

A-4/V-2 rocket with

Support and Supply vehicles

Model authors

A4 rocket: Mark Balderama, modified by Kaero

Vehicles: Wolfram Broszies and Kaero

Instructions: Kaero

Model informations

Scale: 1:110.

Model version: 11 (.io format).

Instructions version: 1.

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Instructions generated using <u>Studio 2.0</u> by <u>Bricklink</u>.

Literature

Webpage dedicated to V2: http://www.v2rocket.com/

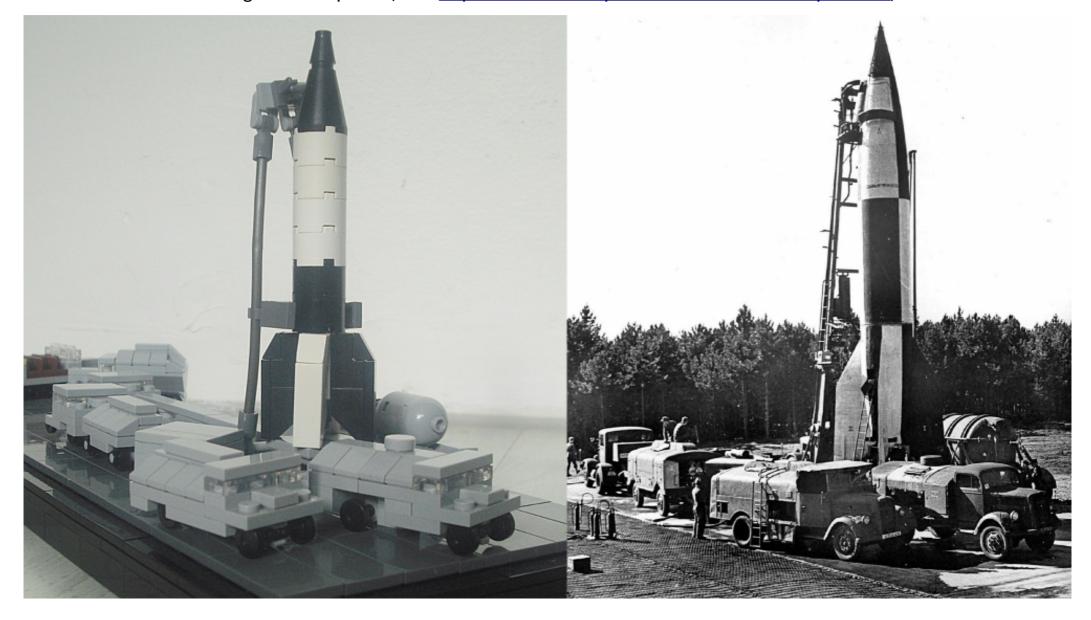
Book about use of V2: http://www.v2platform.nl/book/V2book_contents.html/

Set of V2 photos: https://rarehistoricalphotos.com/v2-rocket-in-pictures/

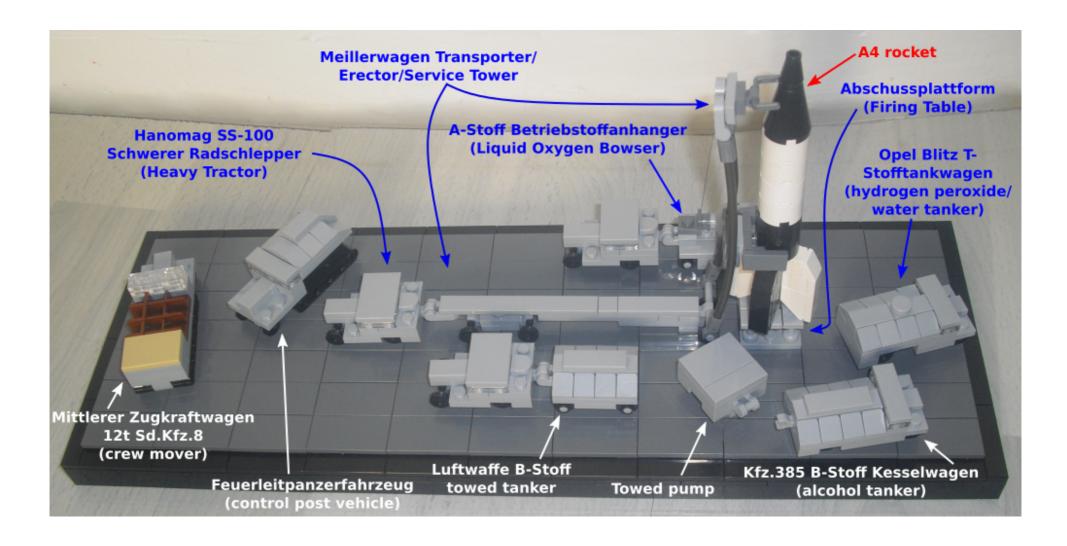
Video of launch sequence: https://www.youtube.com/watch?v=wk19BwTAueo/

Book with LEGO rocket models: http://www.ametria.org/lego/

Model is based on following historical photo (from https://rarehistoricalphotos.com/v2-rocket-in-pictures/):

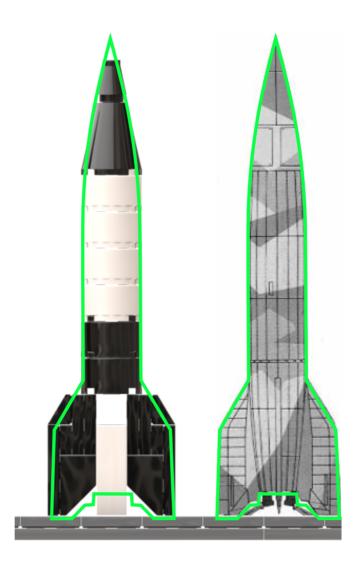


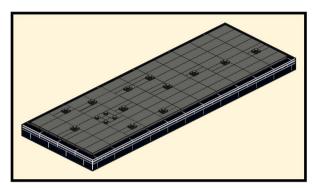
Description of components:

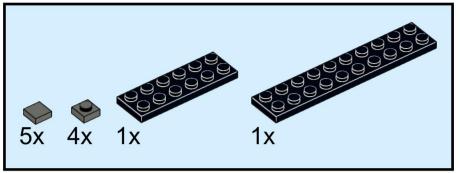


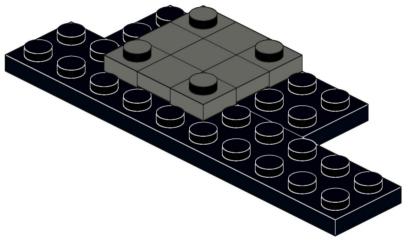
The rocket and supply vehicles are modelled based on real photographs to get correct size.

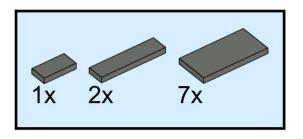
The comparison of model to the real rocket scaled to 1:110:

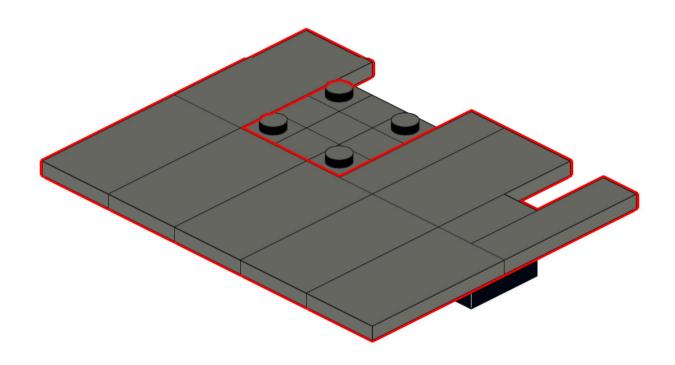


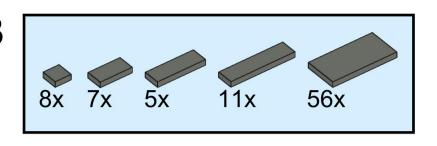






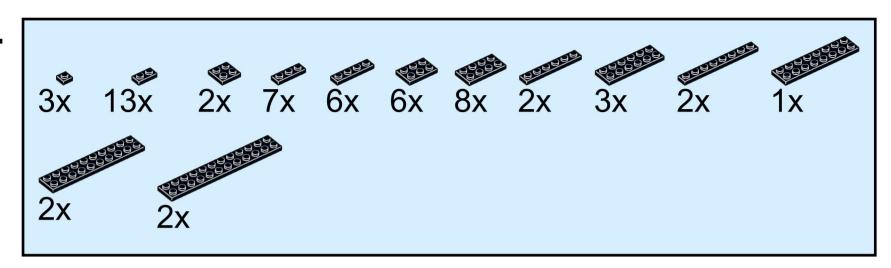


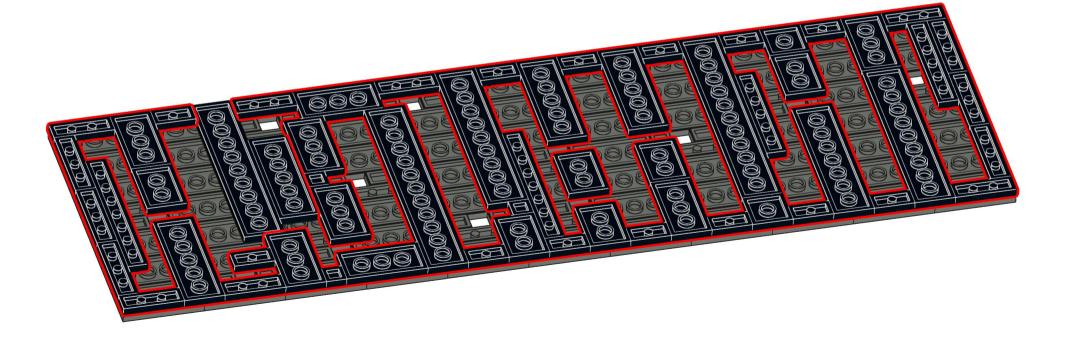


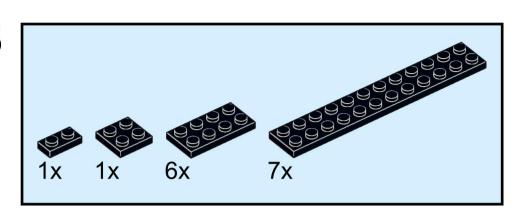


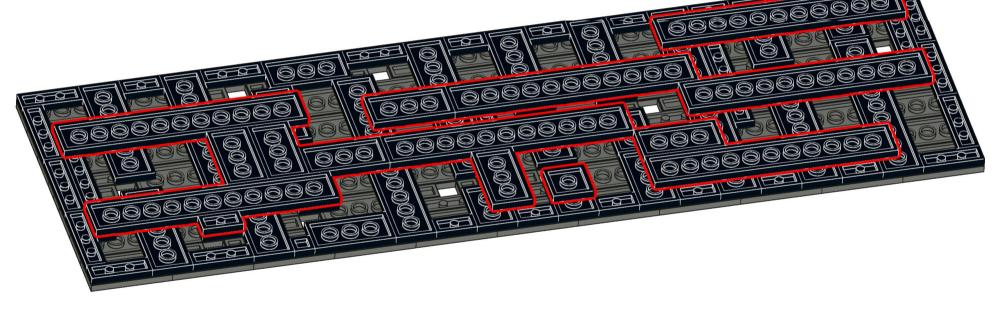


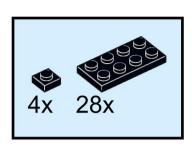




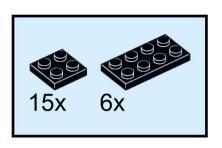


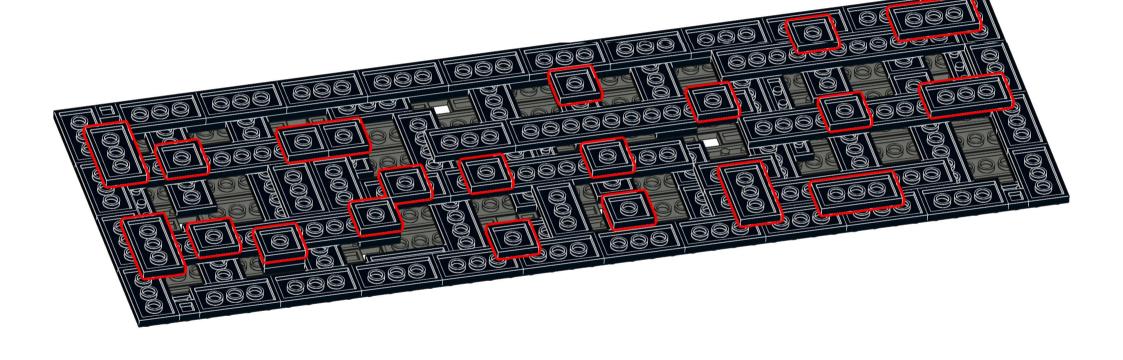


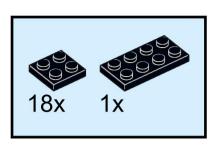




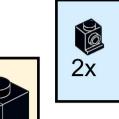


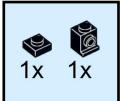


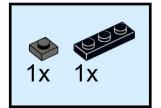










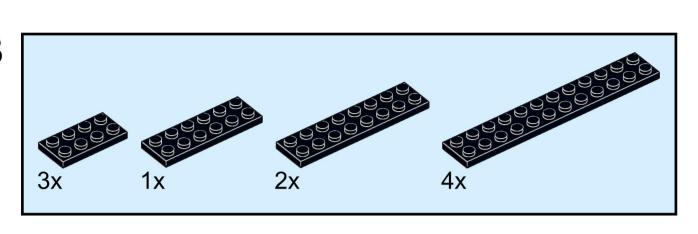


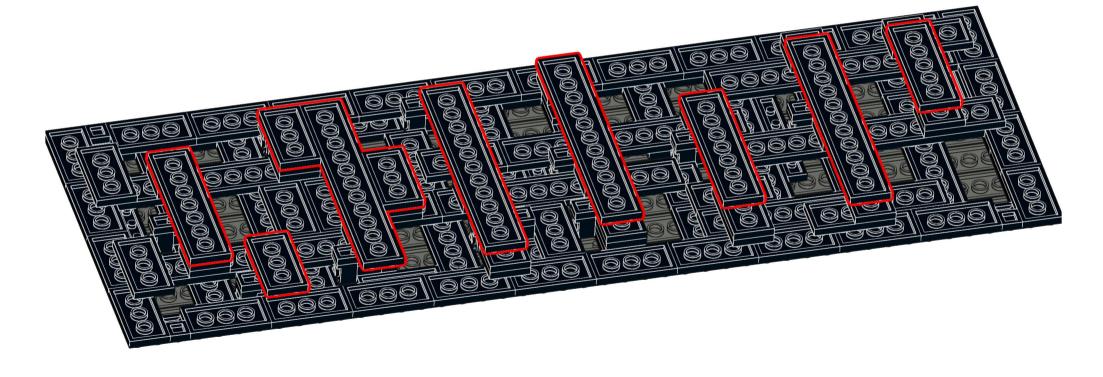


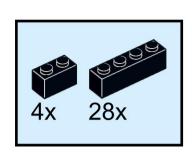


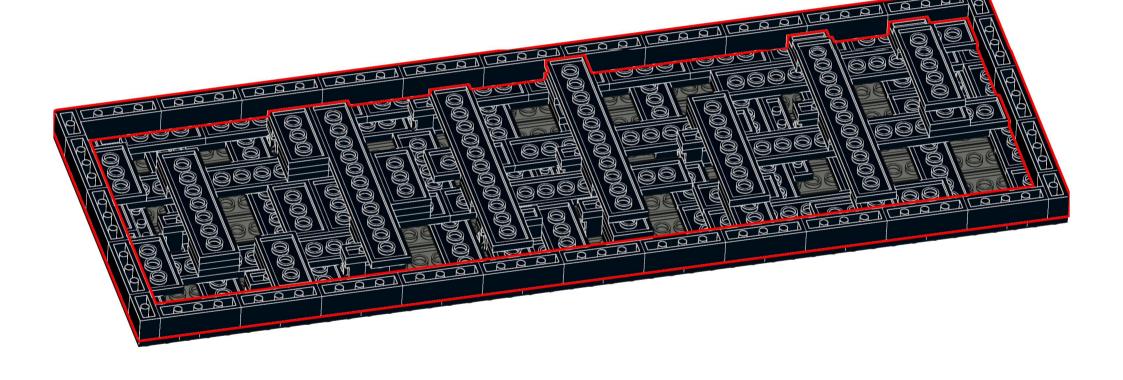


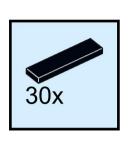


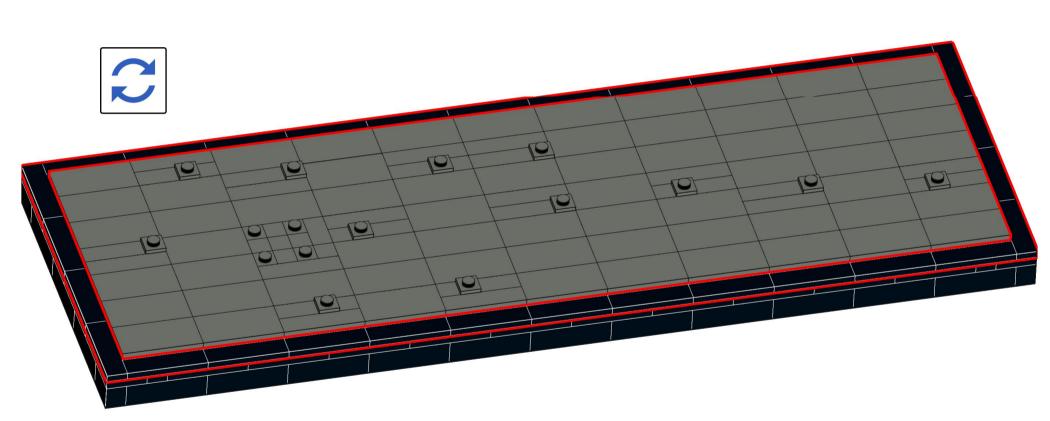


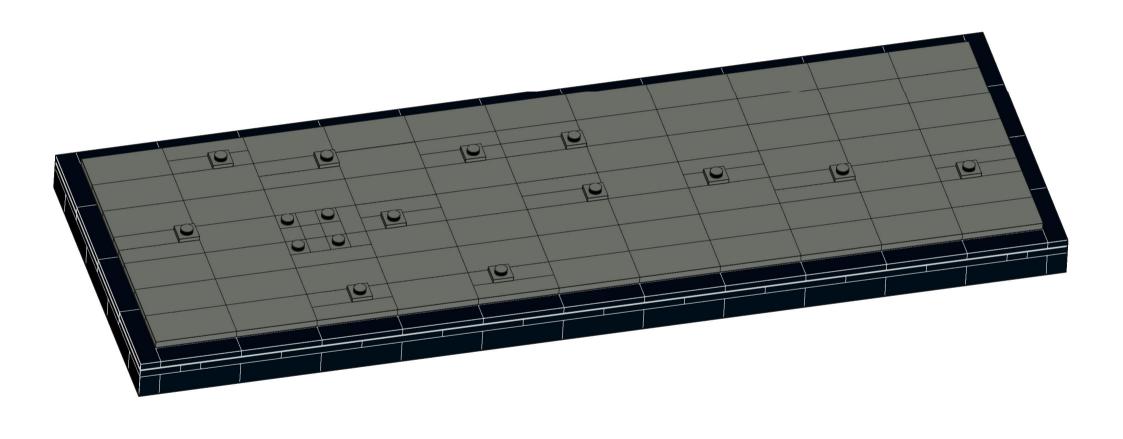


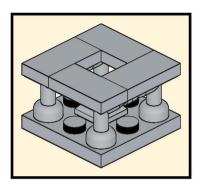


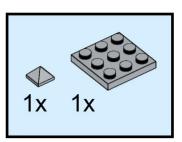






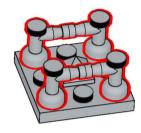


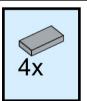




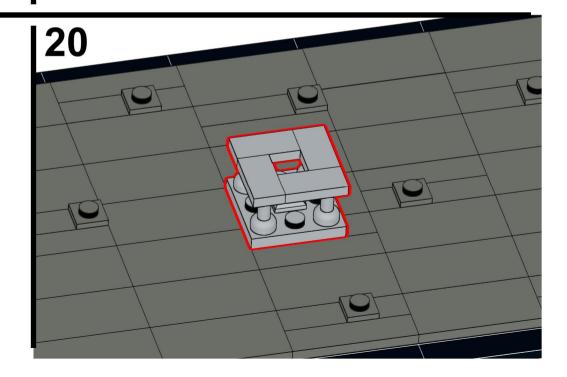


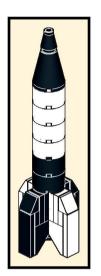


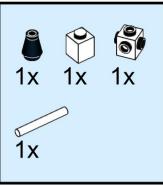


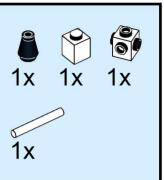






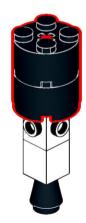


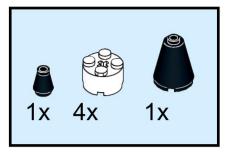


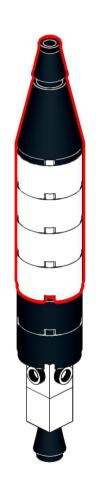


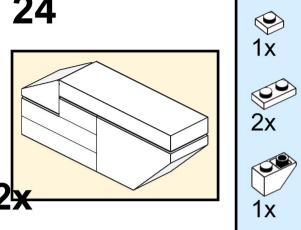


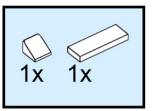


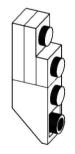


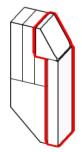


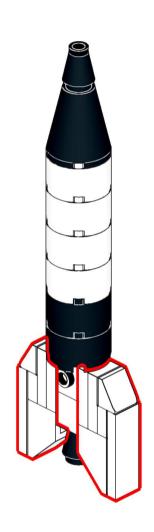


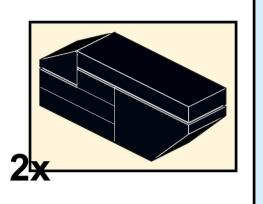


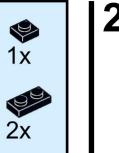






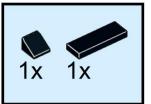










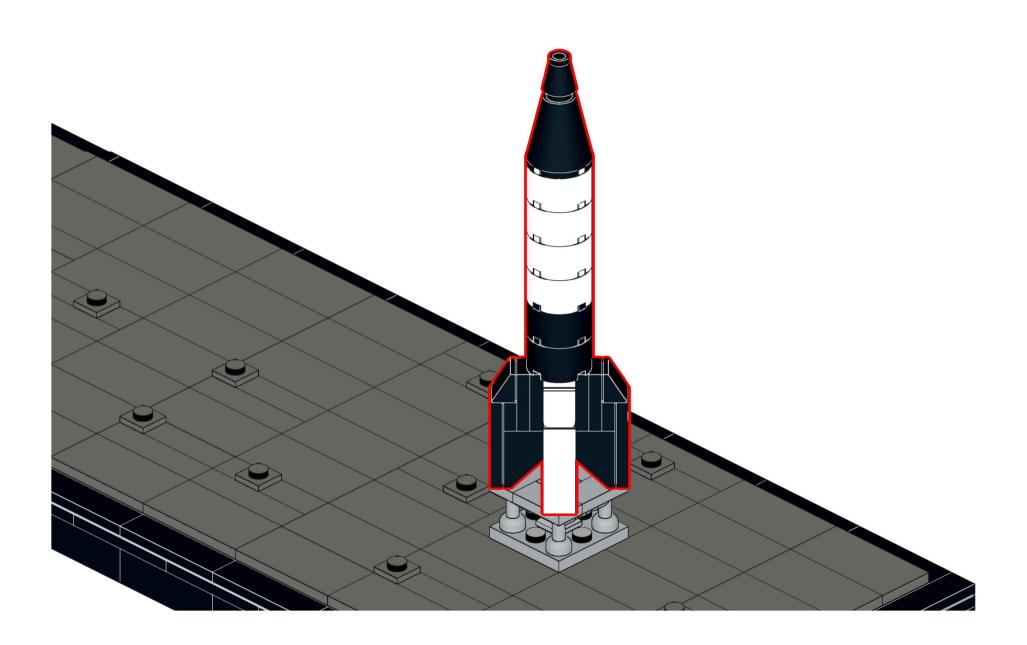


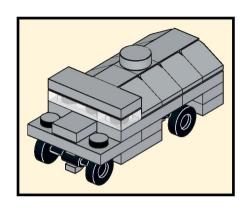


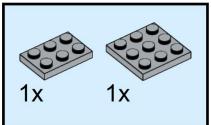


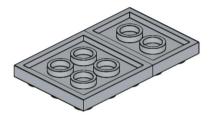


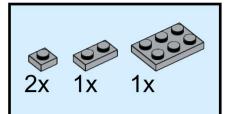


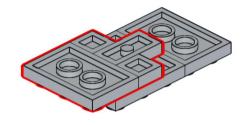


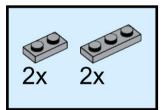




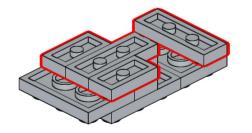


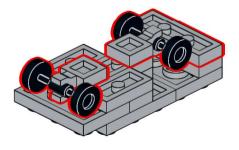


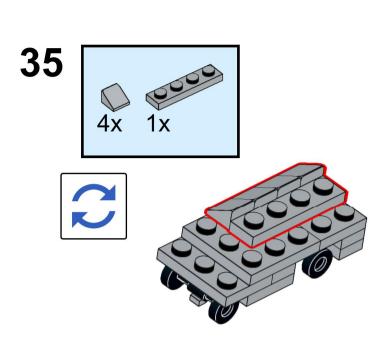












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