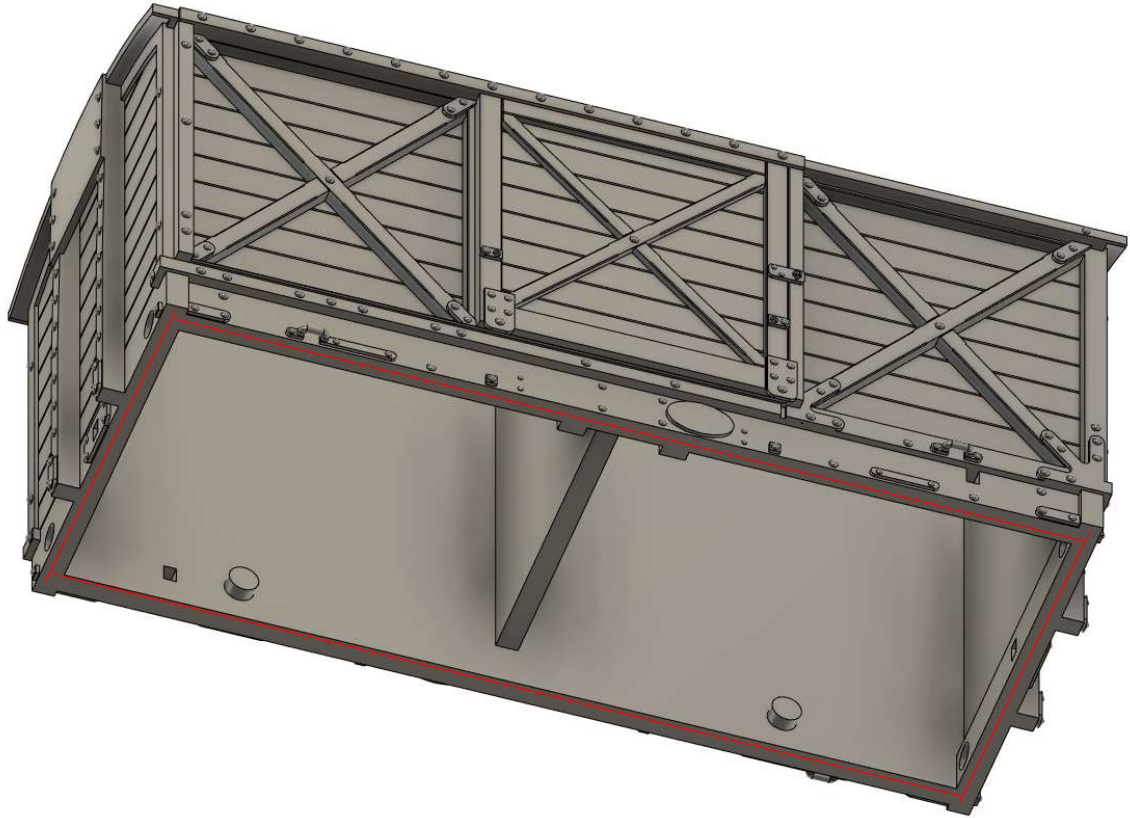
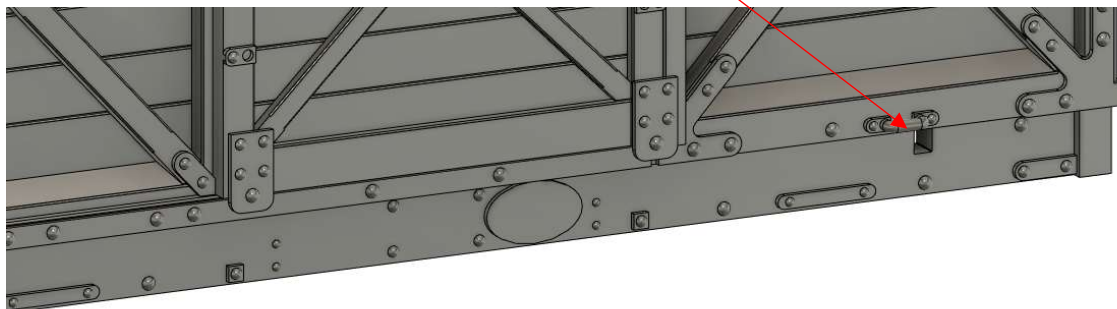


LSWR 10 Ton Covered Goods Wagon

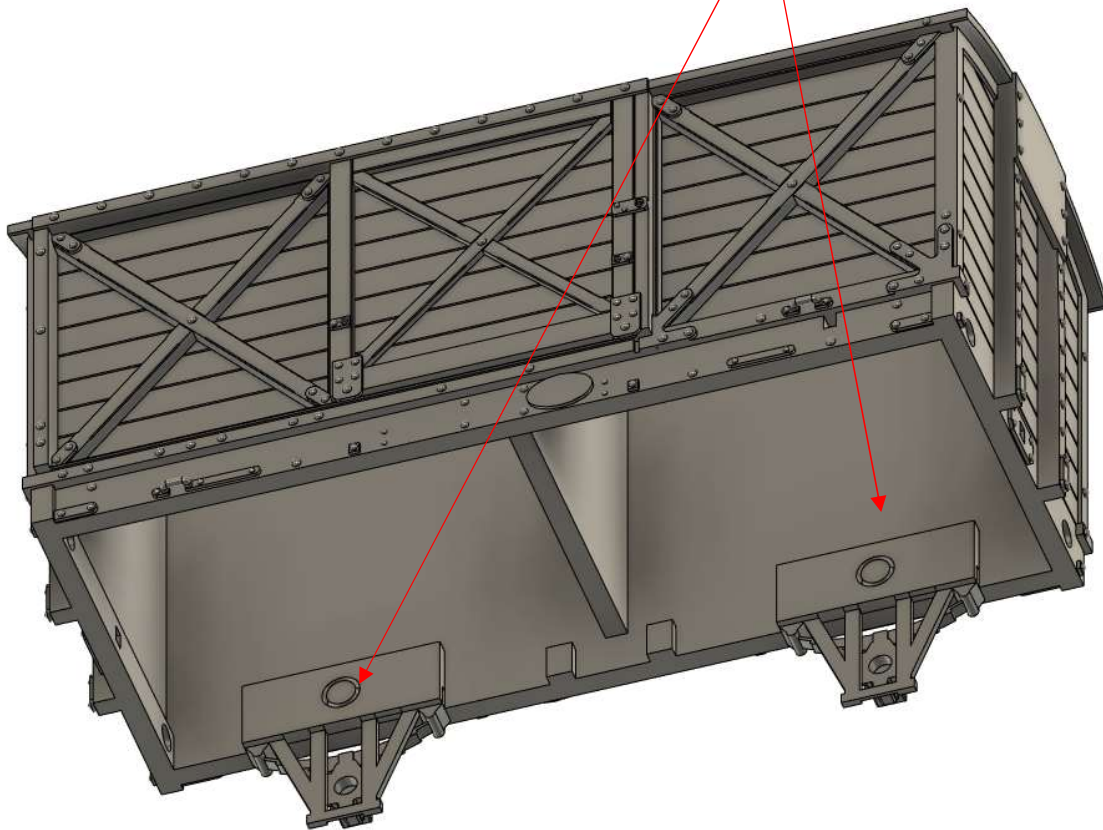
The first thing to do when starting the kit, is to make sure all of the support marks have been sanded away. The main place this will affect is the bottom of the frame:



The next thing you will need to do is test fit the brake lever into these holes on the side, they may need to be filed out a tad in order to fit better:

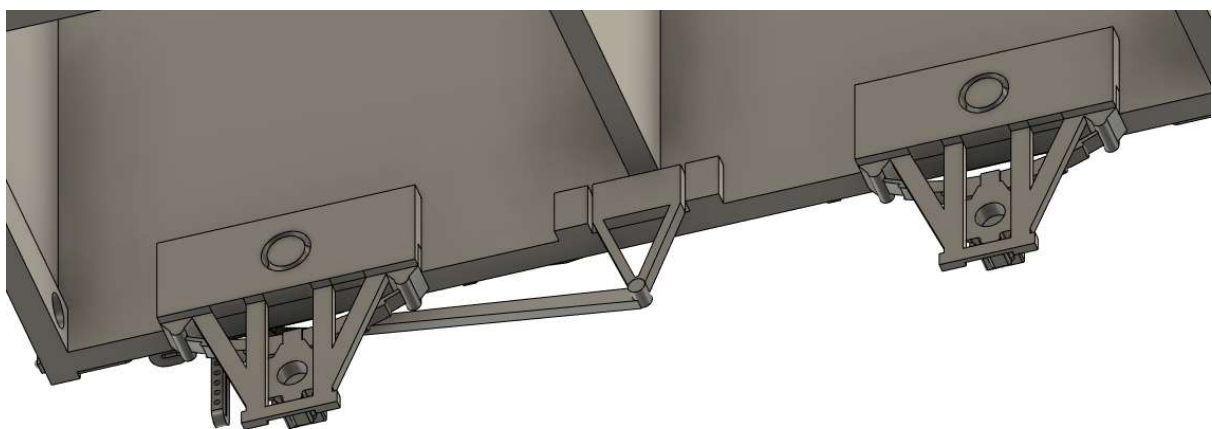


You will then need to glue in one side of the axle boxes like so:



This will allow you to easily mount the wheels in place later.

Once then axle boxes are in, you can then mount the non-brake block lever. This is on the side with the two little tabs:

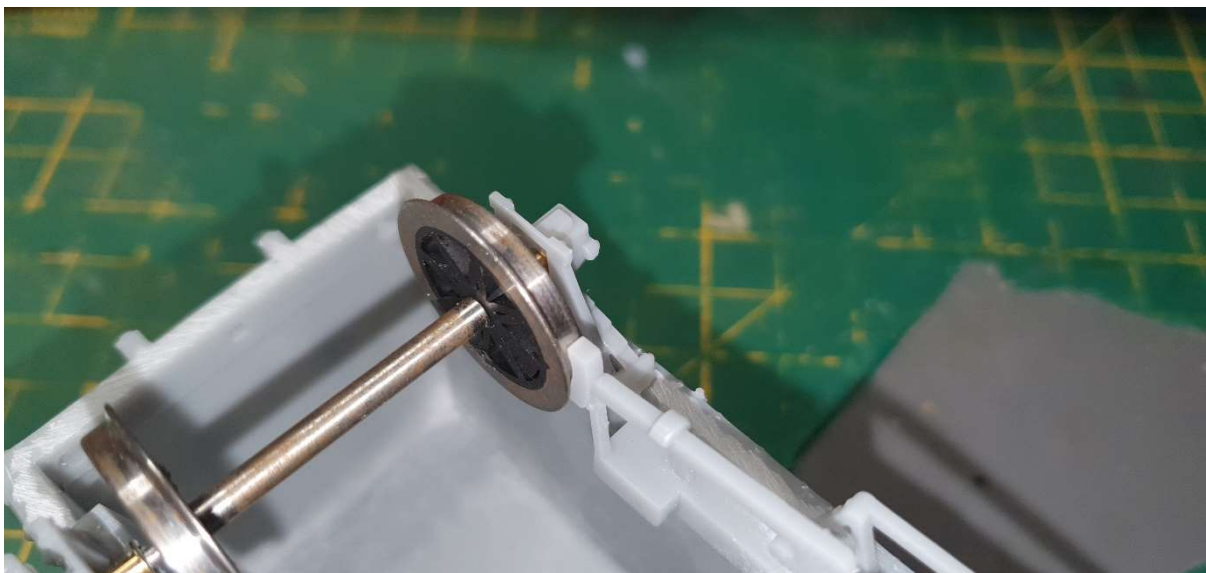


To do the other side, I would recommend loosely mounting the wheels in without glue for now, in order to check the tolerance of the brake blocks.

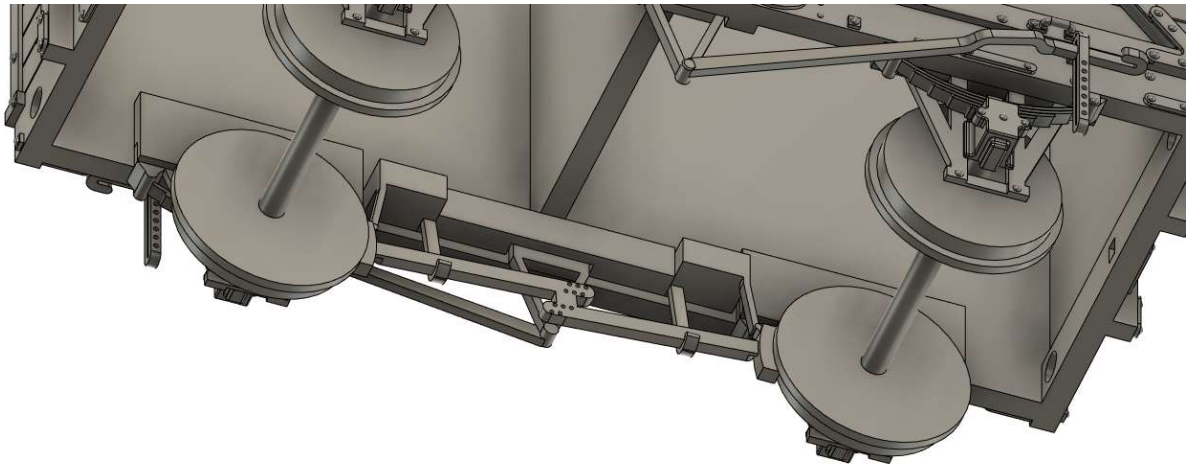
You want to be placing the wheels in and organising the axle boxes like so:



You will then place the open end in the axle box already mounted, and the still loose axle box should fit right in:

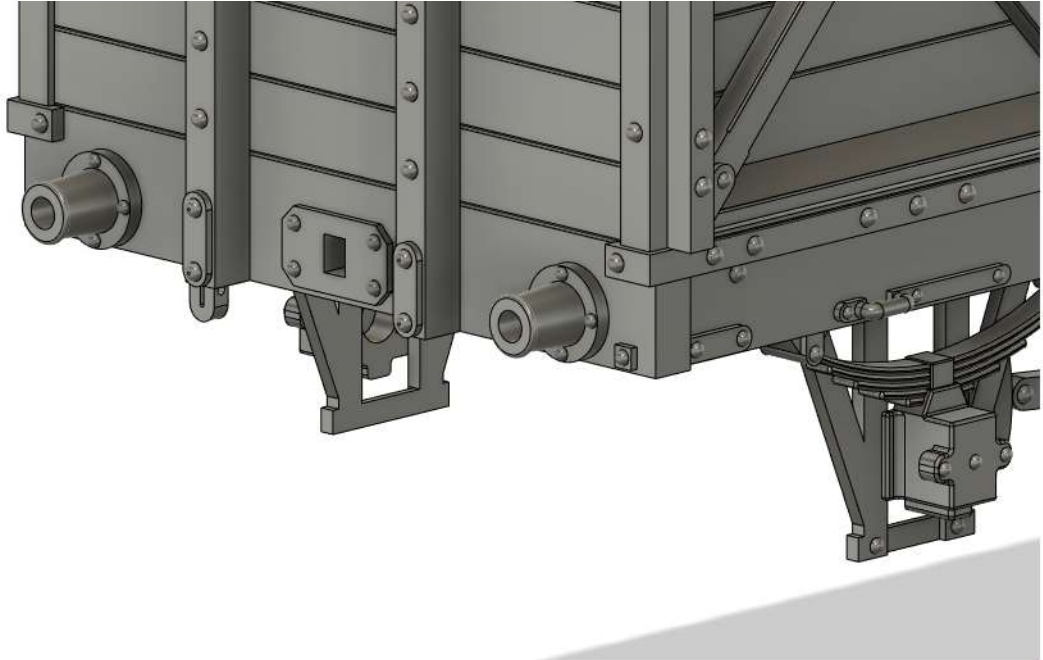


You can now check the brake blocks against the wheels and the brake lever on that side:

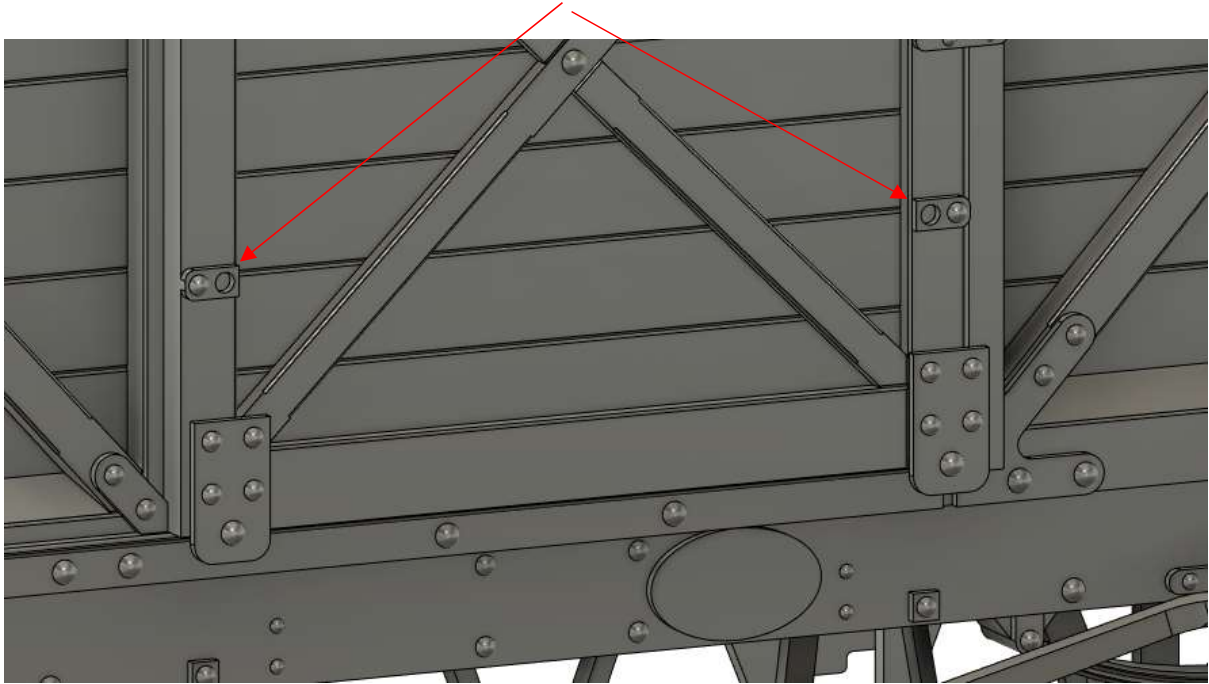


I would then recommend leaving the final gluing of the wheels and second pair of axle boxes until the model has been painted, in order to make it easier to not paint the wheels.

Once the wheels and brakes have been sorted you can now glue the buffer bases in. They are orientated as follows:



Finally, you can now use the included brass rod and run it between these two points:



You may have to drill them out slightly to get the brass to fit nicely for gluing.

Finally, while below is an example from our shunters wagon, the theory is still the same.

In order to mount the buffers you will need to face the hole upwards in order to feed the wire in. This will then allow you to turn that buffer to the side in order to thread it through the other one. If it's tight and won't fit, you may need to snip a bit off of the end, or add a kink into it. This is my preferred method.

