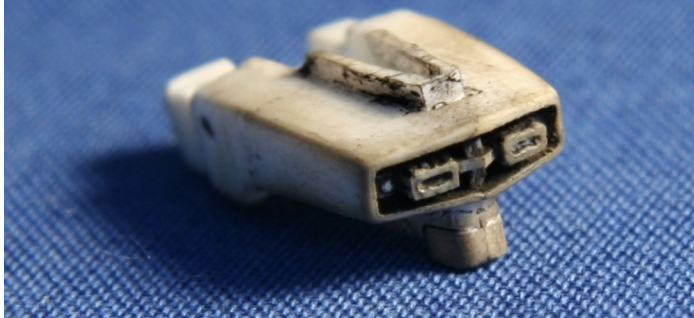




Enhanced Torpedo Launcher for Polar Lights 1:1000 Refit



Preparing the Replacement Part

Resin parts should always be carefully washed with soap to remove mold release agents.

Preparing the Model

Before cutting into the kit plastic, it is important to note that the two halves of the kit-supplied neck piece are not properly mirrored, and thus do not directly align. Measure the length on either side of the replacement part and mark a vertical line on the plastic to remove.

At the top of the launcher, cut into the corner with the neck at a 45° angle, then sand the resulting cut flat. Also, remove the reinforcement strip that interferes with the part, as shown.

The replacement part has alignment tabs that should fit easily when the cut is properly shaped. Some sanding may be required before this can occur.

Applying Replacement Part

Using cyanoacrylate glue or epoxy, secure the replacement part in place. Polystyrene cement will not work with polyurethane resin. Tabs are provided for easier alignment and adhesion.

Fill and sand any gaps at the outer surface of the hull.

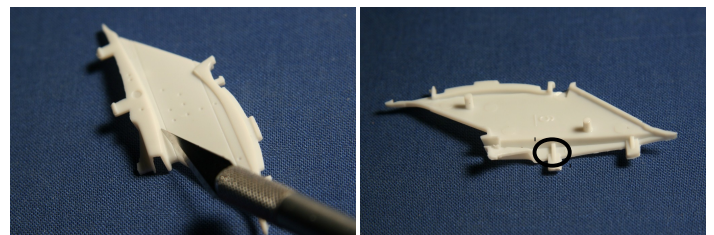
Lighting (clear part only)

A channel is provided that should fit a 3mm red LED. The sides of the LED can be painted black to avoid leaking red light. Alternatively, consider painting the inside of the part clear red and using the ambient white light used for window illumination.

Painting

There is no special way to paint the launcher. To preserve fine detail, it may be prudent to mask off the launcher during priming and main painting. The launcher can be painted black or dark gray, and dry-brushed a lighter gray or silver to bring out the details.

For clear parts and lighting, suggest painting as above and then carefully scraping the front of the launcher tubes to reveal light from within.



Cut at 45° and sand.

Remove reinforcement.