



T8.1™

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 if used to power this product may be regulated in your area.
- Please conform to all local or state regulations with regard to battery disposal.
- Use common sense and have fun.

Any tampering with the unit voids your warranty. There are no consumer serviceable parts inside this unit. The use of non factory authorized components within this product may cause a fire or shock hazard.

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

WARNING: This product may contain chemicals known to the state of California to cause cancer and/or defects or other reproductive harm. Wash hands afer handling.

You must be at least 18 years of age to purchase this product. This product may be mistaken for a firearm by law enforcement officers or others. Altering the color of the product or brandishing the product in public may be dangerous and may be considered a crime.



QUICK START GUIDE

Thank you for purchasing the First Strike 8.1 Pistol. Like any paintball marker, it is important that safety is on the forefront of your mind at all times when using this product. Never operate the 8.1 without ASTM compliant goggles or aim at anyone that is not wearing proper goggles intended for the game of Paintball. The First Strike T8.1 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 at the top of the CO₂ Air Cavity.
2. Insert the barrel into the front of the T8.1, and twist into locked position by inserting your finger into the barrel and twisting.
3. Insert 12gram CO₂ cartridge into Magazine by placing in CO₂ Cavity.
4. Engage the air source by twisting flip-knob base screw.
5. Insert magazine into grip firmly
6. Dry fire 3-4 times to distribute oil evenly through the marker.
7. Also chrono your T8.1 prior to use.

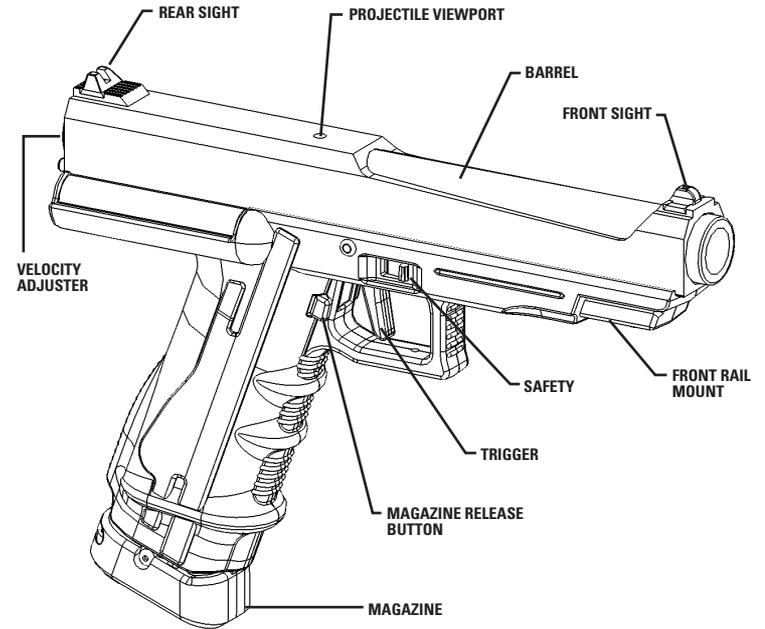
→ CATCH TECH TIPS AND INFO ON:



→ DON'T FORGET TO REGISTER!

Register your T8.1 at www.first-strike.com

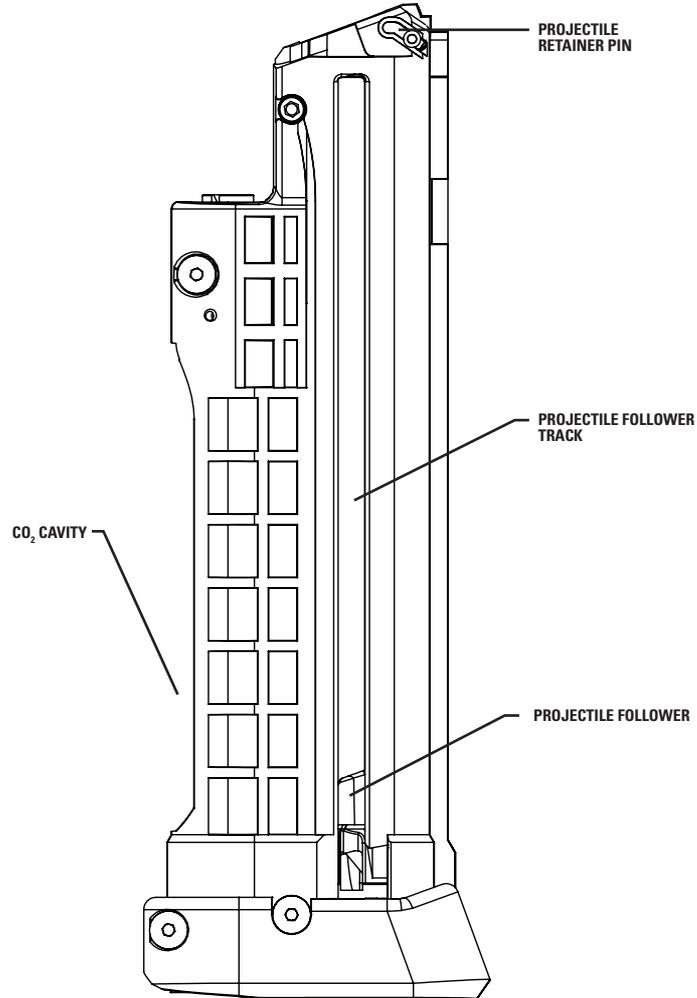
T8.1 DIAGRAM



MODEL SPECIFICATIONS			
CALIBER	.68	HEIGHT	8"
ACTION	SEMI-AUTO	BARREL LENGTH	4"
POWER	CO ₂	WEIGHT	2.7 LBS
LENGTH	11"	MAGAZINE	8 ROUNDS



T8.1 MAGAZINE DIAGRAM



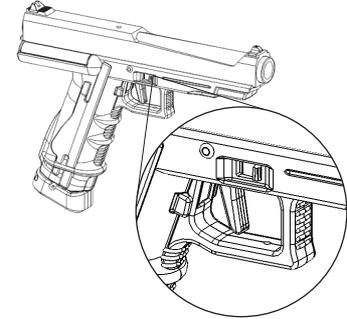
OPERATIONAL INSTRUCTIONS

GETTING STARTED

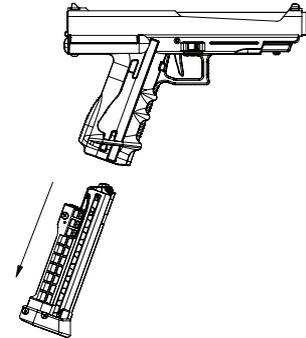
Read this entire manual before using this launcher. Keep your launcher pointed in a safe direction at all times.

- SAFETY** - Place the T8.1 in safe position by moving safety so no red is visible. The safety is ambidextrous and can be operated from either side of the T8.1.

* Visible red indicates that launcher will discharge.



- UNLOADING MAGAZINE** - Ensure that there are no projectiles in your marker by placing your hand under the magazine, pressing the magazine release, and pulling the magazine free from the T8.1.



- REMOVING THE BARREL** - Ensure that there are no projectiles remaining in the marker by removing the magazine and looking through the grip into the breach. Then you can remove the barrel by pressing on the end of the barrel and rotating it counterclockwise. Note the channel in the barrel and the barrel lock in the receiver as it slides free. To reattach the barrel, line up the channel with the barrel lock, slide the barrel back in the receiver, push on the end of the barrel, and turn clockwise until the barrel locks into place. Pull on the end of the barrel to ensure it is properly seated.

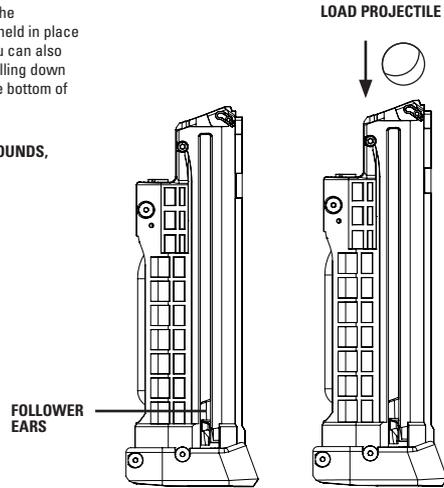




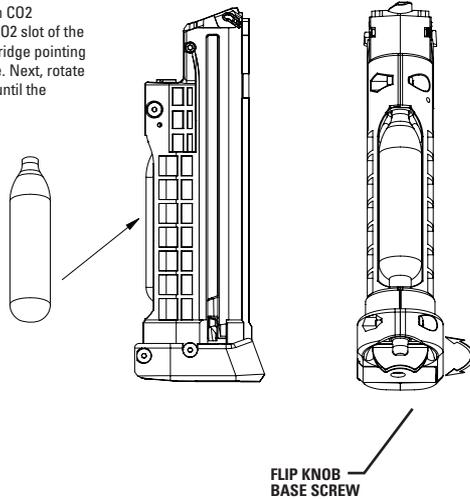
OPERATIONAL INSTRUCTIONS

4. LOAD PROJECTILES - Place 8 projectiles into the magazine from the top. The projectiles will be held in place automatically by the projectile retainer pin. You can also lock the ball pusher in the down position by pulling down on the ball pusher ears and locking them at the bottom of the ball pusher track.

NOTE: FOR INSTRUCTIONS ON FIRST STRIKE ROUNDS, PLEASE REFERENCE PAGE 9.



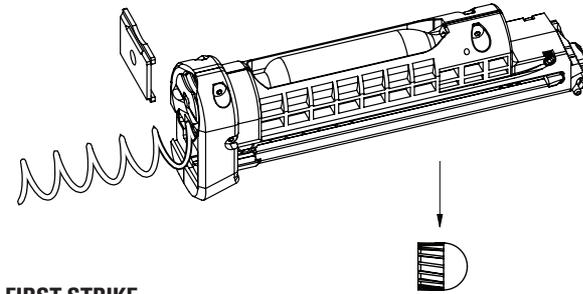
5. LOADING CO₂ CARTRIDGE - Obtain a 12 gram CO₂ cartridge. Insert the CO₂ cartridge into the CO₂ slot of the magazine with the small end of the CO₂ cartridge pointing up and into the puncture pin of the magazine. Next, rotate the flip knob base screw clockwise quickly until the cartridge has sealed.



OPERATIONAL INSTRUCTIONS

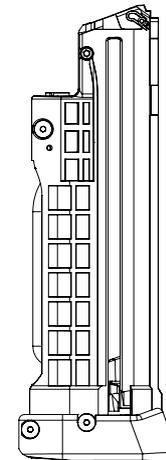
RED SPRING/SILVER SPRING

When using First Strike™ projectiles, make sure the red magazine spring is installed. The silver spring is designed for use with traditional .68 caliber paintballs. While the red spring can be used with traditional .68 caliber paintballs, its higher tension increases the risk of the paintballs deforming over time.



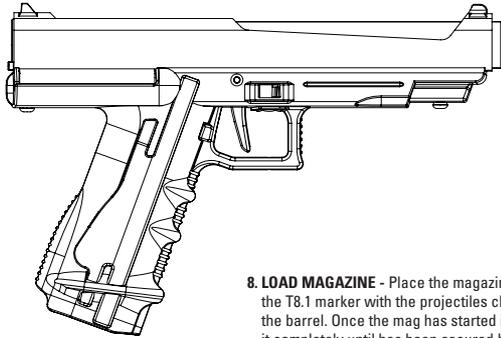
LOADING FIRST STRIKE

Always load First Strike projectiles so rounded nose exits barrel first. Always chronograph with First Strike before use to ensure velocity is below 300 fps.



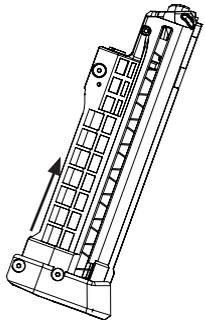


OPERATIONAL INSTRUCTIONS



8. LOAD MAGAZINE - Place the magazine in the grip of the T8.1 marker with the projectiles closest to the end of the barrel. Once the mag has started into the grip, seat it completely until has been secured by the magazine release.

NOTE: If magazine does not lock on first insertion, remove it completely and reinsert.



OPERATIONAL INSTRUCTIONS

FIRING THE T8.1

1. If the CO₂ cartridge has been punctured by the puncture pin and the magazine has been inserted into the gun, then the T8.1 is now ready to fire. Point the T8.1 in a safe direction, rotate the safety so red is visible, and pull the trigger.

NOTE: Extra magazines can be carried for quick reloads in the field.

UNLOADING THE T8.1

1. Place T8.1 in the safe mode and point in a safe direction. If all projectiles have been fired, place hand under magazine and press magazine release with other hand. Catch magazine so it does not fall on ground. Visually inspect the magazine well to ensure all projectiles are clear from the T8.1. Visually inspect the projectile view port to ensure all projectiles are clear.

2. If all projectiles have not been fired, follow above procedures but ensure that you turn the T8.1 on its side while removing the magazine. The projectile that is in the chamber will be free and can fall on the ground if the T8.1 is kept in a vertical position. Place your hand under the magazine well and capture the loose projectile as you turn the T8.1 vertically.

3. Pull back on the projectile retainer pin to remove the projectiles from the magazine and turn the flip knob base screw counterclockwise to free the CO₂ cartridge from the magazine.

4. Your T8.1 should now be free of any projectiles. Verify the T8.1 is on safe and store in a safe and secure location.

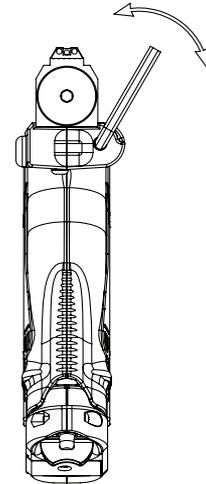
SET VELOCITY

1. Insert provided 3/16" Allen wrench as depicted.

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

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

SAFETY TIP: Always measure marker's velocity before playing paintball. Never shoot at velocities in excess of 300 ft/s (91.44 m/s). Recommended velocity is 270 ft/s.





T8.1 CLEANING & MAINTENANCE

CLEANING

- Never perform maintenance on a loaded or pressurized T8.1 marker.
- Remove all projectiles and CO₂ cartridges from the magazine and marker prior to doing any cleaning or maintenance.
- Never use petroleum based cleaning solvents or lubricants.
- Do not use cleaning solvents that come in aerosol cans.
- To clean the T8.1 marker, remove the barrel as described in the "Operational Instructions". Use a .68 caliber soft nylon brush or 12 gauge patch tip with a soft cotton cloth to clean the barrel. Do not place lubricant or water in the barrel of the T8.1. It is designed to be used with the barrel completely dry.
- Keep the barrel of the T8.1 dry.
- Wipe off any dirt or grime from the outside of the T8.1 with a dry cloth.

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:

1. Place one drop of oil between trigger release and trigger rotator. (See Page 17)
2. Remove the regulator spring pad (See page 18) and oil the regulator spring pad O-Ring.
3. Remove the engine assembly (See page 16) and lightly grease the AC Cap O-Ring.
4. Place one drop of oil on CO₂ O-Ring found at top of CO₂ Valve and Magazine (See page 20).

OPERATIONAL CONSIDERATIONS

- The operational temperature range for the T8.1 Pistol is 37° F to 120°F.
- If the CO₂ cartridge is punctured in a magazine, it should be replaced if the T 8.1 is not used for 24 hours.

WARRANTY & REPAIRS

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

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

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

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

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

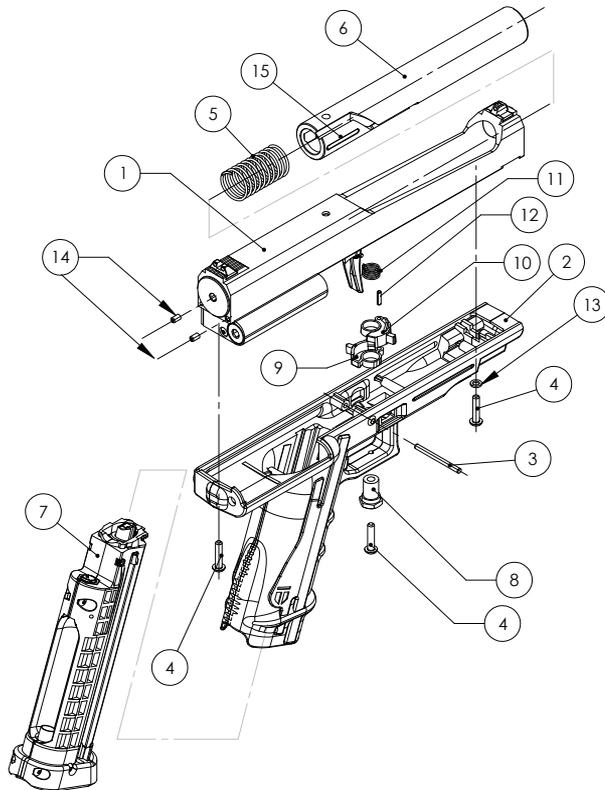
Note: Always remove the air source or degas the marker while not in use.



T8.1 ASSEMBLY DIAGRAM

ITEM NO.	NAME
1	Gun Body Assembly
2	Handle
3	Trigger Pin
4	Handle Screw-Front
5	Firing Bolt Spring
6	T8.1 FS Barrel
7	Magazine Assembly
8	Safety Bushing

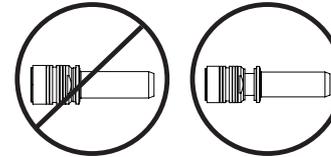
ITEM NO.	NAME
9	Safety-Left
10	Safety-Right
11	Safety Spring
12	Safety Pin
13	Front Handle Screw Washer
14	Remote Plug Set Screw
15	Rubber Nubbin



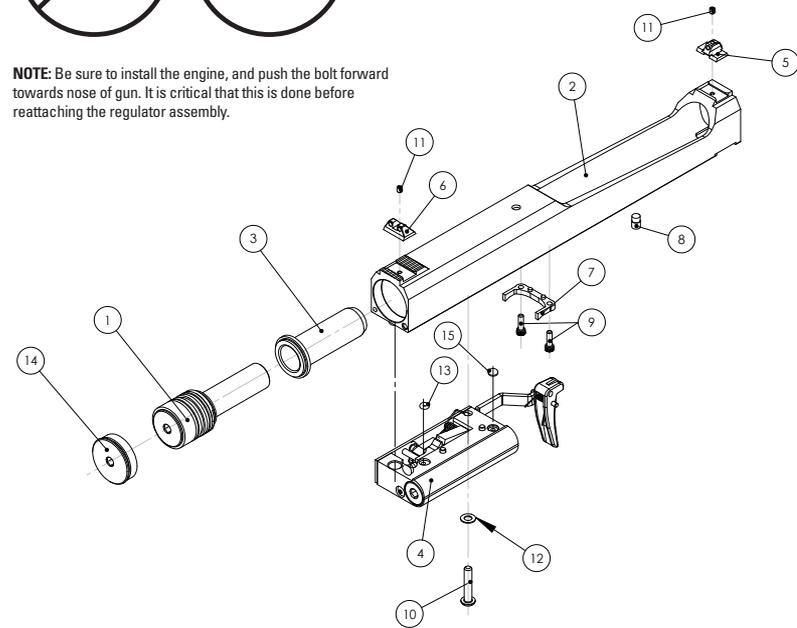
GUN BODY ASSEMBLY

ITEM NO.	NAME
1	Engine Assembly
2	8.1 Gun Body
3	Firing Bolt Assembly
4	Regulator/Trigger Assembly
5	Front Sight
6	Rear Sight
7	Ammo Release Fork
8	Barrel Lock

ITEM NO.	NAME
9	Release Fork Screw
10	Reg Body Screw
11	SIGHT Set Screw
12	Reg Body Internal Tooth Washer
13	Reg Sealing/Reg Body O-Ring
14	Gun Body Cap
15	Reg Body Plug



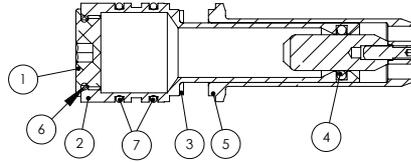
NOTE: Be sure to install the engine, and push the bolt forward towards nose of gun. It is critical that this is done before reattaching the regulator assembly.



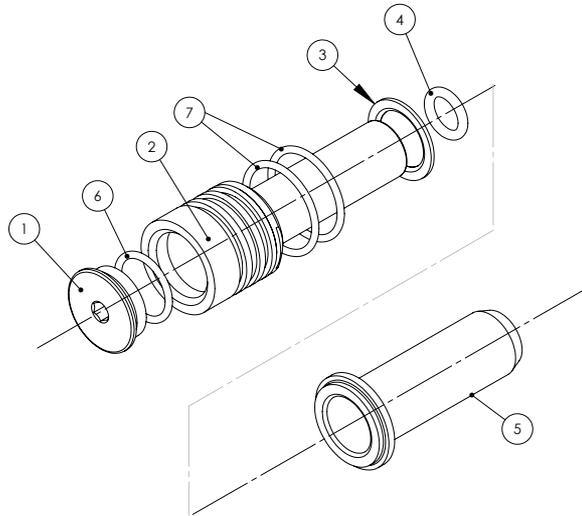


ENGINE & FIRING BOLT ASSEMBLY

ITEM NO.	NAME
1	Air Chamber Plug
2	Air Chamber
3	AC Shock Absorber
4	AC Cap O-Ring
5	First Strike Firing Bolt
6	AC Plug O-Ring
7	AC OD O-Ring

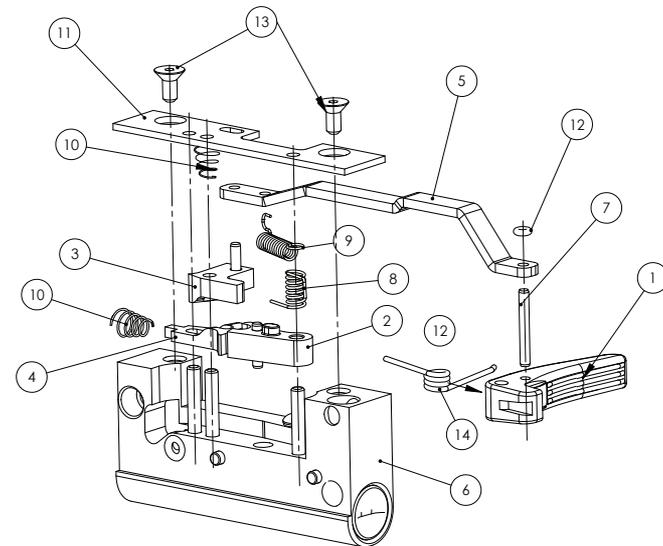
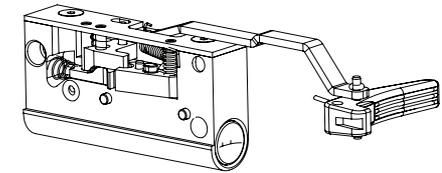


NOTE: Do not attempt to disassemble bolt and firing pin (Item 5). The alignment is set by factory fixtures and cannot be reassembled outside the factory.



TRIGGER GROUP

ITEM NO.	NAME
1	Trigger
2	Sear
3	Rotator
4	Release
5	Push Rod
6	Regulator Body
7	Trigger Spring Pin
8	Sear Spring
9	Rotator Return Spring
10	Release/Rotator Spring
11	Trigger Cover
12	Push Rod O-Ring
13	Trigger Cover Screw
14	Trigger Return Spring

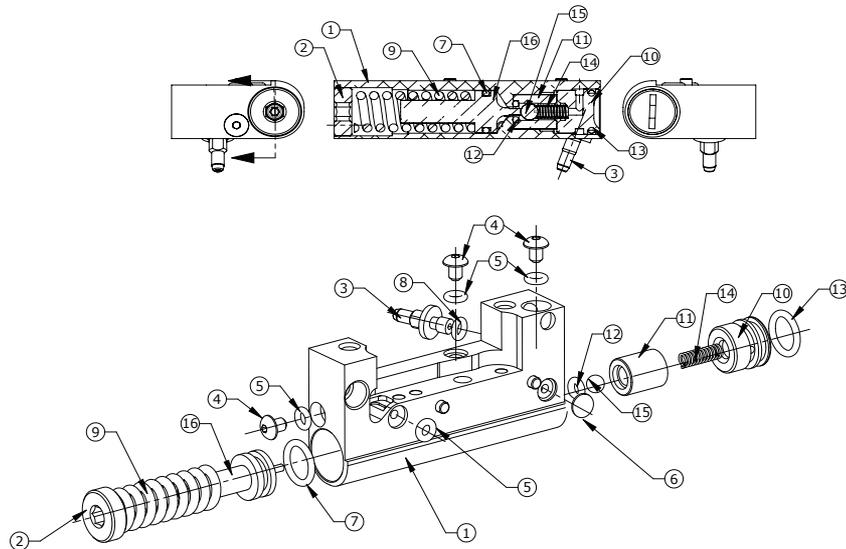




REGULATOR

ITEM NO.	NAME
1	Regulator Body
2	Regulator Adjuster
3	Stem
4	Regulator Sealing Screw
5	Reg Sealing/Reg Body O-Ring
6	Reg Body Plug
7	Regulator Spring Pad O-Ring
8	CO ₂ Stem O-Ring

ITEM NO.	NAME
9	Regulator Spring
10	Regulator End Screw
11	Regulator Valve Sleeve
12	Regulator Valve O-Ring
13	Regulator End Screw O-Ring
14	Regulator Valve Spring
15	Regulator Valve Ball
16	Regulator Spring Pad



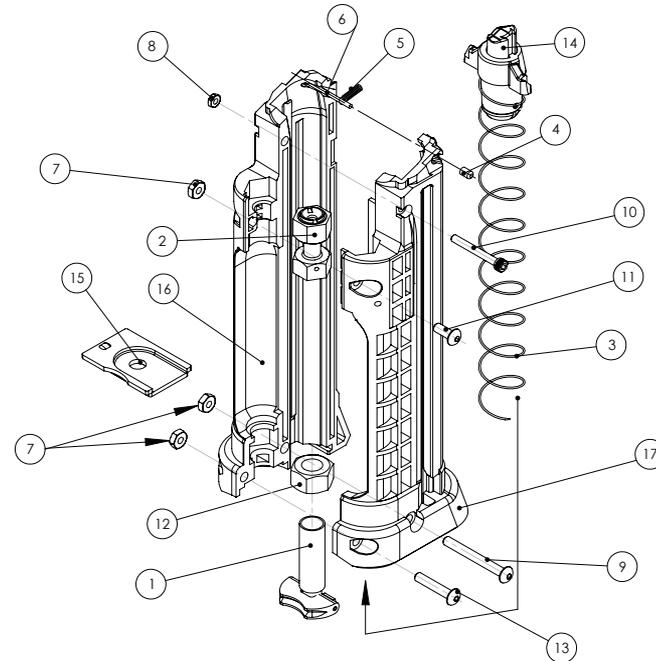
NOTE: O-Ring #12 is the same size and color as O-Ring #5 on Page 20. This O-Ring is harder than the O-Ring on Page 20.

Relief valve is preset at the factory and is not user serviceable. Consult factory or authorized service center for assistance.

MAGAZINE

ITEM NO.	NAME
1	Base Screw
2	CO ₂ Valve Housing Assembly
3	8.1 Magazine Spring
4	Retainer Pin Cap
5	Magazine Retainer Spring
6	Mag Ball Retainer Pin
7	Magazine Body Nut
8	Magazine UC Nut
9	Magazine Screw-LC

ITEM NO.	NAME
10	Magazine Screw-UC
11	Magazine Screw-UR
12	CO ₂ Base Screw Nut
13	Magazine Screw-LR
14	Ball Pusher Assembly
15	Magazine Slide Base
16	Main Magazine Body-L
17	Main Magazine Body-R

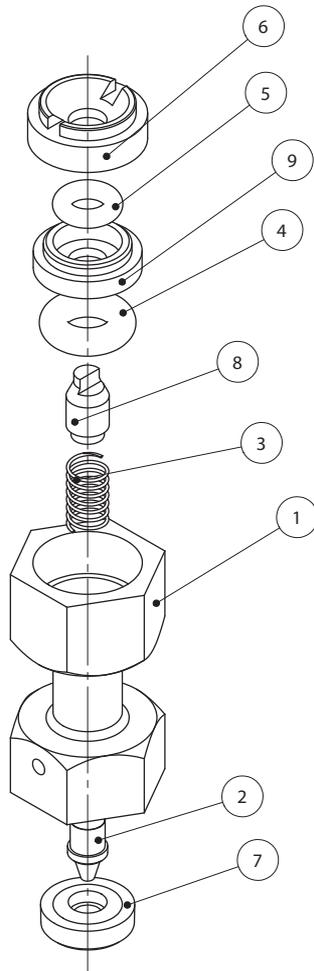




CO₂ VALVE HOUSING

ITEM NO.	NAME
1	CO ₂ Valve Body
2	CO ₂ Puncture Tip
3	CO ₂ Valve Spring
4	Housing O-Ring
5	CO ₂ Valve Spacer O-Ring
6	CO ₂ Valve Cap
7	CO ₂ Seal
8	CO ₂ Drum Valve
9	Valve Spacer

NOTE: O-Ring #5 is the same size and color as O-Ring #12 on Page 18. This O-Ring is softer than the O-Ring on Page 18.



TROUBLESHOOTING

PAINT BREAKAGE

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

1. First, be sure that the marker is free of broken paintballs and other debris.
2. Second, make sure that the barrel is locked in its correct position, and that both detents are installed so that they catch a projectile as it enters the breach.
3. Third, make sure the marker is set to a reasonable velocity (never over 300 ft. per sec.)
4. Check bolt assembly. Remove bolt from upper receiver and check for bad o-rings or debris.
5. Check magazine for debris.
6. Load rounds in magazine (without CO₂ cartridge installed) and engage PROJECTILE RETAINER PIN - confirm that rounds can be ejected from the magazine without issue.

MY T8.1 HAS LOW VELOCITY OR DOES NOT FIRE!

1. If running a remote, make sure your output pressure is above 800psi and is functioning properly.
2. Remove bolt from upper receiver, and re-install. The T8.1 is designed to not function if the bolt is installed incorrectly.



FIRST STRIKE®

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