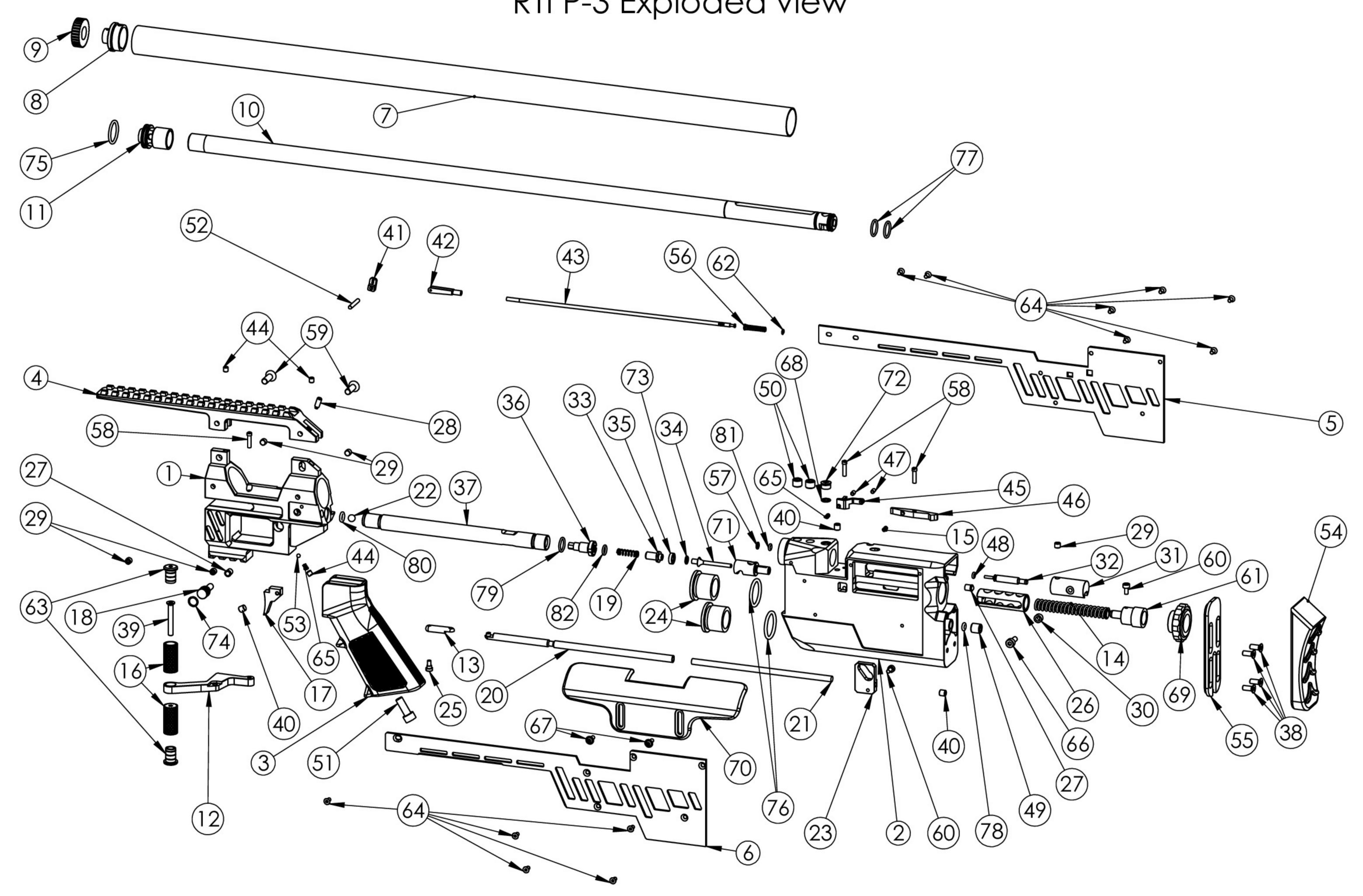
RTI P-3 Exploded view



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
42	42. Clevis		1
43	43. Trigger link rod		1
44	M4x4 DIN913		3
45	45. Trigger sear		1
46	SL-46. Trigger pivot sear		1
47	M3x5 DIN913		2
48	O-ring pellet probe		1
49	M8x8 DIN913		1
50	M8x6 DIN913		2
51	M6x16 DIN912		1
52	52. Trigger axis		1
53	53. Safety ball 3mm		1
54	7-3. Recoil pad		1
55	7-5. Buttplate holder fixed		1
56	Spring 3		1
57	O-ring ID 4x1 NBR70		1
58	58. Trigger screw		3
59	M5x16 DIN7991		2
60	M3x6 DIN912		2
61	SL-61. Hammer spring adjuster screw		1
62	62. Trigger clip		1
63	63. Cocking handle plug		2
64	M3x6 DIN7991		12
65	Spring 2		2
66	M4x10 DIN912		1
67	M3x8 ISO7380-2		2
68	O-ring ID 6x1 NBR70		1
69	SL-69. Hammer spring adjuster		1
70	SL-70. Cheek riser		1
71	SL-71. Valve seat		1
72	SL-72. Port plug		1
73	O-ring ID 5x1 NBR70		1
74	O-ring ID 6x1 NBR70 RED		1
75	O-ring ID 17x2 NBR70		1
76	O-ring ID 20x2.5 NBR70		2
77	O-ring ID 12x1.5 NBR70		3
78	O-ring ID 3x2 NBR70		1
79	O-ring ID 10x1.5 NBR70		1
80	O-ring ID 5x2 NBR70		1
81	O-ring ID 3x1.5 NBR70		1
82	O-ring ID 6x1.5 NBR90		1

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	SL-1. Front		1
2	SL-2. Body P3		1
3	3. AR-15 Grip		1
4	3-2. Rail 20MOA		1
5	5. Right cover		1
6	6. Left Cover		1
7	7-610. Shroud		1
8	8. Shroud cap		1
9	9. Shroud thread cover		1
10	10. Barrel		1
11	11. Muzzle cap		1
12	SL-12. Cocking handle		1
13	SL-13. Cocking rod link		1
14	Spring 5		1
15	Spring 1		1
16	SL-16. Cocking handle grip		2
17	17. Trigger blade		1
18	18. Safety knob		1
19	Spring 7		1
20	SL-20. Cocking rod		1
21	21. Cocking rod short		1
22	Ball 6mm		1
23	SL-23. Slider		1
24	24. Plenum cap		2
25	SL-25. Cocking handle screw		1
26	SL-26. P-3 Hammer		1
27	Ball detent		2
28	M4x10 DIN913 Plastic tip		1
29	M5x4 DIN913		5
30	30. Locking screw spacer		1
31	SL-31. Pusher guide Prophet		1
32	32. Pellet pusher		1
33	33-3. Valve pin nut		1
34	34-3. Valve pin P-3		1
35	35-3. Valve seal Prophet		1
36	36-3. Valve cylinder		1
37	SL-37. Air flow tube		1
38	M4x10 DIN7991		4
39	M4x30 DIN7991		1
40	M5x5 DIN913		3
41	41. Trigger arm		1