

In 1942, a somewhat eccentric British-born inventor by the name of Geoffrey Pyke was working on a design for a vehicle intended for use by troops operating in deep snow conditions, such as those encountered in Norway, which was under German occupation at that time. The automotive system involved using two large helix screws operating in counter-rotating directions to propel the box-shaped vehicle over the snow. It was a complex design and, although a prototype vehicle was prepared for trials, the idea did not progress any further.

The concept of Pyke's vehicle came to the attention of the design team of the Studebaker Corporation, based in South Bend, Indiana. The trials involving Pyke's strange vehicle had proved the vehicle capable of travelling over snow, but its unconventional method of propulsion was complicated and impractical for use in battle conditions. It was decided to pursue the idea, but as a conventional tracked vehicle. Studebaker was awarded the contract to develop the idea further to produce a vehicle for the military, despite the fact the company had no experience in tracked vehicle production.

The result was known as the 'T15' Weasel, later to be termed the M28 Cargo Carrier. It was fitted with 15 inch wide French-designed "Kegresse-type" caterpillar tracks manufactured from rubber to which were attached metal plates, producing a ground pressure of 2.1 psi, which made the M28 an ideal all-terrain vehicle capable of operating over snow, swamp, and sand. The engine was mounted in the rear and the front wheel served as the drive sprocket for the tracks. The open-topped vehicle was fitted with two sets of well-spaced double-wheeled bogies and two return rollers to support the track. Studebaker produced more than 1,000 M28 Weasels before changing the design and introducing a range of modifications that completely changed the vehicle's appearance and greatly improved its overall performance.

These design changes were implemented in 1943 and created the T24, which became known as the M29 Weasel. It remained an open-topped, unarmored design and still operated in its intended primary role as a light cargo carrier but would go on to be developed into three versions from which armed types would be produced. The changes produced a completely different design, changing the roadwheel layout to four sets of double bogeys. The two return rollers were retained, and the width of the tracks was extended to 20 inches, which lowered the ground weight to less than 2 psi. The drive sprocket was transferred to the rear and the engine moved to the front, offset to the right with the driver's position on the left. This improved handling and made it easier to negotiate riverbanks when operating inland waterways including canals and flooded areas. The space created in the rear allowed three seats to be installed for passengers or radio equipment to be fitted.

READ BEFORE ASSEMBLY

CAUTION

- Read carefully and fully understand the instructions before commencing assembly. A supervising adult should also read the instructions if a child assembles the model.
- ●When assembling this kit,tools including knives used.Extra care should be taken to avoid personal injury.
- Keep out of reach of small children. Children must not be allowed to suck any part, or pull vinyl bag over their heads.





Be Careful Optional Instant Glue for Metal

PAINTS REQUIRED

Color info and profiles by Mig Jimenez

A.MIG-0033 Rubber & Tires



A.MIG-0035 Dark Tracks





Crystal Black

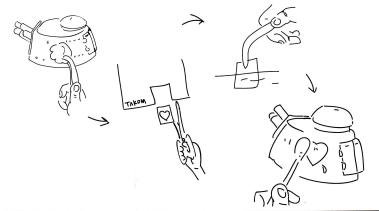
Olive Drab Base

MIG-0038 Light Wood

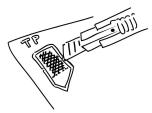
Crystal Periscope

APPLYING DECALS

- 1.Clean the model surface with a wet cloth.
- 2.Cut out each decal design from sheet, and dip it in tepid water for 15~20 sec.
- 3. Hold the backing sheet edge and slide decal onto the model.
- 4. Move decal into position by wetting decal with finger.
- 5. Press decal gently down with a soft cloth until excess water and air bubbles are gone.



REMOVING PE



Be careful not to hurt when removing PE parts.

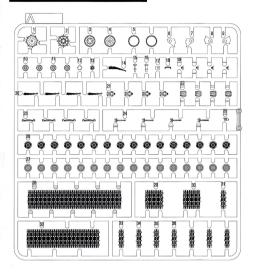


Secure using instant glue (not included).

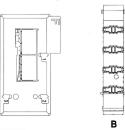


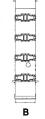
Finish using file.

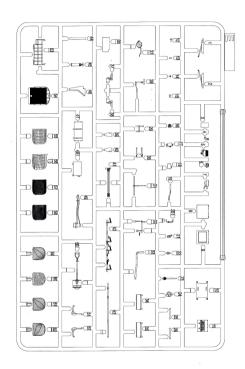
PARTS

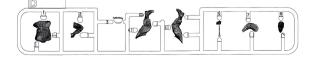


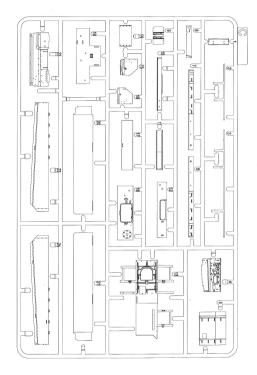
X2









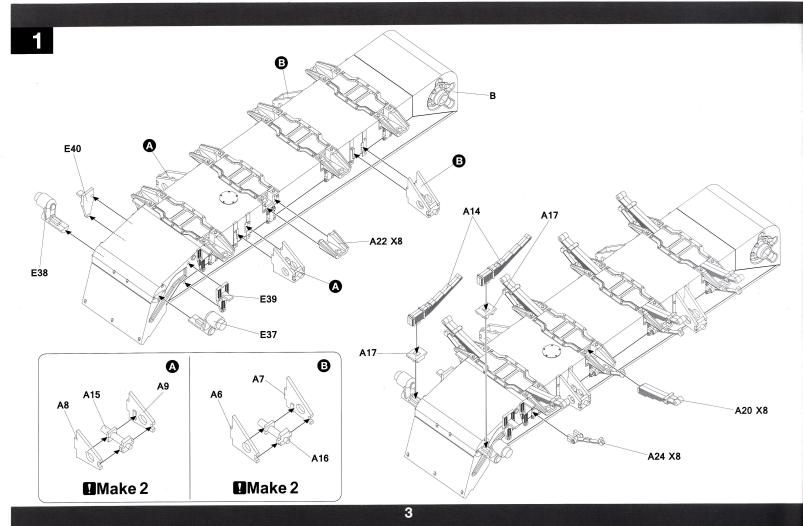


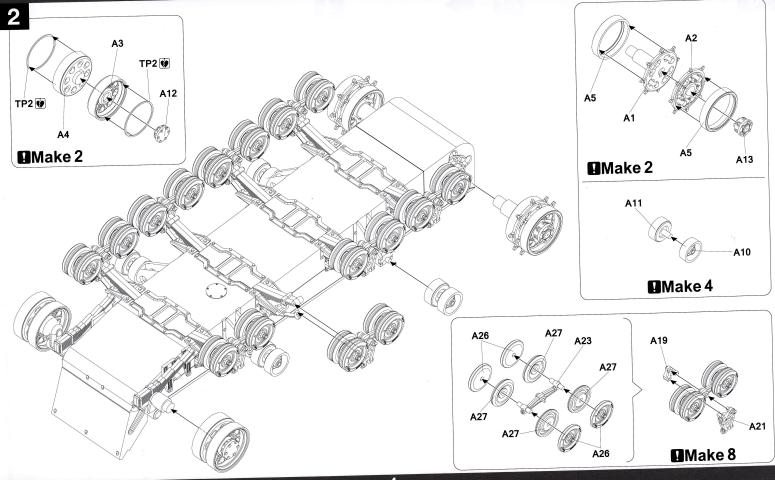


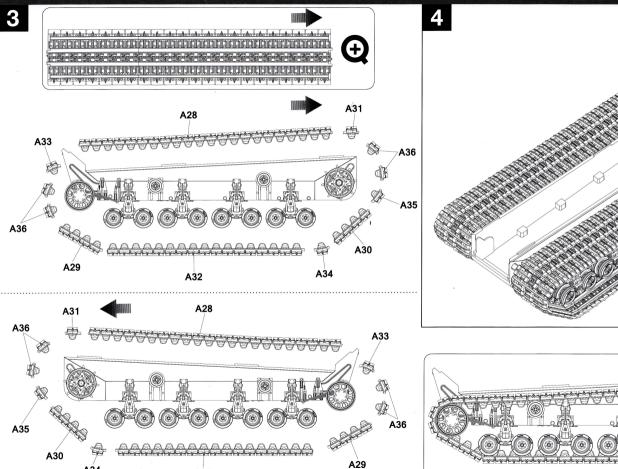


TP

Decal

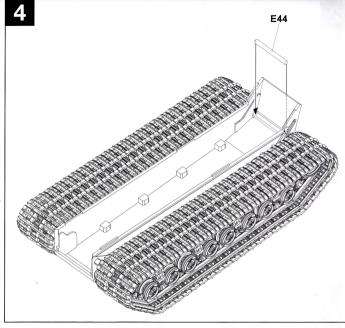


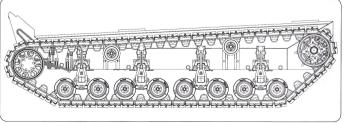


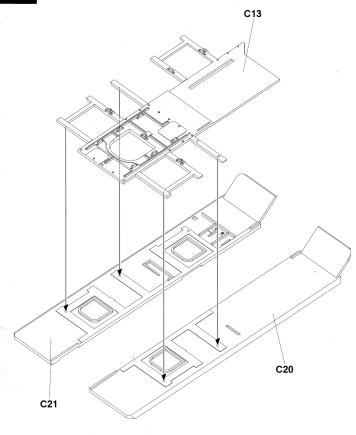


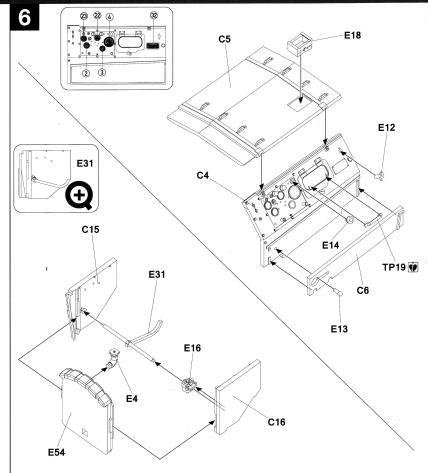
A34

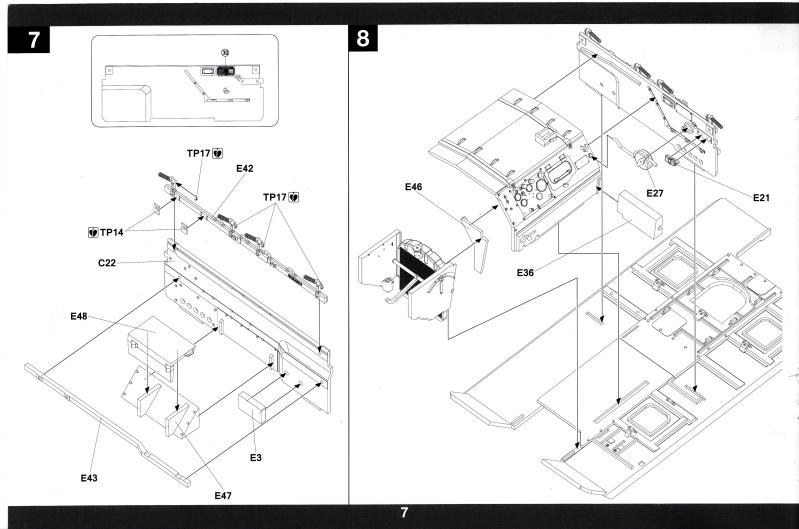
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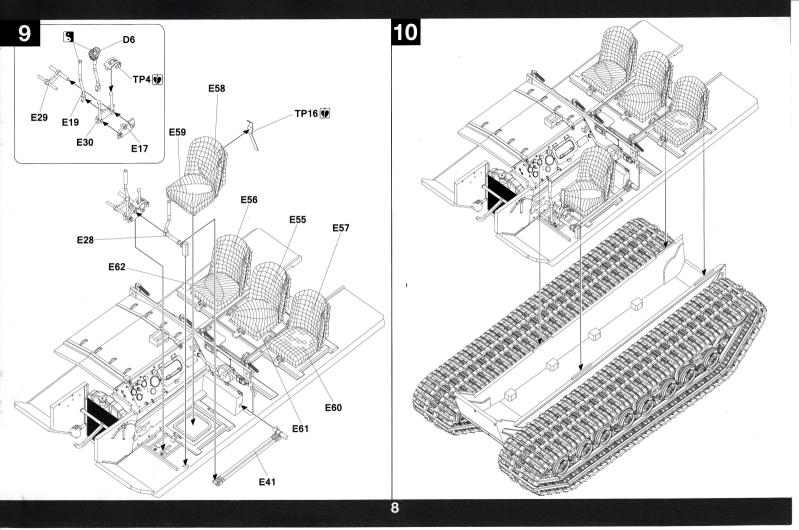




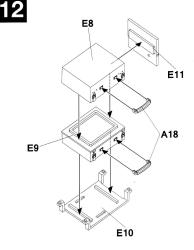


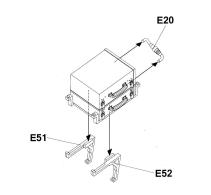


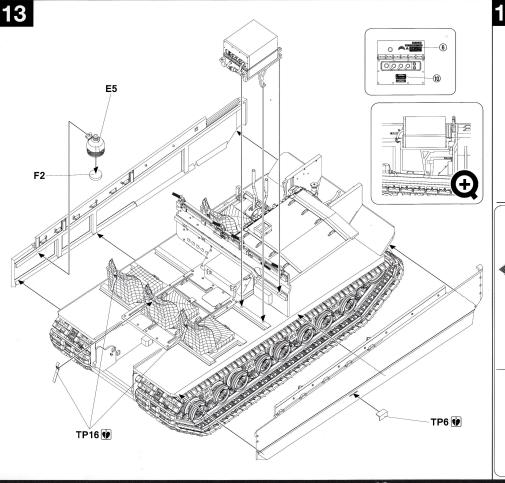


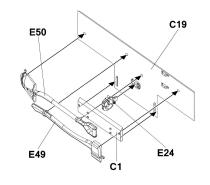


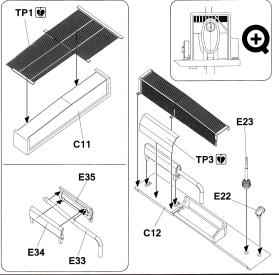
C7 C23 TP5 C8 C2 TP5₩ C24 СЗ TP5

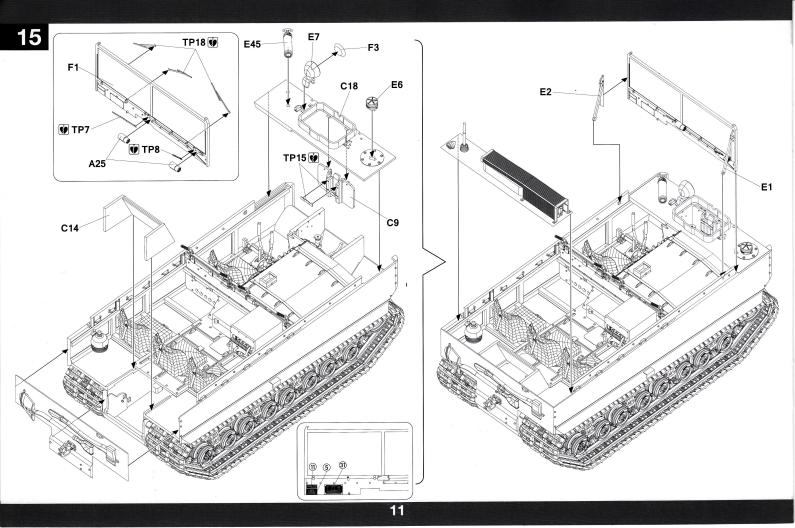


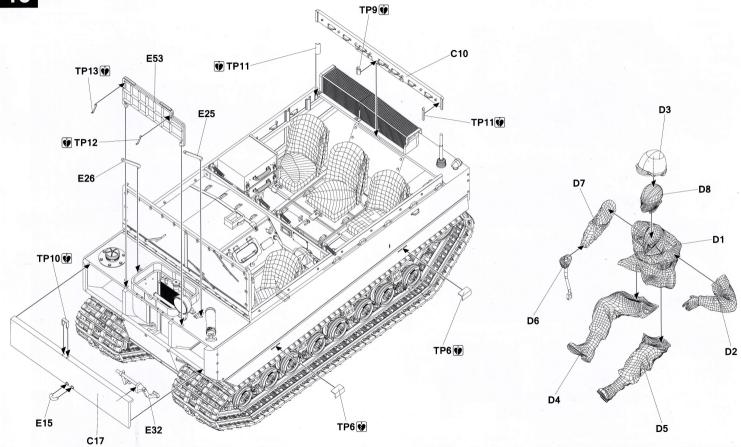














M29 WEASEL

A.MIG-1258 Streakingbrusher Dust

A.MIG-1508 Green for Grey Green A.MIG-1002 Tracks Wash





M29 WEASEL



A.MIG-1409 Fuel Stains

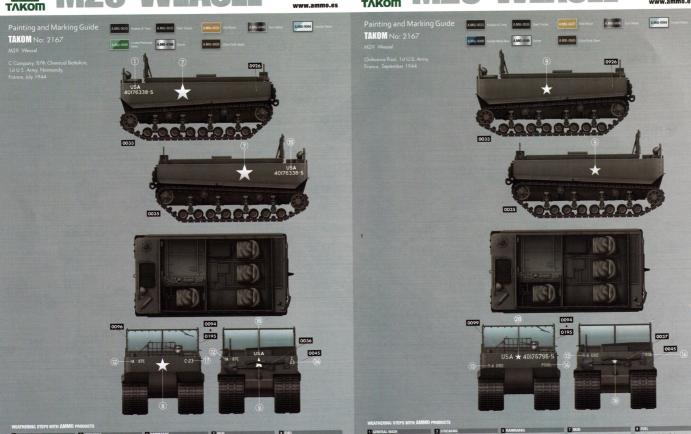
A.MIG-1408 Fresh Engine Oil

10 OIL

A.MIG-1702 Turned Earth

A.MIG-1751 Dry Steppe

A.MIG-3012 Sand Pigment



A.MIG-1409 Fuel Stains

A.MIG-1408 Fresh Engine Oil

A.MIG-1508 Green for Grey Green A.MIG-1002 Tracks Wash

10 OIL

A.MIG-1751 Dry Steppe



A.MIG-1010 Neutral Wash

A.MIG-0822 Ochre

A.MIG-0857 Grey Shader

A.MIG-0853 Dirt Shader

A.MIG-0608



A.MIG-1409 Fuel Stains

A.MIG-1408 Fresh Engine Oil

A.MiG-0822 Ochre

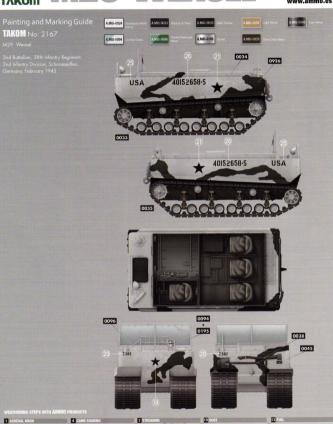
A.MIG-3029 Winter Soil Pigment

A.MIG-1705 Wet Mud

A.MIG-1754 Damp Earth



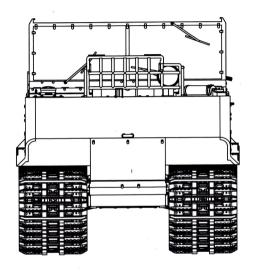




A.MIG-1002 Tracks Wash

A.MIG-0024 **TAKOM** No: 2167 A.MIG-0094 AMIG-0195 0024 0926 0094 0099 0036 0045 4 CAMO SHADING A.MIG-1255 Streakingbrusher Winter Grime A.MIG-1409 Fuel Stains A.MIG-1010 Neutral Wash A.MIG-0857 Grey Shader A.MIG-3029 Winter Soil Pigment 2 CAMO FADING A.MIG-1705 Wet Mud A.MIG-3501 Oibrusher White A.MIG-0853 Dirt Shader A.MIG-0608 Drybrush Light A.MIG-1002 Tracks Wash A.MIG-1754 Damp Earth

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