OWNER'S MANUAL

WWW.DANGEROUSPOWER.COM





A WORD FROM OUR ENGINEERS AND DESIGN TEAM

OUR CHALLENGE WAS TO BLEND THE ART OF METAL SCULPTURE WITH MASTERFUL ELECTRONICS IN A PACKAGE THAT SYMBOLIZES STRENGTH, POWER, AND DEXTERITY.

CONGRATULATIONS ON OWNING THE MOST ADVANCED PAINTBALL MARKER ON THE PLANET.

WARNING!! IMPORTANT SAFETY INSTRUCTIONS AND GUIDELINES!

- 1. The DP M3-A1 is NOT A TOY. Treat it with the same respect and care you would a firearm.
- Carelessness, misuse, and failure to adhere to the warning and guidelines printed in this Owner's Manual may result in property damage, injury, or death. User assumes all risks associated with use of the DP M3-A1.
- Always ensure that proper safety gear eyes, face, ear, and head protection - conforming to ASTM standard F1776 (USA) or CE (Europe) are worn at all times when paintballs are within range.
- 4. Persons under the age of 18 must have adult supervision at all times during use of the M3-A1, or any paintball firing device.
- 5. Observe all local and national laws regarding rules and regulations.
- 6. The M3-A1 should only be used on a permitted and regulated paintball field where safety rules and guidelines are strictly enforced.
- 7. Only use compressed air or nitrogen. DO NOT USE CO2!
- 8. Only use high quality, .68 caliber paintballs.
- 9. Never point your M3-A1 at an unintended target.
- 10. Always treat your M3-A1 as if it were loaded.
- 11. Always measure the velocity of paintballs from your M3-A1 with a suitable chronograph device before play.
- 12. Never look down the barrel or breech area of the M3-A1 without first ensuring that the marker is switched to the OFF position, with NO AIR in the marker.

- 13. Never put any body parts or foreign objects into the breech or feed tube.
- 14. Always use the supplied barrel cover when your M3-A1 is not in use at the field. Doing so will help secure the safety of yourself and those around you.
- 15. Never allow pressurized gas to come into contact with your body. Serious harm, injury, or death may occur.
- 16. When not in use, always turn your M3-A1 to the OFF position.
- 17. Promptly remove any paintballs from your M3-A1 when not in use.
- 18. Always remember to remove residual air from your M3-A1 before attempting maintenance or service.
- 19. Always remember to remove residual air from your M3-A1 before storage or transportation.

NOTE - POWERING "OFF" THE MARKER WILL NOT AUTOMATICALLY REMOVE RESIDUAL AIR. TO SAFELY REMOVE RESIDUAL AIR, PLEASE DO THE FOLLOWING

- A. Remove loader and paintballs from marker.
- B. Turn Eye Sensors to the OFF position.
- C. Point marker in a safe direction.
- D. Fire marker until all residual gas is removed.

20. Always store your M3-A1 in a safe place.

- 21. Do not discard the Owner's Manual. In the event of transfer or resale, this manual must accompany the marker.
- 22. When in doubt, ALWAYS seek for an expert advise by contacting Dangerous Power Authorized Service Dealer or DP Engineering's Customer Service Staff.

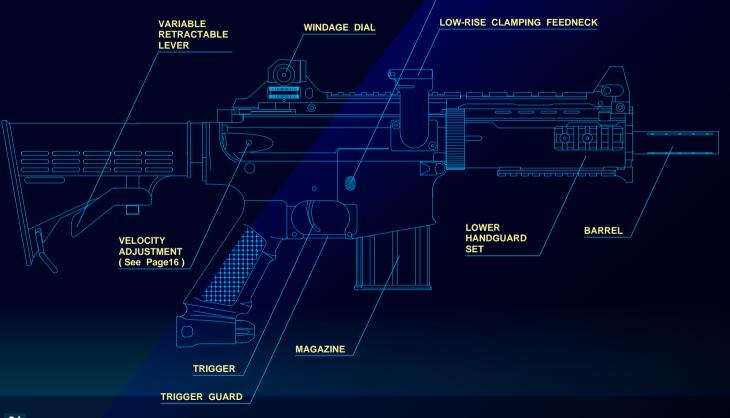
CONTENTS

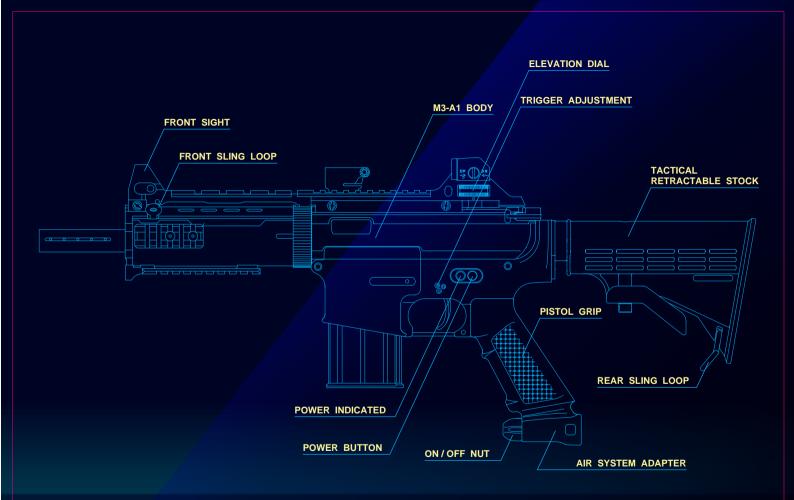
- 04 KNOW YOUR M3-A1
- **06 FEATURES**
- 08 M3-A1 DCI SYSTEM
- 10 EVERYTHING YOU NEED TO GET STARTED BARREL COVER
- 11 M3-A1 FEEDNECK FITTING METHOD VARIABLE RETRACTABLE STOCK LENGTH
- **12 CHANGE THE BARREL**
- **13 CHANGE THE END CAP**
- **14 ATTACHING A PAINTBALL LOADER**
- **15 INSTALLING A PRESET AIR SYSTEM**
- **16 VELOCITY ADJUSTMENT**
- **17 TRIGGER ADJUSTMENT**
- **18 IRONSIGHT ADJUSTMENT**
- 19 M3-A1 CIRCUIT BOARD
- 20 PROGRAMMING YOUR M3-A1
 - 1. Power
- 21 2. Configuration mode
- 23 3. Example setting from semi to millennium

- 24 CARE AND MAINTENANCE
- 26 DISASSEMBLE THE M3-A1
- **27 BATTERY FITTING METHOD**
- **28 SOLENOID MAINTENANCE**
- **30** CLEANING THE EYE-SENSOR BREAK BEAM SYSTEM
- **33 REMOVING TRIGGER FROM FRAME**
- **34 REMOVE THE FRAME**
- **35 MAINTAINING THE DCI SYSTEM**
- **38 TROUBLESHOOTING**
- 40 STATEMENT OF LIABILITY DISCLAIMER
- 41 LIMITED WARRANTY
- 42 PARTS DIAGRAM
- 47 PARTS LIST

KNOW YOUR M3-A1

MAGAZINE RELEASE BUTTON





FEATURES

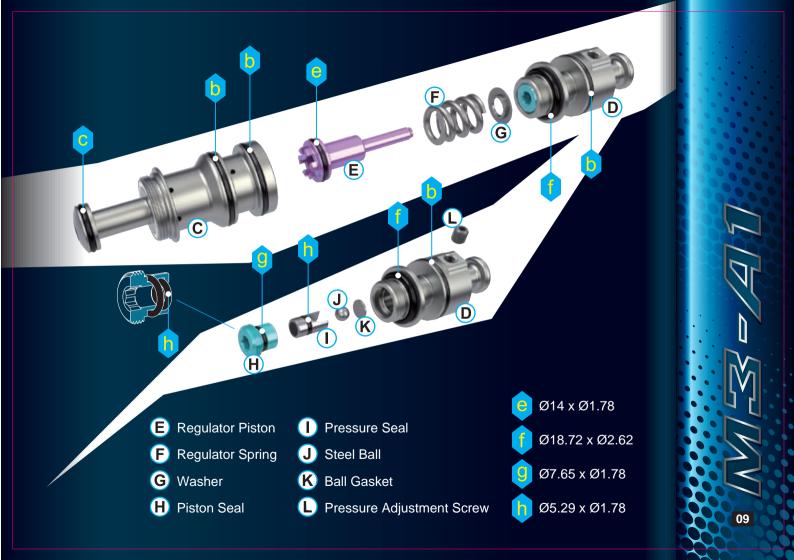
- 1. M4 style two point adjustable rear iron sight.
- 2. Innovation and highly efficiency Dual Core Integrated system (DCI system).
- 3. High precision 3-D milled aluminum alloy body and accents.
- Stocked fully programmable micro-switch board multiple firing modes: Semi/ PSP/ NXL/ Millennium/ Burst.
- 5. Single finger 2 way adjustable spring return trigger.
- 6. Low Profile clamping feedneck.
- 7. Two separate length barrels. (.689×10inch/13inch)
- 8. Electrical pneumatic operating system with newly engineered all in one bolt system allowing easy maintenance.

No.

- 9. Low pressure operation(170psi).
- 10. Limited edition production product.
- 11. Fully electronic .68 caliber paintball marker.
- 12. Universal Auto-cocker threaded barrel.
- 13. Collapsible/ adjustable rear stock.







EVERYTHING YOU NEED TO GET STARTED

Prepare the following items in order to begin using your M3-A1 :

- One 9V battery. Be sure that the battery is fresh and from a reputable manufacturer.
- Paintball Loading Device. (Recommended minimum load rate of 25 BPS)
- .68 caliber paintballs. Always use fresh, high-quality paint with proper bore size for best results.
- Approved air tank utilizing COMPRESSED AIR or NITROGEN ONLY.

BARREL COVER

10

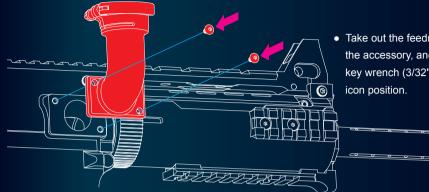
• Place the barrel cover over the tip of the barrel and pull the elastic band over the feedneck or back of marker before attaching paintball loader.



WARNING!

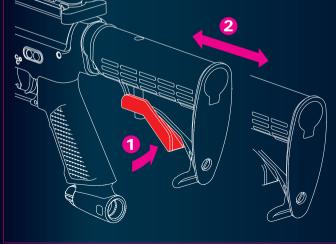
Always use the supplied barrel cover before air up your M3-A1 when it is not in use at the field. Doing so will help secure the safety of yourself and those around you.

M3-A1 FEEDNECK FITTING METHOD



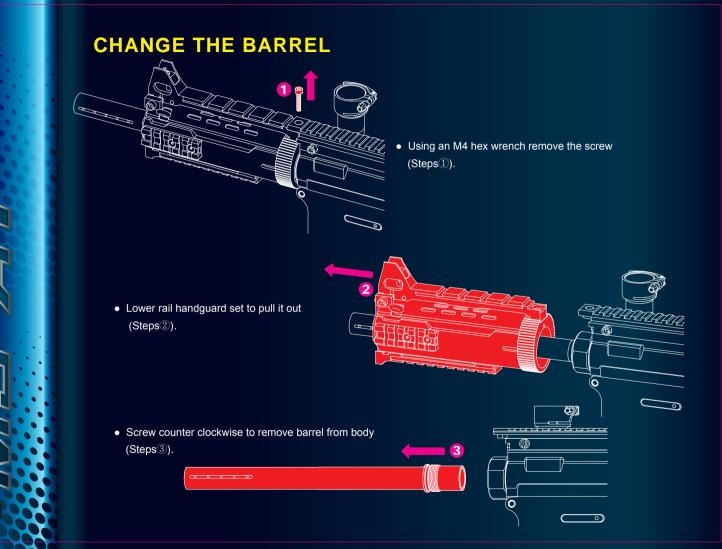
 Take out the feedneck and two hexagonal screws from the accessory, and in accordance with provided allen key wrench (3/32") Feedneck and M3-A1 Body install
icon position.

VARIABLE RETRACTABLE STOCK LENGTH

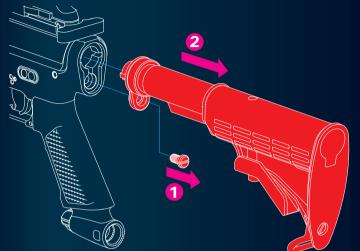


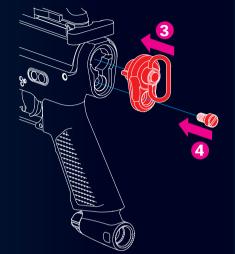
• Push the stock release lever to unlock. Adjust the 6 position retractable stock to the most comfortable position.





CHANGE THE END CAP





- Use a flathead screwdriver to remove the Stock set screw (Steps1).
- Remove the tactical retractable stock (Steps2).
- Take out the end cap parts and accessories installed on the end of the M3-A1 (Steps③).
- Use flathead screwdriver to tighten Cap set screw to complete the instillation (Steps④).



ATTACHING A PAINTBALL LOADER

- 1. Release clamp on feedneck. (SEE PIC 01)
- 2. Loosen thumbscrew counterclockwise by hand. (SEE PIC 02)
- 3. Insert feed tube of loader unit.
- 4. Close clamp securely. Loader should fit snug within feedneck. (SEE PIC 03)
- 5. If loader is loose, remove and adjust thumbscrew clockwise.

WARNING!

Excessive force may cause damage to loader or the M3-A1!







PIC 01

PIC 02

INSTALLING A PRESET AIR SYSTEM

- 1. Before installation, you must first rotate the rear sling loop in the outward position to be free from being in contact with the air source. (*PIC 04*)
- 2. Loosen the ASA twist knob to an appropriate distance. (PIC 05)
- 3. Carefully rotate the tank upon installation, and confirm that it has been properly secured. (*PIC 06*)
- 4. Tighten ASA twist knob. (PIC 07)

WARNING!

Nitrogen or compressed air tanks only! Never use CO2. Always relieve all residual gas pressure from the M3-A1 before unscrewing the preset air system.



PIC 04



PIC 05

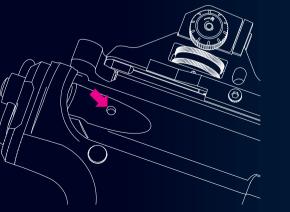


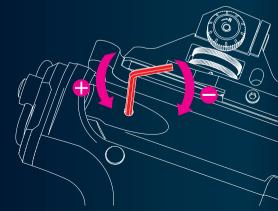
VELOCITY ADJUSTMENT

- Locate the (1/8") allen key wrench included with your M3-A1.
- Adjust screw located at the side of the Operating Pressure Regulator (OPR) to increase or decrease velocity.
- Turn screw counterclockwise to increase velocity.
- Turn screw clockwise to decrease velocity.

WARNING!

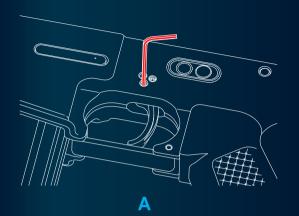
DP Engineering recommends that the velocity never exceed 300 fps. Failure to follow regulations regarding maximum allowable velocity, calculated in feet per second (fps), may result in damage of paintball marker, serious injury or death. Be responsible and always use a chronograph to determine accurate velocity before play.

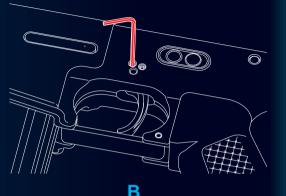




16

TRIGGER ADJUSTMENT





С

٩O

17

There are three adjustment screws (marked A, B) to adjust the trigger on the M3-A1.

- Screw A (5/64") adjusts the amount of trigger travel prior to the marker firing. Turning this screw clockwise will reduce the amount of trigger travel. Turning this screw counterclockwise will increase the amount of trigger travel. (SEE PIC A)
- Screw B (5/64") sets the amount of trigger travel after the marker has been fired. Turning the screw clockwise will reduce the amount of trigger travel. Turning this screw counterclockwise will increase the amount of trigger travel. (SEE PIC B)
- Using a 5/64 hex key to set the amount of trigger travel prior to the marker firing. Do not turn the screw too far or the trigger will be pushed past the firing point and the marker will not work. (SEE PIC C)

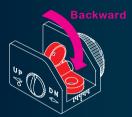
IRONSIGHT ADJUSTMENT

Rear sight precision targeting adjustment



Common/close-range/low-light shooting.

• Push forward to engage battle sight.



Precision daylight shooting.

• Push backward to engage peep hole.



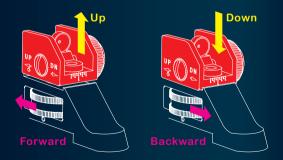
Right

Clockwise



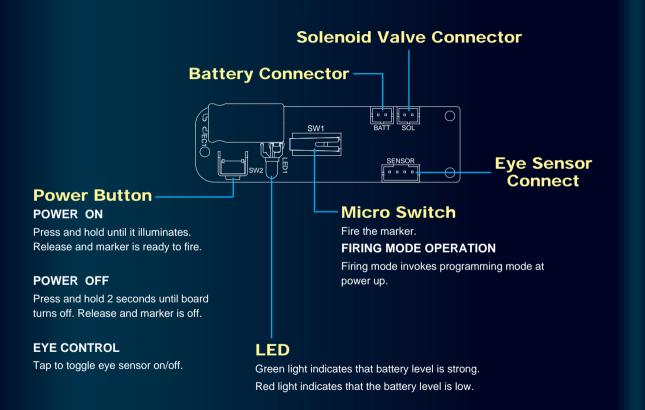
- Turn clockwise to aim right.
- Turn counter clockwise to aim left.

Rear sight up-down adjustment



- Turn the dial forward to raise the hitting point.
- Turn the dial backward to lower the hitting point.

M3-A1 CIRCUIT BOARD



19

PROGRAMMING YOUR M3-A1

1. POWER

POWER ON

- Press and hold down Button to turn on the marker with eye sensors on.
- When battery voltage is lower than 7.2V, the indicator light will flash red. When battery voltage is over 7.2V then the indicator light will flash green.
- When the M3-A1 eye sensors are on the indicator will blink a slow green light (1 blink/0.5 seconds). The indicator light will remain solid green when paintball is in the breech.
- To turn the eye sensors off, press and release Button. When the M3-A1 eye sensors are off the indicator light will blink a quick green light (1 blink/ 0.2 seconds).



POWER OFF

- Press and hold down Button for 2 seconds before indicator light turns off.
- The marker will shut down automatically after being idle for 20 minutes. The marker will retain the last adjusted set points whether it shutdown automatically, manually or by removing the battery.

2. CONFIGURATION MODE

SETTING OPTIONS AS BELOW

Functionality Mode	LED	Factory Default	Min / Max
Rate Of Fire	Red	13	5 / 25
Firing Mode	Green	1	1/5
Trigger Debounce	Red Flash	15	1 / 20
Solenoid Dwell	Green Flash	14	10 / 20
ABS Dwell	Yellow Flash	4	1/4

FIRING MODE

Mode	Description	
Semi	First 1 shot per trigger pull.	
PSP3	Three semi shots then transitions to 3 round bursts. Returns to semi mode after 1 second of no activity.	
NXL	Semi for the first 3 shots, then fully automatic on the 4th shot. Resets to semi after 1 second of no activity.	
Millennium	When triggering pull speed up to 8 BPS ramping will turn on at the 6 fire, maximum fire rate can adjust at the ROF.	
Burst	3 shot per trigger pull.	

SOLENOID DWELL

This value controls the allotted time (in milliseconds) the solenoid is open. If too low, the marker will not cycle. If the value is too high, the solenoid will remain open too long therefore decreasing battery and air efficiency.

ABS DWELL

Adds an additional 1-3 milliseconds of dwell time to the programmed solenoid dwell setpoint on the first shot of any string of shots after a fixed 20 seconds of shooting inactivity. A value of 4 disables the ABS Dwell feature.

RESET

To reset the marker to manufacturer default settings, press and hold down the trigger then press and hold down the on/off button. Release the on/off button and hold on to the trigger for 10 seconds until yellow light appears.

3. EXAMPLE SETTING FROM SEMI TO MILLENNIUM

- 1. Turn off the marker before entering the setting mode.
- 2. Pull and hold the trigger then press power button to turn on the marker. Release the power button then trigger, the LED will be Red which indicates the Rate of Fire setpoint.
- Pull trigger once to proceed to the next function selection mode, when the LED turns green then the functional mode will be at the firing set point. Press the POWER button once to enter the observation mode which will display the last setting. The LED will then flash the value that was previously set.
 - Pulling the trigger during observation mode will cycle through to the next function upon each pull.
 - If the original setting is at 4, the LED will flash 4 times signifying its set point.
- 4. Follow-up to step(3), then press POWER button once (LED will blink red, green, and yellow in a second indicating access to the adjustable settings mode).
- 5. Following steps(4), in accordance with pulling the trigger 4 times (it will set the value to 4 [Millennium Mode]). Press the power button one time to indicate the set and to leave the adjustment mode back to Step 3 observation mode. The last settings well be reflected in the blinking of the indicator light.
- 6. The board may now be turned off, setting the mode, or cycled through to other options.

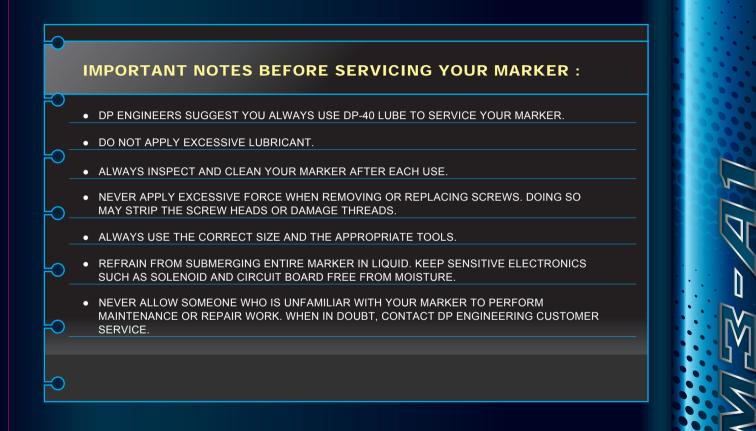
CARE AND MAINTENANCE

Routine care and maintenance for your Dangerous Power M3-A1 will ensure many years of high performance and enjoyment. When in doubt, always seek the assistance of a Dangerous Power Authorized Service Dealer, or contact Dangerous Power Customer Service.

DEGASSING THE M3-A1

Always be sure to completely de-gas your marker before performing maintenance or service repair. Carefully follow the instructions below in sequence to ensure that all remaining air has been removed from the entire marker.

- 1. Twist the ASA to the "OFF" position. This disconnects the air source from the marker.
- 2. Remove the paintball loading device and check to make sure there are no paintballs within the breech.
- 3. Unscrew the air system from the ASA.
- 4. Point the marker in a safe direction, and then fire 1-2 shots to remove air from the OPR. Be aware that the marker may still fire without an air system attached!
- 5. Power OFF the marker.





DISASSEMBLE THE M3-A1

- 1. Use a screwdriver to push out frame lock pin. (PIC 08)
- 2. Remove the pin. (PIC 09)
- 3. open up the marker body. (PIC 10)







PIC 09

BATTERY FITTING METHOD

- 1. Open up the marker body. (Refer to page 26)
- 2. Locate battery harness and attach 9V battery to the connector pad. Do not use force! (PIC 11)
- 3. Place battery into available compartment in the magazine weld. (PIC 12)
- 4. Confirm the installation is complete, reinstall body back to trigger frame. (PIC 13)



PIC 11



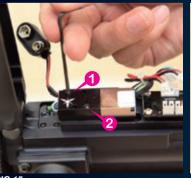


SOLENOID MAINTENANCE

The M3-A1 solenoid is a delicate electronic component that requires minimal maintenance or service. DP Engineering does not recommend frequent cleaning of this part, or its internals. The following instructions are provided for reference and for expert airsmiths only.

- 1. Open on the marker body. (Refer to page 26)
- 2. Gently secure the base of the connectors and pull up to remove the plug. DO SO ONE AT A TIME. It may be helpful to use needle nose pliers. Note the location and direction of the connectors on the circuit board for reassembly. (SEE PIC 14)
- Using (5/64") allen wrench key, locate and remove both screws securing the solenoid to the marker body. (SEE PIC 15-D2)
- 4. Once both screws are removed, gently lift and remove the solenoid. (SEE PIC 16)
- 5. Place solenoid on a flat surface, with the wiring harness side facing down and solenoid disassembly screw facing up.
- Secure base of solenoid casing with an adjustable wrench (not provided). Using a slotted (flathead) screwdriver, remove screw carefully by turning it counterclockwise. Be extremely careful not to strip the screw. (SEE PIC 17)









PIC 14

28

PIC 15

PIC 16

- 6. Remove solenoid spring. (SEE PIC 18)
- 7. With thin tweezers or needle nose pliers, carefully remove the solenoid piston by gently securing the tip and pulling it out. (SEE PIC 19)
- 8. Carefully inspect and clean solenoid piston o-rings. Make sure the o-rings are not cracked, broken, or show signs of wear. Replace parts if necessary.
- 9. With a cotton swab, lightly apply a small amount of DP-40 lube to the solenoid piston assembly. (SEE PIC 20)
- 10. Replace in reverse order.

WARNING!

Never use force when removing or reinstalling the solenoid and its sensitive Internals. Be careful not to bend, twist, or break delicate wires, as doing so may render the unit inoperative or cause it to malfunction.





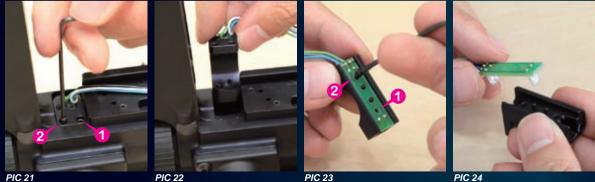


PIC 20

29

CLEANING THE EYE-SENSOR BREAK BEAM SYSTEM

- 1. Open on the marker body. (Refer to page 26)
- 2. Remove the solenoid. (Refer to page 28)
- 3. Using (5/64") allen wrench key, locate and remove both screws securing the eye-sensor break beam system. (PIC 21-12)
- 4. Remove the eye-sensor break beam system. (PIC 22)
- 5. Using (5/64") allen wrench key, locate and remove both screws securing the eye-sensor system. (PIC 23-12)
- 6. Remove the eye-sensor system. (PIC 24)



PIC 21

- 7. With a cotton swab, gently wipe the back and front side of the eye sensor and the eye socket to remove any debris or residue. (*PIC 25*)
- 8. Use (3/32") allen wrench key to remove base on both sides of the screw in order to take out spring and ball detent. (*PIC 26&27*)



PIC 25

PIC 26

- 9. With a cotton swab, clean the base and within the hole of dirt. (PIC 28)
- 10. With a cotton swab, clean the spring and ball detent. (PIC 29)
- 11. Reinstall eye sensor system in the reverse order of the removal (Be careful not to install wires in the yellow area to keep clear of the micro-switch). (PIC 30)







REMOVING TRIGGER FROM FRAME

- 1. Locate the two trigger adjustment screws. Use (5/64") allen key wrench to loosen and remove both screws by turning them counterclockwise. Be careful not to misplace the screws. (SEE PIC 31-122)
- Locate trigger removal screw. Use (5/64") allen key wrench to loosen and remove screw by turning it counterclockwise. Carefully pull out screw. Note that the latter part of the screw is a bolt, which the trigger hinges upon. (SEE PIC 31-3)
- 3. Remove trigger assembly by lifting it up and out of M3-A1 trigger frame. (SEE PIC 32&33)

WARNING!

Be careful not to lose the trigger return spring during maintenance.









REMOVE THE FRAME

- 1. Open up the marker body. (Refer to page 26)
- 2. Use T-hex wrench key (5/32") to remove the screws. (PIC 34-12&35)
- 3. Remove the pistol grip. (PIC 36)



MAINTAINING THE DCI SYSTEM

- 1. Open up the marker body. (Refer to page 26)
- 2. Remove the DCI system from the body. (PIC 37)
- 3. Unscrew the front bolt housing by twisting the front piece counter clockwise to separate from the system. (*PIC 38*)
- 4. Remove bolt from bolt front. (PIC 39)
- 5. Using (1/4") allen wrench in the Regulator set end, and using (7/32") allen wrench in the Bolt Valve end, rotate open in a counterclockwise motion. (*PIC 40&41*)





PIC 38



PIC 40



PIC 39



PIC 41



PIC 37

- 36
- 6. Remove Regulator Piston > Regulator Spring and Washer from Bolt Valve. (PIC 42)
- 7. Disassemble parts down from left to right : Bolt Valve, Front Bolt, Regulator Piston, Bolt, Spring and Washer, Regulator Set. *(PIC 43)*
- 8. Apply thin coating of lubricant on the bolt and bolt front O-ring parts. (PIC 44)



PIC 42

PIC 43

PIC 44

- 9. Apply lubricant on the Regulator Set > Regulator Piston and Bolt Valve O-ring parts. (PIC 45)
- 10. Repeat the previous steps in reverse order for reinstallation (Be sure to properly align the velocity adjustment port, on the bolt, with the body to ensure correct instillation). (PIC 46&47)



TROUBLESHOOTING

PROBLEM	POSSIBLE CAUSE	SOLUTION	
	Not activated	Hold down operating button for more than 4 seconds	
M3-A1 will not	Low battery power	Replace with fresh battery	
turn on	Battery is connected incorrectly to the PC board	Check to see if the battery cable is connected correctly to the terminal	
	Low battery power	Replace with fresh battery	
	Low air pressure	Refill the air system	
M3-A1 will not fire	Solenoid wiring harness may be disconnected	Open grip and press down the harness to ensure it is properly secured.	
	Pressure is too low	Adjust pressure without paintball present	
	No paintball present	Turn on the loader	
M3-A1 will not	Sensor system is unclean	Remove and clean sensor eye	
fire with sensor system on	Broken paintball inside	Refer to bolt maintenance	
oyotom on	Ball detent is damaged	Change ball detent	
	Air pressure is too low	Adjust the operating pressure to 150 to 200 psi	
MO A4 will not	Dwell time is too short	See "dwell adjust system"	
M3-A1 will not cycle completely	Low battery power	Change battery	
c) clo completely	Bolt o-ring is worn	Change o-ring	
	Bolt O-rings lack sufficient lubricant	Lubricate the o-ring with DP-40 lubricant	

38

PROBLEM	POSSIBLE CAUSE	SOLUTION
Air leaking from	Bolt Valve o-ring is worn Change o-ring	
barrel area	Internal o-ring is worn or damaged	Change o-ring
Paintball breaking out of the barrel	Barrel size does not match paintball's	The stock barrel size is 0.690, change if necessary
	Ball detent is worn	Change ball detent
Paintball chopping internally	Sensor system is not on	Switch it to ON
internany	Low battery power	Replace with fresh battery

STATEMENT OF LIABILITY

The manufacturer assumes no responsibility for this product's safe operation upon sale or distribution. PROPERTY DAMAGE, BODILIY INJURY, OR DEATH could occur due to misuse, abuse, or failure to follow the manufacturer's instructions stated in this manual. The manufacturer will assume no responsibility for physical injury or property damage resulting from the use of this marker. The information in this document is subject to change without prior notice. The manufacturer assumes no responsibility for any errors that may appear in this document.

DISCLAIMER

Notice is hereby given that this owner's manual is part of the article owned in whole by the manufacturer, know as indicated by this disclaimer and all illustrations within the manual. All rights for manufacturing and reproducing of such articles or any part thereof are reserved by the manufacturer. Neither said article nor any part thereof may be manufactured or reproduced in any way except by the written authorization of the manufacturer. All proprietary truths and information are the sole property of the manufacturer.

LIMITED WARRANTY

DANGEROUS POWER[™] warrants this M3-A1 paintball marker, to the initial retail purchaser, to be free from defect in original materials and/or workmanship for twelve(12) months from the original date of purchase, with the following exceptions

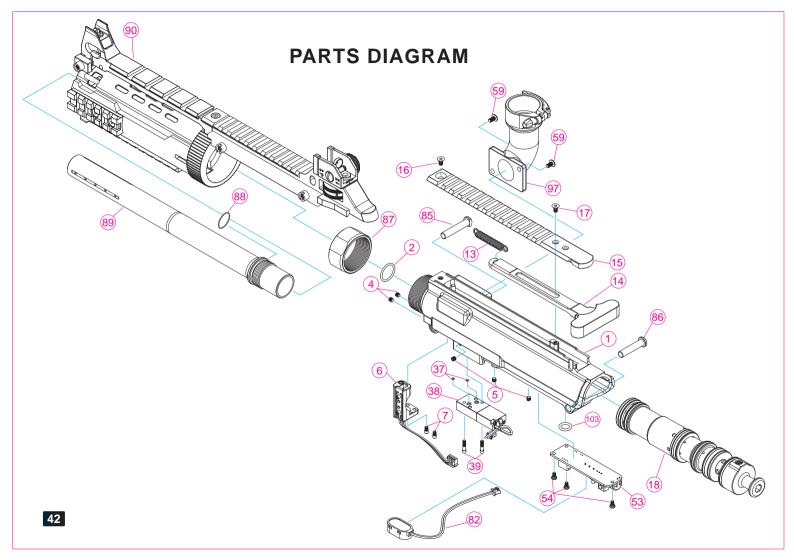
- 1. Disposable parts (batteries, o-rings, seals, micro switch, air pressure hose, rubber and/or plastic material parts, etc.) are not included in this limited lifetime warranty.
- 2. Electronic parts on this marker are fully warranted for 30 days from the original date of purchase.
- 3. Bolt and striker systems of this marker are fully warranted for 6 months from the original date of purchase.
- 4. Surface damages (scratches and nicks) or operation failure due to accident, neglect, modification, normal wear, operator error, maintenance by anyone other than an authorized dealer or agent, misuse, improper disassembly and reassembly, are expressly not covered under this warranty.

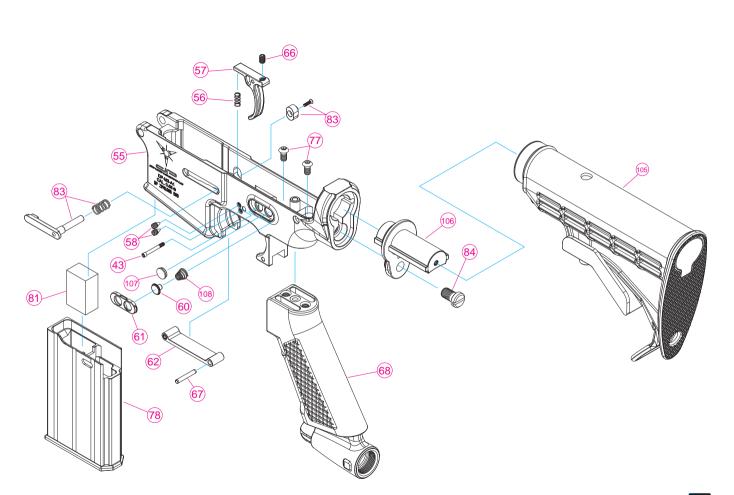
PURCHASER IS RESPONSIBLE FOR ALL RENDERED SERVICES NOT COVERED UNDER THIS LIMITED WARRANTY, INCLUDING ANY APPLICABLE SHIPPING COSTS, LABOR AND/ OR INSTALLATION.

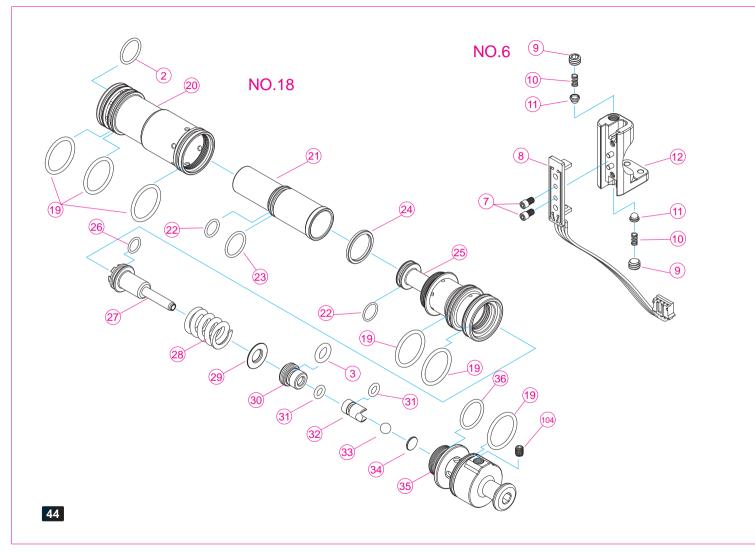
DANGEROUS POWER[™] reserves the right to determine the legitimacy of claimed defective original parts and their eligibility for coverage under the terms of this warranty. DANGEROUS POWER[™], its authorized dealers, affiliates, and/or agents, will not be held liable under this warranty, state, federal, or common law for any product failure, personal injury, or property damage resulting from improper use and/or alteration of this product. Any attempt to alter the trigger assembly will instantly void your warranty and may result in serious injury. Any attempt to alter basic marker parts without prior written consent from the manufacturer will result in automatic default of all expressed warranties.

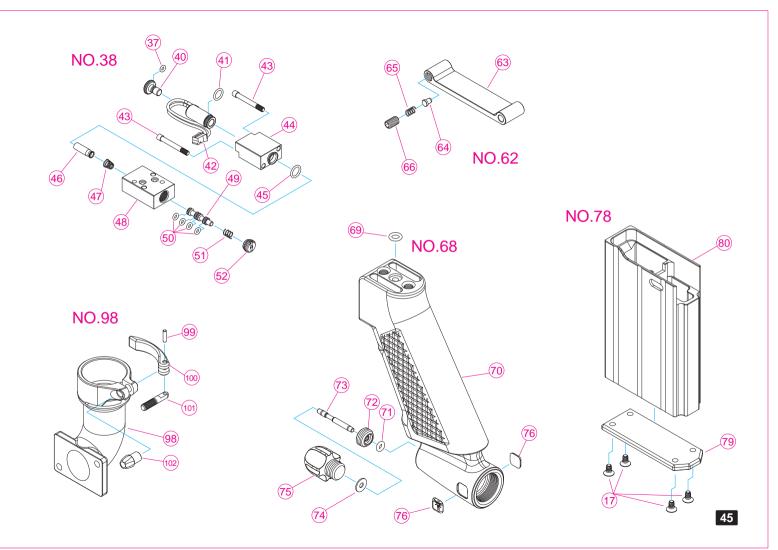
This limited warranty is non-transferable and is valid only upon presentation of a completed warranty registration card and original proof of purchase. There are no other warranties or guarantees, expressed or implied, made by the manufacturer on this paintball marker.

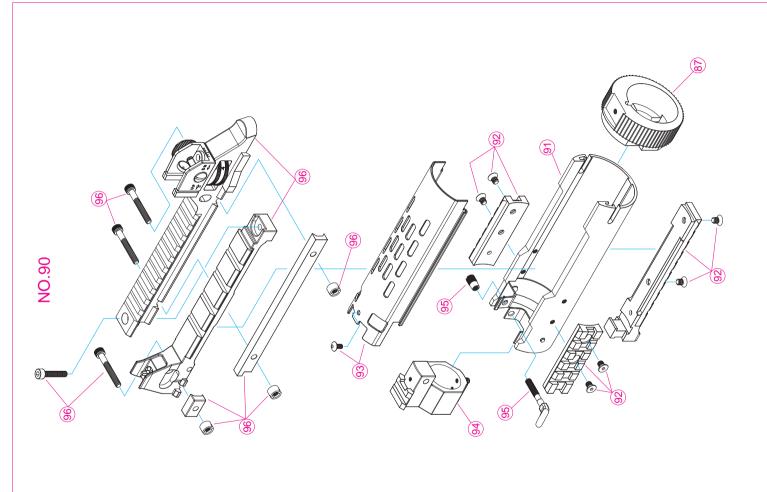
PAINTBALL MARKERS ARE NON-REFUNDABLE AND ARE NOT SUBJECT TO EXCHANGE FROM MANUFACTURER.











PARTS LIST

No	Item Number	Qty	Note
1	20-B01305-201-PM100B	1	
2	20-F01730-000-PTHR7A	2	Ø17.17xØ1.78
3	20-F01530-000-PFUS0A	1	Ø7.65xØ1.78
4	20-W11090-000-PM100B	2	M3xP0.5-4L
5	20-W11100-000-PM100B	3	#5-40-1/8"L
6	20-A06270-301-PM100B	1	
7	20-W11020-000-PSPI0B	4	#3-56-4L
8	20-W23720-000-PM100B	1	
9	20-W11082-000-PM100B	2	#10-32UNF-1/8"L
10	20-G10360-000-PM100B	2	
11	20-E01190-000-PM100B	2	
12	20-B30983-301-PM100B	1	
13	20-0209T104-00-PM100E	3 1	
14	20-MA-30-03-PM100B	1	
15	20-0209D106-00-PM100E	3 1	
16	20-W11120-000-PM100B	1	#8-32-5/16"L
17	20-W11130-000-PM100B	5	#5-40-1/4"L
18	20-A40200-301-PM100B	1	
19	20-F01740-000-PTHR7A	6	Ø25.12xØ1.78
20	20-B10452-301-PM100B	1	
21	20-B10472-301-PM100B	1	
22	20-F01720-000-PTHR7A	2	Ø13.8xØ1.9
23	20-F01750-000-PTHR7A	1	Ø15.8xØ1.9
24	20-F05060-000-PM100B	1	White
25	20-B10442-301-PM100B	1	
26	20-F01510-000-PFUS0A	1	Ø14xØ1.78
27	20-B10482-301-PM100B	1	
<u>28</u>	20-G10332-000-PFX00B	1	
29	20-H01060-000-PFX00B	1	
30	20-B20262-307-PFX00B	1	
31	20-F01520-000-PFUS0A	2	Ø5.29xØ1.78
32	20-H03233-000-PG400B	1	
33	20-W01050-000-PXMT0A	1	Ø1/4"
34	20-H01040-000-PG400B	1	
35	20-B10462-301-PM100B	1	
<u>36</u>	20-F01910-000-PM100B	1	Ø18.72xØ2.62

No	ltem Number	Qty	Note
37	20-F01780-000-PG300B	3	Ø2xØ1
38	20-A06260-301-PM100B	1	
39	20-W11060-000-PFX00B	2	#3-56UNF-10L
40	20-C20060-104-PFX00B	1	
41	20-F01850-000-PFX00B	1	Ø5xØ1
42	20-A06230-307-PFX00B	1	
43	20-W10780-000-PFUS0A	3	#3-56UNF-19.8L
44	20-C01052-104-PFX00B	1	
45	20-F01860-000-PFX00B	1	Ø5.5xØ1
46	20-C20053-104-PTHR7A	1	
47	20-G10340-000-PFX00B	1	
48	20-B20313-301-PM100B	1	
49	20-H05480-000-PTHR7A	1	
50	20-F01700-000-PFUS0A	4	Ø2xØ1
51	20-G10220-000-PFUS0A	1	
52	20-H03112-000-PFUS0A	1	
53	20-W23710-000-PM100B	1	
54	20-W10840-000-PFUS0A	3	#3-56UNF-5/32"L
55	20-B05345-401-PM100B	1	
56	20-G10250-000-PFUS0A	1	
57	20-B30975-201-PM100B	1	
58	20-W11014-000-PFUS8A	2	#8-32UNC
59	20-W10730-000-PFUS0A	2	#8-32UNC-5/16"L
60	20-E01222-000-PM100B	1	
61	20-E01232-000-PM100B	1	
62	20-A60330-401-PM100B	1	
63	20-B30995-201-PM100B	1	
64	20-H05700-000-PM100B	1	
65	20-G10370-000-PM100B	1	
66	20-W10952-000-PTHR7A	2	#8-32-6.35L
67	20-LZSP0008-00-PM100E	3 1	
68	20-A20340-401-PM100B	1	
69	20-F01930-000-PM100B	1	Ø4.47xØ1.78
70	20-B05335-201-PM100B	1	
71	20-F01900-000-PE100B	1	Ø2.9xØ1.78
72	20-D05230-000-PE100B	1	

No	ltem Number	Qty	Note
73	20-H05670-000-PM100B	1	
74	20-H01070-000-PE100B	1	
75	20-B20304-201-PM100B	1	
76	20-X46450-000-PM100B	2	
77	20-H03170-000-PREV0B	2	#1/4"-28UNF-12.7L
78	20-A30072-201-PM100B	1	
79	20-B31014-401-PM100B	1	
80	20-B31024-401-PM100B	1	
81	20-X30280-000-PM100B	1	
82	20-W23760-000-PM100B	1	
83	20-MA-22-00-PM100B	1	
84	20-LDM10008-00-PM100B	3 1	
85	20-MA-21-00-PM100B	1	
86	20-MA-25-00-PM100B	1	
87	20-MA-100-00-PM100B	1	
88	20-F01820-000-PSPE0B	1	Ø12.42xØ1.78
89	20-B16332-401-PM100B	1	
90	20-A60340-201-PM100B	1	
<u>91</u>	20-MA-101-00-PM100B	1	
92	20-MA-102-00-PM100B	1	
93	20-MA-98-00-PM100B	1	
94	20-MA-97-03-PM100B	1	
95	20-MA-95-00-PM100B	1	
96	20-MA-94-00-PM100B	1	
<u>97</u>	20-A60320-201-PM100B	1	
<u>98</u>	20-B25744-201-PM100B	1	
99	20-H05560-000-PFUS0A	1	
100	20-B31094-201-PM100B	1	
101	20-C25030-104-PG300B	1	
102	20-H03150-000-PG300B	1	
103	20-F01920-000-PM100B	1	Ø7.65xØ1.78
<u>104</u>	20-W10870-000-PG400B	1	1/4"-28UNF-6.35L
105	20-MA-16-00-PM100B	1	
106	20-MA-27-03-PM100B	1	
107	20-F10240-000-PM100B	1	
108	20-G10390-000-PM100B	1	



COENGINEERING

Product Registration Card

Fill out all of the information below completely. To activate your warranty.visit www.dangerouspower.com and click on "SUPPORT" to register your product within 7 days of purchase. Keep this card and your receipt or proof of purchase - you will be asked to include both when sending in your product for warranty service.

Name			
Address			Apt/Suite#
City	Sate		Province
Zip/Postal Code	County		Country
Phone ()	Fa	х ()	
Email			
Name of Product Purcha	sed		
Date of Purchase	(dc	/mm/yy)	Product Color
Place of Purchase			
Product Serial Number (if applicable)		
I guarantee all of the information	on completed above to b	e true and co	rrect to the best of my knowledge.
Signature			
Date			
Visit www.dangerouspower.com fo	r more information on how t	o claim warranty	/.



ENGINEERING







Copyright © Dangerous power. The "Dangerous Power" logo and "dp" logo are registered trademarks. All rights reserved.