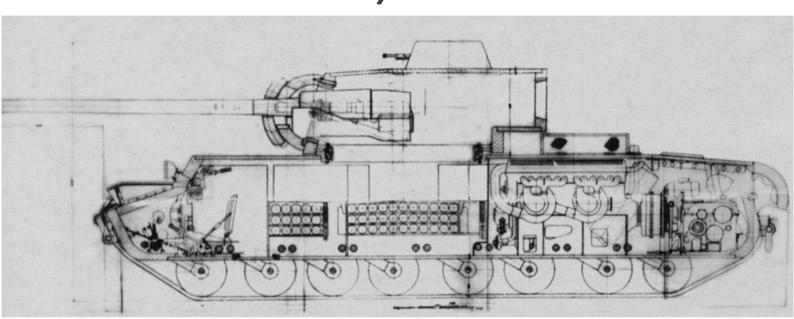


Object 224:

KV-4 Super Heavy Breakthrough Tank Dukhov's Design 1/35



HISTORY:

The KV-4 heavy tank (Object 224) emerged from a unique chapter in Soviet tank development during the spring of 1941, as tensions with Germany escalated. Sparked by rumors of a formidable 90-tonne German heavy tank, the Leningrad Kirov Plant's SKB-2 design bureau, under J.Y. Kotin's leadership, launched an ambitious competition among its engineers to create a counter. Over 20 designs were submitted, ranging from 82.5 to 107 tonnes, but it was Nikolai L. Dukhov's proposal that claimed victory. Dukhov, a seasoned engineer behind the KV-1, crafted a practical yet formidable design—an enlarged KV-220 weighing 82.5 tonnes, armed with the powerful 107 mm ZiS-6 gun and protected by up to 135 mm of frontal armor. His approach balanced innovation with feasibility, earning him first place and a 5,000-ruble prize. However, the German invasion in June 1941 halted progress, and the KV-4, including Dukhov's winning design, never advanced beyond blueprints, leaving it a fascinating "what-if" in armored history. This scale model kit brings Dukhov's vision to life, capturing the bold spirit of Soviet wartime ingenuity.



Attention!

Read before construction:

This model is produced using resin 3D printing technology. As such the assembly process deviates from regular plastic kits.

Assembly Instructions:

Inspect Parts: Check all parts for completeness. Resin models are printed with support structures that must be removed.

Remove Supports: Carefully cut or snap off support structures using a hobby knife or clippers. Trim any remaining nubs with a knife or sandpaper for a smooth finish.

Test Fit: Dry-fit parts to ensure proper alignment before gluing.

Glue Parts: Apply a small amount of superglue to join parts. Hold pieces together for 10-20 seconds to bond. Use tweezers for small parts.

Reshape (if needed): If parts are slightly warped, soak them in warm (not hot) water for 30-60 seconds to soften, then gently reshape and hold until cool.

Sand and Smooth: Sand seams or rough areas with fine sandpaper or files for a polished look.

Prime and Paint: Apply a primer to the model before painting to ensure better paint adhesion.

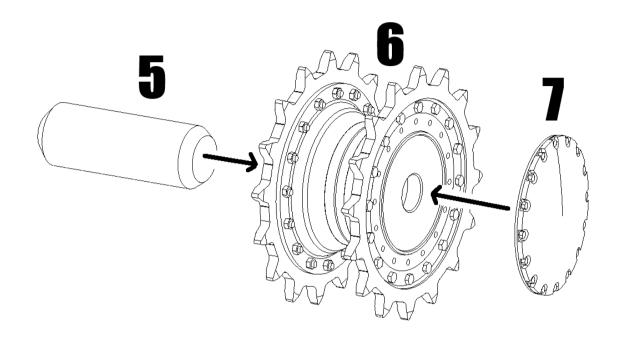
RTM models are produced with empty weld seams and no casting/metal texture. This is done to give the modeller total freedom to sculpt such textures. As such this is model is suited for experienced modellers.

For this particular kit extra attention is needed on the rear hull and rear turret surfaces.

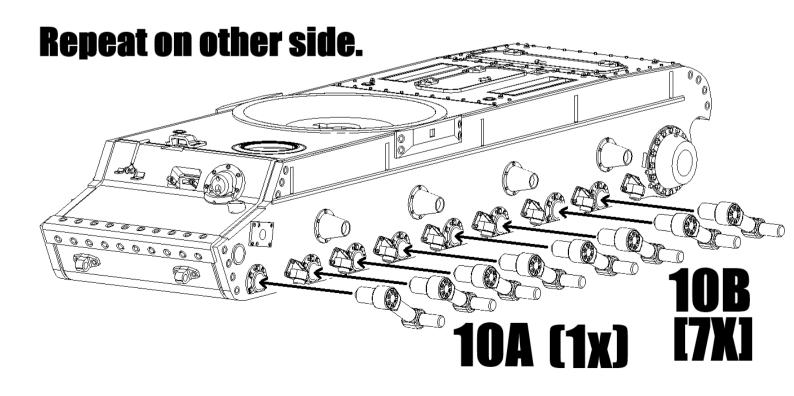
This is where most supports were located and should be made smooth using puty and sanding. Tip: Use a ruler to inspect the surface for warping/irregularities

No tools, paints or glue is included in the kit!

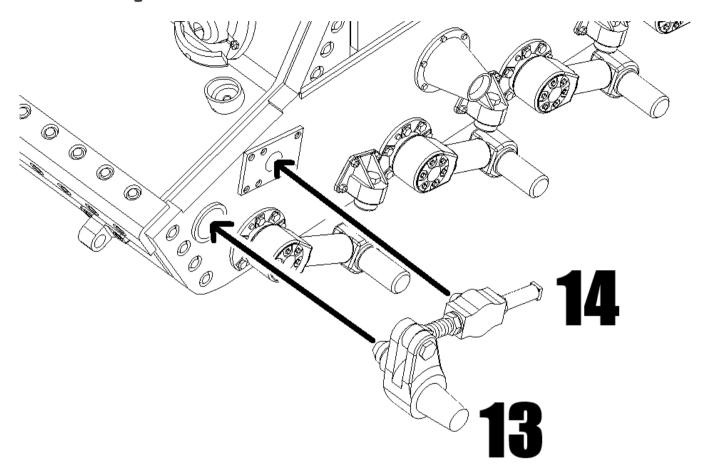
Step 1: (2x)



Step 2:

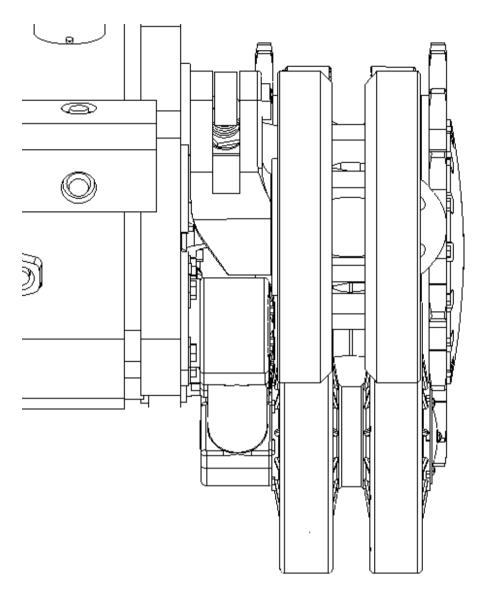


Step 3:



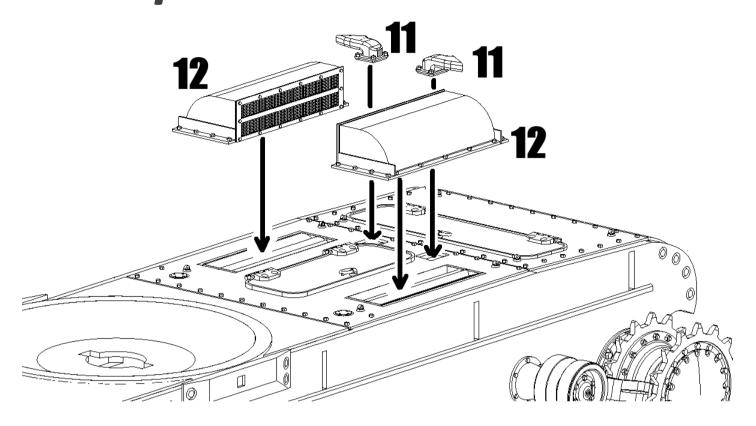
Repeat on other side.

Step 4: Step 4: On other side. 0 O Ħ

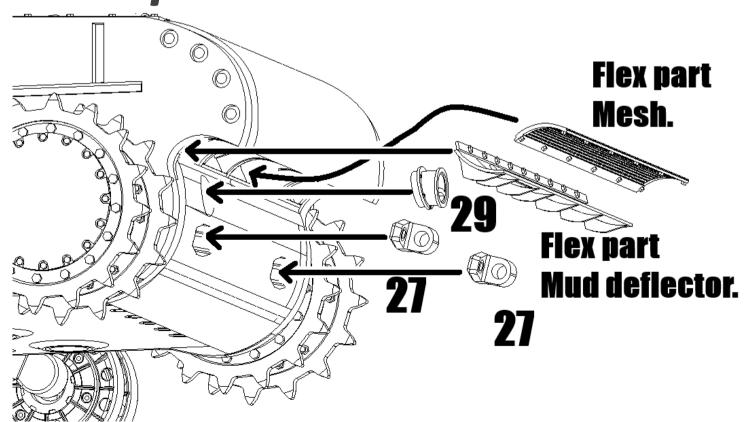


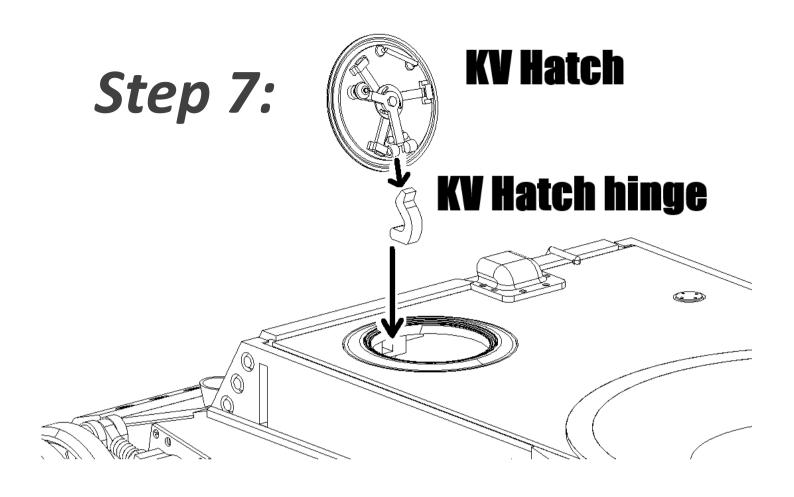
Make sure to align all wheels!

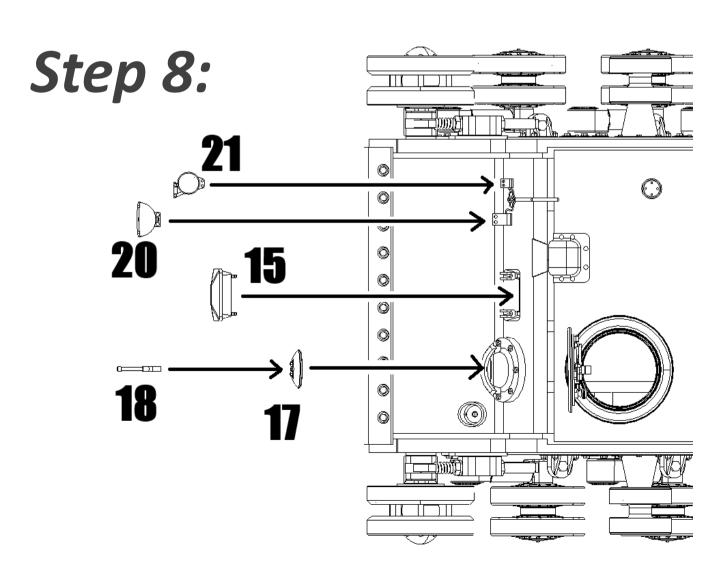
Step 5:

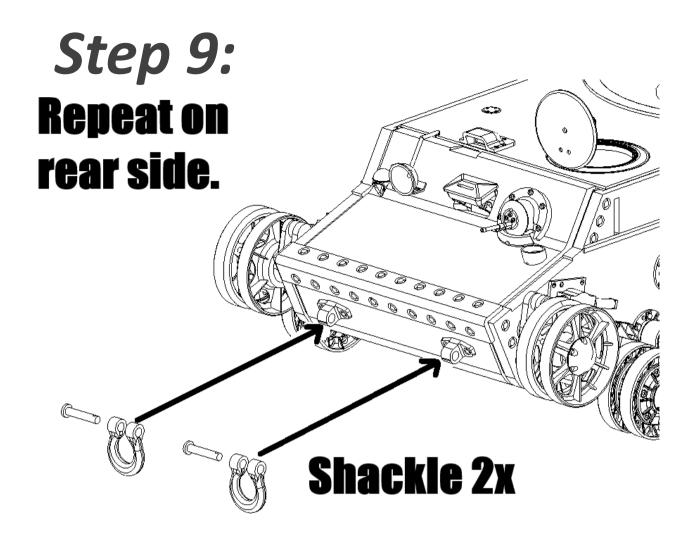


Step 6:

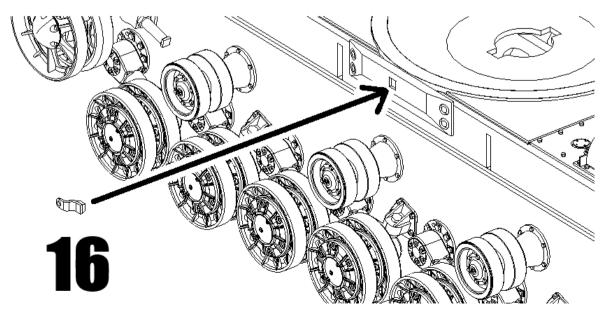




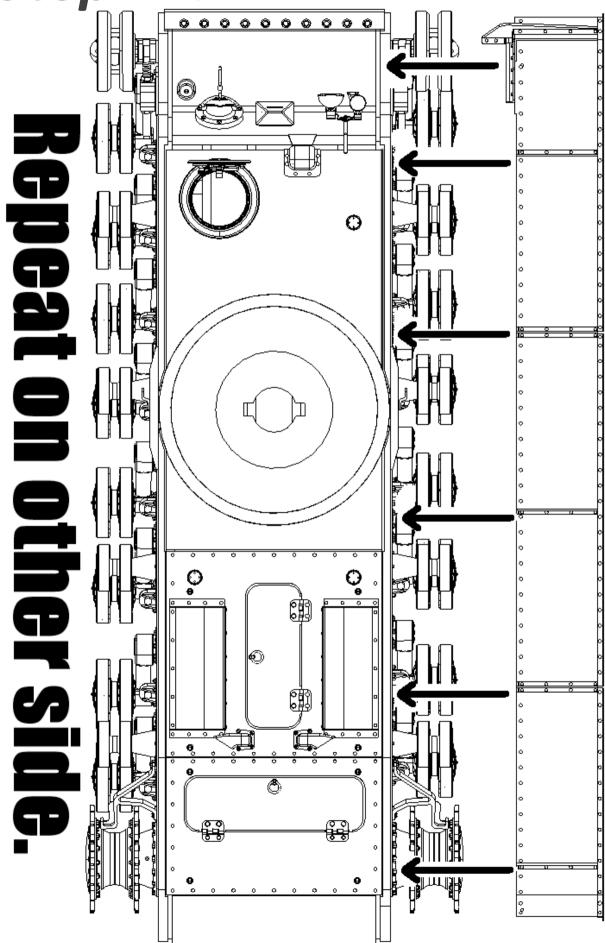




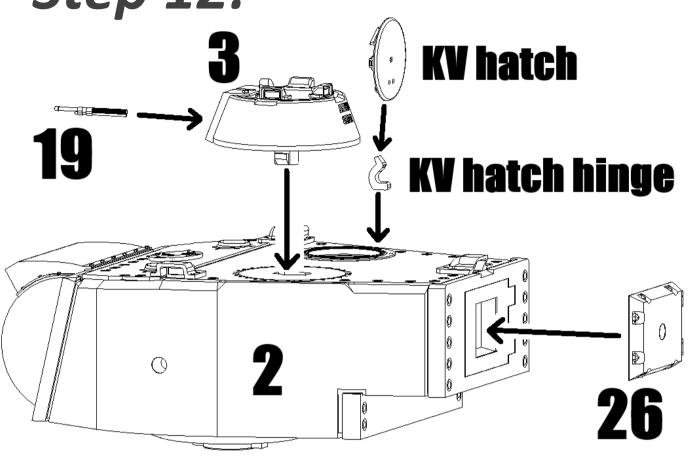
Step 10: Repeat on other side.

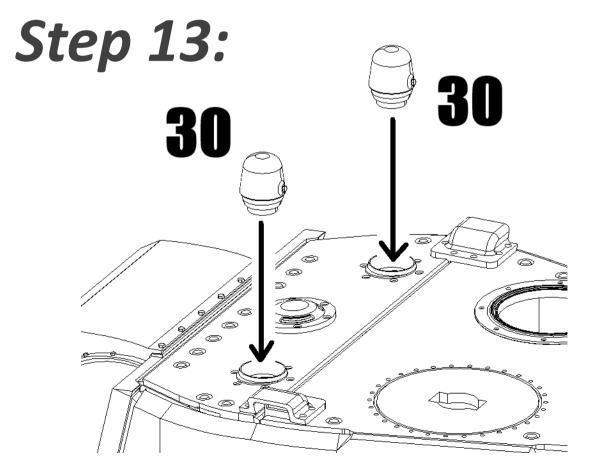


Step 11:

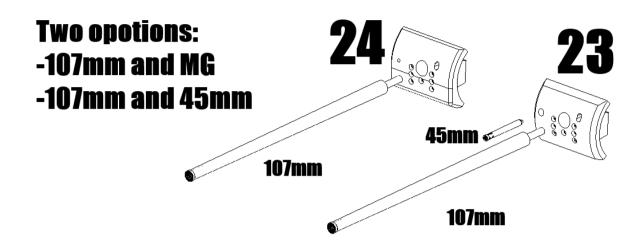


Step 12:

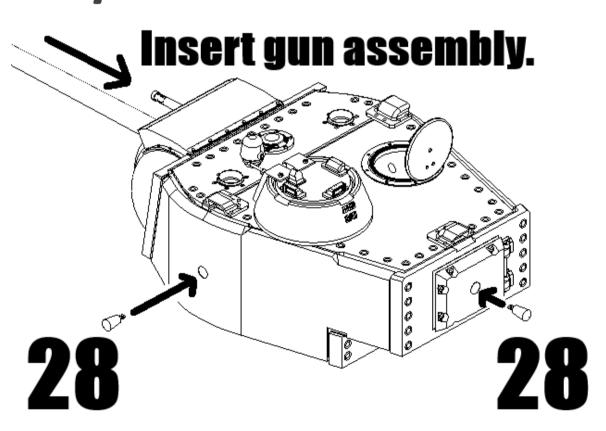


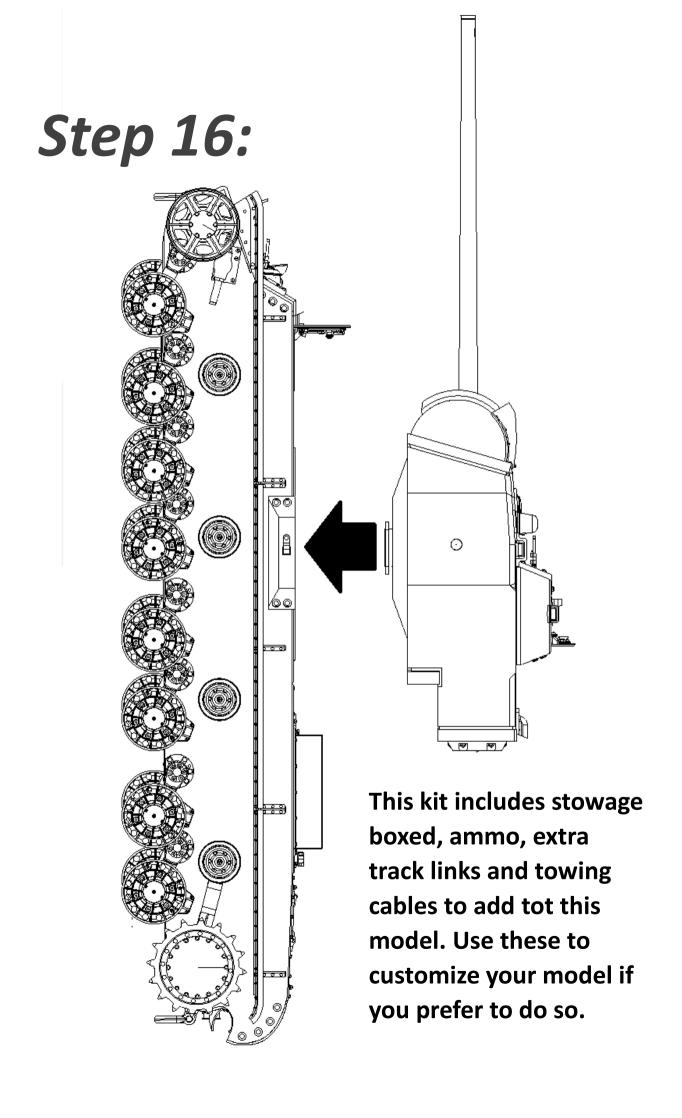


Step 14:

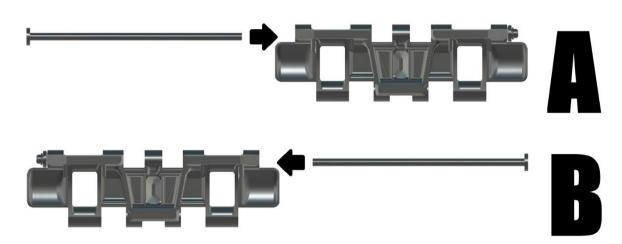


Step 15:





Step 17:



97 track links per side.

