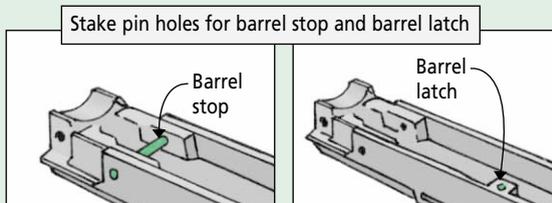


What Armorers Need to Know

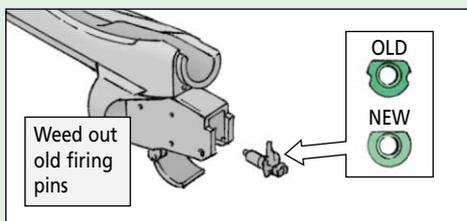


For the M203A1 or -A2, stake the headless pin holes that hold the barrel latch and barrel stop. If a pin hole is not staked, the pin could fall out.



Old Firing Pin

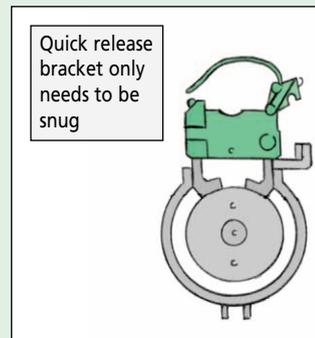
Some old style M203 firing pins are still in the field and they shouldn't be. They can damage the M203 and anybody firing it. Check the firing pins for all your M203s and any pins you have in bench stock. Get rid of any old pins.



Quick Release Bracket

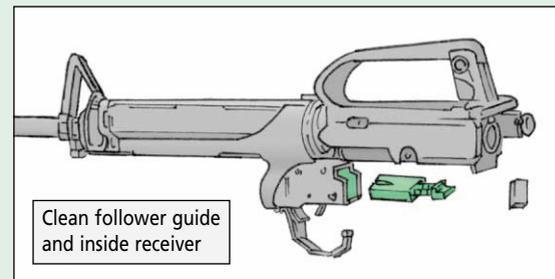
When you install the quick release bracket, there's no need to tighten it down until beads of sweat pop out on your forehead. If you overtighten the bracket, you can actually damage the bracket or barrel. Snug is tight enough for the bracket. Para 2-17 in Change 4 to TM 9-1010-221-23&P updates the procedure for installing the quick release bracket. Unfortunately, the only place you can find Change 4 is on the Electronic Technical Manual website at:

<http://www.logsa.army.mil/etms/online.htm>
You will need a password to access the TM.



Clean Insides

You'll save yourself and your unit lots of trouble if you regularly clean out the inside of the M203. That's where crud collects and operators aren't allowed to clean. If the insides get too clogged, firing problems start.



Take off the backplate and remove the follower guide. Clean the follower guide with CLP and wipe out the inside of the receiver with dry cleaning solvent. Let it air dry before putting the launcher back together. Do that every month or so, depending on how much the M203 is fired.

M16-Series Rifle...

How Do You Store M16A4s?

Dear Half-Mast,

Do you store the M16A4 rifle in the M12 rack?

SGT M.H.

Dear Sergeant M.H.,

Yes, the M16A4 goes in the M12. But the M16A4, like the M4/M4A1 carbine, has a removeable carrying handle that needs to be moved back one slot on the receiver so that the locking bar fits over the M16A4. When the rifle is to go back to the field, the carrying handle should be returned to its original slot so that the rifle doesn't need to be zeroed again.

Half-Mast