Congratulations on your purchase of the PepperBall TCP™ Launcher.

This launcher has been designed and manufactured by United Tactical Systems, LLC (UTS) to be reliable, accurate and durable. When properly handled, the TCP™ will give many years of dependable service. Please take the time to read through this manual and become familiar with the TCP™ parts, operation, maintenance, and safety precautions before you attempt to load or fire this launcher. This manual is a supplement to the recommended PepperBall® training and should be used as a reference when performing maintenance or annual re-qualification.

By purchasing this launcher, you and your agency 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 TCP™. 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 TCP™ may be prohibited from certain premises, including government buildings, airports, courthouses, schools, or other public spaces. Possessing a TCP™ in a prohibited area may subject user to criminal liability.

WARNING: If misused, this PepperBall® 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. UTS 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 PepperBall® launcher, you release UTS of any and all liability associated with its use.

All information 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 DO NOT ACCEPT LIABILITY, DO NOT USE THIS OR ANY PEPPERBALL® 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.
LAUNCHERS

- Danger: Never aim or shoot at the head, face, eyes, ears, throat or spine. Impact in these areas could result in unintended severe or permanent injury or death.
- Danger: Never look down the barrel of the launcher. Accidental discharge into the eyes may cause permanent injury or death.
- Eye, face and ear protection should be worn when utilizing this system in force-on-force training.
- 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.
- Always keep the barrel pointed down or in a safe direction.
- 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 PepperBall® authorized projectiles in this launcher. The use of any unauthorized projectiles in this launcher will void all warranties.
- Any unauthorized modifications to the function of this launcher will void all warranties.
- If any laser is equipped with this launcher, never point the laser directly at eyes and observe all safety warnings associated with the equipped laser.
- Always verify launcher is in “Safe Mode” and stored in a safe and secure location when not in use.
- Use CAUTION when engaging suspects beyond 20 meters as accuracy is reduced beyond that distance.

PROJECTILES

PEPPERBALL LIVE-X™ AND PEPPERBALL LIVE™ PROJECTILES

WARNING! THIS PRODUCT IS NOT A TOY! KEEP OUT OF THE REACH OF CHILDREN! MAY CAUSE IRRITATION UPON CONTACT OR INHALATION.

Read projectile label carefully before opening container or using any of its contents. Opening container indicates user has carefully read label in its entirety and accepts its provisions as the terms and conditions under which this product is furnished. THIS PRODUCT IS INTENDED SOLELY for use by properly trained users including military, law enforcement, private security, and corrections personnel.

IRRITATION: PAVA projectiles contain pepper powder and may cause irritation upon contact or inhalation.

ACTIVE INGREDIENT of PAVA-filled projectiles: Approximately 0.5% in LIVE projectiles and 5.0% in LIVE X projectiles +/- 0.02% by weight PAVA (with CAPAICIN II) Capsaicinoids 1.0% per A.S.T.A. 21.3

EXPOSURE:

Inhalation: Inhalation of this product may cause respiratory irritation. Inhalation of high concentrations may cause nausea, headache, dizziness, coughing, dyspnea, chest pain, and/or eye, nose, and throat irritation.

Ingestion: Ingestion is unlikely and not considered a potential route of exposure. Individual should be treated as having an acute non-specific airway reaction by an appropriate specialist. Do not induce vomiting.

Storage and Disposal: Store in areas inaccessible to children. Do not store where temperature may exceed 150°F. Discard three (3) years from date of manufacture. PEPPERBALL patented products are protected by one or more of U.S. Patent Numbers 5,965,839; 6,393,992; 6,543,356; 6,546,874; 7,194,960; European Patent Number 1177409; and/or other domestic and foreign patent pending applications. For information, call (877) 887-3773 or go to www.pepperball.com.

GLASS-SHATTERING PROJECTILES

WARNING! NOT INTENDED FOR USE ON HUMANS! KEEP OUT OF THE REACH OF CHILDREN!

Glass-Shattering Projectiles should only be used for breaking automobile side windows or residential windows. These projectiles are NOT recommended to be used as anti-personnel projectiles. Projectiles should NOT be reused. Dispose of all previously launched projectiles. By opening the container and breaking the sealed cap, the agency and the user agree to abide by all manufacturer’s recommendations. Discard safely six (6) years from date of manufacture.

CO₂ CARTIDGES

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.

N₂ CARTIDGES

WARNING– CONTENTS UNDER PRESSURE Do not heat over 125°F or rupture may occur. NEVER POINT TOWARDS FACE OR PERSONS NEARBY. DO NOT INHALE- FIRST AID: IF INHALED, remove to fresh air. If breathing is difficult, give oxygen and call a physician.

CAUTION: Pressurized with nitrogen. Intended for use in specified PepperBall launching devices only. Protect from sunlight when ambient temperature exceeds 52°C/125°F.

For product information, refer to the Safety Data Sheets (SDS) listed on www.pepperball.com.
**TCP™ SPECIFICATIONS**

<table>
<thead>
<tr>
<th>Specification</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Caliber</td>
<td>.68</td>
</tr>
<tr>
<td>Action</td>
<td>Semi-auto</td>
</tr>
<tr>
<td>Power</td>
<td>CO₂ or Nitrogen</td>
</tr>
<tr>
<td>Length</td>
<td>8in/20.3cm</td>
</tr>
<tr>
<td>Height</td>
<td>6.5in/16.5cm</td>
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<tr>
<td>Barrel Length</td>
<td>5in/12.7cm</td>
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<tr>
<td>Weight</td>
<td>1.7lbs/0.77kg</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>6 round; 6 VXR</td>
</tr>
<tr>
<td>Target Range Round</td>
<td>66 Ft/20 M</td>
</tr>
<tr>
<td>Target Range VXR</td>
<td>164 Ft/50 M</td>
</tr>
</tbody>
</table>

**NOTE:** Black magazines are used for round projectiles ONLY. Orange magazines are for VXR rounds ONLY.
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 TCP™ 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 TCP™. Look inside the grip of TCP™ and ensure that no projectiles remain in the chamber or barrel area. Visually inspect the projectile viewport to ensure that no projectiles are visible.

3. 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.

* Magazine must be removed before barrel removal.

4. LOAD PROJECTILES - Insert a maximum of 6 PepperBall® projectiles into the magazine from the top (Diagram 1). The projectiles will be held in place automatically by the projectile retainer pin. You can also lock the Projectile Follower in the down position by pulling down on the Projectile Follower ears. VXR projectiles must be oriented as shown in the illustration. (Diagram 2)

5. LOADING CO2 CARTRIDGE - Obtain an 8 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 (Diagram 3).

6. SEALING THE CO2 CARTRIDGE - If the TCP™ will be used immediately, place the magazine into the TCP™ and seat it fully. Pull down the Flip Knob Base Screw (Diagram 4) and turn clockwise until the small end of CO2 cartridge just touches the puncture pin. Then, quickly turn the flip knob clockwise until the cartridge is punctured and sealed. Ensure that no CO2 gas is escaping from the puncture pin area.

7. STAGING - If the TCP™ will not be used immediately and is only being staged for future use, tighten the flip knob base screw until the small end of the CO2 cartridge just touches the puncture pin. Be sure the pin does NOT puncture the CO2 cartridge.
**OPERATIONAL INSTRUCTIONS**

8. LOAD MAGAZINE - Place the magazine in the grip of the TCP™ 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. Follow the steps outlined for immediate use in step 6 of Getting Started.

**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 CONSIDERATIONS**

- If the CO₂ or N₂ cartridge is punctured in a magazine, it should be replaced if the TCP™ is not used within 24 hours.
- Operational temperature range for the TCP Launcher:
  - CO₂ (37°F to 120°F)
  - N₂ (-15°F to 140°F)
- The target zone for the TCP™ launcher is the same as other PepperBall® launchers. Users can use a center of mass aiming point with the TCP™ launcher. This allows users to target the same zone as they do when using lethal firearms. Users do not need to change their point of aim when using the PepperBall® system.
- Users of the TCP™ launcher can also specifically target the hands, feet, and legs for additional opportunities to gain compliance. The user should always avoid targeting the eyes, face, throat, or spine. Users should always follow department guidelines, training guidelines and policies when using this or any other launcher.
- Use the projectile viewport to ensure a projectile is loaded in the TCP™ launcher prior to operational use.
- The PepperBall® TCP™ launcher should only be used by users trained in its use and operation.

PepperBall® recommends that all operators receive training in the proper use of this or any PepperBall® launcher system prior to its deployment. For a list of upcoming PepperBall® training courses, please visit www.PepperBall.com or call 1-877-887-3773.
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 TCP™ barrel, the barrel will need to be cleaned.
2. Ensure the TCP™ is in “Safe Mode” and remove barrel as outlined on page 8.
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 TCP™. It is designed to be used with the barrel dry.
4. Wipe off any dirt or grime from the outside of the TCP™ barrel with a dry cloth.

BREACH DEBRIS REMOVAL
1. If there is foreign debris or a broken projectile in the TCP™ 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.

TROUBLESHOOTING
PROJECTILE BREAKAGE
If you experience more than a small number of broken projectiles, check that:
1. The launcher is free of broken projectiles or any other debris.
2. Make sure the launcher is set to a reasonable velocity.

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RETURN POLICY

UTS RETURN MERCHANDISE AUTHORIZATION (RMA) POLICY

For warranty and non-warranty repair:

• Call UTS at 1-260-478-2500
• UTS will issue a Return Authorization (RA) Number
• UTS will provide the shipment address.
• Include a brief statement regarding the requested repair, your name, your return address and a telephone number where you can be reached during normal business hours with the shipment.

• CAUTION: ALWAYS UNLOAD AND REMOVE AIR SOURCE AND PROJECTILES BEFORE SHIPPING A LAUNCHER.
• CAUTION: THE AIR SOURCE MUST BE DISCHARGED.
• Please make sure that the RA Number is clearly marked on the outside of the package.
• Postage and delivery charges must be pre-paid. Collect delivery charges will not be accepted.
• Products within the one year warranty period are returned via ground shipping at no charge.
• Out-of-warranty returns require a pre-payment of shipping charges prior to return shipment by UTS.
• You may request expedited shipping at your expense with charges paid prior to return shipment.

UTS strives to complete the necessary repair work within a reasonable amount of time.

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