CRUSADER III

Revell

H-2114-3800

In 1934 the British War Office decided upon the use of the terms "Infantry" and "Cruiser" to denote the two classes of tanks expected to be used by the British Army. Thus, the Vickers-Armstrong A9, originally classed as a "Medium" went into production in 1937 as the Cruiser Tank Mk I. By the time the development process had reached the Cruiser Tank Mk V (the Covenanter), the basic shape of the Mk VI was becoming apparent.

The Cruiser Mk V was heavily influenced by contemporary Russian tank design, notably the T-28, which in turn was influenced by a British design of 1928 that had failed to reach

production!

In 1940 the Cruiser Mk VI emerged as an enlarged, up-armored, and re-engined version of the Mk V. The new engine was the Nuffield built Liberty V-12 of 340 hp, a design originally used in aircraft of the First World War.

The situation in Europe at this time was such that the Crusader, as the Cruiser Mk VI had been named, was ordered into production although numerous mechanical defects had shown up in its testing. So the most important tank in the British arsenal at the time of its use in North Africa was also the most unreliable.

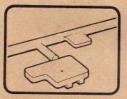
In fact, in its first engagement in June, 1941, in operation "Battle Axe", more Crusaders were captured by the Germans as a result of mechanical failure than were ever knocked-out by the German guns. Development continued through the up-gunned (57mm 6 pounder) Crusader III but the poor ventilation, engine overheat problems, and gearbox woes continued to the end of production.

Notwithstanding the minuses, the Crusader commanded the respect of the Germans and Italians for its speed. In fact, the Italians went so far as to copy it in a design that never reached production. No match for the German Panzer III (with which it was faced) and dealt with handily by the German anti-tank guns, the Crusader was nonetheless available when needed, fast enough to offset some of its other inadequacies and just effective enough to get the job done until later and more improved tanks could take its place.

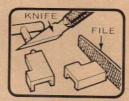
CRUISER MARK VI CRUSADER III SPECIFICATIONS

Length:
Width: 8'8" (2.64 meters)
Height:
Weight:
Track Width: 1034" (27.3 cm) Christie type suspension
Armament: One six-pounder (57mm) cannon
with 65 rounds
One 7.93mm Besa Machine Gun
Armor:
Powerplant: Nuffield Liberty V-12 of 340 hp
at 1500 rpm
Max Speed: 27 mph (43 km/hr) on roads,
15 mph (24 km/hr) cross country
Range:
with aux tank
Capabilities: Trench crossing 8'6" (2.6 meters)
wading 3'3" (1 meter)

GET YOUR TOOLS READY:



REMOVE PART WHEN CALLED FOR

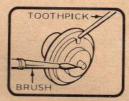


TO REMOVE AND



BEFORE YOU BEGIN

TO HOLD



TO APPLY CEMENT



TO HOLD PARTS AFTER CEMENTING

HELPFUL MODELING HINTS.

- 1. Fit parts together before cementing.
- 2. Trim away excess plastic.
- 3. Use cement sparingly, too much will damage your model.

4. Paint small parts before detaching from runner.

TO OBTAIN A GOOD BOND, REMOVE PAINT WHERE PARTS ARE TO BE CEMENTED.

IF YOU WISH TO STOP AT ANY POINT DURING THE CONSTRUCTION OF YOUR MODEL, DO SO ONLY AT THE END OF AN ASSEMBLY STEP.

COLORS FOR CRUSADER III TANK

BASIC COLORS

FLAT BLACK . F.S. 37038
FLAT OLIVE GREEN . F.S. 34079
FLAT BROWN . F.S. 30108
FLAT WHITE . F.S. 37875
EXTRA DETAIL COLORS
FLAT FLESH . F.S. 33717
FLAT KHAKI . F.S. 30318

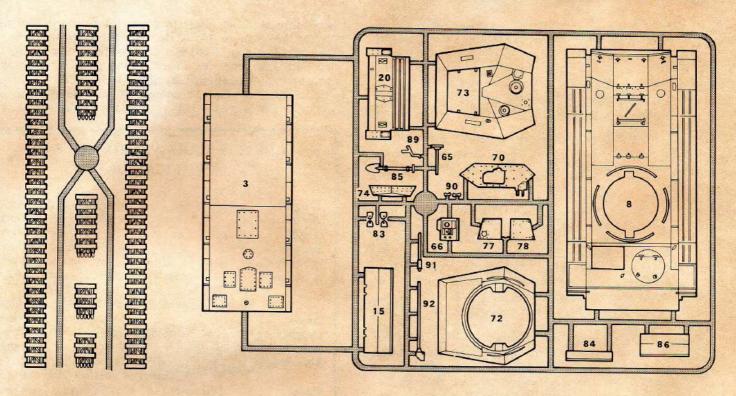
MOLDED COLOR IS SAND (USE F.S. 33448 IF PAINTING).

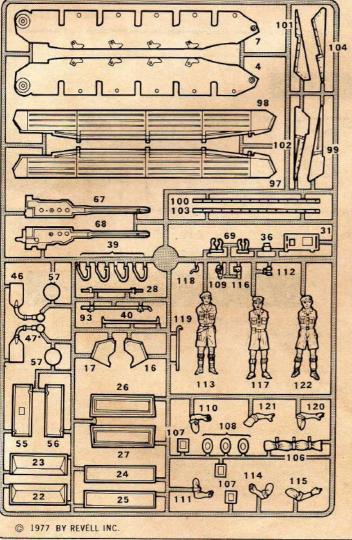
For modelers wishing to paint their models in authentic colors we have included the Federal Standard Color Numbers. These numbers refer to color samples printed in FS 595. Copies may be purchased for \$2.75 each from:

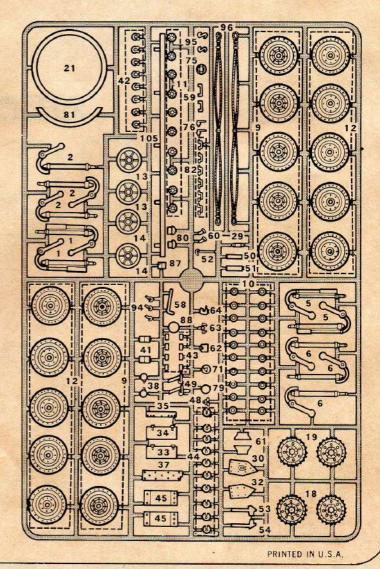
THE GENERAL SERVICE ADMINISTRATION SPECIFICATIONS SECTION Building 197, STOP 249 WASHINGTON, D.C. 20407

CAUTION

PLASTIC PARTS ARE NOT NUMBERED. USE THESE ILLUSTRATIONS AS A GUIDE IN ASSEMBLING THIS KIT. DO NOT REMOVE PARTS UNTIL YOU ARE READY TO USE THEM.







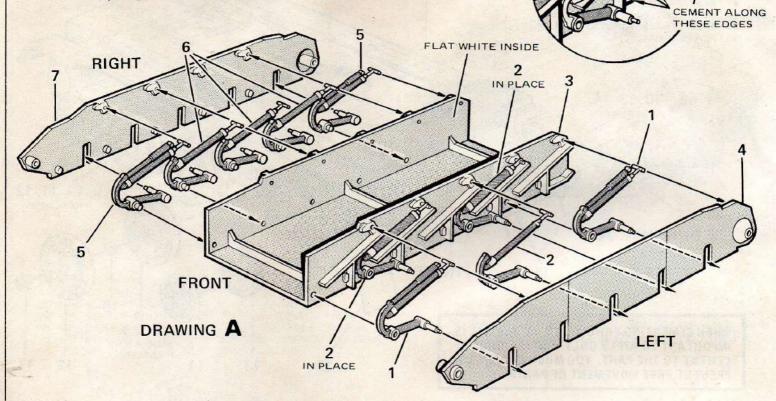
Page 2

DETAIL A



AXLE DETAILS

- SUSPENSION, DOUBLE PISTON, LEFT (2 Parts) SUSPENSION, SINGLE PISTON, LEFT (3 Parts)
- HULL, INNER STRUCTURE
- HULL, LEFT OUTER WALL
- 5 SUSPENSION, DOUBLE PISTON, RIGHT (2 Parts)
 6 SUSPENSION, SINGLE PISTON, RIGHT (3 Parts)
 7 HULL, RIGHT OUTER WALL
 8 HULL, UPPER

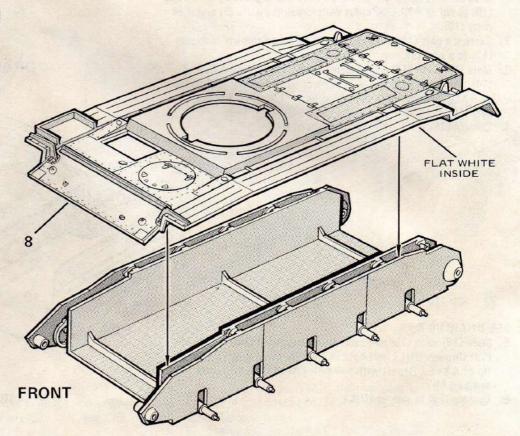


SEE DRAWING A

- 1. Cement upper PINS of two parts (1) and three parts (2) into LEFT side of (3).
- 2. Place five PINS on part (4) into AXLE ASSEMBLIES. Cement along edges as shown in DETAIL A.
- 3. Cement upper PINS of two parts (5) and three parts (6) into RIGHT side of (3).
- 4. Place five PINS on part (7) into AXLE ASSEMBLIES. Cement along edges as shown in DETAIL A.

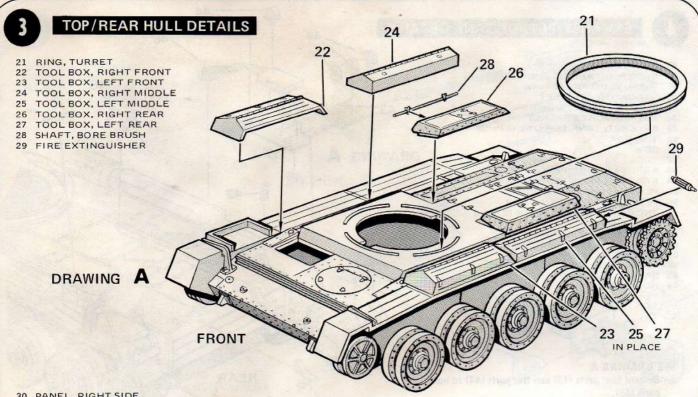
SEE DRAWING B

5. Cement (8) to HULL.



DRAWING B

SPROCKETS/WHEELS FOR A SIMPLE STATIC MODEL, ALL MOVABLE PARTS CAN BE CEMENTED INTO PLACE. BOGIE HALF, INBOARD (10 Parts) RETAINER (14 Parts) COVER, WHEEL (10 Parts) 12 BOGIE HALF, OUTBOARD (10 Parts) 13 WHEEL, IDLER, INBOARD (2 Parts) 14 WHEEL/SHAFT, IDLER, OUTBOARD (2 Parts) 15 PLATE, FRONT 16 FENDER TIP, RIGHT FRONT 17 FENDER TIP, LEFT FRONT 18 SPROCKET, INBOARD (2 Parts) 19 SPROCKET/SHAFT, OUTBOARD (2 Parts) 20 PLATE, REAR 10, 13, 14 IN PLACE 9, 10, 11, 12 IN PLACE DRAWING A FRONT 15 WHEN CEMENTING PART (10) TO AN AXLE, IT IS BLANK IMPORTANT TO APPLY ONLY A SMALL DROP OF SIDE AWAY FROM HULL CEMENT TO THE PART. TOO MUCH CEMENT CAN 17 13 14 12 11 PREVENT FREE MOVEMENT OF PARTS. SEE DRAWING A 1. Slide (9) onto an AXLE on HULL and hold in place by cementing (10) to tip of AXLE. Repeat with remaining parts (9) and nine parts (10). 2. Cement a part (11) onto each part (12); then cement each part (12) to a part (9). DRAWING B 3. Slide (13) onto (14) and cement in place; then slide AXLE of (14) through HULL and hold in place by cementing (10) to tip of AXLE. Repeat with remaining parts (13), (14), and one part (10). 4. Cement (15), (16), and (17) to front of HULL. 10, 18, 19 IN PLACE SEE DRAWING B REAR 5. Slide (18) onto (19) and cement in place; then slide AXLE of (19) through HULL and hold in place by cementing (10) to tip of AXLE. Repeat with remaining parts (18), (19), and one part (10). 6. Cement (20) to rear of HULL. 18 19

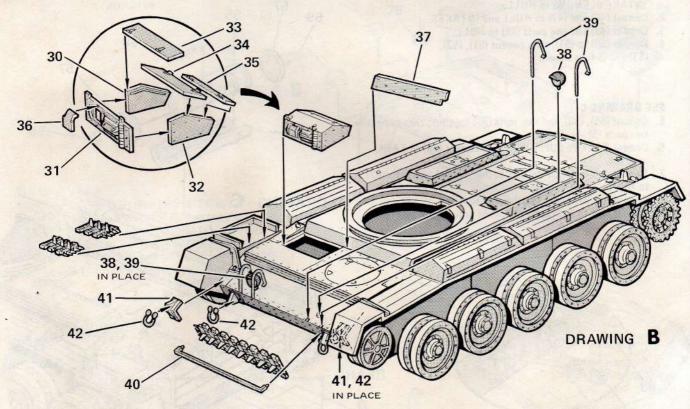


- 30 PANEL, RIGHT SIDE
- PANEL, FRONT PANEL, LEFT SIDE 31
- 32
- 33 HATCH, TOP FRONT 34 HATCH, TOP REAR 35 PANEL, TOP

- 36 VISOR
- PLATE, ARMOR LIGHT (2 Parts)
- 38
- GUARD, LIGHT (4 Parts) 39
- RETAINER, SPARE TRACK
- 41 BRACKET, SHACKLE (2 Parts)
- 42 SHACKLE (6 Parts)

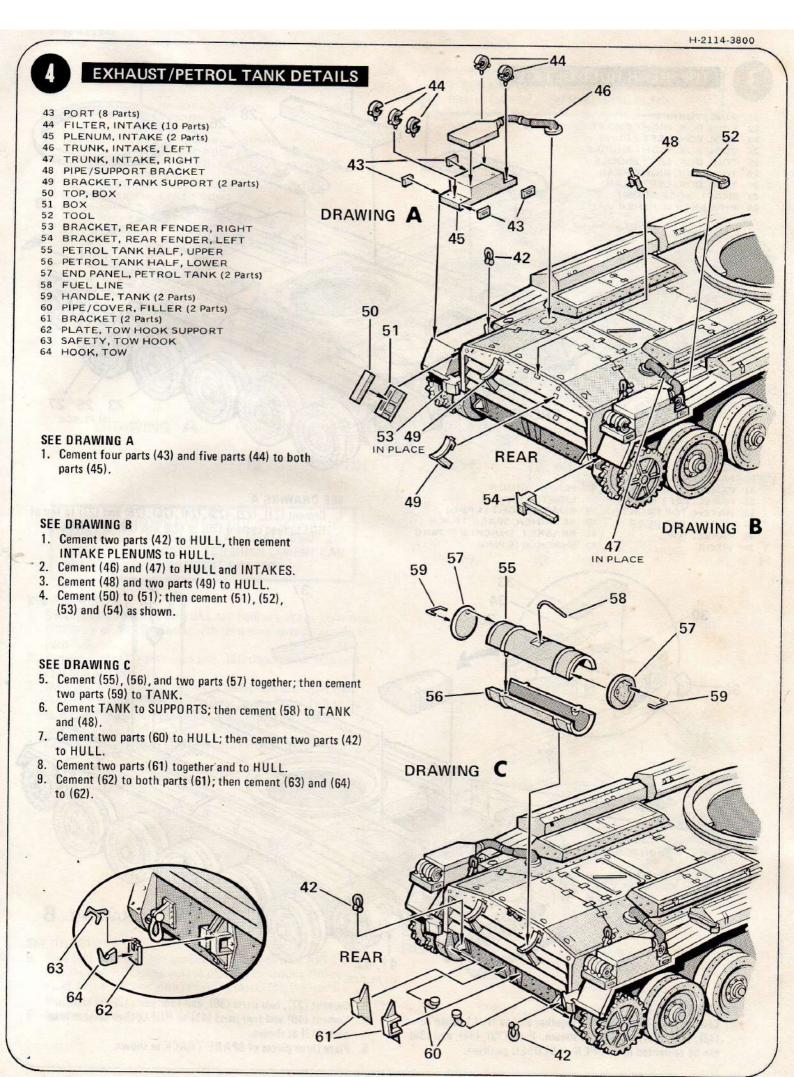
SEE DRAWING A

1. Cement (21), (22), (23), (24), (25), (26) and (27) to top of HULL; then cement (28) to (26) and (29) to FENDER.



SEE DRAWING B

- 2. Cement (30), (31), and (32) together and to HULL; then cement (33), (34), (35), and (36) as shown. Parts (33), (34), and (36) can be cemented in an OPEN or CLOSED position.
- 3. Cement (37), two parts (38), and four parts (39) as shown.
- Cement (40) and two parts (41) to HULL; then cement four parts (42) as shown.
- 5. Place three pieces of SPARE TRACK as shown.



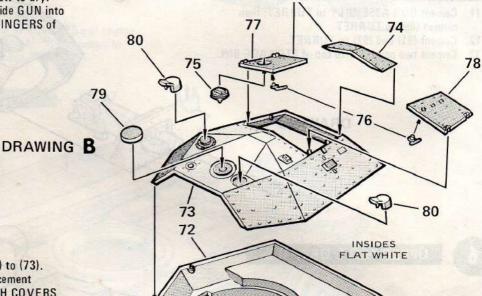
GUN/TURRET DETAILS

- 7.93 mm BESA MG
- MANTLET 66
- GUN, 6 POUNDER, RIGHT HALF
- GUN, 6 POUNDER, LEFT HALF
- MOUNT, GUN (2 Parts)
- FACE, TURRET
- COUNTERWEIGHT, 6 POUNDER GUN
- TURRET HALF, LOWER
- 73 TURRET HALF, UPPER
- 74 PLATE, TURRET, UPPER REAR
- 75 PERISCOPE, HATCH
- 76 HANDLE, LOCK (2 Parts)
- 77 HATCH, RIGHT
- 78 HATCH, LEFT
- 79
- COVER, VENT VENTILATOR (2 Parts) 80
- SHIELD, SPLASH, TURRET RING

67 66 68 DRAWING A FLAT BLACK LONG END DOWN 69 PORTIONS INSIDE TURRET FLAT WHITE FLAT WHITE INSIDE

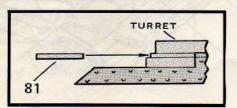
SEE DRAWING A

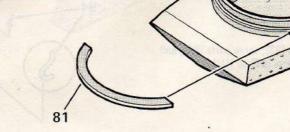
- 1. Slide (65) into (66) being careful that (65) has the long end down and cement in place.
- 2. Cement (67) to (68); then slide GUN into (66) and cement in place.
- Cement two parts (69) to (70) and allow to dry.
- 4. Cement (71) to GUN BARREL and slide GUN into (70); then PRESS PIVOT PINS into FINGERS of parts (69).

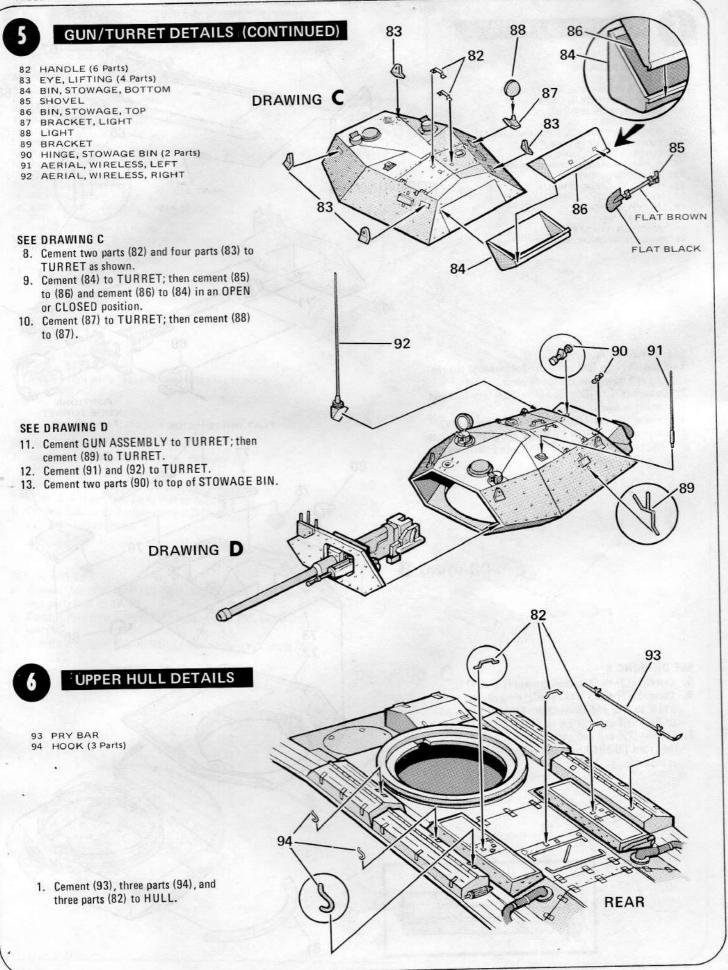


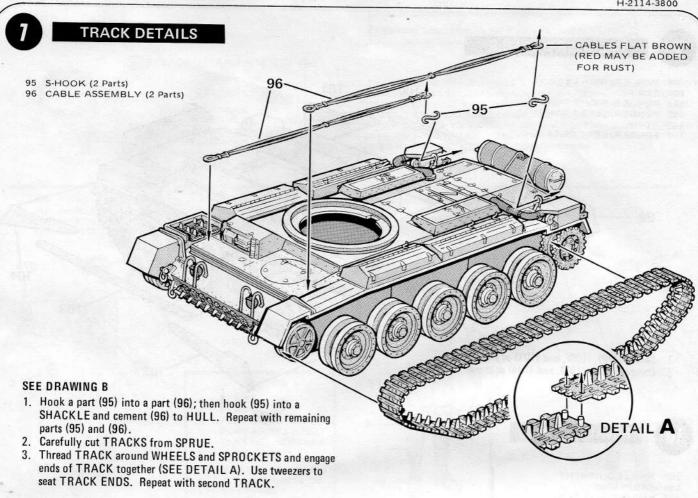
SEE DRAWING B

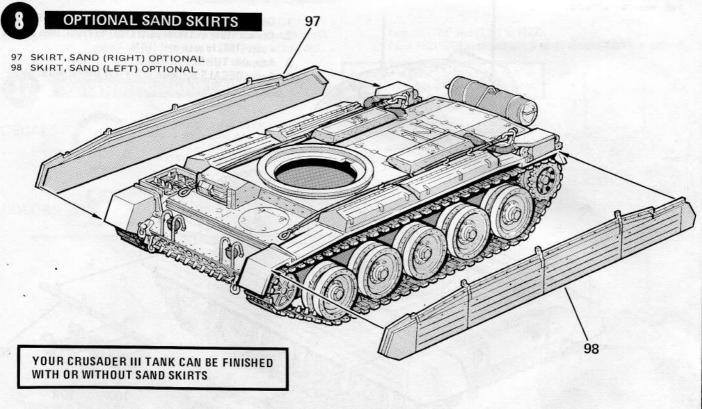
- 5. Cement (72) to (73); then cement (74) to (73).
- 6. Cement (75) and a (76) to (77); then cement a (76) to (78) and cement both HATCH COVERS to TURRET in an OPEN or CLOSED POSITION.
- 7. Cement (79) and two parts (80) to top of TURRET; then turn TURRET over and cement (81) in place as shown.





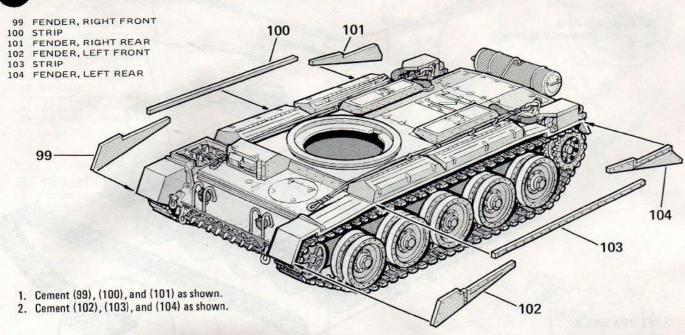




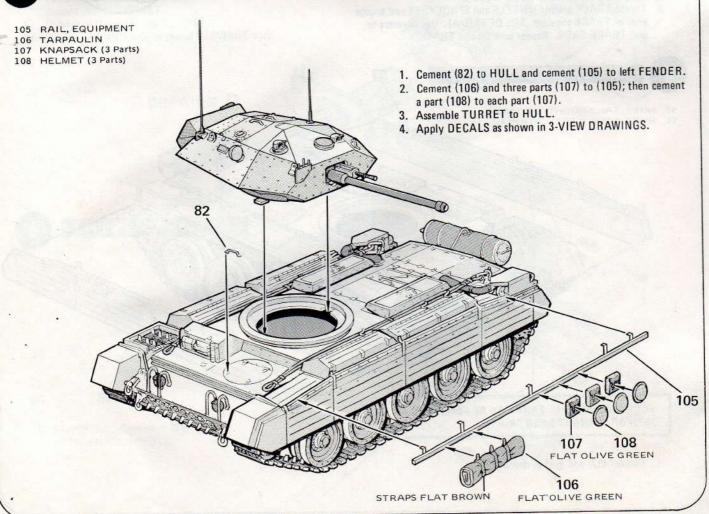


1. Cement (97) and (98) as shown.

9 FENDER DETAILS



10 FINAL DETAILS



FIGURES

REFER TO BOX COVER FOR AID IN PAINTING



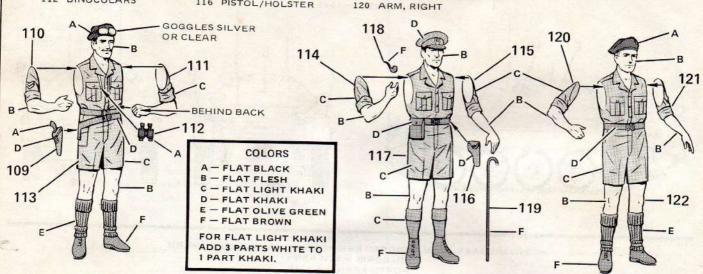
FACE DETAIL PAINTING

COLORS

- A FLESH TONE B - PINKISH FLESH TONE
- C LIGHT SHADOW
- D MEDIUM SHADOW E - DARK SHADOW

A FACE PAINTED PROPERLY COMES TO LIFE IN A MODEL. DIFFERENT FLESH TONES AND ARTIFICIAL SHADING CAN BE MIXED THROUGH EXPERIMENTATION AND ADD IMMEASURABLY TO THE REALISM OF THE FIGURES. THE DEEPER FOLDS OF CLOTHING CAN ALSO BE PAINTED IN A DARKENED VERSION OF THE CLOTHING COLOR TO GIVE DEPTH TO THE FIGURE. PAINT THE FIGURE'S FLESH PARTS FIRST, THEN CLOTHING, INSIGNIA, BOOTS, STRAPS, BUCKLES, ETC.

- PISTOL/HOLSTER
- 110 ARM, RIGHT
- 111 ARM, LEFT
- 112 BINOCULARS
- 113 HEAD/TORSO/LEGS
- 114 ARM, RIGHT
- 115 ARM, LEFT 116 PISTOL/HOLSTER
- HEAD/TORSO/LEGS
- 118 PIPE
- 119 CANE
- 121 ARM, LEFT
- 122 HEAD/TORSO/LEGS



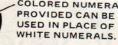
- 1. Cement (109), (110), (111), and (112) to (113).
- 2. Cement (114), (115), and (116) to (117); then cement (118) into the right HAND and cement (119) into the left HAND.
- 3. Cement (120) and (121) to (122).

REFER TO BOX COVER FOR AID IN

PAINTING AND DECAL PLACEMENT

4. Paint FIGURES as shown and arrange around TANK as desired.

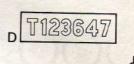
PAINTING/CAMOUFLAGE/DECALS COLORED NUMERALS DECALS















GREEN



