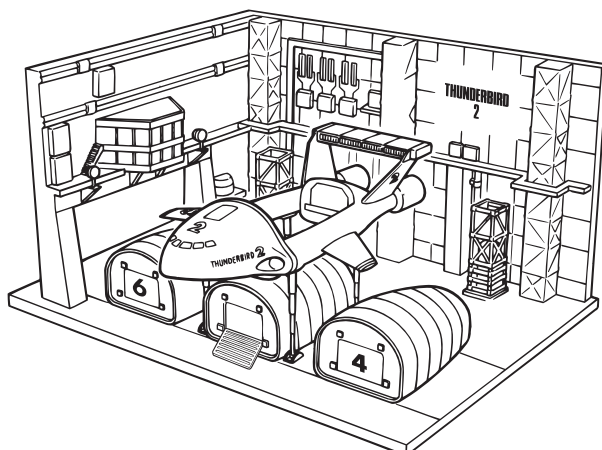


AiP10011

# THUNDERBIRD 2 LAUNCH BAY



## Paint colour references:

We recommend using the following Humbrol paint colours:  
(Paints not included)

<b>11</b> SILVER	<b>82</b> MATT ORANGE LINING
<b>19</b> GLOSS BRIGHT RED	<b>105</b> MATT MARINE GREEN
<b>21</b> GLOSS BLACK	<b>128</b> SATIN US COMPASS GREY
<b>33</b> MATT BLACK	<b>140</b> MATT GULL GREY
<b>34</b> MATT WHITE	<b>154</b> MATT INSIGNIA YELLOW
<b>53</b> GUNMETAL	<b>164</b> SATIN DARK SEA GREY
<b>60</b> MATT SCARLET	<b>200</b> GLOSS PINK
<b>64</b> MATT LIGHT GREY	<b>27003</b> POLISHED STEEL
<b>77</b> MATT NAVY BLUE	

The original Thunderbirds television series was produced in a time before CGI and computers. Skilled model makers and technicians created several models in varying scales depending on the shot required in the storyline. This coupled with camera lighting from different angles means the various craft do appear to be different colours in certain scenes. The paint codes provided are a basic guide and we would suggest watching the episodes and referring to the box photo for further detailed information.

## How to apply decals:

Waterslide decals are supplied with this model kit.  
Please follow these instructions when applying.

- Cut out the decal to the required shape using scissors or a craft blade.
- Dip the decal in water for 10 to 20 seconds.
- Place decal in the desired position and slide it gently from the backing sheet using tweezers
  - Adjust position if required and dry excess water with a soft cloth.

## You will also need: (not included)



Plastic  
Cement



Sprue  
Nipper



Craft  
Knife



Tweezers

## Symbol guide:

← Glue here

← - - - No glue required



**ADVENTURES IN PLASTIC**  
A Bachmann Europe Production


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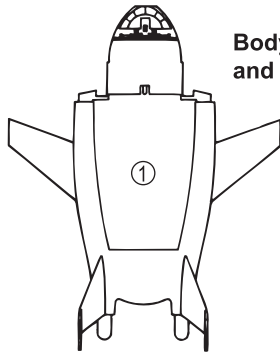


Carefully check the contents of the kit, including parts and decals, before assembly.

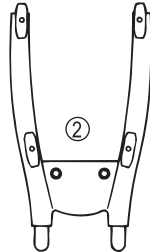
## PARTS LIST

 Parts not required

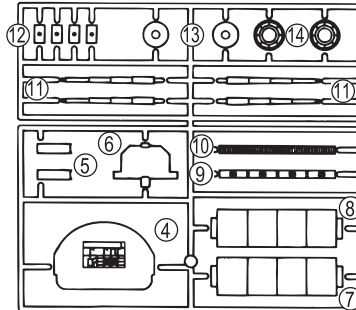
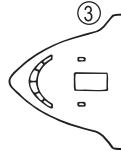
This kit does not include paints or glue. Please purchase them separately.



Body - upper  
and lower



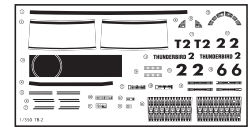
Sprue B



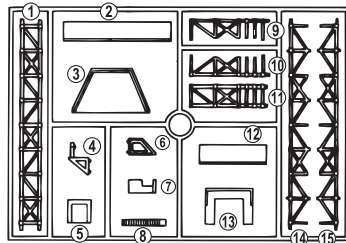
TB2 window



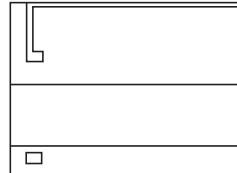
TB2 decal



Sprue D - 3pcs.



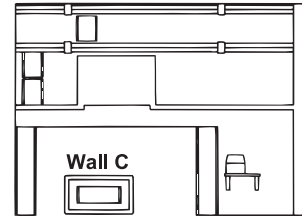
Printed Floor Panel



Floor Base



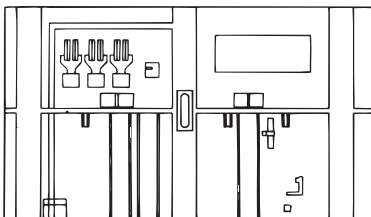
Wall B



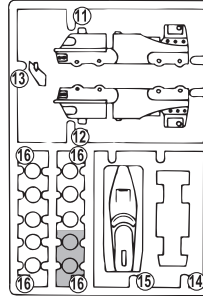
Wall C



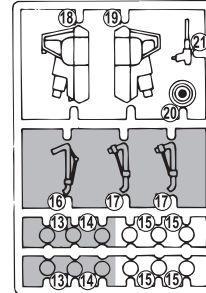
Wall A



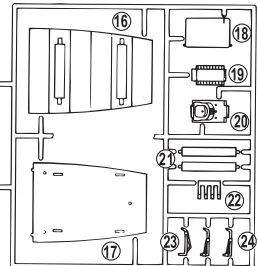
Sprue M



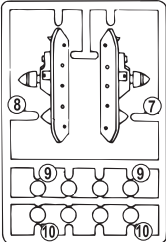
Sprue E



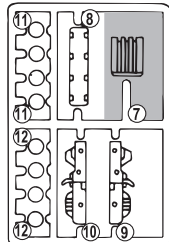
Sprue L - 3pcs.



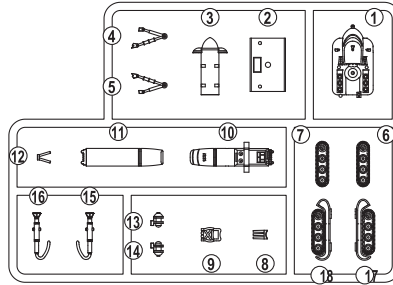
Sprue F



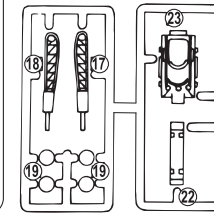
Sprue G



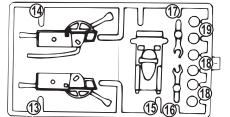
Sprue I



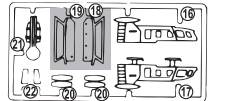
Sprue H



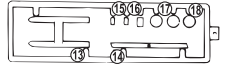
Sprue J1



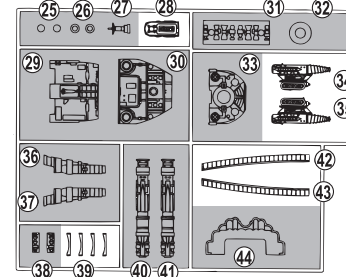
Sprue J2



Sprue J3



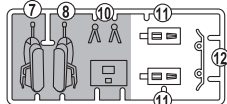
Sprue K



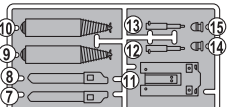
Window 2pcs.



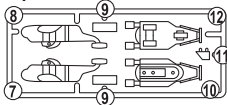
Sprue Y1



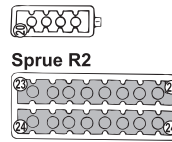
Sprue Y2



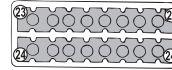
Sprue Y3



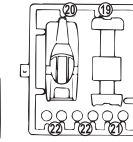
Sprue R1



Sprue R2



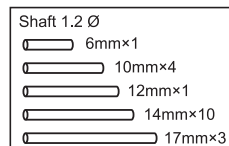
Sprue R3



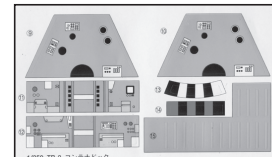
Pod Decal



Shaft set

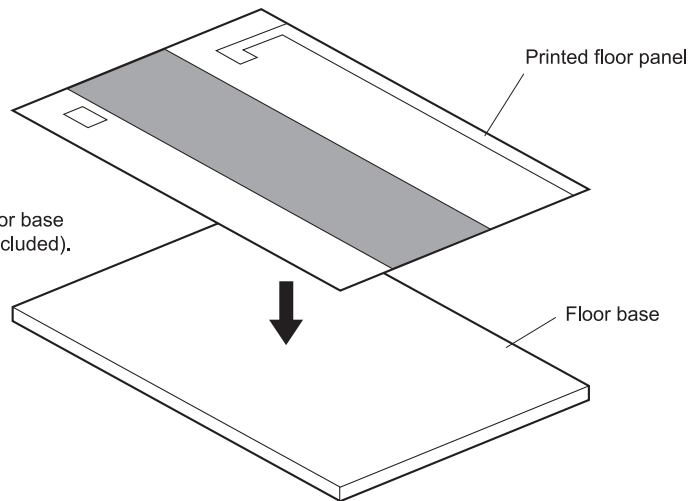


Stickers

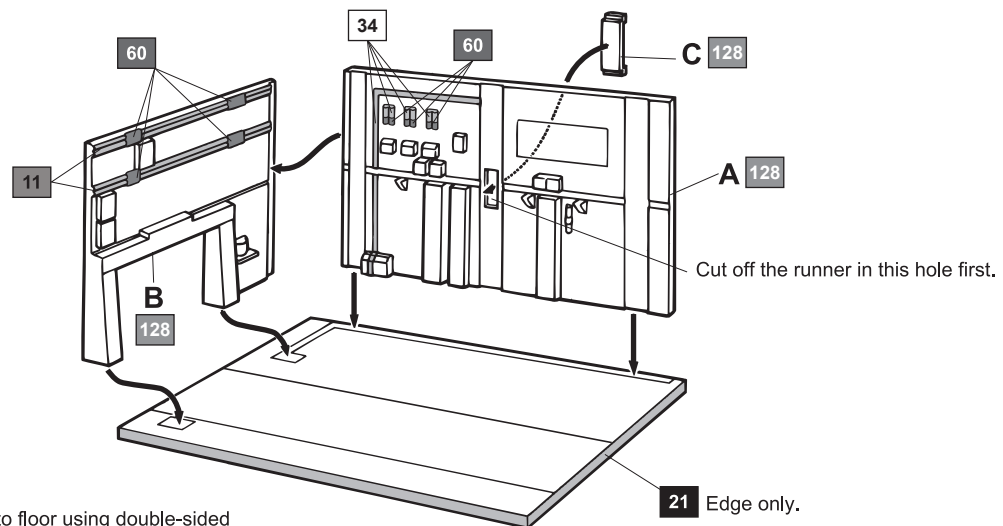


## 1 Floor assembly

- Fix the printed floor panel to floor base using double-sided tape (not included).



## 2 Wall assembly



- Fix the walls to floor using double-sided tape (not included).

We recommend that you paint the walls before fixing any parts.

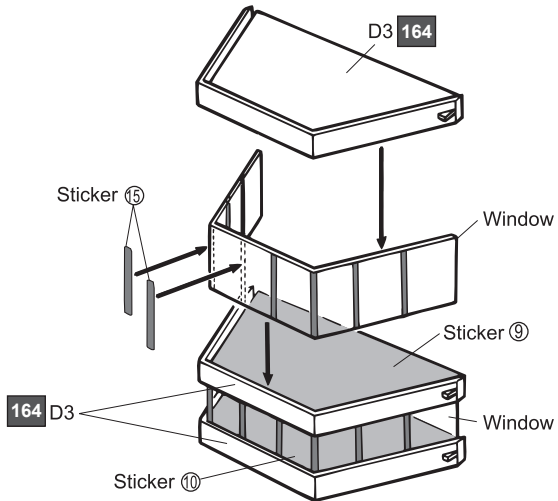
Tip:

By mixing the grey colours a greater variation of tones can be achieved and a more realistic and accurate model can be produced.

### 3 Observation deck assembly

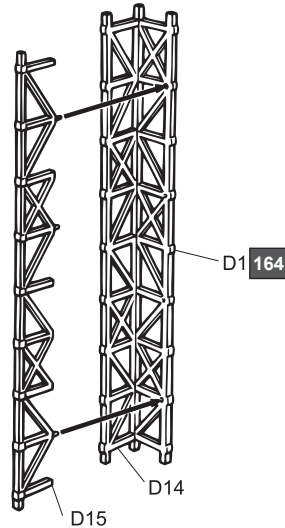
#### a Observatory assembly

Apply stickers before assembling.

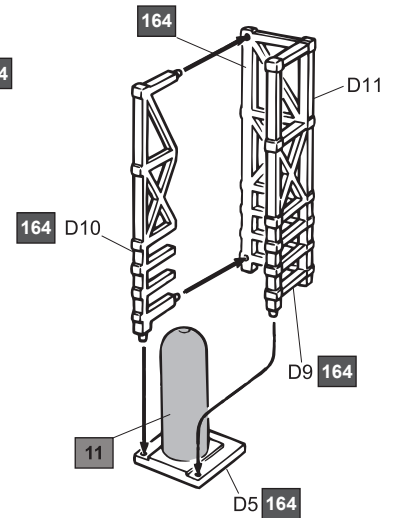


#### Pillars:

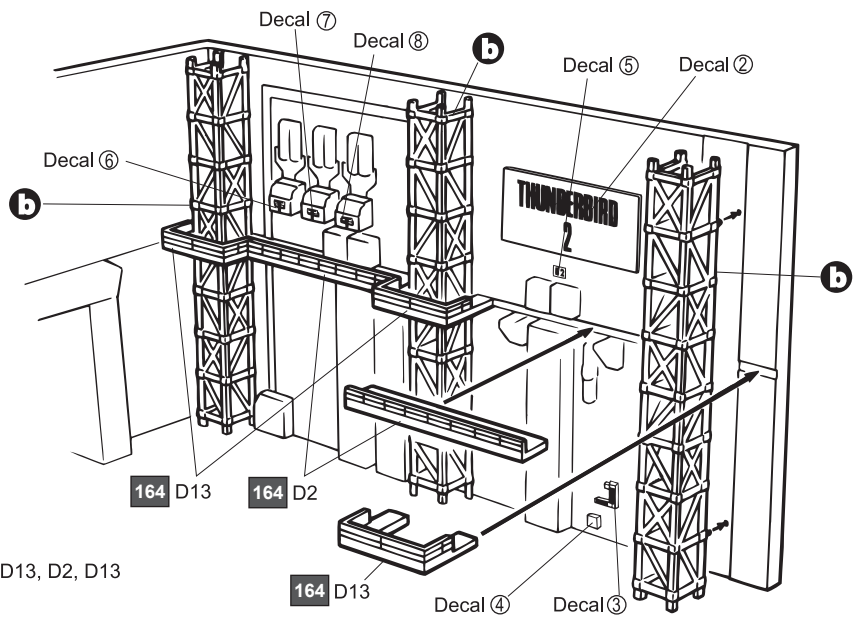
##### b Assemble 3 sets.



##### c Assemble 2 sets.



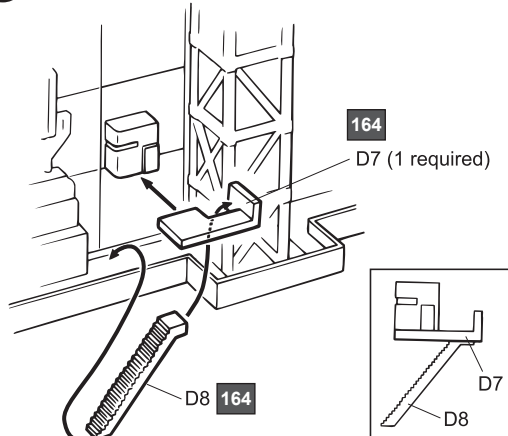
### 4 Launch Bay assembly 1



• Glue assembled parts **b** first.

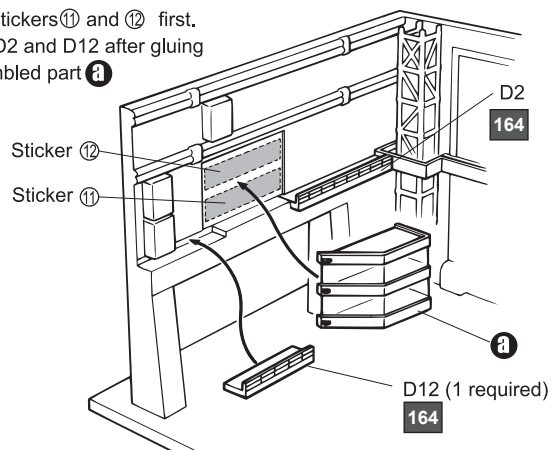
• Then glue in this order: D13, D2, D13, D2, D13

## 5 Launch Bay assembly 2

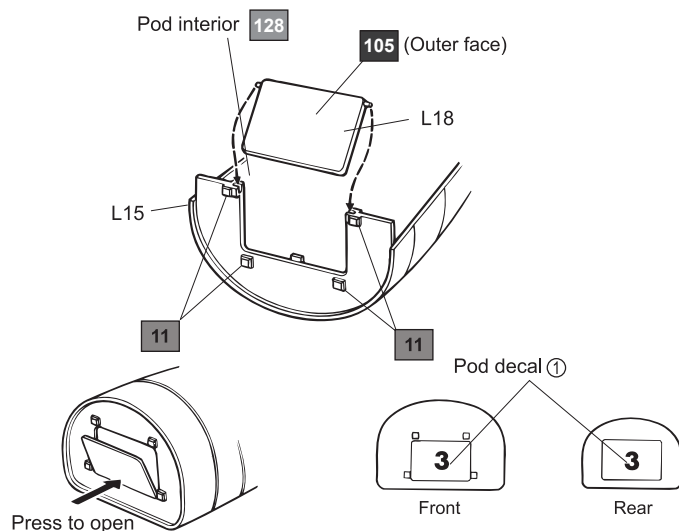
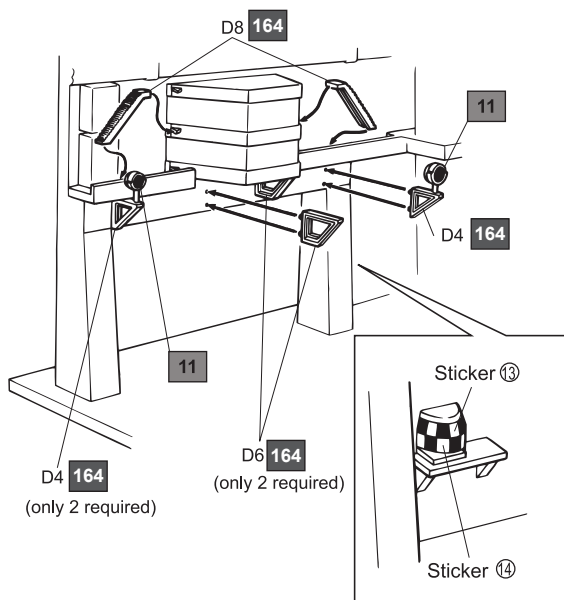


## 6 Launch Bay assembly 3

- Affix stickers 11 and 12 first.
- Glue D2 and D12 after gluing assembled part a

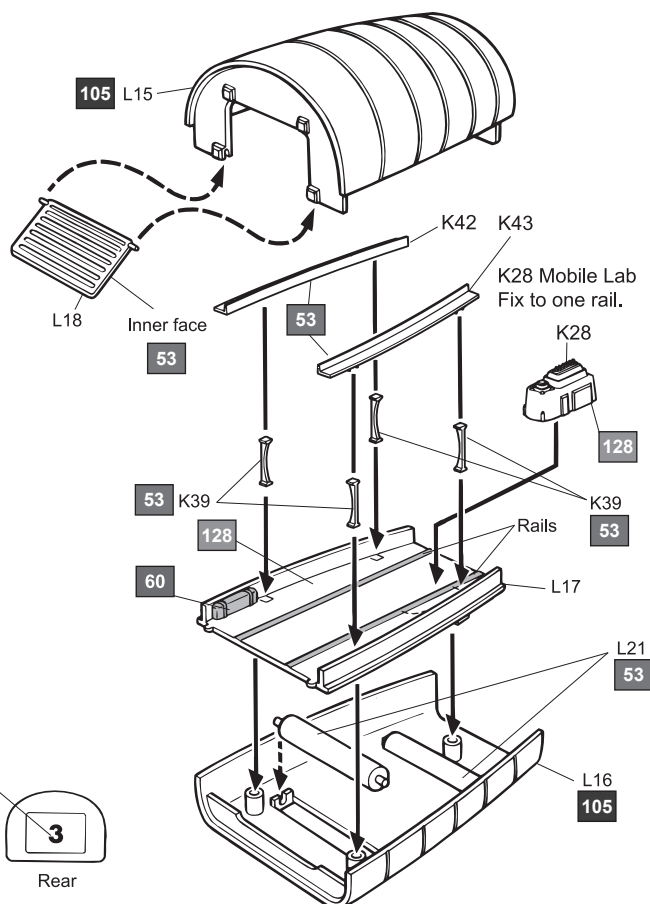


## 7 Launch Bay assembly 4



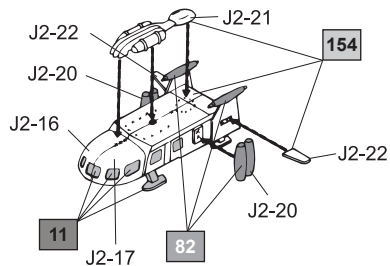
## 8 Pod assembly

- Do not glue L18 (Door) or L21 (Rollers) - these are movable parts
- 3 pods can be assembled

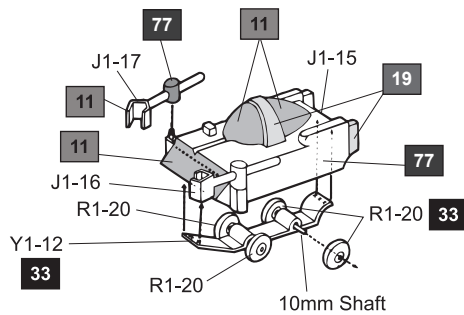


## 9 Assembly of Pod vehicles 1

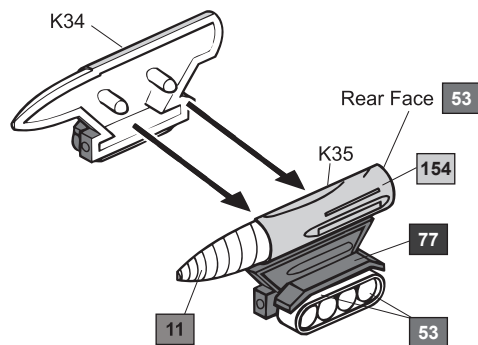
### Helijet (Jumping Jack)



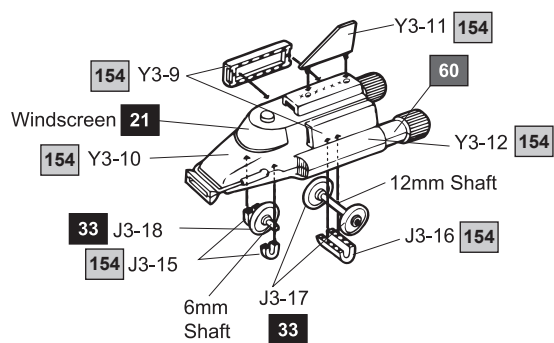
### Excavator



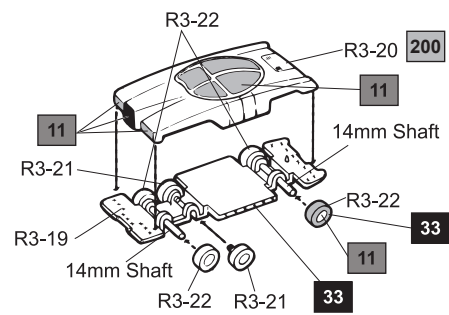
### Mole



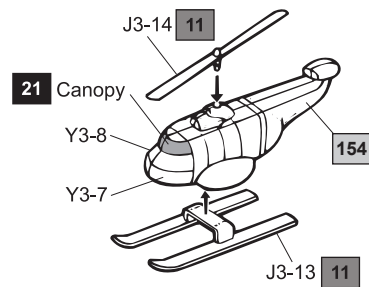
### Thunderbird 4



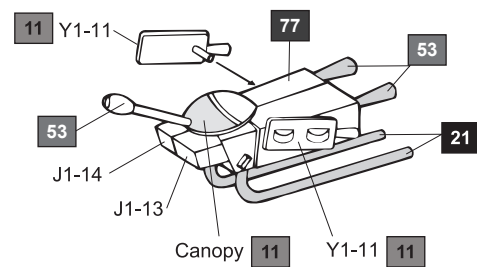
### FAB 1



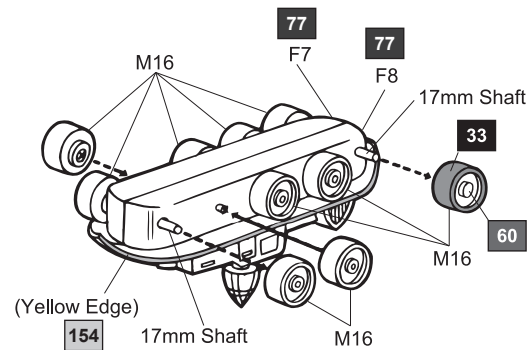
### Helicopter



### Police Helijet



### Elevator Machine

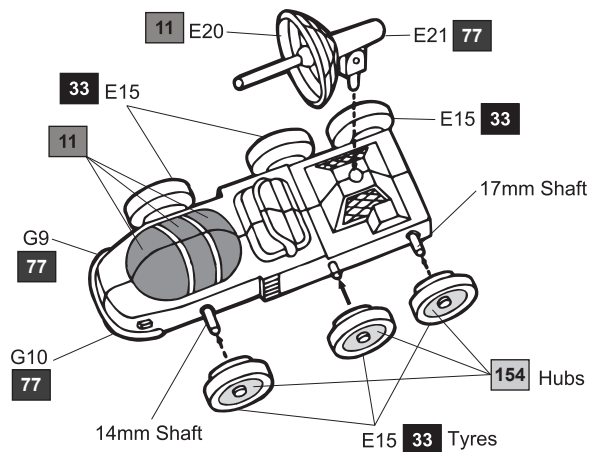




## 10 Assembly of Pod vehicles 2

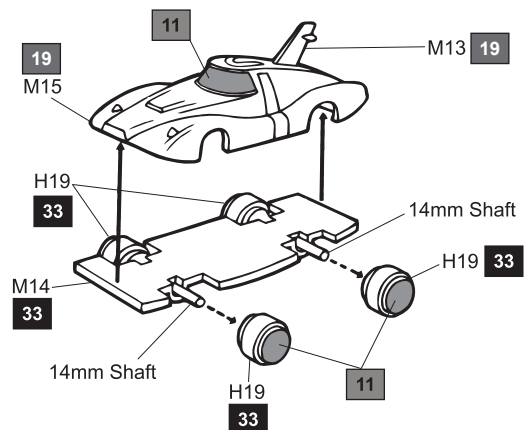
### Radio Transmitter Vehicle

Glue G9 to G10 before inserting 14mm & 17mm shafts and then gluing E15 to each shaft end.



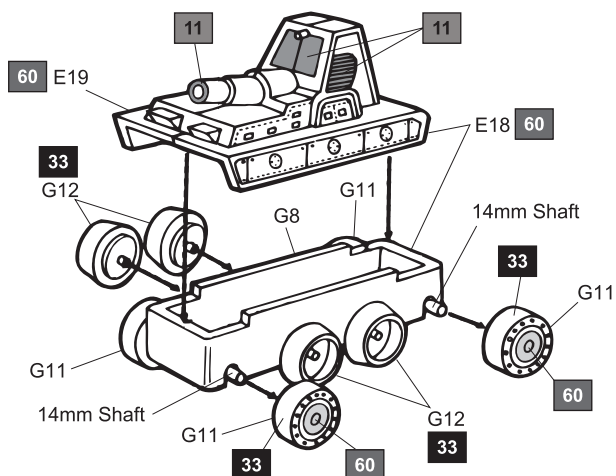
### Alan's Racecar

Glue M14 to M15 before inserting 14mm shaft and then gluing H19 to each shaft end.

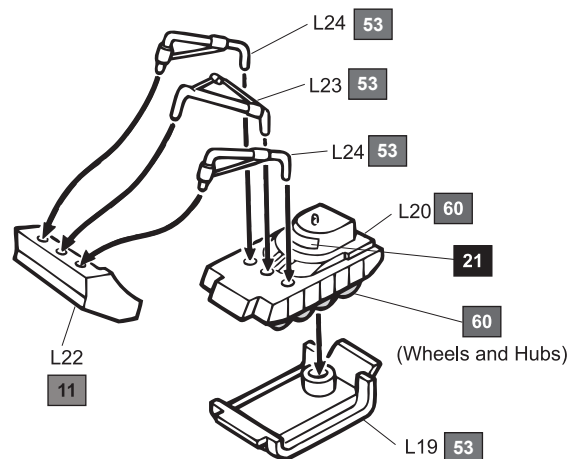


### Thunderizer

Insert 14mm shaft through G8, before gluing G11 to each shaft end.

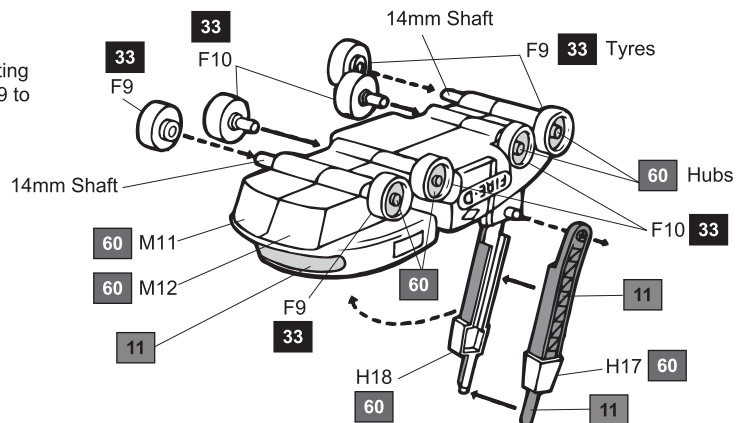


### Excavator



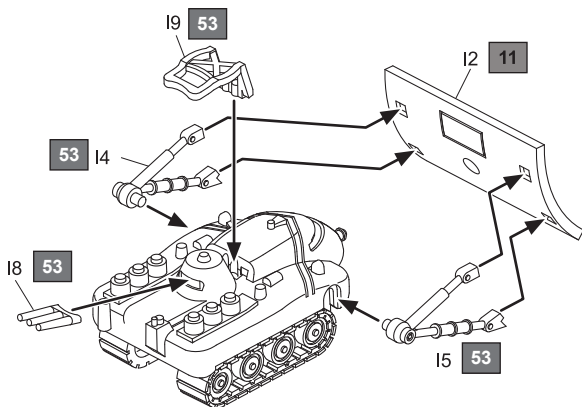
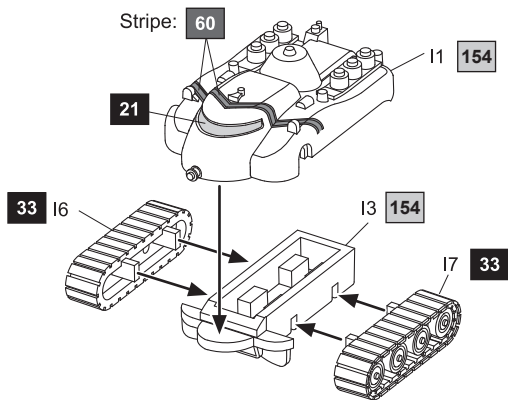
### Fire Appliance

Glue M11 to M12 before inserting 14mm shaft and then gluing F9 to each shaft end.

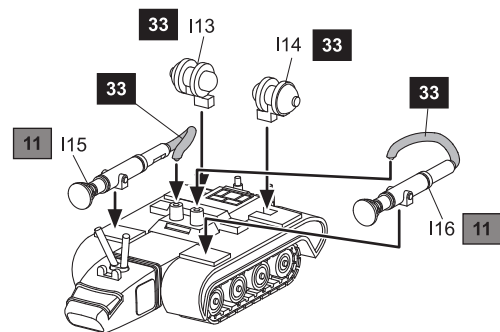
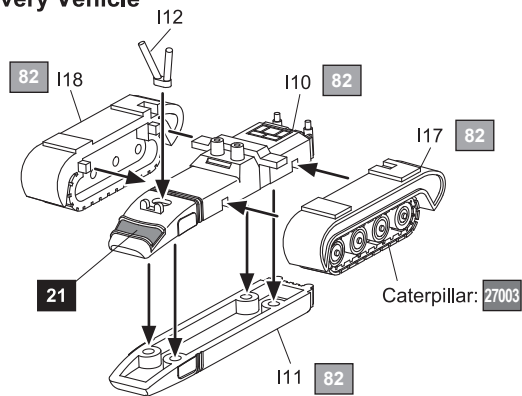


## 11 Assembly of Pod vehicles 3

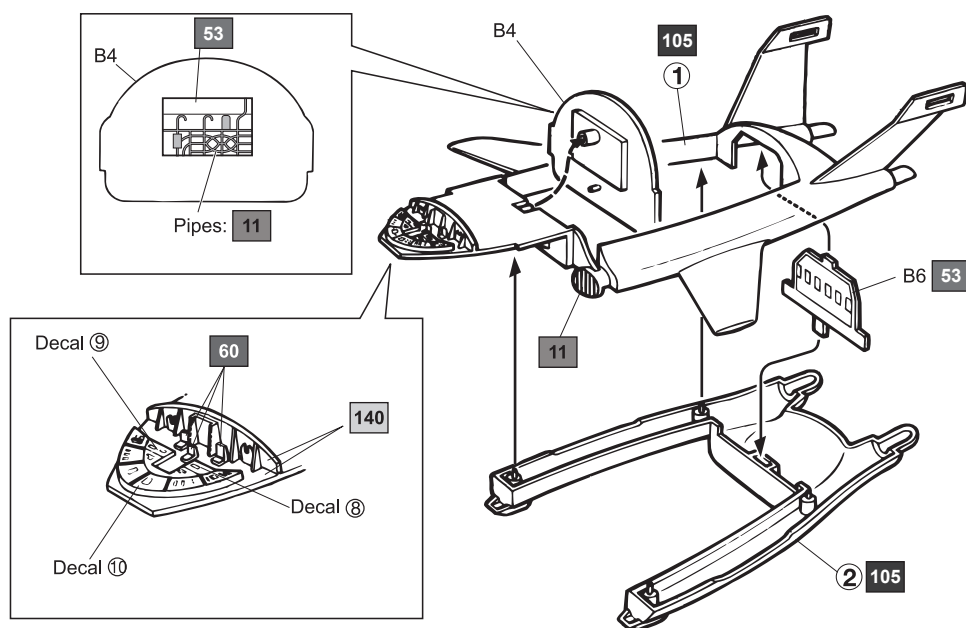
### Firefly



### Recovery Vehicle



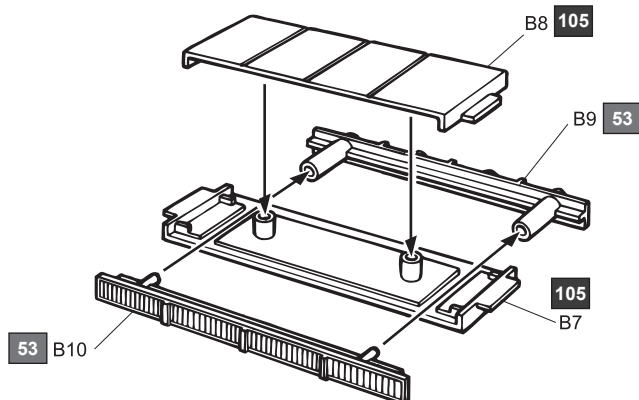
## 12 Thunderbird 2 main body assembly





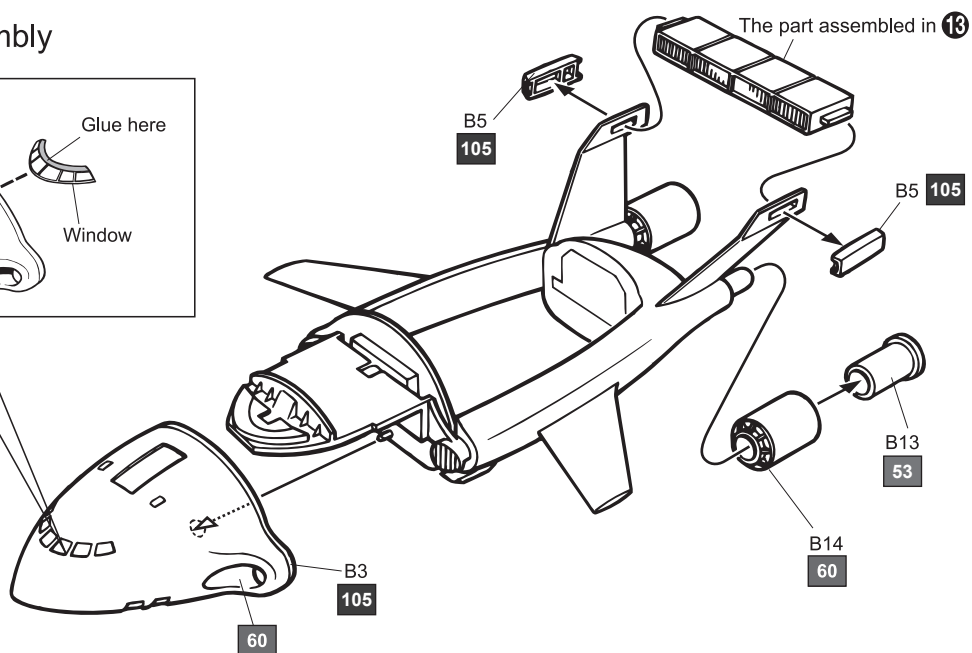
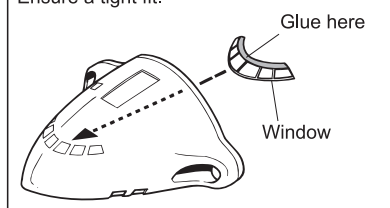
### 13 Rear engine assembly

- Put B9 and B10 between B7 and B8.

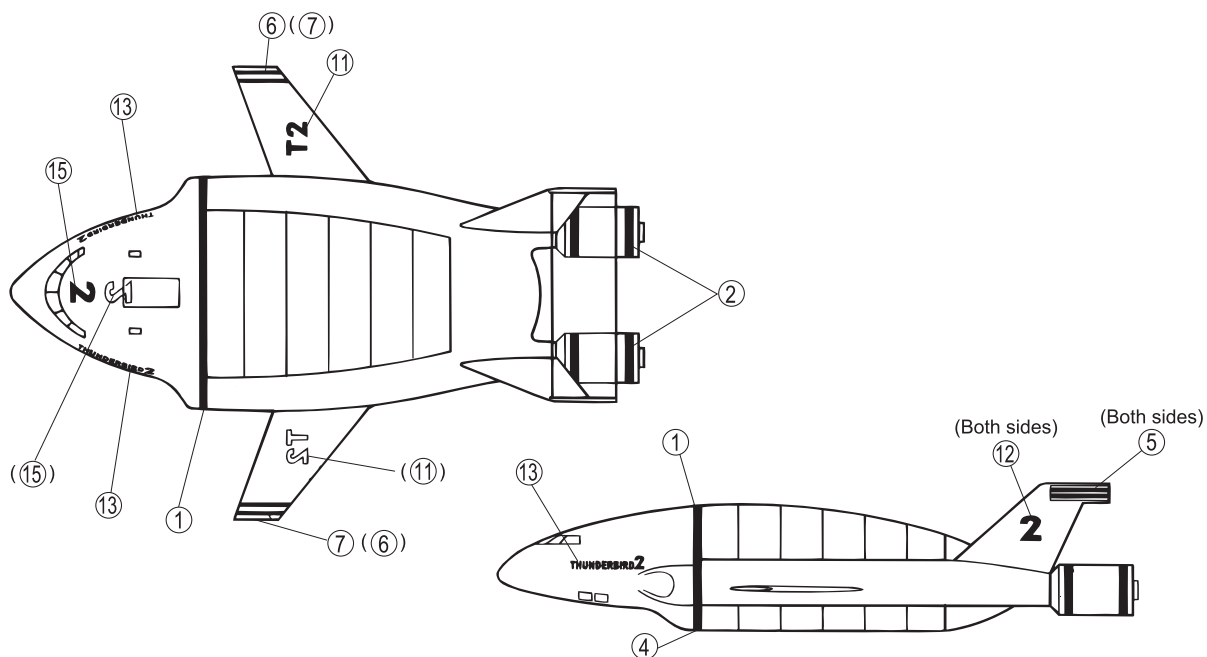


### 14 Main assembly

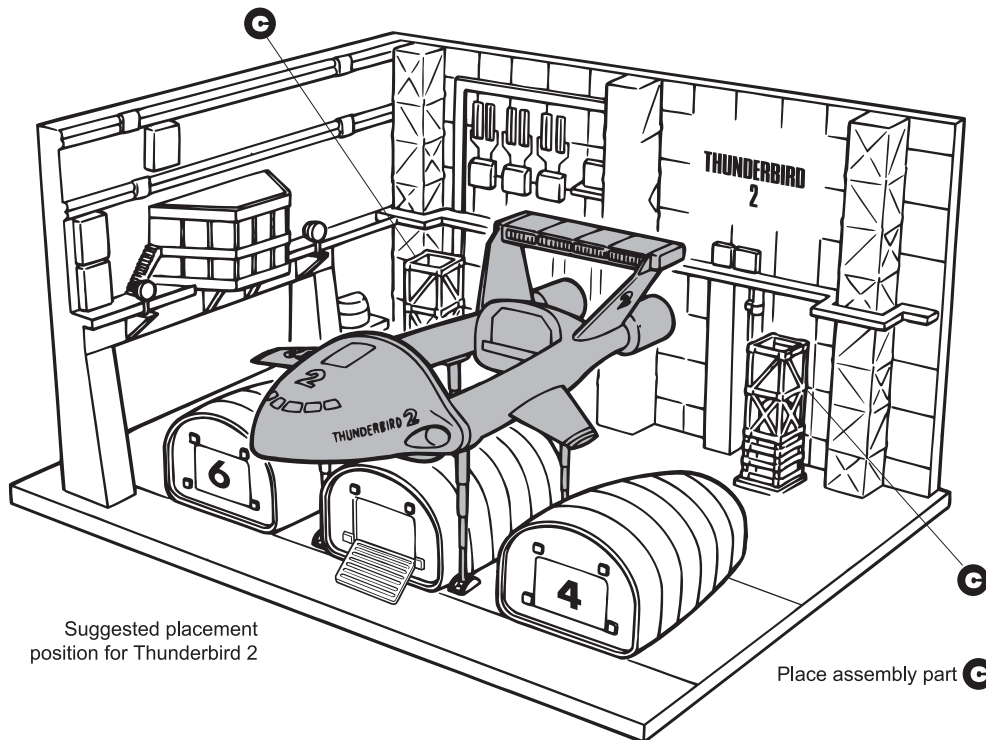
Ensure a tight fit.



### 15 Decals for Thunderbird 2



## 16 Completing the Launch Bay



5, 4, 3, 2, 1... check out the rest of the range!

