

# F-105 THUNDERCHIEF

**M**ONOGRAM<sup>®</sup>

KIT NO. 6808



## 1/72 SCALE

### LOW ALTITUDE FIGHTER-BOMBER

Work began on the Republic F-105 Thunderchief in 1952 at Farmingdale, Long Island, New York. It first flew in 1955, and more than 5 million engineering man hours have gone into its upbringing.

The F-105 which has come to be known as "Chief" for short, grew up to be quite versatile, with a bag of tricks including long range, great speed, a terrific punch and an ability to perform blindfolded.

The F-105 all-weather Mach 2 tactical fighter's bomb bay was longer than that of a World War II B-17. The sophisticated computerized weapon-delivery system, an integral part of the airplane, specialized in low-altitude dive toss-bombing. Other features of this fighter-bomber included petal-type dive brakes, one piece stabilizer surfaces, and a 20 mm Vulcan cannon, firing 6,000 rounds per minute.

The Thunderchief was 64 feet long with a wingspan of only 35 feet. Its "coke-bottle" shaped fuselage contained a Pratt-Whitney J-75 turbojet engine producing 26,500 pounds of thrust with an afterburner.

The F-105D model was designed from authentic drawings and photographs of the actual airplane supplied by Republic Aviation Corporation and the U.S. Air Force.

### IMPORTANT! READ THIS BEFORE YOU BEGIN ASSEMBLY

Your Monogram F-105 features opening cockpit canopy and landing gear which can be assembled in either up or down position. Before beginning the assembly, read the instructions and study the drawings to become familiar with all the parts. If the gear is to be assembled in the up position omit step 1 completely and cement wheel doors into closed positions.

Do not detach parts from the trees until you are ready to use them. After cutting off the required part, trim away any excess bits of plastic that are not part of the usable piece. Use a sharp knife, such as a modeling knife, available at your hobby counter. Check the fit of each piece before you cement it in place. Use only cement specified for use with styrene plastic.

Do not use too much cement to join parts. All plastic cements contain solvents that dissolve the plastic forming a weld between the parts. Too much cement can soften and distort the plastic, spoiling your model's appearance. The tip of a toothpick is helpful in applying cement to small or confined areas.

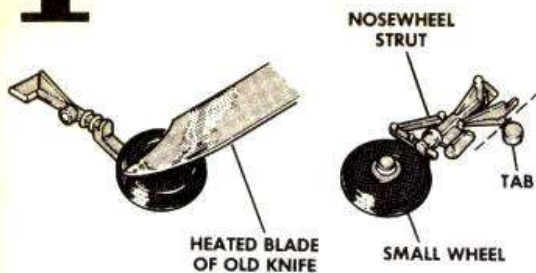
If you desire to paint your model, refer to instructions on "Painting" before assembling.

Keep in mind the importance of not rushing the assembly. Haste usually results in a poorly assembled model.

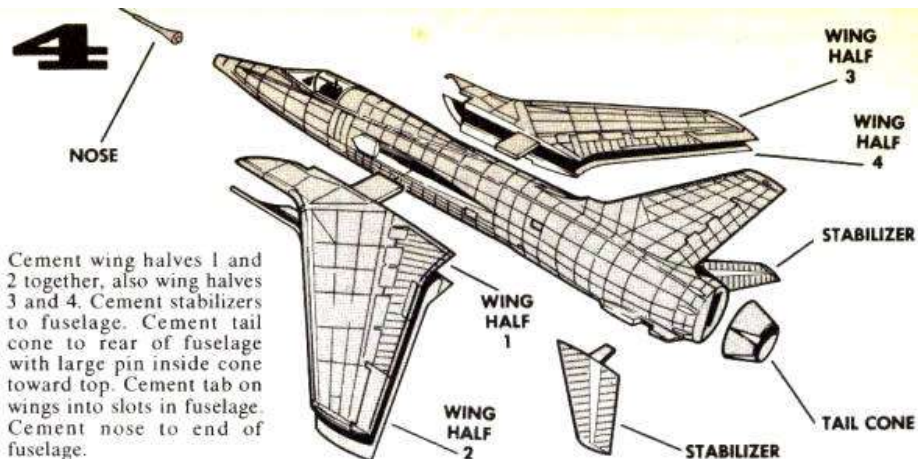
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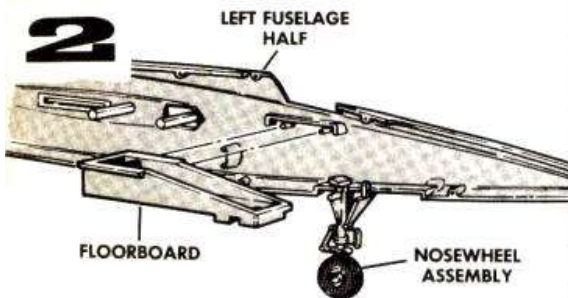


**1**

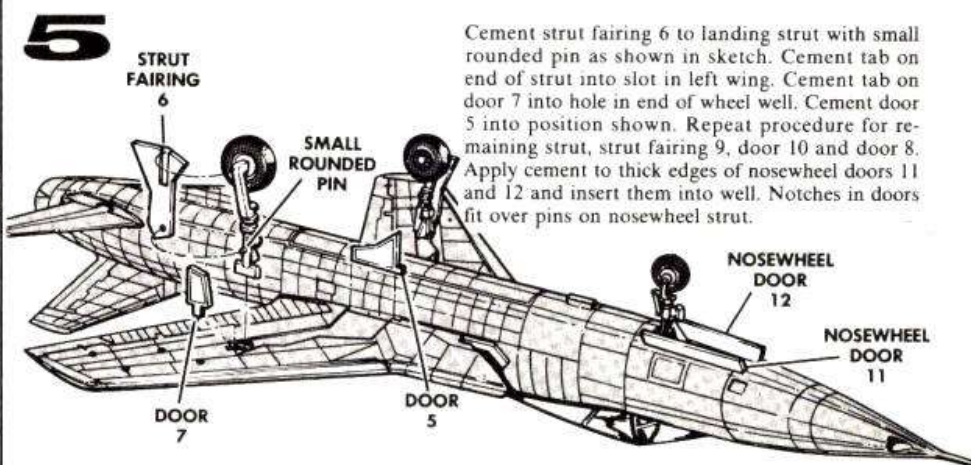
Break tab off nosewheel strut. Slip small wheel onto axle of nosewheel strut and two large wheels onto main strut axles. Flare ends of axles with a heated blade of old knife to hold wheels on axles.

**4**

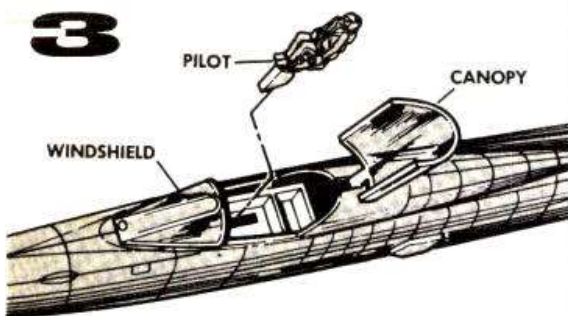
Cement wing halves 1 and 2 together, also wing halves 3 and 4. Cement stabilizers to fuselage. Cement tail cone to rear of fuselage with large pin inside cone toward top. Cement tab on wings into slots in fuselage. Cement nose to end of fuselage.

**2**

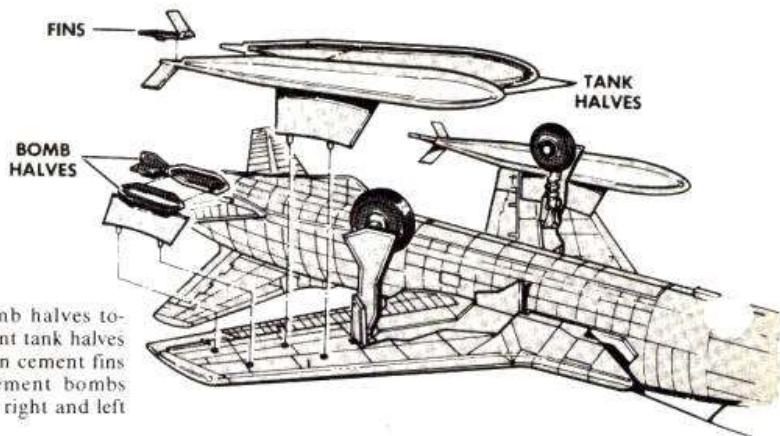
Cement ledge on left side of floorboard to inside of left fuselage. Cement nosewheel strut into notches as shown. Cement fuselage halves together. Make sure floorboard fits into same place as on left fuselage. Now proceed to next step before cement dries.

**5**

Cement strut fairing 6 to landing strut with small rounded pin as shown in sketch. Cement tab on end of strut into slot in left wing. Cement tab on door 7 into hole in end of wheel well. Cement door 5 into position shown. Repeat procedure for remaining strut, strut fairing 9, door 10 and door 8. Apply cement to thick edges of nosewheel doors 11 and 12 and insert them into well. Notches in doors fit over pins on nosewheel strut.

**3**

Cement tab on pilot into slot in floorboard. Insert pins on clear canopy into hole in right and left fuselage. Allow fuselage halves to spread apart so that pins on canopy will fit into holes. DO NOT CEMENT CANOPY IN PLACE. Press fuselage halves together. Cement windshield to fuselage.

**6**

Cement bomb halves together. Cement tank halves together, then cement fins in place. Cement bombs and tanks to right and left wings.

**Painting:** This model will be very attractive without additional painting. However, if you wish to further enhance your model, camouflage information is shown on the three view drawing and box cover. USE ONLY ENAMEL OR PAINT FOR PLASTICS. A 1/4 inch wide brush is recommended for larger areas; a small pointed brush for fine details. Be sure to allow sufficient drying time. Smaller details are most easily painted prior to assembly.

The following covers details not shown on camouflage drawings.  
**BLACK** — Tires — nose — inside of air scoops — inside of tail cone — bombs. **SILVER** — Landing gear — wheels.  
**MEDIUM GREY** — Inside of wheel openings — cockpit interior.  
**PILOT** — Blue grey suit, black shoes, white helmet, green goggles, flesh face and hands.  
**MECHANIC** — Blue grey coveralls and cap, black shoes and hair, flesh face and hands, yellow ladder.

**Applying Decals:** When applying decals, refer to three view drawings for proper location. To apply decals, cut individually from sheet and dip in water for a few moments until they slide easily from paper backing. (For a neat job, trim close to color outline.) Next slide decal into correct position. After decal is positioned, press out trapped air bubbles and blot with soft cloth. Before completely dry, decal should be pressed firmly against surface contours, such as rivets and lines.

