

BMW R75 MOTORCYCLE & SIDECAR

No. 825

TESTORS



HISTORY

Few photographs of German troops in action during the early years of World War II are without at least one motorcycle or motorcycle/sidecar combination. Although all the combatants employed motorcycles to some extent, none used them in anywhere near the numbers that Nazi Germany did. Motorcycle-equipped units were an integral part of nearly every combat formation in the German Army and SS, and even some Luftwaffe and naval units as well. They were so numerous that along with the tank and the dive bomber, motorcycle-equipped units became almost synonymous in the public's mind with the German "Blitzkrieg" tactics.

Motorcycle/sidecar combinations were employed in many different roles, including liaison and communication, traffic control, military police, anti-partisan patrols, and airfield security (by the Luftwaffe). But their most spectacular use was in the hands of Germany's reconnaissance troops. Firing green tracer ammunition from their sidecar-mounted machineguns, the motorcycle troops were attached to all combat divisions. They considered themselves an elite force, especially after their lightning successes in the early campaigns. However, when confronted by stiff resistance, their lack of armor plating and heavy weapons often times led to severe casualties.

Though fast and maneuverable in European terrain, the motorcycle units found the sands of North Africa and the ice and mud of the Eastern Front less compatible with their mounts, and their usefulness became somewhat limited. For this reason, many reconnaissance units had their motorcycle combinations replaced by the Volkswagen "Kubelwagen" or "Schwimmwagen" from 1943 on, though many motorcycles served on until the end of hostilities.

While a great many makes of motorcycles (many of them were captured enemy machines) were used by Germany, none was more famous or highly regarded than the BMW R-75, manufactured by the Bavarian Motor Works of Munich. Production of this large, powerful machine began in 1940 and continued into 1944. By 1944 many thousands had been produced and had seen service in the campaigns in France, the Low Countries, North Africa, Italy, and the Eastern Front. Though occasionally employed as a "solo" machine, the R-75 was most commonly seen fitted with a sidecar, which was designed to also fit several other makes of motorcycles. So reliable and useful was the BMW R-75, that a nearly

identical copy, designated M-72, was produced in the Soviet Union during and after the war. Some still serve in Warsaw-Pact armies today.

Reference Sources

German Motorcycles of W.W.II, Tony Oliver (Almark)

The Observer's Fighting Vehicle Directory, W.W.II, Bart H. Vanderveen (Frederick Warne, Ltd.)

SPECIFICATIONS

Crew	2 or 3
Dimensions	Length, 94.4 in. Width, 68.1 in. Height, 39.3 in. Wheelbase, 56.8 in.
Weight	925.9 lbs.
Engine	BMW R-750 2-cylinder, 4-stroke, air-cooled, 745 c.c., 26 bhp @ 4,400 RPM
Transmission	(Normal ratio) Manual 4 forward, 1 reverse (Low ratio) Manual 3 forward, 1 reverse
Brakes	Hydraulic (rear and sidecar wheels)
Tires	4.50 or 4.75 x 16
Maximum Speed	57 mph
Maximum Range	211 miles on roads
Armament	One 7.92mm MG.34 or MG.44 Machinegun or one light mortar

BEFORE STARTING

1. Study the illustrations and sequence of assembly before beginning.
2. Decide how much detail you wish to add to your model and whether or not you intend to modify or "convert" the basic model in any way. Study carefully all available reference material before beginning to ensure an authentic model.
3. Due to the amount of parts in this kit, do not detach the parts from the runners (sprue) until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way in which one part fits together with another. This ensures a neat job.
5. Always remember, when working with plastic model cement and paint, make sure your work is well-ventilated. The fumes from plastic modeling products can be harmful if inhaled.

PREPARATION OF PARTS

1. Never tear parts off the runners (sprue).

Use a Testor Hobby Knife, nail clippers, or small wire cutters.

2. It is possible some parts may require a little attention with a file or sandpaper to ensure a proper fit and neat appearance. Hobby files and Testor Hobby Sandpaper appropriate for model-building are available in most good hobby shops.
3. If you desire, you may fill any seams (where parts go together) or imperfections with Testor Contour Putty for Plastic Models which is also available at good hobby shops.

PAINTING

You can obtain an excellent finish on your model using Testor PLA Flat Enamels and overspraying according to the instructions in the **APPLYING DECALS** section.

First of all, be sure your brushes are soft, clean and flexible. (Keep them that way by cleaning them thoroughly with Testor Paint Thinner.) Never use inexpensive brushes! A selection of Testor Shed-Proof Brushes will serve you well.

Wash plastic parts before detaching them from the sprue. Use warm water and liquid detergent. Let the parts air dry and avoid excessive handling.

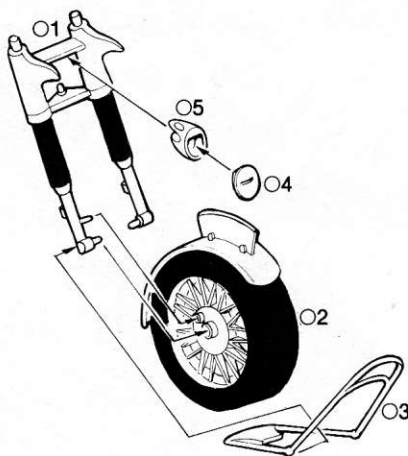
Most parts should be painted while still attached to the sprue. Paint in one direction only. If your paint is the correct consistency, brush strokes will disappear as the color dries. If the paint seems too thick, thin it with Testor Paint Thinner. Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember, cement will not stick to painted surfaces. Using your Testor Hobby Knife, carefully remove paint from all surfaces to be cemented. After you have assembled your model you may touch up areas where cement has marred the finish.

DETAIL PAINTING

It is best to paint small parts before assembly if you are to produce a neat model. They may be painted while still attached to the sprue or may be detached and held with tweezers or "magic" type transparent tape. Remember to allow the painted parts to dry thoroughly before handling, and always scrape paint away from the surfaces that are to be cemented, as the paint will not allow the part to stick.

Wheels may be detached from the sprue and fitted onto toothpicks or matchsticks for painting. Then just hold the paintbrush against the edge of the wheel and rotate the wheel to obtain a neat, fast finish.

NOTE: The BMW Motorcycle and Sidecar may be painted "German Desert Sand" or "German Panzer Grey." Instructions for mixing these colors are given in the **APPLYING DECALS** section. Refer frequently to detail photos on the box. All parts not singled out in **Preliminary Painting** should be painted the primary body color.



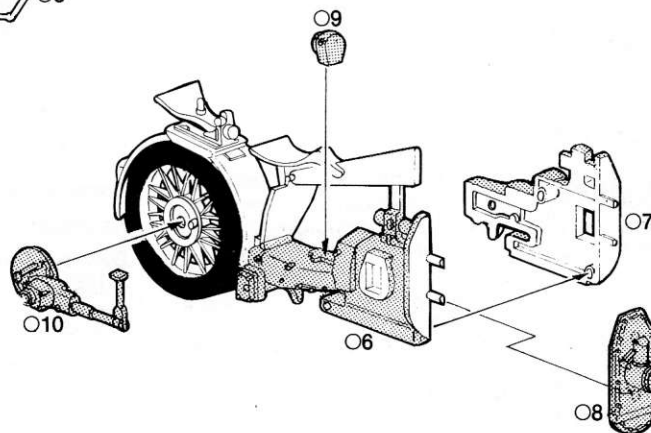
Liquid cement, Testor #3502, is recommended for construction since it can produce the neatest, quickest, and strongest glue joints. Apply small amounts of cement, using the tip of a 00 brush, to the surfaces to be joined while holding the parts in place. Do **not** use large amounts of cement.

1 PARTS 1-10 ASSEMBLY OF BASIC STRUCTURE

Preliminary Painting

- 1 shock absorbers on front fork:
#1149 Flat Black
- 2, ○6 tires only:
#1149 Flat Black
- 6, ○7, ○8, ○9, ○10 engine, air filter, final drive unit:
#1180 Steel

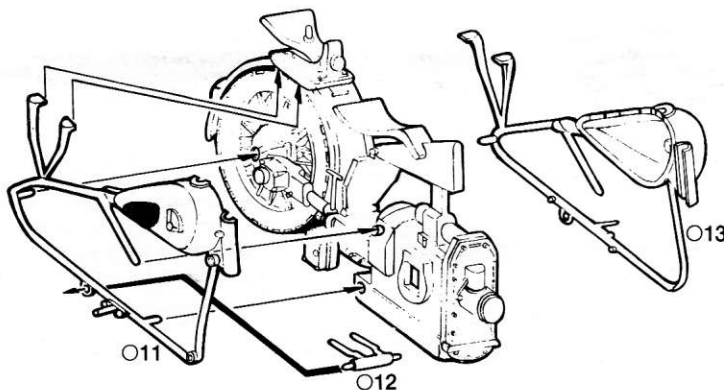
- 1. Carefully spread the front forks ○1 and attach to front wheel ○2 as shown. Make certain all three pins on ○1 engage in the three holes in ○2. Slide wheel guard ○3 over wheel and cement to forks on ○1, as shown. Cement ○4 to ○5 and then cement ○5 to upper bracket on ○1.
- 2. Cement ○6 to ○7 and then cement ○8 to front of ○6/○7, as shown. Cement ○9 to top of transmission. Cement final drive unit ○10 to right side of rear wheel hub, as shown. Allow all parts in this step to dry thoroughly before beginning Step 2.



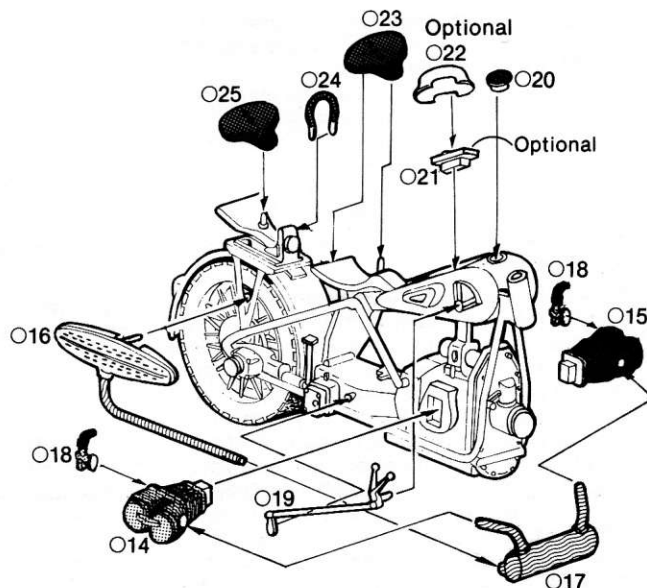
2 PARTS 11-25 ASSEMBLY OF FRAME AND ACCESSORIES

Preliminary Painting

- 11, ○13 rubber pads on each side of fuel tank:
#1149 Flat Black
- 14, ○15, ○16 cylinder heads and muffler:
#1180 Steel
- 16, ○17 exhaust pipes:
#1185 Rust
- 19 knobs on hand-levers:
#1147 Black
- 20 instrument dial:
#1147 Black
- 23, ○24, ○25 seats and grab-bar:
#1166 Flat Military Brown



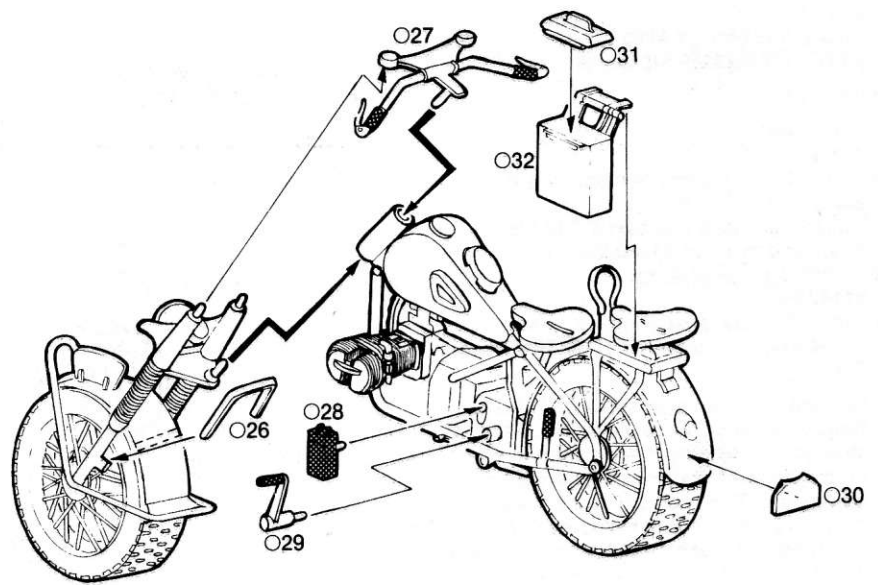
- 1. Cement ○12 into hole at bottom of ○11, as shown. Cement ○11 to right side of engine/rear wheel assembly, and cement ○13 to left side. Make sure ○11 and ○13 are aligned and that all locating pins on their inner sides engage the proper holes in the sides of the engine/rear wheel assembly.
- 2. Cement ○14 to right side of engine, and ○15 to left side. Cement ○16 to right side, and ○17 to ○14 and ○15, as shown. Cement one ○18 to rear of ○14 and the other ○18 to rear of ○15. Cement ○19 to right side of fuel tank and to transmission.
- 3. Cement ○20 to top of fuel tank. If you are building an Africa Front cycle, cement ○21 to fuel tank. Then cement ○22 over ○21. (Do not use ○21 and ○22 if yours is not to be finished as an Africa Front machine.) Cement ○23, ○24, and ○25 to top of frame. Allow all parts to dry completely.



3 PARTS 26-32 ATTACHMENT OF FRONT WHEEL, FURTHER ACCESSORIES

Preliminary Painting

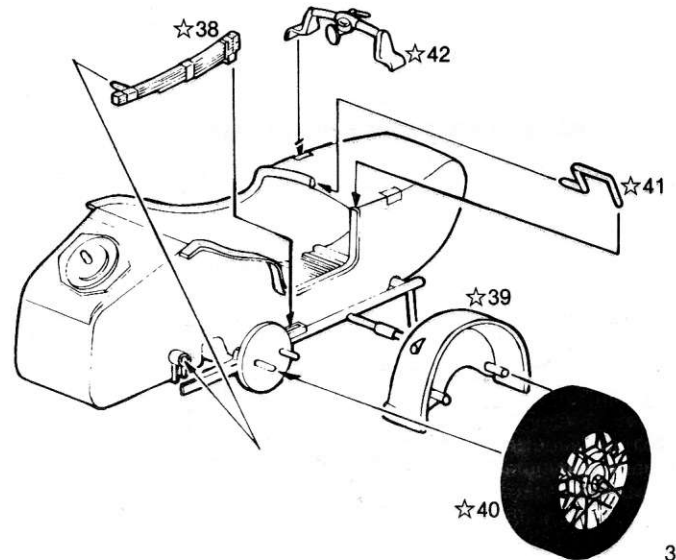
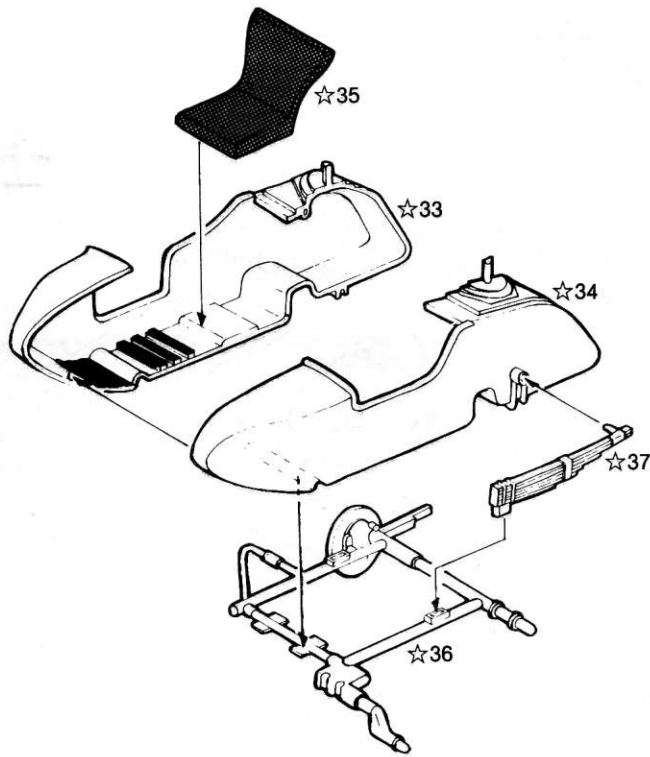
- 27 hand grips on steering bars:
#1149 Flat Black
- 28:
#1149 Flat Black
- 29 foot pedal on starter crank:
#1149 Flat Black
- 1. Cement ○26 to rear side of forks. Carefully place short pin on top of fork assembly, assembled in Step 1 into hole at bottom of tubular piece at front of frame. Place pin on ○27 into top hole of this tubular piece, and carefully cement ○27 to the fork assembly. Allow it to dry before handling further.
- 2. Cement ○28 and ○29 to left side of transmission, and cement ○30 to rear fender with angled corners "up." Cement ○31 to ○32 and then cement ○32 to frame just below rear seat.



4 PARTS 33-42 ASSEMBLY OF SIDECAR

Preliminary Painting

- ☆33 and ☆34 transverse slats on floor:
#1167 Flat Desert Tan
- ☆35 upholstery on seat:
#1164 Flat O.D. Green (or same color as rest of model)
- ☆40 sidecar tire:
#1149 Flat Black
- 1. Cement ☆33 to ☆34 and hold together until dry using tape, rubber bands, or clamps. Cement seat ☆35 to sidecar floor, with rear of seat against rear deck. Cement ☆36 to bottom of sidecar, and then cement ☆37 to ☆36 and to left side of sidecar, as shown.
- 2. Cement ☆38 to right side of sidecar. Cement ☆39 to ☆40 and then cement ☆40 to pins on wheel hub, as shown. Cement ☆41 to right front corner of sidecar opening. Bend towards the rear of the sidecar at 45-degrees. Cement machine-gun mount ☆42 to front of sidecar.

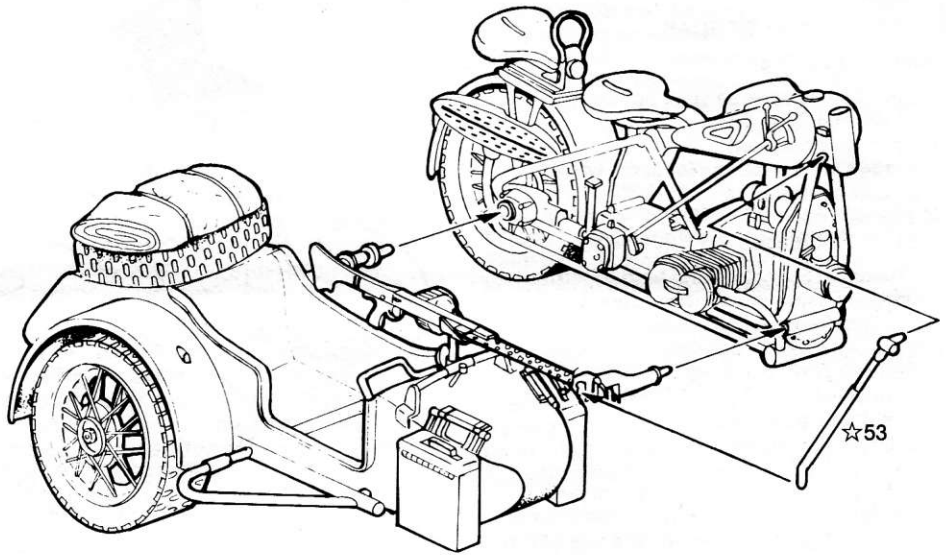
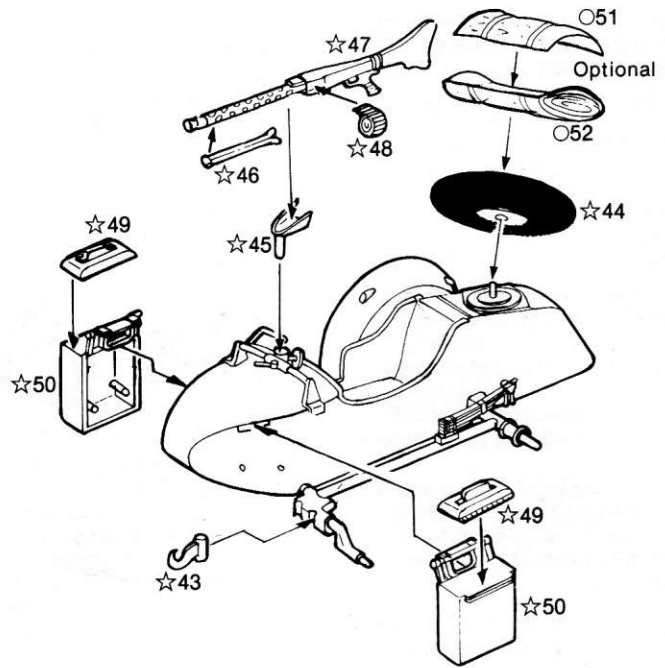


5 PARTS 43-53 FINAL ASSEMBLY AND ATTACHMENT OF SIDECAR

Preliminary Painting

- ☆44 spare tire: #1149 Flat Black
- ☆46 and ☆47 metal parts of machinegun and bipod: "Gunmetal" (Mix one part #1149 Flat Black and one part #1180 Steel.)
- ☆48 machinegun magazine: #1147 Black
- 51 and ○52 rolled tarp (alternate part): #1164 Flat O.D. Green or #1167 Flat Desert Tan

- 1. Cement ☆43 into hole at front of sidecar frame. Cement ☆44 to pin on rear deck of sidecar. If mounting machinegun to your model, cement ☆45 into hole in machinegun mount. Then cement bipod ☆46 to machinegun ☆47 and magazine ☆48 to left side of machinegun. Finally, cement machinegun into mount as shown.
- 2. Cement ☆49 to ☆50 and cement one ☆49/ ☆50 to each side of sidecar nose. The rolled tarp ○51/○52 is an optional part. If you want to use it, cement ○51 to ○52 and cement the assembly to the top of the spare wheel.
- 3. Carefully cement the pins to the left of the sidecar into the holes on the right of the motorcycle as shown. Cement strut ☆53 to right side of fuel tank and to forward sidecar connecting frame.



6 PARTS 54-70 ASSEMBLY OF FIGURES

Preliminary Painting

NOTE: It is best to paint the figures after they have been assembled. See the **FIGURE PAINTING** section elsewhere on this sheet.

The figure wearing the camouflage patterned tunic represents one of the SS troops. The other two figures represent either Army or SS troops.

○67 and ○69 SS camouflage tunic and helmet:
Random camouflage pattern of #1167 Flat Desert Tan, #1165 Flat Army Olive, and #1185 Rust

○54-○58; ○58 and ☆61-☆64; and ○67 entire uniform, helmet, and canteen:
"Fieldgray" (Mix five parts #1164 Flat O.D. Green and three parts #1163 Flat Battle Gray.)

○54, ○55; ☆61, ☆62; and ○67 boots, straps, and pouches:
#1149 Flat Black

○60, ☆65, ☆66, and ☆67 binoculars and gas mask container:
#1147 Black

○54 scarf:
#1168 Flat White

○70 metal parts of weapon:
"Gunmetal" (Mix one part #1149 Flat Black with one part #1180 Steel.)

○70 wooden parts of weapon:
#1166 Flat Military Brown

○59 frames of goggles:
#1180 Steel

○59 lenses of goggles:
#1147 Black

○54, ○56, ○57; ☆61, ☆63, ☆64, and ○67, ○68 flesh:
"Flesh" (Mix one part #1167 Flat Desert Tan with one part #1168 Flat White.)

- 1. Cement ○54 to ○55. Cement ○56 to left shoulder, and ○57 to right shoulder. Cement helmet ○58 to head, and cement goggles ○59 to helmet. Cement gas mask container ○60 to belt.
- 2. Cement ☆61 to ☆62. Cement ☆63 to left shoulder and ☆64 to right shoulder. Cement ○58 to head, and ○59 to helmet as shown. Cement ☆65 to belt, and cement ○66 into right hand.
- 3. Cement arm ○68 to right elbow of ○67. Cement helmet ○69 to head, and cement rifle ○70 into right hand, as shown.

Color Key for Face Painting

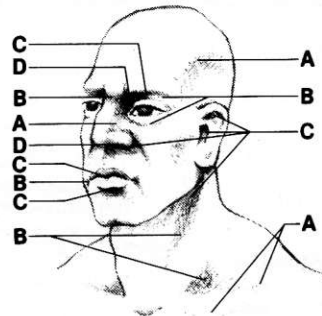
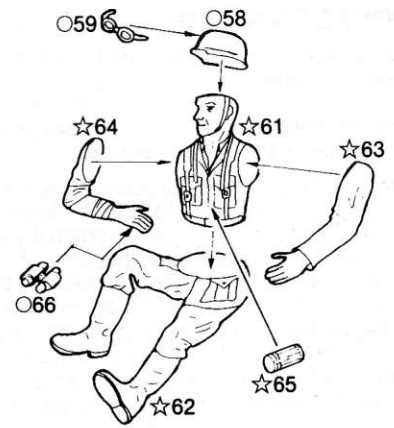
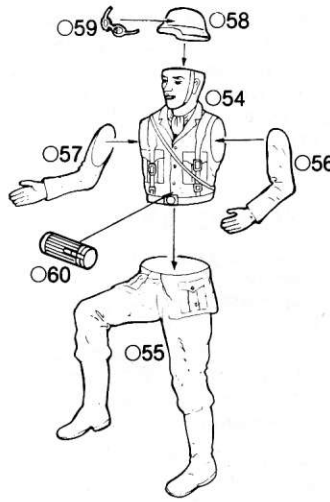
A: 1 part #1185 Rust and 2 parts #1170 Flat Light Tan

B: 2 parts #1185 Rust and 1 part #1170 Flat Light Tan

C: #1185 Rust

D: 1 part #1185 Rust and 1 part #1183 Rubber

Highlights (white areas): 2 parts #1170 Flat Light Tan and 1 part #1168 Flat White



Refer to Step 6 for paint mixing instructions.

IMPORTANT

Every effort was made to insure the completeness of this kit — however, should any part be missing, write directly to:

THE TESTOR CORPORATION
620 BUCKBEE STREET
ROCKFORD, ILLINOIS 61101

Print your name and address plainly, when writing. Request parts by name and include the kit name and number.

BMW R75 MOTORCYCLE & SIDECAR #825

NAME

STREET

CITY

STATE

ZIP

PART DESCRIPTION

KIT NAME

STOCK #

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FIGURE PAINTING

Figures add dimension and life to your models. Painting figures is considered by many to be the most difficult aspect of modeling. However, if you are willing to take your time and practice, it can become the most rewarding.

After you have assembled your figure, it should be primed with a coat of #1168 Flat White. Use Testor spray paint or an airbrush if you have one. It is nearly impossible to get proper coverage with a brush. Accessories may be glued on at this point, but this sometimes makes certain areas of the figure difficult to reach with a brush. In these cases it is more convenient to paint these pieces separately and attach them to the finished figure.

Always use flat paints. Testor Flat Paints are manufactured for use on military vehicles and airplanes. However, when using Flat Paint for clothing on the figures, it is necessary to add talcum powder to the paint in order to make the painted surface appear really flat. Add powder to the paint gradually, testing it until the paint has no gloss. A #0 brush with a fine point is best for painting figures. Smaller brushes do not hold enough paint. Put some #1170 Flat Light Tan on a palette and mix in a little thinner so the paint flows smoothly off your brush. Apply an even coat over all the flesh areas. A second coat may be required for proper coverage. Now paint the eyes with #1149 Flat Black. These can be indicated by black slits, or if you wish, you can paint them as shown on the drawing. If they need shaping up, you can do this by painting around them with #1170 Flat Light Tan.

Begin shading by adding a very small amount of #1185 Rust with the Flat Light Tan. Fill in under the cheek bones and all areas indicated on the drawing. Proceed mixing progressively darker tones using Flat Light Tan and Rust until you finally use pure Rust. Use this color to outline all areas where the flesh meets the clothing (collar, cuffs, gloves, etc.). Finally, mix a small amount of #1183 Rubber with the Rust and paint fine lines in the mouth, nostrils, under eyebrows, inside ears and between fingers.

Add highlights by mixing Flat White with the Flat Light Tan. The drawing shows where these go. If you have any problems look at the photographs on the box.

Now begin shading the clothing. After the uniform is painted the proper color, hold it directly underneath a strong light. Notice where all the shadows fall. Mix #1149 Flat Black with your uniform color and fill in these areas, carefully following the sculpted wrinkles on the figure. You can blend the color on the uniform to this shadow color by lightly moistening your clean brush with thinner and carefully going over where these colors meet.

After you are satisfied with the shadows, hold the figure under the light again. Notice the areas where the light hits the strongest. Mix a little #1168 Flat White with the base color and carefully apply the highlights to these areas. Remember, the shadows go *under* the folds and the highlights go *on top* of the folds. Finally, you can outline all straps, belts, pockets, collars, and edges of clothing with a thin wash of #1149 Flat Black.

Observe real faces and clothing and notice how the light falls on them. Adapt these ideas to your figures, trying to make them as realistic as possible. You can also learn a lot from studying other people's figures. Don't be too subtle in your shading—contrast is what gives figures life.

Practice and experience are the best teachers, so do not be discouraged if you aren't pleased with your first few attempts. Always take your time and strive for a neat, crisp appearance. Have patience. It takes time to learn a new skill and it's worth it.

WEATHERING HINTS

Nearly all military vehicles show some signs of wear and tear. The process by which the modeler imparts this look to a model is referred to as *weathering*. Many times, the weathering, that is, the representing on the model of rust, mud, oil stains, dust, chipped paint, etc., can really make a model stand out and give it amazing authenticity.

Always try to be logical in applying weathering techniques. For instance, you wouldn't want to show rust on top of mud or dust on your vehicle, nor would you normally want to cover a vehicle supposedly operating in the desert with mud. Vehicle move *through* the land they operate on more than *over* that land, and you must weather your vehicle in such a way that it makes sense.

After you have painted your model in its basic colors, begin by sealing the paint with one or two coats of Testor Dullcote. When this dries, you can add shading to the model using washes. A wash is simply thinner which has been tinted by adding paint to it. Use a broad brush and apply an even wash of #1149 Flat Black (use #1183 Rubber if your model is painted "sand" or tan) over the entire model. Apply this quickly, and before it dries, carefully wipe it off with a soft lint-free cloth. This should leave subtle shadows around all the projections and details. If you like, you can darken these shadows in certain places by adding additional washes with a fine brush.

Always work slowly and carefully, trying not to overdo the weathering. A good rule of thumb is that too little weathering is always preferable to too much. Knowing when you have applied enough is sometimes difficult to determine, so pause often and inspect your model for the desired effect.

The next step is highlighting your model. For this, use a technique called drybrushing. Wide, flat, chisel brushes in various sizes are used. On a scrap of cardboard, mix a small amount of #1168 Flat White with your basic model color and then wipe your brush off on a clean cloth until there is barely a trace of paint left. Drag this drybrush across the surface of your model. Paint will begin to collect on all the edges and high points of the model. Use a scrubbing action at first and literally tint your model with this color. Add a little more Flat White to this color and drybrush again, this time applying the paint a little more subtly. Repeat this process one or two more times, lightening the color and applying more lightly each time. Don't get carried away, though, the effect should be restrained at this point. After the paint has dried, apply the decals and let them dry.

If you want your model to appear new, it can be left as is. If you want a dirty or dusty model, you can now begin to dirty it up. But if your vehicle is to represent a non-combat or peace-time vehicle, be especially light-handed. Use Testor #1166 Flat Brown or #1167 Flat Tan, and apply using the drybrush method. For a dusty appearance, drybrush lightly; for a grubby or filthy look, scrub the paint on in blotchy or streaked patches. Again add further

highlights adding #1168 Flat White and #1169 Flat Yellow, lightening your dirt color and pressure on the brush with each succeeding layer. If your dirt color gets too washed out or yellowish, add a touch of #1185 Rust and #1165 Olive to it. When drybrushing always remember, a lighter color goes over a darker, and brush pressure gets lighter with each succeeding layer.

A little rust on mufflers and exhaust pipes is realistic, as is a hint of it on the metal parts of a vehicle's tracks. But as a rule, be sparing with it if you wish your vehicle to look authentic. Rust is one of the most overdone forms of weathering seen on models. Unless your model is supposed to be a wrecked or an abandoned vehicle, go very easy with the rust. To rust out a muffler, first apply a couple of heavy washes of #1183 Rubber. After this dries, mix some #1185 Rust with the Rubber and drybrush liberally. Follow this color with pure Rust, and if you wish you can add a touch of #1169 Yellow to this, drybrushing very lightly.

Dust is difficult to portray on a model unless you have the use of an airbrush. If you do, try shooting a light sand-colored paint at your model, with your airbrush held about two feet away from your model. If you do not have an airbrush dust may be simulated by the use of powdered artist's pastels carefully brushed onto your model a little at a time until the desired effect has been achieved. A similar effect can be had by using barbecue ashes just as they come out of your barbecue.

Occasionally there are areas on a vehicle where paint becomes scraped or scuffed off. Such areas include metal flooring, around hatches, grab handles, gun breeches, etc. Paint only rubs off under extreme wear, so keep this to a minimum. There are two ways to represent this. The first is by drybrushing *very lightly* with #1180 Steel or #1181 Aluminum. The second method is by applying graphite. You can do this by drawing directly on the area with a pencil, or by grinding the lead into a powder and applying with your fingers or a paint brush. This aspect of weathering is the easiest to overdo—so use it sparingly.

If you are building a tank, leave the tracks off until last and paint them separately. Use a touch of #1183 Rubber mixed with some #1166 Flat Brown. After this dries add a wash of #1149 Flat Black between the shoes, then, drybrush the shoes very lightly with #1181 Aluminum. Some tracks have rubber shoes—these areas should be painted Rubber.

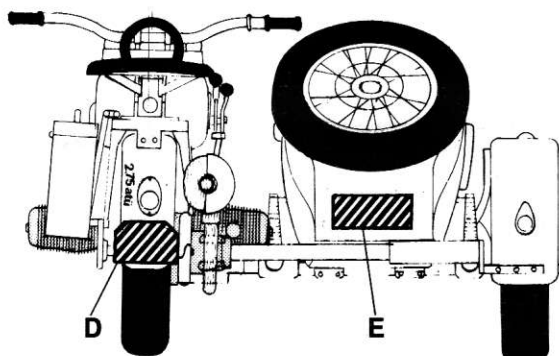
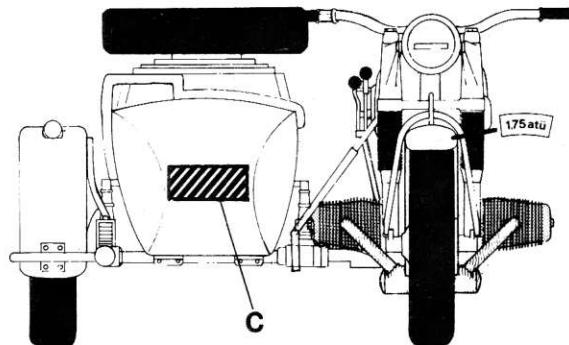
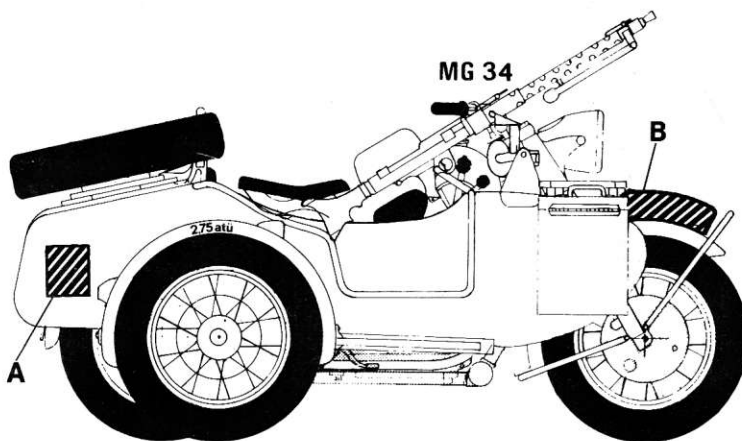
Experienced modelers do several things to aid them in their hobby. One of the most helpful is attending meetings of their local International Plastic Modeling Society chapter. Here they see and discuss modeling techniques. Your local hobby shop will help you locate your local I.P.M.S. group. Serious modelers also collect books and photographs to use as reference when they finish their models. Again, your local hobby shop can help. Last, but certainly not least, your own observation will prove helpful. Visit museums. Look at buildings and vehicles around you. Notice how rust streaks a metal roof. See the oil and dirt on a piece of road grading equipment (almost identical conditions in which a tank runs). Study railroad boxcars and locomotives to see what the weather has done to them. Your own observation can be the best aid of all.

Remember: try not to overdo weathering—and *keep practicing*. Be patient, it takes time to discover and master all the tricks of this fascinating hobby.

APPLYING DECALS

1. Spray entire model with Testor Glosscote #1261. Decals adhere best to a smooth surface and the shinier the finish, the smoother it is. Allow the Glosscote to dry thoroughly before going further.
2. Select the decals you plan to use, and cut each of them out from the decal sheet with small scissors or Testor Hobby Knife.
3. Working with only one decal at a time, dip the decal in clean water for no more than five seconds, then remove it from the water and place on a dry paper towel for about one minute.
4. When the decal slides easily on the backing paper, slide it to the edge of the paper and onto the surface of the model with a soft paintbrush or tweezers. Remember: the decals are very thin and can be easily ripped if care is not taken. Work slowly and patiently.
5. Once the decal is in the desired position, apply a small amount of Testor Decal Set #8804. This will help the decal to conform to any irregularities in the surface of the model (rivets, curves, etc.). Allow the decal to dry undisturbed. Should you find the decal has moved or should you desire to purposely move it, apply a little Decal Set to a soft brush and push the decal slowly into the desired position.
6. When the decals are completely dry (usually overnight), apply a coat of Testor Dullcote #1260 to the entire model. This will give it an authentic, dull finish and protect the surface of the model.

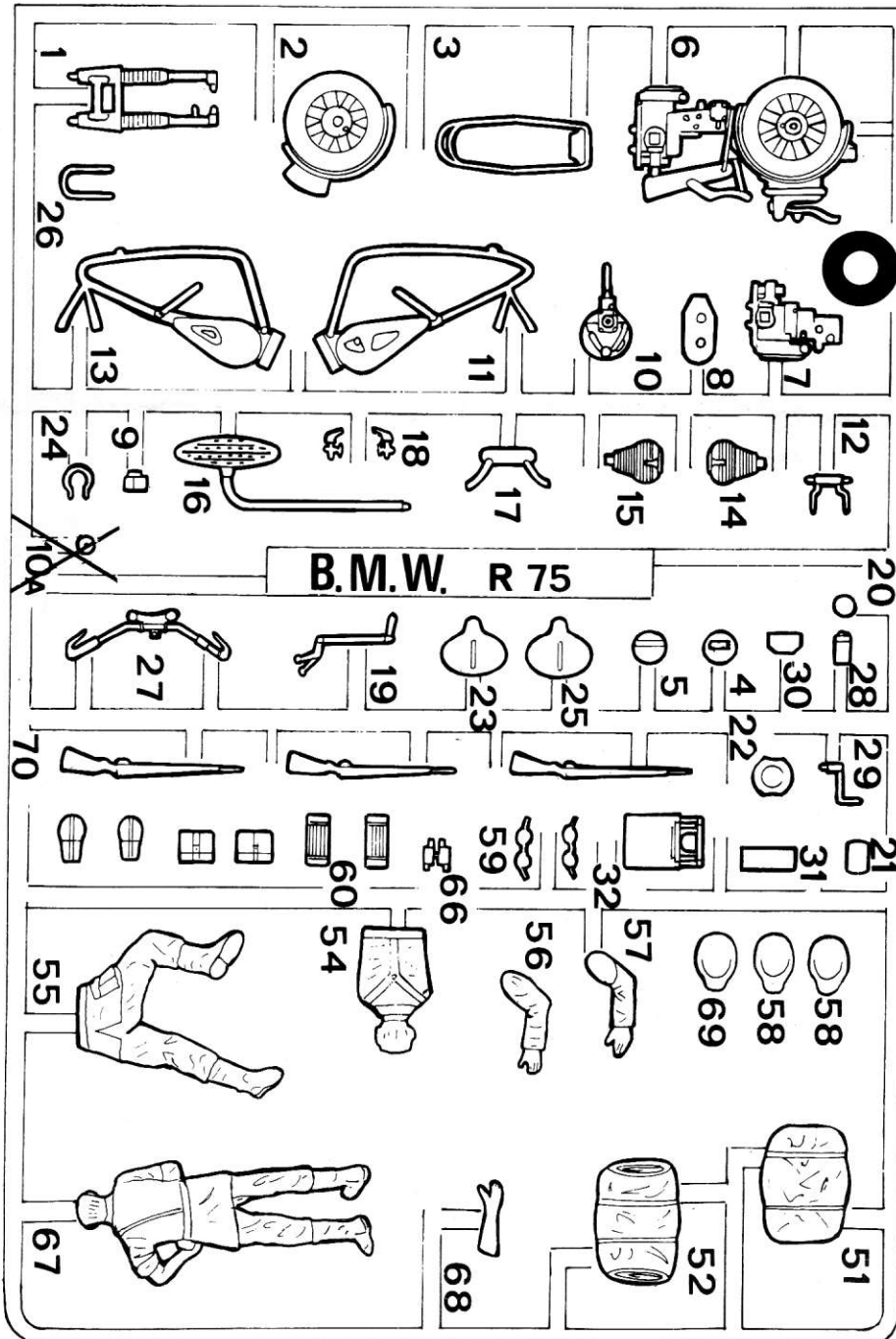
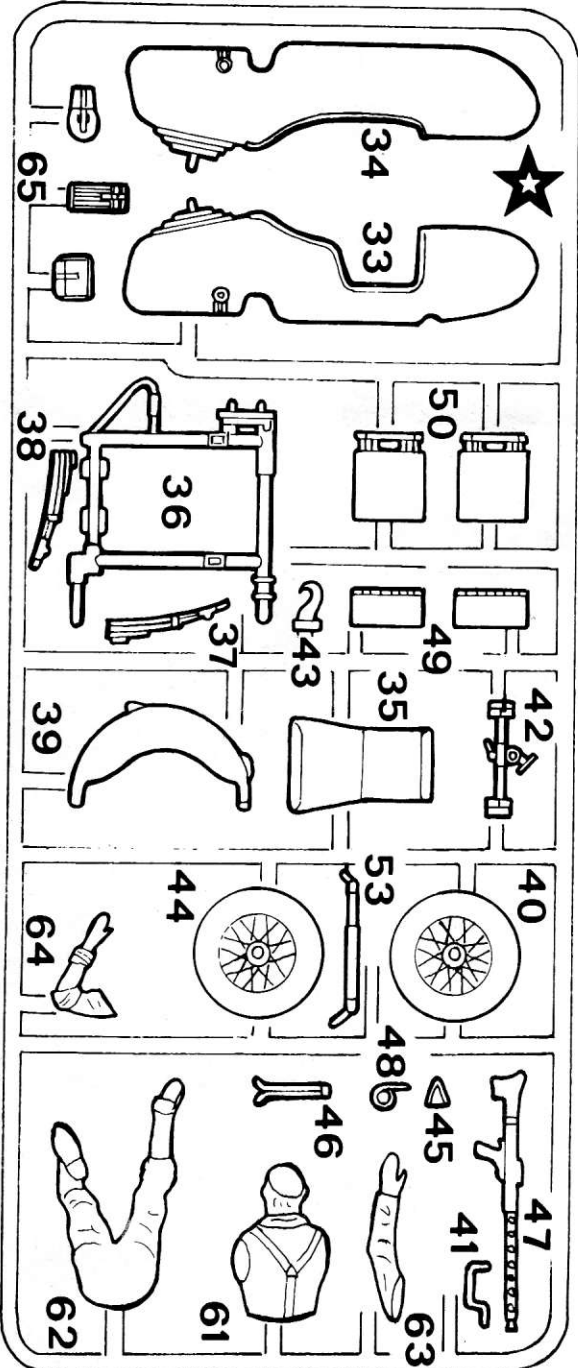
NOTE: To approximate the color, "German Desert Sand," mix ten parts #1167 Flat Desert Tan, eight parts #1168 Flat White, and five parts #1169 Flat Yellow.
 To approximate the color, "German Panzer Grey," mix ten parts #1149 Flat Black, ten parts #1163 Flat Battle Grey, and three parts #1172 Flat Sea Blue.



Select one of the three schemes and place the decals in the positions indicated by the matching letters in the illustrations above.

	A	B	C	D	E	Unit Identification
Scheme 1		WH-71420				Signal Detachment, 164th "Leichte Afrika" Infantry Division Overall color: "German Desert Sand" (see note this page)
Scheme 2		WH-54872				Motorcycle Messenger Unit, 100th "Jaeger" Division Overall color: "German Panzer Grey" (see note this page)
Scheme 3		11-109341				Armored Reconnaissance Battalion, XII SS Panzer Division Overall color: "German Panzer Grey" (see note this page)

Remove this page from the instruction sheet by cutting along indicated line. Use the drawings of the complete sprue as a part-locating reference when building the model.



Parts from this section are identified with this symbol: ☆

Parts from this section are identified with this symbol: ○