

VANGUARD **AR**  Series

Getting Started



WARNING



- The VANGUARD MARKER is not a toy.
- Careless or improper use, including failure to follow instructions and warnings within this Operator Manual and attached to the VANGUARD MARKER could cause death or serious injury.
- Do not remove or deface any warnings attached to the VANGUARD MARKER.
- Paintball industry standard eye/face/ear and head protection designed specifically to stop paintballs and meeting ASTM standard F1776 (USA) or CE standard (Europe) must be worn by user and any person within range.
- Must be at least 18 years of age to purchase the VANGUARD MARKER.
- Persons under 18 years of age must have adult supervision when using or handling the VANGUARD MARKER.
- Observe all local and national laws, regulations and guidelines.
- Use only on professional paintball fields where codes of safety are strictly enforced.
- Use compressed air/nitrogen gas only. Do not use CO₂.
- Do not exceed 850 psi (58 bar) input pressure.
- Always follow instructions, warnings and guidelines given with any first stage regulator you use with the VANGUARD MARKER.
- Use 0.68 calibre paintballs only.
- Keep the VANGUARD MARKER switched off until ready to shoot.
- Treat every marker as if it is loaded.
- Never point the VANGUARD MARKER at anything you do not intend to shoot.
- Do not shoot at persons at close range.
- Do not shoot at fragile objects such as windows.
- Always measure your markers velocity before playing paintball, using a suitable chronograph.
- Never shoot at velocities in excess of 300 feet (91.44 meters) per second, or at velocities greater than local or national laws allow.



WARNING



- Do not fire the VANGUARD MARKER without the bolt in the breech, as high pressure gas will be emitted.
- Do not fire the VANGUARD MARKER with the bolt pin in the unlocked position.
- Never look into the barrel or breech area of the VANGUARD MARKER whilst the marker is switched on and able to fire.
- Never put your finger or any foreign objects into the paintball feed tube of the VANGUARD MARKER
- Never allow pressurised gas to come into contact with any part of your body.
- Always switch off the VANGUARD MARKER when not in use.
- Always fit a barrel blocking device to your VANGUARD MARKER when not in use on the field of play.
- Always remove all paintballs from the VANGUARD MARKER when not in use on the field of play.
- Always remove the first stage regulator and relieve all residual gas pressure from the VANGUARD MARKER before disassembly.
- The VANGUARD MARKER can hold a small residual charge of gas, typically 2 shots, with the first stage regulator removed. Always discharge the marker in a safe direction to relieve this residual gas pressure.
- Always remove first stage regulator and all residual gas pressure from the VANGUARD MARKER for transport and storage.
- Always follow warnings and guidelines given with your first stage regulator for safe transport and storage.
- Only charge the VANGUARD MARKER using the charger supplied.
- Do not leave the VANGUARD MARKER unattended whilst charging.
- Always store the VANGUARD MARKER in a secure place.
- THIS OPERATOR MANUAL MUST ALWAYS ACCOMPANY THE PRODUCT IN THE EVENT OF RESALE OR NEW OWNERSHIP.
- SHOULD YOU BE UNSURE AT ANY STAGE YOU MUST SEEK EXPERT ADVICE.

Turning the Marker on

To turn the marker on, hold the Power/**ENTR** button until the home screen (fig 1.) appears on the display in the left hand side of the grip. At this point the marker is powered on and ready to fire.

Turning the Marker off

To turn the marker off, hold the Power/**ENTR** button to enter the menu, and then push the Power/**ENTR** option again on the first item in the Main Menu, "Power Off." (fig 2.) The marker will shut down when this function is selected.

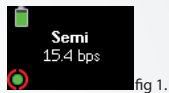


fig 1.

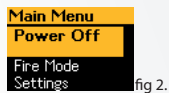


fig 2.

Charging the Marker

The battery level is displayed in the top left corner of the home screen (fig 3.); when this gets low (fig 4. (a,b & c)) you should recharge the marker with the provided charger.

You may also charge the marker from any USB host (such as laptop computer, etc.) although the charge rate will be slower.

The dedicated wall charger typically takes about **60-90 minutes** to fully charge a low battery; other USB devices will only fully charge the marker in about **6 hours**.

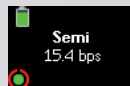


fig 3.



fig 4a.

fig 4b.

fig 4c.



Indicating maker is plugged in and charging.

To Gas up the Marker

The CREED™ comes equipped with an ON/OFF/PURGE ASA attached to the bottom of the frame.

To turn on the gas supply, twist the ON/OFF knob **clockwise**, all the way in. To turn off the gas supply, twist the ON/OFF knob **counterclockwise**, all the way out.

As you turn the knob out, the residual gas between the HPR and the ON/OFF airport is vented. **Always fire off to empty marker** once degassed, this can be done by holding the trigger in for more than 1 second.

To turn eyes off & on

The Marker default settings automatically turn the eyes on, to **switch off** hold the top button/**UP** until you see a blue line in a semi circle on display (fig 5a.)

To turn back on press top button/**UP** until 2 red semi circles are displayed (fig 5b.), note if you move the bolt forward a green dot will appear indicating a ball in the breach (fig 5c.).

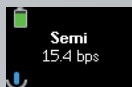


fig 5a.

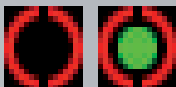


fig 5b.



fig 5c.

Menu Map

Main Menu / Power Off / Fire Mode / Preset / Max ROF / Eye off ROF / ROF Cap

Ramp Config / Ramp Start / Ramp Stop / Ramp Reset / Semi Shots / Max Burst / Back / Back

Settings / Dwell / Debounce / Eye Delay / Eye Sens. / Bolt Delay / Clearing Shot / FSDO Time / FSDO Dwell / Reset All / Back

Info

Exit Menu

HPR (high pressure regulator) ADJUSTMENT

The HPR is adjustable from 0- 300psi and is factory set to around 180psi.

To adjust the pressure **DOWN** turn the adjuster **CLOCKWISE** 1/4 turn at a time then fire the marker to see if your change is as desired (fig 6a.).

To adjust the pressure **UP** turn the adjuster **ANTI CLOCKWISE** 1/4 turn at a time then fire the marker to see if your change is as desired (fig 6b.).

fig 6a. **CLOCKWISE = PRESSURE DOWN (0-300 PSI)**

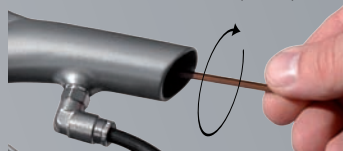


fig 6b. **ANTI CLOCKWISE = PRESSURE UP (0-300 PSI)**



LPR (low pressure regulator) ADJUSTMENT

The LPR is adjustable from 0- 120psi and is factory set to 90psi.

To adjust the pressure **DOWN** turn the adjuster **ANTI CLOCKWISE** 1/4 turn at a time then fire the marker to see if your change is as desired (fig 7a.).

To adjust the pressure **UP** turn the adjuster **CLOCKWISE** 1/4 turn at a time then fire the marker to see if your change is as desired (fig 7b.).

fig 7a. **ANTI CLOCKWISE = PRESSURE DOWN (0-120 PSI)**

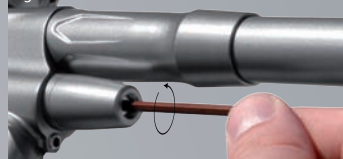
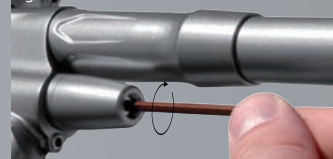


fig 7b. **CLOCKWISE = PRESSURE UP (0-120 PSI)**



Problems and Solutions

Problem: The creed will not turn on

Solution: Check battery is plugged in correctly and it has been charged the board may be faulty.

(Go to vanguardpaintball.com support section or email tech@vanguardpaintball.com if the problem persists)

Problem: There are leaks coming from the solenoid

Solution: Check the rammer sail o-ring 009.
Check the gasket o-rings.

Cause: The LPR 15 x2 o-rings may be damaged change them both and the Schrader could be failing.
The solenoid may be damaged.

Problem: Leaks down the barrel

Solution: Poppet valve may be dirty or damaged.
200-010 ni70 o-ring could be damaged.
The front o-ring 200-016 ni70 could be damaged.

Problem: Leaks from the back of the valve assembly

Cause: 200-008 ni70 o-ring may be damaged.

Problem: Bolt sticks forward

Cause: LPR pressure is too low.
Ramer sail o-ring 200-011 ni70 is damaged.
The internal 200-611 ni70 o-ring is damaged.
The Solenoid is damaged.
Input pressure from the HPR is too low.

Problem: Velocity too low

Solution: Check your HPR pressure is not too high, turn all the way in then turn it out one and a quarter turns.

Cause: LPR pressure set too low.
Front dwell too low.

Problem: Velocity spiking

Solution: LPR pressure set too low.
Front dwell too low.
HPR needs cleaning and servicing.
The HPR is set too high.
LPR needs cleaning and servicing.

Cause: Battery low.
O-rings 200-009 ni70 and or 200-008 ni70 o-ring is damaged on the back of the poppet valve.
The sail 200-011 ni70 o-ring on the rammer is damaged.
The 200-611 ni70 internal o-ring is damaged on the rammer housing
Check the valve plug has not come loose.

Problem: Leaks from the hole on the side of the HPR

Cause: O-rings 200-010 ni70, 10x2 ni70 and the 200-016 o-rings are damaged

Problem: Leaks from the bottom of the HPR

Solution: O-rings 2 off 200-801 ni70 and or the 3 off 200-016 ni70 (change and put a small amount of grease on them before reassembling)

Problem: Bolt not cycling

Cause: Pin not been pushed in properly pull out and push back in.

Problem: Air leaks from the back of the valve body or back of the marker

Solution: This may be caused by the 200-013 ni70 o-ring or the 200-611 ni70 o-ring being damaged. You can test for this by taking the LPR pressure down to 0 psi and confirm that the leak stops when you have fired the gun to dump the air. To fix this, take the valve body out and replace the o-rings. Put a small amount of grease on the valve body when reassembling the valve and be careful not to damage the o-rings when putting the valve body back into the marker.

Problem: Top feed coming off

Cause: This will be caused by the top feed not being screwed on tight enough

Problem: Air coming from the elbows

Solution: This is caused when the elbows have not been screwed down enough; tighten them up with a spanner until the leaks have sealed

Problem: Air coming from the ASA

Solution: Air Coming from the ASA 200-015 ni70 bottle o-ring which are attached on the bottle itself.
The 200-004 ni70 o-ring situated on the inside of the ASA could be damaged, replace o-ring.
The two holes that let the air through are very close. Make sure there is no damage on the face between these two holes as this can cause a small leak.

Problem: Gun not firing

Solution: Trigger not adjusted correctly (adjust trigger until it operates the micro switch)
The wires inside may have become between the micro switch and the trigger (tuck wires away from the switch)
The solenoid plug may have come loose (push the plug in)
The eyes may be on and no ball in the breach (turn eyes off)
HPR regulator not set correctly (adjust)
LPR not set correctly (adjust)
Battery low (charge marker)
Solenoid not working (replace solenoid)
Board gone down (replace)

Problem: Leak from the front of the LPR

Solution: Change piston o-ring 200-012 ni70

Problem: Leak from the transfer LPR line

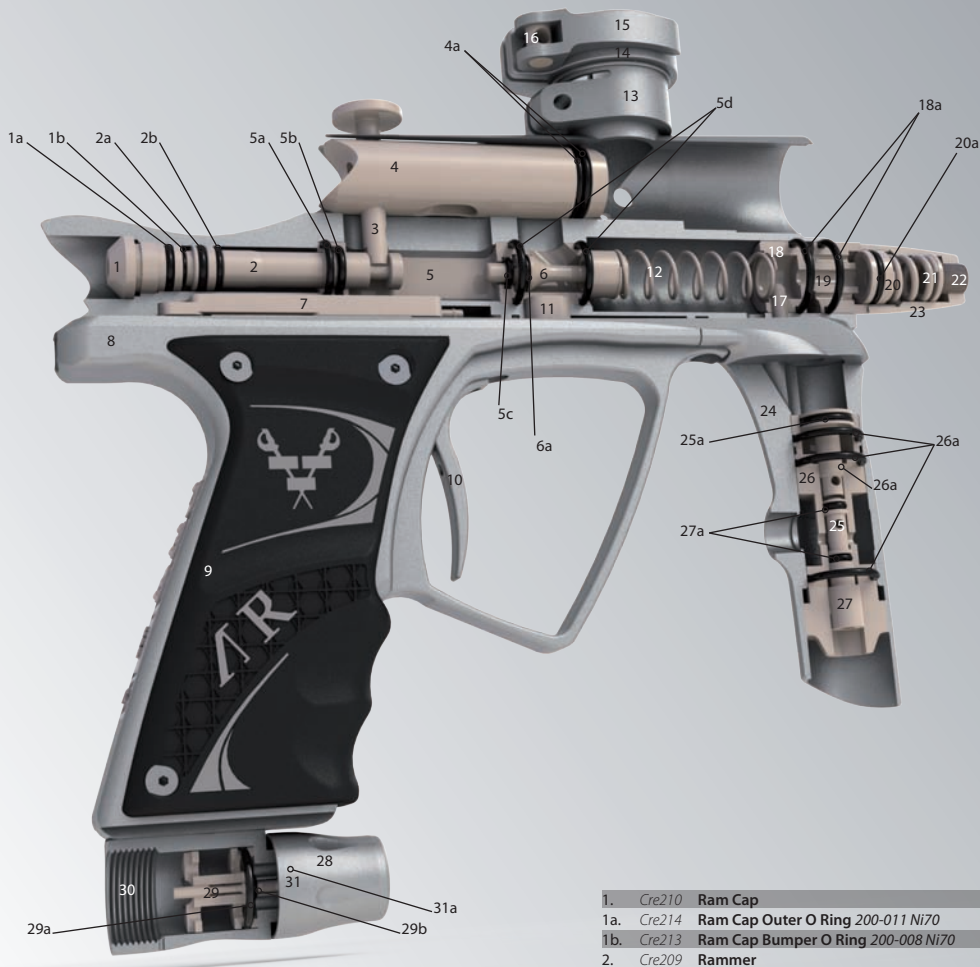
Solution: Change o-rings 200-005 ni70 2off
Check pipe for splits or damage especially around the barbs

To start from scratch with the LPR & HPR

Tip: *As a general rule of the thumb, start with the HPR adjuster fully in, then wind the HPR adjuster out by 1 - 1 1/3 turns.*

For the LPR adjuster, start with it fully out and then wind in while firing the marker until it cycles, then adjust to get desired velocity over a chronograph.

If it sounds gassy in cycle, it could be that the LPR is too low or the dwell setting is to high, this will change as your marker beds in so will require readjustment to maintain.



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|-----|--------|------------------------------------|
| 1. | Cre210 | Ram Cap |
| 1a. | Cre214 | Ram Cap Outer O Ring 200-011 Ni70 |
| 1b. | Cre213 | Ram Cap Bumper O Ring 200-008 Ni70 |
| 2. | Cre209 | Rammer |

- | | | |
|------|--------|---|
| 2a. | Cre212 | Ram Back Guide O Ring 200-011 Ni70 |
| 2b. | Cre211 | Ram Front Bumper O Ring 200-009 Ni70 |
| 3. | Cre217 | Bolt Pin |
| 4. | Cre215 | Delrin Bolt |
| 4a. | Cre219 | Bolt O Ring 200-014 Ni70 X2off |
| 5. | Cre204 | Valve Body |
| 5a. | Cre207 | Valve Body Ext Tail O Ring 200-806 Ni70 |
| 5b. | Cre208 | Valve Body Int Tail O Ring 200-611 Ni70 |
| 5c. | Cre206 | Valve Body Front Int O Ring 200-008 Ni70 |
| 5d. | Cre205 | Valve Body Front Ext O Ring 200-014 Ni70 X2 off |
| 6. | Cre232 | Poppet |
| 6a. | Cre203 | Poppet Tail O Ring 200-010 Ni70 |
| 7. | Cre223 | Manifold |
| 8. | Cre800 | Trigger Frame |
| 9. | Cre821 | Rubber Grip |
| 10. | Cre801 | Trigger |
| 11. | Cre221 | Valve Body Retainer |
| 12. | Cre222 | Valve Spring |
| 13. | Cre501 | Feedneck Clamp Ring |
| 14. | Cre500 | Feedneck Body |
| 15. | Cre502 | Feedneck Lever |
| 16. | Cre503 | Feedneck Collet |
| 17. | Cre108 | Lpr Locating Pin |
| 18. | Cre301 | Lpr Core |
| 18a. | Cre308 | Lpr Core Outer O Ring 15 x 2 Ni70 X2 off |
| 19. | Cre306 | Schrader Core 9914A |
| 20. | Cre302 | Lpr Piston |
| 20a. | Cre303 | Lpr Piston O Ring 200-012 Ni70 |
| 21. | Cre305 | Lpr Spring LC072G02M |
| 22. | Cre304 | Lpr Adjuster |
| 23. | Cre300 | Lpr cap |
| 24. | Cre106 | Hpr Body (015 O Ring to Main Body) |
| 25. | Cre700 | Hpr Piston |
| 25a. | Cre707 | Hpr Piston O Ring 10 x 2 Ni70 |
| 26. | Cre702 | Hpr Core |
| 26a. | Cre709 | Hpr Core Ext O Ring 200-016 Ni70 X3 off |
| 26b. | Cre708 | Hpr Core Int O Ring 200-010 Ni70 |
| 27. | Cre701 | Hpr Adjuster |
| 27a. | Cre711 | Hpr Adjuster O Ring 200-801 Ni70 X2 off |
| 28. | Cre401 | Asa Cap |
| 29. | Cre402 | Asa Core |
| 29a. | Cre403 | Asa Core O Ring 200-015 Ni70 |
| 29b. | Cre407 | Asa Core Front O Ring 200-005 Ni70 |
| 30. | Cre400 | Asa Main Body |
| 31. | Cre404 | Cross Pin |
| 31a. | Cre405 | Cross Pin O Ring 200-004 Ni70 X2 |
| 32. | Cre225 | Transfer Barb (not shown) |
| 32a. | | Transfer Barb O Ring 200-005 Ni70 X2 |