valve seat off the rear body ASA.

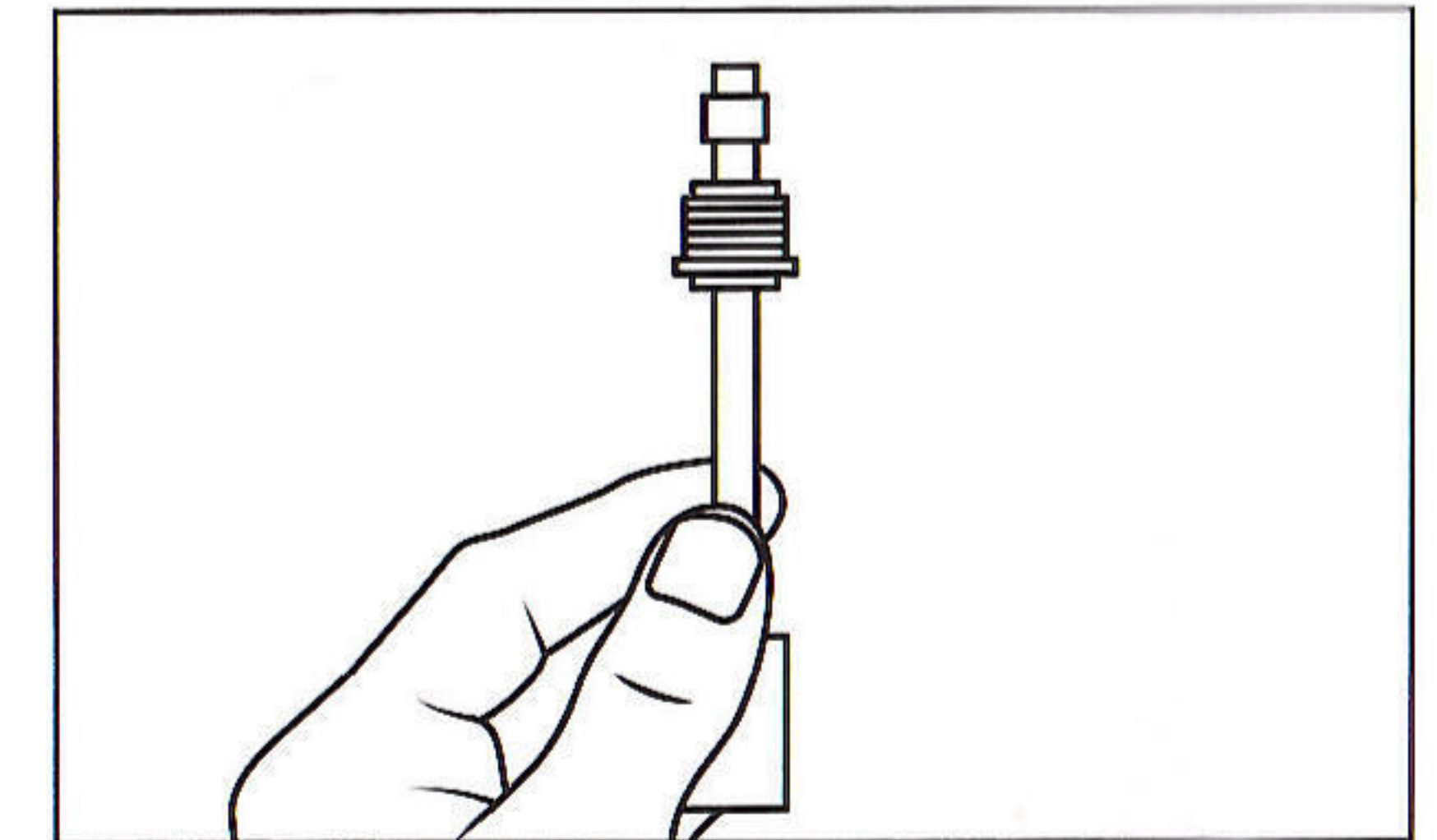
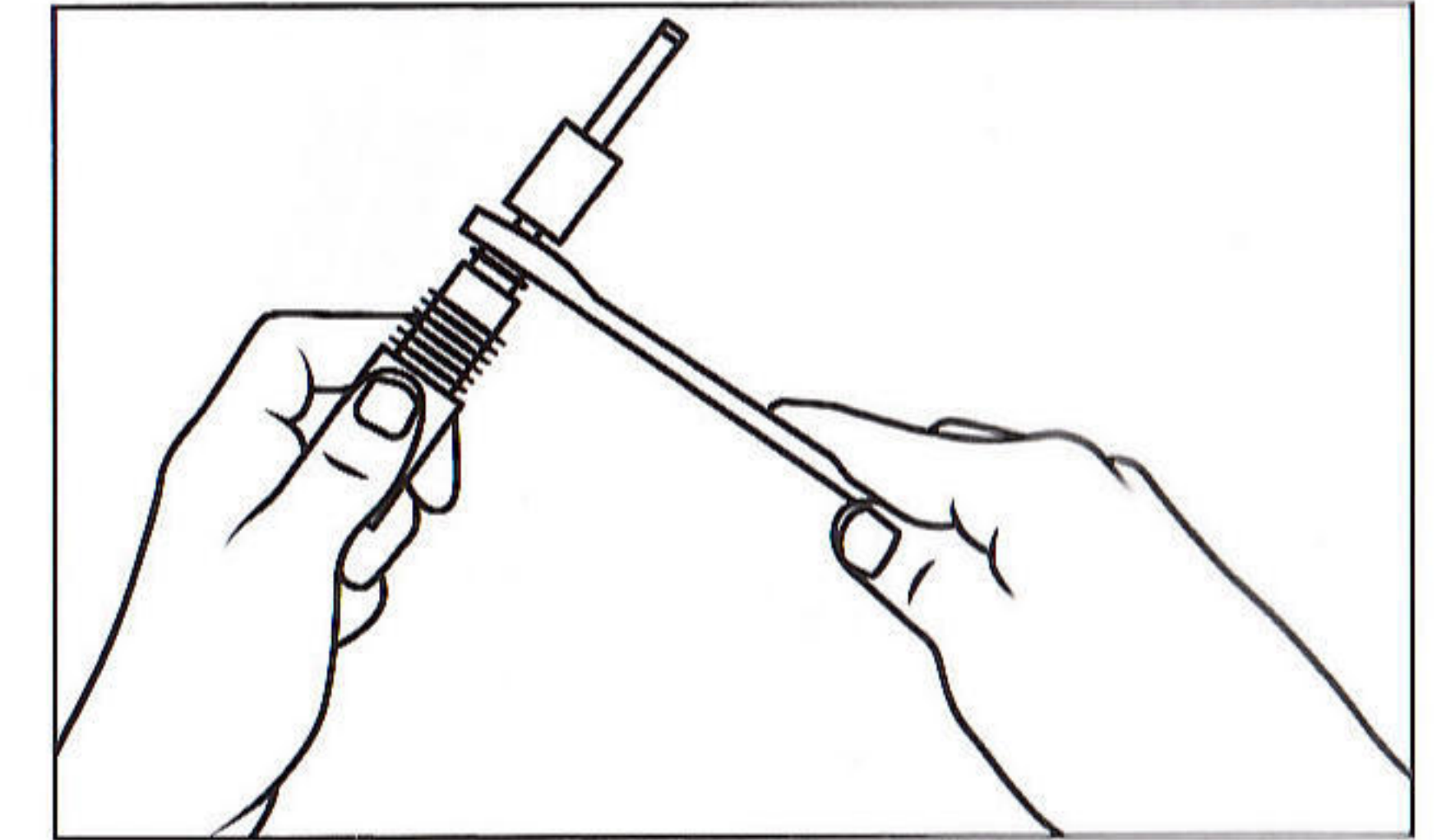
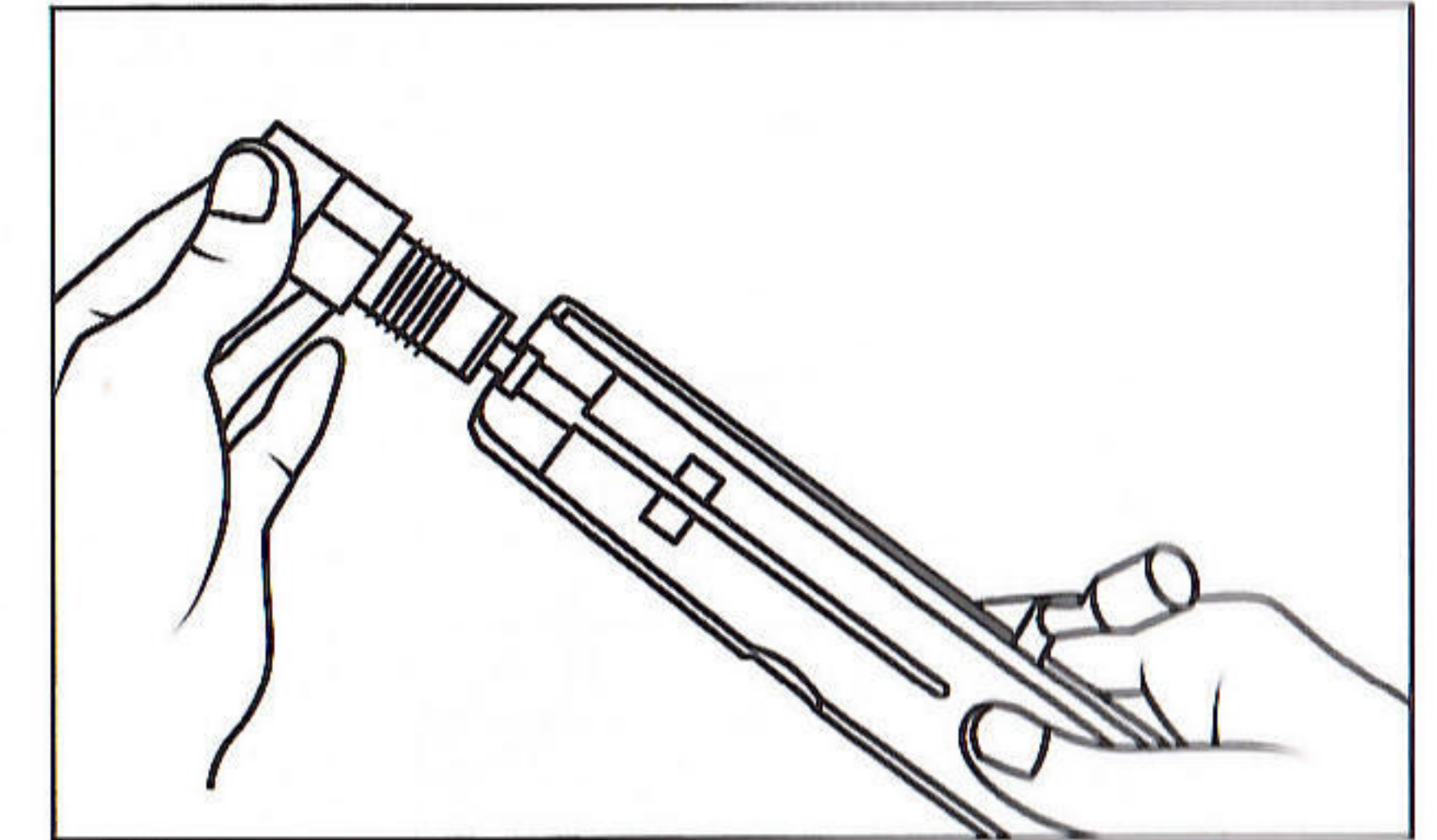
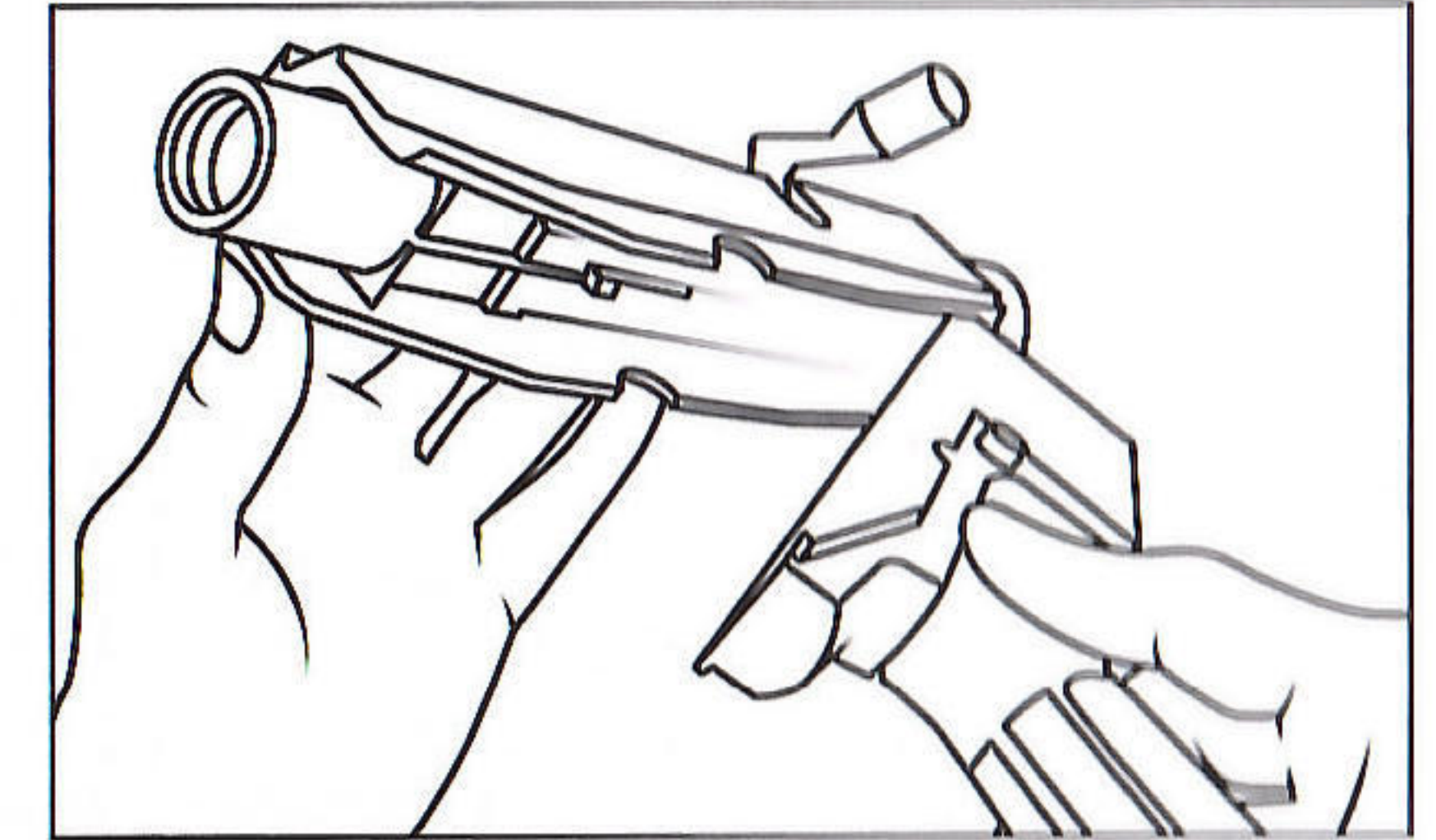
STEP 3 - Detach Power Tube Valve Spring and twist off Cup Seal from Power Tube

STEP 4 - Check Cup Seal for chips or burrs. If damaged, remove cup seal and replace.

HELPFUL TIP: If the Cup Seal is on tight, use pliers on the head of the Cup Seal and twist off.

Once these steps have been completed, reassemble all parts back in the Rear body ASA.

HELPFUL TIP: Please note how the parts are removed for easy reassembly.



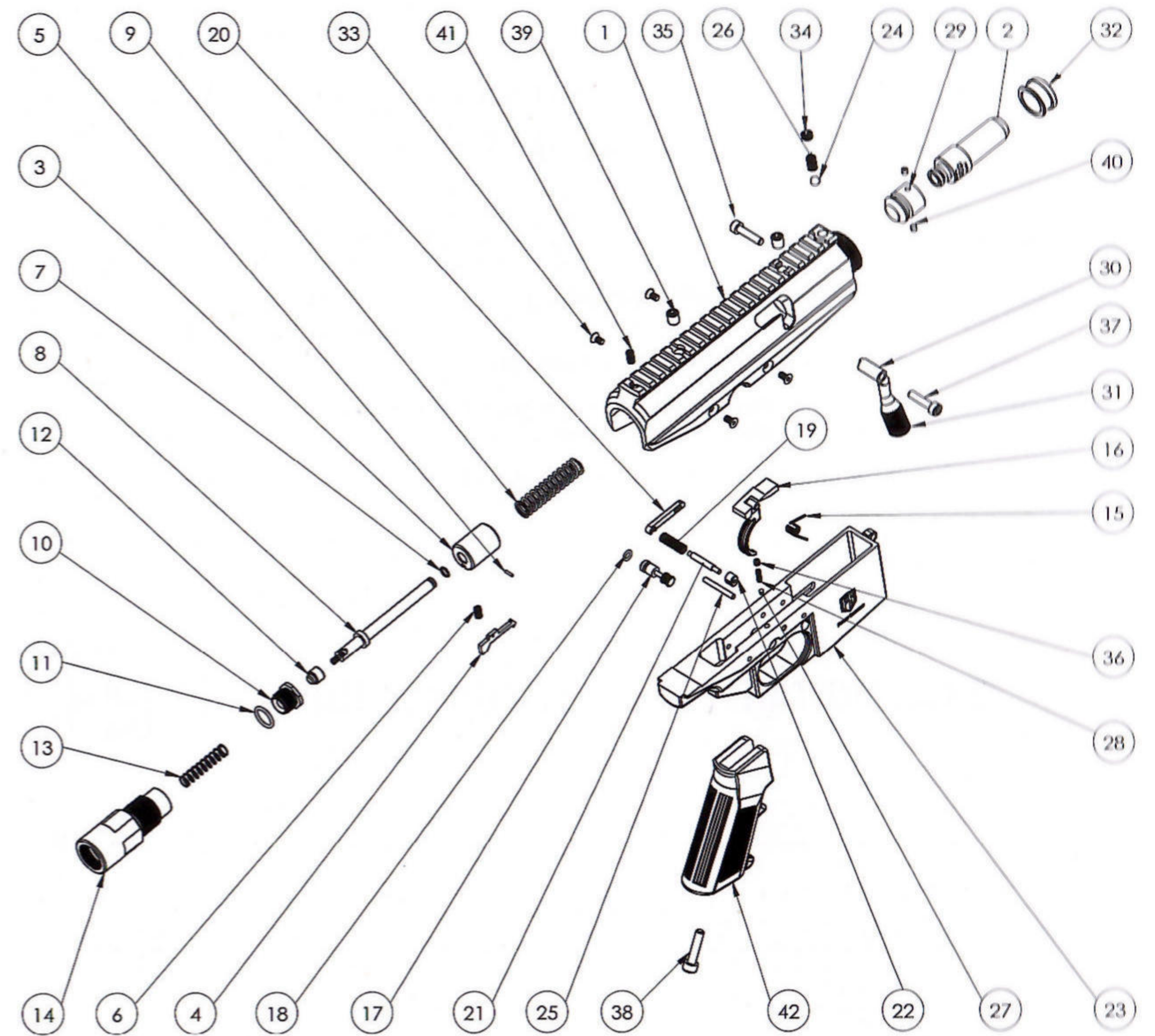


ASSEMBLY DIAGRAM

ITEM NO.	NAME
1	Upper Receiver
2	Bolt
3	Hammer
4	Sear
5	Sear Pin
6	Sear Spring
7	Power Tube O-Ring
8	Power Tube
9	Hammer Spring
10	Valve Seat
11	Valve Seat O-Ring
12	Cup Seal
13	Valve Spring
14	ASA
15	Trigger Spring
16	Trigger
17	Safety
18	Safety O-Ring
19	Mag Release Spring
20	Mag Release
21	Mag Release Rod

ITEM NO.	NAME
22	Mag Release Button
23	Lower Receiver
24	Barrel Detent Ball
25	Trigger Pin
26	Barrel Detent Spring
27	Safety Ball
28	Safety Spring
29	Carrier
30	Bolt Handle
31	Knurled Bolt Handle
32	Bolt Front Sleeve
33	Body Screw
34	Barrel Detent Screw
35	Body Hinge Screw
36	Safety Detent
37	Bolt Handle Screw
38	Grip Screw
39	Top Body Screw
40	Carrier Set Screw
41	ASA Set Screw
42	Grip

ASSEMBLY DIAGRAM





TROUBLESHOOTING

DEALING WITH AN AIR LEAK DOWN THE BARREL

1. Cup Seal is bad and needs to be replaced. (SEE CUP SEAL REMOVAL)
2. The Power Tube Valve Seat could be nicked / scratched and needs to be replaced.

NOTE: Never remove the Power Tube Valve Seat unless specific repairs are needed.

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.

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

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.



SCOUT WARRANTY REGISTRATION CARD:

NAME: _____

ADDRESS: _____

DATE OF PURCHASE: _____

SERIAL NUMBER: _____

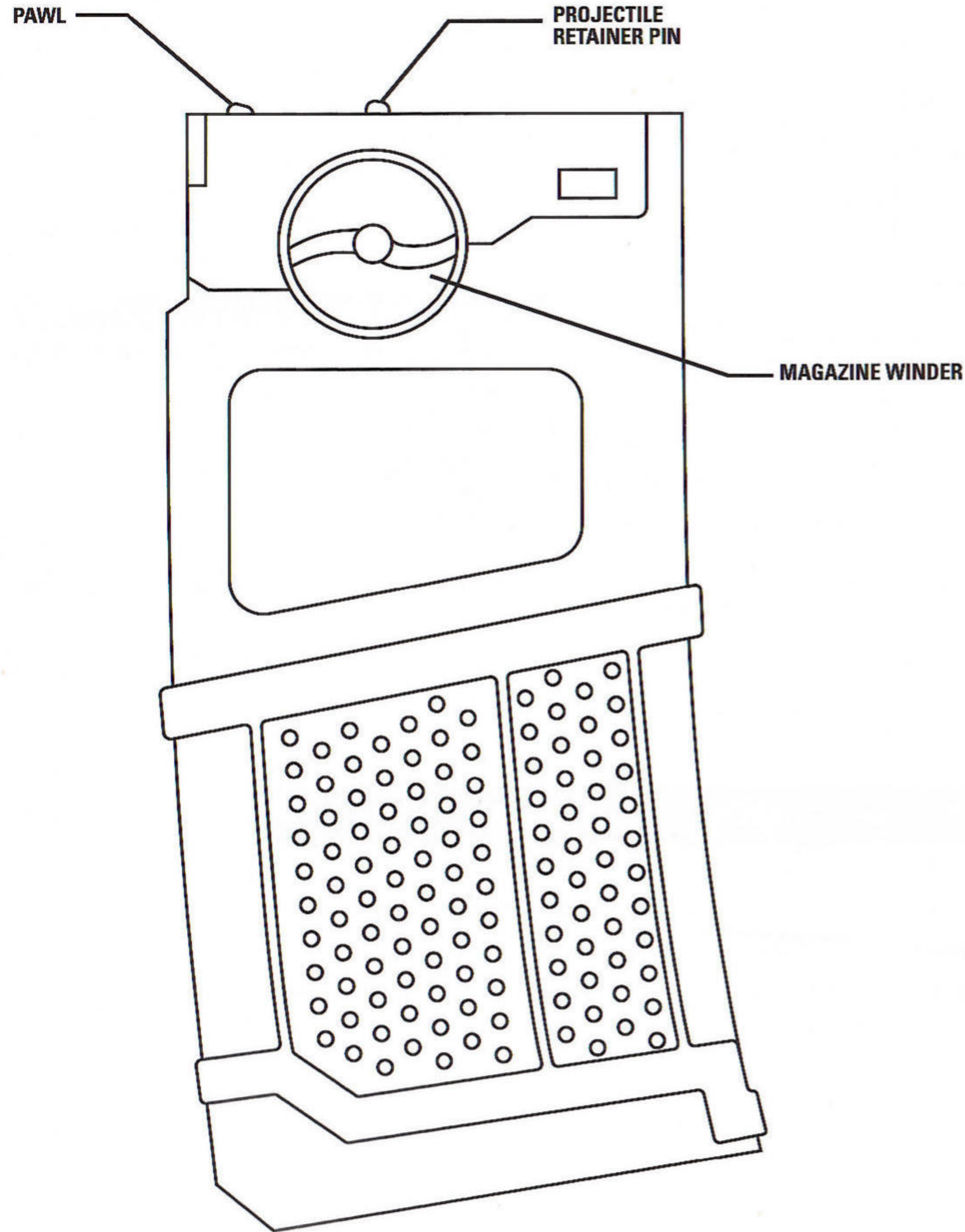
**Please detach from product manual,
place in stamped envelope and send to:**

First Strike Paintball Warranty Support
28101 Ballard Dr. Ste. F
Lake Forest, IL 60045





SCOUT MAGAZINE DIAGRAM



OPERATIONAL INSTRUCTIONS

GETTING STARTED

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

- 1. PRECAUTION** - Always attach a barrel blocking device over the tip of the barrel for safety precautions when not shooting/playing.
- 2. SAFETY** - First Strike® recommends having the Marker in the SAFE MODE position before use. To operate, push the safety button from the "PUSH SAFE" side of the Trigger Frame. This will position the Marker in a lock SAFE MODE. To disengage the safety button in a safe manner, point the Marker in a safe direction, and push the safety button towards the opposite side of the Trigger Frame.

CAUTION: Do not disengage safety button until step 6.

- 3. ATTACHING AIR SOURCE** - Attach a CO₂/Compressed Air Tank to the Markers Rear Body ASA adapter. Using a CO₂/Compressed Air Tank firmly tighten clockwise into the Markers Rear Body ASA adapter until it is snug.

HELPFUL TIP: Make sure to have the CO₂/Compressed Air Tank filled before attaching.

NOTE: O-rings in the Markers parts kit are NOT supplied to attach on a CO₂/Compressed Air Tank.

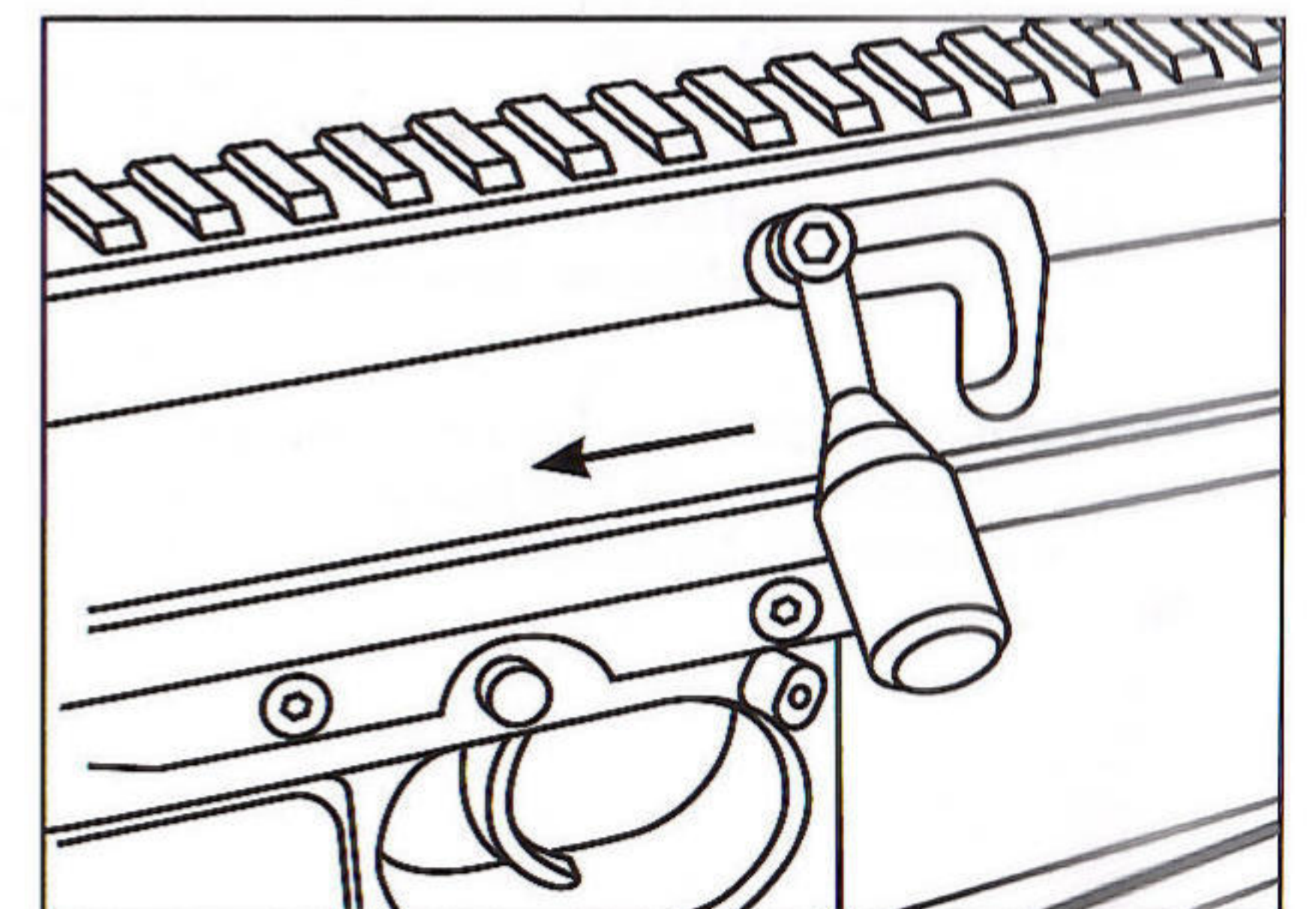
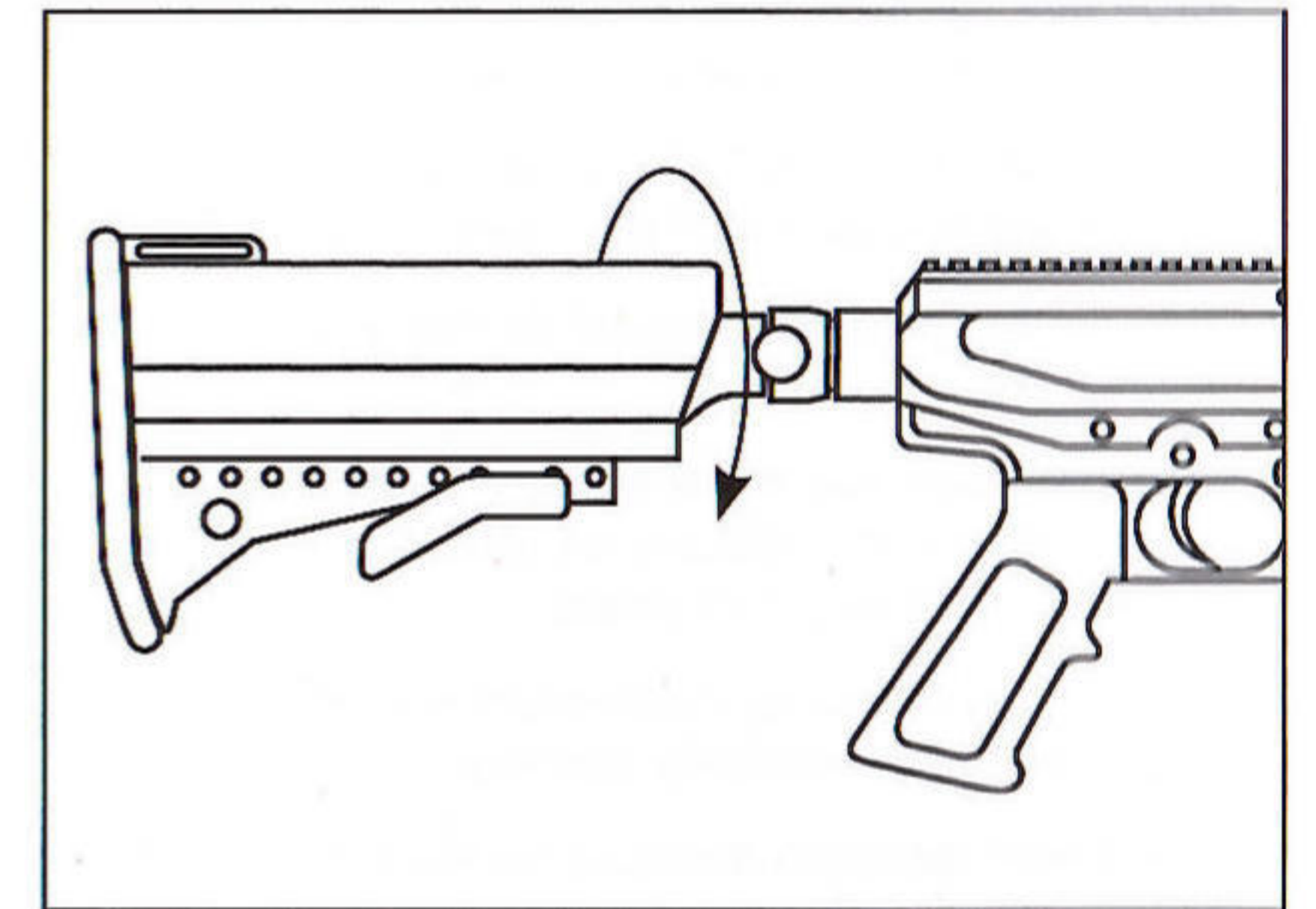
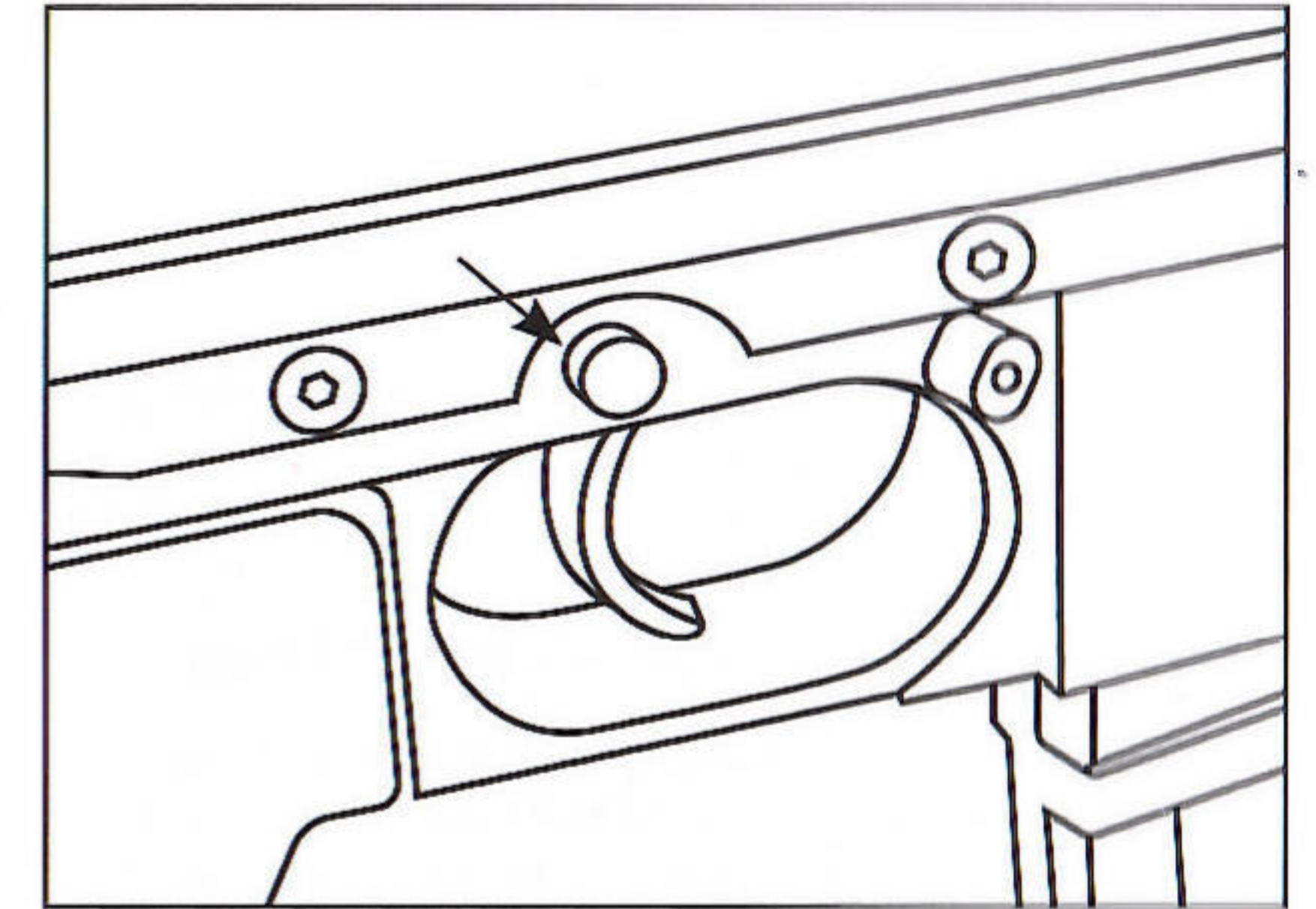
IMPORTANT: You should never need to use any hand tool to attach a CO₂/COMPRESSED AIR TANK to the Markers Rear Body ASA adapter. (SEE CO₂/COMPRESSED AIR TANK WARNING)

- 4. ATTACHING MAGAZINE** - Attach the Magazine to the Trigger Housing.

NOTE: Fill Magazine with (.68 Cal.) or First Strike™ paintballs. NEVER mix First Strike™ Paintballs and (.68cal) Paintballs inside a Magazine.

- 5. COCKING THE MARKER** -Cocking the Marker. With a firm grip on the Bolt Handle simply pull towards the rear of the Receiver to latch on the Back Hammer Bolt/Sear, then push forward.

CAUTION: You should never pump the Marker Twice. This will double feed the Marker and could cause a breakage of Paint in the breach/barrel.





FIRST STRIKE®

Headquarters:

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

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

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



Scout Parts

To: [redacted]@renatus-group.com>
[redacted]@gmail.com>

Tue, Jun 4, 2024 at 3:55 PM

Hello

Thank you for your question and the opportunity to assist.
Rentuas has never stocked parts for the Scout as it was discontinued by United Tactical Systems in 2021.

I do have oring sizes for the Scout that you should have success locating:

- Part# 7 - O-ring size 6*1 mm NBR 70 <---Power-Tube Oring
- Part#11 - O-ring size 13.5*2 mm NBR 70
- Part # 33 - Body Screw - M4xL5
- Part # 39 - ASA Set Screw - M8*L10
- Part # 37 - Bolt Handle Screw - M5xL22

You received a new message from your online store's contact form.

Country Code:

US

Name:

Email:

Phone Number:

Custom Field:

First Strike Scout parts

Message:

Hi,

Where can I buy a replacement cup seal for the first strike scout?

Thanks