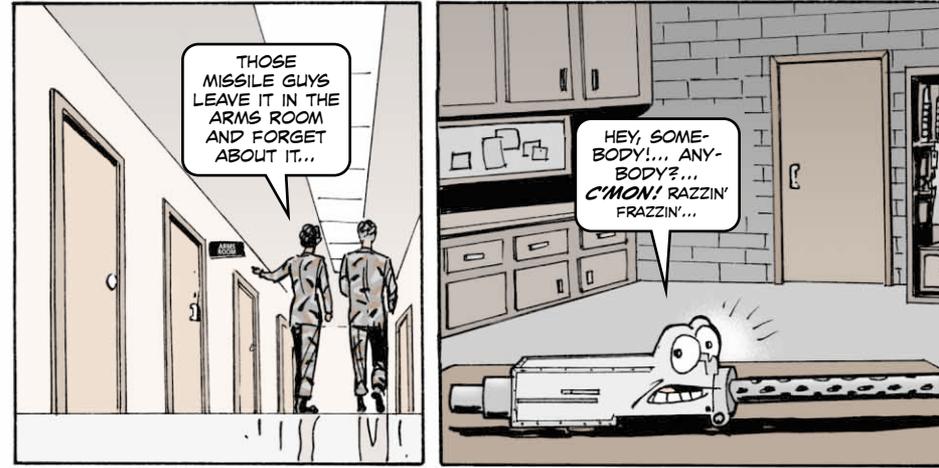


SHOOT DOWN

GUN PROBLEMS



Don't forget the Avenger not only shoots Stingers but bullets as well. Often, however, the M3P machine gun is forgotten during PMCS, which leads to jamming instead of shooting when you go to the field. Here are ways to shoot down M3P problems.

Don't let the M3P sit in the arms room for weeks with no attention. Too many times Avenger crews pull the machine guns out of storage and find corrosion has made a deadly appearance. The drill is that you're supposed to clean and lube the M3P after firing. If the M3P is going into storage, it's OK to give all parts (except the bolt face) a heavy coat of TW-25B (not CLP!). But as Page 4-2 in TM 9-1425-433-10 clearly states, you're supposed to "inspect, clean and lubricate every 5 days"—not forget the M3P exists.

Then when you take the machine gun out for firing, clean and lube it like it shows beginning on Page 4-3, making sure not to lube the bore, chamber, T-slot on the bolt, the top of the trunnion block, or in the buffer tube.



When you're installing the M3P, be careful not to bend the link ejector chute. A bent chute causes the gun to jam. If you do accidentally bend the chute, you can usually bend it back into position with pliers.

Remember that before you load ammo you must push in the GUN circuit breaker on the gunner's console. If you forget, you risk an accidental firing, which could cause your popularity to sink in what's left of your unit.

When you're loading ammo in the gun, you should hear two distinct clicks when the rounds are in place. If you don't hear two, push the rounds in until you hear a second click.

