KIT. NO. MT 108

BRITISH ARMY

SALADIN MkII ARMOURED CAR

TAMIYA

1|35 IDENTICAL SCALE SERIES NO.8

Off all the British armoured cars produced after the end of World War II the Saladin is said to be the supreme masterpiece of its kind.

It has been actively employed not only in Great Britain but also in many foreign lands such as Australia, Ghana, Kuwait, Indonesia and many others.

The name of the Saladin became famous overnight throughout the world when in 1955 its activities were reported world-wide in connection with the Cyprus dispute involving the independence of this small Island in the Mediterranean. At that time the Saladin was actively used both for rescue and reconnaissance operations which were performed in the very mountainous region centred around Mt. Troodos, which is nearly 2,000 metres high.

Again, in 1961 the Saladin earned fame when it formed part of a major force for the defence of the British Sector in Berlin at the time of the crisis there. In that year the East Germans built the famous wall as a demarcation line between East and West Berlin.

The prototype of the Saladin was produced in 1953 by the Alvis Company of Coventry, who at that time were well known as makers of quality motor cars and aero engines. This prototype was constructed at the request of the British Defence Ministry. After satisfactory trials it was officially adopted in 1956 by the British Army and named "Saladin".

The hull of this vehicle, known as the Alvis FV600 Series, has also been used for the armoured car Saracen and the amphibious troop transport vehicle Stalwart.

The Saladin drives on all six wheels and the front four wheels swivel when steering, and of course each wheel is independently sprung.

Due to its very advanced features, the Saladin is capable of a very good cross-country performance and can even maintain its superior mobility in places where a tank tends to be in difficulties. The excellent independent suspension reduces hull oscillations, which means that the crew feel little fatigue during long operations. It is also designed in such a way that it needs practically no daily checks, which gives a greater measure of reliability.

The Saladin differs greatly from the other two vehicles mentioned which share the same hull in that it is rear engined, and it is fitted with a Rolls Royce B80 Mark 6D 5675 cc engine, and on normal roads its maximum speed is about 75 kph (around 47 mph).

The principal combat duties of the Saladin are reconnaissance and infantry support. However, it can be a formidable opponent against an enemy tank, with its 76 mm gun which is fitted in a revolving turret traversing through 360 degrees. This gun fires high explosive shells which are powerful enough to cripple a tank. This gun can also be used against enemy infantry at short range.

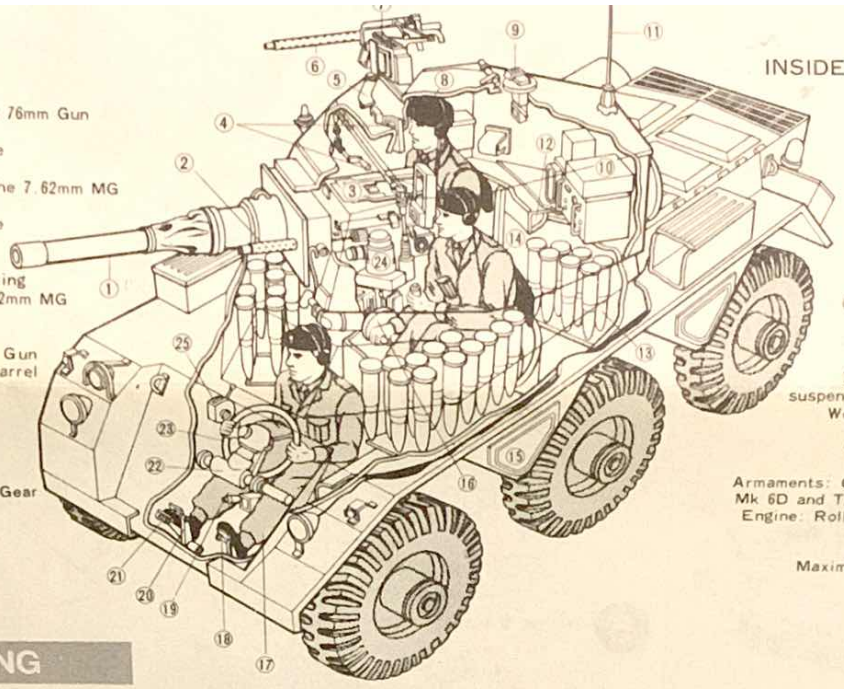
The Saladin is equipped with no less than 14 periscopes which ensure the necessary field of vision even with all hatches closed during combat. It also has two 7.62 mm machine guns, one of which is mounted co-axially with the main gun and can be used for ranging. The other is mounted on the Commander's hatch. Further armament consists of two smoke dischargers, and there are racks to carry nine hand grenades.

As with most modern military vehicles, the Saladin is designed for action against nuclear arms, and the hull is so made that it can be sealed fully against radio active fall-out and flashes of a nuclear explosion. Further, with its high efficiency ventilating system, it can supply fresh air to the crew inside when the hull is sealed.

With its very strong fire power and fast mobility, the Saladin can indeed be said to be the finest armoured car ever produced in Britain.

INSIDE STRUCTURE OF THE SALADIN

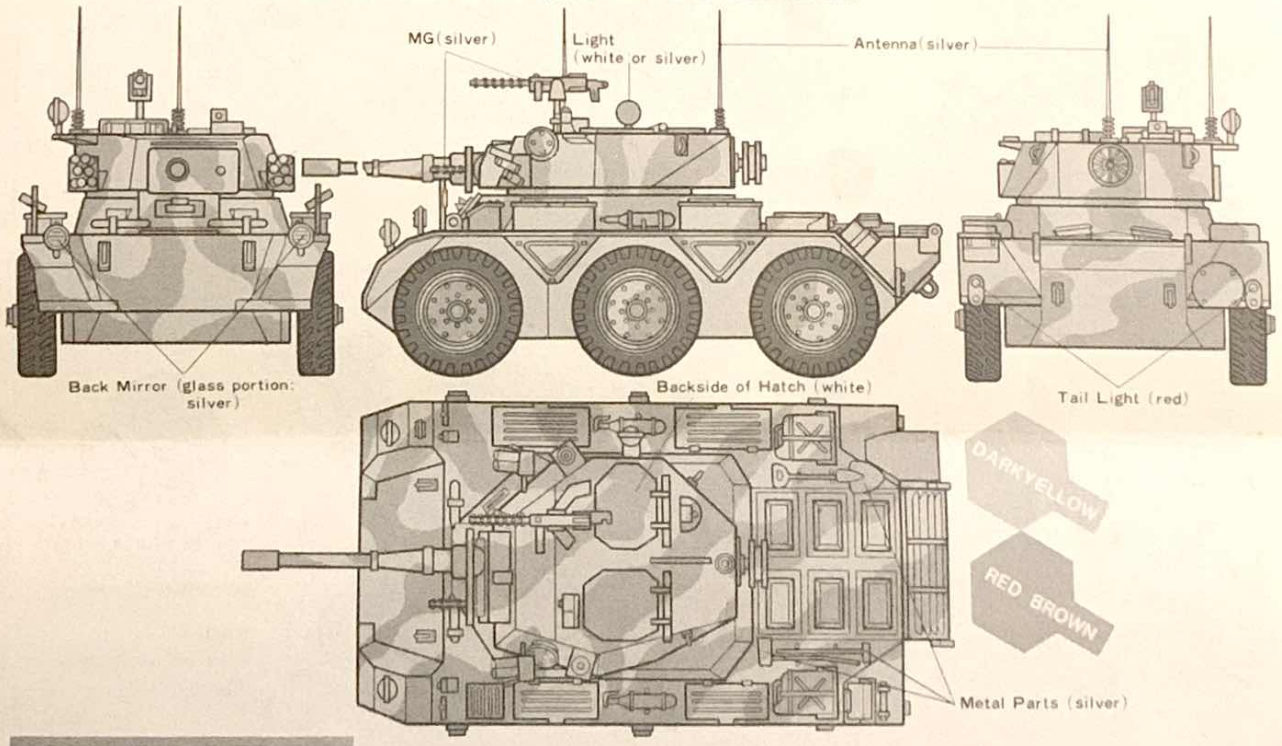
1. 76mm Main Gun
2. 7.62mm Machine Gun
3. Loading Portion of the 76mm Gun
4. Periscope
5. Commander's Periscope
6. 7.62mm Machine Gun
7. Ammunition Case for the 7.62mm MG
8. Commander
9. Commander's Periscope
10. Radio Set
11. Antenna
12. Gun Turret Traverse Ring
13. Ammunition for the 7.62mm MG
14. Gunner
15. Tool Box
16. Wheel for Elevation of Gun Barrel
17. Driver
18. Clutch Pedal
19. Hand Brake
20. Brake Pedal
21. Accelerator Pedal
22. Steering Colume
23. Steering Wheel
24. Gun Turret Traverse Gear
25. Clutch



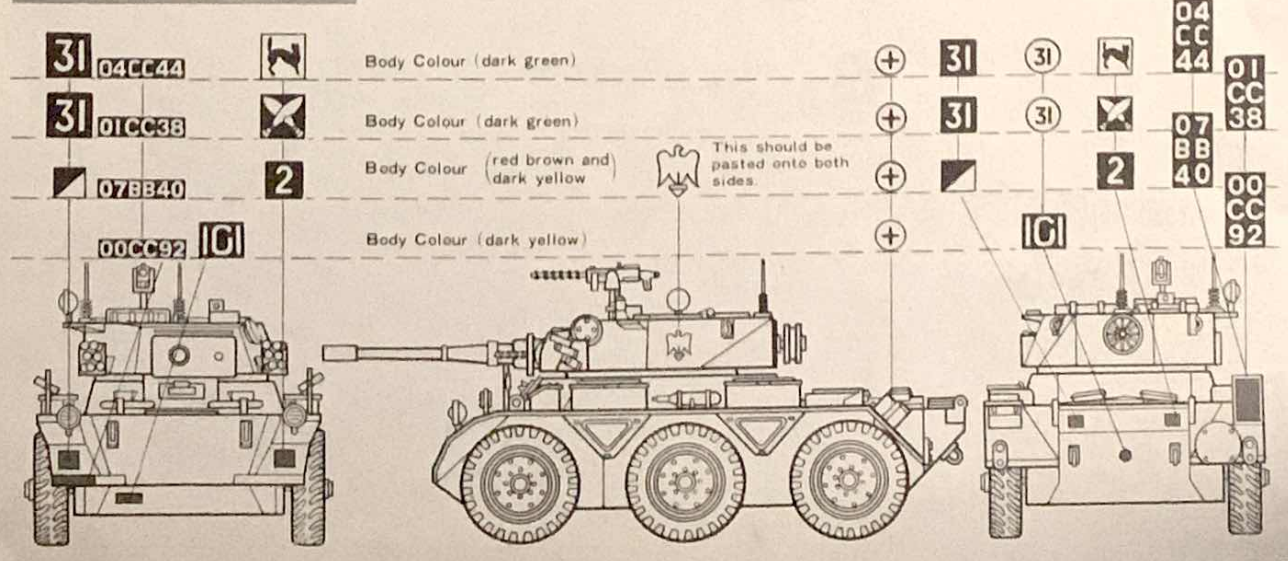
(Essential Specifications)
Overall length: 4.93m
Overall width: 2.54m
Overall height: 2.26m
Drive system: Independent suspension system for all wheels
Weight with full armaments: 11tons
Steering system for front four wheels
Armaments: One 76mm gun, one 7.62mm Mk 6D and Two browning 7.62mm MGs
Engine: Rolls-Royce B80Mk6D Series 8-cylinder 5675cc engine
Power: 160HP/3750rpm
Maximum speed: About 75km/h
Cruising range: 420km
Number of crew: Three

PAINTING

〈Painting the Saladin〉
The Painting of military vehicles of various countries including the Saladin chiefly aims at making them less conspicuous by use of camouflage paints as similar as possible to those of natural surroudings. It should be said, therefore, that colours to be selected depend basically on the characteristics of the area where the particular military vehicle is in action.
An overall, uni-colour of dark green – this kind of painting has been mostly employed for British military vehicles, the Saladin, needless to say, being one of them, after World War II. The same colour scheme was also employed for the Saladins in Indonesia and Australia.
Camouflage painting of dark yellow and red brown – this colour scheme is used for the Saladin in the Middle and Near East and African countries such as Kuwait and Ghana. Principal feature of this camouflage is a clear distinction between the two colour. The Saladins active in Cyprus in the Mediterranean during the dispute were all painted in this way. An overall, uni-colour of dark yellow – was apparently employed for Saladins used in the deserts of Africa and the Middle-Near East.



APPLYING DECALS



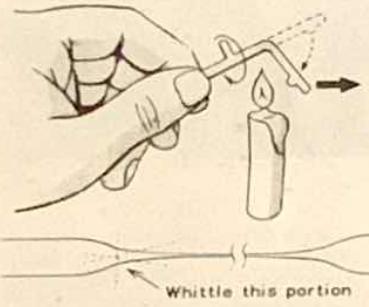
SALADIN MkII

★Be sure to read the numbered instruction well before you start each construction stage.
★Have a knife, a screw-driver, a pair of pliers, a file, etc., ready to hand.
★FA-130 Motor and two UM-3 dry batteries are needed to power the model.
★When removing parts from the runner, or "sprue" be sure to cut them off carefully with a knife or a pair of pliers.

〈Painting instructions〉

★Painting should be done after the kit is constructed.
★Detailed instructions are found on the front page.

2 Construction of Gun Turret Construction of Antenna



★Make use of a runner to get an antenna. Warm the runner with a candle flame while slowly turning the former around as shown in the figure above. When the warmed runner bends down, continue the warming a little longer and then, remove it from the flame. Pull both ends to render its middle portion very thin. Hold the whole still for about 15 seconds to cool. Lastly, cut the thin portion into two parts each 5 cm long.

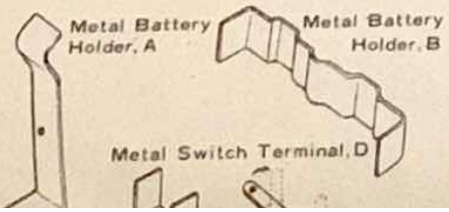
Insert each Antenna into respective arrowed parts shown in figure No. 2.

4 Construction of Steering Portion of Lower Hull.

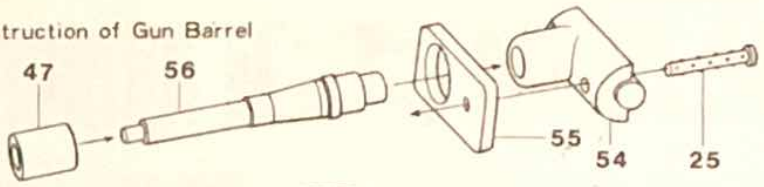
1. Insert Tie Rod, ㉓, into Lower Huli. Then, join the former with Knuckle Arm, ㉑. Lastly, fix the latter onto Lower Hull. In all this work, no adhesives are used.
2. Do the same with Knuckle Arm, ㉒, as above and glue Parts, ㉔, onto Lower Hull.

In so doing, be sure not to let any adhesive overflow onto Parts, ㉑ and ㉒.

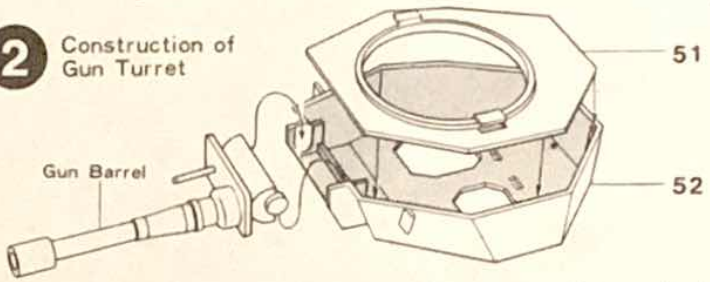
5 Wiring and Construction of Gear-box.



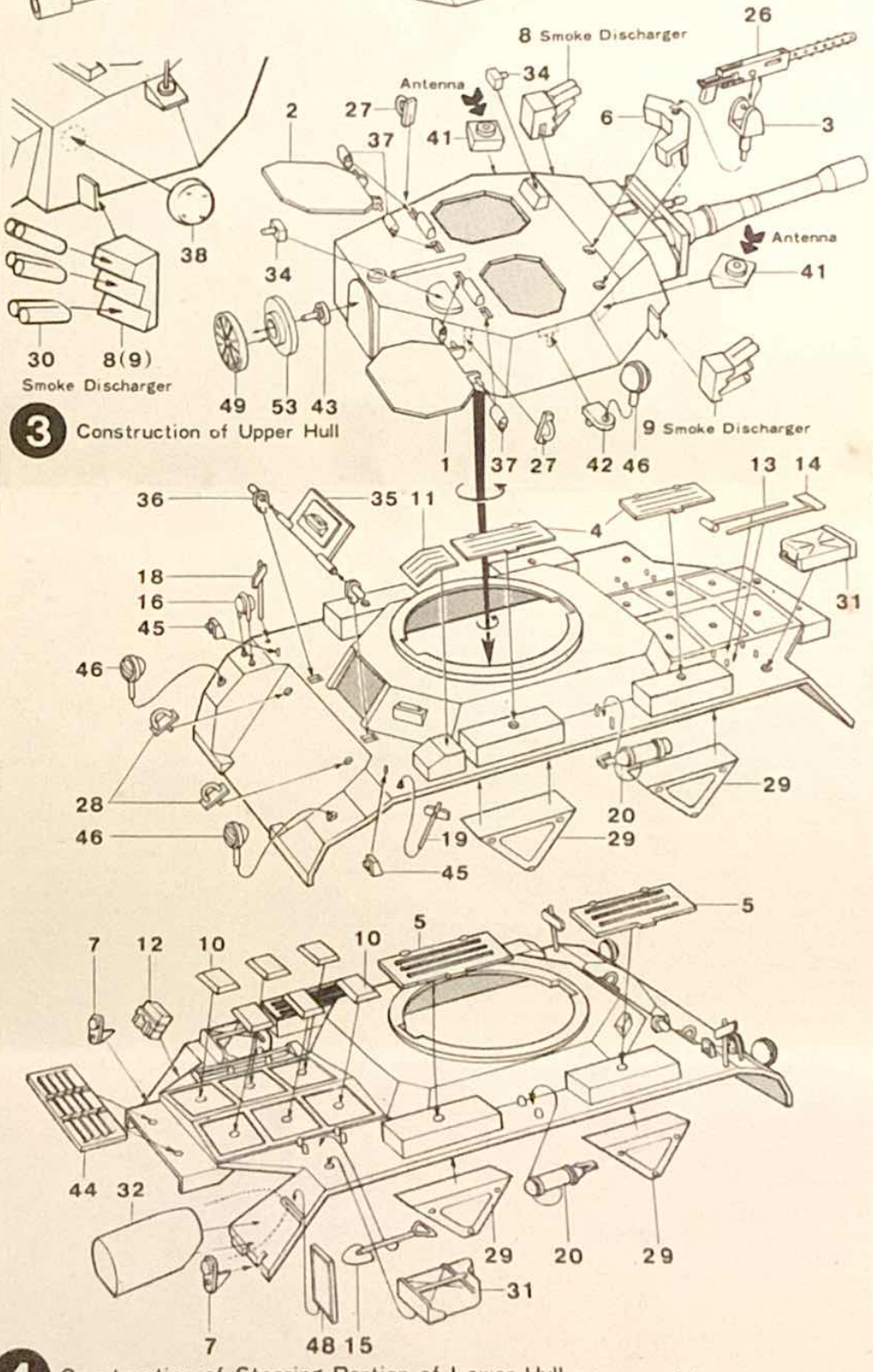
1 Construction of Gun Barrel



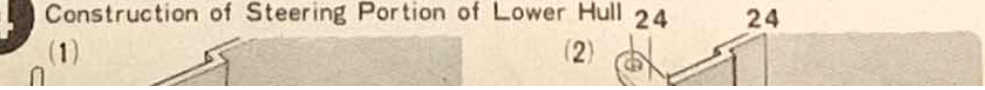
2 Construction of Gun Turret



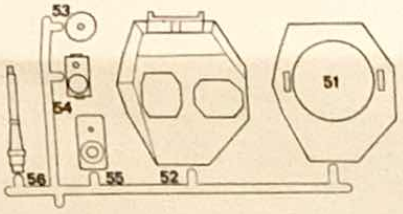
3 Construction of Upper Hull

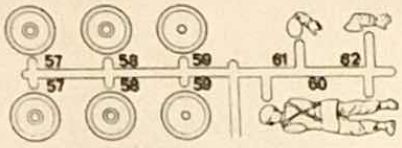


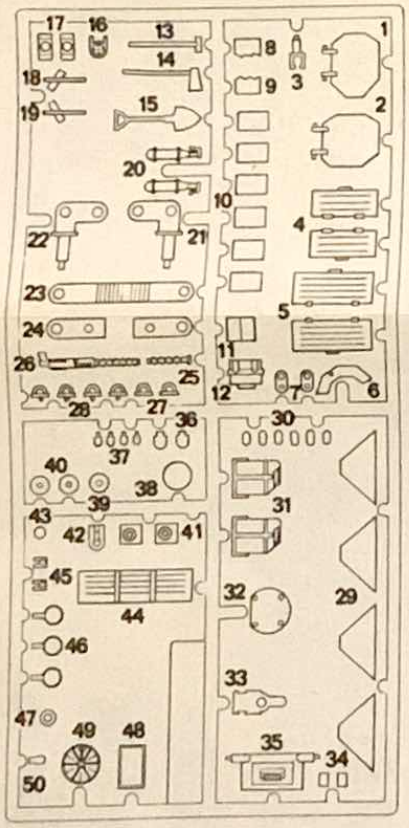
4 Construction of Steering Portion of Lower Hull



here
Metal Switch Terminal.C

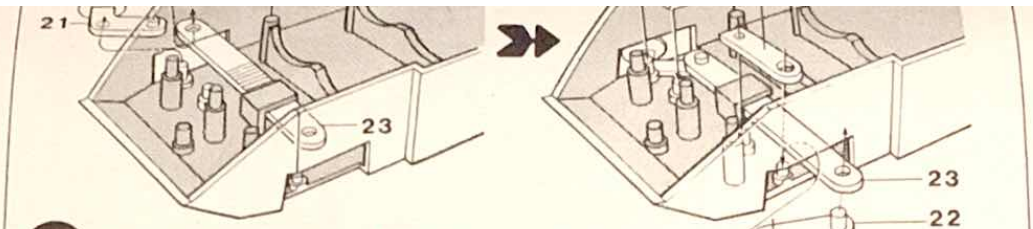






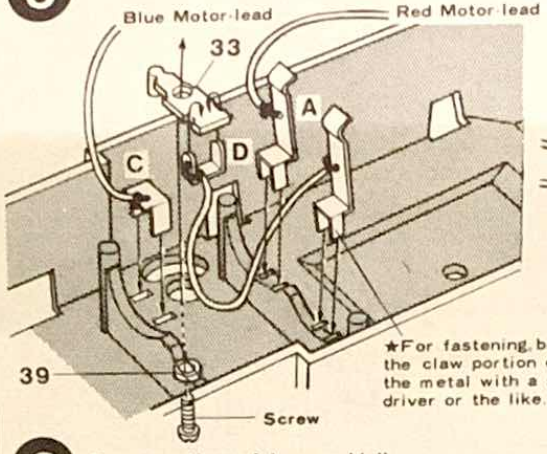
1/35 SCALE MILITARY MINIATURES SERIES

No.1	German Army Tank Crew	Three figurs
No.2	Germanin fantry Set	Four figurs
No.3	Schwimmwagen and Crew	Three figurs
No.4	U.S.Army Tank Crew	Four figurs
No.5	6 Pounder Anti Tank Gun	Three figurs
No.6	Kubelwagen and Crew	Three figurs
No.7	British Army Infantry Set	Three figurs

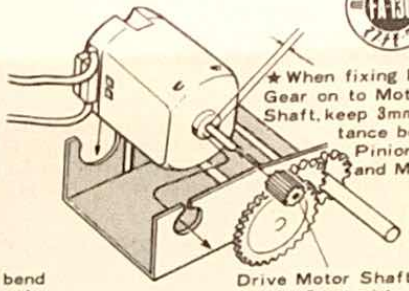


The Motor used is a Mabuchi FA130 motor.

5 Wiring & Construction of Gearbox



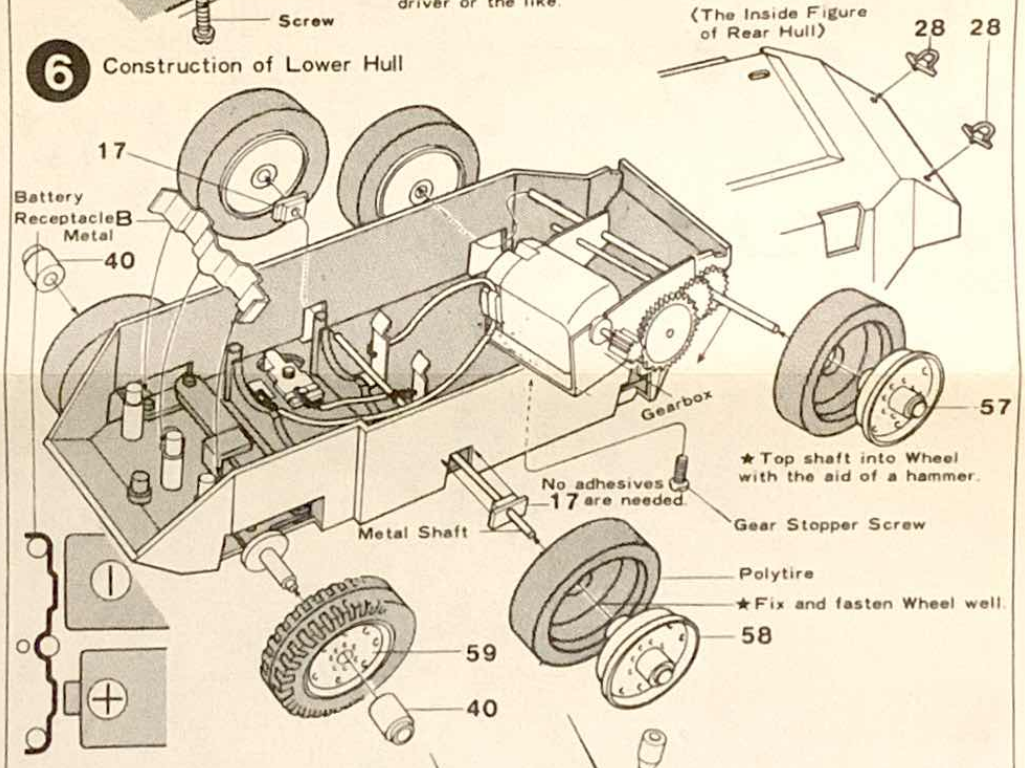
★For fastening, bend the claw portion of the metal with a screw driver or the like.



★When fixing Pinion Gear on to Motor Shaft, keep 3mm distance between Pinion Gear and Motor.

Drive Motor Shaft into Pinion Gear with a hammer.

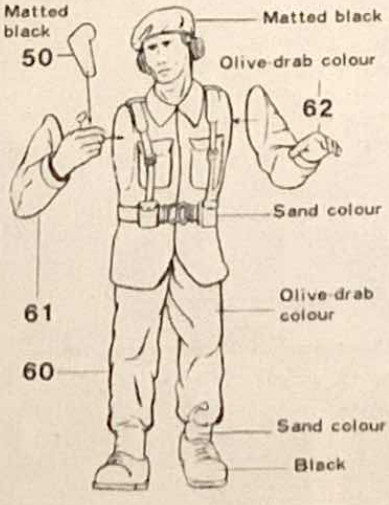
6 Construction of Lower Hull

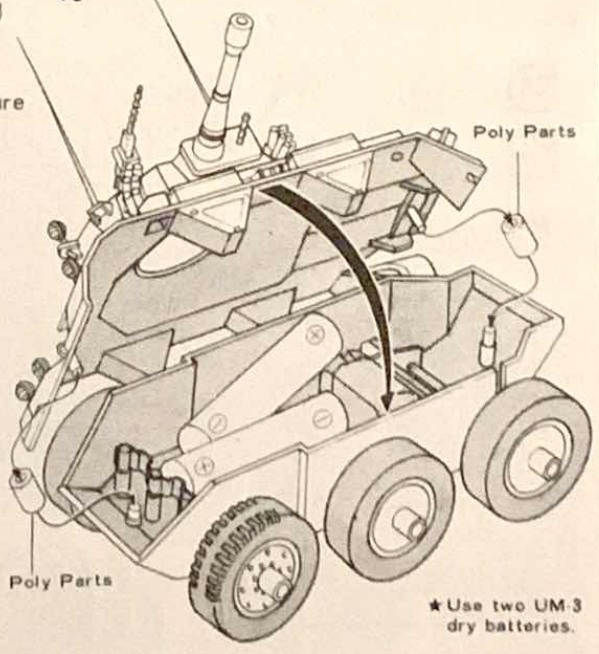


★Top shaft into Wheel with the aid of a hammer.

★Fix and fasten Wheel well.

7 Construction of Dummy Figure & Completion of Hull





★Use two UM-3 dry batteries.