

TIGER II TANK

scale 1:100

GENERAL REMARKS

Print the model on 65 pound 'cover stock'. The thickness makes it difficult to roll a paper barrel so consider also printing on 25 pound paper for the barrel to make it easier to roll.

Crease fold lines before cutting out the part.

Fold a part over a sharp edge like a plastic drafting triangle to keep the fold line straight. Always fold down (away from the colored side) unless noted otherwise.

Carefully check the fit of EVERY part before you glue it. Undoing a paper glue joint is almost impossible.

Elmer's All Purpose white glue works well. Use a scrap piece of paper or a toothpick for an applicator to avoid excessive glue. A non-water based adhesive will also work if it dries slow enough to allow for part positioning before the glue sets.

When completed, consider protecting the model with a can of clear spray paint because of normal handling required for a wargame.

HULL

top half-

Fold the front, sides, rear, and glue tabs. Fold the two fender undersides (white areas) and then fold up their glue tabs. Squeeze and form the fender undersides into the cross section shown in the drawing below. Glue the four top corners.

bottom half-

Fold the sides and glue tabs to form the bottom "U" shape. Glue the two front side glue tabs under the lower front plate. Glue the rear panel to the sides. Add glue to the fender underside glue tabs and attach the bottom half. Finish by gluing the rear to the inside rear of the top half.

TREADS

Attach the large glue tab to the inside of the inner vertical side and form a box. Wrap the front tread around the sprocket glue tabs adding glue as you wrap. Check the fit while gluing so that the front tread end will match the fender line glue tab on the top. Rear tread attachment is similar. Repeat for the other tread. Squeeze edges and flatten any bulges so that the treads will fit snugly and squarely before gluing in place. Attach the treads to the hull and align them using the mud flap panel lines on both the hull and tread pieces.

BARREL

Roll the barrel over music wire about the thickness of a paperclip. The opposing side needs to overlap the glue strip, and the barrel may flattened out somewhat during gluing. Insert music wire to keep the barrel straight while gluing. When dry, squeeze and form the barrel into a circular shape. Attach the breech ring onto the barrel ahead of the line and glue lightly as you roll. Repeat for the muzzle brake. Remove the music wire.

ALTERNATIVE: Use the shaft of a common 'Q-Tip' covered with appropriately colored paper cut from a magazine page or use some scrap 25 lb paper colored with marker pens.

TURRET

Cut an 'X' on the small circle in the front plate for the barrel. Cut the slit lines for the glue tabs and fold them down. Fold down the sides and the (white) bottom part. Make a hole at the mark with a pin and then insert a thumbtack from the inside. Glue a piece of scrap paper over the thumbtack to keep it in place being careful to keep the bottom piece flat. Glue the sides under the top working from the front to the back. Attach the back plate. Attach the bottom part rear glue tab to the inside bottom of the back plate. Fold, squeeze, and fit the side glue tabs into place and then glue them to the bottom part starting in the center and working in both directions. Make a hole with a pin at the mark on the hull top.

The hole may enlarge from repeated turret movement, resulting in sloppy fit. At that time shrink the hole size by covering it with a small paper patch with a new hole in it.

Enlarge the "X" cut in the turret for the barrel. Add a drop of glue to the barrel base and insert it. The barrel base rests against the inside of the rear plate. Keep the seam line on the bottom side.

The turret tends to tilt forward because of the barrel weight, so a counter-weight, such as a small nut or screw, glued into the inside back during construction should cure that problem.

If the turret doesn't have to rotate, ignore all references to the thumb tack and just glue it in place on the hull top.



