

A-4E SKYHAWK

More than twenty years ago, Douglas Aircraft delivered the first A-4 "Skyhawk" to the United States Navy. Today, improved aircraft serve as the primary attack fighters of the United States Navy and Marines. Additional variants of the A-4 have been acquired to serve with the air arms of Australia, New Zealand, and Israel. The remarkable life span of the "Skyhawk" can be directly attributed to the comprehensive design effort undertaken by Douglas designers to create a lightweight, high performance attack aircraft.

During the Vietnam conflict, "Skyhawks" operating from Southeast Asia airfields and American carrier decks flew countless sorties against targets in North and South Vietnam. The impressive maneuverability of the A-4 was perfectly suited to the demanding close air support missions that they flew. Often, "Skyhawk" pilots attacked their targets in daring high speed dashes at tree top level.

Your model depicts an A-4E version of the McDonnell-Douglas "Skyhawk". This variant differed significantly from earlier versions in that the nose was lengthened and the air intakes were recontoured to provide additional air flow to the uprated Pratt and Whitney J-52 Turbojet. This new powerplant extended the aircraft's combat range, as well as enabling it to carry a larger ordnance payload. Mounted on five

external underwing hardpoints, the A-4E could be fitted with a seemingly endless array of fuel tanks and specialized munitions pylons designed to carry bombs and air-to-air surface missiles. Additional firepower was provided by two 20 millimeter cannons mounted in the wing root. Sophisticated radar bomb delivery systems were added, but the rapid advancements in advanced avionics out grew the airframe, and an avionics pod was retrofitted to many operational A-4E's. The A-4E and A-4F variants of the "Skyhawk" were designed primarily as attack aircraft configured to operate in a ground attack role. Their efforts have become legends in the annals of Naval Aviation.



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Morton Grove, Ill.

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KIT 5406

1/48 SCALE

5406-0201

IMPORTANT! Read this Before You Begin

Read the instructions and study the assembly drawings to become familiar with all the parts.

Each illustration in the assembly procedure indicates color to be used and where the paint should be applied.

Refer to airplane drawings on rear page for painting schemes and versions.

Each "tree" of plastic parts is molded with identifying numbers, appearing on the part or on a tab next to the corresponding part. In the assembly instructions, identifying numbers are indicated. This method makes it easy for you to locate parts during the assembly.

Do not detach parts from the trees until you are ready to use them. After cutting or breaking off the required parts, trim away any excess bits of plastic. Use a small sharp knife, such as a modeling knife, available at your hob-

by counter. Check the fit of each part before you cement it in place.

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

For better paint and decal adhesion, it is advisable to wash the plastic parts trees in a mild detergent solution. Rinse and let dry. After washing, handle the parts carefully to avoid skin-oil which may affect the adhesion.

PAINTING

Some of the parts must be painted before they are cemented, so study the assembly steps and plan your work accordingly. It is best to paint most of the parts before cementing them. The outside surface details such as on wings and fuselage may be painted after assembly. Use only ENAMEL or PAINT FOR PLASTICS.

A small pointed brush is best for painting small parts and details. Allow time for paint to dry thoroughly before handling the parts. Scrape paint away from areas which will be cemented because cement will not hold to paint.

FIGURE

Paint a figure as though dressing it. Paint the basic uniform, then the various equipment. The very small, delicate details are usually saved for last.

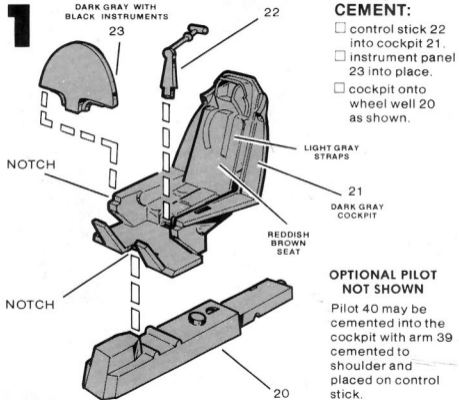
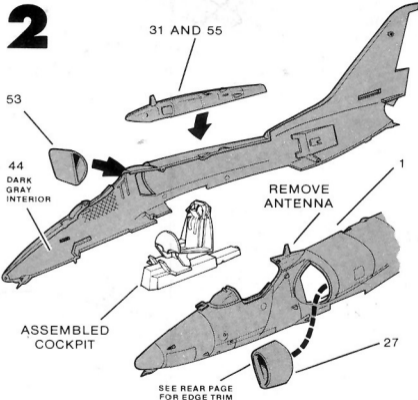
Improve the appearance of the figure by painting in additional highlights and shadows following the clothing folds. After the basic uniform color, add a darker basic color for shading in folds, under arms and areas where light would not be seen. Now use a lighter tint of the basic color and paint the lightspots, such as the top of clothing folds which get direct light.

PILOT

White helmet with black trim, olive drab suit, dark gray mask and hose, black boots, light gray chute straps, silver buckles on straps, flesh color hands and face.

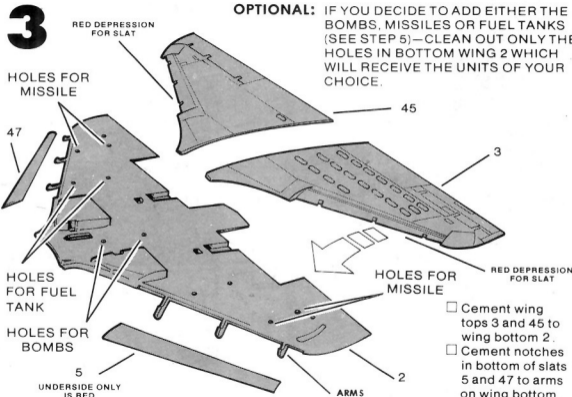
CANOPY DETAIL

Canopy detail can be easily and neatly done by using one of the dull finish acetate mending tapes. Mask the entire canopy with the transparent tape. Use a sharp knife and very carefully cut the tape from any area that is to be painted. Paint the exposed parts and allow to dry thoroughly. Remove the remaining tape from the canopy by lifting it with the tip of your knife. This method will result in an extremely realistic canopy.

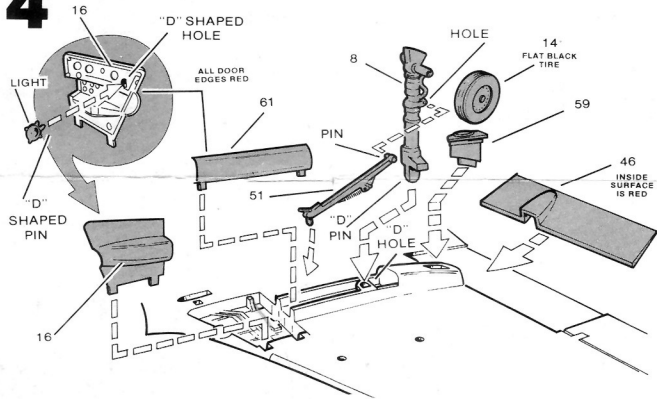
1**2**

- Cement assembled cockpit into place in RIGHT fuselage half 44.
- Cement LEFT fuselage half 1 to RIGHT fuselage half.
- Cement intakes 27 and 53 into place.
- Completely remove antenna on top of fuselage.
- Cement fairing halves 31 and 55 together, then to fuselage.

OPTIONAL PILOT NOT SHOWN

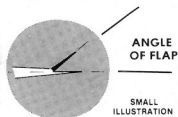
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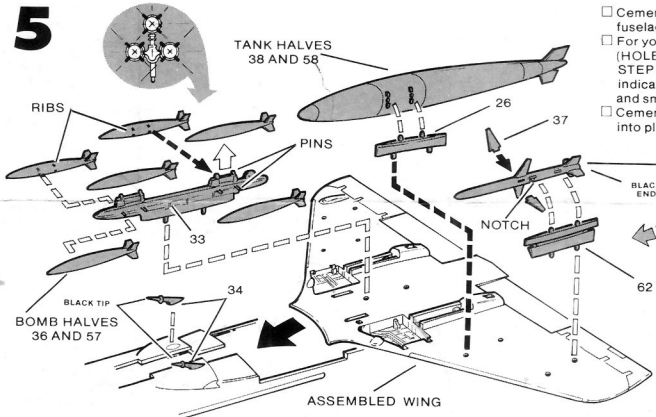


CEMENT:

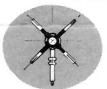
- strut 8 into wing.
- arm 51 into hole in strut and into wing.
- wheel 14 onto strut.
- door 61 onto edge of opening as shown.
- "D" pin on clear light into "D" hole in door 16. **ONLY THIS DOOR HAS LIGHT.**
- door into place.
- flap 46 into wing. See small illustration for angle.
- REPEAT ABOVE PROCEDURE for other side of wing using parts 50, 9, 14, 19, 52 and 4.
- Cement part 59 into wing.



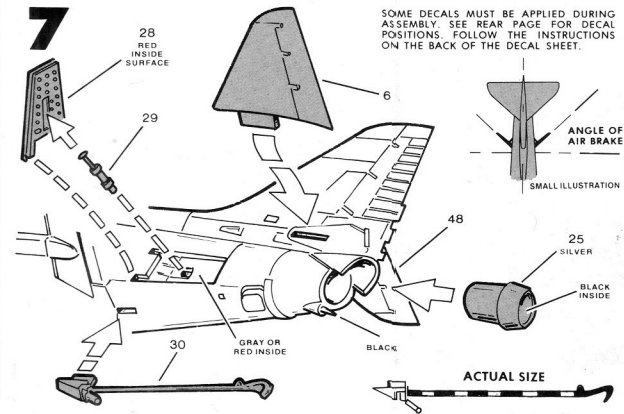
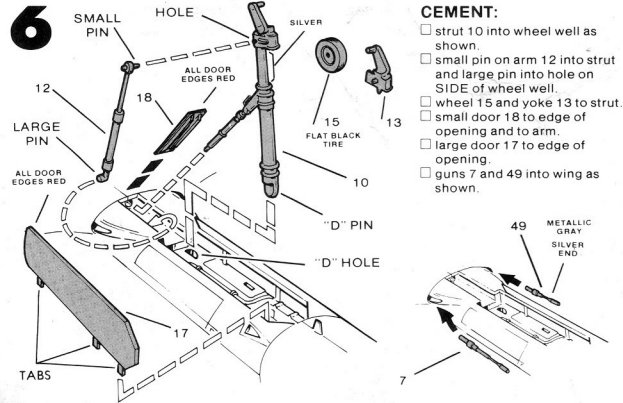
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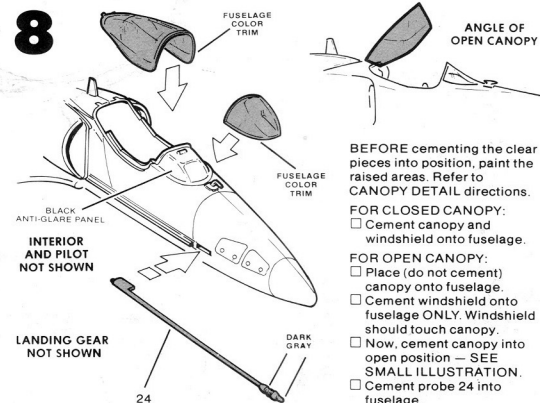
- Cement assembled wing into fuselage.
- For your choice of armament, (HOLES CLEANED OUT IN STEP 3), assemble as indicated in large and small illustrations.
- Cement two antennas 34 into place where indicated.

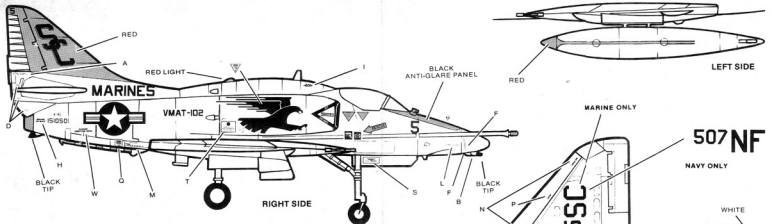


LANDING GEAR, DOORS AND FLAPS NOT SHOWN FOR CLARITY



- Cement cone 25 into fuselage.
- If you choose to paint the hook 30, follow the spacing indicated — THEN when paint has **DRIED**, cement hook into place.
- BEFORE proceeding with this assembly — PLACE (do not cement) air brakes 28 and 54 into openings in fuselage. Apply tape to hold doors.
- Carefully follow the application instruction on the back of the decal sheet. Apply decal to doors and fuselage as indicated on rear page photos.
- After decal has dried slightly — use a sharp modeling knife to cut the decal along edges of air brake.
- Cement both air brakes and cylinders 29 into place as shown. **ALSO SEE SMALL ILLUSTRATION.**
- Cement stabilizers 6 and 48 into place.

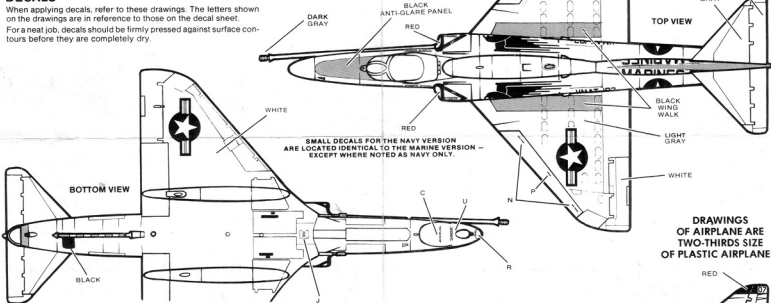




DECALS

When applying decals, refer to these drawings. The letters shown on the drawings are in reference to those on the decal sheet.

For a neat job, decals should be firmly pressed against surface contours before they are completely dry.



SMALL DECALS FOR THE NAVY VERSION ARE LOCATED IDENTICALLY TO THE MARINE VERSION - EXCEPT WHERE NOTED AS NAVY ONLY.

DRAWINGS OF AIRPLANE ARE TWO-THIRDS SIZE OF PLASTIC AIRPLANE

