

BMP-3 assembly instructions

FIRST glue base (B) to underside of hull (A) ensuring that the front of the base is flush with the front of the hull, leaving about 2mm of the base protruding at the rear.

Next glue tracks (C) and (D) to the sides of the hull ensuring that the skirts are flush.

Glue bow plane (E) to the front of the base, ensuring that cutout corners are at the top.

Glue rear doors (F) to the rear of the hull and on top of the protruding base so that the door tops are flush with the edges of the large hatches on the hull (as arrowed).

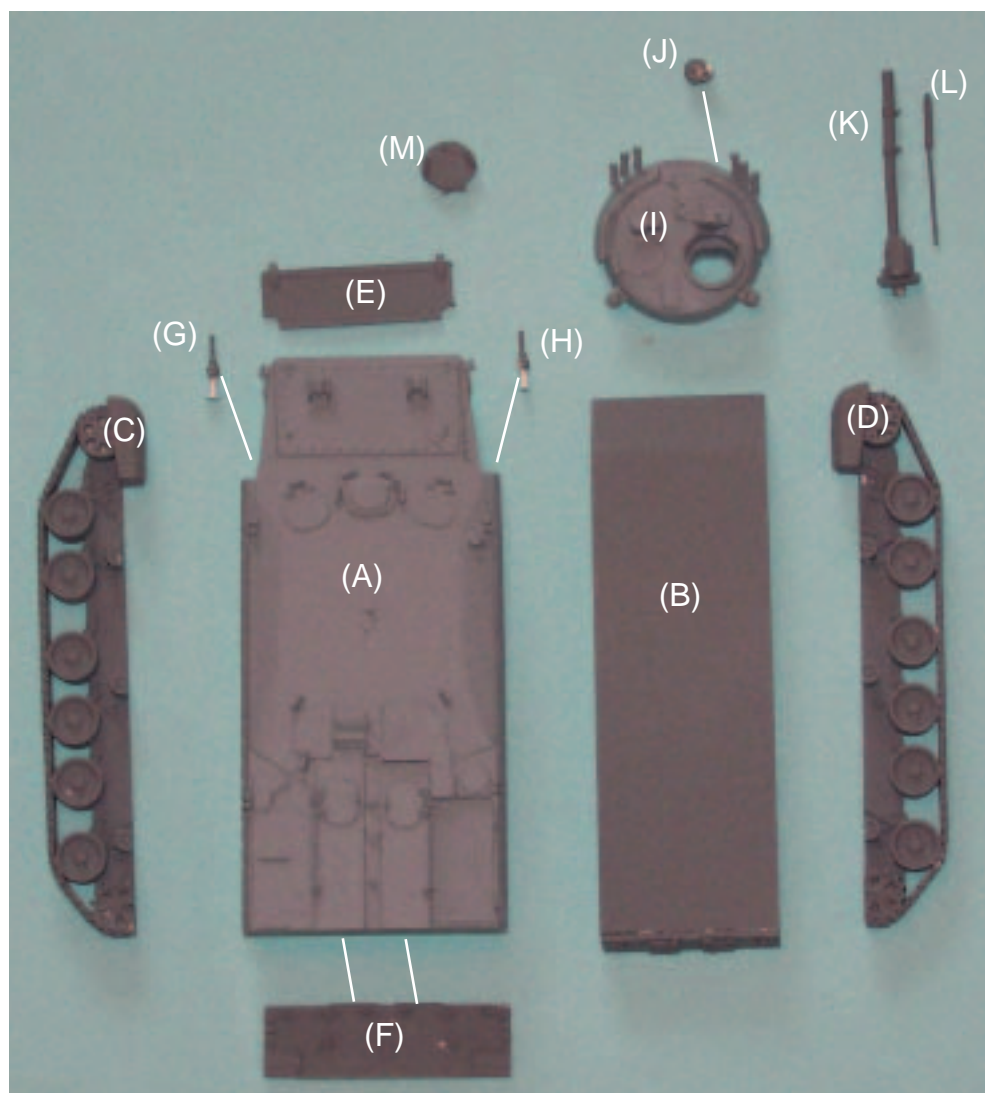
Glue sponson machineguns (G) and (H) into holes on the hull above the front tracks as arrowed. It may be necessary to drill out the holes slightly.

On the underside of the turret (I) locate the centre of the turret and drill a 1.6mm hole deep enough to take the locating peg on the centre of the hull.

Glue infrared searchlight (J) into position on the front right of the turret between the main armament and the smoke dischargers. Again, it may be necessary to drill out the locating hole.

The main gun is in two parts, (K) and (L). Glue the cannon (L) onto the main gun, then fix onto the turret, and glue if required.

Finally, fix hatch (M) into position on the turret, either open or shut as needed, ensuring that the hinges are located at the base of the searchlight.



■ 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