

## FINISHING YOUR MODEL

### PAINTING

A realistic and attractive model can be completed without painting. However, if you wish to paint additional details suggestions are given here.

It is best to paint most of the parts before cementing them. The large outside surfaces such as wings and fuselage may be painted after assembly. Only ENAMEL or PAINT FOR PLASTICS should be used. All colors used should have a flat finish. A small pointed brush is best for painting small parts. Larger areas are best covered with a soft brush about 1/4 inch wide. Allow time for paint to dry thoroughly before handling parts. Scrape paint away from areas which will be cemented because cement will not hold to painted surfaces.

**BLACK** — Exhaust areas on fuselage sides — instrument hood — anti glare panel — tires — wing walks — rudder scoop — cowl scoop — propeller — engine cylinders — radio equipment — wing cannon — antenna just ahead of rudder — front of drop tank  
**SILVER** — Landing struts — wheels —

canisters — propeller hub — landing lights on strut doors

**WHITE** — Underside of entire airplane — drop tank — canister racks

**NAVIGATION LIGHTS** — Left red — right green — rudder lights red over green both sides

**PROPELLER TIPS** — White, red and white  
**BROWN** — Seats

**PILOT** — White helmet and straps — flesh face — tan suit — black shoes

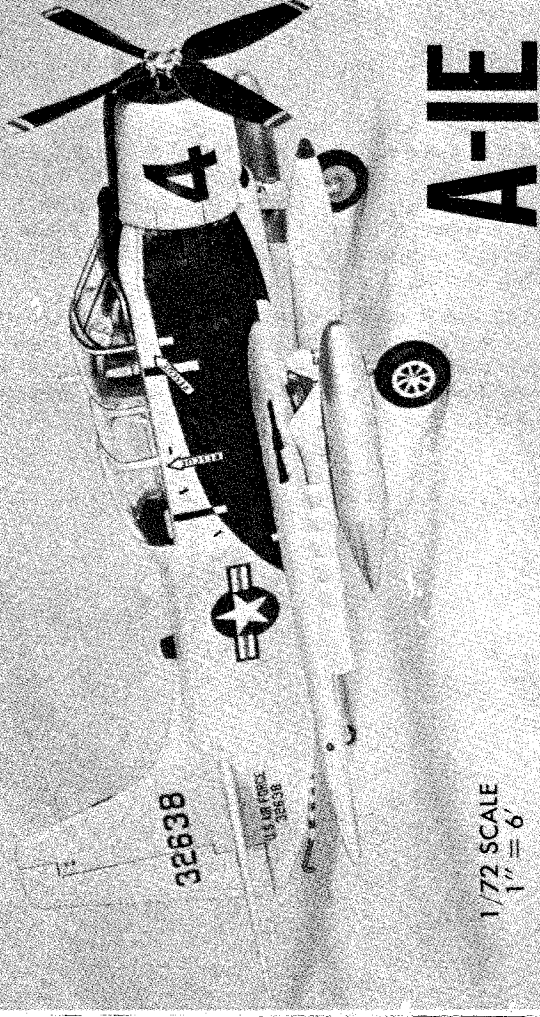
### APPLYING DECALS

Refer to photos for proper location. To apply decals, select the item you wish to apply and cut it from the sheet with scissors. For a neat job work with one subject at a time, and trim it close to color outline. Dip the decal in water for a few moments until it slides easily on the paper backing. Next, slide the decal into correct position. After the decal is in correct position, press out trapped air bubbles and blot with a soft rag. Before they are completely dry, decals should be pressed firmly against surface contours, such as rivets and lines.

# SKYRAIDER

# MONOGRAM

KIT NO. 6807



1/72 SCALE  
1" = 6'

# A-1E

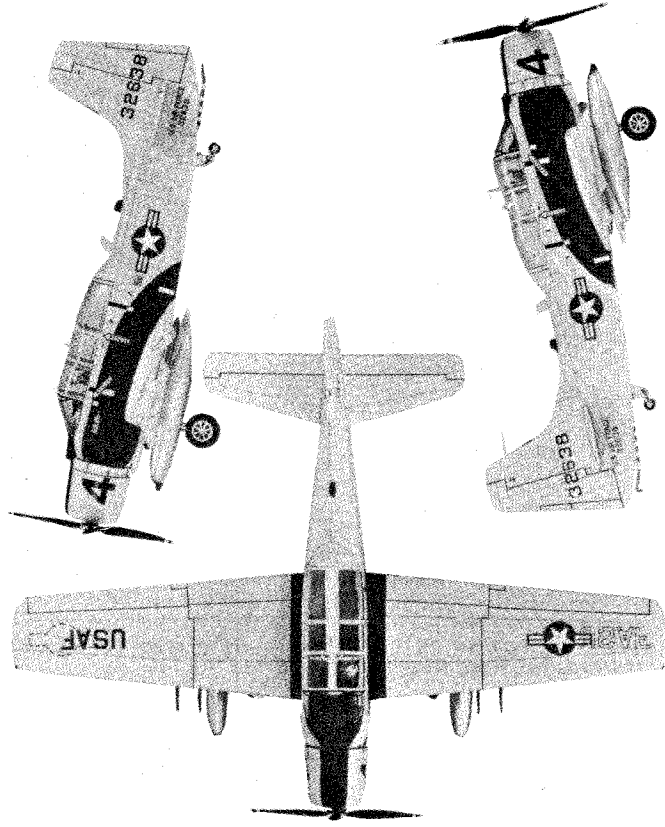
## THE "FLYING DUMP TRUCK"

The Skyraider was the close-support workhorse of the Vietnam air war.

While high-speed jets were quite versatile, they did not measure up to the ability of the Skyraider to deliver ordnance accurately in close support roles and to stay with an advancing ground force for several hours. In addition to its close-support role, it had served in a number of other capacities during its lifetime including photo reconnaissance, transport — carrying ten troops, torpedo bomber, dive bomber, air-borne early warning, rescue, tanker, and electronic countermeasure duties.

The Skyraider was designed near the close of World War II for Navy carriers. When the Vietnam conflict sprang up, the Air Force began scrounging this "antique" from graveyards all over the country and, after reconditioning, rushed them into service. The Skyraider was ideal in this situation, cruising at a speed of near 200 m.p.h. and capable of carrying a huge load of varied ordnance of near 7,000 pounds in addition to their four wing mounted 20-mm. cannon.

The A-1E Skyraider as used by the Air Force was a fairly large airplane having a 50 foot span and a length of 40 feet. An 18-cylinder Wright Cyclone engine, producing 2,700 horsepower, enabled this "flying dumptruck" to attain speeds near 300 m.p.h. and a service ceiling of 28,000 feet. Armament consisted of 4 wing-mounted 20-mm. cannon plus underwing ordnance.



# IMPORTANT! READ THIS BEFORE YOU BEGIN . . .

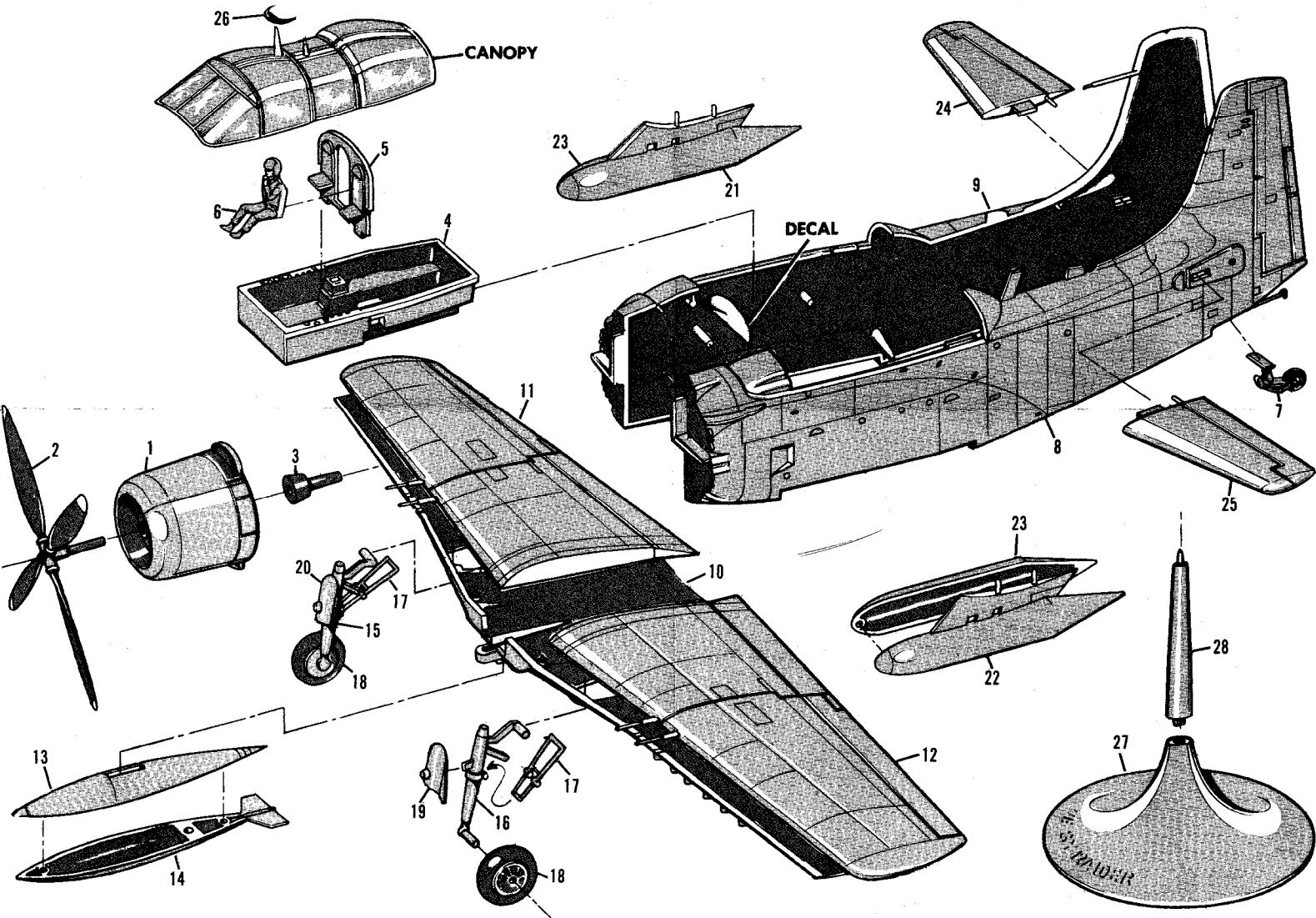
Read the instructions and study the drawings to become familiar with all of the parts. Once you've started the assembly check the fit of each part by putting it in place without cement. Then remove the part, apply cement, and attach it to the model.

Plastic parts are molded with identifying numbers appearing on the part or on a tab next to the corresponding part. These numbers are referred to in the instructions to make it easy for you to locate the correct part during the assembly. Do not detach parts from the trees until you are ready to use them. After cutting or breaking off the required part, trim away any excess bits of plastic. Use a small sharp knife such as a modeling knife, available at your hobby counter.

Keep in mind the importance of not rushing the assembly of your

model and avoid the use of excessive amounts of cement. All plastic cements contain solvents which dissolve plastic in order to form a solid weld between the cemented parts. Too much cement can soften and distort the plastic, spoiling your model's appearance. When applying cement to small or confined areas, use cement on the end of a toothpick instead of the tube nozzle to better regulate the amount being applied.

If you plan to paint your model, refer to the instructions, "Finishing Your Model", for helpful hints on painting. It is best to paint some parts before cementing them into place. Remember to scrape paint away from areas which will be cemented. Cement will not stick to paint.



**1** Cement interior 4 onto two pins in right fuselage half 9. Cut out decal instrument panel along black outline. Make sure ends of panel are trimmed to fit between side walls of interior. Cement panel into place in left fuselage. Cement pilot 6 to left seat on bulkhead 5. Cement tabs on bulkhead into slots in floor of interior. Cement tab on tailwheel 7 into socket in right fuselage and then cement left and right fuselage halves 8 and 9 together.

**3** Slip shaft on propeller 2 into hole in cowl 1 and carefully cement retainer 3 to end of propeller shaft. Cement propeller assembly to front of fuselage with small scoop on cowl towards top. Cement drop tank halves 13 and 14 together and cement drop tank to tab on underside of plane. Cement stabilizers 24 and 25 into fuselage. Check to make sure stabilizers are straight.

**2** Cement wing sections 10, 11 and 12 together. Cement wing to fuselage by fitting trailing edge in place first. Next press front of wing down until it snaps into place. Slip wheel 18 onto axle on right strut 15 and flare over end of axle with the heated blade of an old knife. Cement door 20 to pins on front of strut, then cement strut to wing. Apply cement to both ends of strut support 17. Fit wide end of strut support against back of rib in wheel well and narrow end against underside of round detail midway on strut. Repeat procedure and assemble left landing gear parts 16, 18, 19 and 17.

**4** Cement right canister halves 21 and 23 together and cement to right wing. Repeat for left halves 22 and 23. Cement antenna 26 to longest of two pins on top of clear canopy. Cement canopy into position on plane. Assemble base 28 and 29 and cement into hole in drop tank.