



GERMAN 75mm PAK 40 ANTI-TANK GUN



H-2107-3800

At war's beginning, the German Wehrmacht was receiving supplies of the Krupp manufactured PAK 38 50 mm Anti-tank Gun. It was intended that this should become Germany's standard anti-tank weapon, but it was soon apparent that a somewhat larger caliber gun would be needed to counter the expected improvements in tank armor. Thus, in 1940, Krupp scaled up the PAK 38 gun to 75 mm, and the resulting PAK 40 was one of the best anti-tank guns to come out of the war.

The 75 mm PAK 40 was lightweight and therefore easily transported. It had a torsion bar suspension which was very advanced for its time. It had both a good field and rate of fire, and its double baffle muzzle brake was highly effective in minimizing recoil.

The PAK 40 could stand up to any Allied tank and defeat it. It was often mounted on different chassis as a form of self-propelled anti-tank artillery.

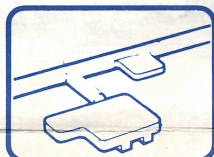
It fired a 75 mm round capable of piercing 130 mm (5") of armor at 1,000 meters (3,281'). The maximum rate of fire was one round every 5 seconds.

GERMAN 75 mm PAK 40 SPECIFICATIONS	
Length: 6.185 meters (in tow), or approximately 20.5'
Length: 5.5 meters (in battery) approximately 18'
Width: 2.08 meters (in tow), or approximately 7'
Width: 4.48 meters (in battery), or approximately 14.5'
Weight: 1,500 kg (in tow), approximately 3307.5 lbs.
Weight: 1,425 kg (in battery), approximately 3,142 lbs.
Gun Length:	... 46 caliber or 3.45 meters (11.5')

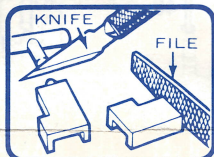
They were issued to infantry and anti-tank regiments, and they served on every front from 1941 to the end of the war.

GET YOUR TOOLS READY:

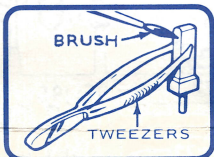
BEFORE YOU BEGIN



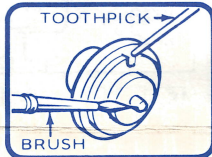
REMOVE PART WHEN CALLED FOR



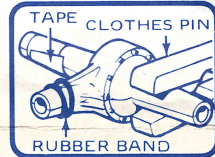
TO REMOVE AND TRIM PARTS



TO HOLD PARTS



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.

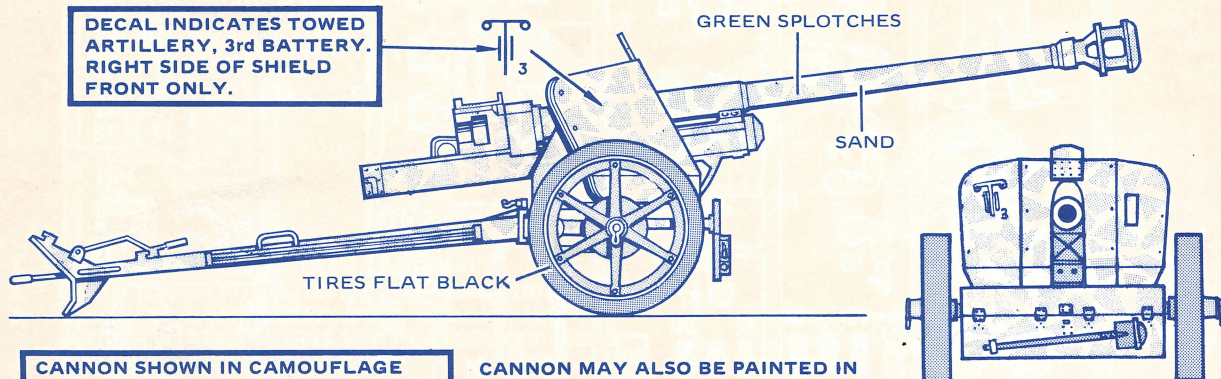
4. Paint small parts **before** detaching from runner.

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.

2 VIEW PAINTING AND DECAL PLACEMENT FOR GERMAN 75 MM PAK 40 ANTI-TANK GUN

REFER TO BOX COVER FOR AID IN PAINTING AND DECAL PLACEMENT



CANNON MAY ALSO BE PAINTED IN OVERALL DARK GRAY

PAK 40 COLORS REQUIRED

H-2107-3800

Molded Color is MED. GRAY

Use F.S. 36173 if painting.

- Gold F.S. 17043
- Flat Black..... F.S. 37038
- Flat Brown..... F.S. 30108
- Flat Flesh..... F.S. 33717
- Flat Olive Green..... F.S. 34097
- Flat Light Gray F.S. 36231
(Sand Version)
- Flat Sand F.S. 30257

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

Mix a little BLACK with OLIVE GREEN for DARK GREEN
F.S. 34052 (Collars)

Mix a small amount of GREEN with LIGHT GRAY to get FIELD GRAY for the crew's uniforms. F.S. 34159

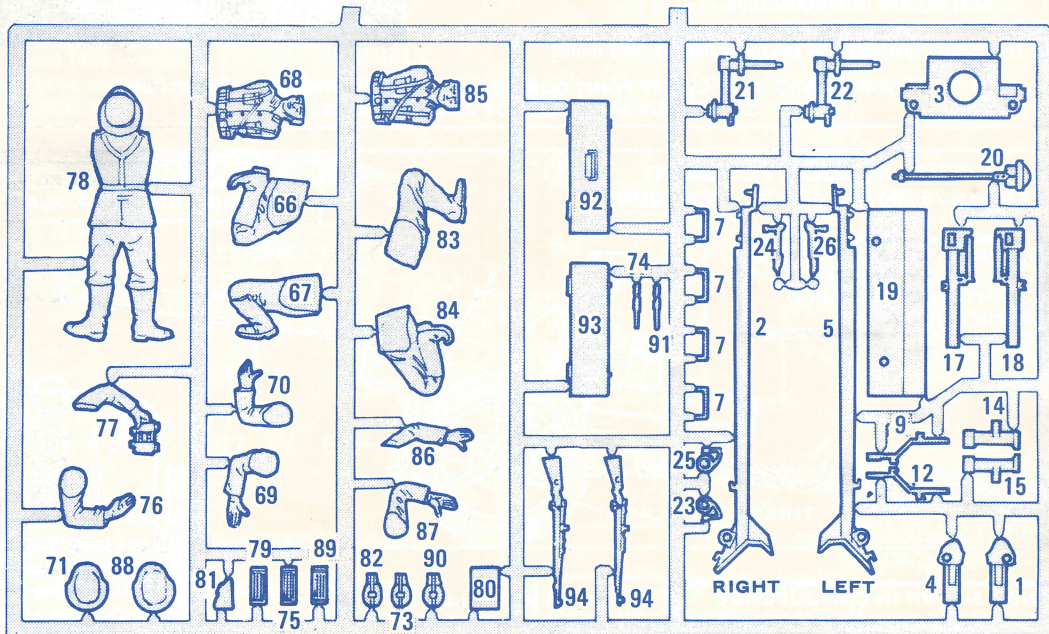
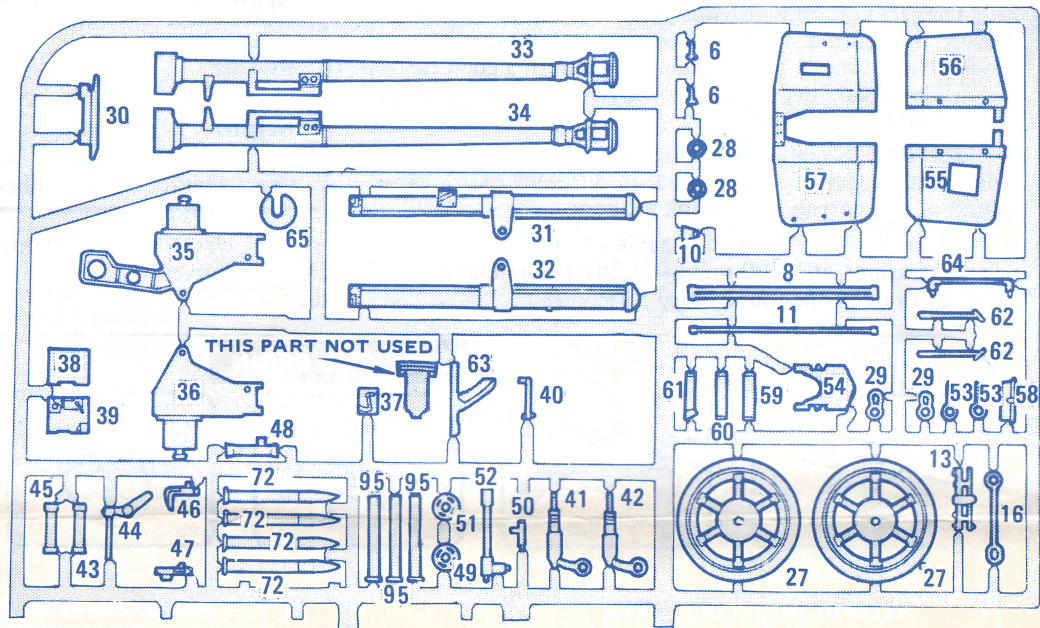
Mix a little BROWN with GOLD for an old brass color.

Mix a little LIGHT GRAY with BROWN for WOOD BROWN.

Red piping on shoulder epaulettes may be added if desired.

CAUTION

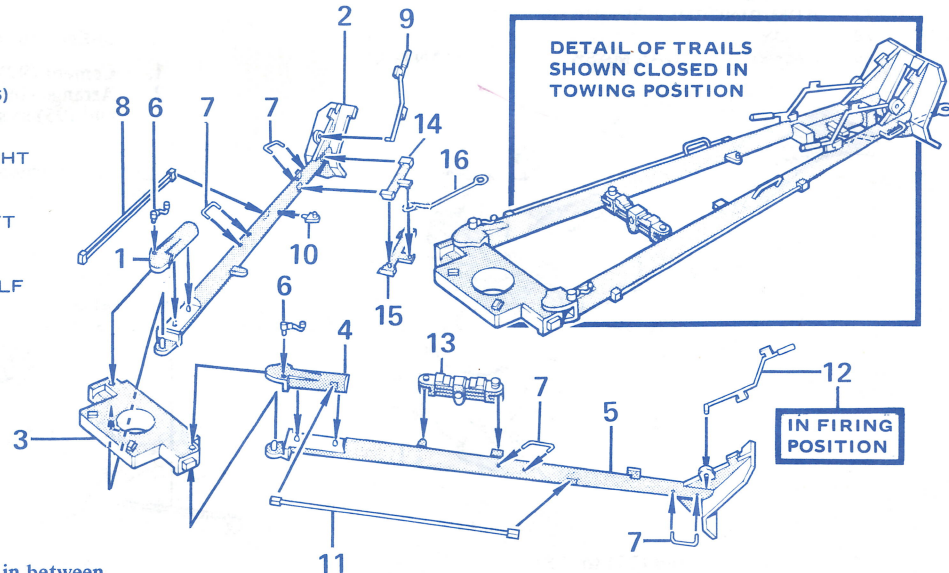
PLASTIC PARTS NOT NUMBERED. USE THIS AS A GUIDE IN ASSEMBLING THIS KIT. DO NOT REMOVE PARTS UNTIL YOU ARE READY TO USE THEM.



1

TRAILING ARM ASSEMBLY

- 1 TRAIL PIVOT, UPPER RIGHT
- 2 TRAIL, RIGHT
- 3 BASE
- 4 TRAIL PIVOT, UPPER LEFT
- 5 TRAIL, LEFT
- 6 TRAIL LOCK LEVER (2 Parts)
- 7 U HANDLE (4 Parts)
- 8 RODS
- 9 HANDSPIKE, FOLDING, RIGHT
- 10 TOWING EYE REST
- 11 ROD
- 12 HANDSPIKE, FOLDING, LEFT
- 13 TRAILS LINK BAR
- 14 TOW FITTING, TOP HALF
- 15 TOW FITTING, BOTTOM HALF
- 16 TOWING EYE

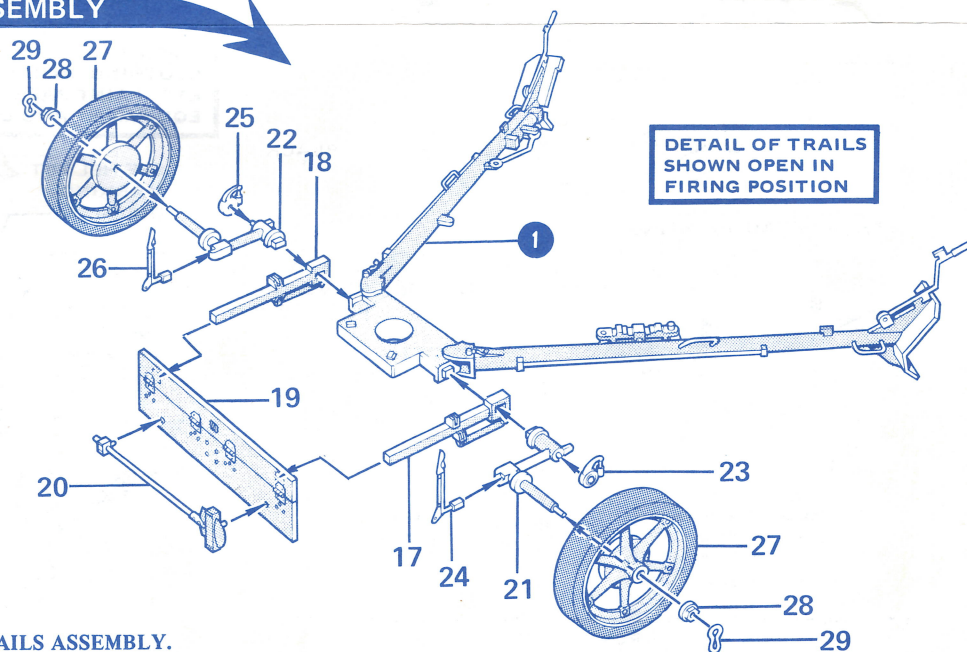


1. Cement (1) to (2) trapping (3) in between.
2. Cement (4) to (5) trapping (3) in between.
3. Cement one part (6) to (1) and one part (6) to (4).
4. Cement two parts (7) to (2) and two parts (7) to (5).
5. Decide if you want the TRAILS SPREAD for firing or CLOSED for towing.
6. Cement (8), (9), and (10) to (2).
7. Cement (11) and (12) to (5).
8. Cement (14) to (15) trapping (16) in between and cement assembly to (2). DO NOT CEMENT (16).
9. Cement (13) to (5) or to (2) and (5) as required.

2

WHEEL/AXLE ASSEMBLY

- 17 SHIELD MOUNT, LEFT
- 18 SHIELD MOUNT, RIGHT
- 19 SHIELD, LOWER
- 20 SHOVEL
- 21 AXLE, LEFT
- 22 AXLE, RIGHT
- 23 DAMPER, LEFT
- 24 BRAKE, LEFT WHEEL
- 25 DAMPER, RIGHT
- 26 BRAKE, RIGHT WHEEL
- 27 WHEEL (2 Parts)
- 28 NUT (2 Parts)
- 29 DRAG LINK EYE (2 Parts)

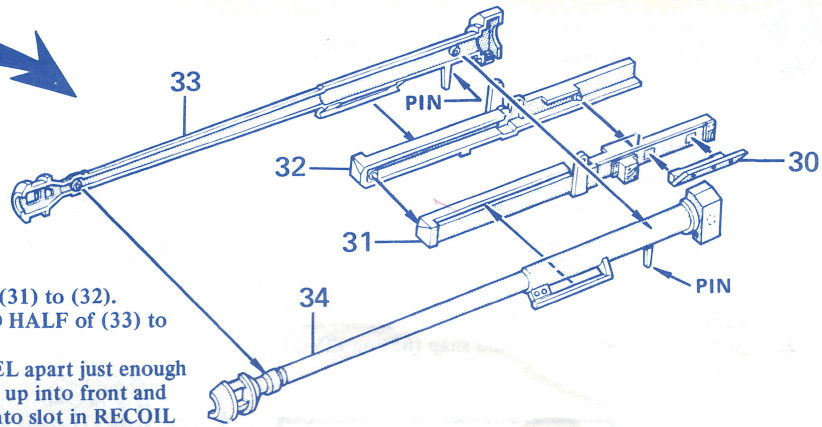


1. Cement (17) and (18) to TRAILS ASSEMBLY.
2. Cement (19) to (17) and (18) and then cement (20) to (19).
3. Cement (21) to (17) and (22) to (18) and be sure to SQUARE UP THESE PARTS VERY CAREFULLY AND LET DRY.
4. Cement (23) and (24) to (21).
5. Cement (25) and (26) to (22).
6. Place but DO NOT CEMENT one (27) and (28) on each axle.
7. Cement one (29) on each axle.

3

GUN ASSEMBLY

- 30 LOCKING SLIDE
- 31 RECOIL MECHANISM, LEFT
- 32 RECOIL MECHANISM, RIGHT
- 33 BARREL, RIGHT HALF
- 34 BARREL, LEFT HALF

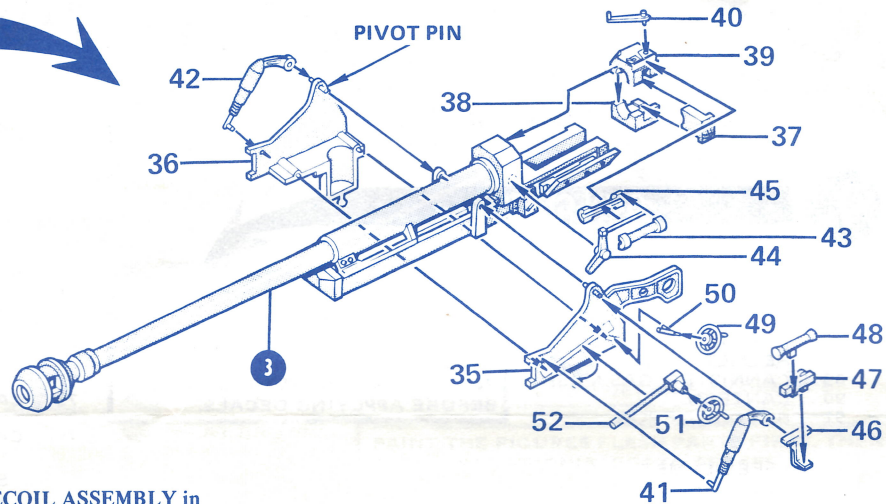


1. Cement (30) to (31) and then cement (31) to (32).
2. Carefully cement only the FORWARD HALF of (33) to (34) and allow to dry.
3. Carefully spread rear halves of BARREL apart just enough to allow placing RECOIL ASSEMBLY up into front and rear BARREL GUIDES and the PIN into slot in RECOIL ASSEMBLY. Be sure parts engage properly and cement rear halves of BARREL together.

4

GUN DETAILS

- 35 CRADLE/GUARD, LEFT
- 36 CRADLE, RIGHT
- 37 BREECH BLOCK
- 38 BREECH, LOWER HALF
- 39 BREECH, UPPER HALF
- 40 BREECH BLOCK LEVER
- 41 EQUILIBRATOR, LEFT
- 42 EQUILIBRATOR, RIGHT
- 43 CYLINDER, LEFT HALF
- 44 PISTON LEVER
- 45 CYLINDER, RIGHT HALF
- 46 ROCKING BAR
- 47 SIGHT BASE
- 48 SIGHT
- 49 TRAVERSE WHEEL
- 50 SHAFT
- 51 ELEVATION WHEEL
- 52 SHAFT/GEAR BOX

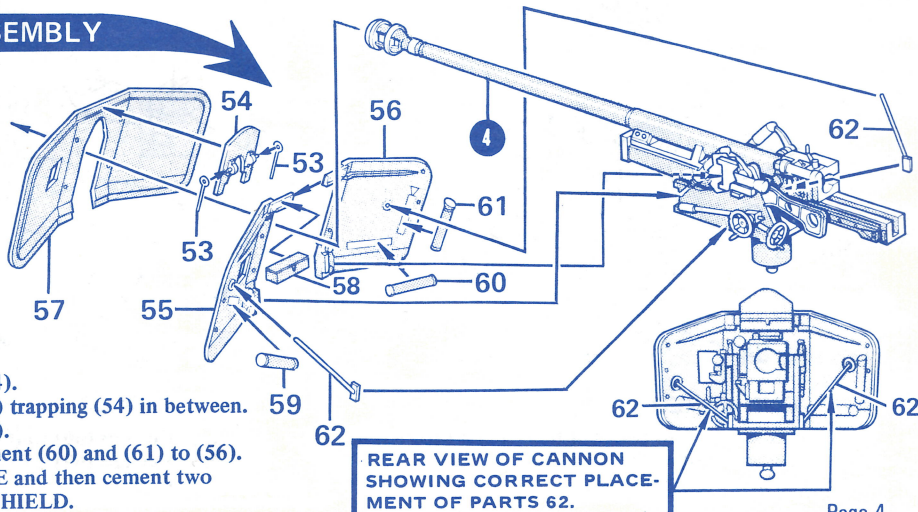


1. Cement (35) to (36) trapping RECOIL ASSEMBLY in between on the PIVOT PINS.
2. Cement (37), (38), (39), and (40) together and then cement to GUN ASSEMBLY.
3. Cement (41) and (42) to sides of CRADLE ASSEMBLY.
4. Cement (43), (44), and (45) together and then cement to GUN ASSEMBLY.
5. Cement (46), (47), and (48) together and then cement to CRADLE ASSEMBLY.
6. Cement (51) to (52) and then cement to CRADLE ASSEMBLY.
7. Cement (49) to (50) and then cement to CRADLE ASSEMBLY.

5

SHIELD/GUN ASSEMBLY

- 53 SHIELD LINK (2 Parts)
- 54 SHIELD, SLIDING
- 55 SHIELD, INNER, LEFT
- 56 SHIELD, INNER, RIGHT
- 57 SHIELD, OUTER
- 58 TOOL BOX
- 59 TUBE, LEFT
- 60 TUBE, RIGHT
- 61 CONTAINER
- 62 STRUT, SUPPORT (2 Parts)



1. Cement two parts (53) to (54).
2. Cement (55) and (56) to (57) trapping (54) in between.
3. Cement (58) to (55) and (56).
4. Cement (59) to (55) and cement (60) and (61) to (56).
5. Cement SHIELD to CRADLE and then cement two parts (62) to CRADLE and SHIELD.

REAR VIEW OF CANNON
SHOWING CORRECT PLACE-
MENT OF PARTS 62.

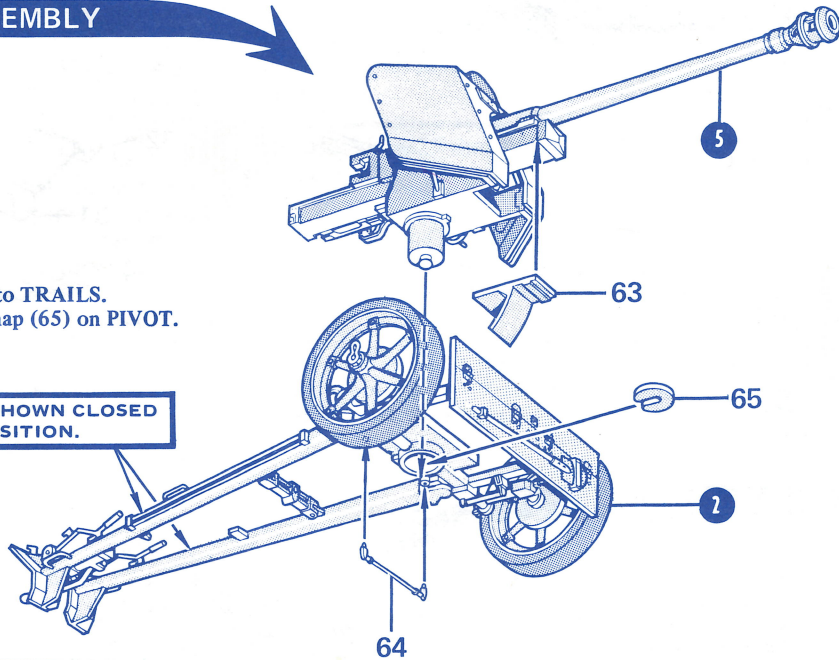
6

GUN/TRAIL ASSEMBLY

- 63 SECTOR
- 64 LINK
- 65 PINTLE CLIP

1. Cement (63) to GUN and (64) to TRAILS.
2. Mount GUN on TRAILS and snap (65) on PIVOT.

GUN TRAILS SHOWN CLOSED IN TOWING POSITION.



7

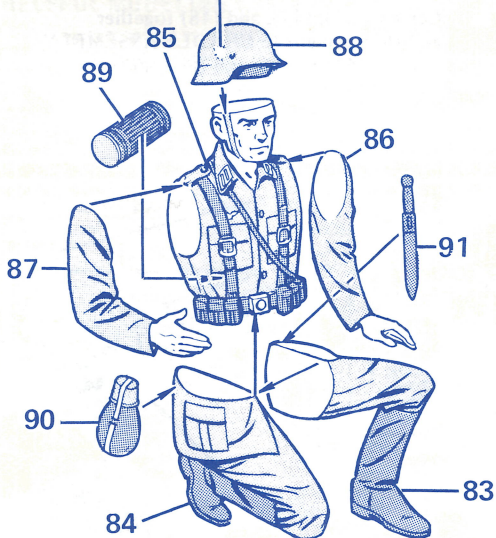
GUN CREW

- 83 LEG, LEFT
- 84 LEG, RIGHT
- 85 TORSO
- 86 ARM, LEFT
- 87 ARM, RIGHT
- 88 HELMET
- 89 CANNISTER, GAS MASK
- 90 CANTEEN
- 91 BAYONET/FROG

REFER TO STEPS 8 AND 9 FOR COMPLETE PAINTING INSTRUCTIONS BEFORE APPLYING DECALS.

- 66 LEG, LEFT
- 67 LEG, RIGHT
- 68 TORSO
- 69 ARM, LEFT
- 70 ARM, RIGHT
- 71 HELMET
- 72 75 mm A P ROUND
- 73 CANTEEN
- 74 BAYONET/FROG
- 75 CANNISTER, GAS MASK

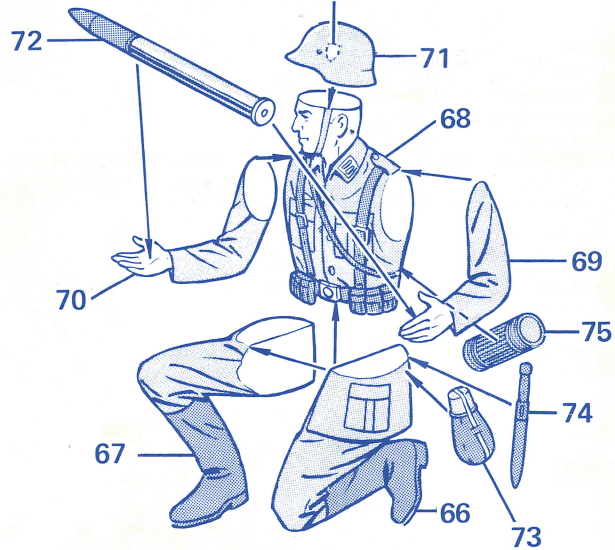
SEE HELMET MARKING DIAGRAM



GUN LAYER

1. Cement (83) to (84) and then cement to (85).
2. Cement (86), (87), and (88) to (85).
3. Cement (89), (90), and (91) to FIGURE.

SEE HELMET MARKING DIAGRAM



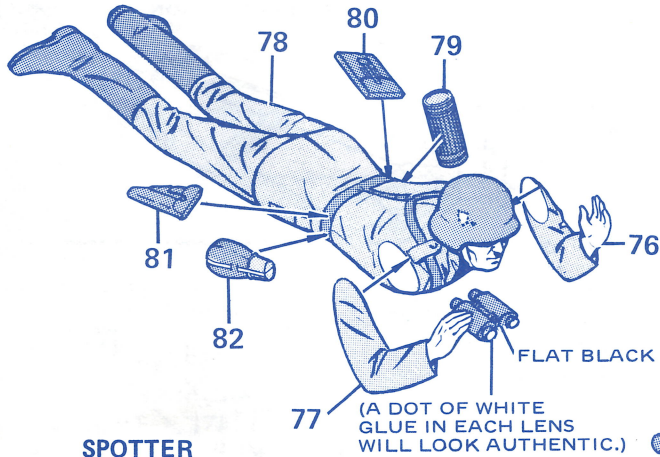
GUN LOADER

1. Cement (66) to (67) and then cement to (68).
2. Cement (69), (70), and (71) to (68).
3. Cement (72), (73), (74), and (75) to FIGURE.

8

GUN SPOTTER / AMMUNITION

- 76 ARM, LEFT
- 77 ARM/BINOCULARS, RIGHT
- 78 BODY
- 79 CANNISTER, GAS MASK
- 80 CASE, MAP
- 81 HOLSTER, PISTOL
- 82 CANTEEN

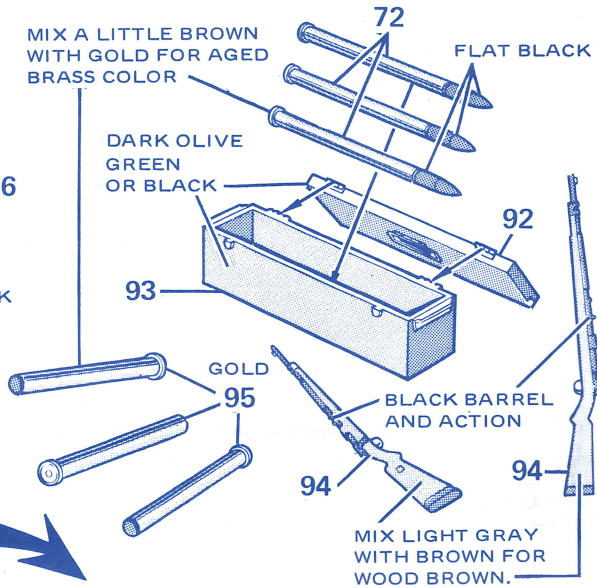


SPOTTER

1. Cement (76) and (77) to (78).
2. Cement (79), (80), (81), and (82) to FIGURE.

- 72 75 mm A P ROUND (3 Parts)
- 92 LID, AMMO BOX
- 93 BOX, 75 mm AMMO
- 94 7.92 mm MAUSER, MOD KAR 98 RIFLE (2 Parts)
- 95 SPENT 75 mm CASE (3 Parts)

1. Cement (92) to (93) as shown.
2. Arrange Gun, Soldiers, Box, and parts (72), (94), and (95) as shown on BOX COVER.



9

PAINTING AND DECAL PLACEMENT

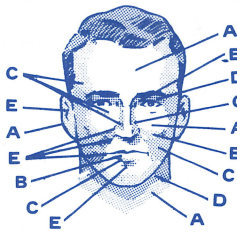
**HELMET DECALS
REICHSWEHR**



WAFFEN SS ONLY

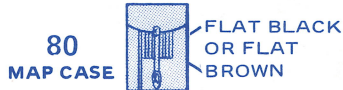


FACE DETAIL PAINTING



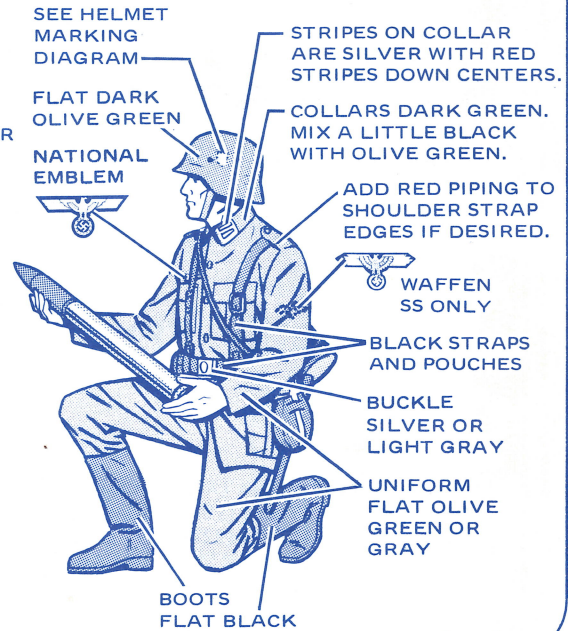
- A - Flesh Tone
- B - Pinkish Flesh Tone
- C - Light Shadow
- D - Medium Shadow
- E - Dark Shadow

FIELD EQUIPMENT



REFER TO BOX COVER FOR AID IN PAINTING AND DECAL PLACEMENT

PAINT THE FIGURES FLESH PARTS FIRST, THEN CLOTHING, INSIGNIA, BOOTS, STRAPS, BUCKLES, ETC. PAINT BASIC FIGURE BEFORE ADDING EQUIPMENT AND DECALS.



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.