



TIBERIUS
ARMS

MAGAZINE & HOPPER-FED PAINTBALL RIFLE

TLSTM



TIBERIUS ARMS TECHNICAL MANUAL

TECHNICAL MANUAL

MAGAZINE & HOPPER-FED .68 CAL PAINTBALL RIFLE

T15™



TIBERIUS

ARMS

PATENTS PENDING

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WARNING: This is not a toy. Misuse may cause serious injury or death. Eye protection designed specifically for paintball must be worn by the user and persons within range. Recommend 18 years or older to purchase. Persons under 18 must have adult supervision. READ OWNER'S MANUAL BEFORE USING.

WARNING/LIABILITY STATEMENT

This marker is not a toy and is surrendered by Tiberius Arms, Inc., 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. Tiberius Arms, Inc. 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. Tiberius Arms, Inc., 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, Tiberius Arms, Inc., requests that you do not use a Tiberius Arms marker. By using this Tiberius Arms marker you release Tiberius Arms, Inc., of any and all liability associated with its use.

WARNINGS

Treat every marker as if loaded. Never look down barrel of a paintball marker. Keep finger off trigger until ready to shoot. Never point marker at anything you do not wish to shoot. Keep barrel blocking device in or on marker's muzzle when not shooting. Always remove paintballs and propellant source before disassembling. After removing propellant source, point marker in safe direction and discharge until marker is degassed. Store marker unloaded and degassed in secure place. Follow warnings listed on propellant source for handling and storage. Do not shoot at fragile objects such as windows. Every person within range must wear eye, face and ear protection designed specifically to stop paintballs. Ensure the top face of the sear and outer rim of the firing bolt are free of oil, grease, or contaminants. Tiberius Arms marker you release Tiberius Arms, Inc., of any and all liability associated with its use.

CONGRATULATIONS

Congratulations on your purchase of the T15 Tiberius Arms Marker!

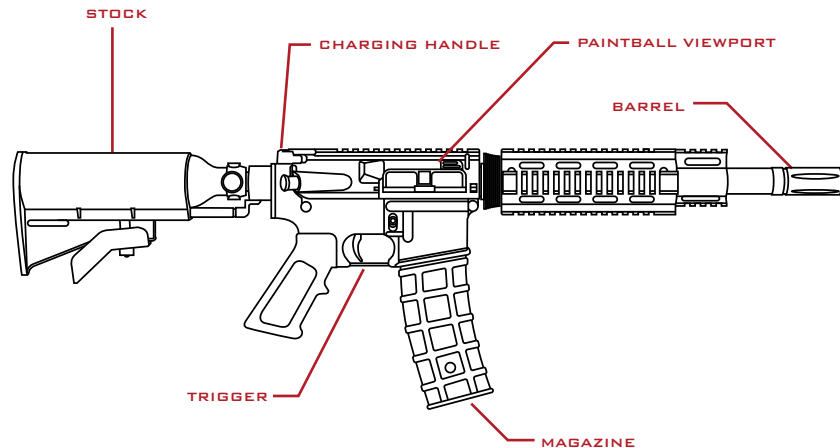
This marker has been designed by Tiberius Arms with reliability, accuracy and durability in mind. When properly handled, the T15 will give many years of dependable service.

Please take the time to read through this manual and become familiar with the parts, operation, maintenance, and safety precautions before you attempt to load or fire this marker.

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

Do not load or fire this marker until you have completely read this manual and are familiar with its mechanical operation and handling characteristics before use.

T15 RIFLE DIAGRAM



MODEL SPECIFICATIONS

Caliber: .68

Action: Semi-auto

Power: HPA/Co2

Length: 30"

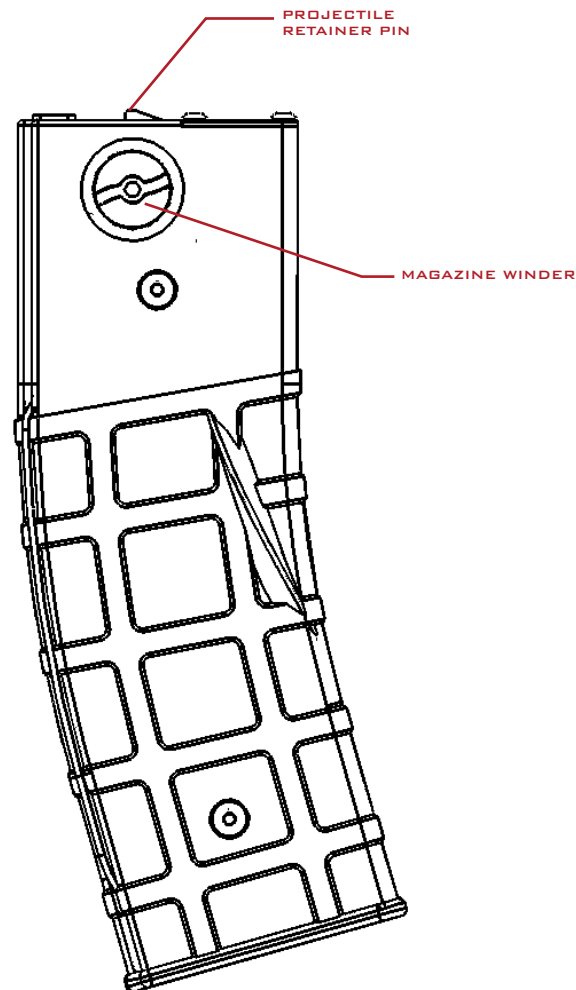
Height: 7"

Barrel Length: 12 ½"

Weight: 5.8lbs

Magazine cap: 19rd

T15 MAGAZINE DIAGRAM

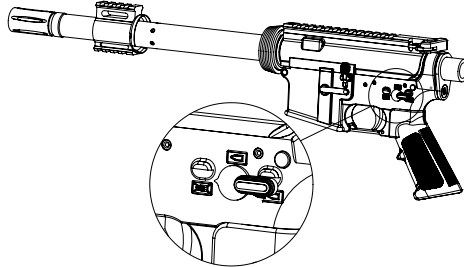


T15 OPERATIONAL INSTRUCTIONS

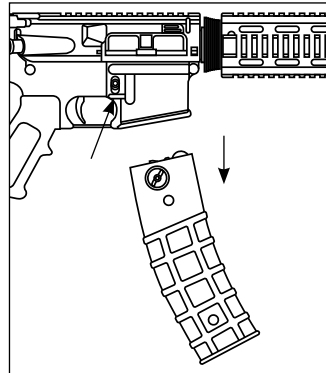
GETTING STARTED

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

1. **SAFETY** - Place the T15 in safe position by moving the safety selector switch to the no fire position. The safety is located just above the grip.



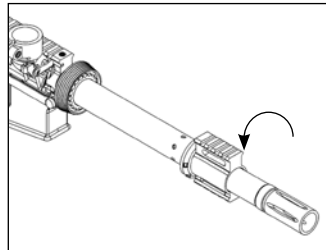
2. **UNLOADING MAGAZINE** - Ensure that there are no projectiles in your marker by grabbing the magazine, pressing the magazine release, and pulling the magazine free from the T15.



3. **REMOVING THE BARREL** - Ensure that there are no projectiles remaining in the marker by removing the magazine and looking through the magazine well into the breach.

Remove the barrel by grabbing it at the end between the muzzle brake and the gas block and rotate it counter clockwise until it comes free.

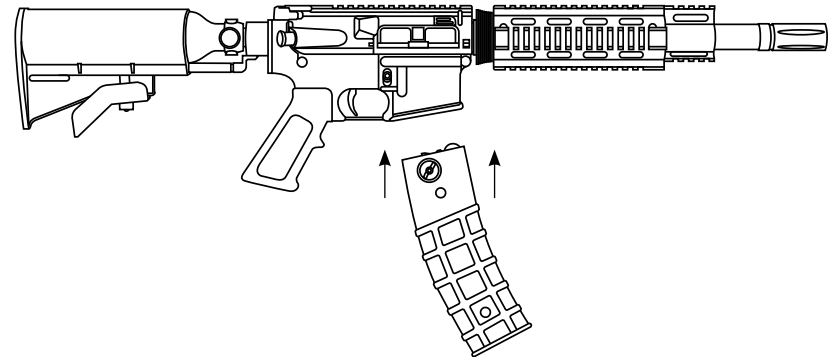
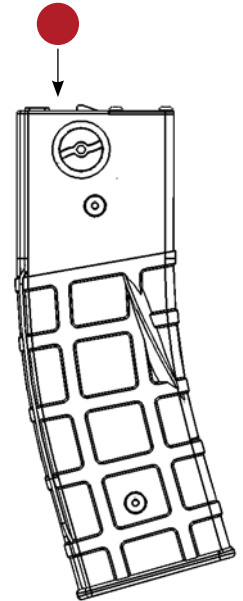
DO NOT try to remove the barrel by rotating the hand guard or gas block. This will cause damage to your marker.



LOADING & CHARGING THE MAGAZINE

1. **LOAD PAINT** - Place 19 First Strike® or 19 round .68 caliber paintballs into the magazine from the top. The projectiles will be held in place automatically by the projectile retainer tab. You can lock the ball pusher down by winding the crank until it stops.
2. **LOAD MAGAZINE** - Place the magazine in the magazine well of the T15 marker with the projectiles closest to the end of the barrel. Once the magazine has started into magazine well seat it completely until it has been secured by the magazine release.

If the magazine does not seat completely, pull it out of the magazine well and allow any balls that may have ejected from the magazine to fall out of the magazine well before reloading.



FIRING THE T15

1. If the air source to the marker has been engaged and the magazine has been inserted into the gun, then the T15 is now ready to fire. Point the T15 in a safe direction, rotate the safety so it is in firing mode, and pull the trigger.

NOTE - extra magazines can be carried for quick reloads in the field.

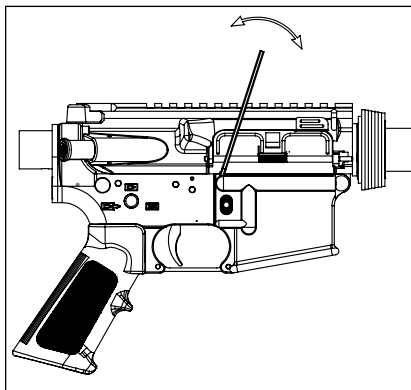
UNLOADING THE T15

1. Place T15 in the safe mode and point in a safe direction. If all projectiles have been fired, grab the 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 T15. 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 T15 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 T15 is kept in a horizontal position. Place your hand under the magazine well and capture the loose projectile as you turn the T15 vertically.
3. Your T15 should now be free of any projectiles. Verify the T15 is on safe and store in a safe and secure location.

SET VELOCITY

1. Insert a 3/32" Allen Wrench as depicted.
2. To increase velocity, turn counter clockwise. To decrease velocity turn clockwise.
3. Fire once to clear chamber after each adjustment, then measure velocity of the second shot.

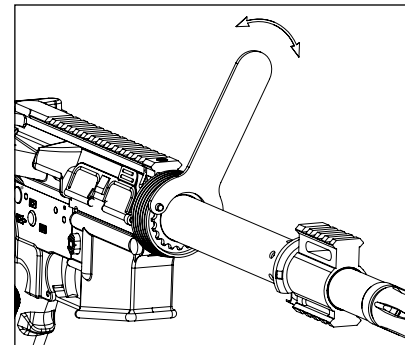
SAFETY TIP: Always measure marker's velocity before playing paintball. Never shoot at velocities in excess of 300 ft/s (91 .44 m/s). Recommended velocity is 270 ft/s.



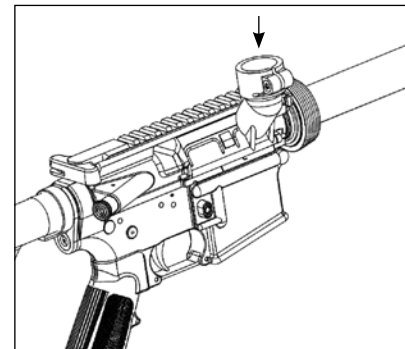
HOPPER ATTACHMENT

1. REMOVE HOPPER COVER PLATE

Take the hand guard off of the marker and use the barrel nut tool to remove the barrel sleeve. Once the barrel sleeve is removed, push the load door retaining pin out towards the front of the marker.

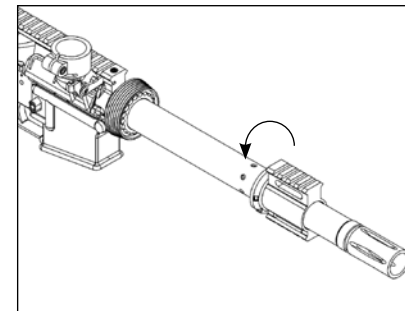


- ### 2. ATTACH HOPPER ELBOW
- Seat the hopper adapter against the marker and push the load door retaining pin towards the back of the marker so it holds the hopper elbow in place.



- ### 3. ROTATE BARREL
- With the magazine removed rotate the barrel by grabbing it at the end between the muzzle brake and the gas block. Look into the magazine well to confirm the position of the ball port in the barrel.

DO NOT try to rotate the barrel by rotating the hand guard or gas block. This will cause damage to your marker.



T15 CLEANING & MAINTENANCE

CLEANING

Never perform maintenance on a loaded or pressurized T15 marker.

Remove all projectiles 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 T15 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 T15. It is designed to be used with the barrel completely dry.

Keep the barrel of the T15 dry.

Wipe off any dirt or grime from the outside of the T15 with a dry cloth.

To clean the magazine, wind the ball pusher all the way back. The magazine is designed with a spring retention sleeve that will keep the spring from binding when the magazine is taken apart.



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:

Place 2 drops of NON-PETROLEUM BASED synthetic paintball marker oil into the ASA of the marker before attaching an air source. When the marker gases up the air will blow the oil through out the internals of the marker.

OPERATIONAL CONSIDERATIONS

The operational temperature range for the T15 marker is 37° F to 120°F.

The T15 is designed to operate on a minimum of 725psi of air pressure.

If using Co2 in warm weather, you may need to adjust the re-cock adjustment (part number 16, page 17).

WARRANTY AND REPAIRS

Tiberius Arms Inc is dedicated to providing you with the quality support necessary for the utmost satisfaction of that technology. Tiberius Arms products are crafted with the finest materials and designed for trouble-free performance. We warrant that this marker is found free from defects in materials and workmanship for a period of 1 year from the original date of purchase. Unauthorized modifications alterations, neglect, or abuse of this product voids any warranty. The warranty covers the parts and labor required to repair the product to proper working order. To register your marker for warranty please register online at www.tiberiusarms.com

In the event warranty or other non-warranty related repairs are required, send the product(s) to Tiberius Arms Inc. We strive to complete the necessary repair work within a reasonable amount of time and return it to you via the best shipping method. On claims submitted as outlined, Tiberius Arms Inc. will repair or replace, free of charge, any of its markers that have failed through defect in material or workmanship. For assistance with warranty and repair, call 260-478-2500.

For warranty and non-warranty repair, ship the product(s) to Tiberius Arms Inc. with postage or delivery charges prepaid. Include a brief statement regarding the requested repair, point of contact, return address, and telephone number where the point of contact may be reached during normal business hours. Ship to:

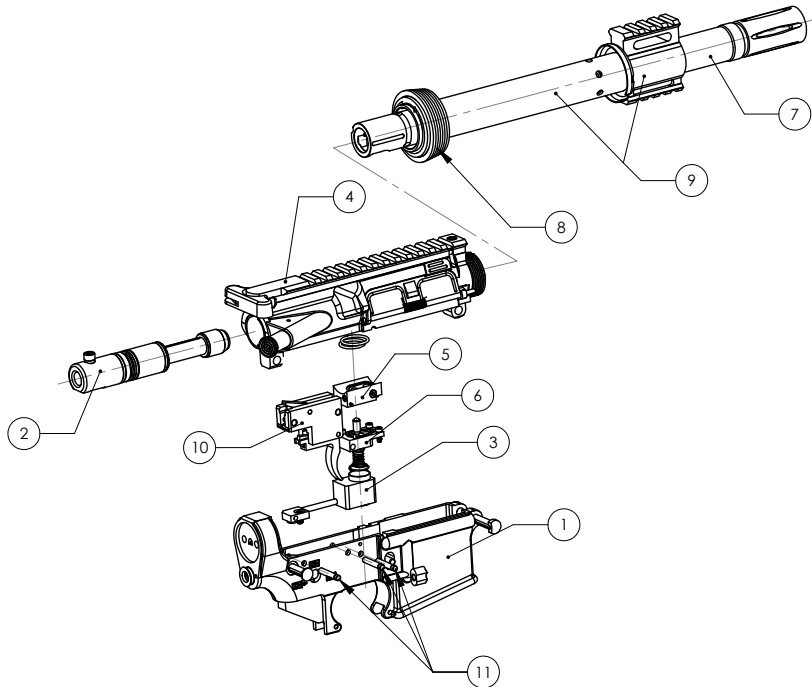
Tiberius Arms Inc.
ATTN: Warranty
2717 Ferguson Road
Ft. Wayne, IN. 46809

Note: Always remove the air source or degas the marker while not in use. This marker was packaged with an ASA on/off to degas the marker without removing the air source.

T15 ASSEMBLY GUIDE

ITEM NO.	NAME
1	Lower Receiver
2	Bolt
3	Air Manifold
4	Upper Receiver
5	Upper Manifold
6	Lower Manifold

ITEM NO.	NAME
7	Barrel
8	Delta Ring
9	Barrel Sleeve
10	Trigger Group
11	Cross Pins



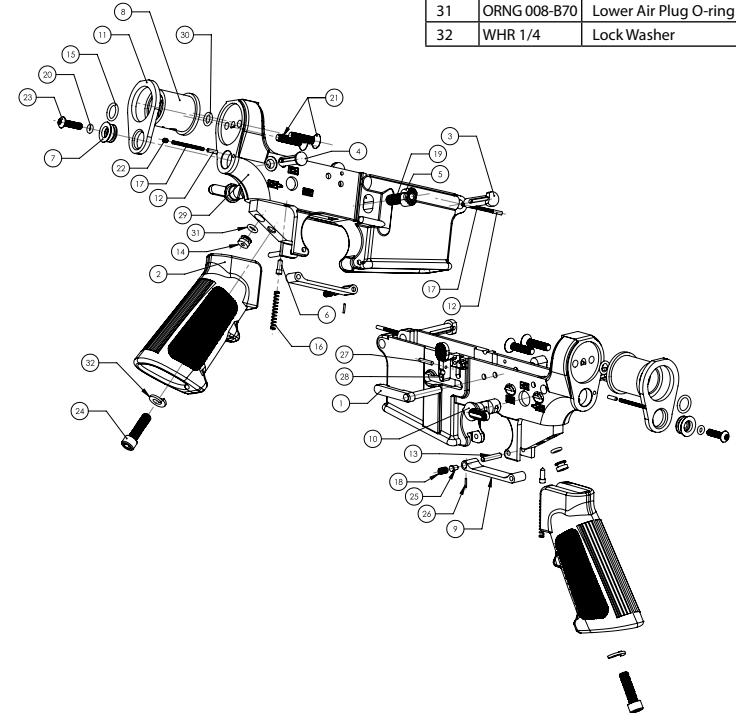
NOTE: To remove the delta ring and barrel sleeve, you must use the barrel nut tool.

DO NOT try to remove the delta ring and barrel sleeve by rotating the hand guard or gas block. This will cause damage to your marker

LOWER RECEIVER ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	AR11A002	Magazine Release Bar Assy
2	AR11A003	Grip
3	AR11A101	Front Strip Pin
4	AR11A102	Rear Strip Pin
5	AR11A103	Mag Release Button
6	AR11A104	Selector Index Pin
7	AR11A105	Rear Air Plug
8	AR11A106	Rear ASA
9	AR11A107	Trigger Guard
10	AR11A111	Selector
11	AR11A201	Rear Plate
12	AR11A901	Strip Pin Stop Pin
13	AR11A108	Trigger Guard Straight Pin
14	AR11A109	Lower Air Plug

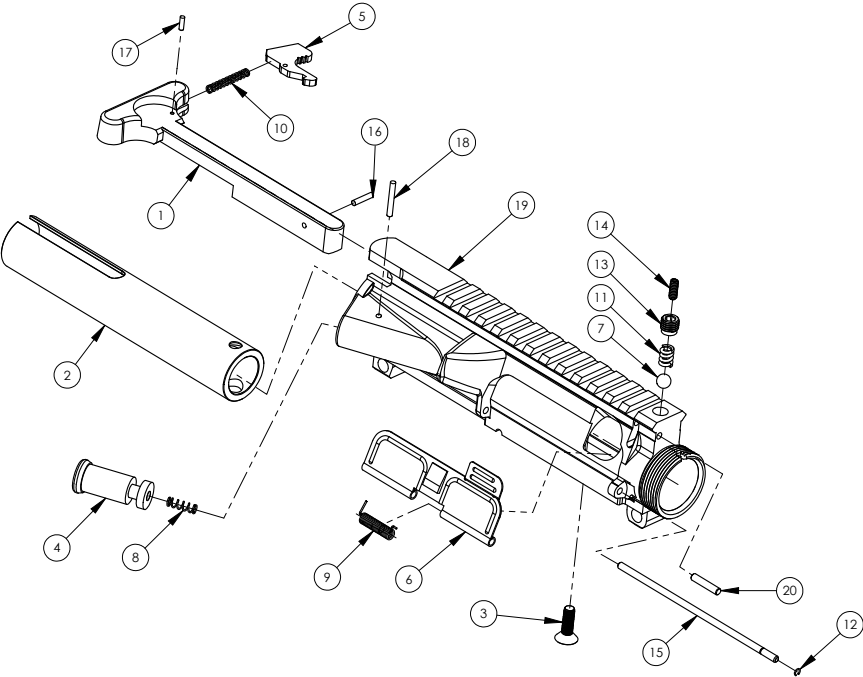
ITEM NO.	PART NUMBER	NAME
15	ORNG 012-P90	Rear ASA O-ring
16	AR11A501	Selector Index Spring
18	AR11A503	Trigger Guard Spring
19	AR11A505	Magazine Release Bar Spring
20	ORNG 006-B70	Rear Air Plug Screw O-ring
21	H-F 1032 3/4	Rear ASA Screws (2)
22	H-SSS 440 1/8	Rear Strip Pin Set Screw
23	H-B 832 5/8	Rear Air Plug Screw
24	H-S 1/4-20 5/8	Grip Screw Without ASA
25	AR11A902	Trigger Guard Spring Pin
26	H-D .045 1/4	Trigger Guard Cross Pin
27	AR11A905	Bold Release Lever Pin
28	AR11A004	Bolt Release Lever
29	AR11A001	Lower Receiver
30	ORNG 010-B70	Rear ASA O-ring
31	ORNG 008-B70	Lower Air Plug O-ring
32	WHR 1/4	Lock Washer



UPPER RECEIVER ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	AR12A002	Charging Handle
2	AR12A102	Sleeve
3	H-F 1032 9/16	Sleeve Mounting Screw
4	AR12A101	Forward Assist Button
5	AR12A202	Charging Handle Catch
6	AR12A201	Dust Cover
7	H-BALL 1/4-CHROM	Barrel Index Ball
8	AR12A501	Forward Assist Spring
9	AR12A502	Ejector Door Spring
10	AR12A503	Charging Handle Catch Spring

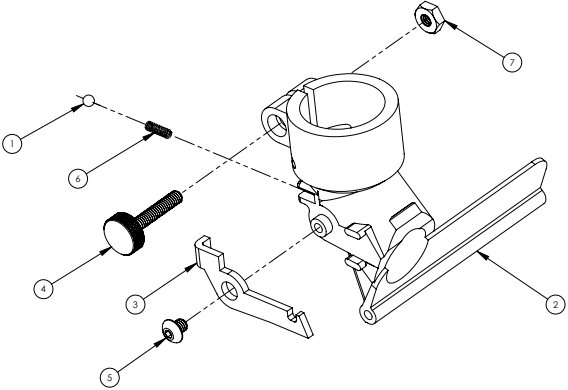
ITEM NO.	PART NUMBER	NAME
11	AR12A504	Barrel Index Ball Spring
12	AR12A701	Dust Cover Pin Retainer
13	AR12A801	Detent Plug Screw
14	AR12A802	Detent Adjust Screw
15	H-D 1/8 3.875	Dust Cover Pin
16	H-D 3/32 .45	Charging Handle Retaining Pin
17	H-D .078 1/4-SS	Charging Handle Catch Pin
18	H-D 3/32 .680-SS	Forward Assist Pin
19	AR12A001	Upper Receiver
20	H-D 1/8 5/8	Catch Plate Pin



ELBOW ASSEMBLY

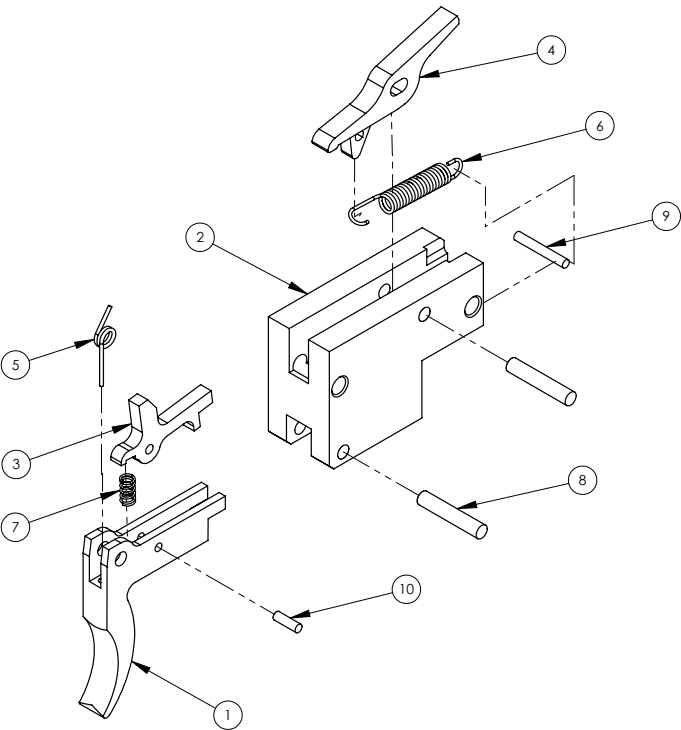
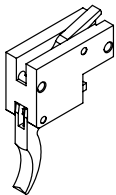
ITEM NO.	PART NUMBER	NAME
1	H-BALL 3.5MM	Catch Plate Ball
2	AR12E001	Elbow Door
3	AR12E201	Catch Plate
4	T-S 832 5/8	Clamp Screw

ITEM NO.	PART NUMBER	NAME
5	AR12E801	Catch Plate Screw
6	AR12E501	Spring
7	H-NUT 832 U	Clamp Nut



TRIGGER GROUP ASSEMBLY

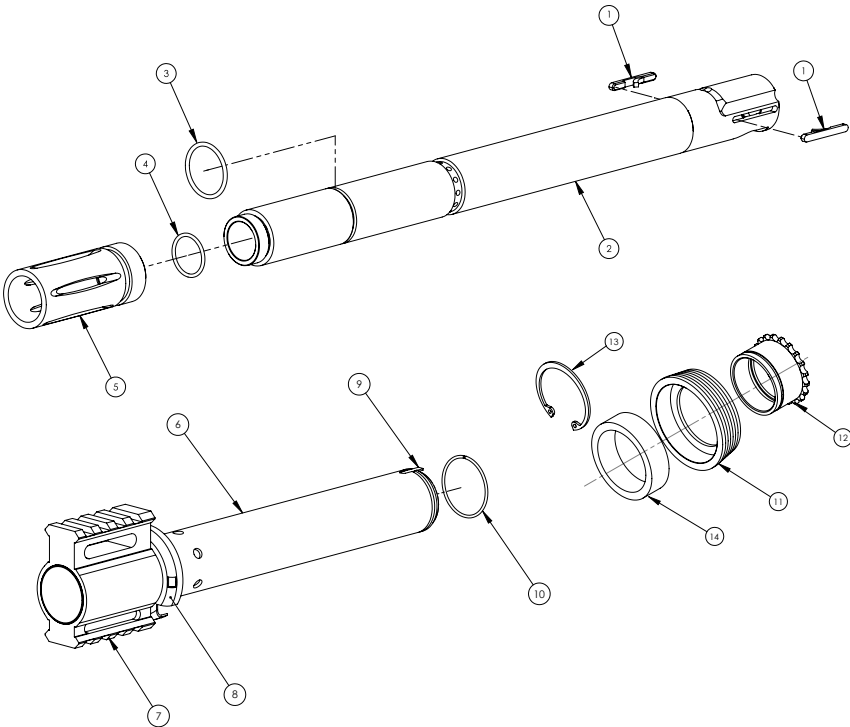
ITEM NO.	PART NUMBER	NAME
1	AR11C001	Trigger
2	AR11C101	Trigger Housing
3	AR11C201	Trigger Pawl
4	AR11C202	Sear
5	AR11C501	Trigger Spring
6	AR11C502	Sear Spring
7	AR11C503	Pawl Spring
8	H-D 1/8 .688	Sear/Trigger Pin
9	H-D .78 .550	Sear Spring Pin
10	H-D .078 1/4-SS	Pawl Pin



BARREL ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	81-2305.35	Barrel Nubbins (2)
2	AR12F105	Barrel
3	ORNG 020-B70	Barrel Shake O-ring
4	ORNG 1.5X17-B70	Barrel Brake O-ring
5	MR-2381	Muzzle Brake
6	AR12F103	Barrel Sleeve
7	AR12F104	Gas Block

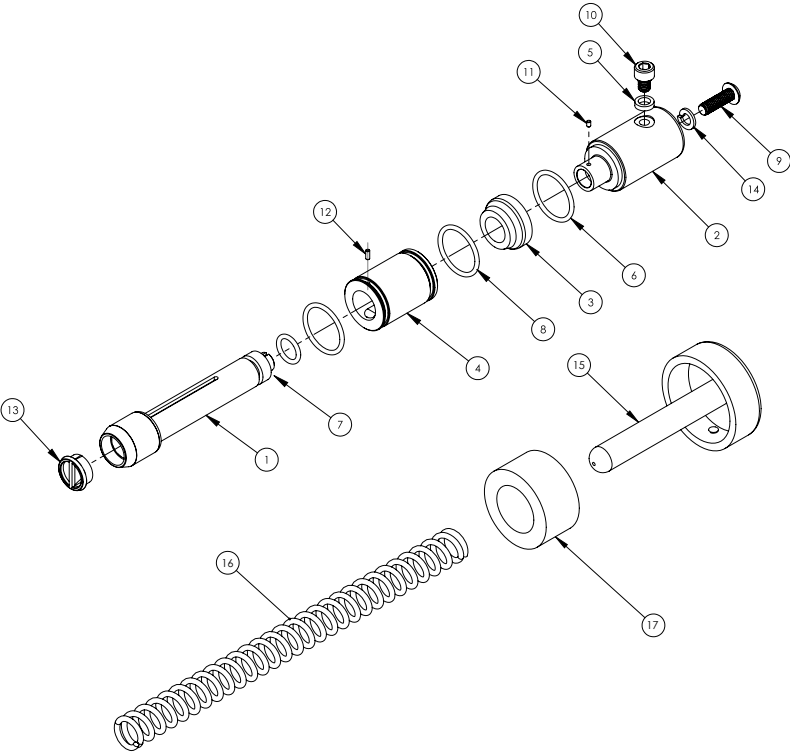
ITEM NO.	PART NUMBER	NAME
8	AR12F201	Front Cap
9	AR12F202	Sleeve Key
10	AR12F501	Sleeve Retainer Ring
11	AR12F102	Delta Ring
12	AR12F101	Barrel Nut
13	AR12F203	Barrel Nut Snap Ring
14	AR12F502	Delta Ring Wave Spring



FIRING BOLT ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	AR12C101	Bolt
2	AR12C102	Striker
3	AR12C103	Striker Front
4	AR12C104	Bulkhead
5	AR12C105	Top Screw Sleeve
6	ORNG 018-P70	Bulkhead O-ring
7	ORNG 012-P70	Bolt Shaft O-ring
8	ORNG 018-P70	Striker O-ring
9	H-B 1032 5/8	Striker Inner Screw

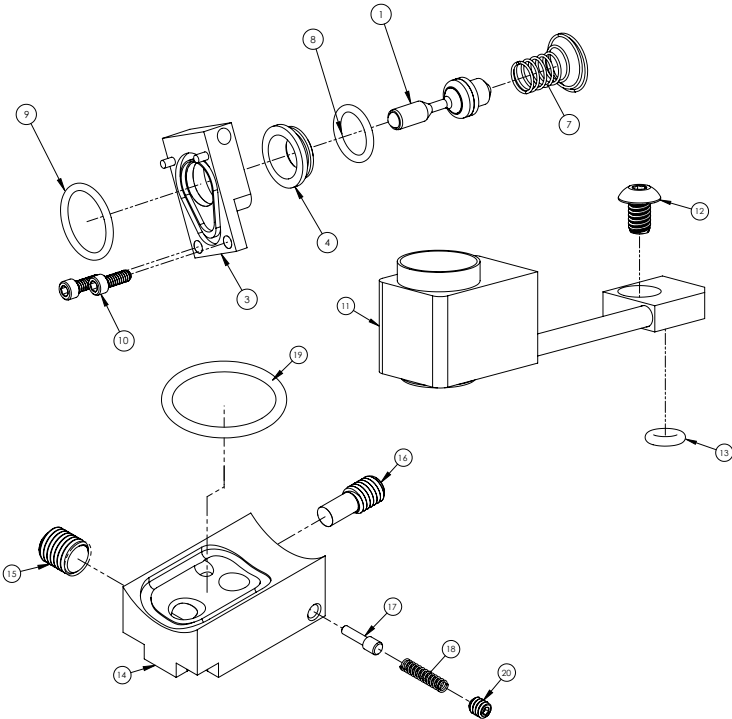
ITEM NO.	PART NUMBER	NAME
10	H-S 1032 1/4	Striker Top Screw
11	AR12C901	Striker Timing Pin
12	AR12C902	Bulkhead Timing Pin
13	AR12C106	Bolt Tip Insert
14	WHR #10	Lock Washer
15	AR12D001	Rear Cap
16	AR12D501	Striker Spring
17	AR12D601	Striker Cushion



MANIFOLD & AIR CHAMBER ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	AR11E101-C	Valve Pin
3	AR11E103	Lower Manifold
4	AR11E105	Valve Seat
7	AR11E501	Valve Spring
8	ORNG 013-P70	Valve Seat O-ring
9	ORNG 015-B70	Manifold Seal O-ring
10	H-S 440 5/16	Lower Manifold Screw
11	AR11B103-C	Valve Body
12	H-S 440 5/16	Lower Manifold Screw

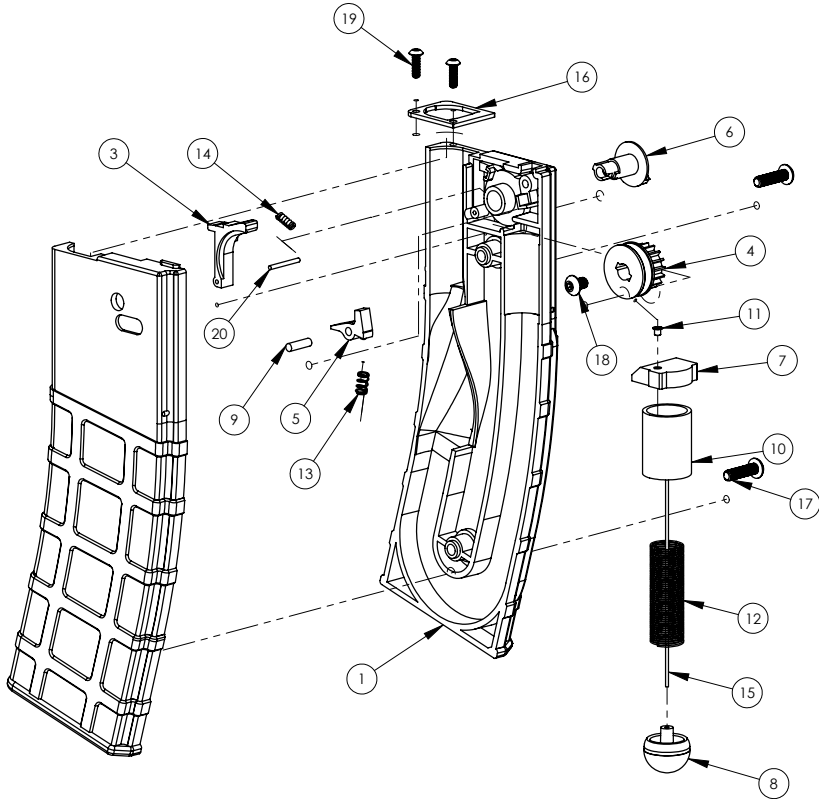
ITEM NO.	PART NUMBER	NAME
13	ORNG 1.5X4-B70	Air Manifold O-ring
14	AR11F101	Upper Manifold
15	AR11F102	Velocity Adjuster
16	AR11F103	Re-Cock Adjuster
17	AR11F104	Retention Pin
18	AR11F501	Retention Pin Spring
19	ORNG 017-S70	Upper Manifold O-ring
20	H-SSS 440 1/8	Retention Set Screw



MAGAZINE ASSEMBLY

ITEM NO.	PART NUMBER	NAME
1	AR11M001	Magazine Right
2	AR11M002	Magazine Left
3	AR11M003	Ball Retainer
4	AR11M004	Cog
5	AR11M005	Pawl
6	AR11M006	Crank
7	AR11M007	Spring Block
8	AR11M008	Follower
9	H-D 1/8 7/16-SS	Pawl Axle
10	AR11M102	Spring Tube

ITEM NO.	PART NUMBER	NAME
11	AR11M401	Spring Cap Ferral
12	AR11M501	Main Spring
13	AR11M502	Pawl Spring
14	AR11M503	Ball Retainer Spring
15	AR11M504	Cable
16	AR11M701	Follower Retainer Spring
17	H-B 832 5/8	Outer Screws (2)
18	H-B 832 1/4	Spool Screw
19	H-B 440 3/8	Follower Retaining Ring Screws
20	H-D 1/16 5/8-SS	Ball Retainer Pin



TROUBLESHOOTING

PAINT BREAKAGE

If you experience more than a small number of broken paintballs, then there are 3 things to check:

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 maker is set to a reasonable velocity (never over 300 ft. per sec.)



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