



KEEP CALM

AND FIRE IN THE HOLE

APS HADES ARROW MORTAR LAUNCHER

Fire in the hole! Well, or so we would shout if it were a true mortar, although the Hakkotsu mortar launcher barely falls short. Behold one of the "creations" that Hakkotsu has developed for APS, yet another flagship product such as the Thunder B grenades.



Lord Sith



O'20 Magazine



APS



Being honest, firing this little monster is cool, but you must be careful. Our experience tells us that it is rather inaccurate, and we can find many examples in [YouTube](#). The shell can either take a straight, left or right trajectory. Or it might also be that we just lack training as gunners.



CHECK OUT THIS VIDEO!



Powered by CO2 and water, this "small" shell can reach incredible shooting distances of about 100 meters. It is extremely simple to use.

1

How to load it

Firstly, mount the shell as indicated in the instructions inside the box. They are very easy to understand and do not lead to any errors.



Part A

Part B

3

Close the shell again, making sure that **Part B** is placed on the cap. This is essential when the firing of the shell, as the rubber is punctured when inserting it into the launcher. For this purpose, the tube holds in its interior a set of 3 blades which puncture the rubber when the shell hits the ground.

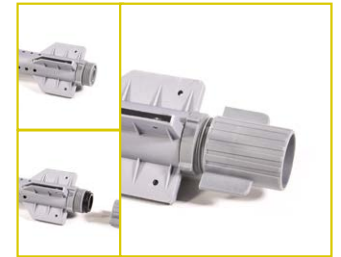
Part C



Part D

Part E

After mounting the shell, unscrew **Part A**; fill the inside with water: 300 ml should be enough.



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Then load it with CO2 with the gas charger that comes in the box. Charge it with a 12 g CO2 tank through **Part C**.

After this, attach the protective rubber cap (**Part E**). And the shell is all set; just drop it into the tube for launch. Enjoy!

