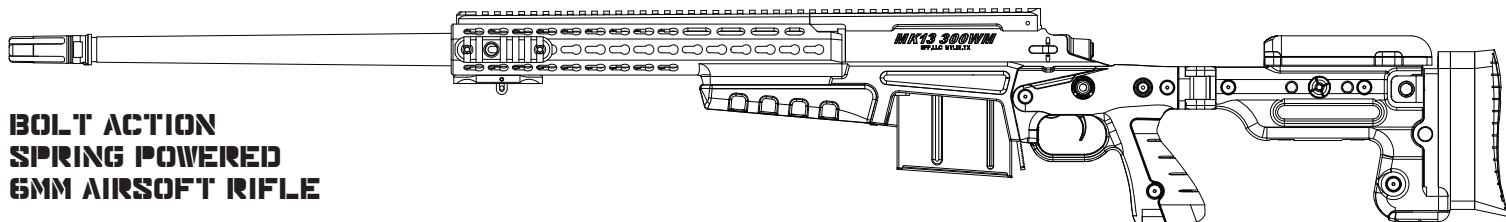
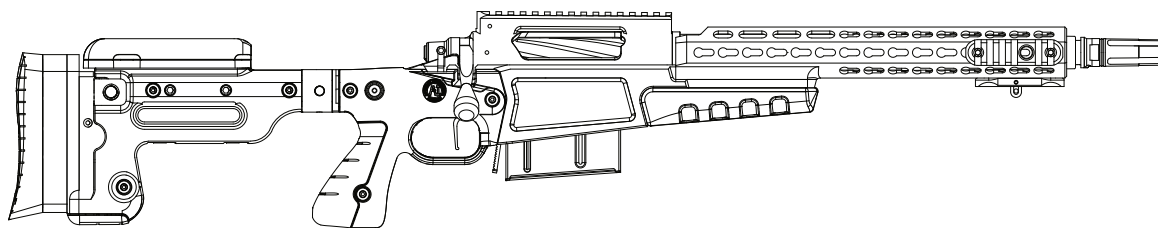




ARCHWICK

MK13 MOD 7

U.S. MARINE CORPS SNIPER RIFLE 300 WIN MAG



**BOLT ACTION
SPRING POWERED
6MM AIRSOFT RIFLE**

WARNINGS

- Do not load or fire this airsoft gun until you have completely read this manual and are familiar with its safety features, mechanical operation, and handling characteristics.
- Handle this and any airsoft gun as if it were loaded at all times.
- Keep your finger off of the trigger until ready to shoot.
- Do not look down the barrel of a airsoft gun. Accidental discharge into the eyes may cause permanent injury or death.
- Keep the airsoft gun on safe until ready to shoot.
- Keep the barrel plug (user supplied) installed on airsoft gun when not shooting.
- Never point the airsoft gun at anything you do not intend to shoot.
- Never fire your airsoftgun at anything you do not intend to shoot because there may be BBs or foreign debris lodged in the chamber, and / or barrel
- Do not shoot at fragile objects such as windows.
- Never fire your airsoft at personal property of others
- Always keep the muzzle pointed in a safe direction, even if you stumble or fall.
- Eye, face, and ear protection designed specifically to stop BBs in the form of approved goggles, and face protection should be worn by the user and any person within range.
- Never shoot at a person who is not protected by eye, face, and ear protection designed for airsoft.
- Before storing or disassembling be sure to point your airsoft gun in a safe direction, fire several times to be sure there are no BBs lodged in the chamber and / or barre. Install barrel plug.
- Store the airsoft gun unloaded in a secured place.
- Use only high quaity new 6mm BBs. Used or damaged BBs may cause a malfunction in the airsoft gun.
- Avoid alcoholic beverages before and during the use of this airsoft gun Handling airsoft guns while under the influence of drugs or alcohol is a criminal disregard for public safety.
- Avoid shooting an opponent at pointblank, 2 Meters or less.

MK13 MOD 7 / MK 13 C SPECIFICATIONS

MK 13 Mod 7

Total Length: 1235mm With Stock folded: 990mm
Weight: 4200g
Muzzle Velocity: 135m/s (measured with 0.2g BB)
Energy: 1.82J (Joules)

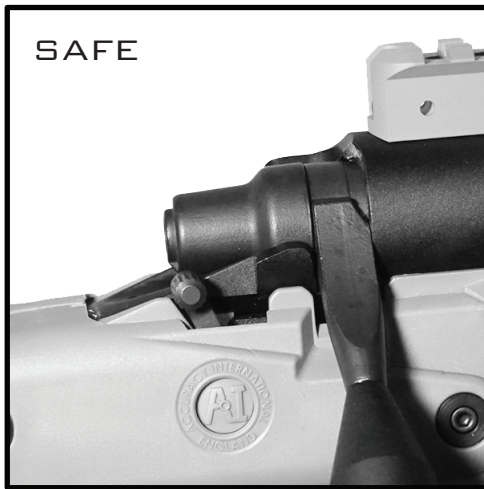
MK 13 Compact

Total Length: 950mm, With Stock Folded 704.5mm
Weight: 3500g
Muzzle Velocity: 120m/s (measured with 0.2g BB)
Energy: 1.44J (Joules)

EXCEPT WHEN AIRSOFT GUN IS IN USE, ALWAYS MAKE SURE THAT THE BARREL PLUG IS INSTALLED AND THE SELECTOR SWITCH IS IN SAFE MODE, WHICH DISABLES THE TRIGGER.

SAFETY

The SAFETY SWITCH is located on the right side of the airsoft gun, directly behind the bolt handle.



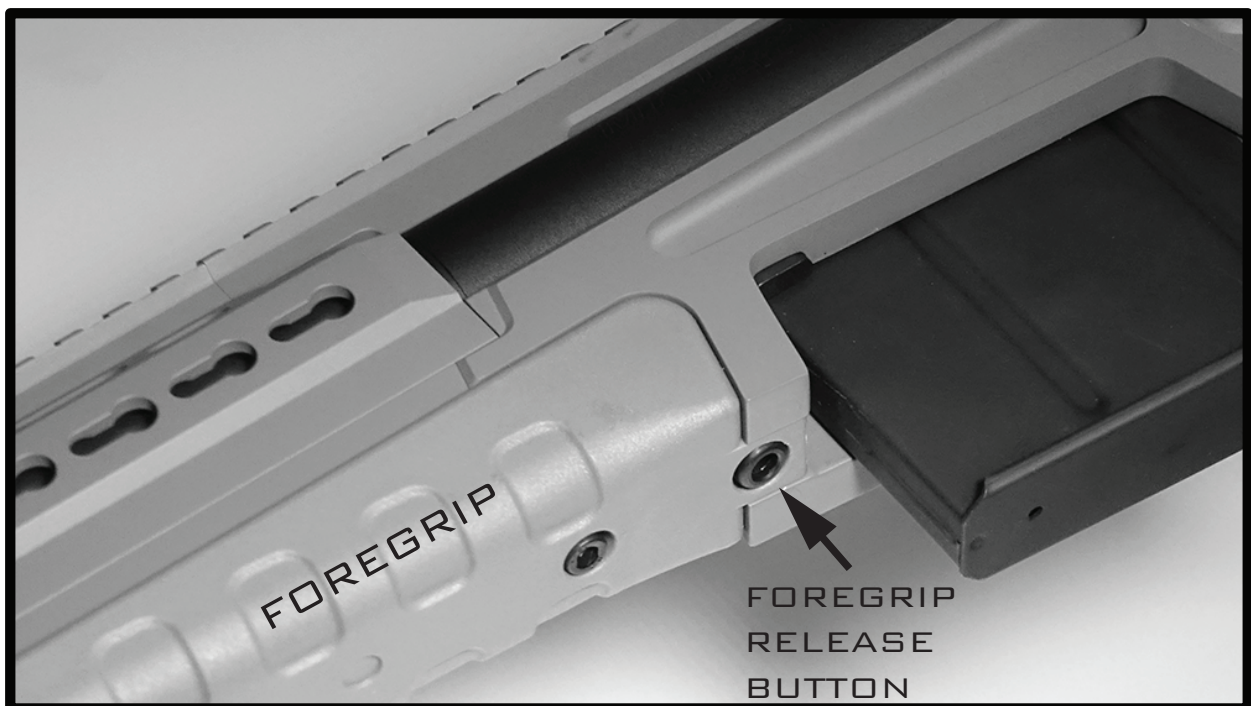
To turn ON the Safety (SAFE MODE):
To turn OFF the Safety (FIRE MODE):

Rotate Safety Switch towards the back of the airsoft gun to put on SAFE
Rotate Safety Switch towards the front of the airsoft gun to put on FIRE

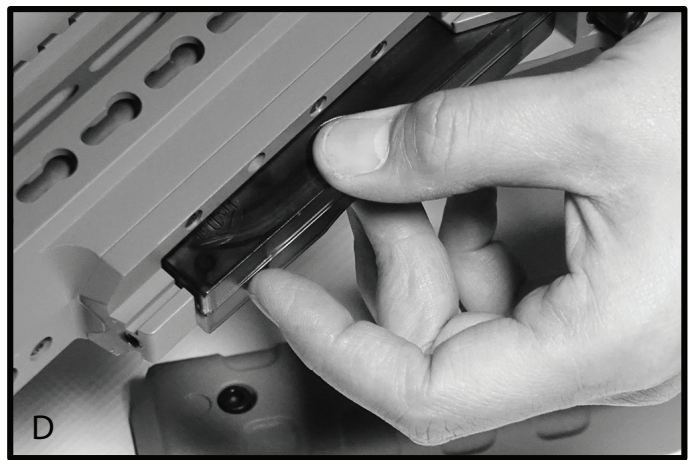
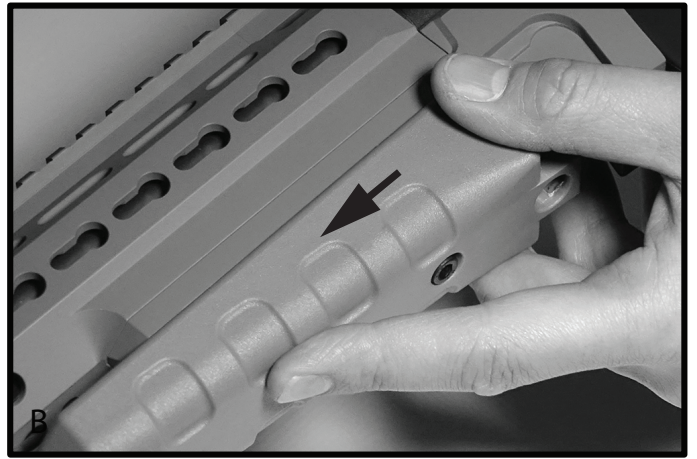
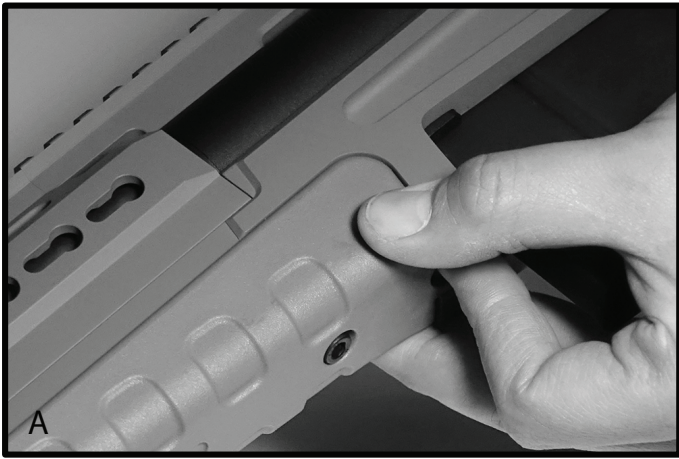
QUICK REFERENCE - USING YOUR AIRSOFT GUN

Before playing with your new MK13 Airsoft Gun there are a few important steps to take.

STEP 1. LOADING THE MAGAZINE

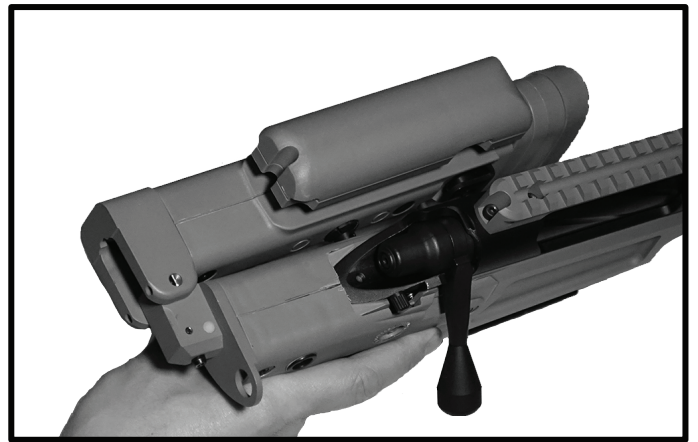
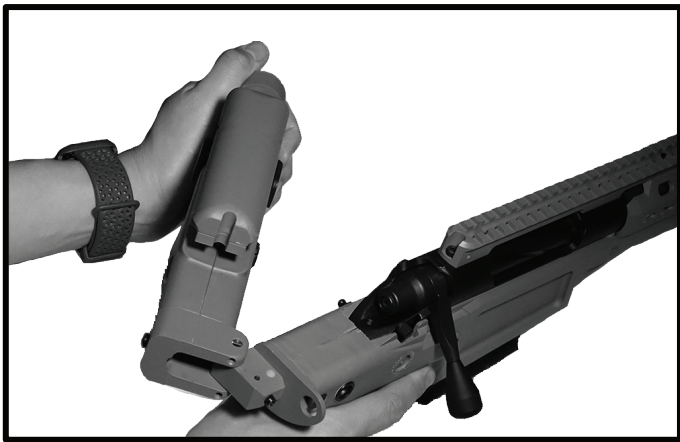


Your MK13 Comes with a 50 rounds magazine, it is located under the front foregrip.



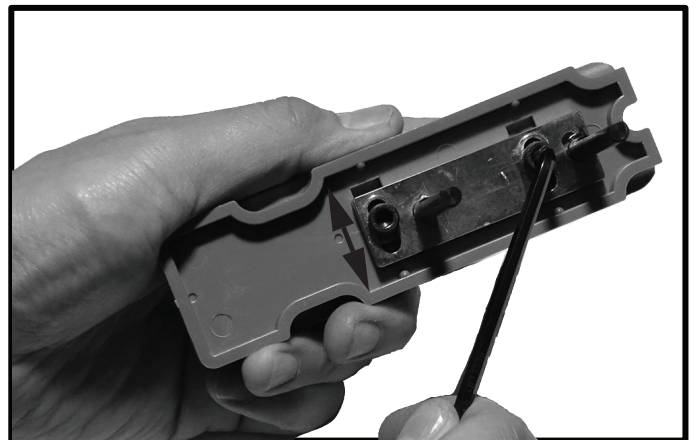
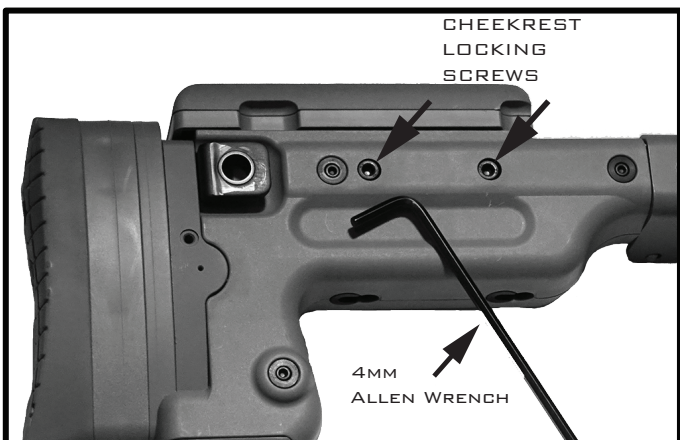
- A. Hold foregrip with your thumb on one side, and your middle finger on the other
- B. Press foregrip release button with your index finger, keep button held down and push the foregrip forward towards the barrel of the airsoft gun until the foregrip is removed from the airsoft gun completely
- C. The magazine is now exposed, it's held in place by a spring and ball bearing inside the magazine well
- D. Grip the Magazine as shown and pull down to remove the magazine from the airsoft gun
- E. Fill Magazine to capacity (Picture shown with user supplied quick filler device)
- F. Re-Insert Filled Magazine back into the magazine well
- G. Slide foregrip back onto airsoft gun (release button does NOT need to be depressed when installing)

STEP 2. Folding / Unfolding Stock



- A. The stock release button is located on the right side of your airsoft gun, it sits on a metal collar between the receiver and the buttstock
- B. Push and hold down the stock release button while simultaneously pushing the stock towards the left side of the airsoft gun, the stock should now be free from the extended locked position and ready to be folded
- C. Continue pushing the stock until it's completely folded on the left side of the airsoft gun, there's a holding mechanism that securely holds the stock in the folded position
- D. Reverse the process to return the stock to the extended position if desired

STEP 3 ADJUSTING THE CHEEKREST



- A. The cheekrest locking screws are located on the right side of the stock, loosen them by turning counterclockwise with 4mm Allen Wrench, pull the cheekrest up until it's fully separated from the stock
- B. Once the cheekrest is removed from the stock, turn it over to reveal cheekrest adjustment screws, loosen with 4mm Allen Wrench and adjust the side to side position according to shooter preference, re-tighten cheekrest adjustment screw to set the side to side position
- C. Re-insert cheekrest into stock, hold at the desired cheekrest height, tighten cheekrest locking screws to lock cheekrest into place

STEP 4. READYING THE ACTION

Now that Magazine is loaded and the stock / cheekrest position are set, the Airsoft Gun can be cocked and made ready to shoot. For the best operator experience, it is absolutely important that the following section is read carefully. Please FOLLOW THESE INSTRUCTIONS THOROUGHLY to avoid possible damage to the airsoft gun or injury to the operator or players around you.



The airsoft gun should ONLY be fired when the bolt is in this position. In this position, the bolt is in front of the safety and fully seated inside the action. The bolt will remain in this position after the gun is fired, and the system is de-cocked.

COCKING THE AIRSOFT GUN (BOLT PULL)



- A. With the safety engaged and the airsoft gun set to 'SAFE MODE', keep trigger finger away from the trigger, press the stock against your shoulder and lift the cocking handle up until it stops at the end of its travel range.
- B. With the cocking handle held at this position, rotate your hand into an overhand grip position, press your thumb against the back of the bolt while grabbing the cocking handle at its highest position (point closest to the receiver); this will give you maximum leverage against the spring and piston inside the bolt for an easier pull.
- C. Pull the bolt straight back against your body until an audible 'click' can be heard, and all spring tension is released from the bolt. The airsoft gun is now cocked. Do NOT fire the airsoft gun in this position.

WARNING!

DO NOT FIRE the Airsoft Gun with the Bolt Pulled back. Doing so will send the bolt back into the receiver at full force, which can potentially lead to damage to the airsoft gun itself, or injury to the operator.

WARNING!

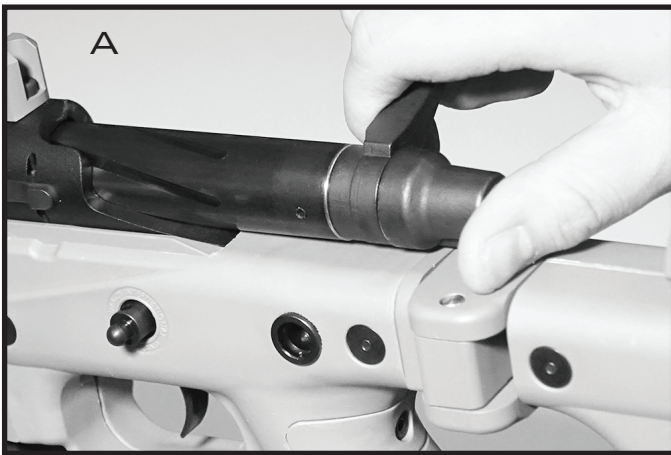
THE BOLT MUST BE IN THE CORRECT POSITION BEFORE YOU PUSH IT FORWARD BACK INTO THE ACTION. DO NOT FIRE THE GUN UNTIL THE BOLT IS BACK IN ITS DEFAULT POSITION!



In the CORRECT position, the bolt handle is at its most upright point of travel, and pointed at the 2 o'clock position.

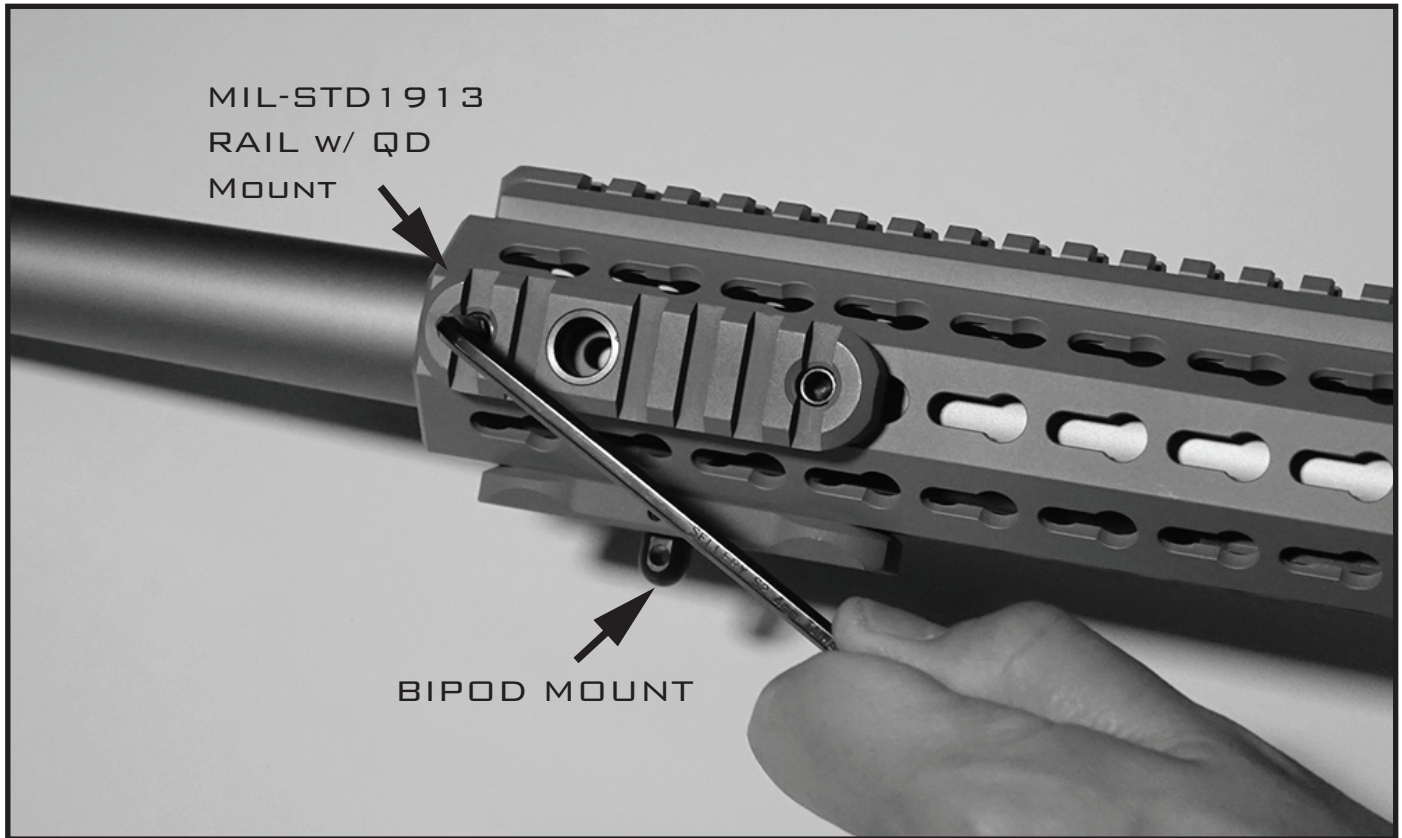
In the INCORRECT position, the bolt handle is sitting too far down, and can strike the SAFETY when being pushed back into the action. Hard strikes against the SAFETY can potentially damage it or even break it off completely.

RETURNING TO DEFAULT POSITION (BOLT PUSH)



- A. While holding the cocking handle / bolt in the correct position, push it back into the action.
- B. Rotate the cocking handle / bolt counterclockwise to return it back to the default position.
- C. Disengage Safety and put Airsoft gun into "FIRE MODE" when ready to fire.

STEP 4. ACCESSORIES ATTACHMENT



Your MK13 comes with 2 Short Accessories Rail and are factory mounted on the 3 & 9 o'clock position of the handguard. They come with a QD (quick detach) sling mount and can be attached onto any of the Key Slot mounting holes on the handguard. There is also a Bipod Mount Rail on the 6 o'clock position. It comes with a standard Harris style QD stud, which will work with Harris or similar style bipods.

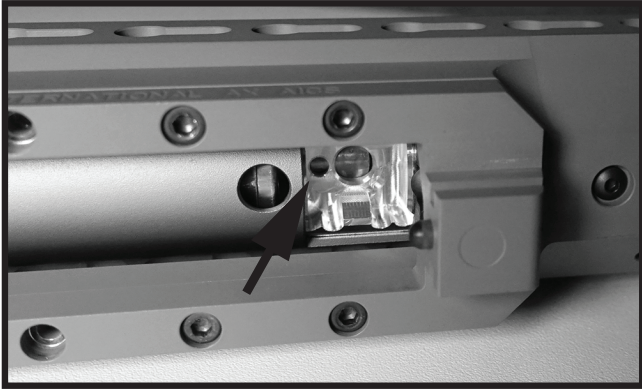
Note: Mounting holes are machined in **Accuracy International's proprietary 'Key Slot' standard, and NOT 'Key Mod'**. Key Mod accessories may or may not fit, depending on the individual accessory's machining specifications.

To change mounting position, loosen mounting screws with 4mm Allen Wrench, and push the rail backwards towards the back of the airsoft gun, this will detach the rail from the original mounting slot. Install rail in the new desired position and push forward to lock into place, re-tighten mounting screws to secure the rail into place.

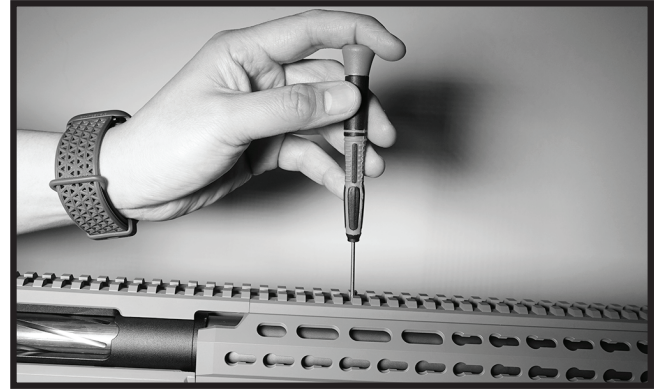


Your MK13 comes with a steel muzzle device machined in 14mm negative threading. This muzzle device is designed to pair with a custom mock suppressor (purchased separately). To remove muzzle device, loosen mounting screw with 1.5mm Allen Wrench and twist off by hand.

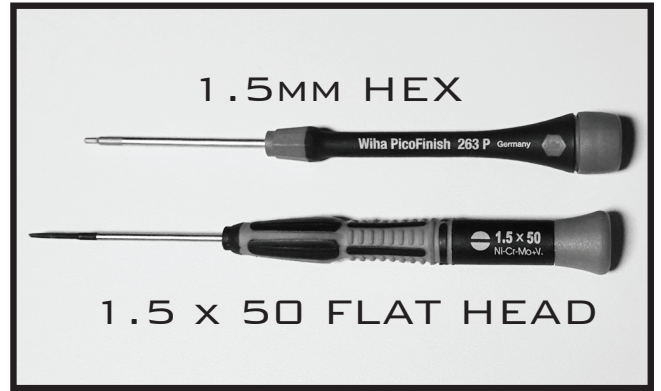
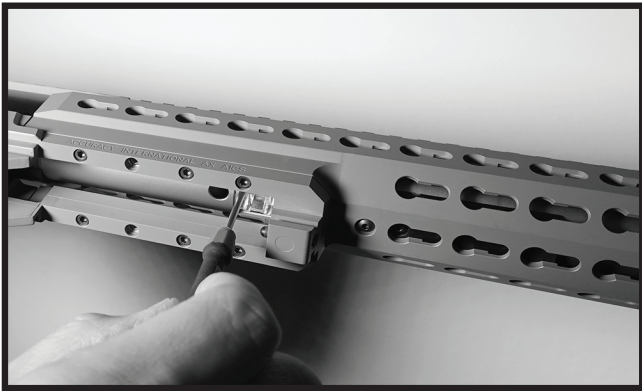
STEP 5: HOP UP ADJUSTMENT



ACCESS POINT A



ACCESS POINT B



'Hop Up' is the application of downward pressure on the BBs, which causes backspin. The more pressure is applied, the more lift the projectile will have. Depending on the weight of BBs you're shooting, you may need to add or reduce the amount of Hop Up. The MK13 is unique in the airsoft world as its Hop Up Chamber has a co-joined adjustment screw that allows the user to access it from 2 separate locations of the airsoft gun.

Access Point A is located in the breech of the Hop Up Chamber. Once the magazine is removed, you'll find a small hole behind the BB feed lip. To adjust Hop Up via Access Point A, insert a 1.5mm Allen Wrench (HEX) and turn counterclockwise to increase Hop Up, and clockwise to decrease. Note that adjustment could only be made between live firing shots, and there must be no BB in the Hop Up Chamber when making the adjustment.

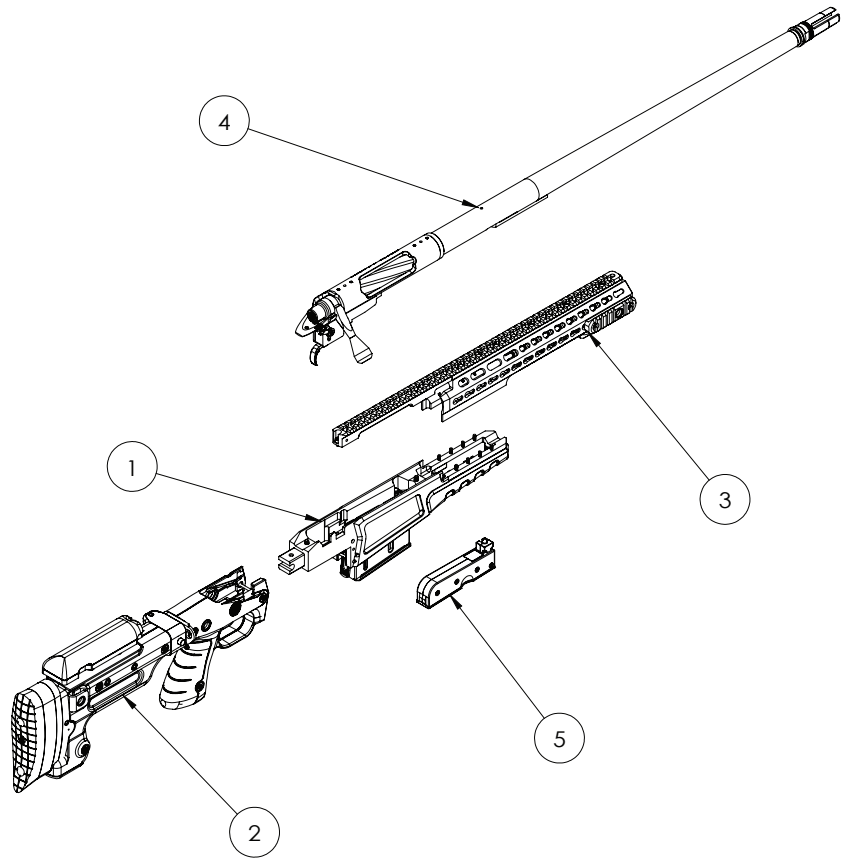
Access Point B is located on top of the Hop Up Chamber. Access is gained via a small hole on the top rail. To adjust Hop up via Access Point B, insert a small Flat Head Screwdriver and turn clockwise to increase Hop Up, and counterclockwise to decrease. Note that adjustment could only be made between live firing shots, and there must be no BB in the Hop Up Chamber when making the adjustment.

WARNING!

Hop Up can only be adjusted via live firing. Make sure you're in a designated safe shooting area and be aware of your surroundings. Wear eye protection and all other necessary safety equipment.

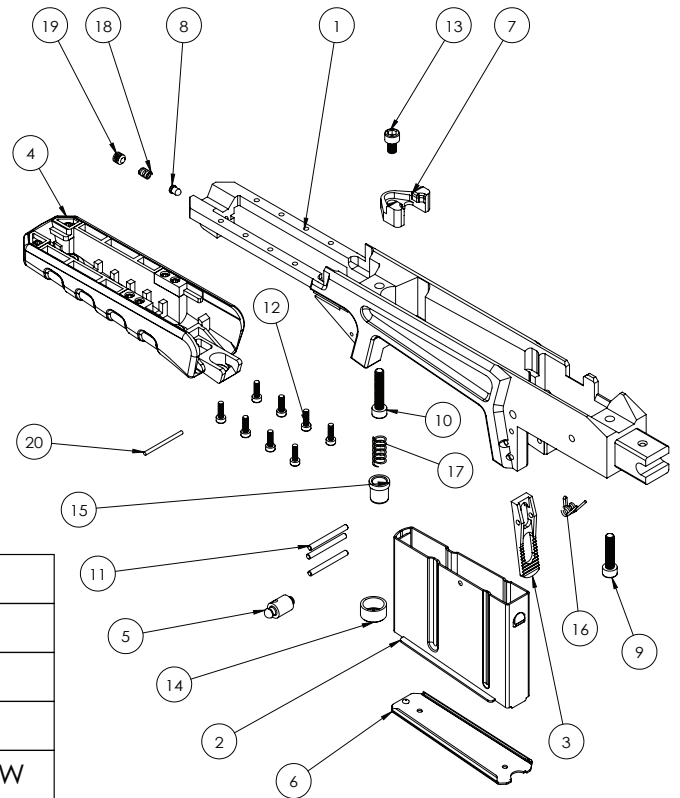
DO NOT FIRE the Airsoft Gun with the Bolt Pulled back. Doing so will send the bolt back into the receiver at full force, which can potentially lead to damage to the airsoft gun itself, or injury to the operator.

MODULES



1	LOWER RECEIVER
2	STOCK
3	FOREGRIP
4	UPPER RECEIVER
5	MAGAZINE

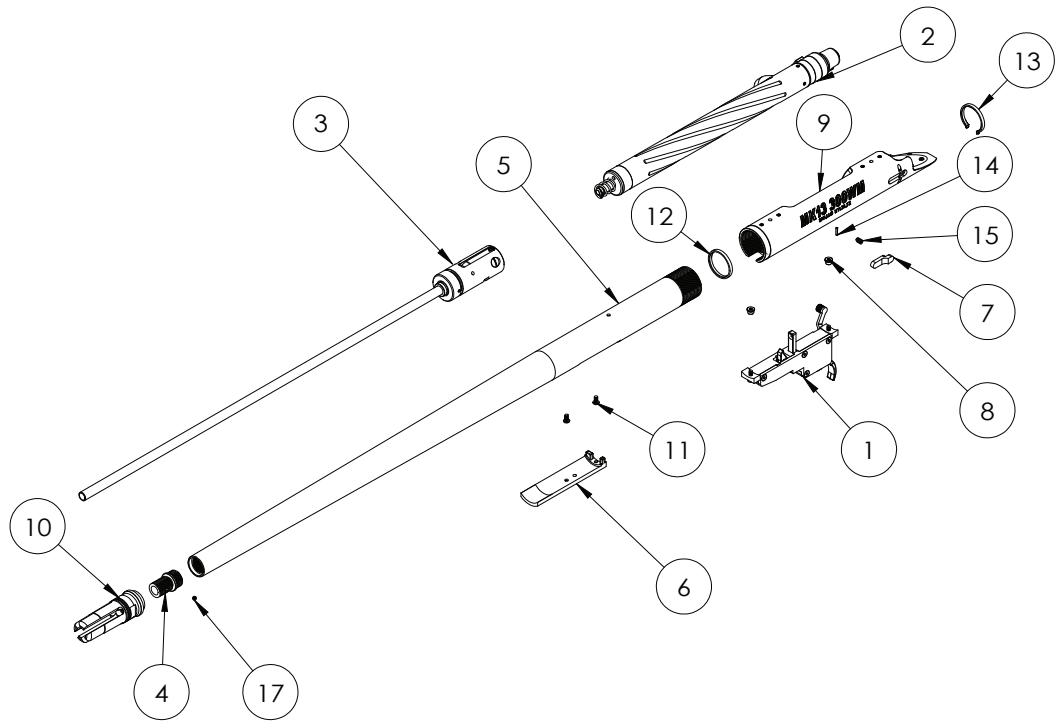
LOWER RECEIVER



1	LOWER RECEIVER		
2	FALSE MAGAZINE		
3	F.M. RELEASE		
4	FOREGRIP		
5	STOCK LATCH		
6	F.M. FLOOR PLATE		
7	F.M. MAG CATCH		
8	MAG. RETAINER		
9	M5x22 HEX SCREW	15	HGP BUTTON
10	M5x26 HEX SCREW	16	F.M.R. SPRING
11	3x30 SS CROSS PIN	17	8x0.8 SPRING
12	M3x10 HEX SCREW	18	4.8x0.4 SPRING
13	M5x8 HEX SCREW	19	M5x6 HEX SET SCREW
14	HG POSITION SEAT	20	2x30 SS CROSS PIN

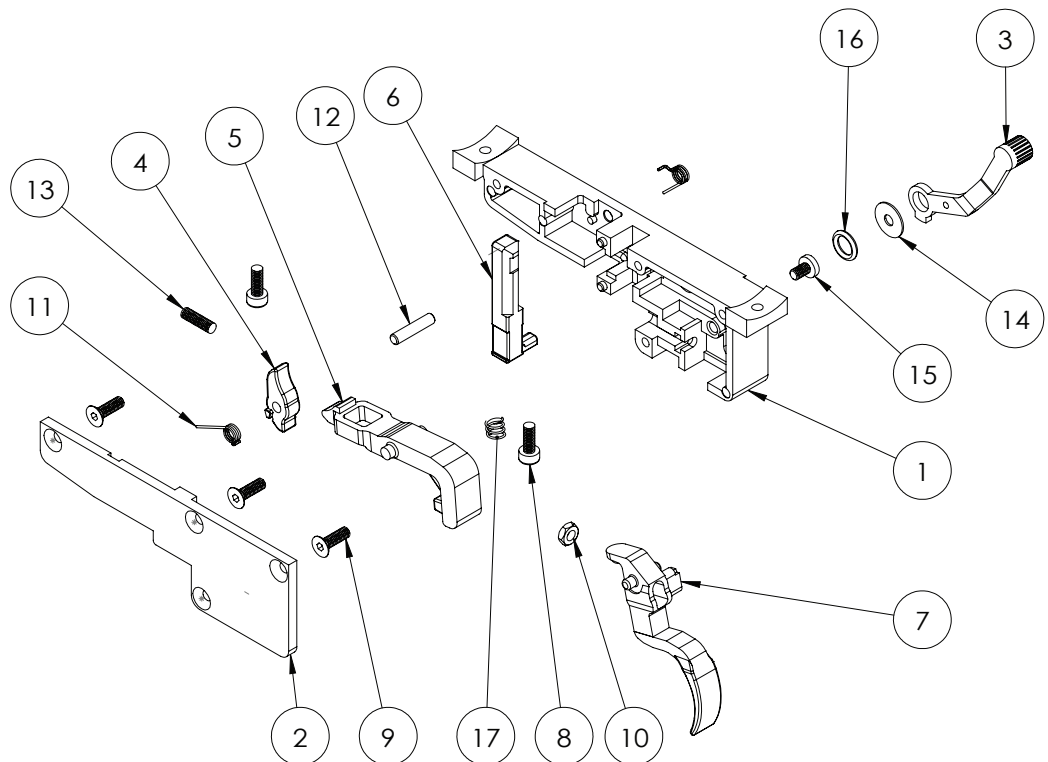
UPPER RECEIVER

1	TRIGGER BOX
2	BOLT ASSEMBLY
3	HOP-UP CHAMBER
4	BARREL TIP
5	OUTER BARREL
6	BARREL HOLDER
7	BOLT BUTTON
8	TRIG.BOX.NUT
9	ACTION
10	MUZZLE DEVICE
11	M3x6 HEX SCREW
12	ACTION FRT. BUSHING
13	ACTION R. BUSHING
14	1.5x8 SPRING PIN
15	4x0.5 SPRING
16	M3x4 HEX SCREW
17	M2x6 HEX SET SCREW

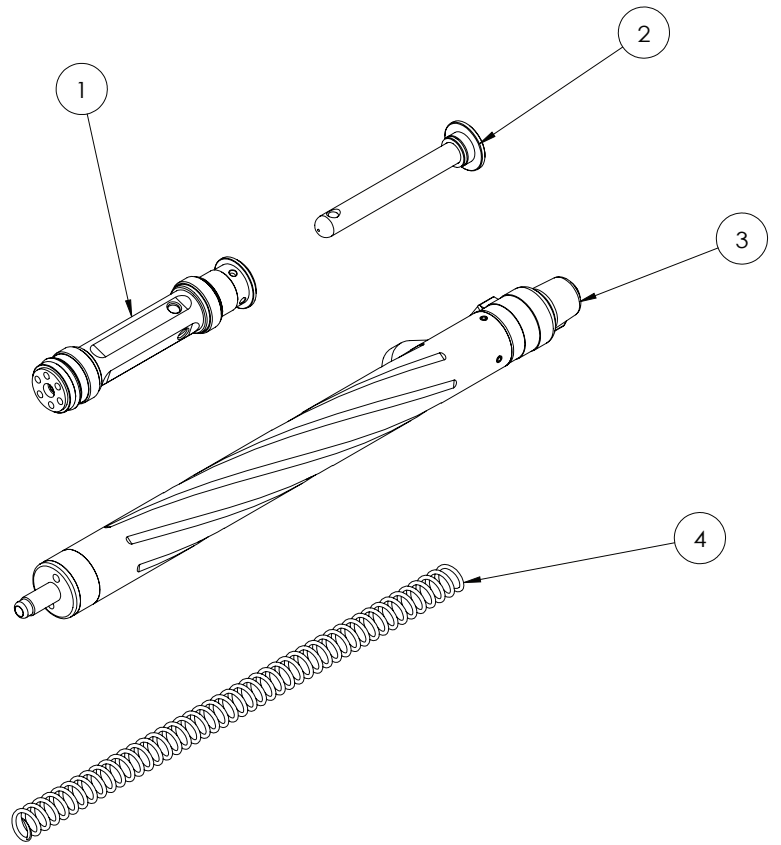


TRIGGER BOX

1	T.B. HOUSING
2	T.U. COVER
3	SAFETY LATCH
4	90° PISTON SEAR
5	TRIGGER LEVER
6	S.G. STOPPER
7	TRIGGER
8	M3x8 HEX SCREW
9	M3x 8 F.H. HEX SCREW
10	M3 THIN NUT
11	SEAR SPRING
12	3x15 SS ROLL PIN
13	M3x10 HEX SET SCREW
14	M3 WASHER
15	M3x5 F.H. HEX SCREW
16	8.5x1.5 O-RING
17	5x0.5 SPRING

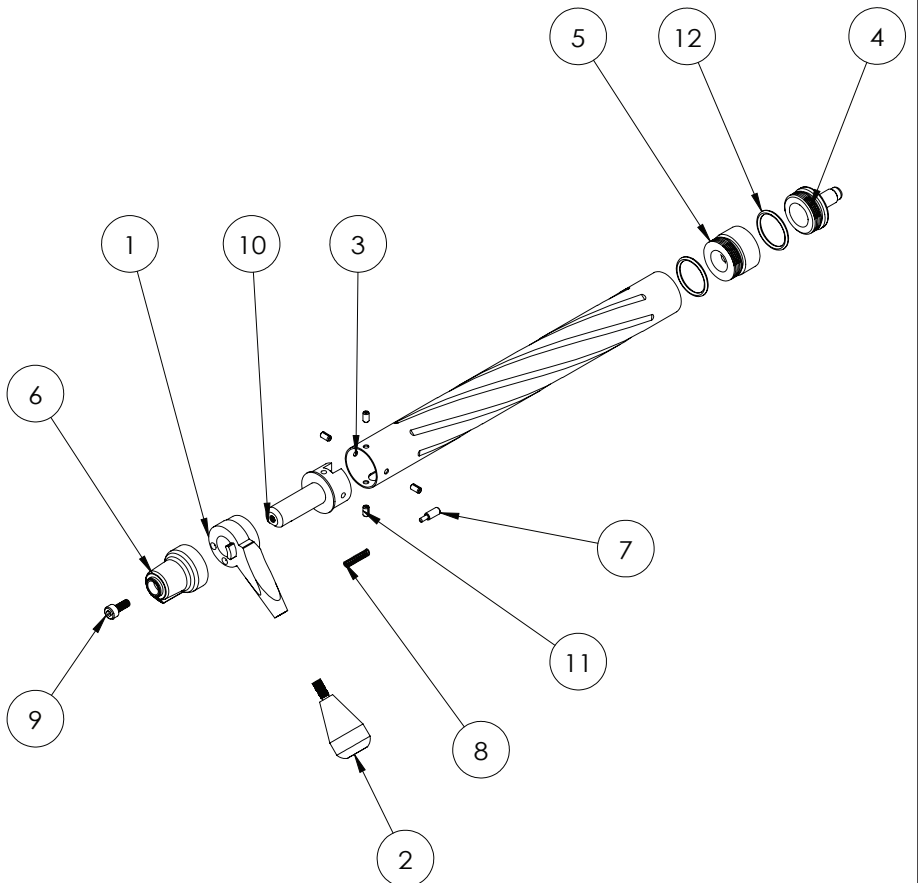


BOLT



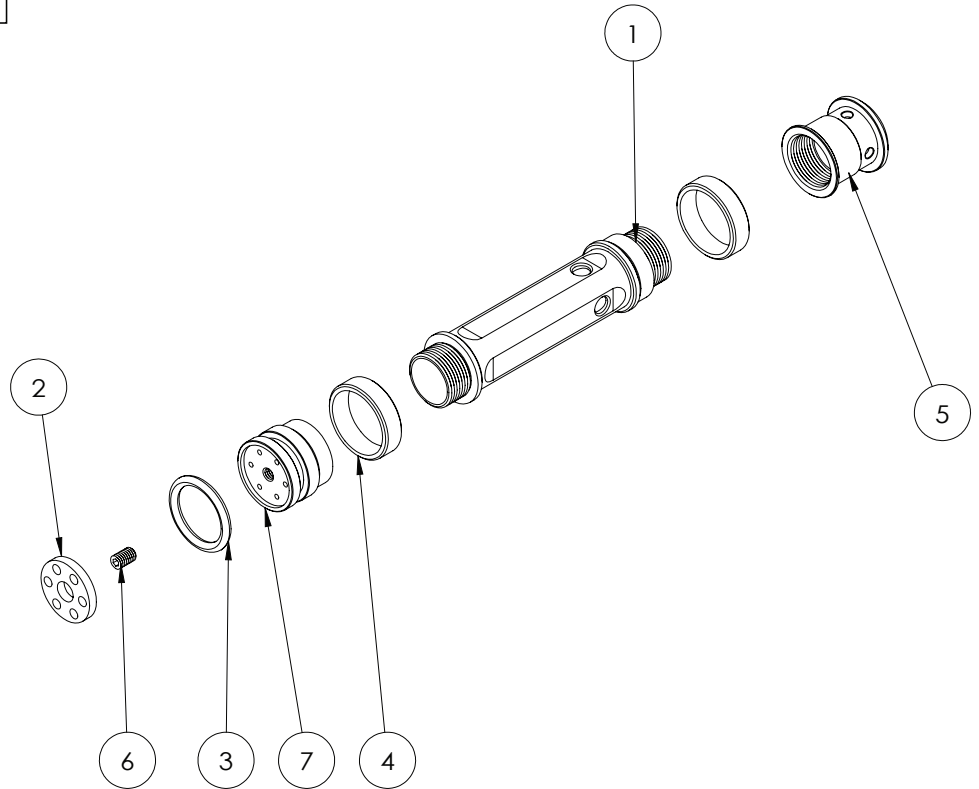
1	PISTON
2	SPRING GUIDE
3	BOLT BODY
4	POWER SPRING

CYLINDER SET



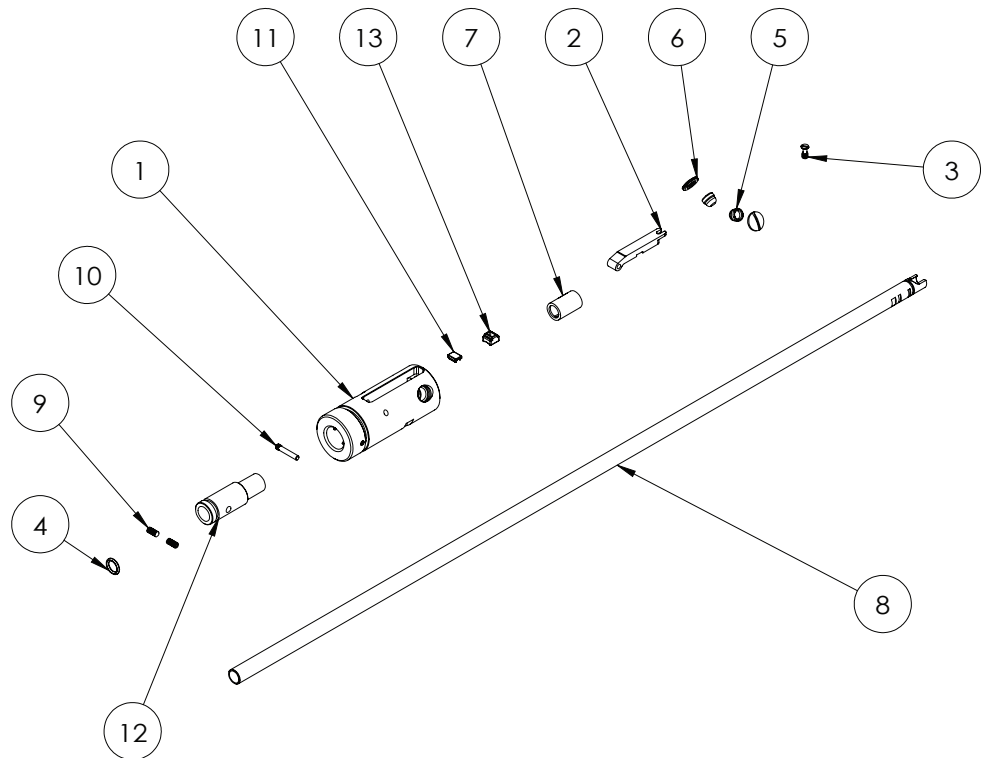
1	BOLT HANDLE
2	BOLT HANDLE HEAD
3	CYLINDER BODY
4	PISTON HEAD
5	P.H. EXTENDER
6	BOLT PLUG
7	BOLT PLUG PIN
8	BOLT PLUG SPRING
9	M4x10 HEX SCREW
10	CYLINDER BACK TUBE
11	3x6 SPRING PIN
12	2x9 O-RING

PISTON



1	PISTON BODY
2	PISTON RUBBER
3	PISTON O-RING
4	CENTERING RING
5	90° PISTON END
6	M4x5 HEX SET SCREW
7	PISTON HEAD

HOP-UP CHAMBER



1	CHAMBER BODY
2	HOP-UP LEVER
3	TOP ADJUSTER
4	CHAMBER SLEEVE O-RING
5	BB HOLDER
6	BB HOLDER SCREW
7	HOP-UP BUCKING
8	INNER BARREL
9	M3x6 HEX SET SCREW
10	2x15 ROLL PIN
11	HOP-UP LEVER PLATE
12	CHAMBER SLEEVE
13	HOP-UP LEVER PLATE 2

