

SECTION 5

Preparing for Paint

- Adjusting Loader
- Adjusting Detent
- Firing with paintballs



Please ensure that the marker trigger is set to SAFETY ON before moving on to any further work on the marker – this is particularly important if you have the air source attached and the marker pressurized as outlined in Section 4 of the user manual.

NEVER PERFORM MAINTENANCE ON THE MARKER UNLESS THE TRIGGER IS SET TO SAFETY ON.

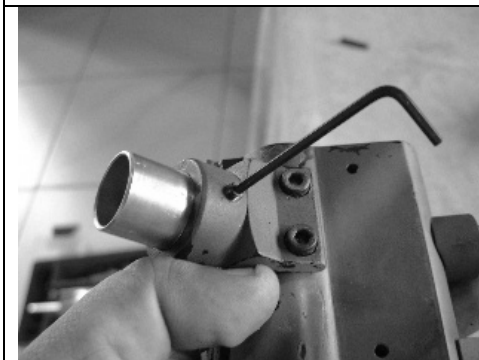
EVEN FOR SEASONED USERS SAFETY SHOULD NEVER BE COMPROMISED. MISTAKES OR ACCIDENTS CAN CAUSE SERIOUS INJURY.



Using the supplied plastic elbow unit, attach the snug fitting side to the copper feed tube on the powerfeed neck of the marker. Tighten the screw on the elbow so that there is a snug fit with minimal, difficult or no movement at all.

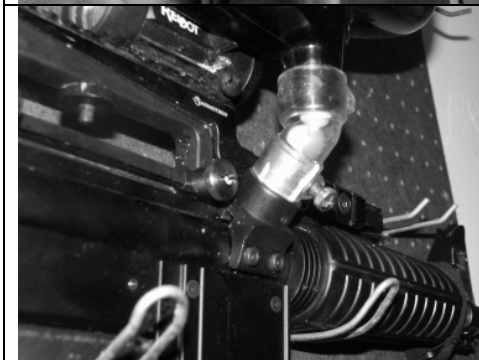
DO NOT OVERTIGHTEN – remember the elbow is plastic – excessive tightening on the retainer screw can cause the elbow tabs to crack – this will ruin the elbow and it would have to be replaced. ONLY TIGHTEN ENOUGH TO SECURE IT IN PLACE.

If after tightening the elbow rotates. Check the retainer lug for the copper feed tube – it could be loose.



If the copper feed tube on the powerfeed neck appears to be loose, use one of the supplied hex wrenches and tighten down on the retainer lug, located at the bottom of the powerfeed neck.

While there, check the two additional hex screws which are used to secure the powerfeed neck to the marker – ensure these are tight as well to avoid any wobble or other problems with the feeding of paintballs.



Attach the hopper/loader into the TOP of the elbow and use the supplied retainer screw to tighten the elbow around the hopper neck. Do not overtighten as this can cause the elbow to crack.

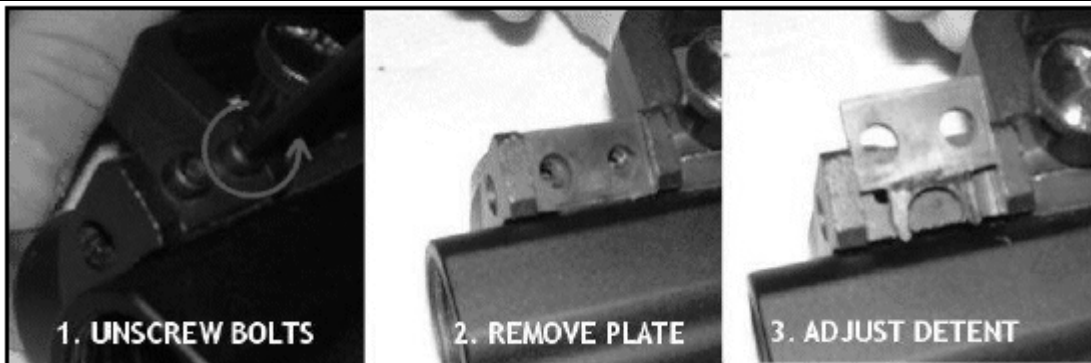
Overtightening may also cause the hopper feedneck to compress shut and block the smooth flow of paintballs entering the markers powerfeed. This could cause misfeeds during usage of the marker – particularly when firing at a rapid rate-of-fire.

It is recommended that an agitated loader be used with the WS-66. The choice of many WS-66 owners is the Ricochet™ 2K or AK loader.

The Halo-TSA™ will also work nicely on this marker for rapid firing with the semi-automatic trigger which comes stock on the marker.

Photo courtesy of Devil Mountain Sports

ADJUSTING/REMOVING/REPLACING THE BALL DETENT



NOTE: adjustments made to the ball detent are very slight- pulling the detent upward will allow for bigger bore balls, pushing the detent downward will hold smaller bore balls. PLEASE NOTE THE BORE SIZE OF THE WS-66 is designed for .691 sized paintballs (OPTIMAL). Smaller sized paintballs can work with the detent adjusted accordingly but may not yield the same results in terms of accuracy and distance because of the unmatched bore to barrel size.

DETENT should look as pictured – with 2 rubber peg-like protrusions. If the front peg breaks off, you can rotate the detent so that peg is at the back and it will still function normally. However it is recommended that a proper replacement be obtained for best results. The detent is rubber and will not wear down or break very easily. It should last the lifetime of the marker.



After ensuring that the marker has the hopper and elbow securely and properly attached, and that the ball detent is properly adjusted and secure along with the feed tube and powerfeed neck, its now time to load the hopper/loader with paintballs.

A typical loader will hold between 140-220 paintballs depending on the make, model, and design. Follow the instructions provided with the loader for proper filling and securing of loader cap


Refer to section 4 on prepping marker for compresses gas/air supply if you have not already attached the power source.

If you are using an electronically agitated or force fed loader which is battery operated – remember to TURN IT ON or it may not properly feed paintballs to the marker.



Assuming the power source is attached, charged and ready, and that the marker has paintball loaded into the hopper/loader. You are now ready to test fire the marker **LIVE**.

Pull back on the cocking mechanism to cock the marker. The difference between this cocking session and the previous one where you dry fired the marker, is that now there is an actual paintball round loaded into the breach of the marker (the area in between the bolt and barrel)

	<p>After cocking the marker, and successfully loading your first paintball round into the breach – set your trigger safety switch to OFF.</p> <p>The marker is now LIVE and ready to fire the chambered paintball.</p> <p>TAKE AIM-----GENTLY SQUEEZE THE TRIGGER.....You have successfully fired your first paintball. Repeat as desired.</p>	<p>NEVER FIRE LIVE PAINTBALL ROUNDS AT ANOTHER PERSON UNLESS THEY ARE WEARING PROPER PROTECTIVE CLOTHING AND PAINTBALL APPROVED EYE/FACE PROTECTION (GOGGLE/MASK)</p>
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Fire a few test rounds at 25, 50, 75, 100, 150 feet to test the accuracy of the marker. If you have a chronograph, check the fps of the paintballs as they are fired. Optimally the marker should fire between 280 and 330 fps.

Depending on the velocity desired – some adjustments may be required. These adjustments to velocity will be discussed in the Section 6

Paintball Recommendations:

The WS-66 Tactical Marker will give best performance when used with the proper caliber of paintball for the bore of the barrel. This is called ball-to-bore match.
The WS-66 barrel is .691 bore

Paintballs which work well with the WS-66 marker include¹

- RPS Paintballs (Marballizers, El-Tigre, Euroflite, Premium, All Star, Slam, Big Ball, Evils)
- TC Paintballs (Viper Venom, Viper Pro Series)
- Nelson Paintballs (Splat, Anarchy)
- ProBall Paintballs (Big Ball)
- Nitro Duck Paintballs

There may well be others, however, the listed paintballs have been tested and found to work well with the WS-66 and are therefore worth mention.

¹ the listed paintball manufacturers and brands are registered trademarks of their respective companies. Warsensor does not specifically promote or sanction any of these paintball manufacturer products above the other. The listing is merely a representation of tested, approved, and recommended paintball products which offer superior performance when used with the WS-66 Tactical Paintball Marker