

OWNER'S MANUAL



CQB



COMMANDO

K-SERIES



THIS IS NOT A TOY! MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE, FACE, AND EAR PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. WE RECOMMEND AT LEAST 18 YEARS OLD TO PURCHASE. PERSONS UNDER 18 MUST HAVE ADULT SUPERVISION WHEN USING THIS PRODUCT. READ THE OWNER'S MANUAL BEFORE USING THIS PRODUCT.



BARREL SLEEVE INSTALLATION

EXCEPT WHEN YOUR MARKER IS IN USE, ALWAYS MAKE SURE THAT THE TRGGER IS IN SAFE MODE SEE P.2, AND THE BARREL SLEEVE I S PROPERLY INSTALLED ON YOUR MARKER AS SHOWN



- SLIDE BARREL INTO SLEEVE AND HOOP CORD OVER TOP OF RECEIVER AND POSITION AT BACK OF GRIP AS SHOWN.
- 2. PINCH CORD LENGTH ADJUSTOR BUTTON AND HOLD TO BACK OF GRIP AS YOU PULL CORD THROUGH IT UNTIL ADJUSTOR IS SNUG AGAINST THE BACK OF GRIP, THEN RELEASE.
- CHECK TO BE SURE THERE IS ENOUGH CORD ELASTICITY TO PULL CORD/ADJUSTOR OFF OF GRIP TO REMOVE BARREL SLEEVE FOR FIRING.
- AFTER CORD LENGTH IS ADJUSTED, LOCK CORD LENGTH BY TYING A KNOT IN THE CORD AGAIST THE BACK OF ADJUSTOR.

Warning / Liability Statement

This marker is classified as a dangerous weapon and is surrendered by MILSIG Industries, LTD. With the understanding that the purchaser assumes all liability resulting from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. MILSIG Industries shall not be liable for personal injury, loss of property or life resulting from the use of this weapon under any circumstances, including the intentional, reckless, negligent or accidental discharges. All information contained in this manual is subject to change without notice. MILSIG Industries 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, MILSIG Industries requests you do not use a MILSIG Industries marker. By using this paintball marker, you release MILSIG Industries of any and all liability associated with its use.

SAFETY IS YOUR RESPONSIBILITY!



TRIGGER SAFETY ACTIVATION

EXCEPT WHEN YOUR MARKER
IS IN USE, ALWAYS MAKE SURE
THAT THE BARREL SLEEVE IS
INSTALLED (SEE PAGE 1) AND
THE TRIGGER SAFETY IS IN
SAFE MODE WHICH DISABLES
THE TRIGGER.

PUSH SAFE



TO TURN ON THE SAFETY (SAFE MODE): PUSH THE SAFETY IN AS SHOWN ABOVE.

TO TURN THE SAFETY OFF (FIRE MODE): PUSH THE SAME BUTTON ON OPPOSITE SIDE OF RECEIVER



CONGRATULATIONS on your purchase of your MILSIG paintball marker. We believe our K-Series line of paintball markers to be the most accurate, reliable, and gas efficient scenario marker available. All MILSIG models will give many years of dependable service if properly cared for. Please take time to read this manual thoroughly and become familiar with your MILSIG marker's parts, operation, and safety precautions before you attempt to load or fire this marker. If you have a missing or broken part or need assistance, please contact your authorized MILSIG dealer for support.

TABLE OF CONTENTS

Warning/Caution Warning/Caution Barrel Sleeve Installation Safe Mode = Turning The Safety On (Push Safe) Fire Mode = Turning The Safety Off (Push Fire) Safety is YOUR RESPONSIBILITY	. 1
MARKER SET UP	
 Barrel Assembly	6 7 8 9 10 10 11 11 12 12 13
12. Stock Adjustment (COMMANDO) 13. Warranty Policy 14. Maintenance and upgrade	13 14 14
14. Plaintenance and upurage	14

FAMILIARIZE YOURSELF WITH SAFETY

The ownership of this weapon places upon you the total responsibility for its safe and lawful use. You must observe the same safety precautions as you would any firearm to assure the safety of not only yourself, but everyone around you. The user should at all times use caution when using this marker. The sport of paintball will be viewed and judged upon your safe and sportsmanlike conduct. Always remember that the game of Paintball can only survive and grow if it remains SAFE.

- Do not load or fire this marker until you have completely read this manual and are familiar with its safety features, mechanical operation, and handling characteristics.
- Handle this and any marker as if it were loaded at all times.
- Keep your finger off the trigger until ready to shoot.
- Do not look down the barrel of a paintball marker. Accidental discharge into the eyes may cause permanent injury or death.

- Keep the marker on safe until ready to shoot.
- Keep the barrel sleeve installed on marker when not shooting.
- Never point the marker at anything you do not intend to shoot.
- Never fire your marker at anything you do not intend to shoot because there may be balls or foreign debris lodged in the chamber, barrel, and / or marker valve
- Do not shoot at fragile objects such as windows.
- Never fire your marker at personal property of others; the paintball can stain the paint of automobiles and houses.
- Always keep the muzzle pointed down or in a safe direction, even if you stumble or fall
- Eye, face, and ear protection designed specifically to stop paintballs in the form of approved goggles, and full face mask should be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face, and ear protection designed for paintball.
- Pressurize and load the marker only when the marker will be immediately used.

FAMILIARIZE YOURSELF WITH SAFETY CONT'D

- Before storing or disassembling be sure to remove your maker in a safe direction, fire several times to be sure there are no balls lodged in the chamber and/or barrel or air left in the marker. Install barrel sleeve (see page 1)
- Store the marker unloaded and degassed in a secure place.
- Familiarize yourself with any warnings and instructions listed on the air supply cylinder.
 Contact the air supply cylinder manufacturer with any questions
- Do not field strip or otherwise disassemble this marker while it is pressurized with air supply.
- Dress appropriately when playing the game of paintball. Avoid exposing any skin when playing the game of paintball.
- Even a light layer will absorb some of the impact and protect you from the paintballs.

- Keep exposed skin away from escaping gas when installing or removing air supply cylinder or if the marker or air supply is leaking. Compressed air, CO2, and nitrogen gasses are very cold and can cause frostbite under certain conditions.
- Use only .68 caliber paintballs, never load or fire any foreign objects.
- Avoid alcoholic beverages before and during the use of this marker. Handling markers while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Avoid shooting an opponent at point blank, 2 Meters of less.
- Familiarize yourself with instructions listed on air supply cylinder or adaptor. Contact the air supply cylinder or adaptor manufacturer with any questions.
- Always measure your marker's velocity before playing paintball, and never shoot at velocities in excess of 300 feet per second

Your MILSIG K-Series marker requires some minor assembly before it is ready for use. All MILSIG K-Series markers have the ability to accept standard hoppers and our special magazine feed system. Your marker also has many air input methods, some are ready for use right out of the box, others will need the use of accessories and upgrades that are purchased seperately. Please consider your desired set up before proceeding to assembly.

Step1: Barrel Assembly (CQB and Commando)

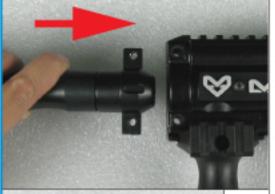
Your CQB or Commando marker come without the barrel / foregrip installed on the marker. The assembly process is simple and all the tools required for the installation is included in your mini tool kit. For barrel/foregrip installation, you will need the mini wrench, and the #4 (2.5mm) allen key.

CQB:

The CQB marker has a 245mm barrel that is pre-installed into the barrel thread block.

Commando:

The COMMANDO has a 270mm barrel that is part of a foregrip assembly that includes: front sight, plastic hand guard, barrel, and barrel thread block.





- Remove barrel block bolts, washers, and nuts, these are pre-installed for you on the receiver.
 Please note the order in which the washers are installed.
- 2. Install barrel +
 barrel block / foregrip
 into receiver. Note that
 the barrel thread block
 is not inserted upside
 down. If inserted
 incorrectly, the bolts
 will not line up with the
 holes.
- Insert bolts and tighten with allen key by turning clockwise. Note that the shorter bolt goes on top and the longer one on the bottom.



- Tighten nuts with mini wrench by turning clockwise, Do NOT over tighten.
- Put on barrel sleeve (see page. 1) until marker is ready for use.

After you have installed your barrel/handguard, you will need to decide which of the 2 feeding methods to set up. For Hopper Feed- follow: Step 2A For Magazine Feed- follow: Step 2B

Step2A: Installing Hopper Feed Adaptor Kit

Your CQB or COMMANDO marker comes with a hopper feed adaptor kit. It includes: hopper feed neck, magazine feed port plug, and 2 magazine feed port plug screws. This kit can be installed with your hands only. You can use the included mini flathead screwdriver if desired.





 Place hopper feed neck over the hopper feed port located on the right side of the receiver.
 Ensure that you hook the prongs of the hopper feed neck over the left side of the receiver.



While holding the hopper feed neck and the receiver with your left hand, give a firm tap on the top of the hopper feed neck to get it into place.



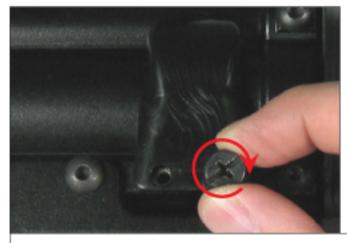
 Once the hopper feed neck is in place, inert the magazine feed port plug.
 Ensure that the 2 holes of the plug are facing you.



4. After the plug is inserted, pull the hopper feed neck towards you while holding the plug in place with your left thumb. Insert the screws and turn clockwise to tighten.

Step2B: Installing Magazine adapter kit

Your CQB or COMMANDO marker comes with a magazine feed adapter kit. It includes: hopper port cover and 2 screws. This kit can be be installed using just your hands; or you can use the included mini flathead screwdriver if desired.





- If hopper adaptor kit is in place, remove the kit and store it in a safe place.
- 2. Place cover over hopper feed port, insert screws, turn clockwise to tighten.

DO NOT USE MAGAZINE AND HOPPER SIMULTANEOUSLY

While it is physically possible to use a magazine and a hopper at the same time, we highly recommend AGAINST it. Here are some of the reasons:

Magazine vs. Gravity Fed Hopper

When a magazine is used in conjuction with a gravity fed hopper, the rounds in magazine are always used up first because the spring inside the magazine forces the paintballs up with greater force than gravity dropping balls down from the hopper. This makes the use of the magazine redudant. Accidental release of the magazine can cause all the paintballs in the hopper to drop out.

Magazine vs. Electric Hopper

When a magazine is used in conjuction with an electric hopper, the hopper and the magazine both force paintballs into the chamber. This can lead to severe ball chopping as the paintballs cannot properly line up with the ball stricker. Your marker will become very messy! Accidental release of the magazine can also cause all the paintballs from the hopper to empty out in a spilt second.

Step2C: Loading Magazine

The most distinguished feature of MILSIG K-Series markers are the special magazines. These magazines are compact and light weight. They also allow you more realism as you can swap magazines on the fly just like the real thing! Here are some things to consider when playing with magazines.

- Always use fresh/new 68 cal paintballs- the paintballs in the magazine are constantly under pressure from the spring and follower inside. Paintballs that are old tend to get soft and change shape under pressure. This can cause a round to break or get stuck inside the magazine.
- Keep your magazines clean- make sure there is no dirt, water, or debris inside the magazine. A dirty magazine can lead to stuck or broken paintballs.
- 3. Don't drop them on the head- while our magazines are made tough, they will get damaged if repeatedly dropped onto hard surfaces such as concrete floors. The plastic bodies are extremely tough and can survive hundreds of drops. The feed nozzles on the magazine are made of steel, but can bend from repeated hard impact. Avoid dropping the magazine on the feed nozzle whenever possible.



 Wind the magazine by turning the winder clockwise until the winder stops.
 Note that the white follower is all the way back and the spring is full compressed.
 DO NOT use tools to force wind magazine further.



2. Pull the lip of the magazine feed nozzle down with your fingers and feed in fresh paintballs. The magazine will hold 17-18 rounds depending on the size of the paintballs used. DO NOT

force down an extra ball if the magazine is near full.

3. Release the lip of the magazine feed nozzle when finished loading. The ball bearings inside the lip will hold the paintballs securely in place. Insert magazine into the receiver for immediate use, or place magazine in a storage pouch for later use. The follower / spring will not release until the release latch is triggered by an indent inside the magazine well.

Now that you have set up your marker for hopper or magazine feed, you need to get air inside the marker to pressurize it. Your CQB or COMMANDO comes included with a stainless steel air tank adapter. K-Series Markers can operate on CO2, HPA (800psi), and N2. K-Series markers are HIGH pressure markers.

Step3A: Air Tank Adapter Installation



- Remove remote line adapter or receiver air intake plug if one is already in place.
- Add a few drops of gun oil to o-ring and thread of air line, turn clockwise to tighten



3. Remove air line bolt from the base of the grip with #4 (2.5mm) allen key included with your mini tool kit. Rotate counterclockwise to lossen. Install tank adapter end, insert bolt and tighten

Step 3B: Remote Line Adapter Installation

A remote line adapter is included with your COM-MANDO marker. The remote line adapter is directly installed onto the receiver of your COMMANDO. It can be used in conjuction with the included air tank adapter as well.



 Add a few drops of gun oil to o-ring and thread of adapter, turn clockwise to tighten.



After you have installed the desired air adapters, it is time to connect to an air source and pressurize the marker.

Step 4A: Air Tank Installation



- Do not pressurize a partially assembled marker.
- First install barrel sleeve (see page 1)
- Next put trigger safety in Safe Mode (see page 2)
- Cock the marker by sliding the bolt handle all the way back until it clicks.
- 5. Install the air supply cylinder, lubricate the cylinder valve o-ring with a few drops of gun oil and then insert the cylinder valve end into the air supply adapter at the back end of the marker grip. Twist the cylinder clockwise into the adapter until it stops. If your air bottle has a built in on / off valve, open the valve fully to pressurize the marker.

A remote line is not included with your marker. One can be purchased from your local paintball supply store or your authorized MILSIG dealer.

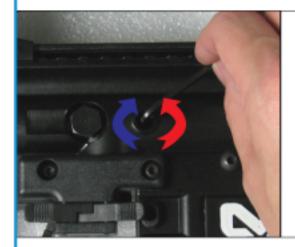
Step 4B: Remote Line Connection



- Do not pressurize a partially assembled marker.
- First install barrel sleeve (see page 1)
- 3. Next put trigger safety in Safe Mode (see page 2)
- Cock the marker by sliding the bolt handle all the way back until it clicks.
- Check that the gas line adapter nipple fitting are secure.
- Pull remote coil fitting, Locking ring down to install or remove.
- With the Locking Ring held down, push coil fitting onto nipple and release ring to lock. Pull on it to make sure it has locked properly.

Your marker is now ready to fire. But before you can step onto the playing field, you must ensure that your marker is firing at a safe muzzle velocity.

Step 5: Velocity Adjustment





DECREASE



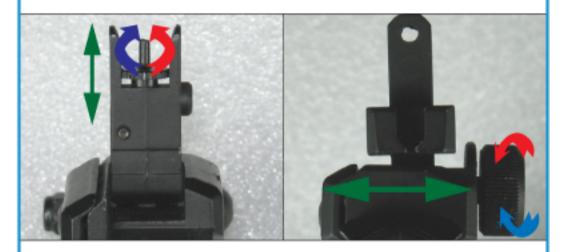
INCREASE

You should check the muzzle velocity of the marker every time you play paintball using a chronograph, an electronic instrument that measures velocity. Make sure the marker is shooting no faster than 300 fps (feet per second). Be aware that temperature, humidity, the type of paintball used, and the type of air used to power the marker will all affect velocity. To adjust the velocity, insert the number 4 (2.5mm) Allen key into the velocity adjustment screw and turn clockwise to DECREASE velocity, and counterclockwise to INCREASE velocity. Do not remove velocity adjustment screw.

DO NOT EXCEED 300 FPS or 91 M/S

Your MILSIG Marker receiver has a PICATINNY rail built into the receiver. Use this rail to mount optional optics or use the factory included sights

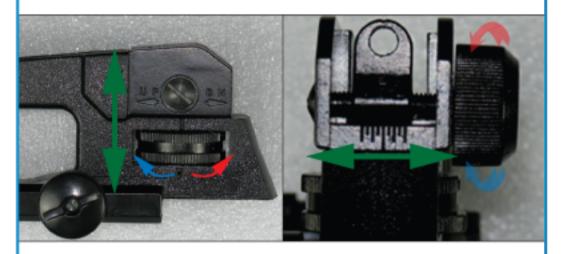
Sight Adjustment- CQB



Your CQB comes with flip up sights installed. They
must be stood up for use, and folded down for storage. To adjust the elevation of the front sight post,
turn it clockwise to lower it, and counterclockwise to
raise it, do not remove the crown completely. To
adjust the windage of the rear sight, turn the knob
located on the right side of the sight. Turn clockwise
to move the sight right and counterclockwise to move
it left.

The COMMANDO Carrying handle is specifically made for paintball and is not 1:1 scale with the real version. It is approximately 1cm higher.

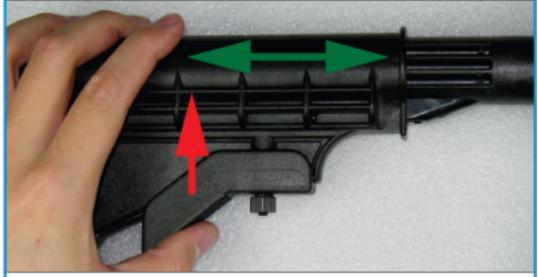
Sight Adjustment- COMMANDO



Your Commando comes with AR style front sights, and AR style rear sights located on the rear of the carrying handle. The front sights are non adjustable. To adjust the elevation of the rear sight post, rotate elevation adjust knob clockwise to rise, and counterclockwise to lower. Windage can be adjusted by using the windage adjustment knob located on the right side of the rear sights. Turn clockwise to move the sight right and counterclockwise to move it left.

The COMMANDO telescoping stock has a new secure bracket that substantiall reduce side to side movement of the plastic buffer tube.

Stock Adjustment- COMMANDO



To adjust the length of the stock, squeeze the adjustment lever and slide towards the receiver to shorten and away from the receiver to lengthen.

WARRANTY AND REPAIR POLICY

MILSIG Industries, Ltd. warrants that this product is found free from defects in materials and workmanship for a period of 1 year from the original date of purchase by the initial owner / purchaser. This warranty does not apply to defects discovered after purchase which were caused by the unauthorized modifications and alterations of our product. MILSIG Industries, Ltd will repair or replace, without charge, any of its markers that have failed through defect in material or workmanship. MILSIG Industries is dedicated to providing you with the best scenario paintball marker, and excellent support for your ultimate paintball experience.

Warranty or repair procedure:

If you should encounter any problems with your marker and you have aftermarket parts on your marker, please test it with the original stock parts before sending it back to your authorized dealer for service. If your marker still does not perform with the original parts re-installed, please take your marker, unloaded, and unpressurized to your original point of purchase for a technical evaluation of your marker. Your authorized dealer will then make an assessment and will perform any repairs or parts replacements if it is deemed necessary.



For additional information on Maintenance, Basic Repairs, and Personalized upgrades with MILSIG Factory Parts:

Refer to the "Complete Maintenance and Upgrade guide" available from your authorized MILSIG dealer

Topics Include:

- Marker Schematics and parts diagram
- MILSIG Factory accessories listing
- Accessories installtion guide
- Marker maintenance guide
- Magazine maintenance guide
- Basic trouble shooting guide
- Tips and tricks for advanced players

For any additional information, please contact us:

IS A DIVISION OF:

HUMMER LTD.

1F, #239 SECTION 4 CHUNG CHING N. RD. TAIPEI 111, TAIWAN

TEL: (886) 228110539 FAX: (886) 228160253

EMAIL: SALES@MILSIG.COM

or visit our website at www.milsig.com