

Abrams M1A2 assembly

THE turret of your Abrams model (A) should fit neatly into the ring on the top of hull (B). However, you may wish to ensure the turret will stay seated more securely. In this case you should:
Drill a 1.6mm hole 3mm or 4mm deep in the centre of the locating ring on the underside of the turret.

Drill a 1.6mm hole in the centre of the ring on the hull all the way through.

Push a 1.6mm welding rod (or suitable nail) through hull from underside allowing 3mm or 4mm to extend beyond top of hull. Snip off any excess rod or nail under hull.

Hull:

Glue tracks (C) and (D) centrally along the sides of the hull. The drive sprockets should be at the rear.

Glue side armour (E) and (F) onto the hull sides, using locating holes on the hull for pegs on the armour.

Glue front mudguards (G) and (H) onto the hull in front of the tracks.

Turret:

Locate co-axial machine gun (I) into small hole on gun mantle.

Locate and glue 120mm gun barrel (J) into gun mantle.

Glue smoke grenade dischargers (K) and (L) into place on turret sides in holes provided.

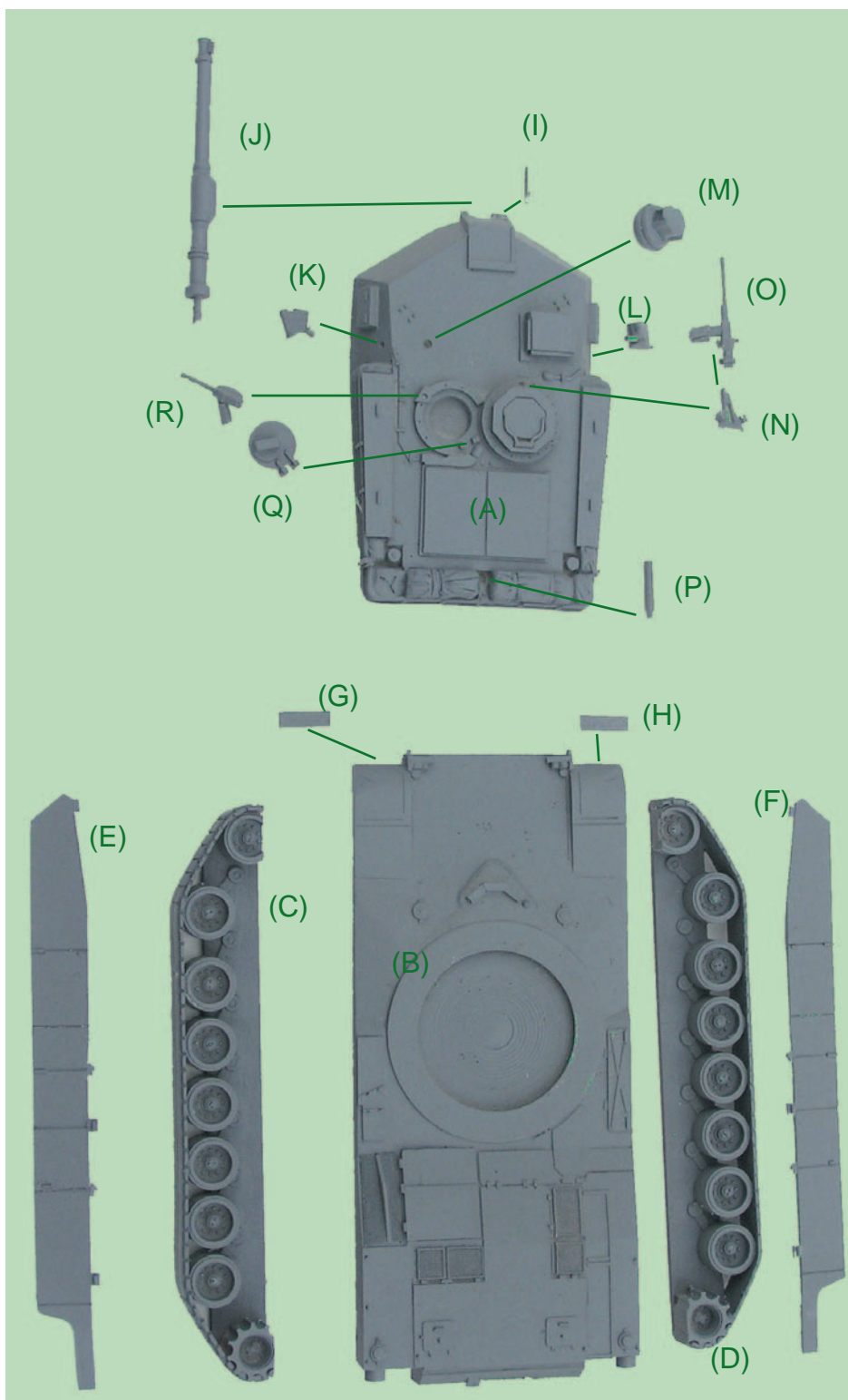
Glue sight (M) in place as marked.

Glue fixing point (N) for 12.7mm mg in front of commander's hatch, then glue 12.7mm mg (O) in place on fixing point.

Locate sensor mast (P) in place on the centre rear of the turret.

Attach hatch (Q) to turret top in raised or lowered position as required. Glue if necessary.

Locate 7.62mm mg (R) in front of hatch as marked.



■ Use a cyanoacrylate super glue or epoxy glue to assemble ■ To ensure best results, wash in warm, soapy water before painting with either enamel or acrylic paints ■ If any part of the model becomes distorted, it can be straightened after briefly immersing in hot water ■ If sanding, work in a ventilated room and use a dust mask ■ This model contains small parts and is not suitable for young children