

SUBLETHAL

Manual – Loading Bullets

2019 v1

Introduction

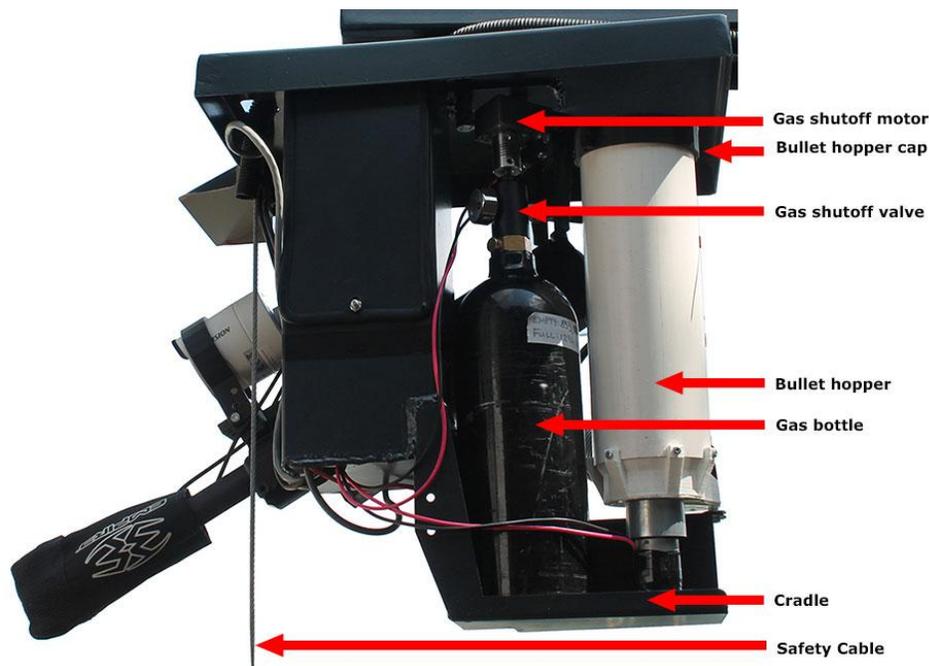
Use only bullets with a hard shell. Bullets with a soft shell like paint balls will get sticky in the hopper over time and will jam. Soft rubber bullets often jam and are not recommended. For pepper balls, only use balls with a hard shell.

Important safety note

Bullets are held in the hopper. There is a flexible hose between the hopper and the feed neck on the Paintball Gun. That hose takes 30 to 40 bullets. When the Paintball Gun is firing blanks (when it seems like it has run out of bullets) there will still be bullets in the hose. By moving the Paintball Gun (especially downwards) bullets may feed into the gun. So, when the gun seems out of bullets, there will always be bullets in the system. Do not play with the Paintball Gun, even when it seems to be empty.

Tools Required

- 4m scaffolding or cherry picker or ladder
- 1 spanner (size 13), might be necessary if the UD door is jammed
- Muzzle cover for the paintball gun
- Spare Gas Bottle O-rings. O-rings are available from Paintball shops.



Procedure for loading bullets

1	Ensure the safety of people and possessions before each procedure.	
2	Installer/ technician to switch off the HID (hand controller) and keep the keys with them at all times when working on the gun	<p style="text-align: center;">Hand Controller</p> 
3	Use appropriate safety equipment such as a harness for working at heights. Wear safety glasses.	
4	Muzzle cover on	
5	Casing cover off (covering the gun system)	

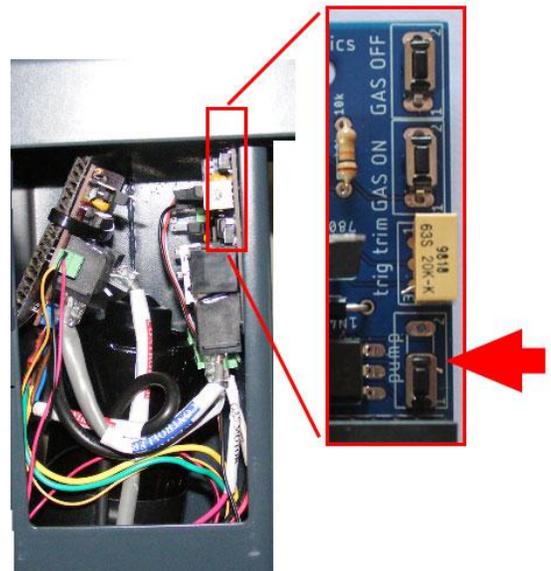
6 Put bullets into the bullet hopper (maximum 155, minimum 40)

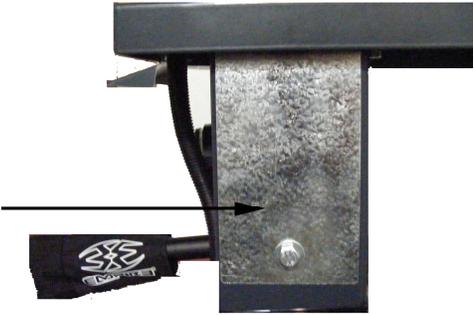
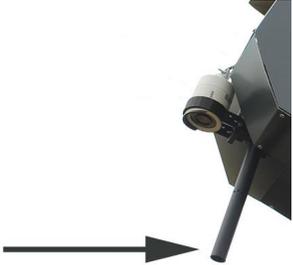


7 Open the UD door (the vertical door next to the gas bottle). You might need a size 13 spanner.



8 On the weapon controller (Blue board), press the bullet pump button until the feed stops. The bullet feed button is the lowest button.



9	Close the UD door	
10	Put the casing cover back	
11	Remove the muzzle cover	
12	Test that the gas is working properly by shooting a few test bullets in a safe direction.	
13	Put the keys back in the key switch in the Hand Controller.	
14	The technician must leave the site in a safe state.	