



OWNERS OPERATION/SERVICE MANUAL





Build-in Mag Kit



ON/OFF Switch



Bottom Line



E-Frame (option)



ALL Quick Strip Pin



Flash Light (option)



The Armotech WG-75+ is a semi-automatic paintball maker designed to shoot .68 caliber paintballs for use in only the sport of paintball.

Paintball is a recreational and competitive sport played worldwide, using special equipment which would include Goggles designed for paintball, Paintball markers and paintballs which are liquid-filled gelatin capsules that mark with a bright color. One of the objectives of the game is to capture the opposing team's flag; while on that quest, players try to mark their opponents to eliminate them from the game.



WARNING

PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES.



WARNING

THE ARMOTECH WG-75+ AND ALL OTHER ARMOTECH MARKERS ARE NOT TOYS. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING OR OPERATING THE WG-75+ PAINTBALL MARKER.

STATEMENT OF LIABILITY

This WG-75+ semi-automatic paintball marker is surrendered by ARMOTECH Taiwan Ltd. With the express understanding that the purchaser assumes all liability arising out of any unsafe handling of this marker and any action that violates any applicable laws or regulations. ARMOTECH Taiwan or any of its Distributors/Dealers assumes no liability for, and shall not be responsible for any personal injury or loss of property or life resulting from the use of this paintball marker under any circumstances, including but not limited to those resulting from intentional, reckless, negligent or accidental discharges.

READ THIS OWNER'S MANUAL COMPLETELY BEFORE LOADING, PRESSURIZING, OR OPERATING THIS, OR ANY PAINTBALL MARKER.





WARNING

THIS PAINTBALL MARKER IS INTENDED FOR SALE TO ADULTS ONLY, FOR USE IN COMPLIANCE WITH ALL APPLICABLE LAWS AND REGULATIONS. ADULT SUPERVISION IS RECOMMENDED AT ALL TIMES WHENEVER A MINOR IS HANDLING THIS PAINTBALL MARKER. PROTECTIVE GOGGLES AND HEADGEAR SPECIFICALLY DESIGNED FOR PAINTBALL MUST BE WORN BY ALL PERSONS WITHIN RANGE WHEN A PAINTBALL MARKER IS IN USE. PAINTBALL SAFETY RULES MUST BE FOLLOWED AT ALL TIMES EITHER DURING PLAY OR IN SAFETY AREAS.



WARNING

PAINTBALL MARKERS ARE NOT TOYS. MISUSE MAY CAUSE INJURY OR DEATH. EYE PROTECTION DESIGNED FOR PAINTBALL MUST BE WORN BY THE USER AND ANY PERSON WITHIN RANGE. READ THIS OWNERS MANUAL COMPLETELY BEFORE LOADING PRESSURIZING, OR OPERATING THIS OR ANY OTHER PAINTBALL MARKER.

TABLE OF CONTENTS

- 3. PAINTBALL SAFETY RULES
- 4. GENERAL PARTS OF THE MARKER
- 5. FRONT HANDGUARD REMOVAL
- 5. TRIGGER FRAME/GROUP REMOVAL
- 6. STOCK REMOVAL
- 6. REAR SIGHT REMOVAL
- 7. TOP RAIL REMOVAL
- 7. MAG/MAG RECIEVER REMOVAL
- 8. ACCESSING VOLUMIZER COMPONENTS
- 8. VELOCITY ADJUSTMENT
- 8. BALL FEED NECK ATTACHMENT
- 9. STRIKER / BOLT ACCESS / MAINTENANCE
- 10. BARREL REMOVAL
- 10. FRONT SIGHT REMOVAL
- 10. SELECT FIRE / SAFETY





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WARNING

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- Always wear protective goggles and headgear specifically designed for paintball when shooting this or any paintball marker.
- Every person within range of an area where a paintball marker is in use must wear protective goggles and headgear specifically designed for paintball.
- Operate a paintball marker only in areas where it is safe and lawful to do so.
- Misuse of this paintball marker can result in criminal penalties, including jail time.
- This marker is intended for sale to adults only. Adult supervision is recommended at all times whenever a minor is handling this marker in any manner.
- During game play, follow referee's instructions and all field safety rules. Avoid shooting at a player's head, neck, or groin area.
- Play paintball only where the rules of safe paintball play are followed.
- Never aim or shoot a paintball marker (loaded or unloaded) toward any person who is not wearing protective goggles and headgear specifically designed for paintball.
- There is always the chance that there is a paintball lodged in the barrel of the marker even when it is not visible in the chamber. To check if the marker is loaded: remove air system and shoot marker in safe direction, remove hopper, visually inspect Chamber for a paintball, remove barrel and inspect for paintball present in barrel.

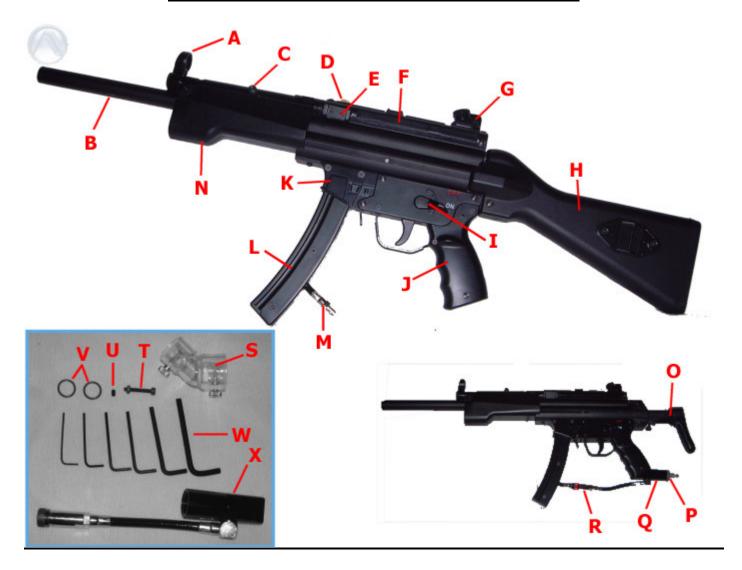
- Markers with regulators hold pressure even after tank is Removed. Shoot marker in safe direction after tank is removed to degas it completely.
- All paintball markers must be chronographed regularly.
- Adjust marker to shoot paintballs at a velocity that is less than 300 feet per second (fps) and that does not exceed the velocity limit set by the paintball park where the marker is in use.
- Chronograph the marker at regular intervals during the day, as well as any time the power source is refilled or changed, any time the barrel, the brand, the type of paintball or any part in the power system is changed, and upon request of any player or game official.
- This paintball marker operates using compressed nitrogen or CO2 (carbon dioxide) at specified pressure ranges.
 Follow safety procedures when handling compressed gas or air. All filling of compressed gas or air cylinders must be done by qualified Persons.
- Follow the rules of safe marker handling: Keep finger off trigger until ready to shoot. Keep muzzle pointed in a safe direction. In addition, firmly insert a barrel blocking device into the muzzle and keep the marker turned "off" when the marker is not in use and when in any non-shooting area.
- Never shoot at animals.
- Never mark objects outside the confines of the game or authorized shooting areas.
- Never look down the barrel of the marker.
- Before disassembly, storage, or transport of the marker, remove all paintballs from the marker, barrel, and loader; remove power source; and remove all gas or air from the power system. Employ barrel blocking device (barrel condom, sock bag, or barrel plug) and turn the marker "off".
- · Carry marker in case or sturdy bag when in public.
- Safely and securely store marker to prevent access to it by unauthorized persons.

DO NOT STORE PRESSURIZED. Always remove air source when storing and, or transporting. In some states this is the law. Safety standards information is available from the American Society for Testing and Materials, 100 Barr Harbor Drive, West Conshohocken, PA 19428-2959; phone 1.610.832.9500; www.astm.org. "Standard Practice for Paintball Field Operation" is publication F1777-97, and "Standard Specification for Eye Protective Devices for Paintball Sports" is publication F1776-97; inquire about additional publications which may be available at the time request is made.





GENERAL PARTS TO KNOW ON YOUR MARKER



- A. FRONT SIGHT
- **B. BARREL**
- C. COCKING KNOB
- D. BALL FEED
- E. ADJUSTABLE BALL DETENT
- F. MARKER TOP RAIL
- G. ADJUSTABLE REAR SIGHT
- H. STOCK
- I. SAFETY LEVER (ON/OFF)
- J. TRIGGER FRAME/GROUP
- K. MAGAZINE RECIEVER HOUSING
- L. MAGAZINE

- M. MARKER QUICK CONNECT HOSE
- N. FRONT HANDGUARD/GRIP
- O. OPTIONAL 3RD PARTY COLLAPSABLE STOCK
- P. OPTION QUICK CONNECT ASA NIPPLE
- Q. BOTTOM LINE ASA
- R. BOTTOM LINE ATTACHMENT
- S. FEED TO HOPPER COUPLING
- T. BOTTOM LINE ASA SECURING SCREW & NUT
- **U. SPARE LUG ALLEN**
- V. SPARE O-RINGS
- W. ALLEN WRENCHES
- X. BOTTOM LINE ASA & BOTTOM LINE HOSE





FRONT HAND GUARD REMOVAL

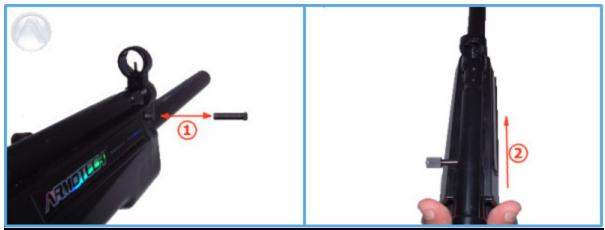


FIG 1.1

Removal of the Front Hand guard is accomplished in two steps.
(1) Remove Front Hand guard Locking pin
(2) Apply force forward with 2 thumbs to push hand guard forward.

Do not try to remove the front hand guard by gripping it, this action will compress the top rail locking Tabs and it will not move.

TRIGGER FRAME/GROUP REMOVAL



FIG 1.2

Removal of the Trigger Frame (aka Trigger Group) is accomplished in two steps.
(1) Remove three Quick Strip Pins
(2) Pull Trigger Frame directly downwards away from Receiver

Quick Strip Pins on brand new markers may be very tight and will require you to tap with Screwdriver and hammer to remove for the first time. As you disassemble they will become Easier to remove.

*** WARNING ***

Trigger Frame should only be removed when absolutely necessary, There is no need to Remove the Trigger frame during routine maintenance. Only remove if dirt or paint residue Is believed to be present. Remove for cleaning only when absolutely necessary.





STOCK REMOVAL



FIG 2.1

Removal of the Stock is accomplished in two steps.
(1) Remove the single Quick Strip Pin from the bottom of the Stock
(2) Pull Stock directly backwards away from Receiver

Quick Strip Pins on brand new markers may be very tight and will require you to tap with Screwdriver and hammer to remove for the first time. As you disassemble they will become Easier to remove.

*** **OPTIONS*****

Optional Stocks such as Airsoft MP5 Folding Stock or Airsoft MP5 Collapsable Stocks

Can be used on this Marker.

REAR SIGHT REMOVAL/WINDAGE ADJUSTMENT/TENSIONING

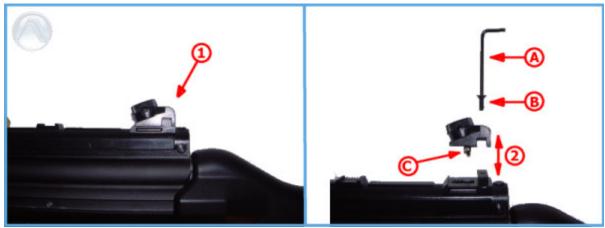


FIG 2.2

Removal of the Rear Sight is accomplished in two steps.
(1) Remove of Allen Screw located in the Rear Sight
(2) Pull Rear Sight Upwards off of Top Rail

A. Allen Key B. Allen Screw

If Rear Sight Selector becomes loose you may have to remove the Rear Sight and Tighten Rear Sight Tensioning Nut which is located under the Rear Sight (C)

To adjust Windage, simply loosen screw (1) and adjust then re-tighten.





TOP RAIL / BALL FEED REMOVAL



FIG 3.1

Removal of the Rear Sight is accomplished in three steps.

Before you can move on to Step one you must remove the Front Hand guard See Fig. 1.1

(1) Remove Quick Strip Pin from Rear end of Top Rail

(2) Unscrew 2x Allen screws that are securing the Ball Feed

(3) Slide entire Top Rail and Feed upward off the markers receiver

*** WARNING ***

There is an alternate way to remove the top rail, by removing the quick strip pin and unscrewing
The philips head screw located above the ball feed and unscrewing the cocking knob but the writer
Of this manual gives you this warning that using this method is more time consuming and might
Cause damage to the cocking knob threading when unscrewing it. For general maintenance of
The striker/bolt where it is necessary to remove the top rail it is the manual writers opinion that the above
The quickest and safest method, which leaves cocking rod, cocking handle and rod spring and guide tubes
In place. Be sure when reinstalling ball feed Allen screws that the lock washers are installed on the screws.

MAG RECEIVER / MAGAZINE REMOVAL

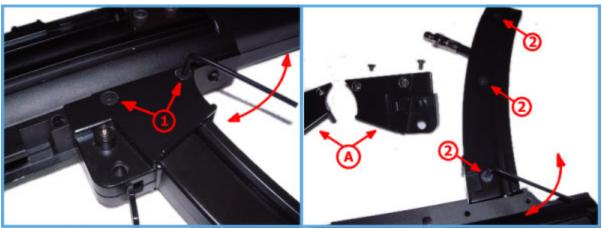


FIG 3.2

Removal of the Rear Sight is accomplished in two steps.

- Before you can move on to Step one you must remove the Trigger Frame See Fig. 1.2
- (1) Remove Allen Screws located on both sides of the marker, Once unscrewed remove both Halves of the Magazine Receiver.
- (2) Unscrew 3x Allen screws that are securing the two halves of the Magazine. Separate the Two halves and bottom line hose will be accessible.
 - (A) Mag Receiver Halves (fake Mag release lever not shown)

*** **WARNING** ***

At no time should the Mag or Mag Receiver be removed unless an Air leak on bottom line develops.





VOLUMIZER PLUG / CUP SEAL REMOVAL

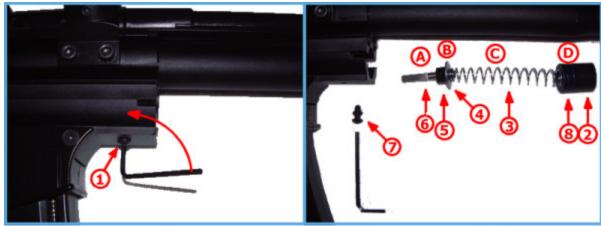


FIG 4.1

Volumizer Plug and Volumizer internals Access is accomplished in two steps.

Before you can move on to Step one you must remove the Front Hand Guard See Fig. 1.1

(1) Remove Allen Screw located at the bottom of the marker.

(2) Remove Volumizer Plug and Volumizer Internals.

Volumizer Internal Parts are as follows:

- 2. Volumizer Plug
- 3. Cup Seal Spring
- 4. Cup Seal Guide
 - 5. Cup Seal
 - 6. Valve Pin

*** Maintenance ***

Reinstalling Volumizer section components should follow the sequence shown above First Part A, then B, C, D.

Before installing the Volumizer plug (D) be sure to inspect O-rings at #8 and lube

*** WARNING ***

At no time should the Volumizer Section be accessed, not even during routine maintenance, unless an Air leak develops and the cup seal or valve is suspected to be the cause of the leak.

Velocity Adjustment

Hopper Attachment Installation



FIG 4.2
Turn Velocity Screw Located at #1 Clockwise
To Increase Velocity and Counter Clockwise to
Decrease Velocity (stock must be removed first)



FIG 4.3
(1) Slide Hopper Attachment onto Feed Neck
Hopper Attachment locking Screw to Secure
it onto the feed Neck.





STRIKER / BOLT REMOVAL

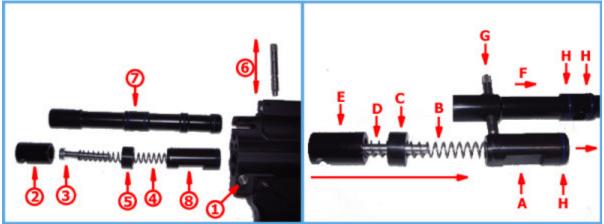


FIG 5.1

Hammer/ Bolt and corresponding internals Access is accomplished in eight steps. Before you can move on to Step one you must remove the Stock See Fig. 2.1

- (1) Remove velocity securing quick strip pin.
- (2) Remove Velocity Adjustment Housing.
 - (3) Remove Main Spring Guide.
 - (4) Remove Main Spring.(5) Remove Rubber Striker Buffer.
- 6. Using Pliers Remove Striker/Bolt Connecting Pin located at the top of the Marker.
 - 7. Remove Bolt.
 - 8. Remove Striker.

Internal Parts are as follows and should be reinstalled in this Sequence:

A. Striker (face flat section downwards)

B. Main Spring

C. Striker Buffer

D. Main Spring Guide

E. Velocity Adjustment Housing (secure with Quick strip pin)

F. Bolt (transfer port to face downwards in receiver)

G. Bolt/Striker Connecting Pin (slides thru bolt and aligns with hole in Striker)

*** Maintenance ***

O-rings Located at (H) should be checked for swelling, cuts and lubed properly after each outing. In the even the Marker is not re-cocking on its own, these o-rings are usually 100% of the time the cause.

Other Causes may include the following.

A. HPA tank Preset not giving out sufficient PSI (800-900 psi required)

B. HPA/Co2 Tank Almost Empty.

C. Main Spring Worn out or Bent.

D. Friction from Broken ball shell inside Receiver.

E. Feed Neck Screws installed without Washers.

*** WARNING ***

When re-installing the Connecting pin (G) be sure it has been properly installed where it Goes all the way thru the bolt and enters the Striker properly. If it is installed incorrectly this pin Will be bent or broken upon firing the marker.





Barrel Removal

Front Sight Removal



FIG 6.1

Before you can remove the barrel you must
Remove the Front Hand Guard, See FIG 2.1
(1) Un-Screw Barrel (inspect O-ring at 'A' and Lube

FIG 6.2

- (1) Remove Front sight locking Screw.
- (2) Remove Front Sight Locking Screw.
- (3) Slide off Front sight from Top Rail.

SELECT FIRE OPERATION

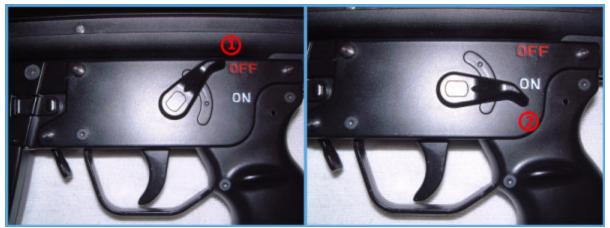


FIG 6.3

Trigger Frame is equipt with a Select Fire Lever, it should not be referred to as a Safety Switch.

If it is referred to as a Safety switch or Lever then when Saying Safety in Off Position will actually Mean The safety is Off meaning it will Fire. This is not the Case as the Off position on the Select Fire Means the Trigger Frame is Currently Off and the Marker will not fire.

Position 1. Select Fire Off (safety on, no fire)
Position 2. Select Fire On (Safety Off, will Fire)