

RADAR

instruction



**cardboard model for
s-f, modern, ww2
tabletop games**

AN EXAMPLE OF HOW TO PERFORM THE MODEL

To print parts of the model to use paper with a weight of 200g/m², the model has been designed for such paper. You can experiment to use weights from 160.. 250g/m². The use of paper that is too thin causes the module will be too flabby, while too thick paper will be that the parts can be too difficult to assembly and can not fit together.

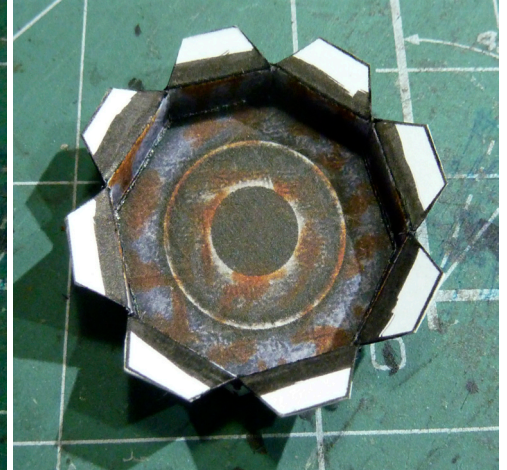
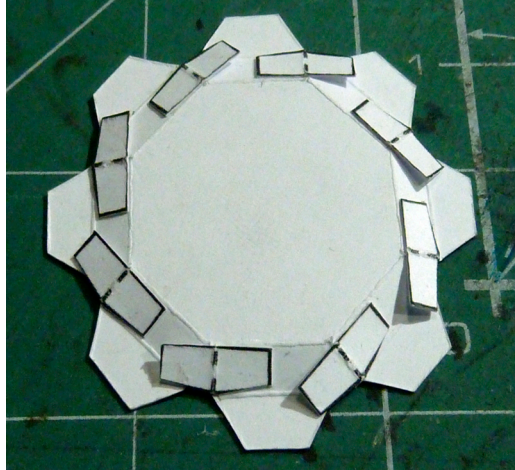
To glue model glue is best to use *White Glue* and *Glue Sticks*. Where you have to use a *Glue Stick*, I have given in the text, while in other cases, use the *White Glue*. Kits according to the way the model is one of many possible. Before gluing, parts need to try on. In some cases, some parts need to be more trim.

The model can be re-touched. Retouch done before gluing parts.

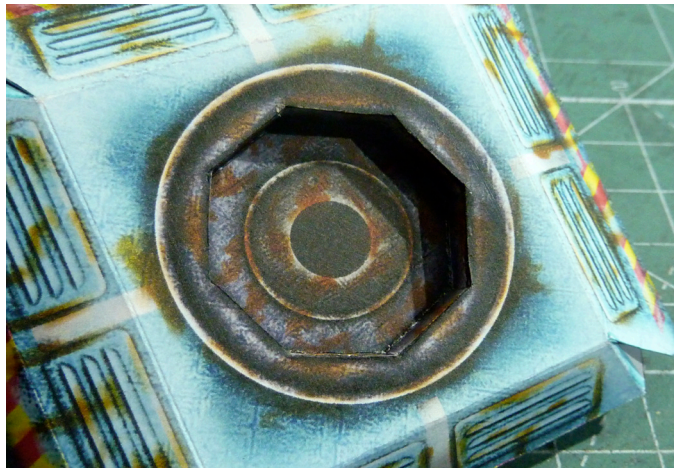
Parts after printing, before the cut, you have to iron the bending of plywood to block properly submitted. Cut and form part of the B-1.2, glued plywood B-1.3:

PART B-1

2



Then a part B-1.2 glued to the part B-1.1, and glue the side wall of the B-1.1:



Finally, in part B-1.1 glued basis:

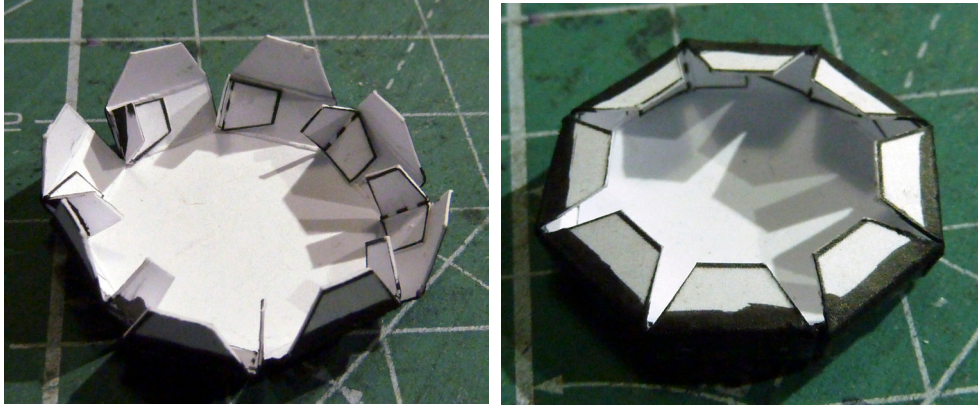


Cut and form part of the B-2.2, glued plywood B-2.3:



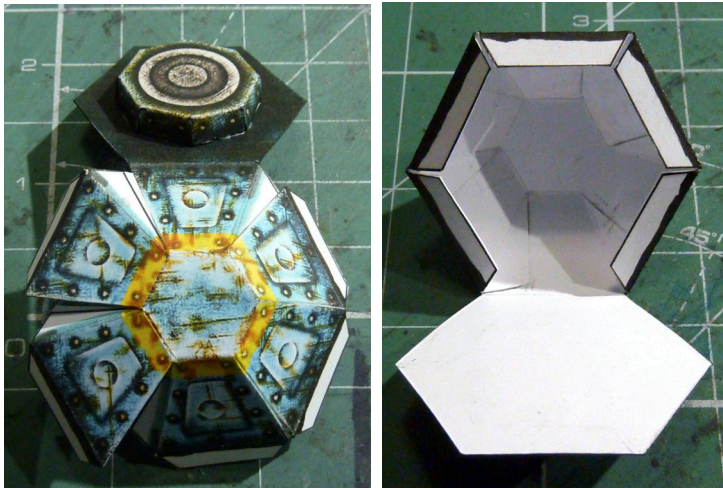
PART B-2

3



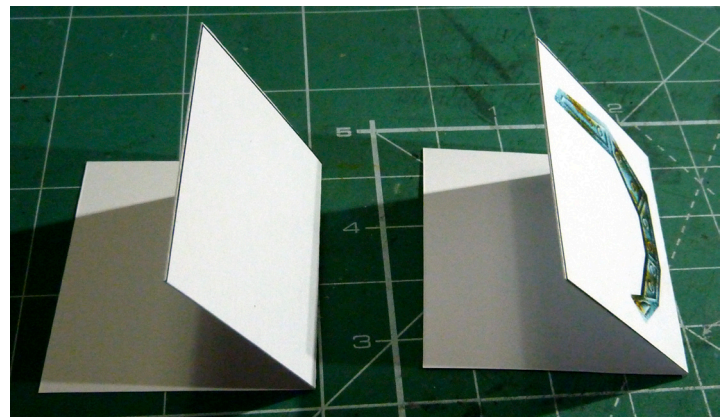
Then part of the B-2.2 glued to the base part of the B-2.1, and glue the wall parts B-2.1:

Part B-2.4 glue inserting part of the B-2.5 in. This part of the glued **glue stick**, then push the rubber roller.



**For more information, tips,
visit my blog:
www.darekpages.blogspot.com**

Allow to dry, slightly straighter when it begins to bend:



Part B 2.6- glued **glue stick**, push the rubber roller and allow to dry. Before the cut trace bends part form. Then glued **white glue** on the contact part B-2.4:



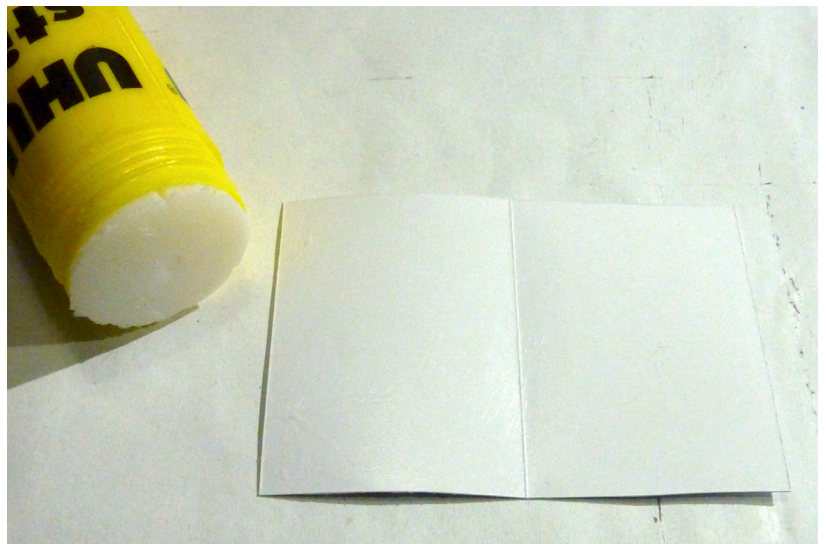
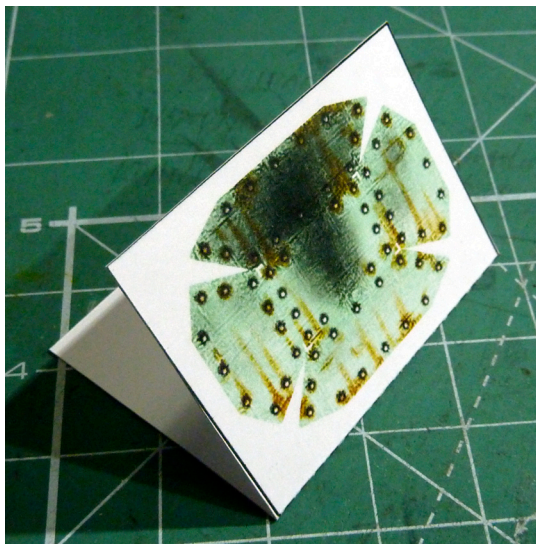
To part B-2.4 glued plywood B-2.7:

4

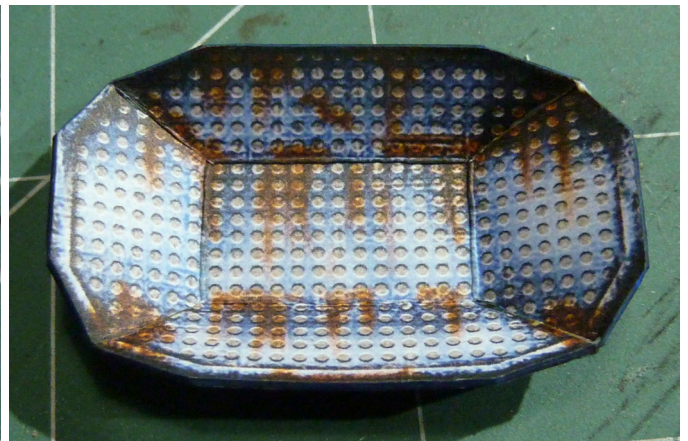
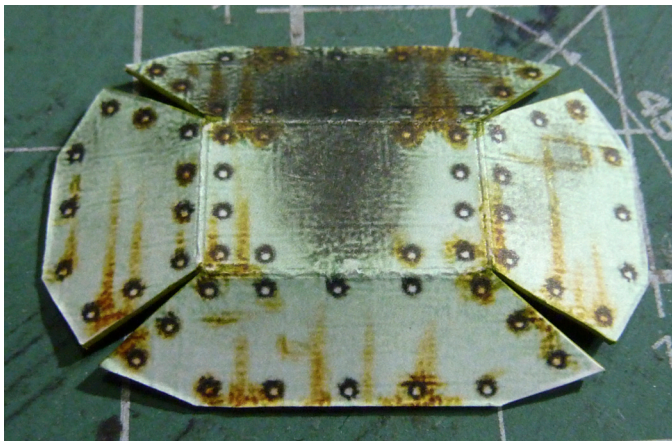


PART B-3

Part B-3.1, first trace bends, then glued **glue stick**, push the rubber roller and allow to dry:



Part B-3.1 best glued **white glue** on to the contact, but can also be sealed using a plywood 3.2..B-B-3.5:



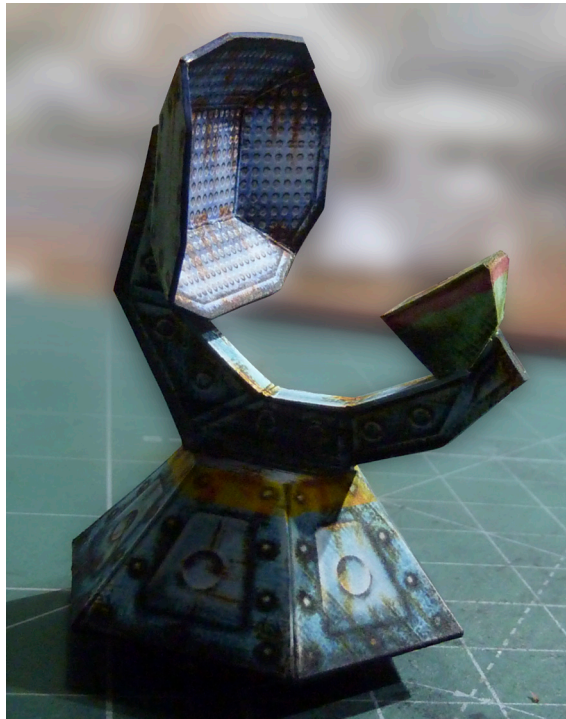
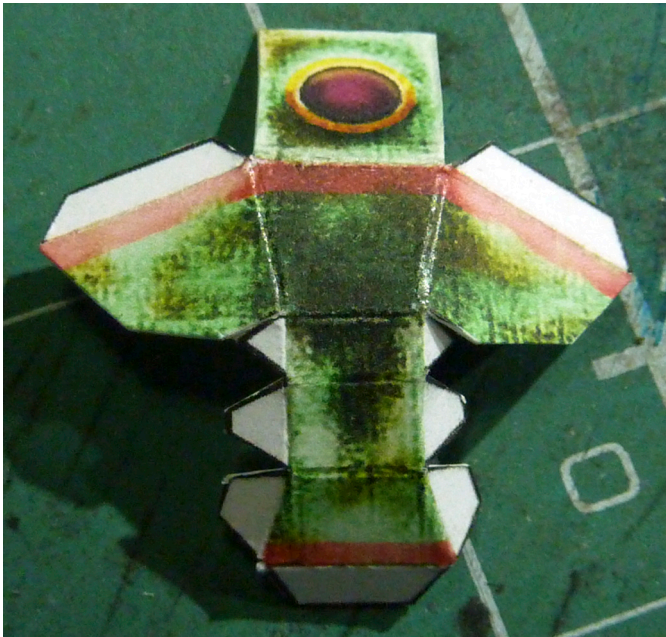
After gluing, part B-3.1 glued to parts of B-2.4:

5



PART B-4

Part B-4.1 trace bending, cut, molded and glued. After gluing glued to parts of B-2.4:



**If you have any problems with
the model, suggestions or other questions
please write by**

www.darekpages.blogspot.com

**Send me completed model images
of model in your game!**

**Its is possible to adapt the model
to the specific needs.**