



OWNERS MANUAL

TABLE OF CONTENTS

FIRST STRIKE® XP

WARNINGS & SAFETY 3

XP OVERVIEW 6

MAGAZINE 7

GETTING STARTED 8

LOADING PROJECTILES/PRESSURIZING 9

ADJUSTING VELOCITY 10

OPERATIONAL CONSIDERATIONS 11

ASSEMBLY DIAGRAMS 12

CLEANING & MAINTENANCE 17

TROUBLESHOOTING 18

WARRANTY 19

RETURN POLICY 20

⚠ WARNING

THIS LAUNCHER IS NOT A TOY AND IS INTENDED FOR PAINTBALL ONLY. THIS PRODUCT LAUNCHES PROJECTILES FROM THE BARREL. MISUSE MAY CAUSE SERIOUS INJURY OR DEATH. IMPROPER USE COULD ALSO RESULT IN CRIMINAL PROSECUTION, FINES, IMPRISONMENT, AS WELL AS CIVIL LIABILITY. WHEN THE LAUNCHER IS NOT IN USE, ALWAYS MAKE SURE THAT THE TRIGGER SAFETY IS IN "SAFE MODE". SEE ADDITIONAL SAFETY GUIDELINES AND USER INSTRUCTIONS IN THIS MANUAL.

WARNINGS & SAFETY

Congratulations on your purchase of the First Strike® XP Launcher.

This launcher has been designed and manufactured by Renatus Group, LLC to be reliable, accurate and durable. When properly handled, the XP will give many years of dependable service. Please take the time to read through this manual and become familiar with the XP parts, operation, maintenance, and safety precautions before you attempt to load or fire this launcher.

By purchasing this launcher, you assume total responsibility for its safe and lawful use. You must observe the same safety precautions as you would with any firearm to ensure the safety of not only yourself, but everyone around you. The operator should use caution at all times when maintaining and firing this launcher.

LIMITATIONS AND USAGE

There are some state or local limitations on purchase, possession, and use of the XP. Verify local legal requirements in your state and city to ensure possession and use are proper. The user assumes the liability from unsafe or improper use or any action which constitutes a violation of any applicable law or regulation.

The XP may be prohibited from certain premises, including government buildings, airports, courthouses, schools,or other public spaces. Possessing a XP in a prohibited area may subject user to criminal liability.

WARNING: If misused, this First Strike launcher is a dangerous weapon.

The user assumes all liability from unsafe handling or any action that constitutes a violation of any applicable laws or regulations. Renatus Group, LLC shall not be liable for personal injury, loss of property, or loss of life resulting from the use of this weapon under any circumstances, including any intentional, reckless, negligent or accidental discharges. By using this First Strike launcher, you release Renatus Group, LLC of any and all liability associated with its use.

All information in this manual is subject to change without notice. Please refer to renatus-group.com for the most up-to-date information about the use of this product. Renatus Group, LLC reserves the right to make changes and improvements to products without incurring any obligation to incorporate such improvements in products previously sold.

IF YOU DO NOT ACCEPT LIABILITY, DO NOT USE THIS OR ANY FIRST STRIKE LAUNCHER.

WARNING: This product contains chemicals known to the State of California to cause cancer and birth defects or other reproductive harm.

SAFETY IS YOUR RESPONSIBILITY!

The following safety information contains important warnings related to the proper use of the launcher, projectiles, and gas canisters. Do not load, discharge or otherwise use this launcher until you have completely read this manual and are familiar with its safety features, mechanical operation, and handling characteristics.

USE WITH CAUTION: This product may have the appearance of a deadly weapon, and may increase the risk of injury from third parties. Always be aware of your surroundings when using this product.

SAFETY

LAUNCHERS

WARNING: CONTENTS ARE DANGEROUS — USE WITH CARE. PURCHASE AND USE OF First Strike LAUNCHERS AND PROJECTILES ARE LIMITED TO INDIVIDUALS WHO ARE AT LEAST 18 YEARS OLD. KEEP ALL First Strike PROJECTILES AND LAUNCHERS OUT OF THE SIGHT AND REACH OF CHILDREN.

- **DANGER:** Never aim or shoot at the head, face, eyes, ears, throat, groin or spine. Impact in these areas could result in unintended severe or permanent injury or death.
- **DANGER:** ALWAYS KEEP THE LAUNCHER POINTED IN A SAFE DIRECTION. Never look down the barrel of the launcher. Accidental discharge into the eyes may cause permanent injury or death.
- Handle this launcher as if it were loaded at all times.
- Keep your finger off the trigger until ready to fire.
- Keep this launcher on "Safe Mode" until ready to fire. Store in a safe and secure location when not in use.
- Never point or discharge your launcher at anything you do not intend to shoot.
- Never discharge your launcher at the personal property of others.
- Do not disassemble this launcher while it is pressurized or attempt to pressurize while it is disassembled.
- Keep exposed skin away from any escaping gas when in use and when installing or removing air supply.
- Use only First Strike® authorized projectiles in this launcher. The use of any unauthorized projectiles in this launcher will void all warranties.
- Any modifications to the launcher are prohibited, except with Renatus Group, LLC manufactured accessories and in accordance with Renatus Group, LLC instructions. Unauthorized modifications will void all warranties.
- Increasing the velocity of this product increases the risk of death or injury.

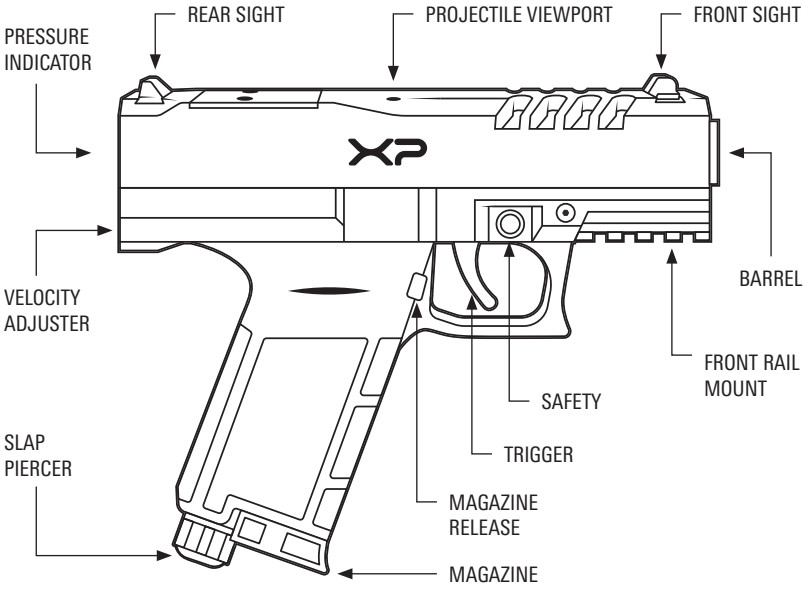
SAFETY

CARTRIDGES

WARNING! NEVER USE GAS CARTRIDGES OTHER THAN WHAT IS SPECIFIED IN THIS MANUAL.

CO_2 Cartridges: WARNING! CONTENTS UNDER PRESSURE Do not puncture or incinerate container. Do not expose to heat or store at temperatures above 120°F. Keep out of the reach of children.

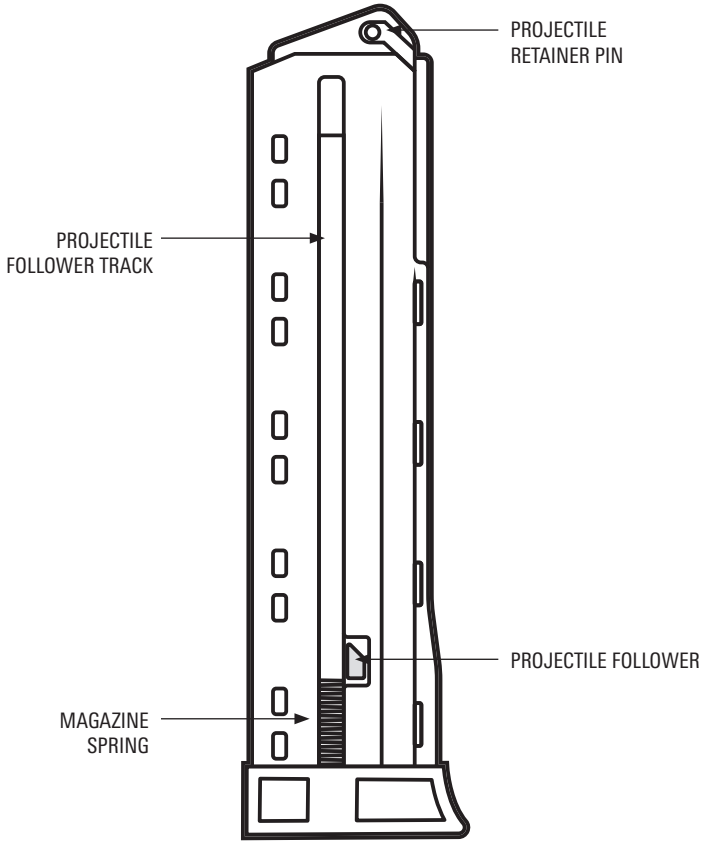
OPERATIONAL INSTRUCTIONS
OVERVIEW



XP SPECIFICATIONS

SIZE: 9" L x 6-1/2" H	**WEIGHT:** 1.90 LBS	**BARREL:** 5"	**CALIBER:** .68	**ACTION:** SEMI-AUTO
CAPACITY: 6 ROUNDS	**POWER:** CO_2	**ROUND DISTANCE:** 60'	**FSR DISTANCE:** 150'	

OPERATIONAL INSTRUCTIONS
OVERVIEW

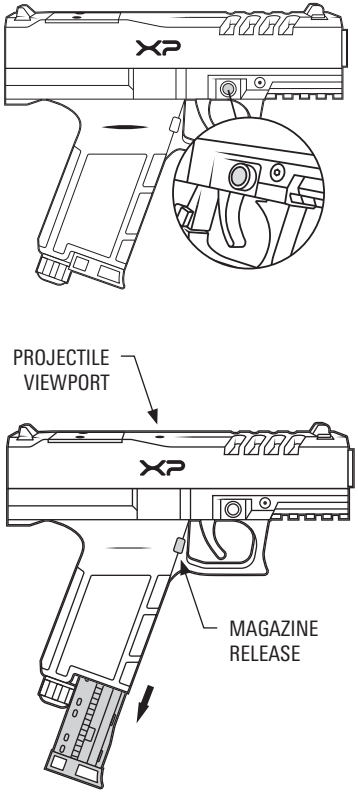


OPERATIONAL INSTRUCTIONS

GETTING STARTED

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

1. **SAFETY** - Place the XP in safe mode by pushing the safety button so no red is visible. **Visible red indicates that launcher will discharge.**
2. **UNLOADING MAGAZINE** - Ensure there are no projectiles in the launcher by placing your hand under the magazine, pressing the magazine release, and pulling the magazine free from the XP. Look inside the grip of XP and ensure that no projectiles remain in the chamber or barrel area. Visually inspect the projectile viewport to ensure that no projectiles are visible.



OPERATIONAL INSTRUCTIONS

3. LOAD PROJECTILES - Pull down follower before inserting projectiles. Insert a maximum of 6 First Strike® projectiles into the magazine from the top (Diagram 1). The projectiles will be held in place automatically by the projectile retainer pin. You MUST lock the projectile follower in the down position by pulling down on the projectile follower ears before inserting projectiles. FSR™ projectiles must be oriented as shown in the illustration. (Diagram 2)

4. LOADING C02 CARTRIDGE - Obtain a 12 gram CO_2 Cartridge. Insert the cartridge as shown on Diagram 3 — skinny side first into the cartridge housing. Screw in your Slap Piercer end cap. The end cap base will be raised up indicating a fresh cartridge. (Diagram 4)

5. ENGAGING THE CO2 CARTRIDGE - Once the 12 gram CO_2 cartridge has been loaded, firmly strike the slap piercer end cap with the palm of your hand. You will also feel resistance from the slap piercer end cap.

Your XP can safely be stored with the cartridge in tact as long as the slap piercer has not been engaged.

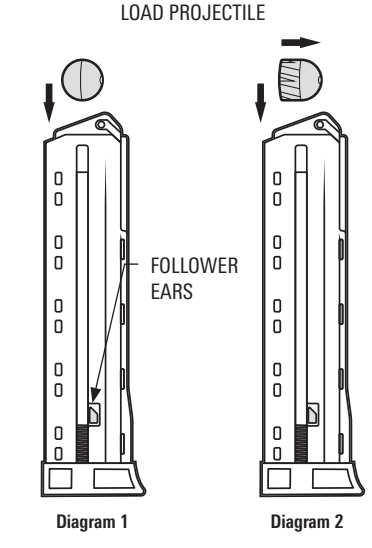


Diagram 1 **Diagram 2**

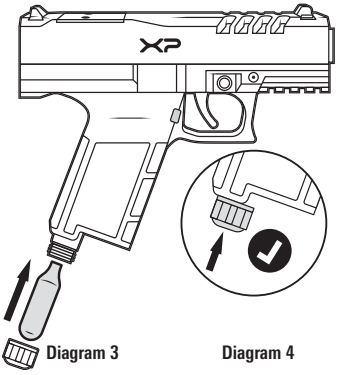
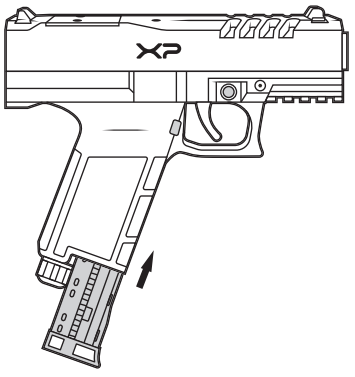


Diagram 3 **Diagram 4**

OPERATIONAL INSTRUCTIONS

7. LOAD MAGAZINE - Place the magazine in the grip of the XP as illustrated below. Once the magazine has started into the grip seat, continue to insert the magazine until it is secured by the magazine catch.

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

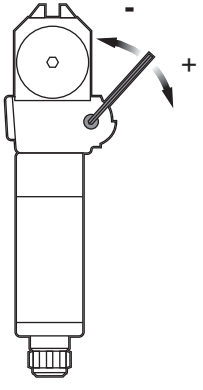


SET VELOCITY

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

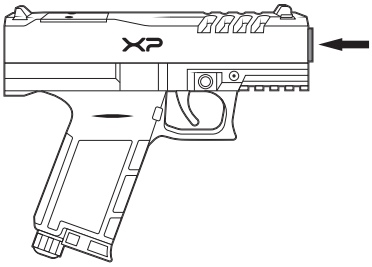
2. To increase velocity, turn clockwise. To decrease velocity, turn counterclockwise.

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



OPERATIONAL INSTRUCTIONS

REMOVING THE BARREL



Verify that no projectiles remain in the chamber area of the barrel by pressing on the end of the barrel and turning counterclockwise. The barrel can then be removed by pulling it out of the receiver. Note the channel in the barrel and the barrel lock in the receiver as it slides free. To reattach the barrel, align the channel with the barrel lock, slide the barrel back into 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.

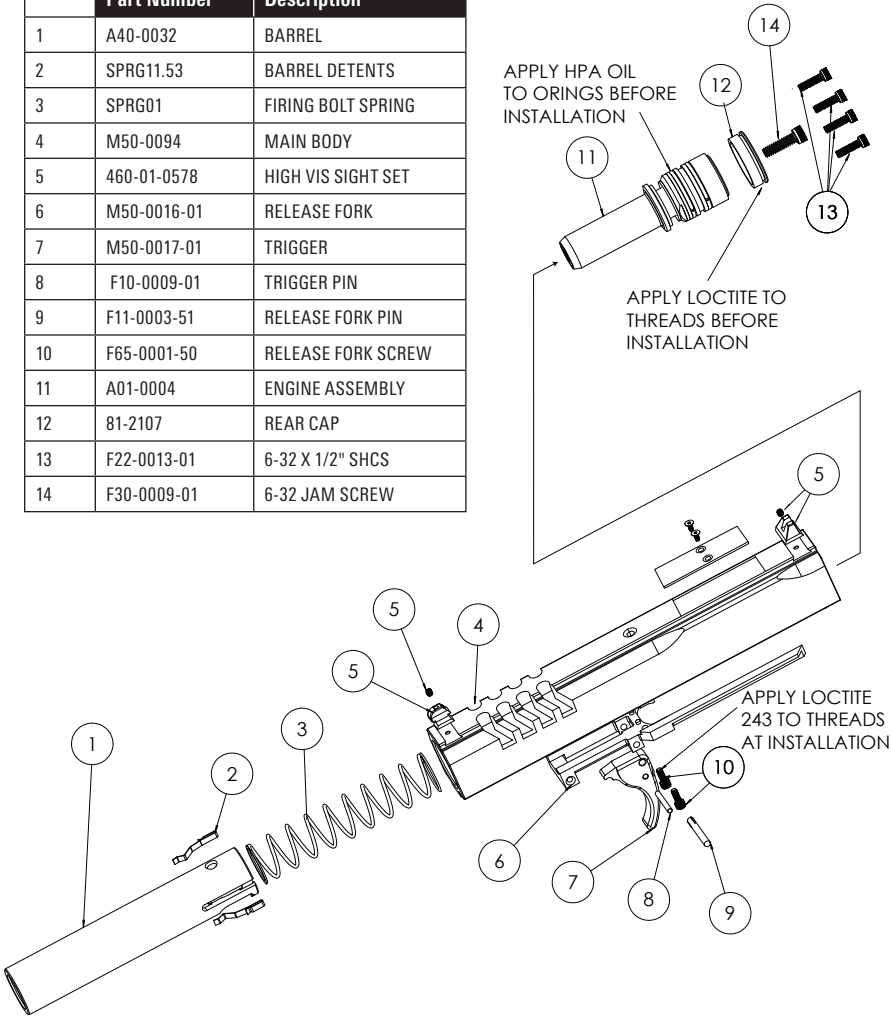
NOTE: Magazine must be removed before barrel removal.

OPERATIONAL CONSIDERATIONS

- If the CO_2 cartridge is punctured in the cartridge housing, it should be replaced if the XP is not used within 24 hours.
- Operational temperature range for the XP Launcher is 37°F to 120°F
- The target zone for the XP launcher is the same as other First Strike® launchers. Users can use a center of mass aiming point with the XP launcher. Users do not need to change their point of aim when using the First Strike system.

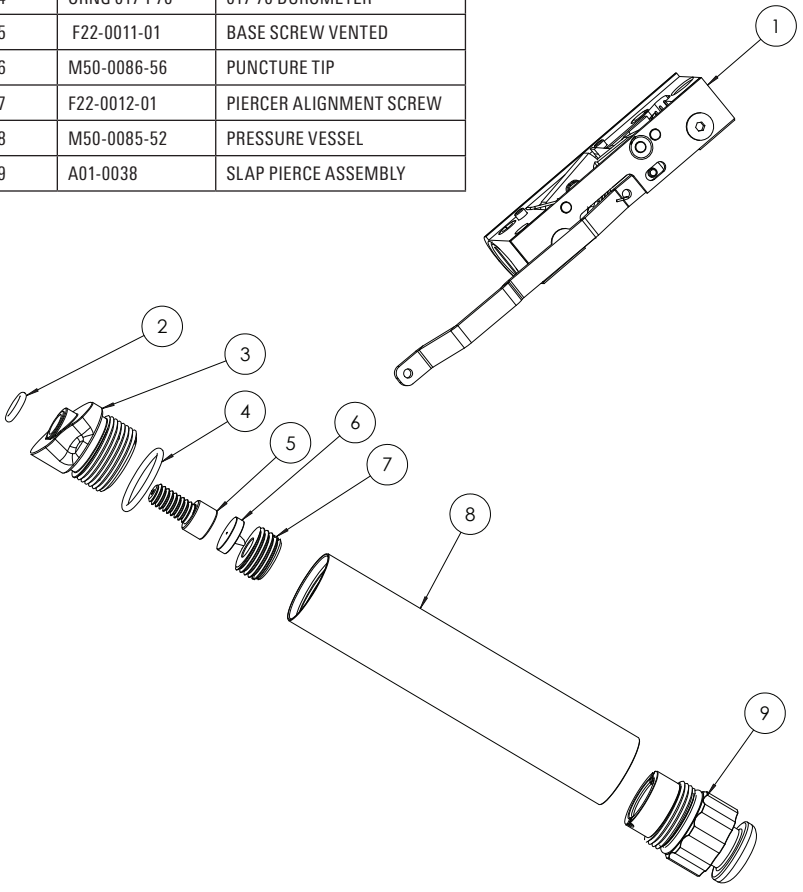
UPPER RECEIVER

	Part Number	Description
1	A40-0032	BARREL
2	SPRG11.53	BARREL DETENTS
3	SPRG01	FIRING BOLT SPRING
4	M50-0094	MAIN BODY
5	460-01-0578	HIGH VIS SIGHT SET
6	M50-0016-01	RELEASE FORK
7	M50-0017-01	TRIGGER
8	F10-0009-01	TRIGGER PIN
9	F11-0003-51	RELEASE FORK PIN
10	F65-0001-50	RELEASE FORK SCREW
11	A01-0004	ENGINE ASSEMBLY
12	81-2107	REAR CAP
13	F22-0013-01	6-32 X 1/2" SHCS
14	F30-0009-01	6-32 JAM SCREW



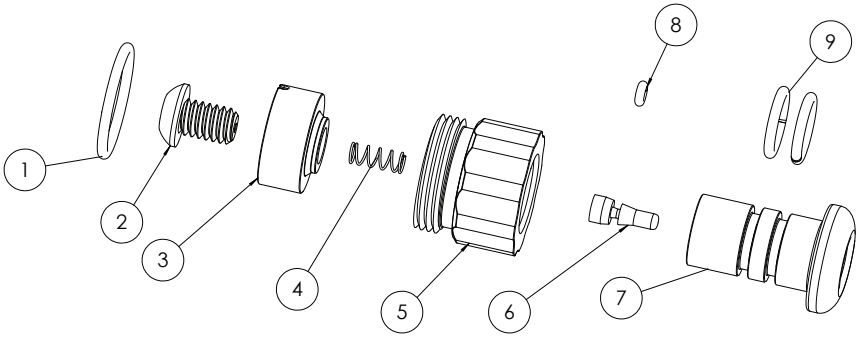
REGULATOR & PRESSURE VESSEL

	Part Number	Description
1	B70-0007	XP REGULATOR
2	ORNG 010-B70	010 BUNA 70
3	M50-0103	PRESSURE VESSEL BASE
4	ORNG 017-P70	017 70 DUROMETER
5	F22-0011-01	BASE SCREW VENTED
6	M50-0086-56	PUNCTURE TIP
7	F22-0012-01	PIERCER ALIGNMENT SCREW
8	M50-0085-52	PRESSURE VESSEL
9	A01-0038	SLAP PIERCE ASSEMBLY



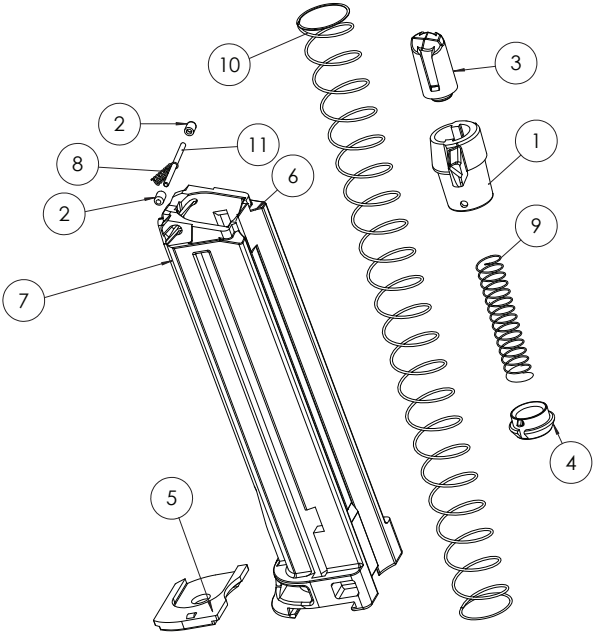
SLAP PIERCE

	Part Number	Description
1	ORNG 017-P70	017 POLYURETHANE 70 DUROMETER
2	F22-0010-52	MOUNT SCREW, VENTED
3	M50-0089-56	END CAP
4	S10-0026	SPRING
5	M50-0087-56	SLAP PIERCE END CAP
6	M50-0090-56	RELIEF VALVE
7	M50-0088-56	SLAP PIERCE BUTTON
8	ORNG 003-P90	003 POLYURETHANE 90 DUROMETER
9	ORNG 012-P70	012 POLYURETHANE 70 DUROMETER



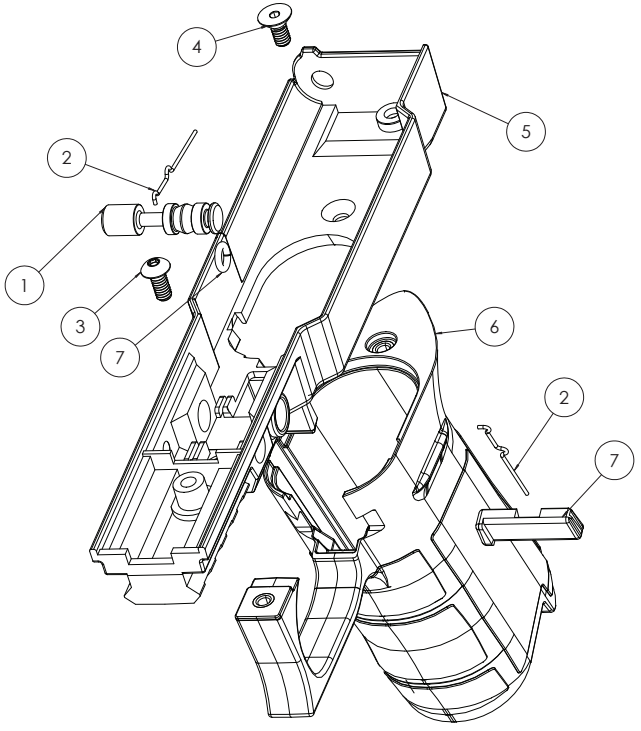
MAGAZINE

	Part Number	Description
1	N20-0005	BALL PUSHER BODY
2	45-3111	RETAINER PIN CAP- PLASTIC
3	81-3114.2	BALL PUSHER TOP
4	81-3114.3	BALL PUSHER BASE
5	N10-0025-01	MAGAZINE SLIDE BASE
6	N10-0099-03	MAG BODY RH
7	N10-0100-03	MAG BODY LH
8	SPRG09	Mag Retainer Spring
9	SPRG29	MAGAZINE RETAINER SPRING
10	SPRG28.7	MAGAZINE SPRING
11	H-D .063 X 1.08	MAG BALL RETAINER/RISER KNOB



GRIP

	Part Number	Description
1	M50-0010	SAFETY
2	SPRG06	MAG RELEASE
3	F20-0022-50	BUTTON HEAD
4	F22-0000-50	FLAT HEAD SCREW
5	N10-0097	UPPER FRAME
6	N10-0098	XP GRIP
7	M50-0061-01	MAG RELEASE



CLEANING & MAINTENANCE

SAFETY NOTES

- Never clean a loaded or pressurized launcher.
- Remove all projectiles from the launcher prior to doing any cleaning or maintenance.
- Never use petroleum-based cleaning solvents or lubricants as they can attack the o-ring seals.
- Do not use cleaning solvents that come in aerosol cans.

BARREL DEBRIS REMOVAL

1. If there is foreign debris or a broken projectile in the XP barrel, the barrel will need to be cleaned.
2. Ensure the XP is in "Safe Mode" and remove barrel as outlined on page 11.
3. Use a .68 caliber soft nylon brush, .68 caliber squeegee, or a 12 gauge patch tip with a soft cotton cloth to clean the barrel. Do not allow lubricants or water to remain in the barrel of the XP. It is designed to be used with the barrel dry.
4. Wipe off any dirt or grime from the outside of the XP barrel with a dry cloth.

BREACH DEBRIS REMOVAL

1. If there is foreign debris or a broken projectile in the XP breach, the breach will need to be cleaned.
2. Ensure the launcher is unloaded and depressurized before removing the barrel. Then, using a dry cloth, wipe any debris out of the breach area.

FAQ

Can an empty CO_2 cartridge be removed from the XP cartridge housing and used again?

- Once a cartridge is pierced and removed, it can no longer be used.

Approximately how many shots can you expect from a fresh CO_2 cartridge?

- Depending on temperature and firing pace, you can expect to get 20–22 shots per cartridge.

A projectile broke in the barrel or breech.

- See Barrel Debris Removal section above.

TROUBLESHOOTING

When I pull the trigger, nothing happens.

- Pointed in a safe direction, first make sure the safety is off. Did it fire?
  - If yes, proceed.
  - If no, check the following: Turn the safety on, remove the magazine and replace the CO_2 cartridge. Repeat the firing procedure.
  - If the launcher makes a loud pop but no projectile is fired, make sure the projectiles are properly loaded in the magazine. If problem persists, contact Customer Service at service@renatus-group.com.

My XP Launcher velocity is inconsistent.

- Make sure the XP bolt and regulator are properly lubricated.
- Check to see if the velocity is set too high.

The barrel of my XP is hard to install.

- Make sure the barrel is free and clean of debris.
- Refer to page 11 of your XP manual and follow the steps exactly. If problem persists, contact Customer Service at service@renatus-group.com

My XP is leaking down the barrel.

- Make sure the bolt is properly lubricated

My XP is leaking around the grip frame

- Check to make sure your cartridge housing isn't loose. If housing has become loose, contact service@renatus-group.com for more instructions.

My XP is breaking projectiles.

- Check to make sure the barrel is clear and clean of debris.
- Check to make sure the velocity is not set too high.
- Make sure the correct projectiles are being used (First Strike Projectiles.)
- If problem persists, contact Customer Service at service@renatus-group.com.

WARRANTY & DISCLAIMER

WARRANTY, DISCLAIMER OF WARRANTY AND LIMITATION OF REMEDIES

Renatus Group, LLC (Renatus Group, LLC) warrants, solely to the end user, that the product is delivered free from defects in materials and workmanship for a period of one (1) year from the original date of purchase.

Within the one-year warranty period, Renatus Group, LLC' liability and the buyer's sole and exclusive remedy hereunder for all claims shall be limited to a refund or credit to buyer of the purchase price, or replacement of this product, at Renatus Group, LLC's option, provided that the non-conforming product is (1) returned during the warranty period and (2) properly packaged and shipped to the Renatus Group, LLC designated facility in accordance with the Renatus Group, LLC Return Merchandise Authorization (RMA) Policy.

THE REMEDY SET FORTH ABOVE SHALL BE THE SOLE AND EXCLUSIVE REMEDY FOR BREACH OF THE FOREGOING WARRANTY.

Products which have been improperly handled, stored or shipped, or which have been subject to abuse, misuse, alteration and or neglect are not covered by the warranty. Aftermarket products and the use of non-authorized projectiles are strictly prohibited by Renatus Group, LLC and any indication of their installation or use shall void all warranties. Unauthorized modifications voids the warranty.

DISCLAIMER OF WARRANTY: Except for the express limited warranty set forth above, Renatus Group, LLC makes no warranties or representations of any kind, whether express or implied, with respect to the product, including any (a) warranty of merchantability; or (b) warranty of fitness for a particular purpose; or (c) warranty against infringement of intellectual property rights of a third-party, whether express or implied by law, course of dealing, course of performance, usage of trade or otherwise. There are no warranties which extend beyond the description of the face hereof. Buyer shall make no warranty or representation regarding the products that is inconsistent with the warranty set forth above. Renatus Group, LLC shall not be liable for any injury, loss, or damage, direct or consequential, arising out of the use or the inability to use this product. Warranty does not cover damage caused by abuse, misuse, loss, improper handling, alterations, accident, neglect, or disassembly. Before use, the user shall determine the suitability of the product and be fully trained for its intended use, and user assumes all risks and liability whatsoever in connection therein. In no event shall Renatus Group, LLC be liable or obligated to buyer or to any third party in any manner for any (a) special, non-compensatory, consequential, indirect, incidental, statutory, or punitive damages of any kind, including, without limitation, lost profits and/or lost revenue, regardless of the form of action, whether in contract, tort, negligence, strict product liability, or otherwise, even if informed of or aware of the possibility of any such damages in advance, (b) in an amount greater than the amounts paid to Renatus Group, LLC by buyer for the products, or (c) damage or injury caused by the products, unless due to the gross negligence or willful misconduct of Renatus Group, LLC. The limitations set forth above shall be deemed to apply to the maximum extent permitted by applicable law and notwithstanding the failure of the essential purpose of any limited remedies. The parties acknowledge and agree that they have fully considered the foregoing allocation of risk and find it reasonable, and that the foregoing limitations are an essential basis of the bargain between the parties.

RETURN POLICY

CUSTOMER SERVICE, REPAIR POLICY AND RETURN POLICY

For any Customer Service related issues that cannot be answered by the FAQ in this manual, please contact Renatus Group at service@renatus-group.com or call Renatus Group Customer Service at 847-286-4300.

WARRANTY AND SERVICE INFO

All returns must be authorized by Renatus Group, LLC. Contact Renatus Group at service@renatus-group.com or call Renatus Group, LLC Customer Service at 847-286-4300.

WHEN RETURNING PRODUCT:

CAUTION: ALWAYS UNLOAD AND REMOVE AIR SOURCE, AND PROJECTILES BEFORE SHIPPING A LAUNCHER.

CAUTION: DO NOT SHIP BACK THE AIR SOURCE UNLESS COMPLETELY EMPTIED.

- Make sure the RA Number is clearly marked on the outside of the shipping package.
- Include a brief statement regarding the requested repair on forms provided by the customer service representative. Clearly write the RA # on the form.
- Out-of-warranty returns require a pre-payment of shipping charges prior to return shipment by Renatus Group, LLC.
- All in warranty products will be repaired or exchanged at the discretion of Renatus Group and will be shipped back to the Customer via ground shipping at no-charge.
- You may request expedited shipping at your expense with charges paid prior to return shipment.

FIRST STRIKE®

THIS IS NOT A TOY.

ONLY ALLOW USE BY RESPONSIBLE PERSONS.

READ MANUAL BEFORE USE.

Additional safety information available online.

First Strike® is a division of Renatus Group, LLC
303 Main Street, Suite 114
Antioch, IL 60002
Renatus-Group.com

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