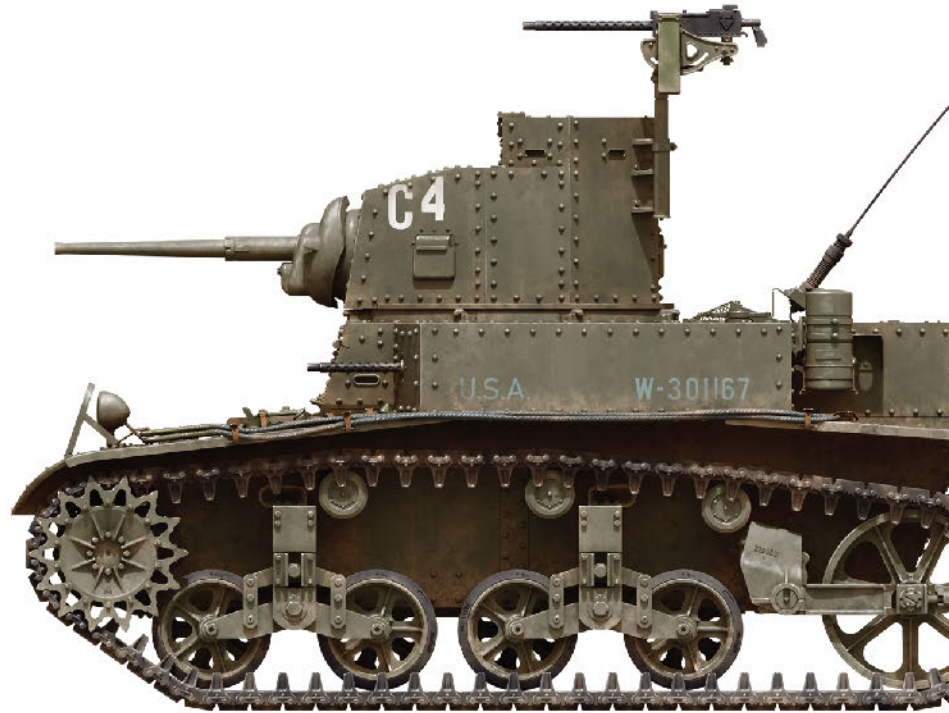


M3 STUART INITIAL PRODUCTION

35401



GENERAL INSTRUCTION

HIGHLY DETAILED PLASTIC MODEL KIT

PHOTO-ETCHED PARTS INCLUDED

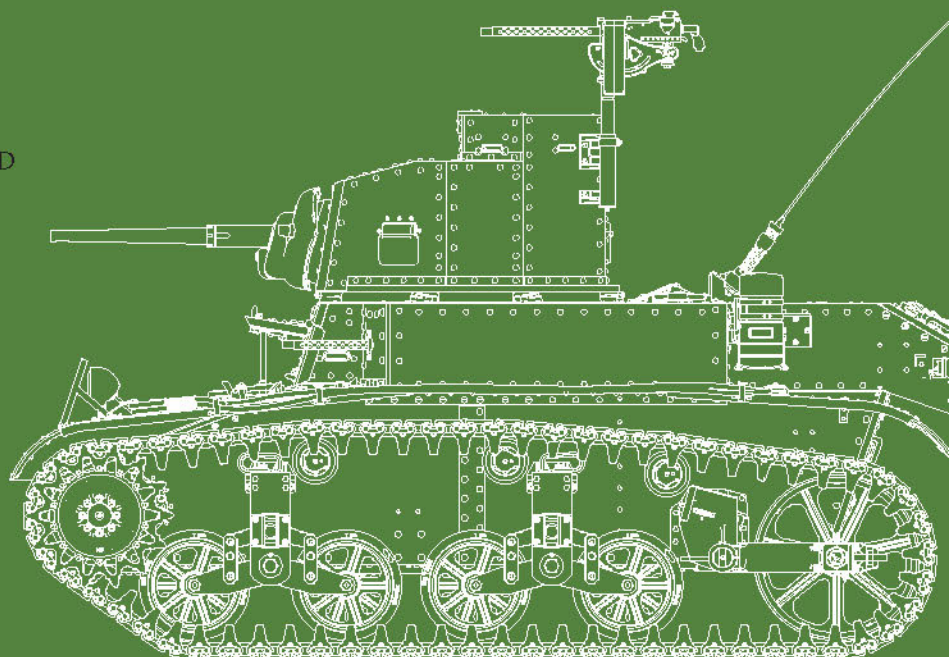
FULL INTERIOR ACCURATELY REPRESENTED

CLEAR PLASTIC
PARTS INCLUDED

ALL HATCHES CAN BE ASSEMBLED
IN OPEN OR CLOSED POSITION

METAL SURFACES AND WELD LINES
ACCURATELY REPRESENTED IN THE MODEL

DECAL SHEET FOR 4 OPTIONS



SCALE
1:35

UWAGA

Przy stosowaniu kleju i farby wszystkie prace należy wykonywać w przewiewnym miejscu z dala od źródeł ognia. Oddziel części od wlewków nożem lub innym ciętym narzędziem. Oczyszcz lampę błyskową i wytnij punkty pilnikiem igłowym i papier ścierny. Złóż modele zgodnie z schemat montażu. Dla ułatwienia montażu każda część jest oznaczona numerem. Po złożeniu zestawu mogą pozostać niewykorzystane części.

CAUTION

When you use glue or paint, do not use near open flame, and use in well ventilated room. When you take parts off from the runner frame, use modeling scissors or cutter. See the bottom of this column for the meaning of symbols. Extra details can remain after assembling of the kit.

УВАГА

При використанні клею та фарб всі роботи проводити подалі від джерел вогню у приміщенні, що добре провітрюється. Деталі відокремлювати від лінійки ножем або іншим різнучим інструментом. Зачистити облію і місця з'єднання за допомогою наждачка та наждачного паперу. Будівництво моделі виконувати згідно зі схемою. Для зручності побудови кожна деталь позначена номером. Після складання можуть залишитися невикористані деталі.

ATTENZIONE

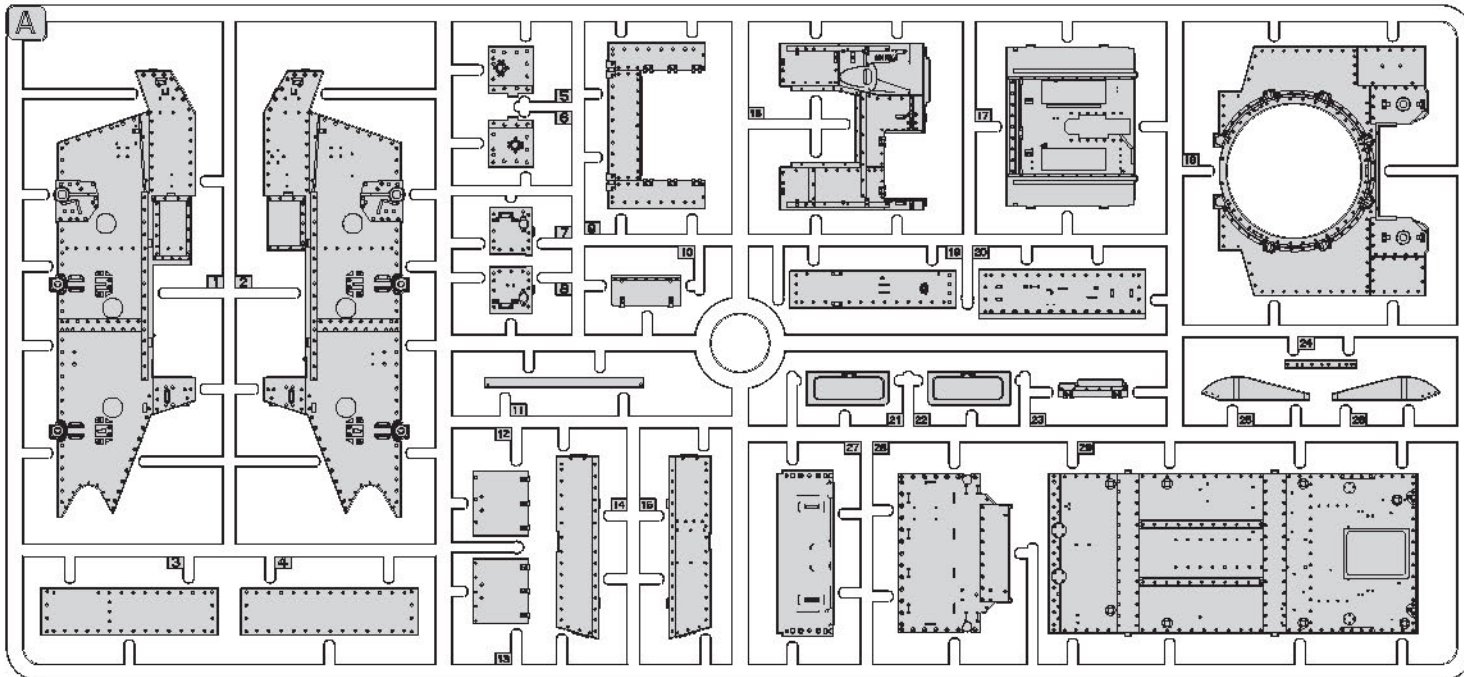
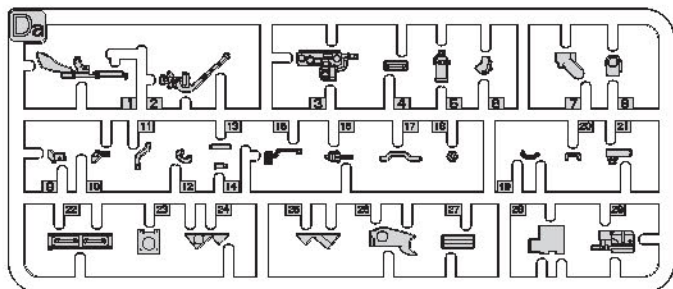
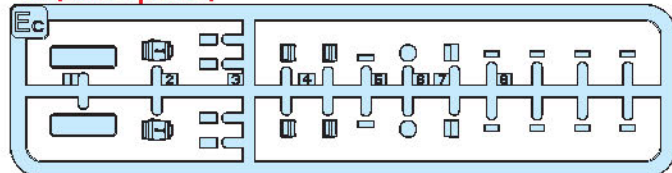
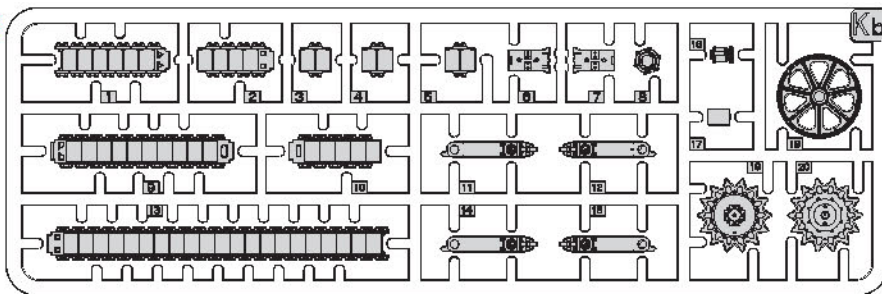
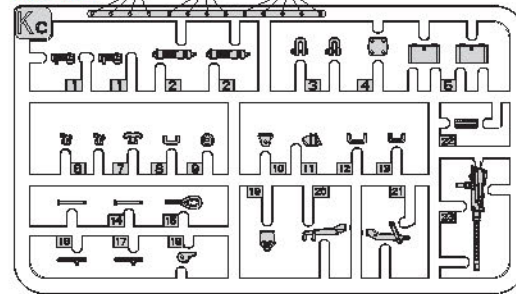
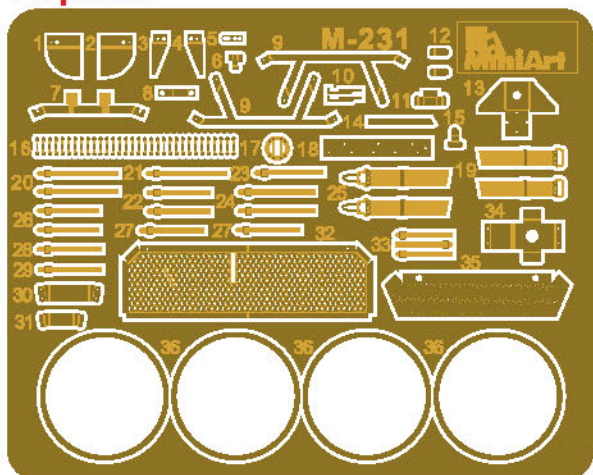
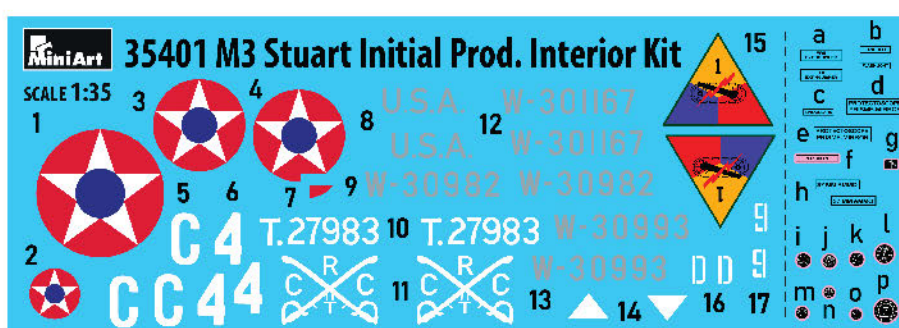
Non usare colla e vernice vicino a fiamme esposte, e aprire le finestre di tanto in tanto per cambiare l'aria. Quando si staccano parti dal carrello, usare forbici da modellismo e eliminare la plastica in eccesso con un coltello o una lima. Vedere in fondo a questa colonna per il signifi. Dopo l'assemblaggio possono rimanere parti inutilizzate.

ATTENTION

Ne pas utiliser de colle ou de peinture a proximite d'une flamme nue, et aérer la pièce de temps en temps. Pour retirer les pièces hors du cadre, utiliser des ciseaux spéciaux pour maquette le plastique en excès avec un cutter ou une lime. Voir la fin de cette colonne pour la signification des symboles. Après l'assemblage peut rester des pièces inutilisées.

ZUR BEACHTUNG

Kleber und Farbe nicht nahe von offenem Feuer verwenden und das Fenster von Zeit zu Zeit zur Belüftung öffnen. Zum Abschneiden der Teile vom Verbundstück eine Modellerschere verwenden und die überstehenden Plastikteile mit einem Messer oder einer Feile beseitigen. Die Bedeutung der Symbole finden Sie unten in dieser Spalte. Nach dem Zusammenbau des Modells, können einzelne Teile übrig bleiben.

PARTS**A****Da****Ec (clear parts)****Kb x2****Kc x2****PE parts****Decal**



POWTOŻE DWA RAZY
MAKE 2x
2 TEILE FERTIGEN
EFFECTUER 2 PIECES
FAIRE DUE PEZZI
TEE 2 KPL.
СДЕЛАТЬ 2 КТ
КЛИМКАТЬ ПАРА



NE UŽIVAJI KLEJU
DO NOT CELENT
NICHT KLEBEN
NE PAS COLLER
NON INCOLLARE
SU LIMA
LIMMAEI
HE KLEBTI



OPCJE
OPTIONAL
NACH BELEBEN
FACULTATIF
FACOLTATIVO
VALINNANVARAINEN
VALI BAR
BARIANTTI



ZURÖCK ZEHR
OPEN HOLE
OFFEN
FAIRE UN TROU
FORO APERTO
AVAN REIRA
OPPNÄHALET
ЗРОБИТИ ОТВЕР



COCAC
REMOVE
ENTFERNEN
RETRIER
REPARARE
POISTA
AVLÄGSNA
ВІКРАСАТИ



ZARZYĆ SZCZĘŚCZY
ANNEAL THE PART
GLÖDGNINGSDEL
PARTIE DE REDUIT
PARTE REDUCIDA
PARTE REDUCIDA
НЕЖУКІТАА ОСА
ВИДІПАЛТИ ДЕТАЛІ

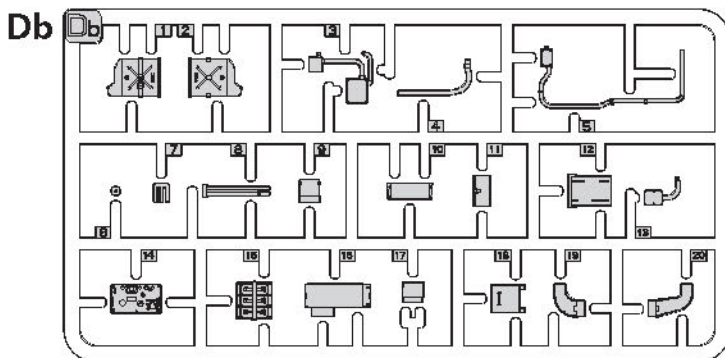
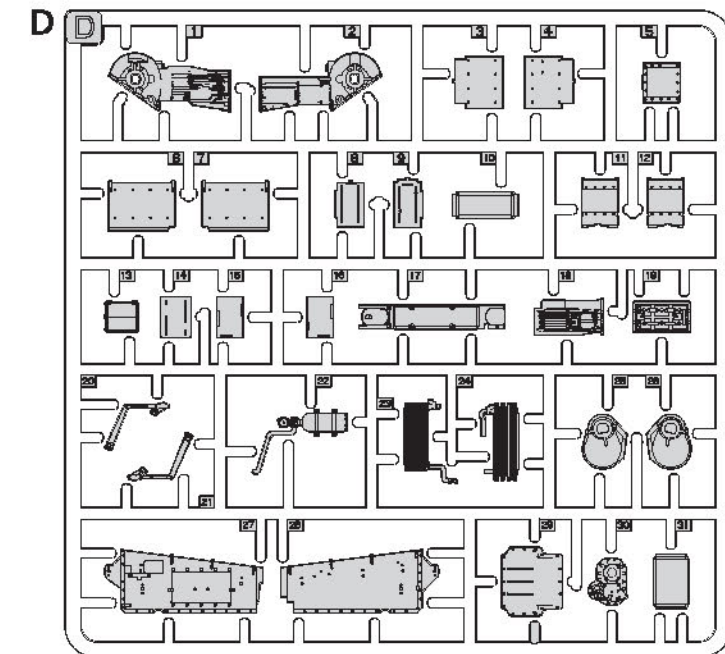
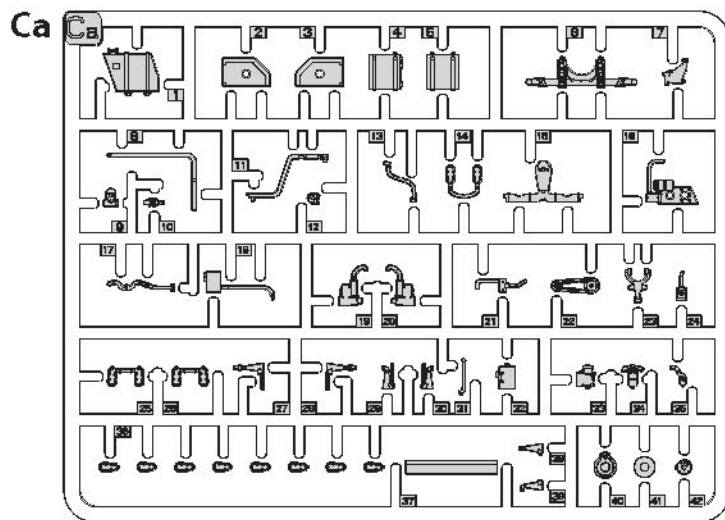
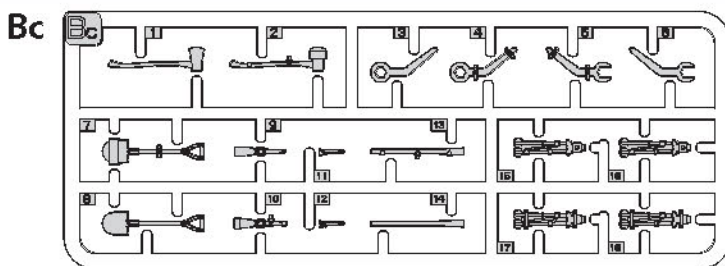
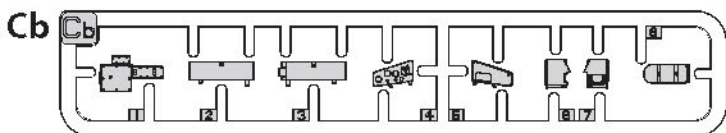
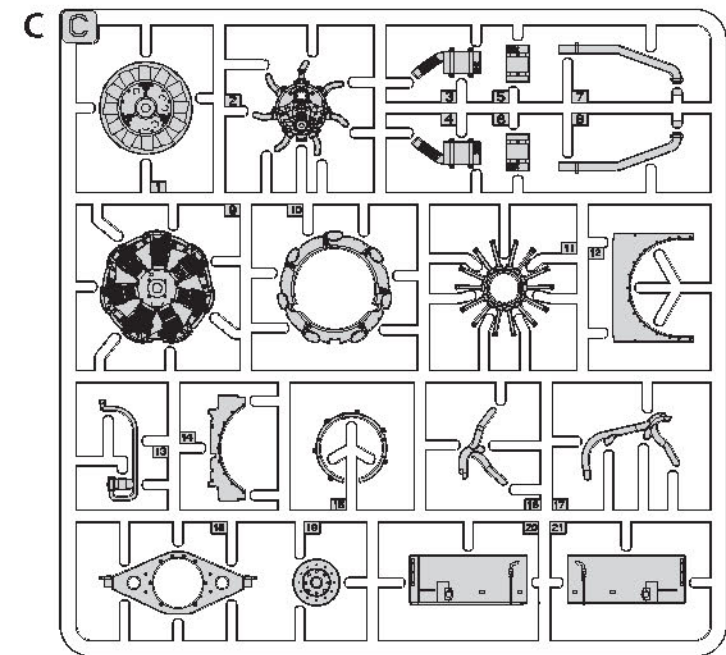
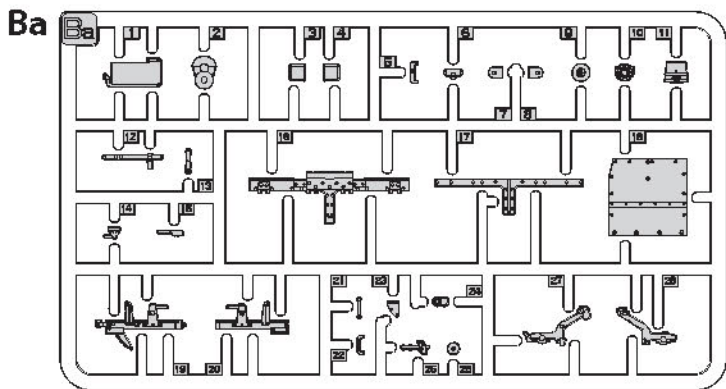
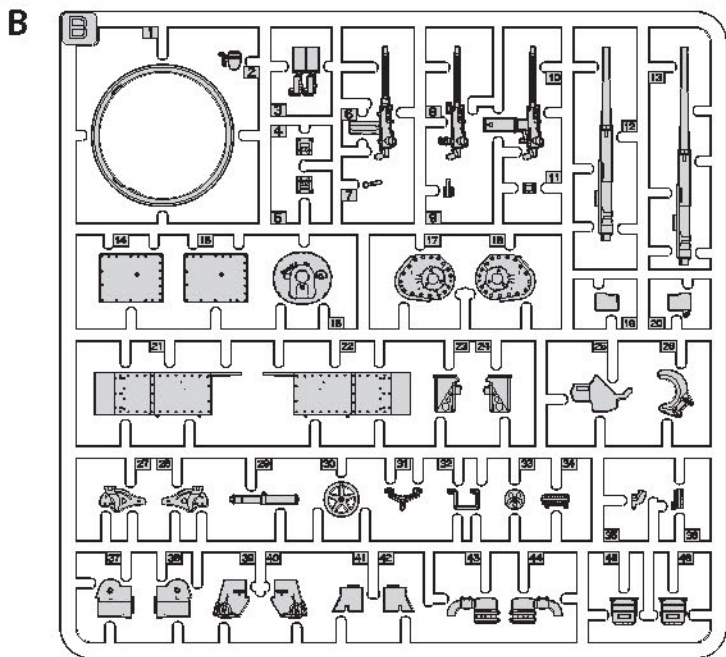


ZDINAC
BEND
BITTE BIEGEN
PLIER SİL VOUS PLAIT
PIEGARE
TALTA
BOCCA
ВІПІУТИ

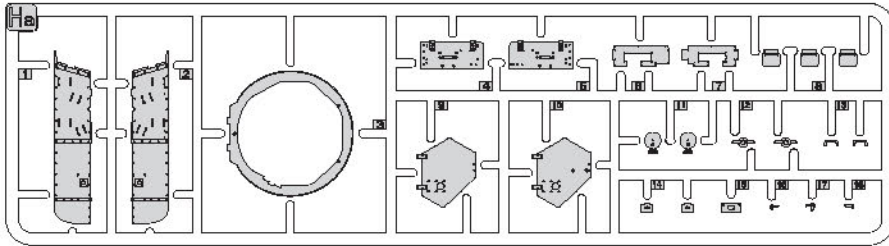


ZRAB TO SAM
SORATCH BUILD
AM MEISTEN ZU MACHEN
FAIRE LE PLUS
RENDITI
TEE ITSE
GÖR DIG SJÄLV
ЗРОБИТИ САМОМУ

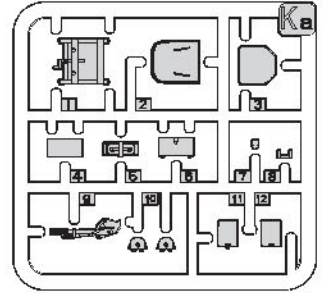
PARTS



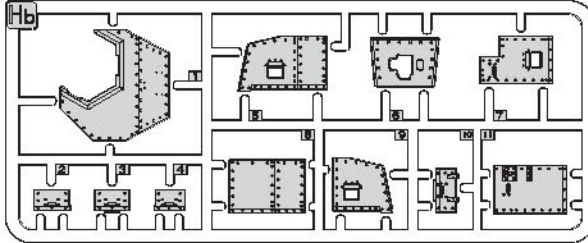
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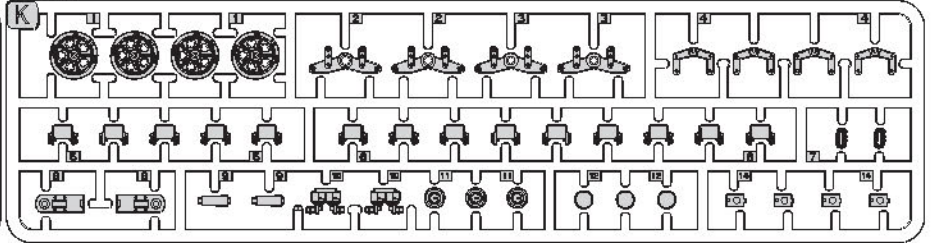
Ka x2



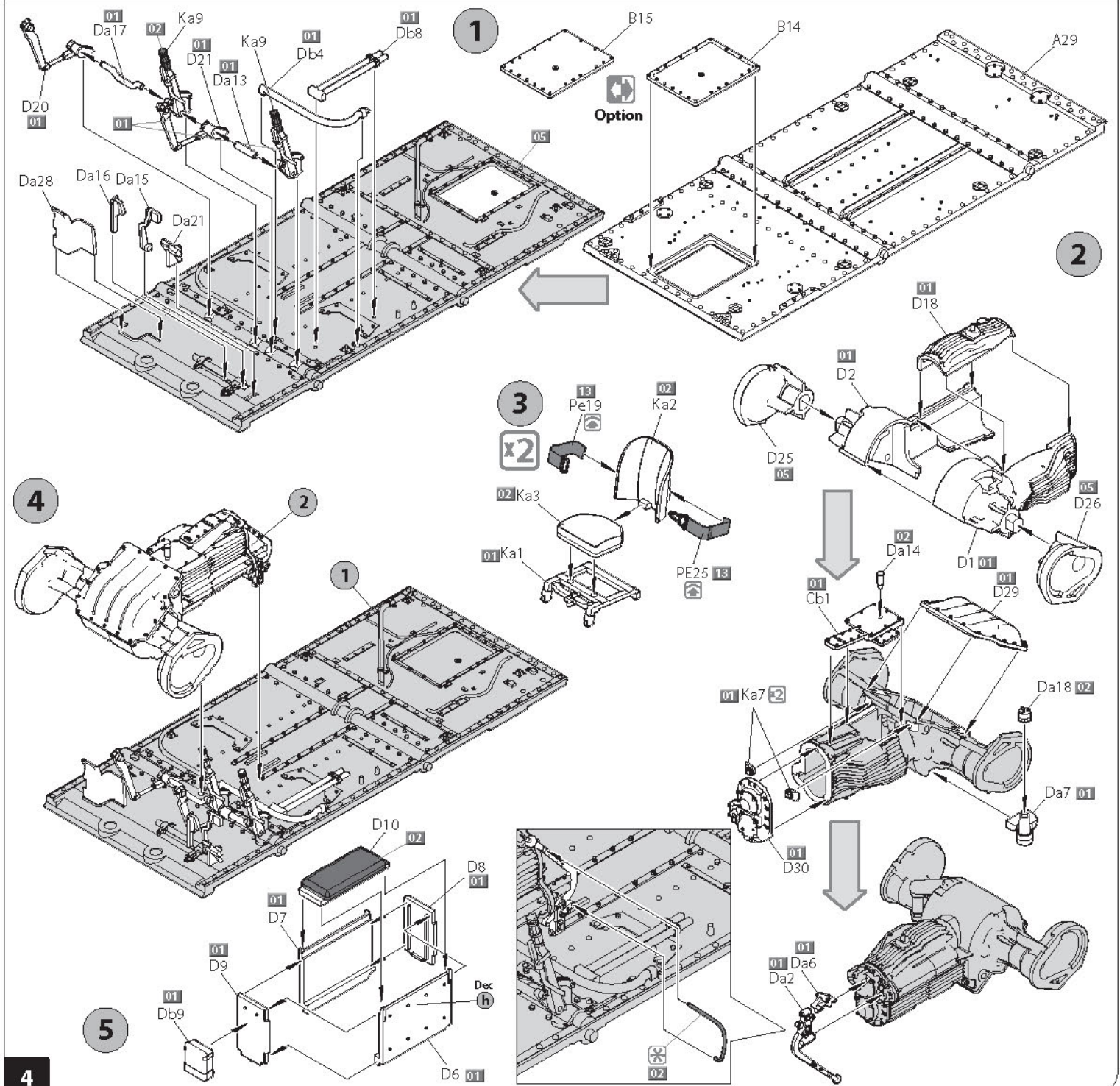
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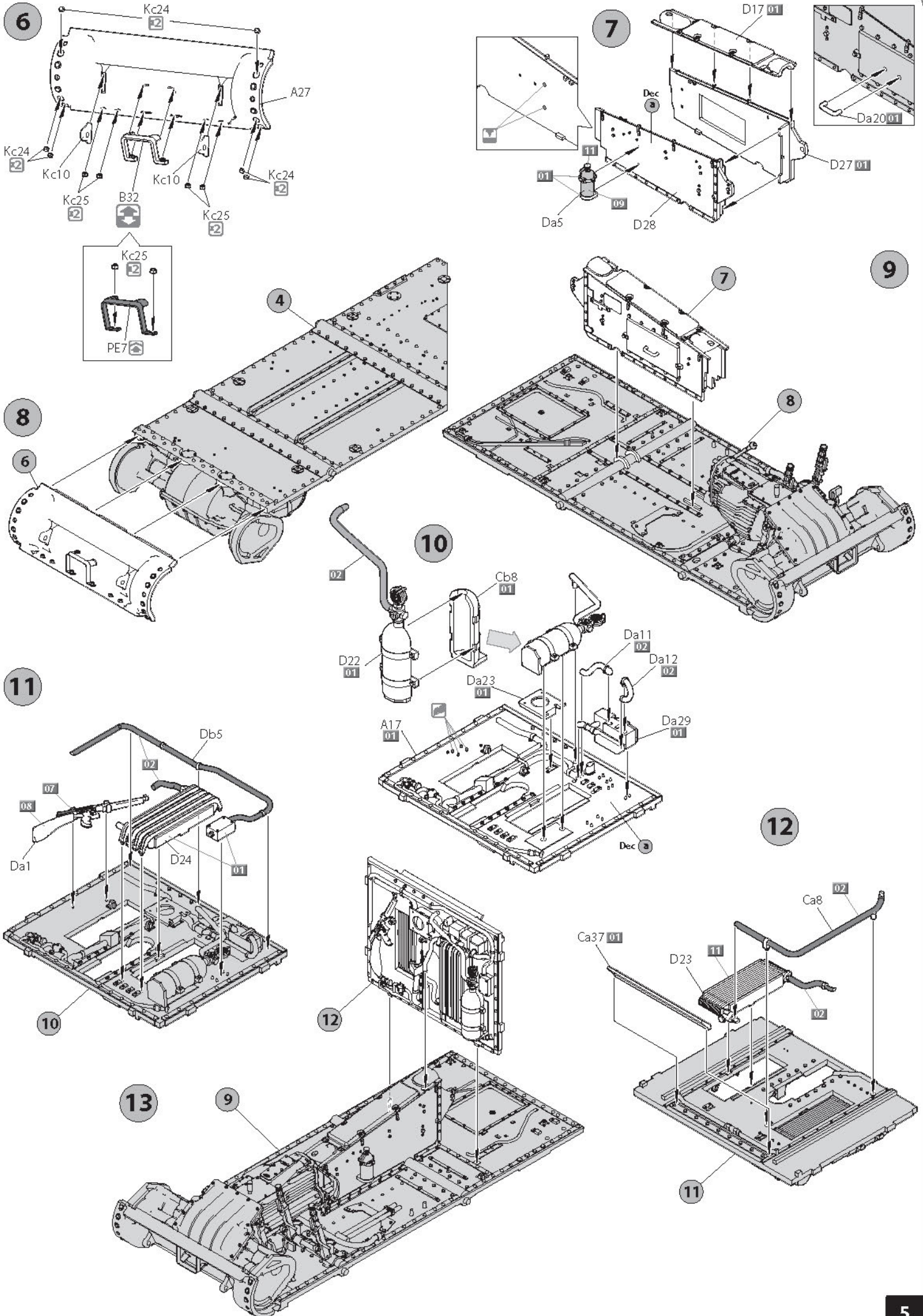


K x2

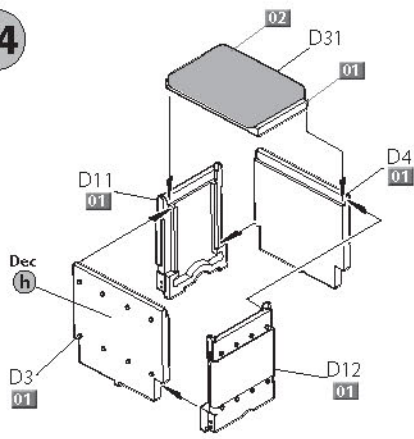


INSTRUCTION

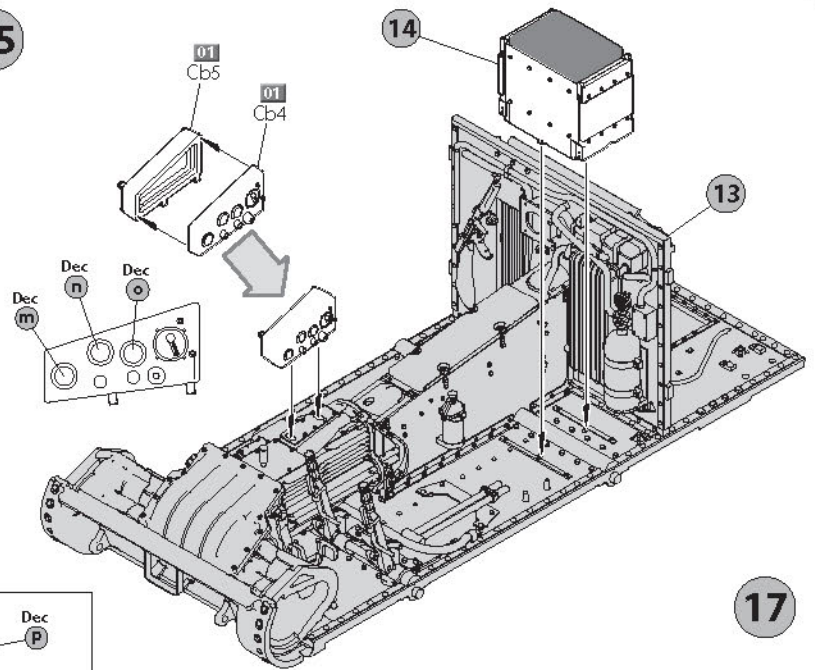




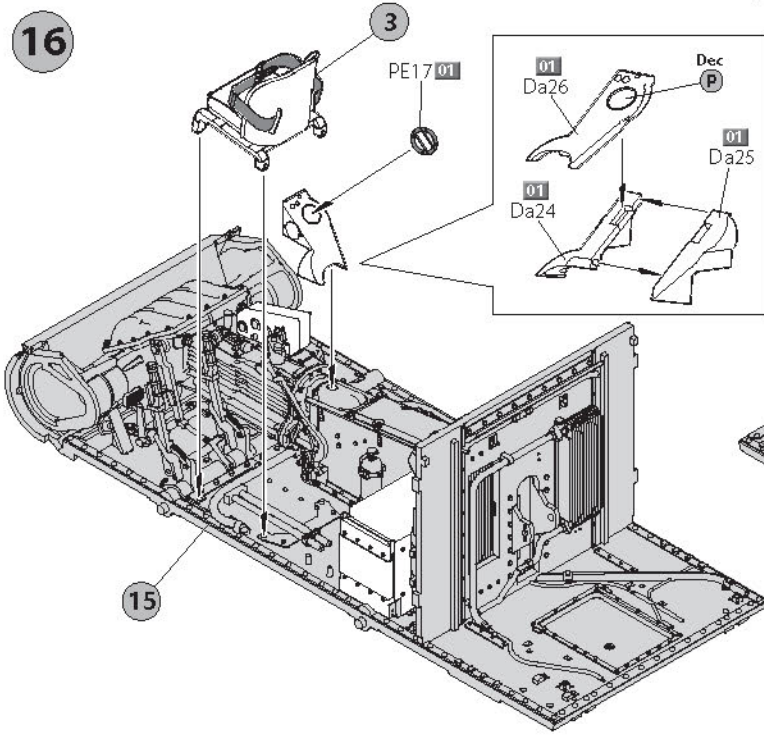
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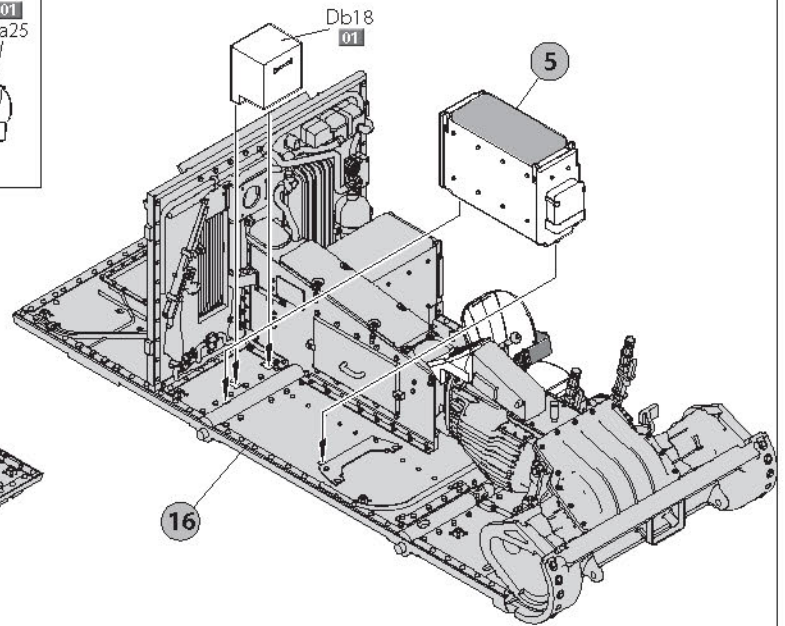
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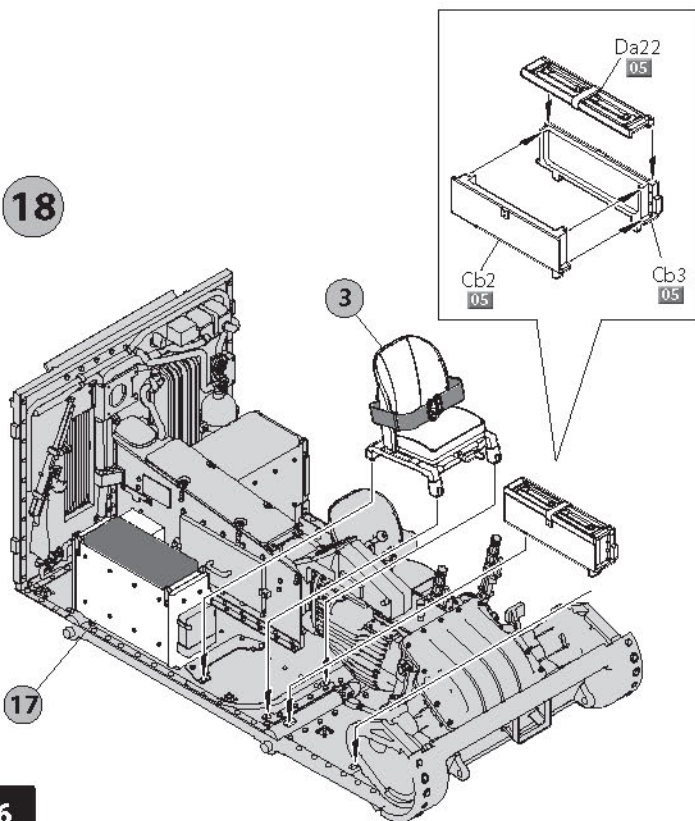
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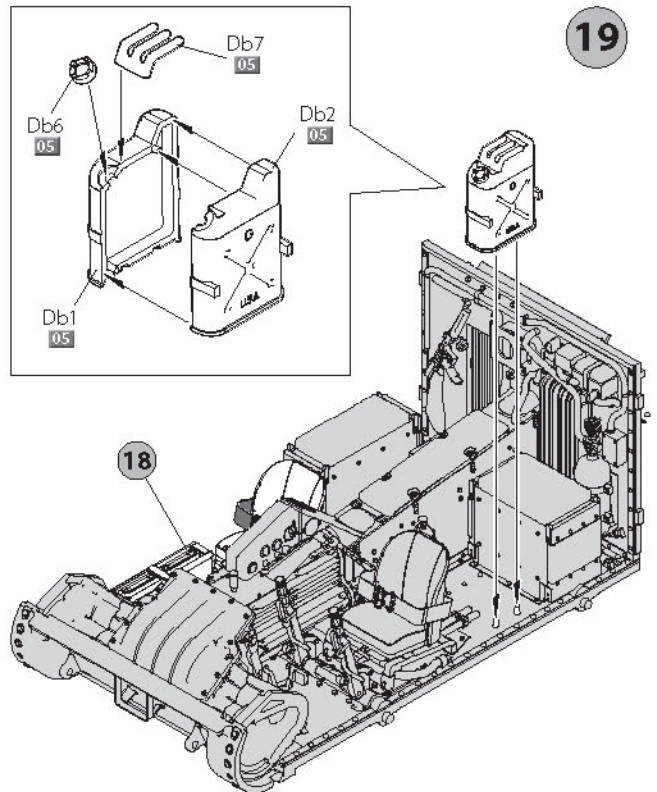
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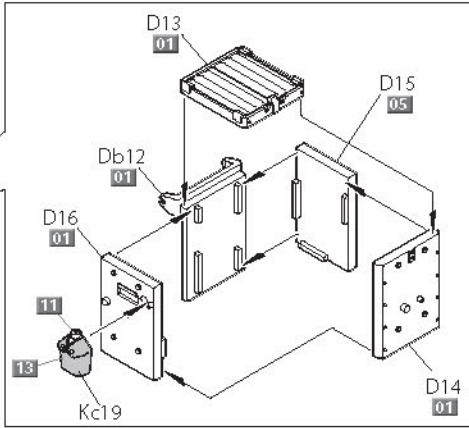
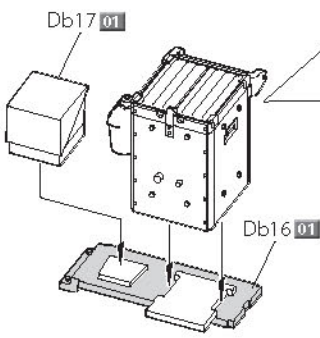
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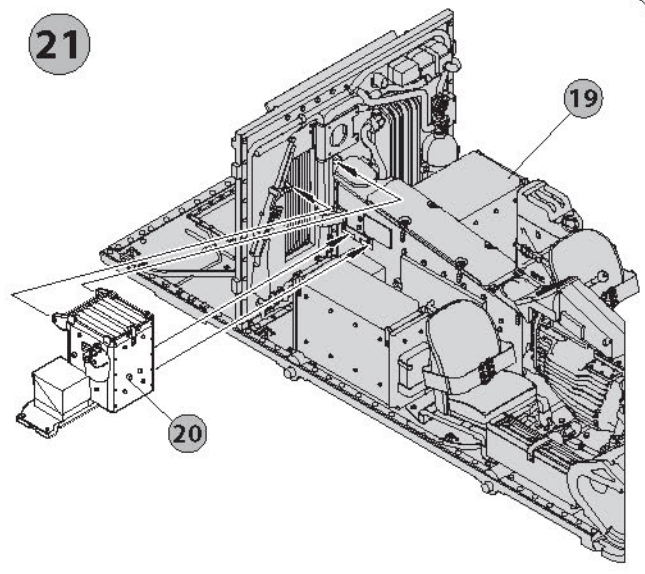
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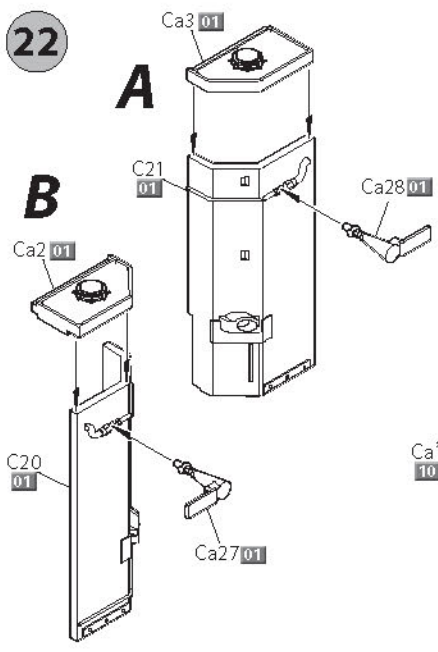
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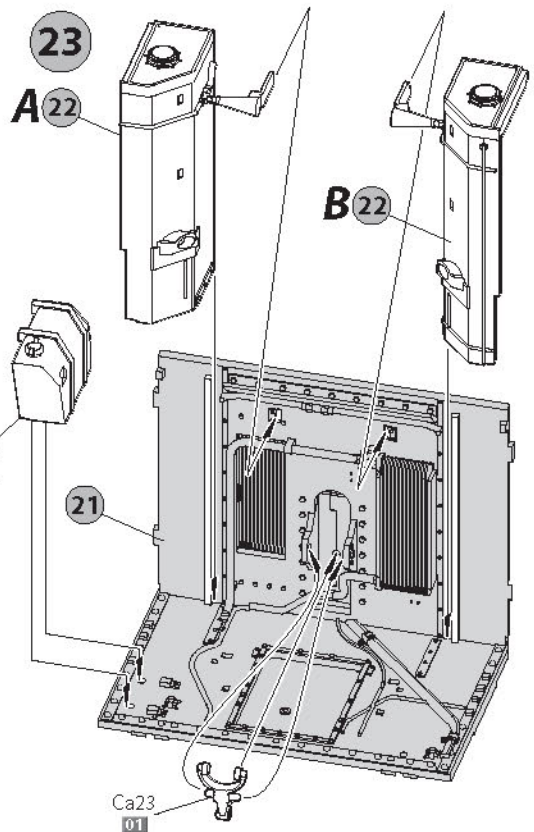
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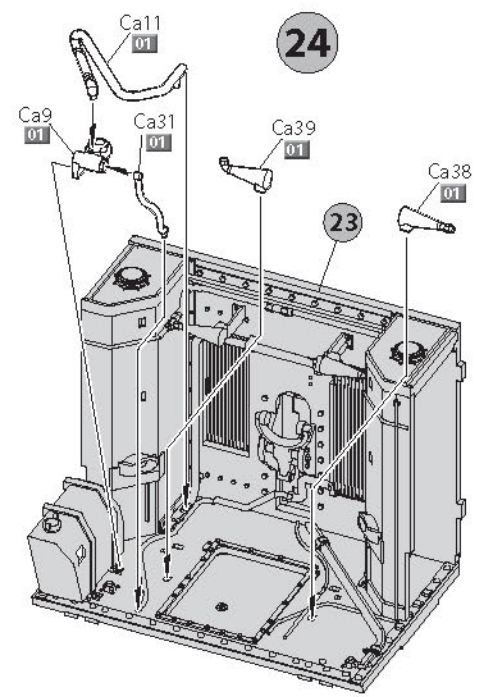
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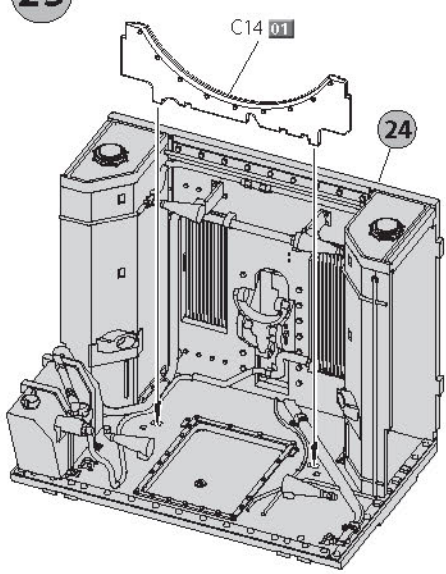
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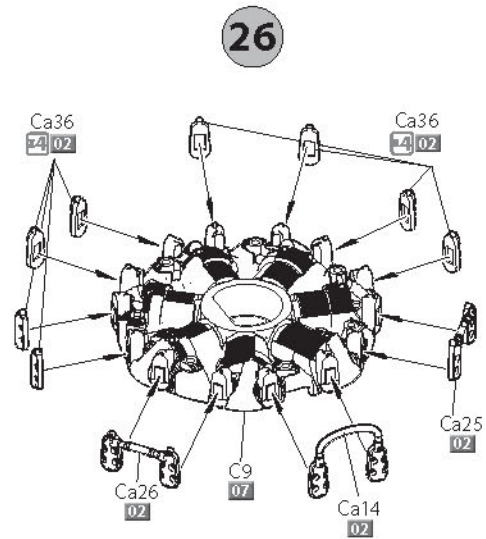
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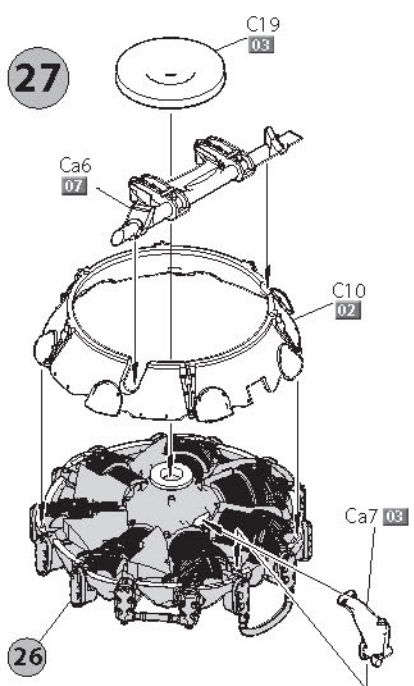
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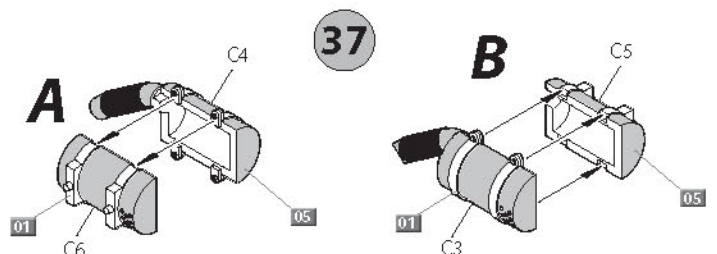
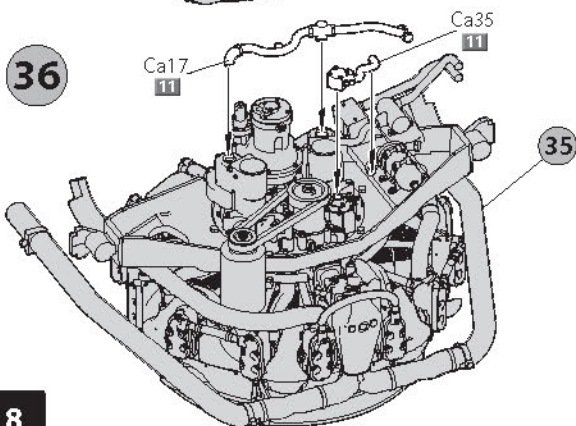
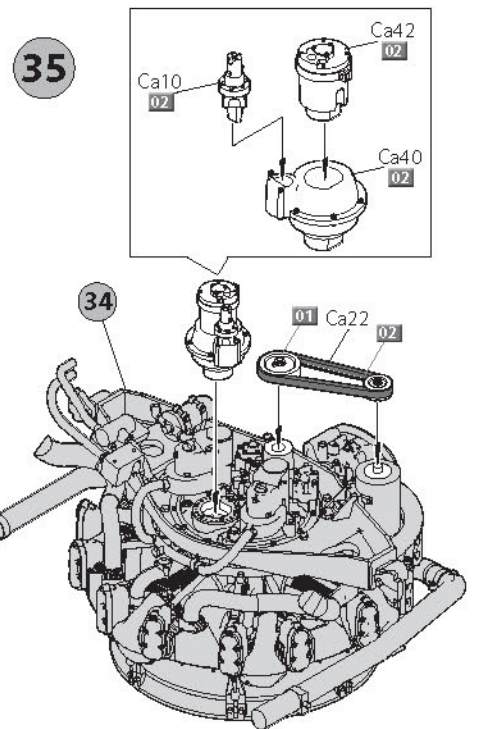
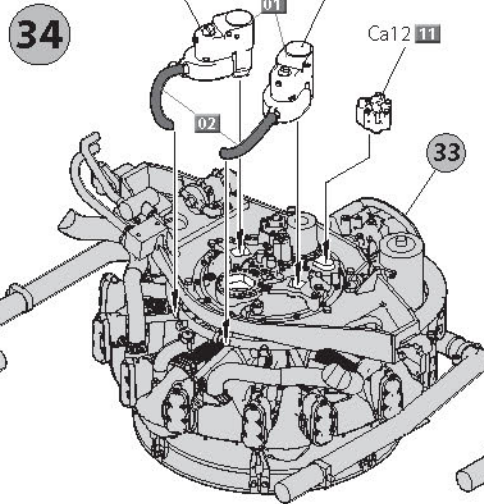
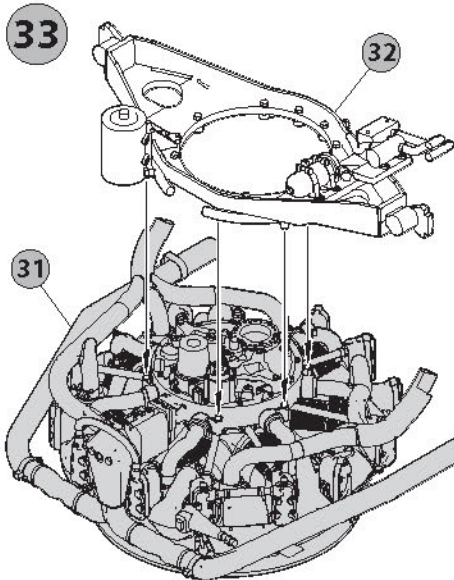
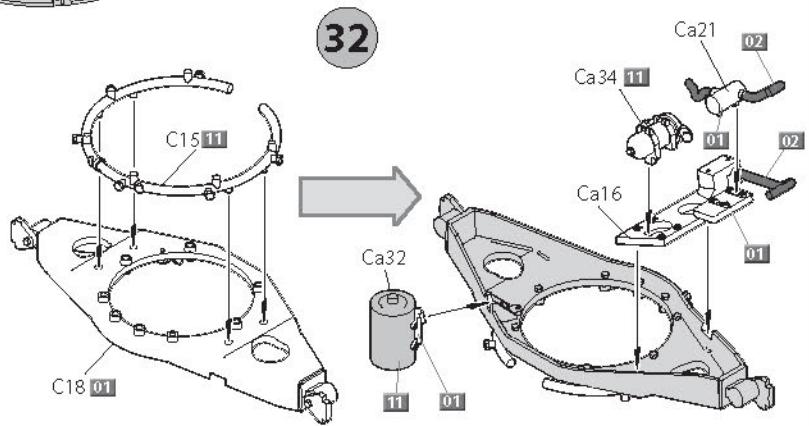
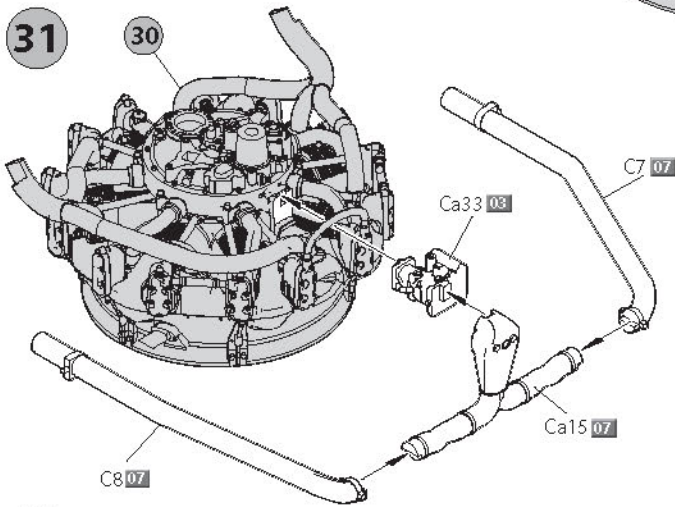
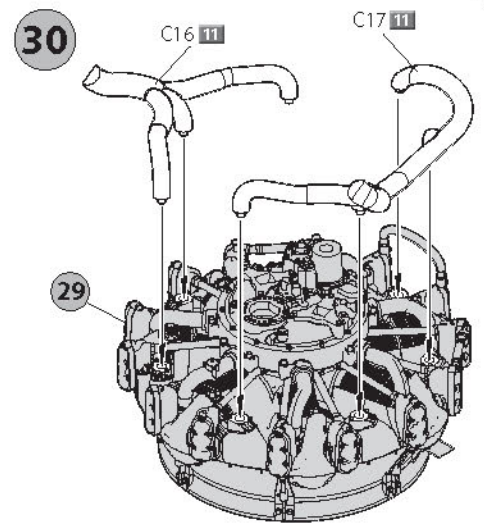
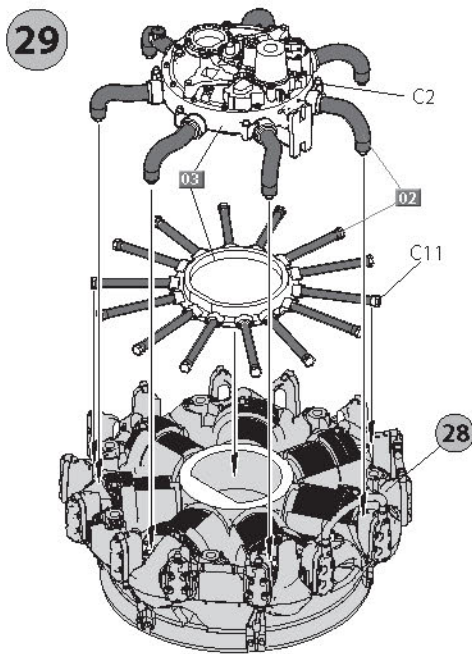
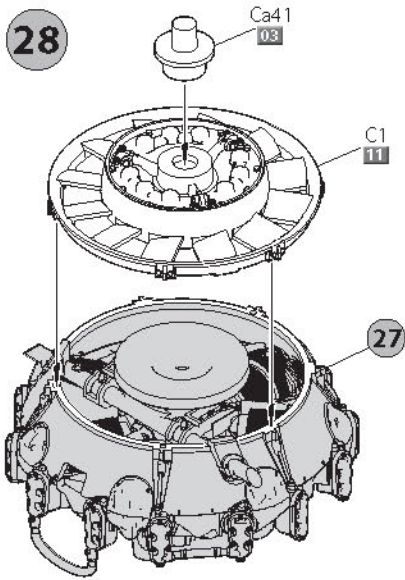


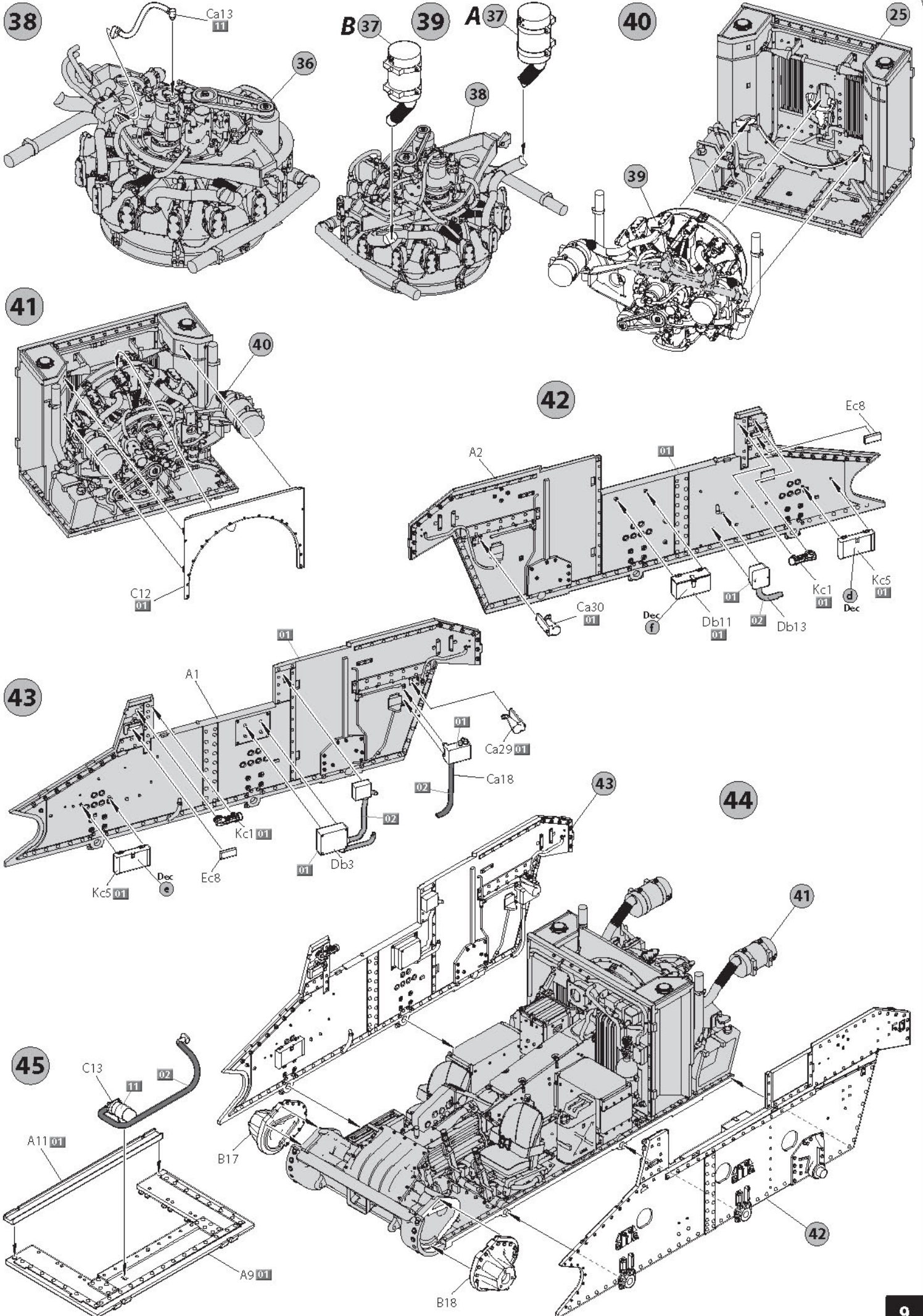
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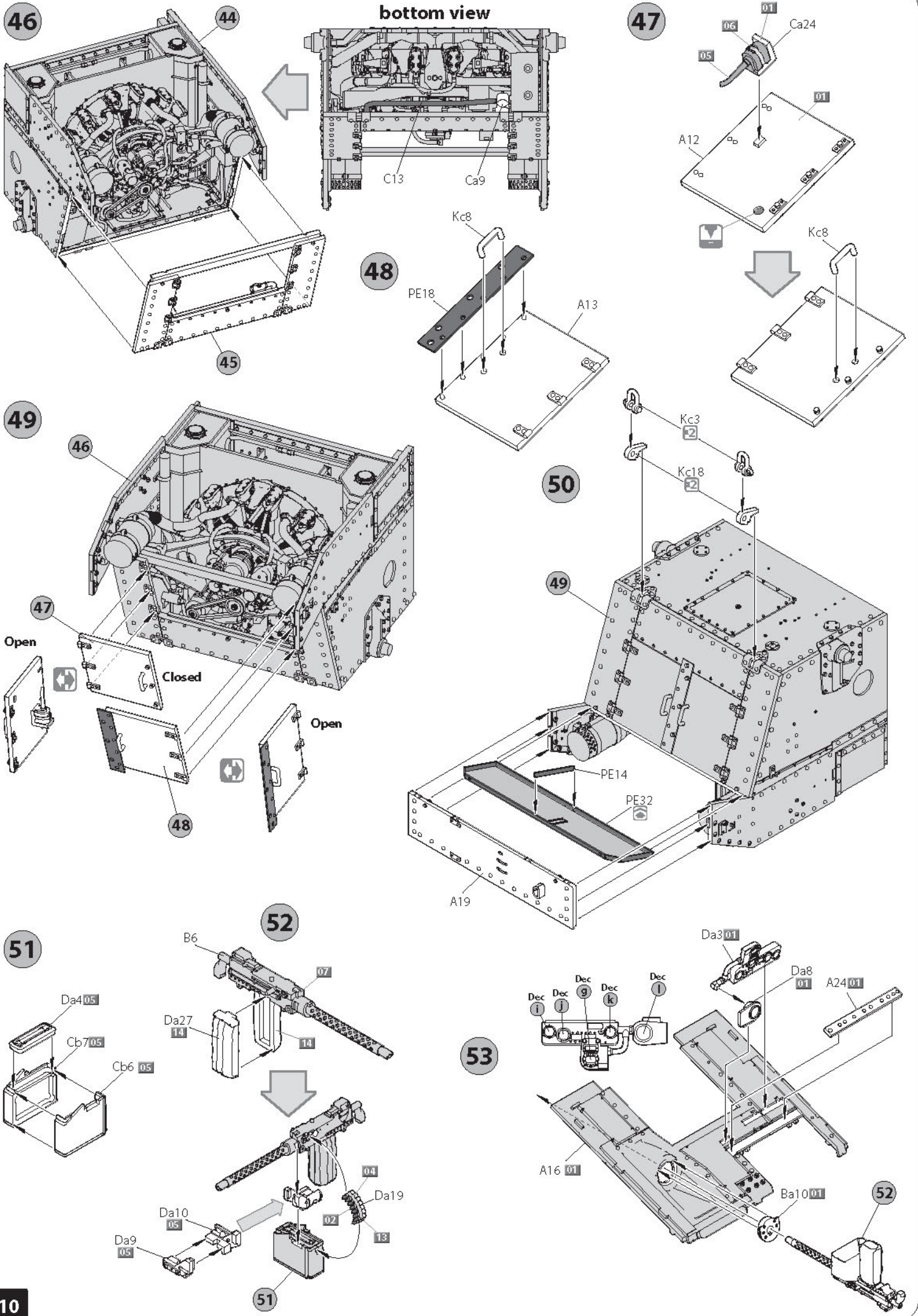


27









46

bottom view

47

48

49

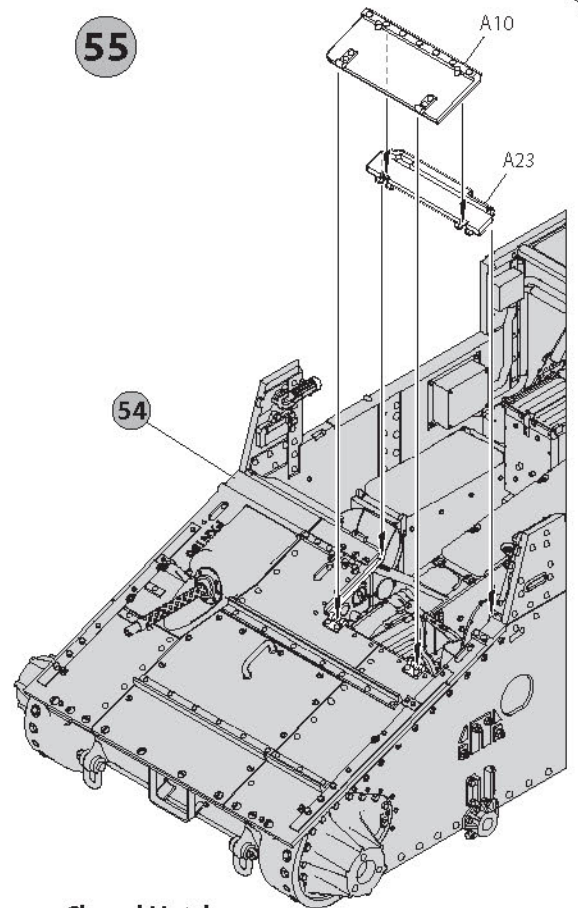
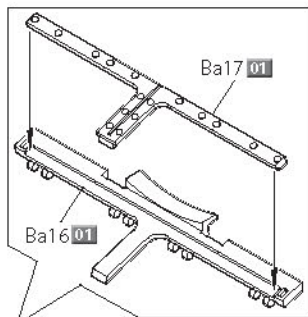
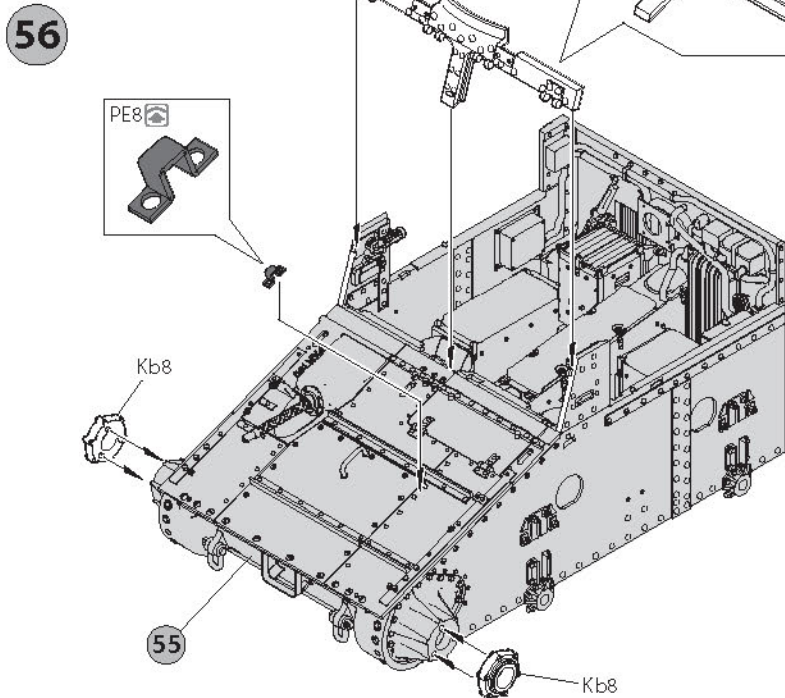
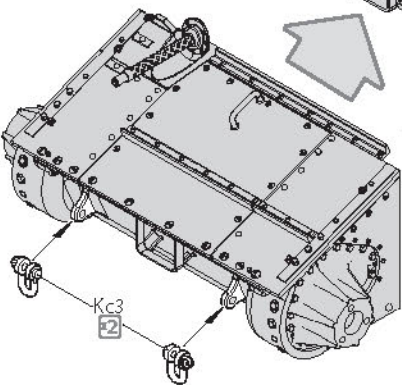
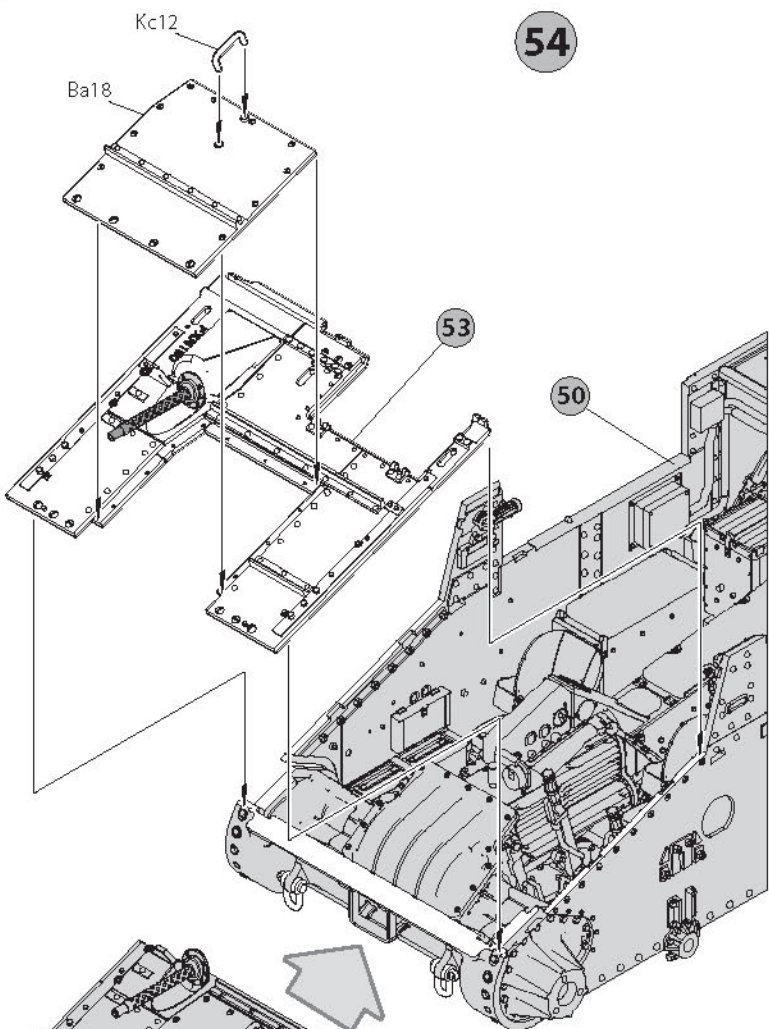
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51

52

53

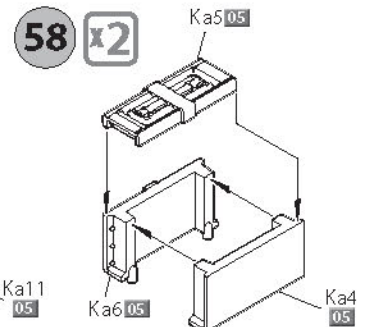
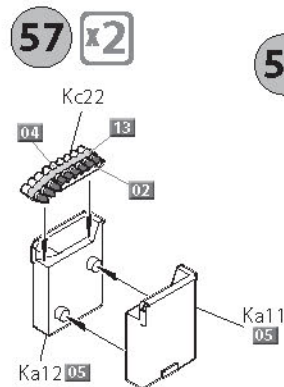
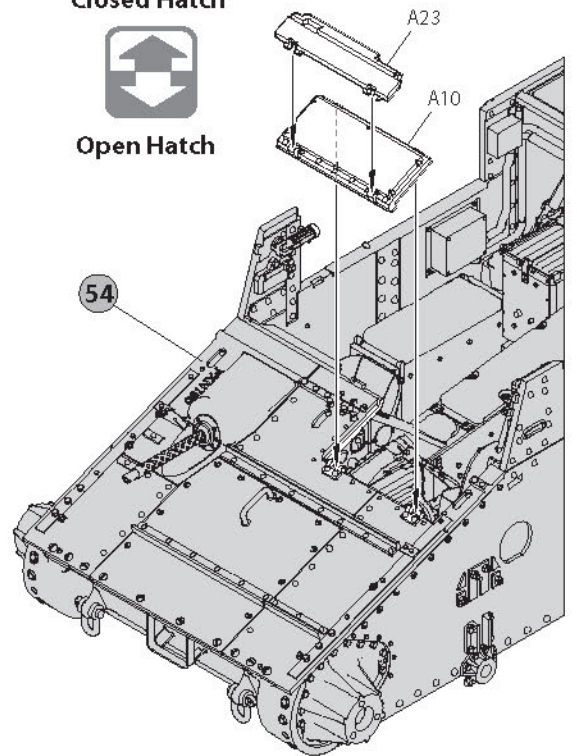
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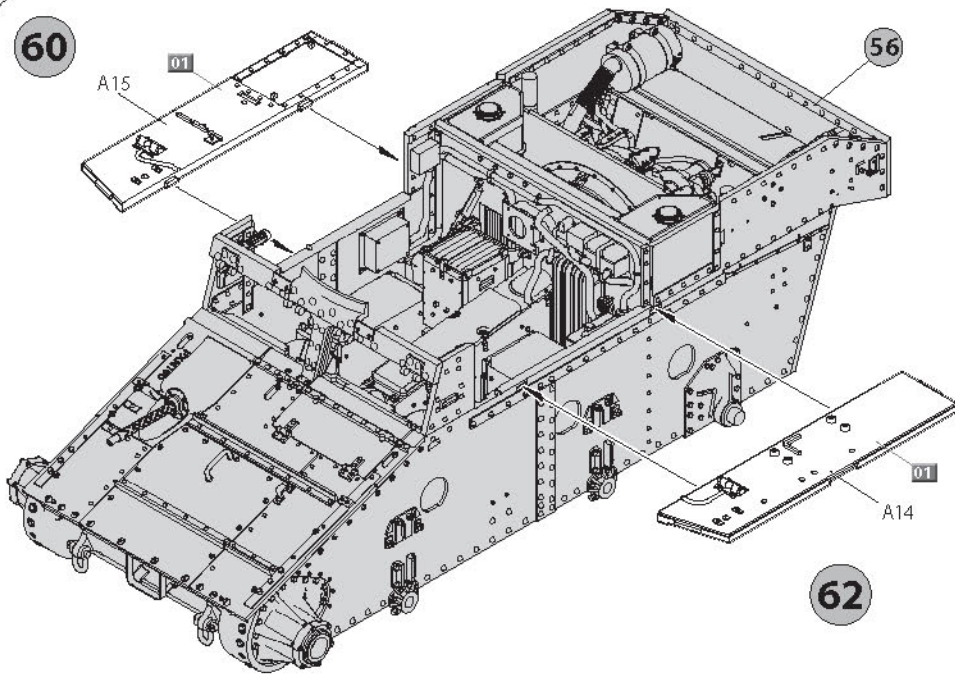
Closed Hatch



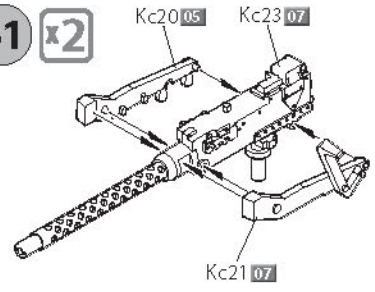
Open Hatch



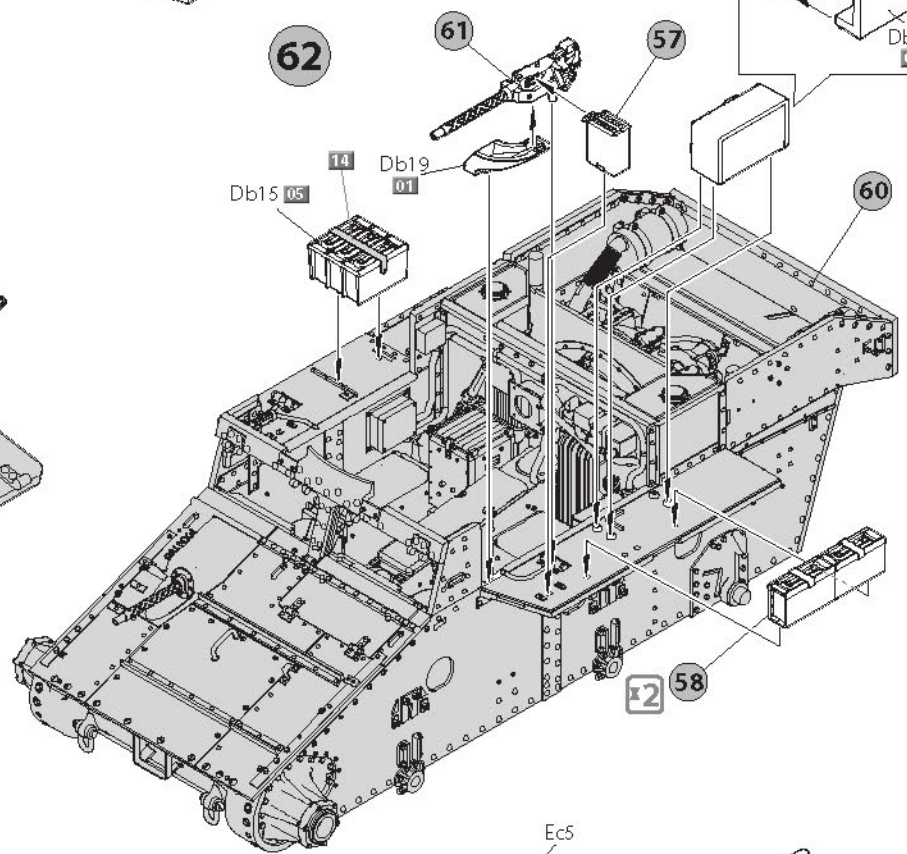
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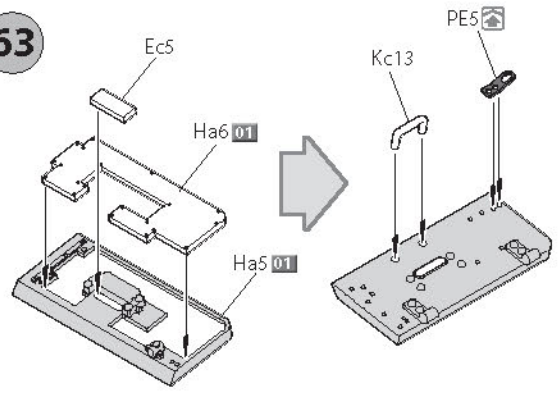
61 x2



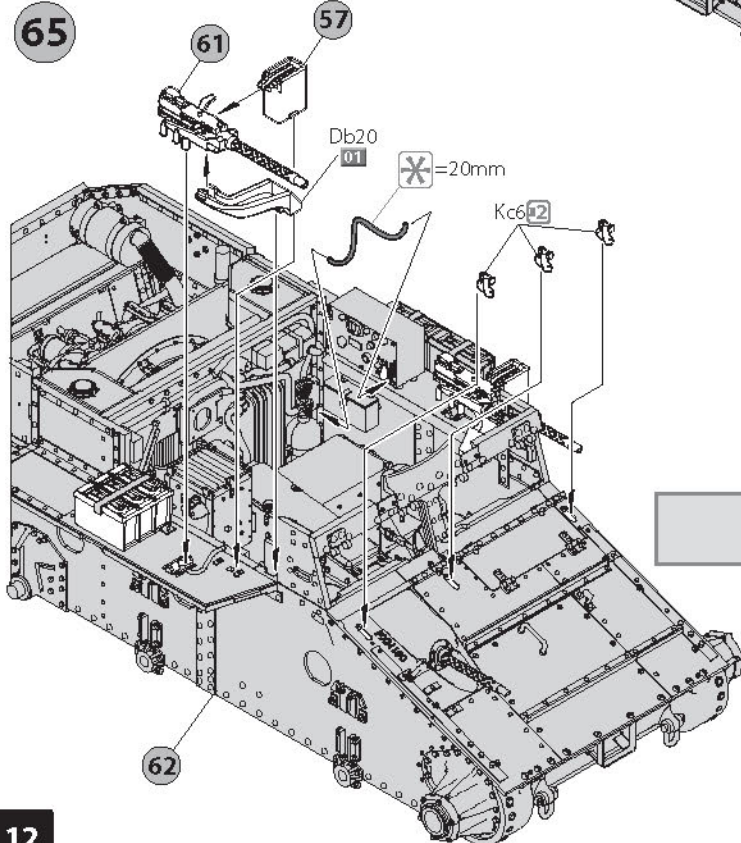
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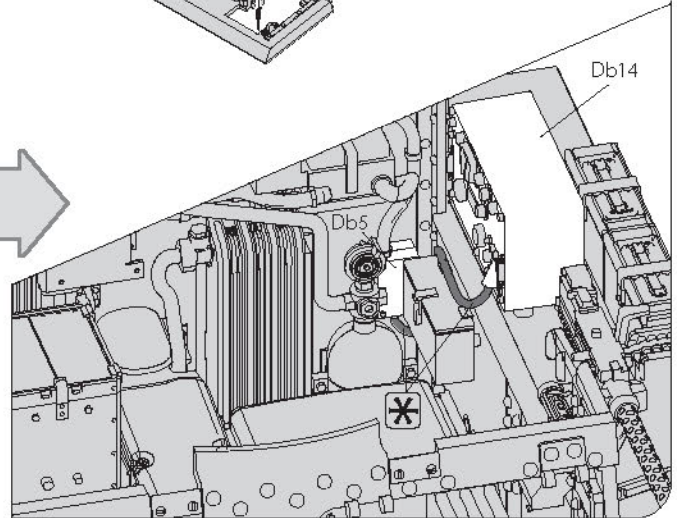
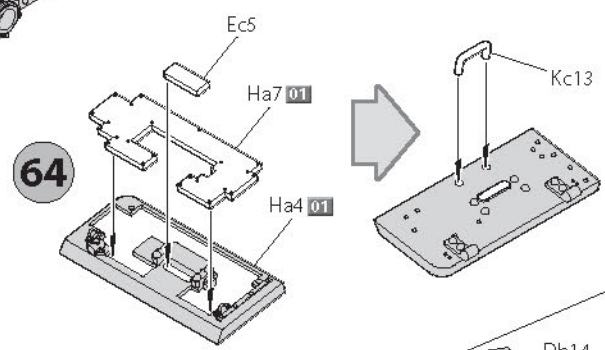
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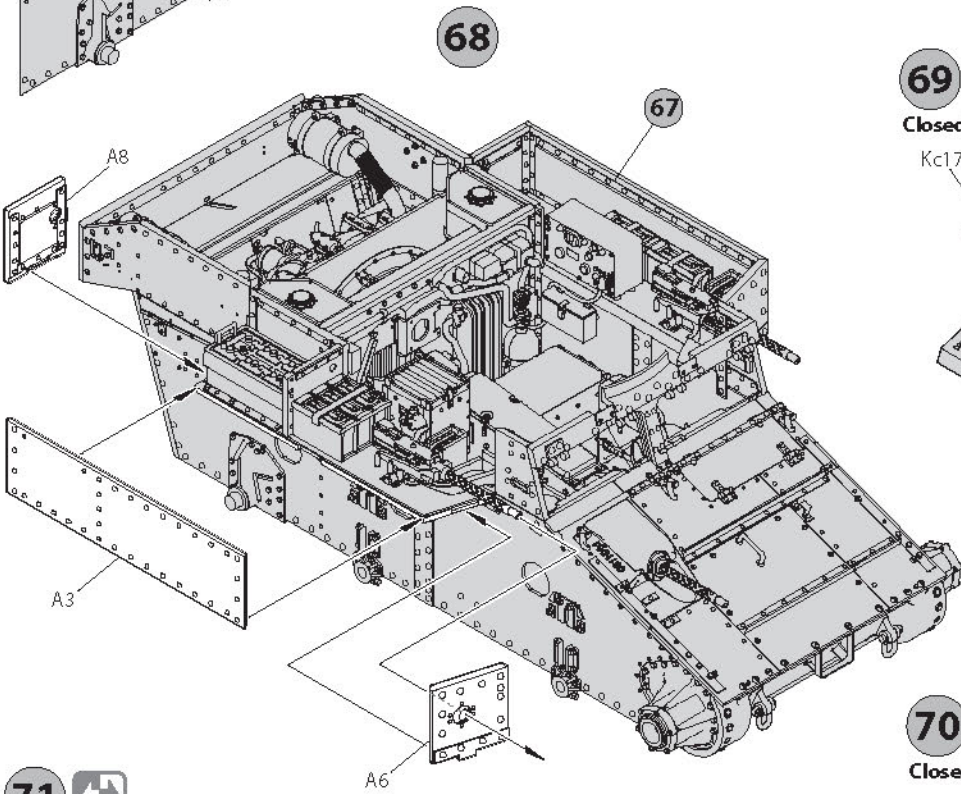
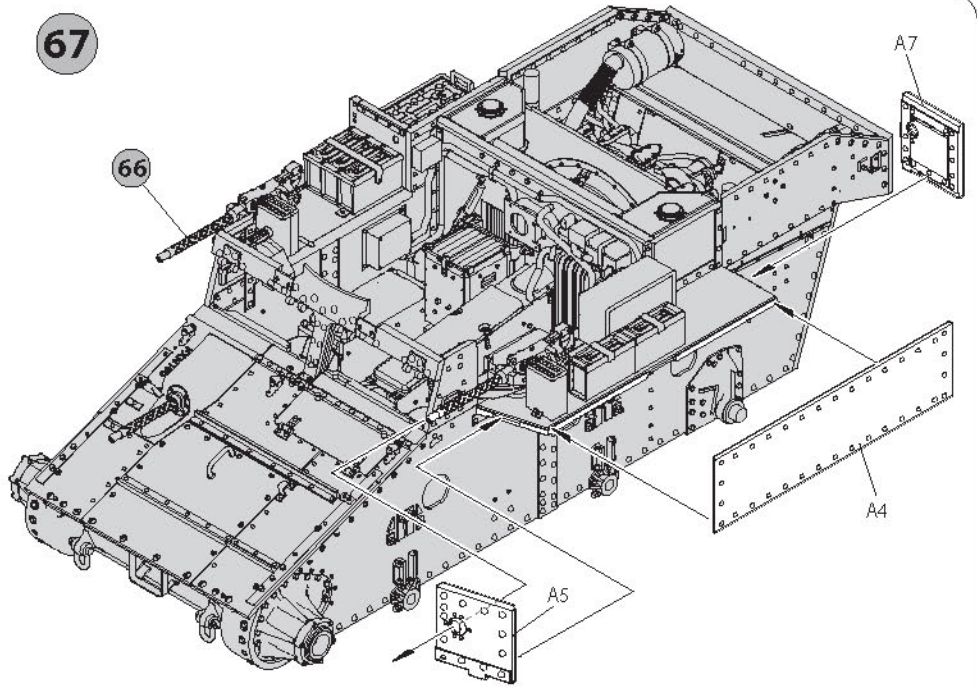
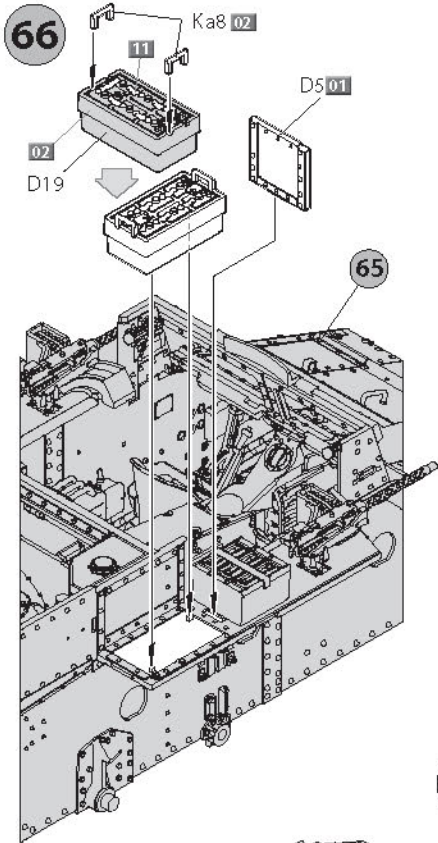


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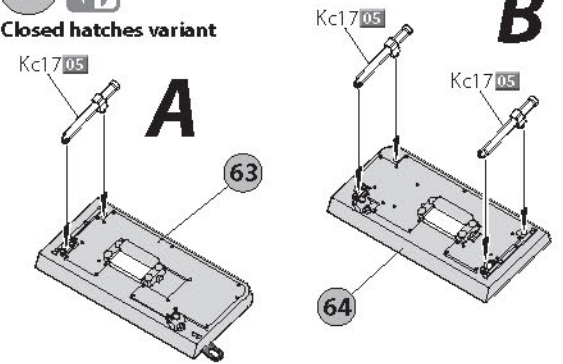


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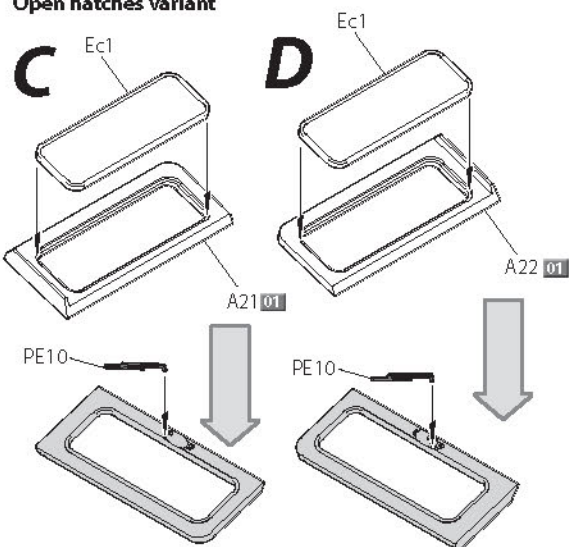




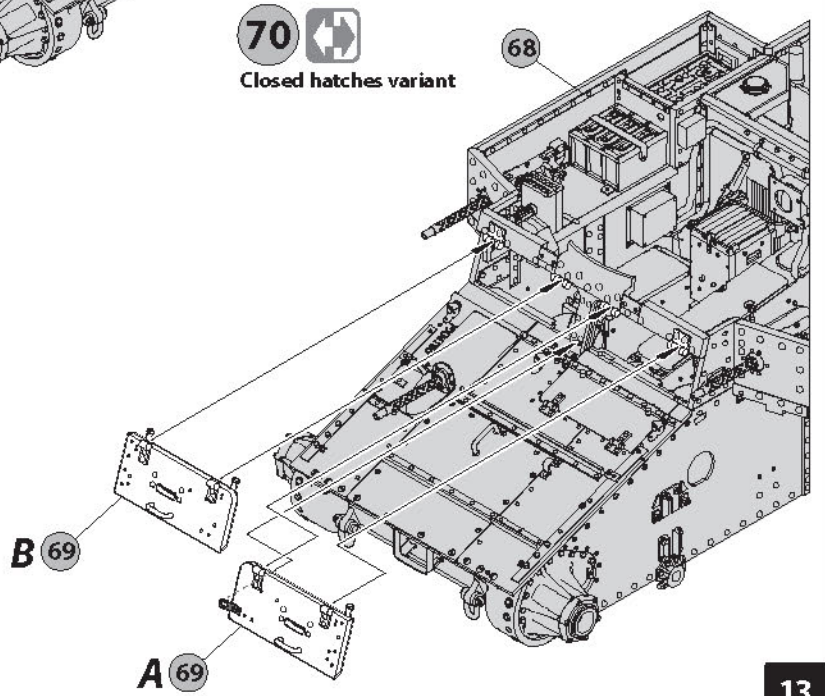
69 **Closed hatches variant**



71 **Open hatches variant**

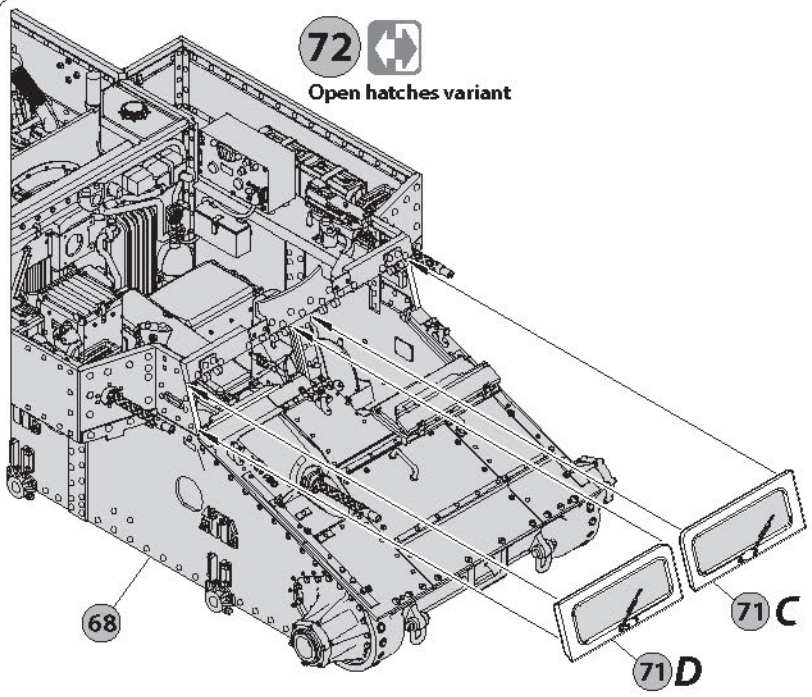


70 **Closed hatches variant**



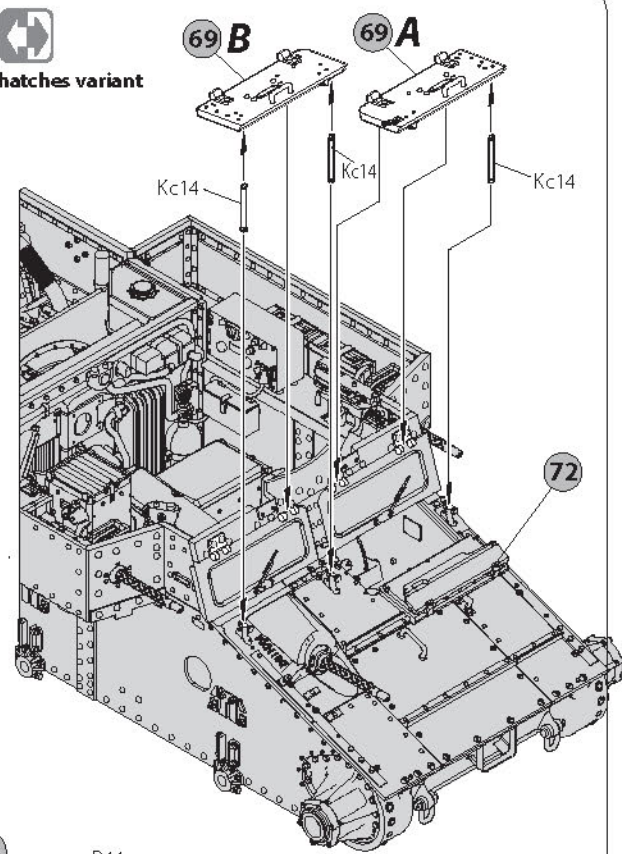
72

Open hatches variant

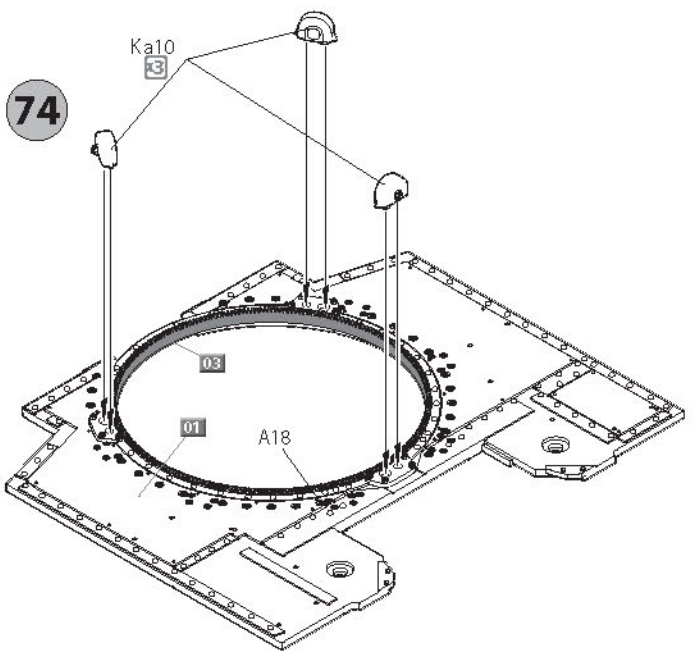


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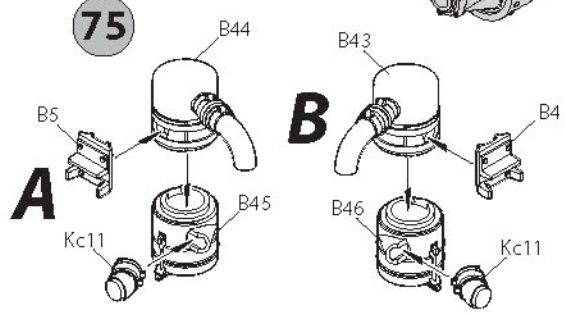
Open hatches variant



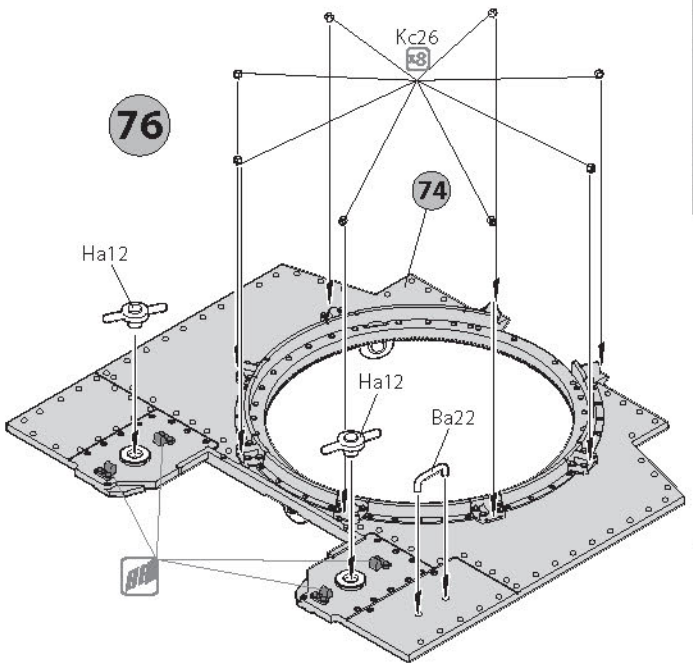
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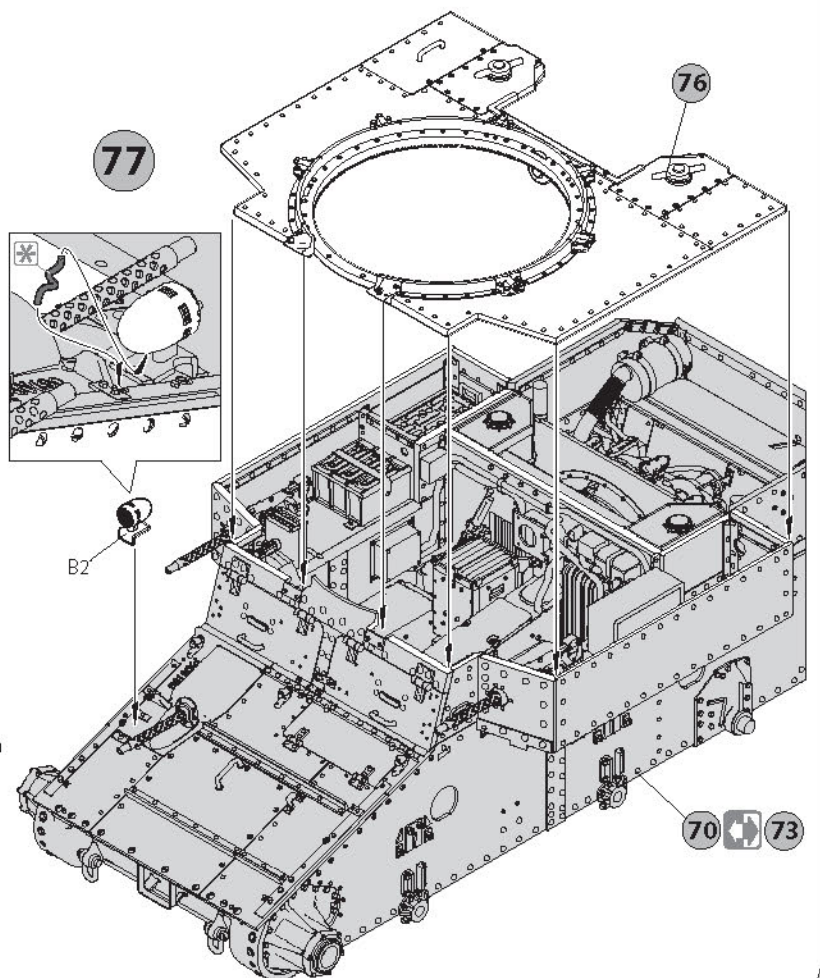
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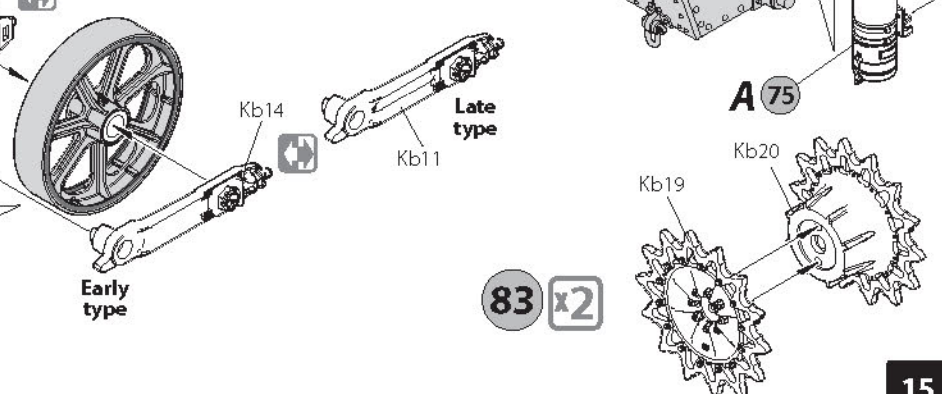
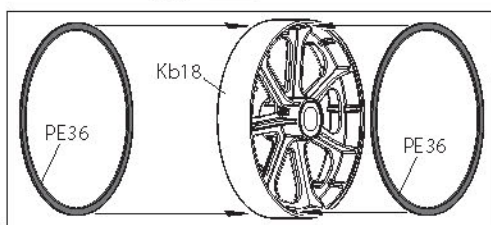
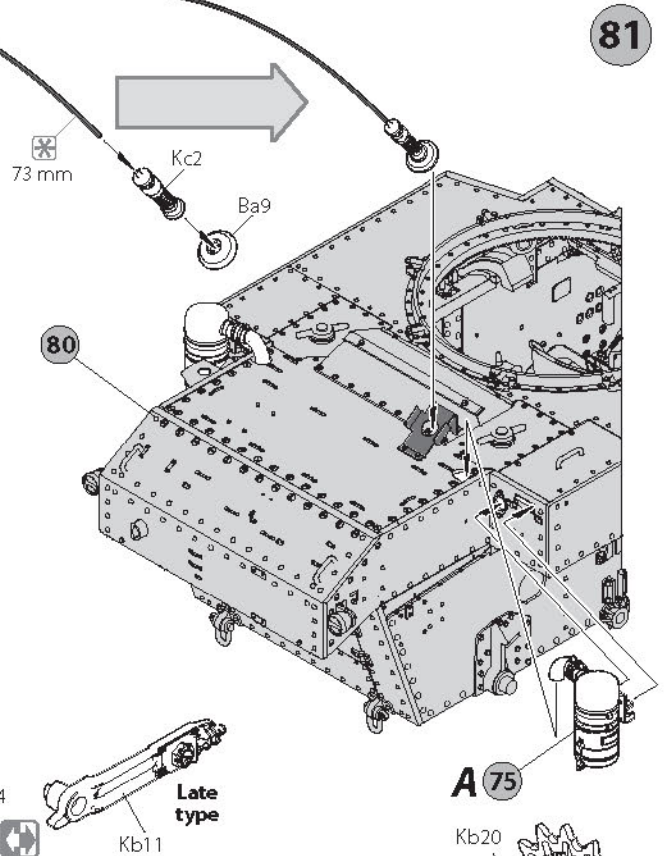
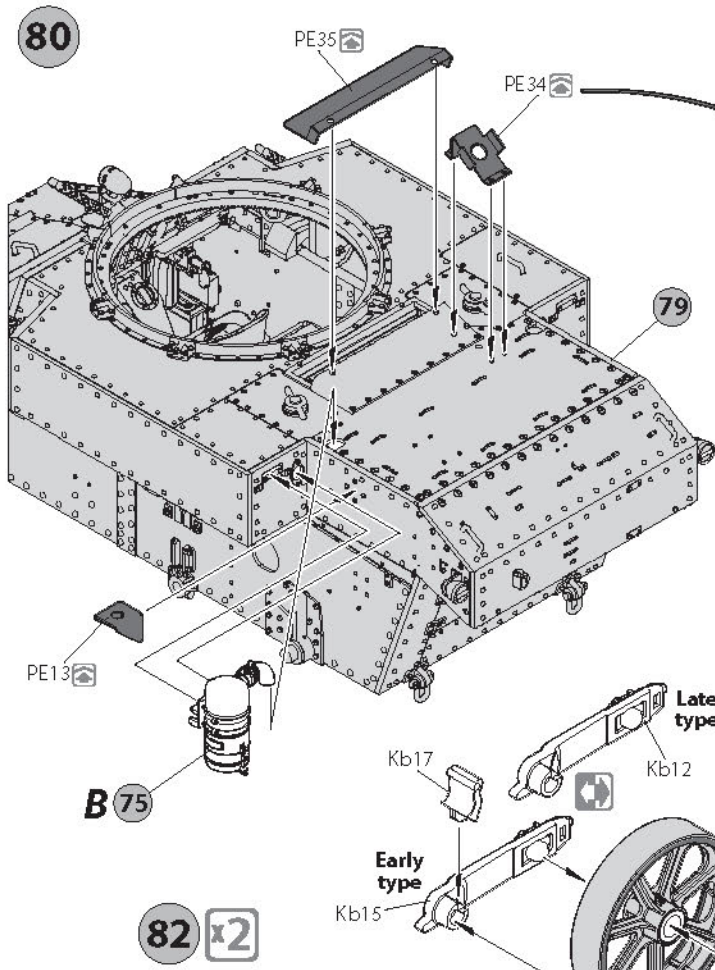
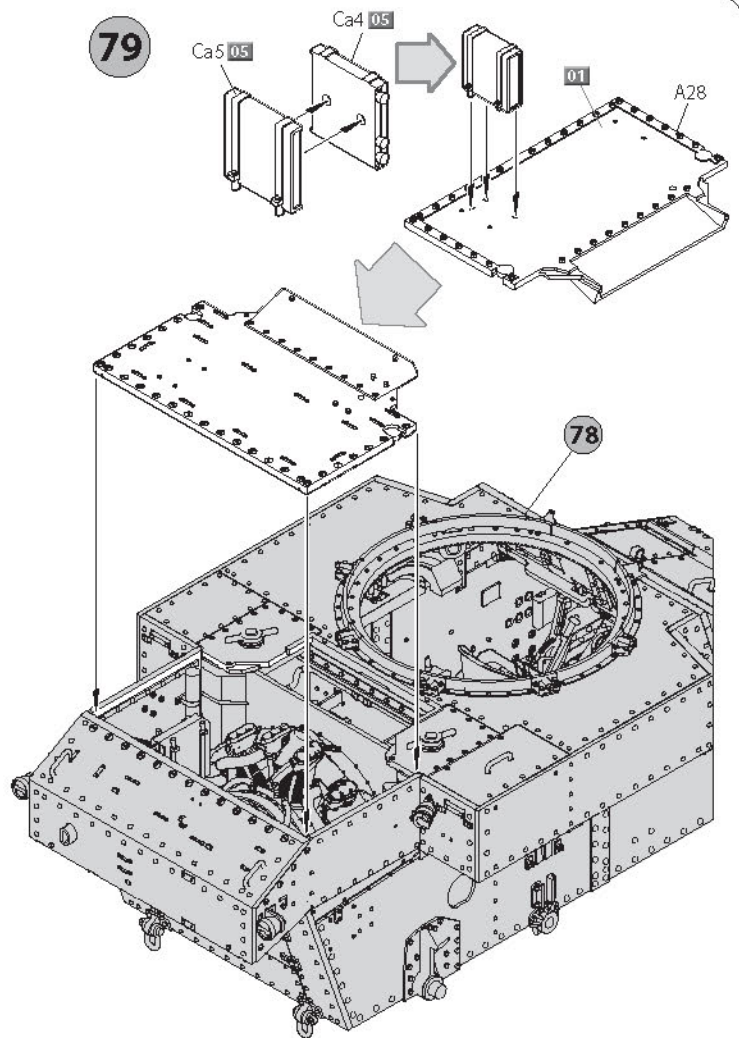
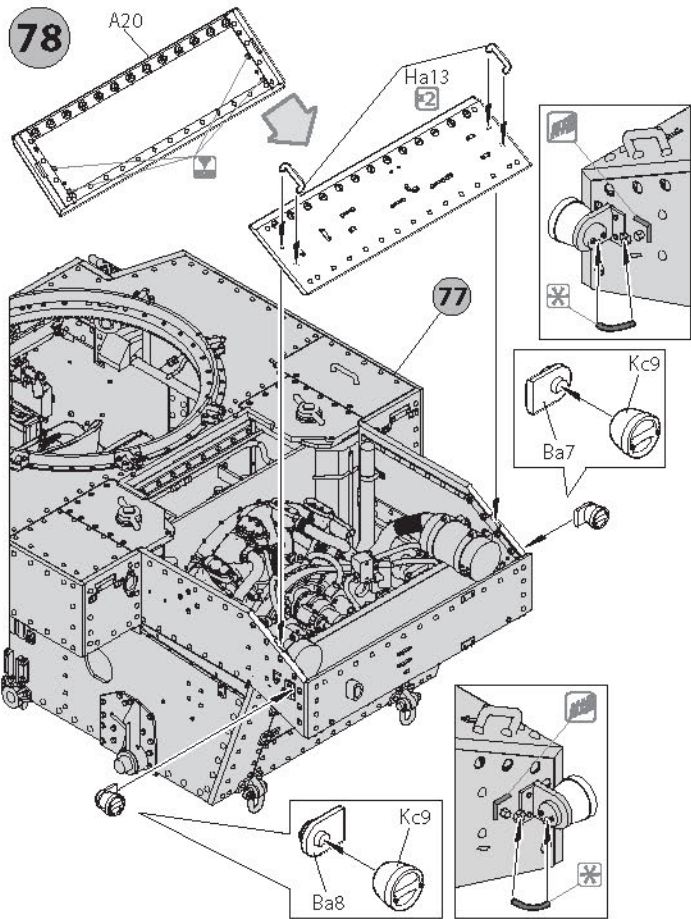


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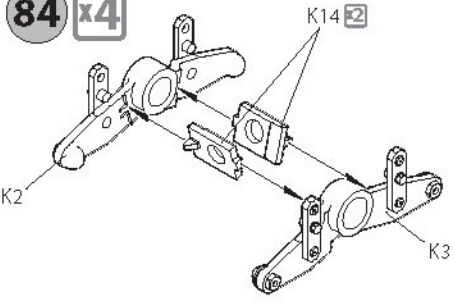


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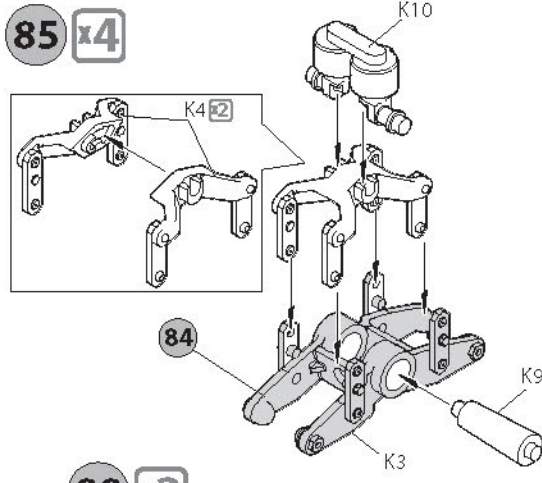
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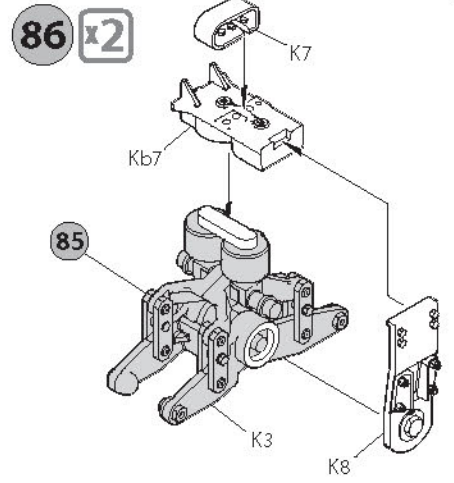
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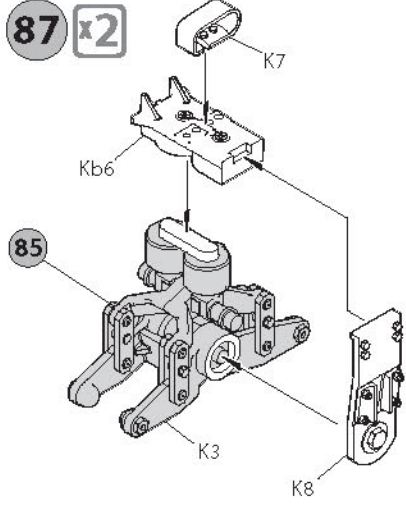
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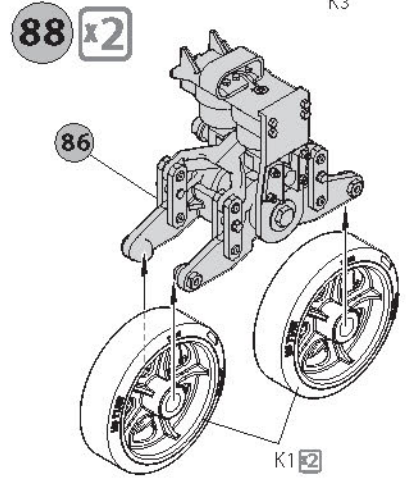
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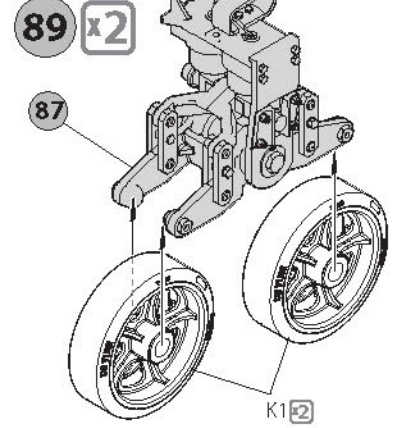
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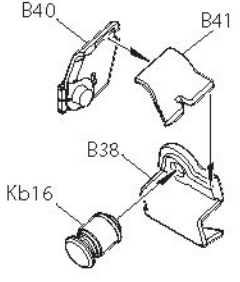
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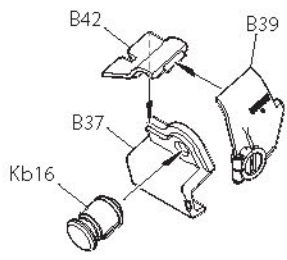
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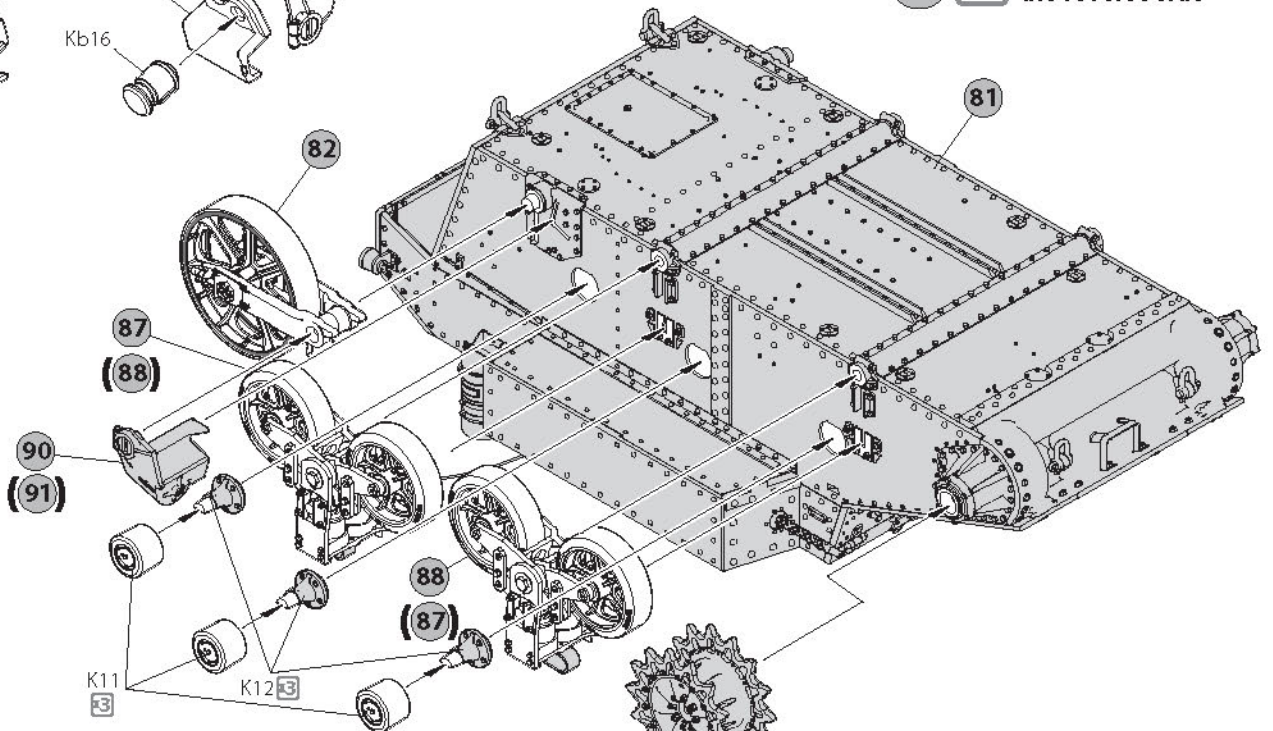
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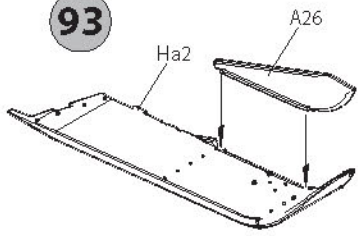
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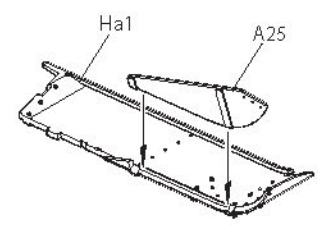
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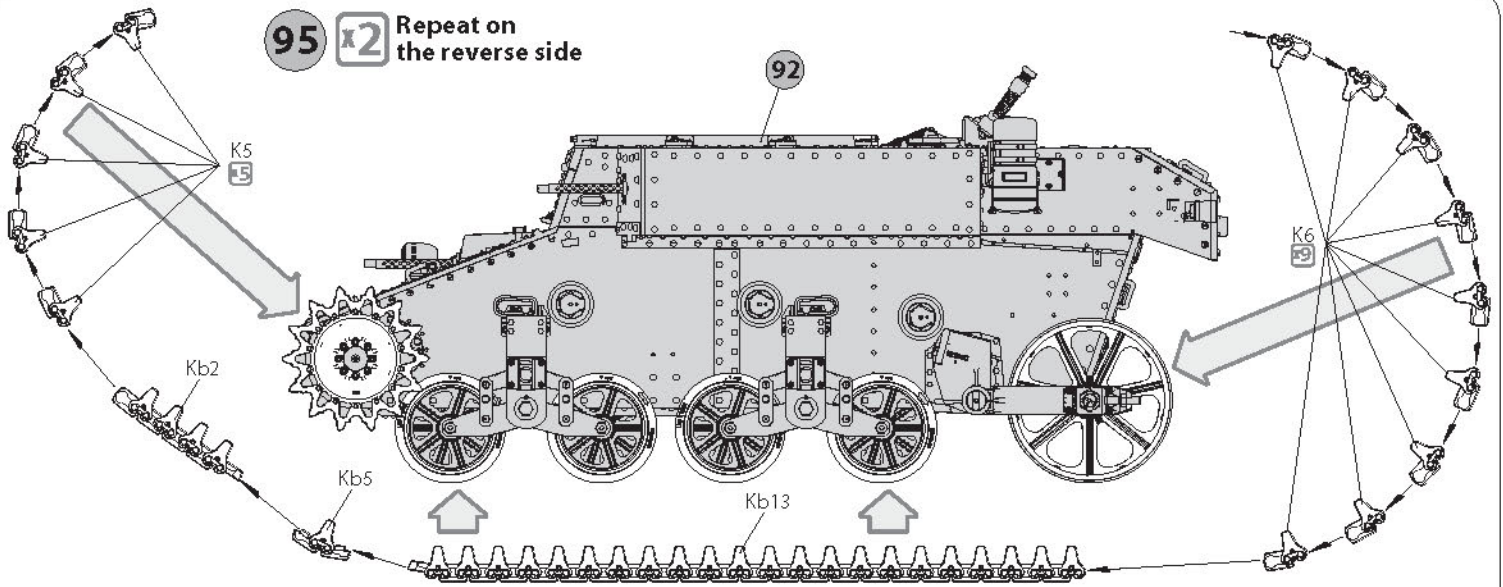
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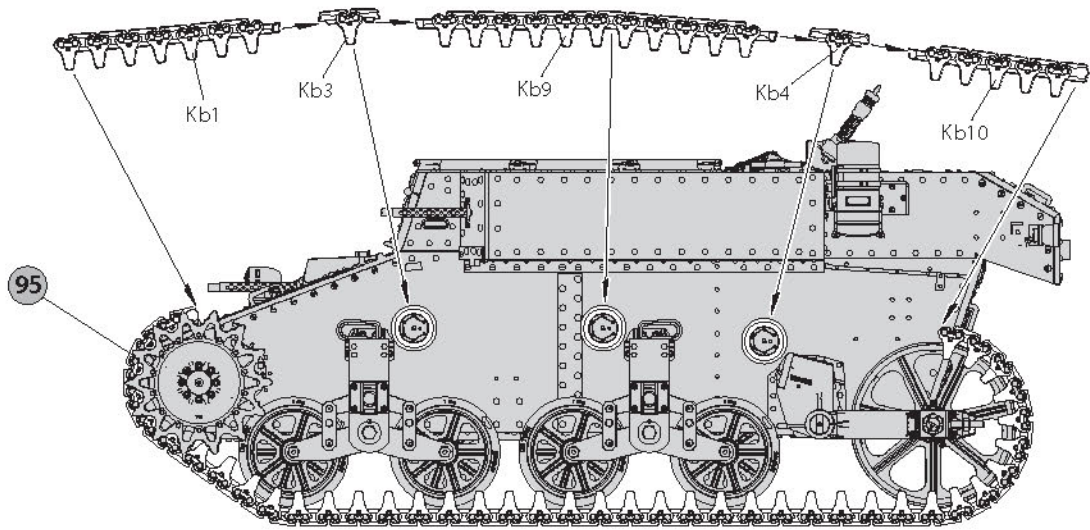
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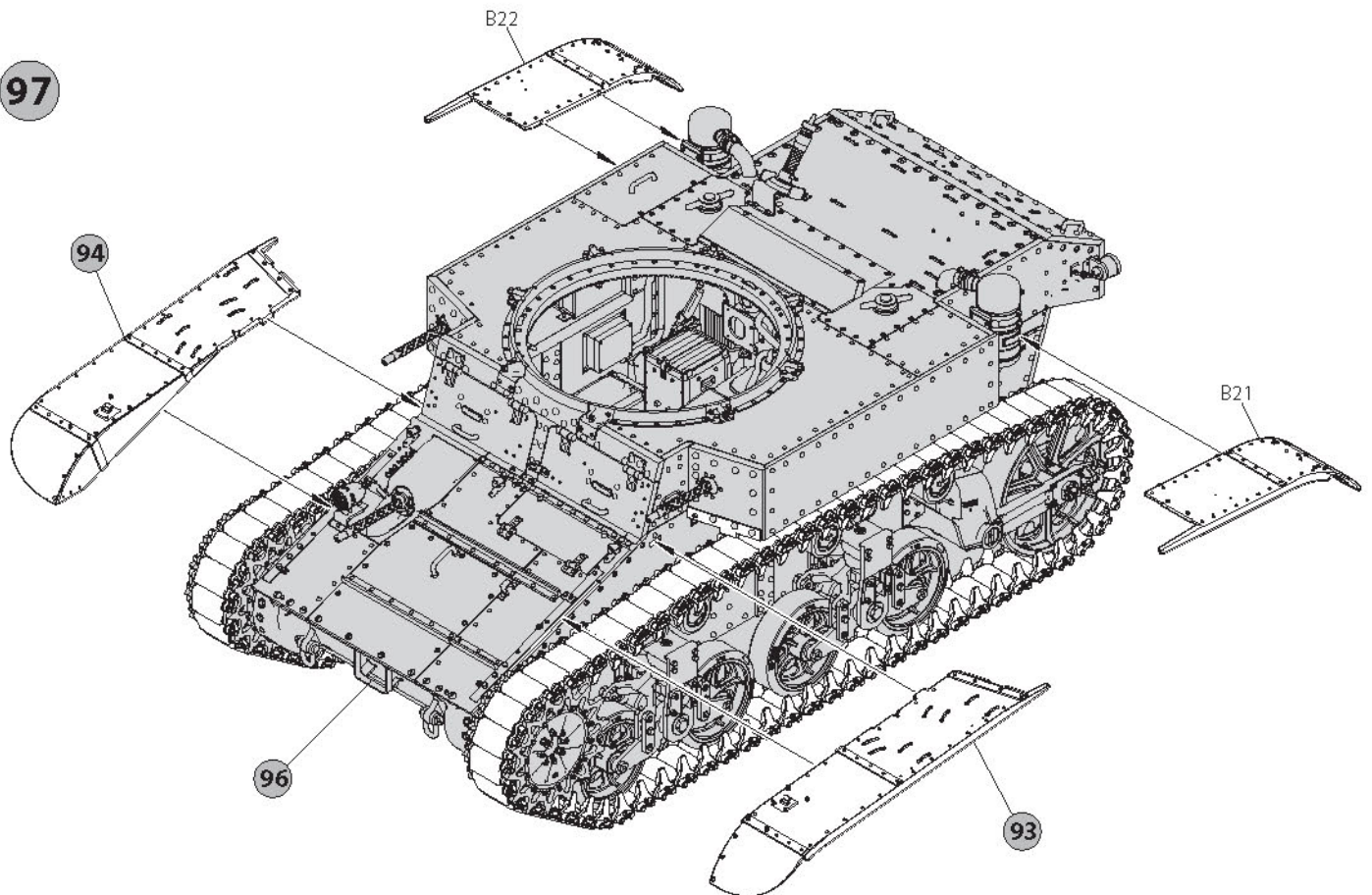
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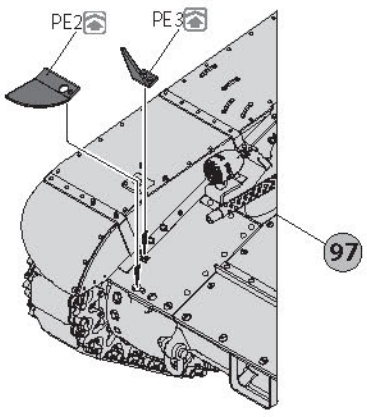
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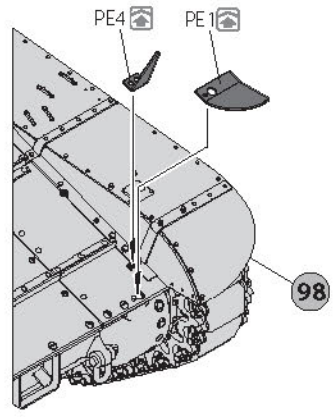
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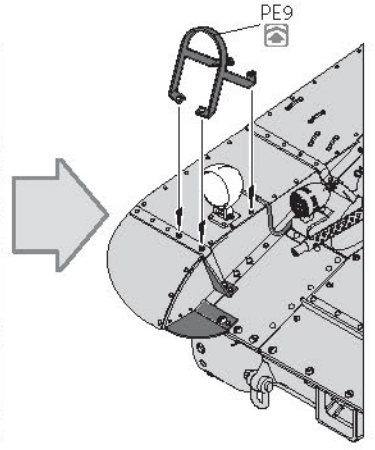
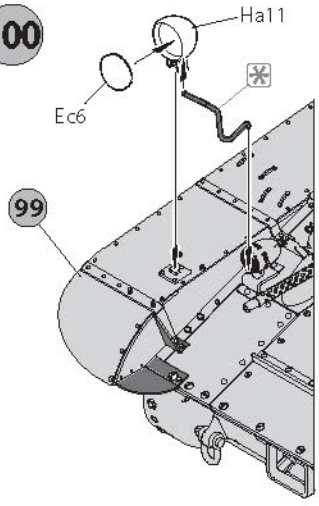
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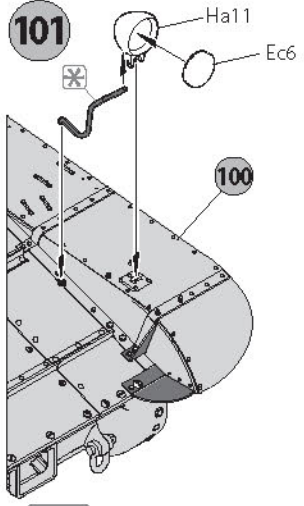
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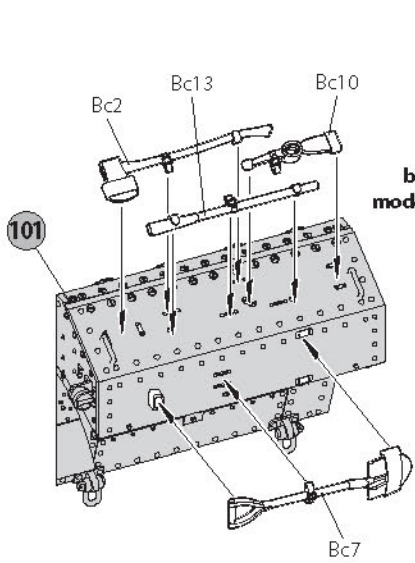
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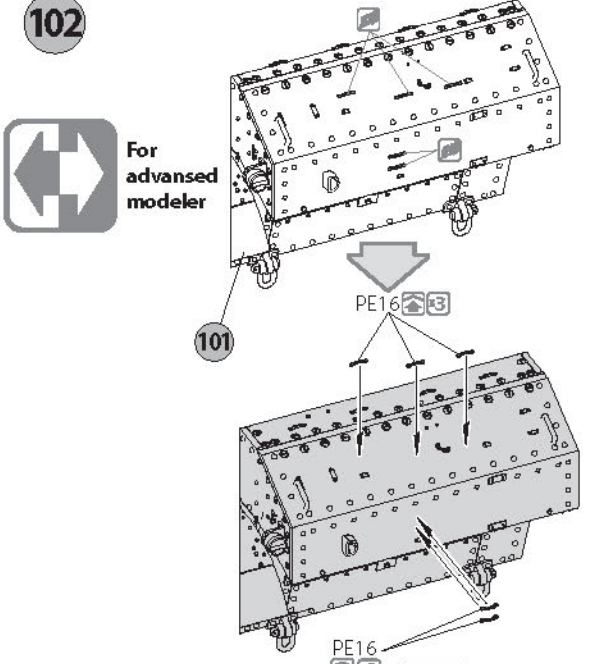
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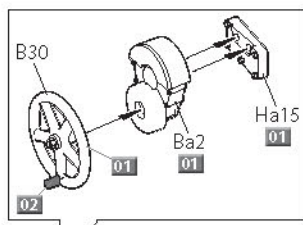
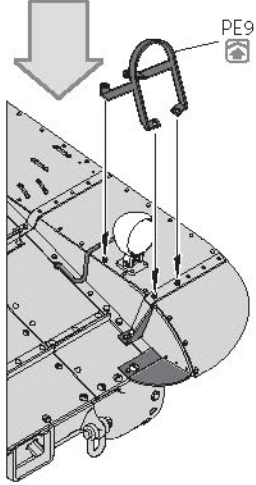


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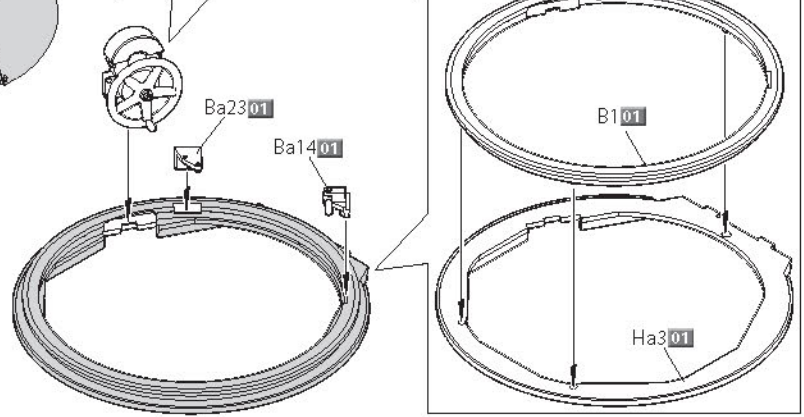


For basic modeler  For advanced modeler

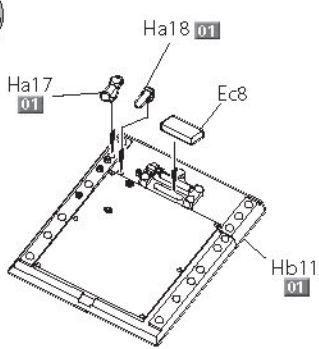
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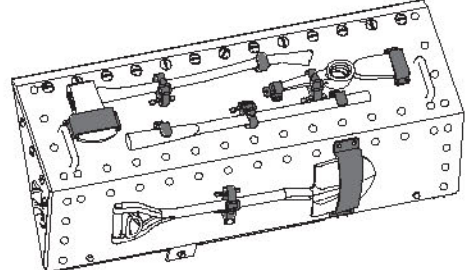
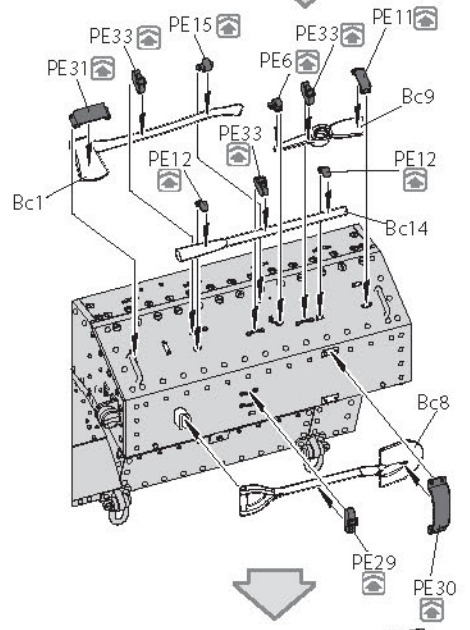
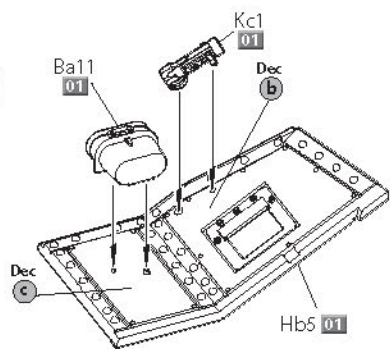
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104



105

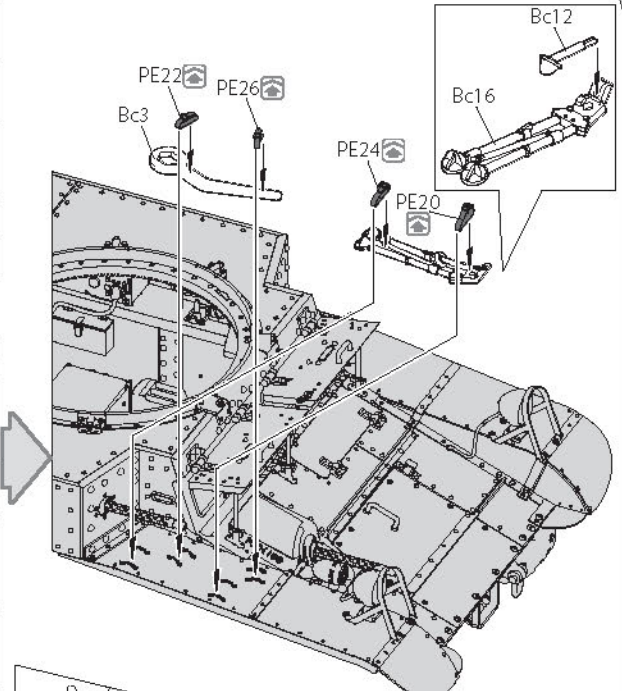
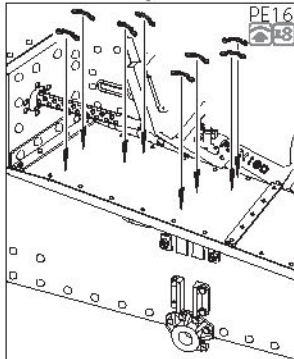
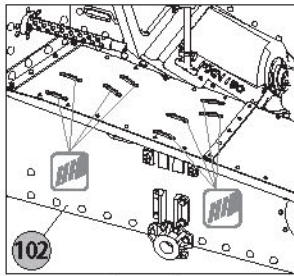
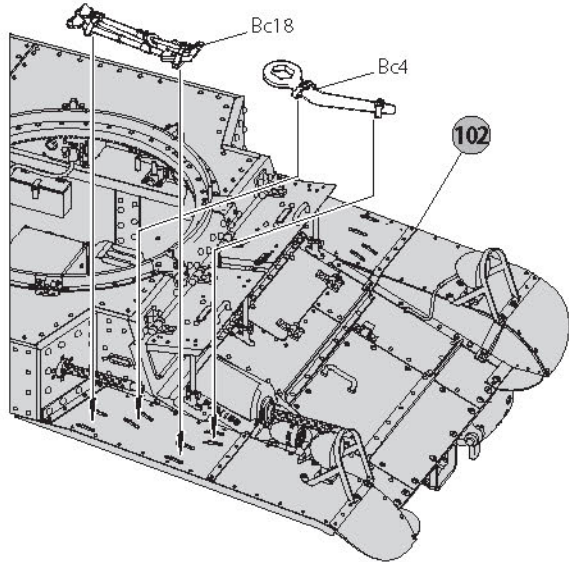


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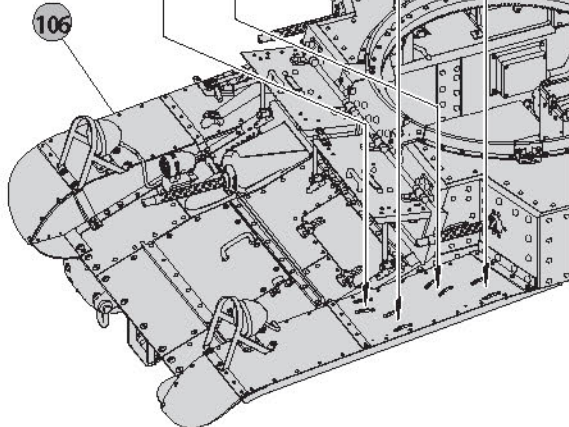
For basic modeler



For advanced modeler



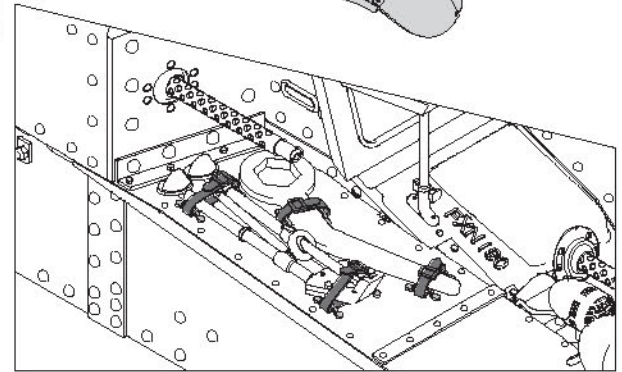
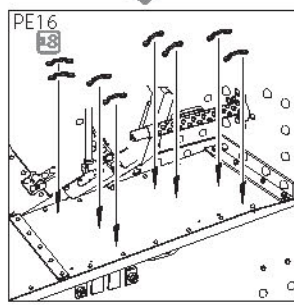
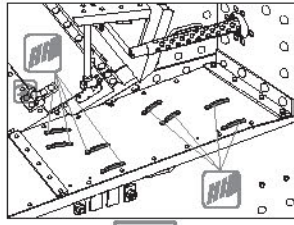
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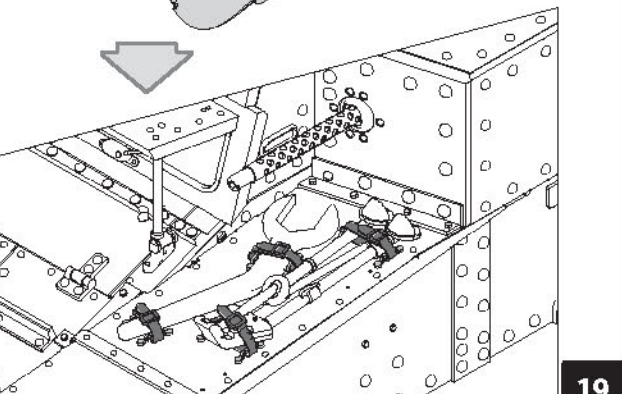
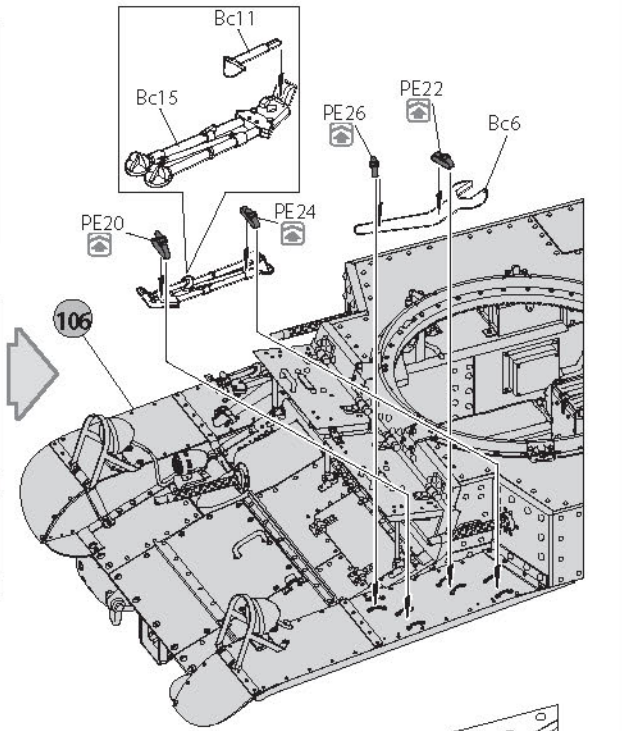
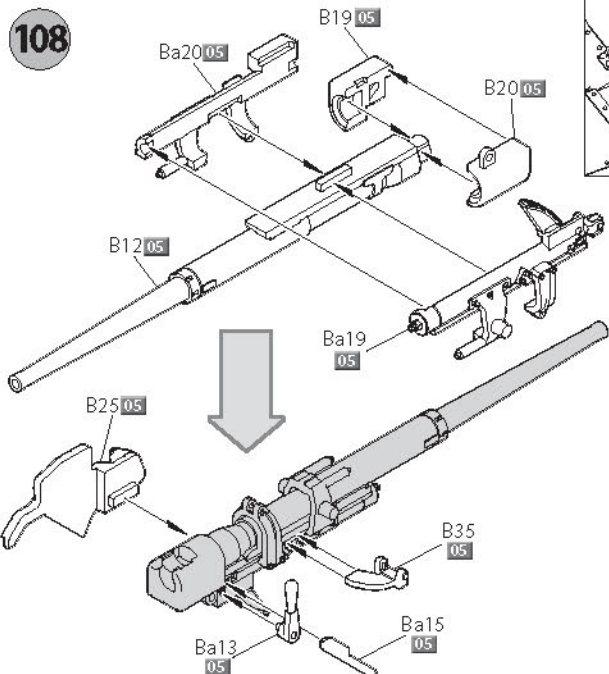
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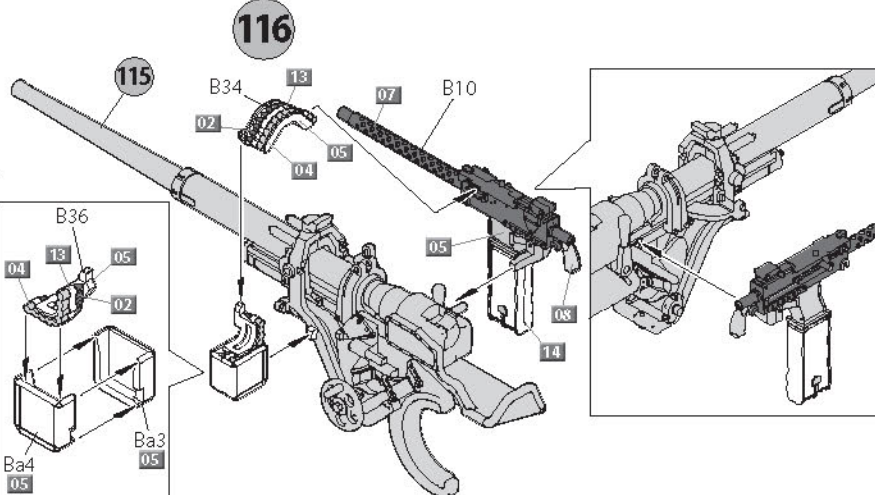
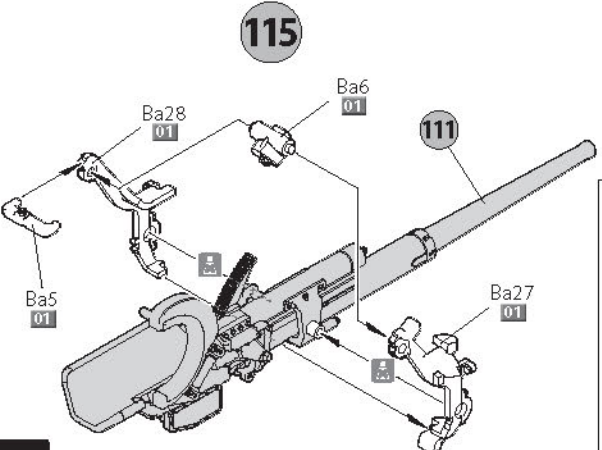
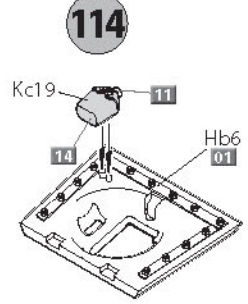
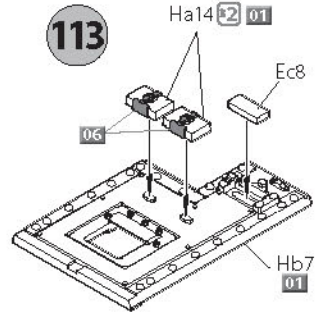
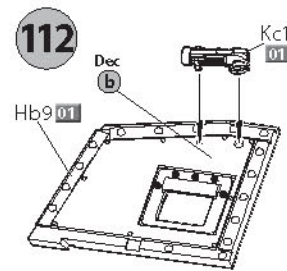
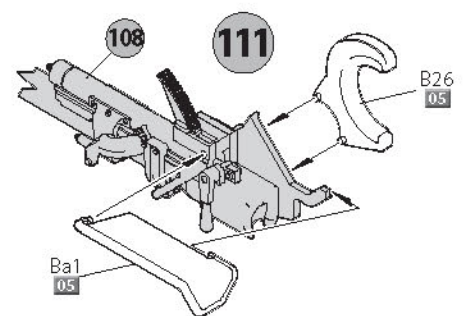
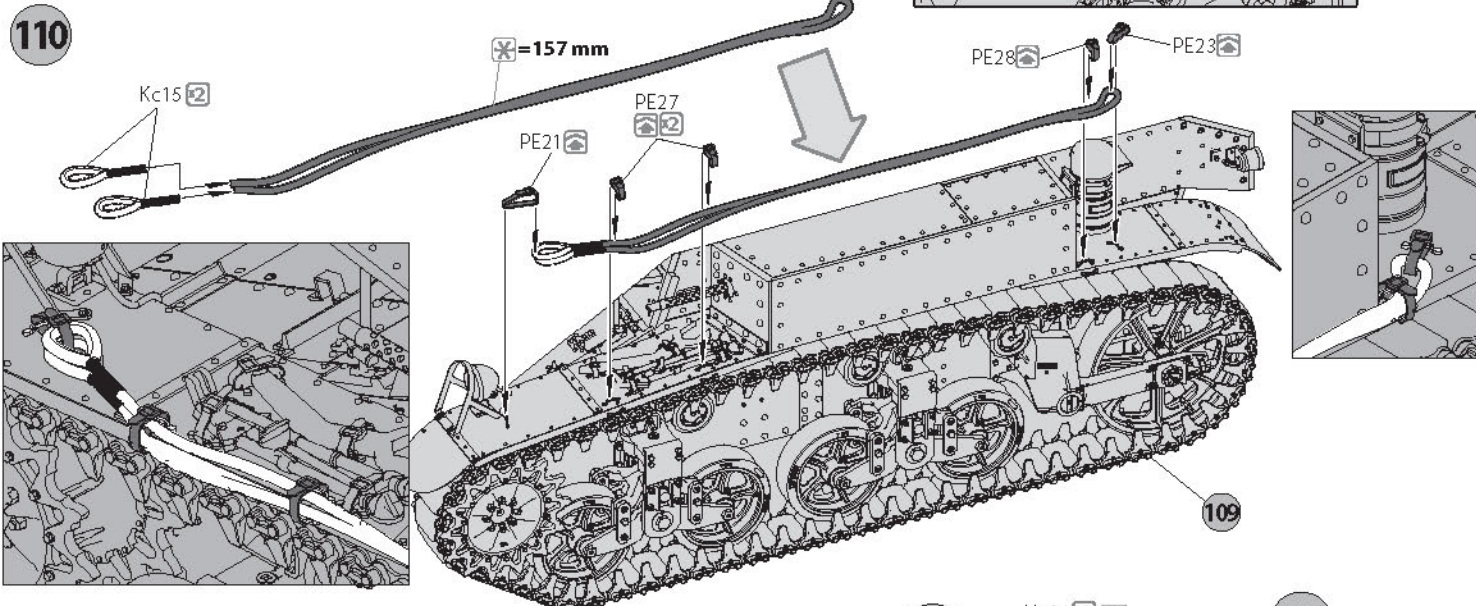
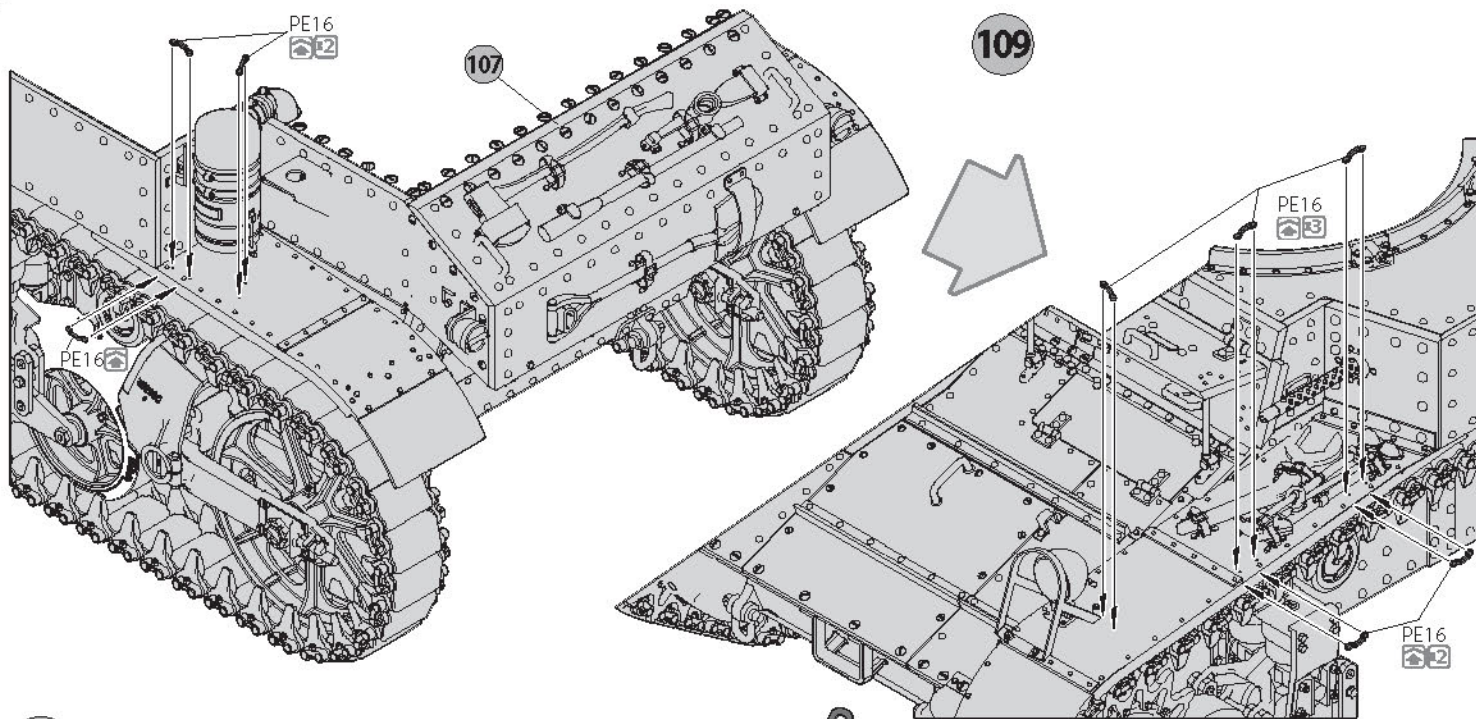


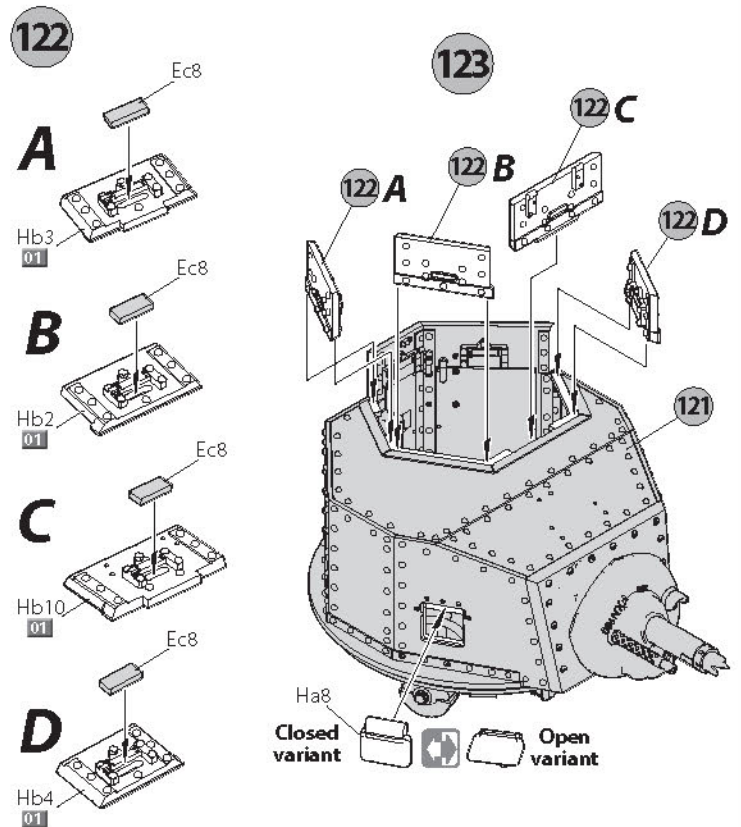
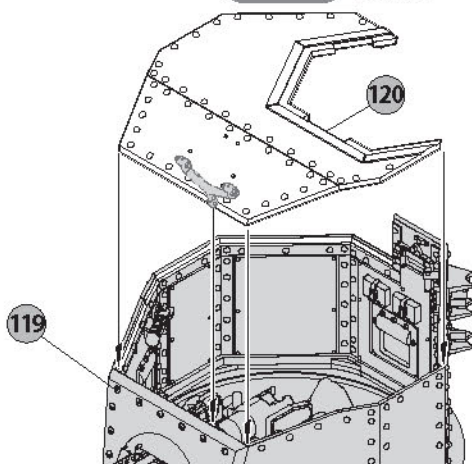
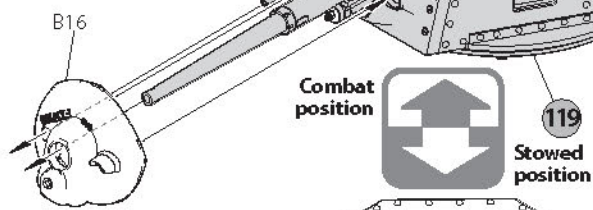
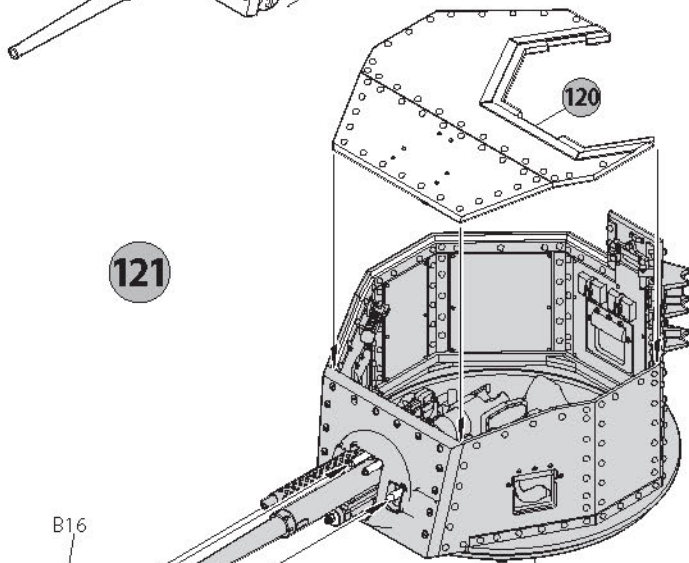
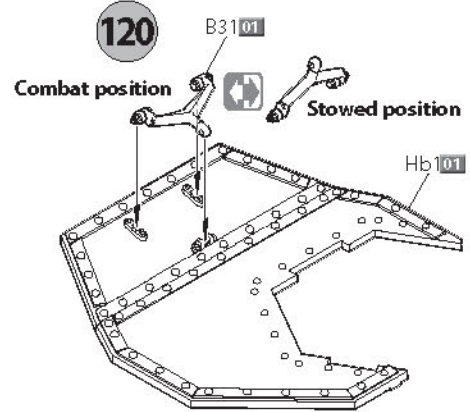
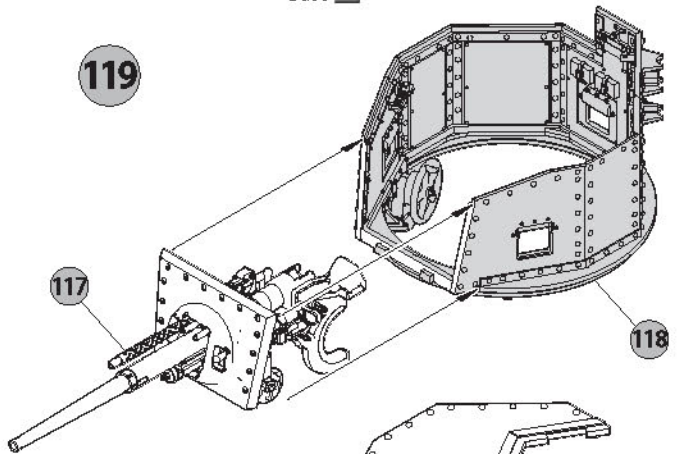
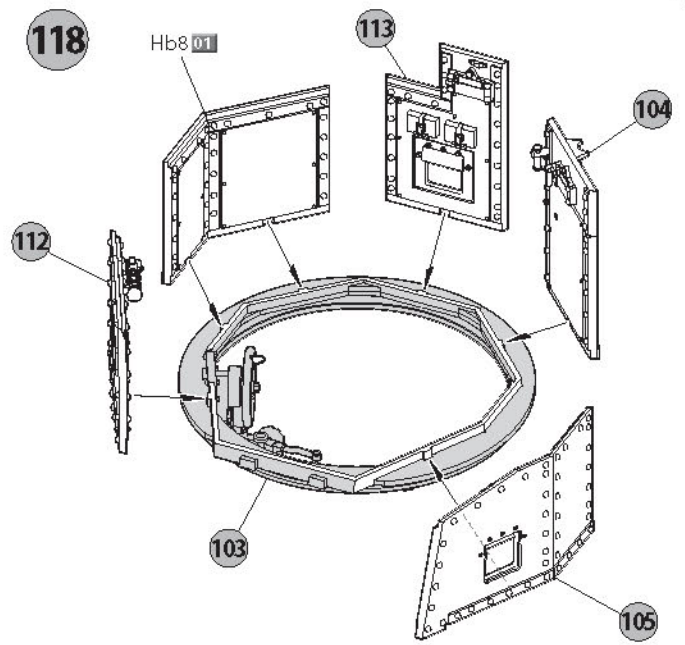
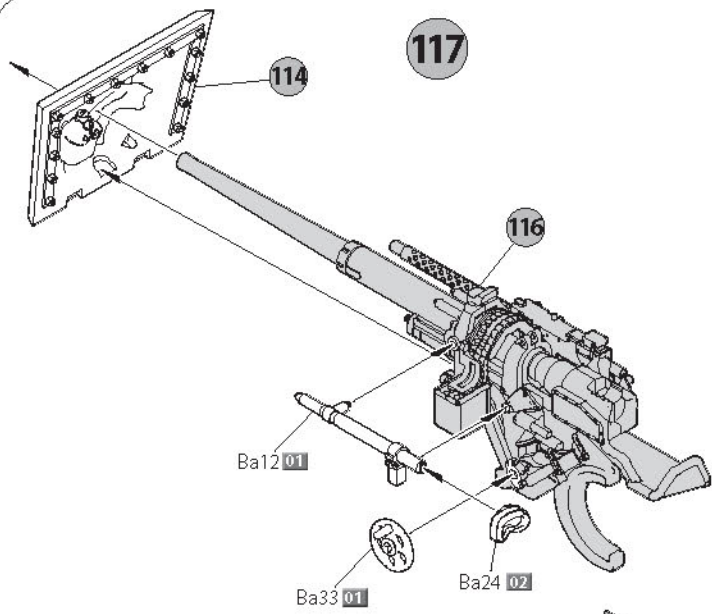
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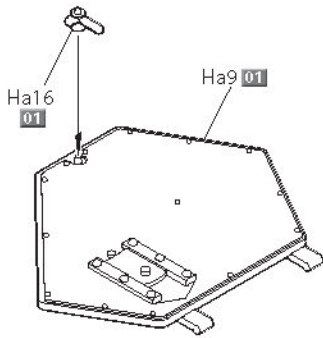
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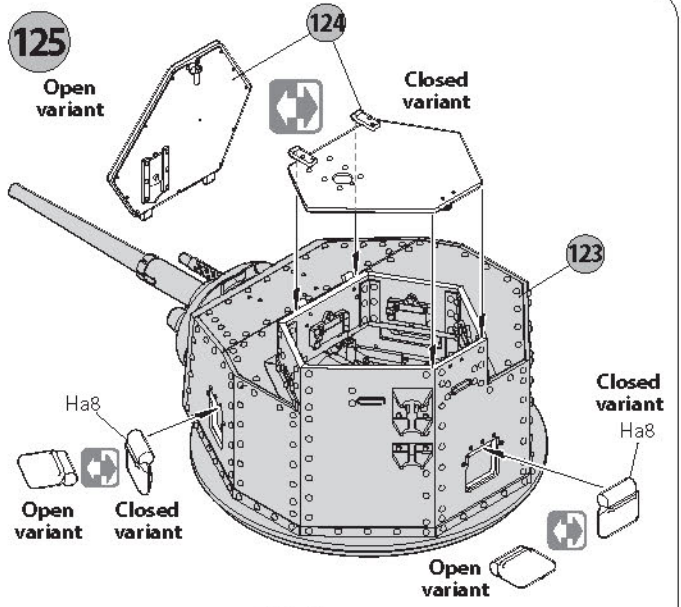




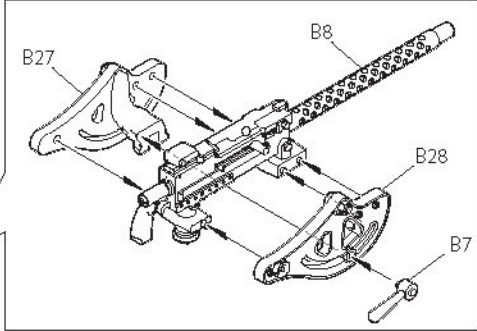
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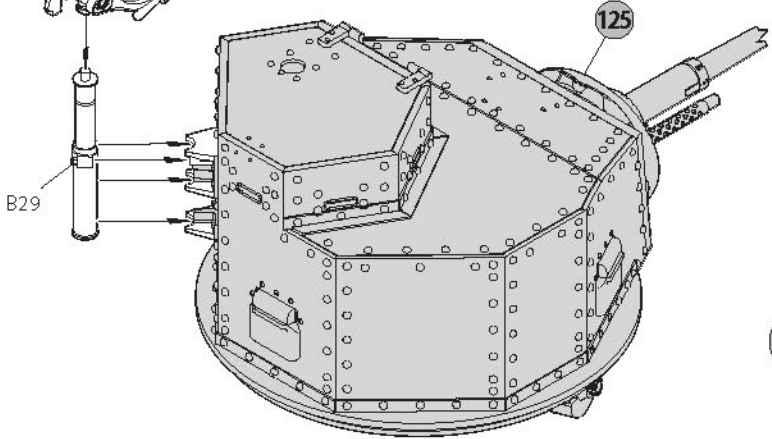
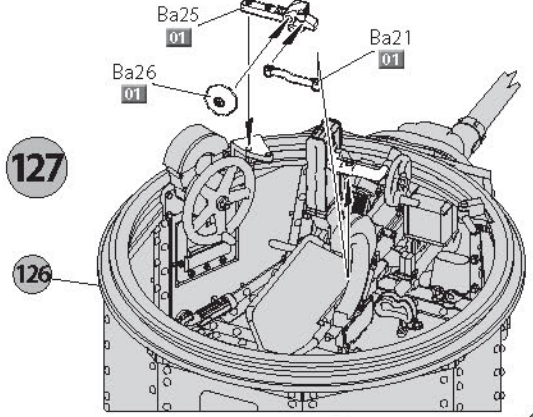
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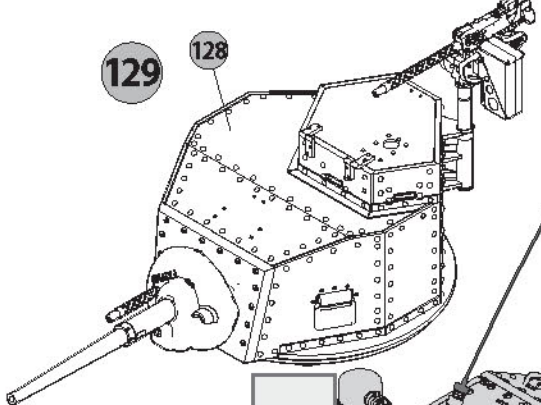
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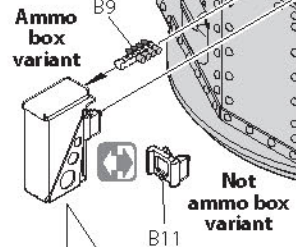
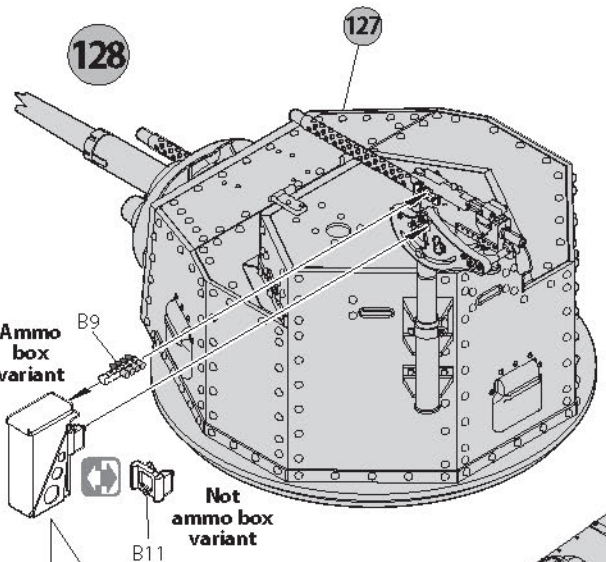
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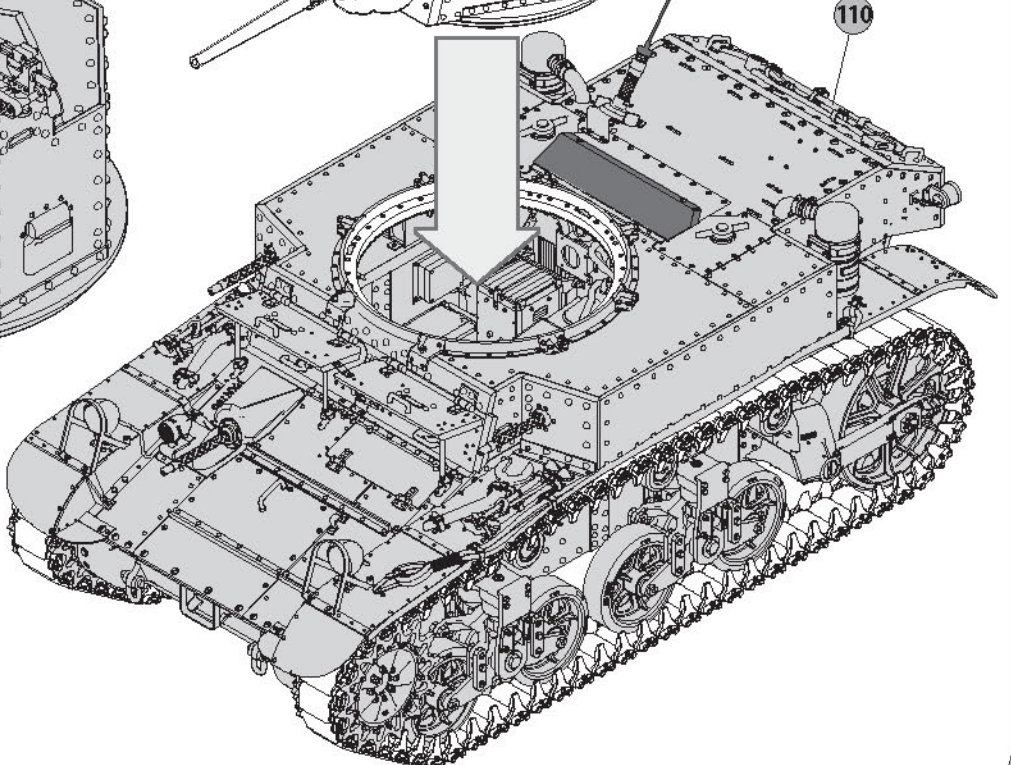
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128



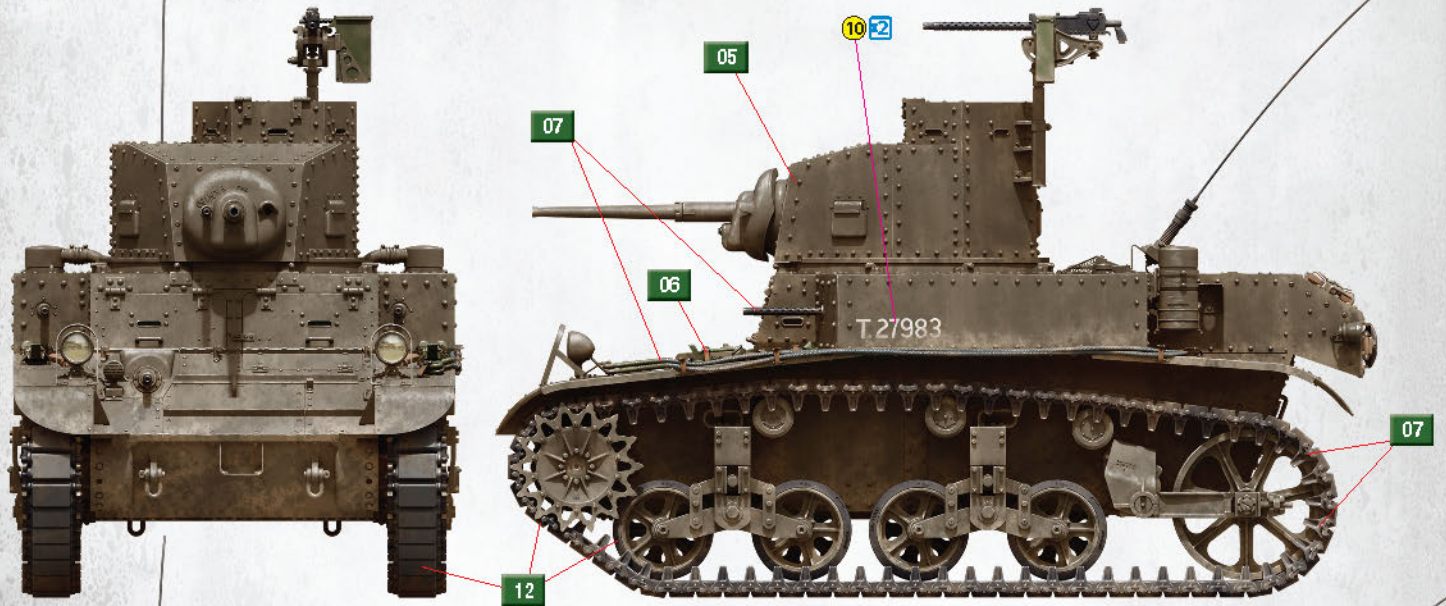
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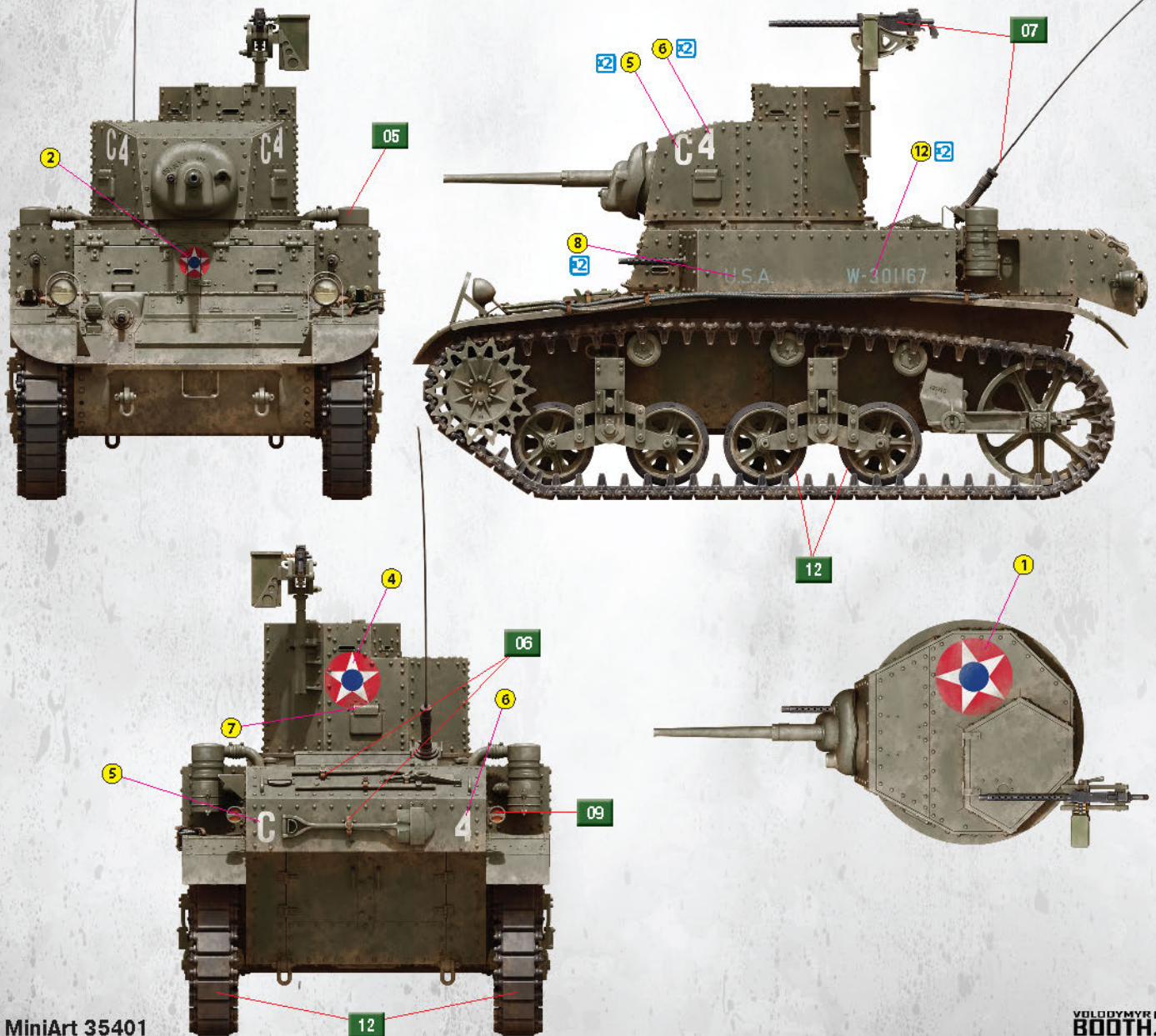
M3 STUART

INITIAL PRODUCTION

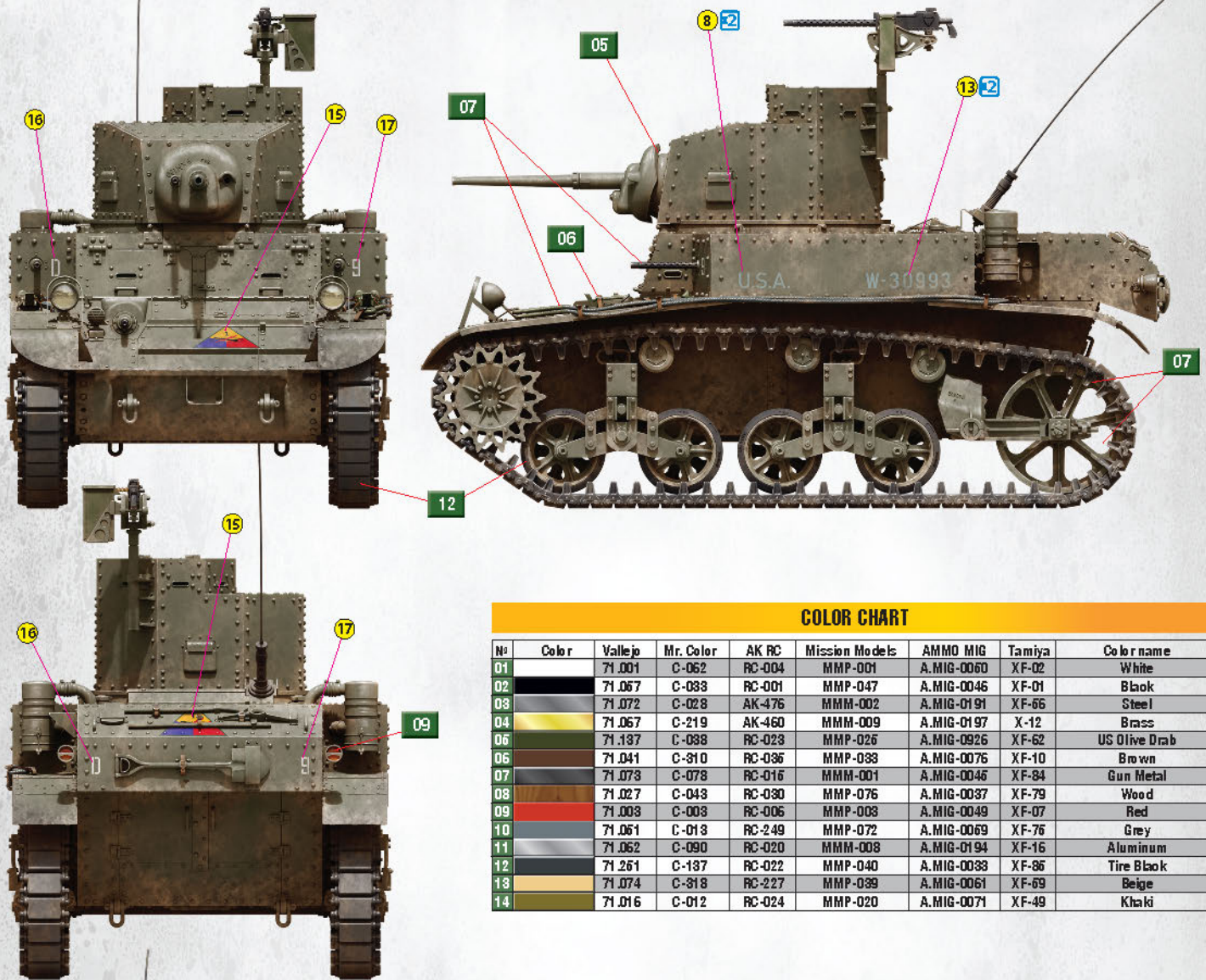
PAINTING GUIDE **1** Royal Tank Corps, British Army, Tactical Training School. Egypt, Summer 1941.



PAINTING GUIDE **2** 2nd Armored Division. Luisiana, USA, Autumn 1941.



PAINTING GUIDE **3** 1st Armored Division. Rock Hill, South Carolina, USA, Autumn 1941



COLOR CHART								Color name
Nº	Color	Vallejo	Mr. Color	AK RC	Mission Models	AMMO MIG	Tamiya	Color name
01		71.001	C-062	RC-004	MMP-001	A.MIG-0060	XF-02	White
02		71.067	C-038	RC-001	MMP-047	A.MIG-0046	XF-01	Black
03		71.072	C-028	AK-476	MMM-002	A.MIG-0191	XF-66	Steel
04		71.067	C-219	AK-460	MMM-009	A.MIG-0197	X-12	Brass
05		71.137	C-038	RC-023	MMP-026	A.MIG-0926	XF-62	US Olive Drab
06		71.041	C-310	RC-036	MMP-038	A.MIG-0076	XF-10	Brown
07		71.073	C-078	RC-016	MMM-001	A.MIG-0046	XF-84	Gun Metal
08		71.027	C-043	RC-030	MMP-076	A.MIG-0037	XF-79	Wood
09		71.003	C-003	RC-006	MMP-008	A.MIG-0049	XF-07	Red
10		71.061	C-013	RC-249	MMP-072	A.MIG-0069	XF-76	Grey
11		71.062	C-090	RC-020	MMM-008	A.MIG-0194	XF-16	Aluminum
12		71.261	C-137	RC-022	MMP-040	A.MIG-0038	XF-86	Tire Black
13		71.074	C-318	RC-227	MMP-039	A.MIG-0061	XF-69	Beige
14		71.016	C-012	RC-024	MMP-020	A.MIG-0071	XF-49	Khaki

PAINTING GUIDE **4** Undefined Cavalry Regiment, Camp Funston. USA, Spring 1942

