PARTS

A PARTS

1. Head Light
2. Rear-View Mirror Leg
3. Leg
4. Rear-View Mirror
5. Hammer
6. Pickax
7. Crank
8. Fender, Right
9. Magazine
10. Gun Shield
11. MG 34 Machine Gun
12. MG 42 Machine Gun
13. Front Window
14. Seat
15. Side Window
16. Front Hook, Right
17. Front Hook, Left
18. Winker
19. Winker
20. Machine Gun Mount Part A
21. Machine Gun Mount Part B
22. Machine Gun Mount Part C
23. Rear Machine Gun Mount
24. Rail for Machine Gun
25. Fender, Left
26. Foremost Part of Body
27. Rear Door, Left
28. Rear Door, Right
29. Hinge, Left
30. Hinge, Right
31. Hinge Support, Lower
32. Hinge Support, Upper
33. Tool Box
34. Exhaust Port
35. Head Light Stay
36. Head Light
37. Head Light Stay
38. Shovel
39. Shovel

B PARTS

1. Dash Board
2. Seat
3. Interior Part C
4. Brake Lever
5. Gear Shift Lever
6. Lever
7. Pedal
8. Case
9. Steering Wheel
10. Interior Part D
11. Interior Part A
12. Floor
13. Rear Part
14. Interior Part B
15. Tie Rod Support
16. Shaft A
17. Shaft C
18. Shaft B
19. Track Rod
20. Spring
21. Upright, Left
22. Upright, Right
23. Shaft Support
24. Fire Extinguisher
25. Suspension
26. Muffler Part A
27. Muffler Part A
28. Muffler Part B
29. Tie Rod

C PARTS

1. Road Wheel A
2. Road Wheel C
3. Drive Sprocket A
4. Drive Sprocket B
5. Tail Light
6. Wheel Part
7. Hook
8. Front Wheel Part
9. Front Wheel
10. Road Wheel D
11. Road Wheel B

FIGURE PARTS

1. MP 40
2. Kar 98K
3. MG 34
4. MP 40 Magazine Case
5. Magazine Case
6. Leg for MG 34
7. Water Bottle
8. Gas Mask Case
9. Holster
10. Binoculars
11. Bayonet
12. Helmet
13. Duffel Bag
14. Canteen



Please read this before commencing assembly.

★You will require a pair of tweezers, a file and a sharp hobby knife to build your kit.

★As this kit is composed of many fine parts, take good care when removing parts from the plastic sprues.

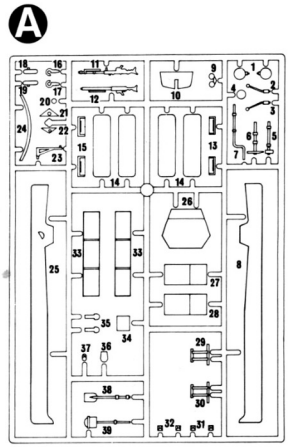
★Always use glue very sparingly. Too much glue will spoil your finished model.

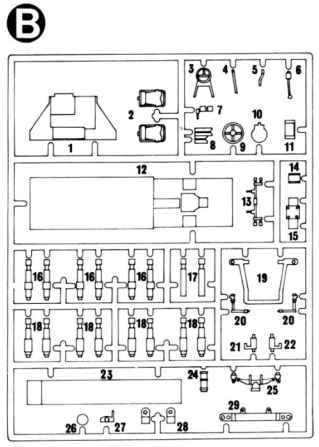
〈PAINTING〉

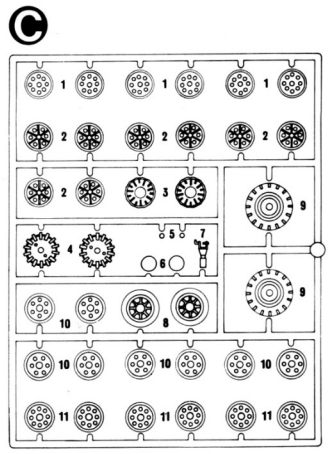
★You had better paint the body after the kit is completely assembled.

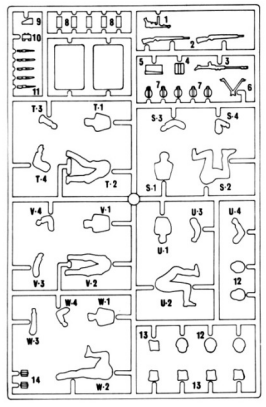
★See the painting instructions given in page 7.

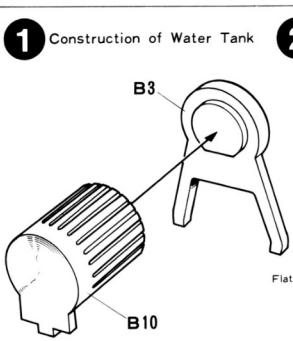
This mark shows in which colour to be painted.



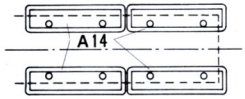




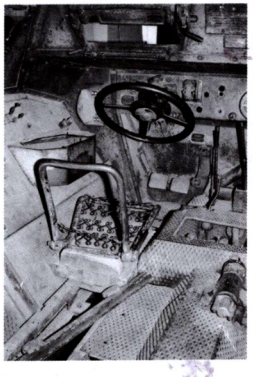




〈Construction of Floor〉
★To make the work easier, glue B4, B5 and B6 before fixing Dash Board.



Be sure to fix A14 in proper position. The side with pins fixed below must face inward to the center line.



〈Fixing of Shafts〉
★Shafts (B16, B18) are movable. Do not use glue.
★B23 is Shaft Support and must be glued securely.

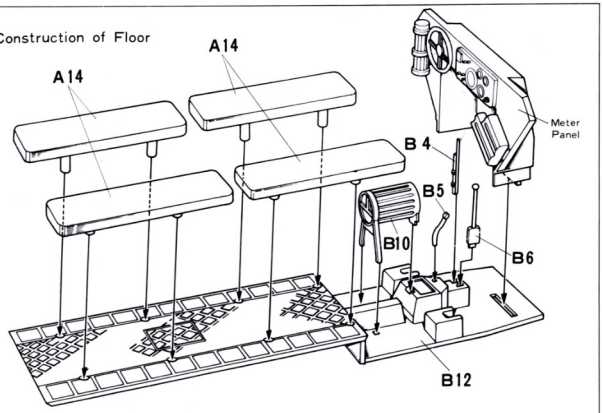


Apply adhesive to the shadowed portion shown in the figure above.

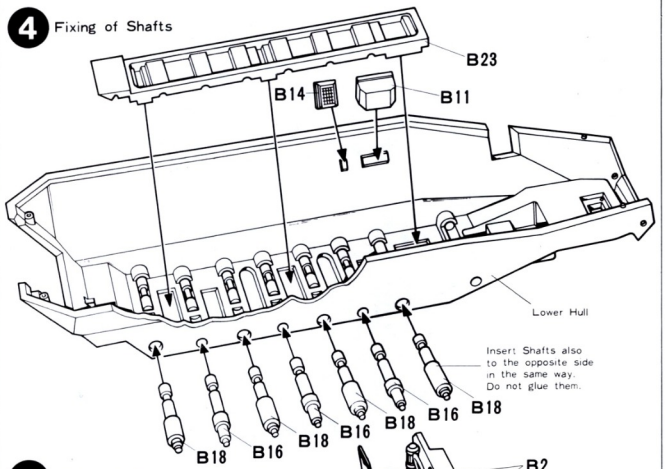
〈Fixing of Floor〉
Floor (B12) also serves as a drive-shaft support and must be glued securely.
B17 is movable. Do not use glue.



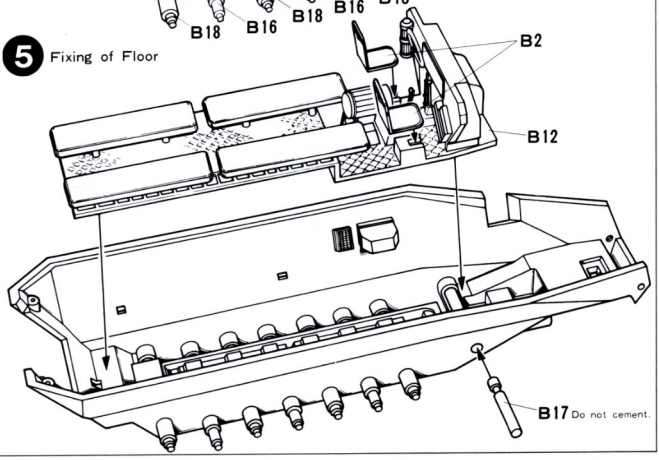
3 Construction of Floor



4 Fixing of Shafts



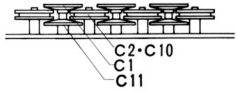
5 Fixing of Floor



❻〈Construction of Wheels〉
C6 is movable. Do not use glue. When fixing C9 and C8 with adhesive, be care not to cement C6.
When gluing C4 to C3 and C10 to C2, be sure to insert pins into respective holes.

❼〈Construction of Front Axle〉
B19, B21 and B22 are movable.
Do not use glue.

❽〈Fixing of Wheels〉
When fixing Road Wheel, first fix C11 and then the completed wheel (C10 and C2), and then fix C1 with adhesive.
Front Axle and Track Rod (B19) must be held in place by means of B15. Do not glue them.

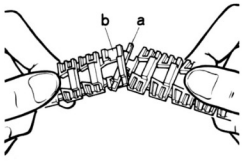


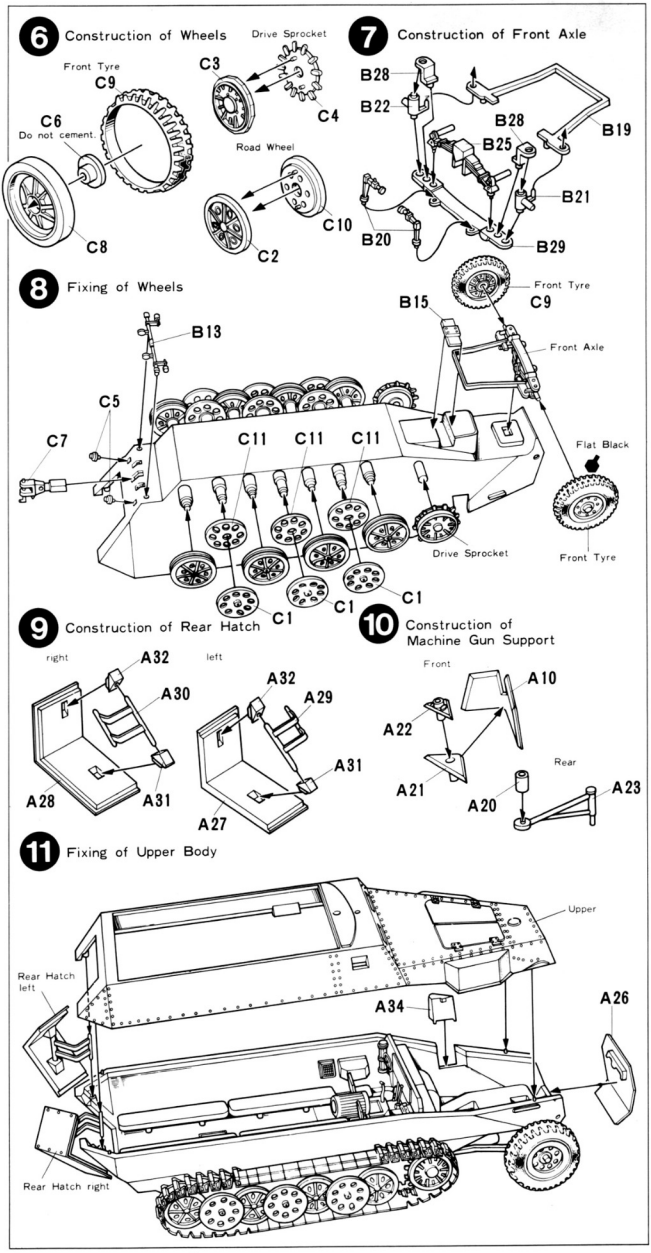


❾Construction of Rear Hatch〉
A30 and A29 are movable parts and must not be glued. Just insert them into A31 and A32.

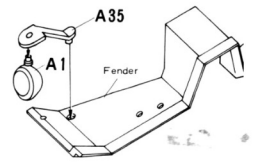
❿〈Fixing of Upper Body〉
Rear Hatch is movable. Do not use glue. After gluing Upper Body to Lower Body, tie them together with rubber bands or tapes.

〈Construction and Fixing of Caterpiller〉
Push "a" part into "b" part as shown in the figure below.
★Be careful of the direction of Caterpiller.

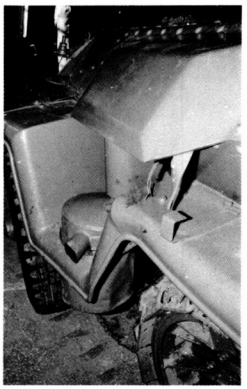




⓬(Fixing of Left Fender)
Fix the Fender securely.
See the figure below when fixing Headlight.



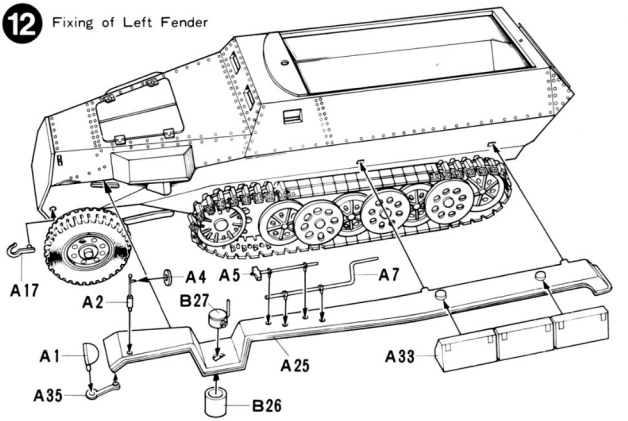
⓭(Fixing of Right Fender)
Fix Fender securely. For fixing of Head Light, see the figure above.



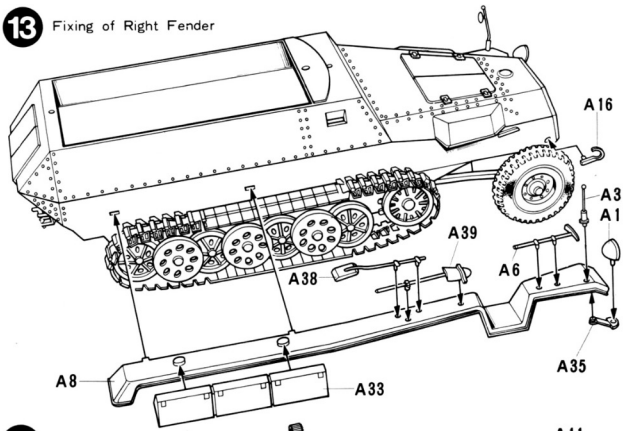




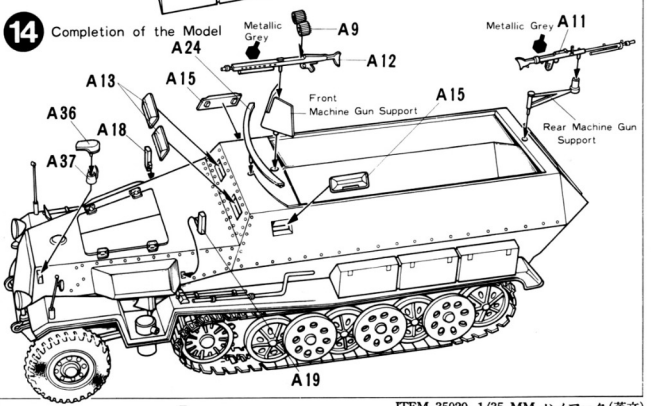
12 Fixing of Left Fender



13 Fixing of Right Fender



14 Completion of the Model



(Painting of Figure)





BUILD A COLLECTION OF TAMIYA 1/35 SCALE TANK AND ARMORED CAR MODELS

U.S. JEEP WILLYS®MB



U.S. M113A A.P.C.

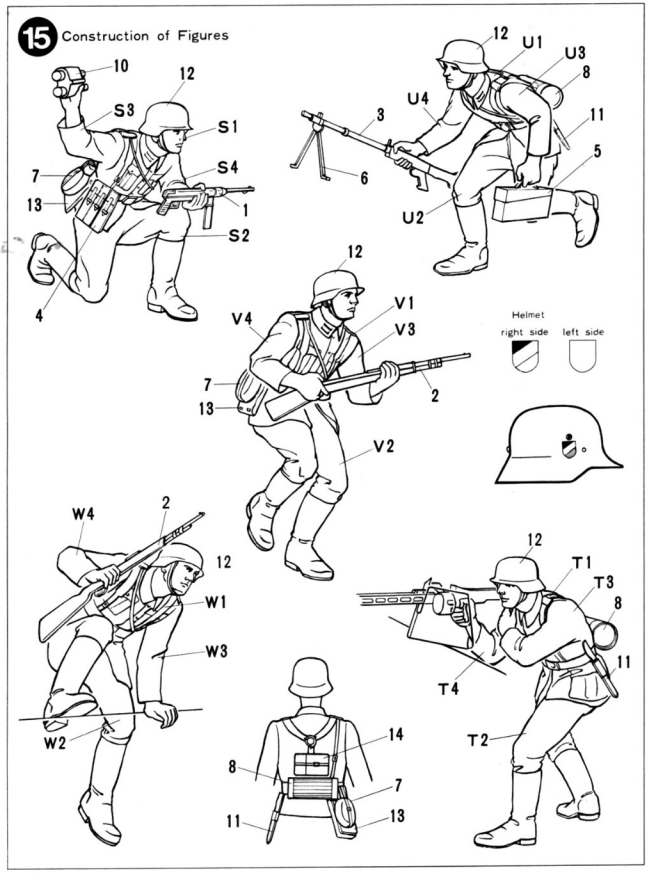


U.S. M577 COMMAND POST



TAMIYA

15 Construction of Figures





PAINTING & APPLYING DECALS

Painting

Around 1942, most of German military vehicles on the European fronts were painted German grey overall and most of those on the African front were dark yellow. Some had camouflage painting of either dark yellow and red brown or dark green and German grey.

From 1943 onward, only dark yellow was accepted as the basic colour and camouflage painting of olive drab, red brown and or German grey was applied according to the theater of war. Paint was brushed or sprayed on vehicles accordingly.

MARKING

〈Divisional Marks〉

14th Panzer-Division

16th Panzer-Division

24th Panzer-Division

All of these divisions showed activity but were annihilated in the Battle of Stalingrad.

Panzer-Division. (Grossdeutschland)

15th Panzer-Division

21st Panzer-Division

The 15th and 21st Panzer-Divisions belonged to the Afrika Korps and showed activity on the African front.

Symbol of Afrika Korps.

〈Tactical Marks〉

Mark of Infantry Battalion. This was applied to Tank Grenadier Units. Company numbers used were 1-16.

Mark of Engineer Battalion. Company numbers used were 1-4.

Mark of AA Gun Battalion. This was applied to personnel carriers and ammunition cars.

〈Vehicle Numbers〉

Numbers painted on both sides of vehicles represent Company, Platoon and Vehicle. For instance:

324 "324" means 4th Vehicle in 2nd Platoon of 3rd Company.

401 "401" means 1st Vehicle in HQ Squad of 4th Company.

Generally speaking, one regiment consisted of two battalions, each battalion of four Companies, and each company of four platoons. Each platoon had four or five vehicles.

