

# HUEY HOG

**MONOGRAM MODELS, INC.**

Morton Grove, Ill.

Copyright © 1977

All rights reserved.

Made in U.S.A.

**KIT 5201**

**1/48 SCALE**

**5201-0201**



The scourge of marauding Viet Cong forces, armed helicopter gunships operated by United States Army and Marine units firmly established these remarkable machines as an integral component of close air support tactics developed to support friendly ground troops. The hit and run nature of the guerilla strikes encountered by United States forces caused the creation of tactics that relied on the mobility of troop carrying helicopters to transport combat ready troops to a combat zone in a minimum of time. Though several types of armed helicopters served in Vietnam, the UH-1 "Hueys" manufactured by Bell Aerosystems were the gunships that established the reputation of the armed helicopter as an indispensable weapon of ground warfare.

Your model depicts a UH-1C "Huey" gunship that was the most heavily armed version of the many gunship variants that were developed. Fitted with a nose mounted M-5 40 mm grenade launcher capable of dispensing over 100 anti-personnel grenades, this gunship possessed additional firepower provided by twin M-60 machine guns and an M-200A-1 rocket pod fitted to each side mount. The massive firepower of this phenomenal weapon system was usually supplemented by two door gunners with hand held machine guns. The success of armed UH-1 gunships accelerated the development of the Bell AH-1; the first attack helicopter to ever serve with U.S. Forces.

## **READ THIS BEFORE YOU BEGIN**

Read through the instructions and study the assembly drawings to become familiar with all parts of the model. Each plastic part is identified by a number on the part or on a tab alongside the part. Do not detach parts from the trees until you are ready to use them.

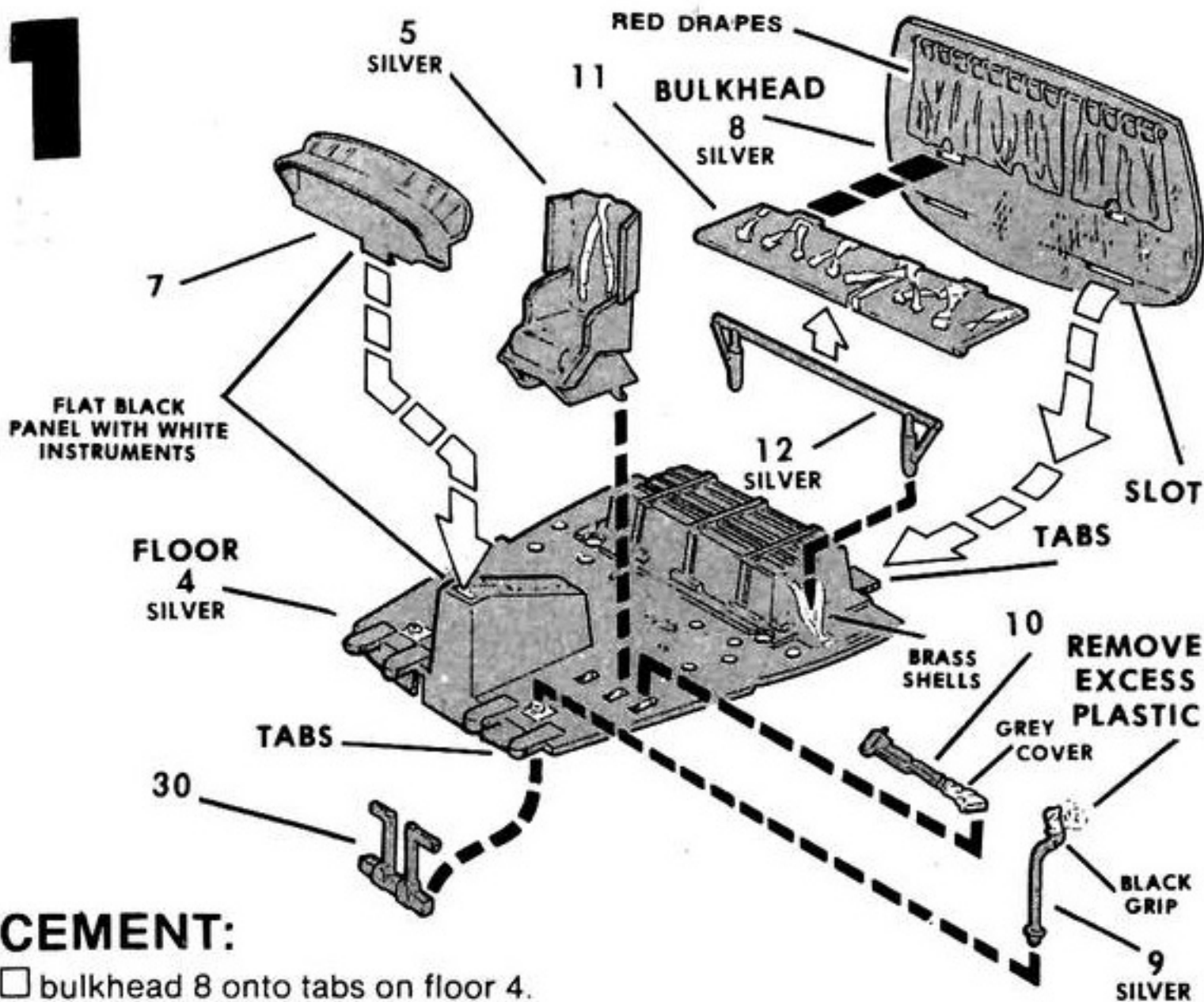
After cutting off the required part, trim away any excess bits of plastic that are not part of the usable piece. Use a sharp knife, such as a modeling knife, available at your hobby counter. Check the fit of each piece before you cement in place. Use only cement specified for use with styrene plastic.

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.

Use only **PAINTS FOR PLASTICS OR ENAMEL** for the parts you may wish to paint. Each illustration indicates color to be used and where the paint should be applied. Allow paint to dry thoroughly and scrape paint away from areas which will be cemented. Cement will not hold to paint.

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.

# 1



## CEMENT:

- bulkhead 8 onto tabs on floor 4.
- support 12 into floor as shown.
- seats 11 into slots in bulkhead and onto support.
- pitch stick 10, control stick 9 and seat 5 into floor. Repeat for other side.
- instrument panel 7 into place.
- two pedals 30 under tabs as shown.

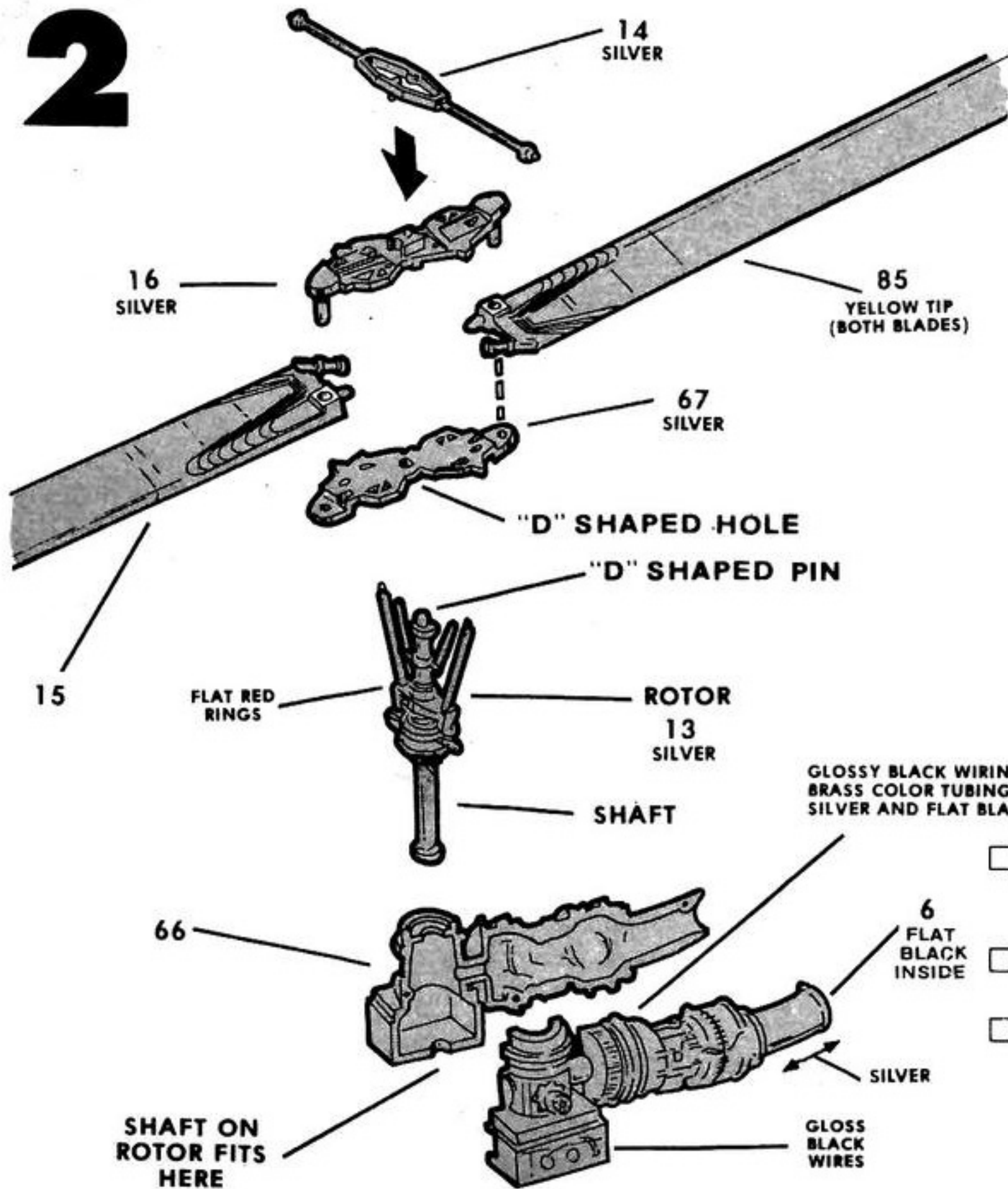
## OPTIONAL:

Co-pilot 44 and pilot 21 (with arm 43 cemented into a selected position) may be cemented into the seats or discarded.

**PILOT PAINTING** – White helmet, olive drab suit, white chute straps with silver hardware, brown shoes, flesh hands and face.

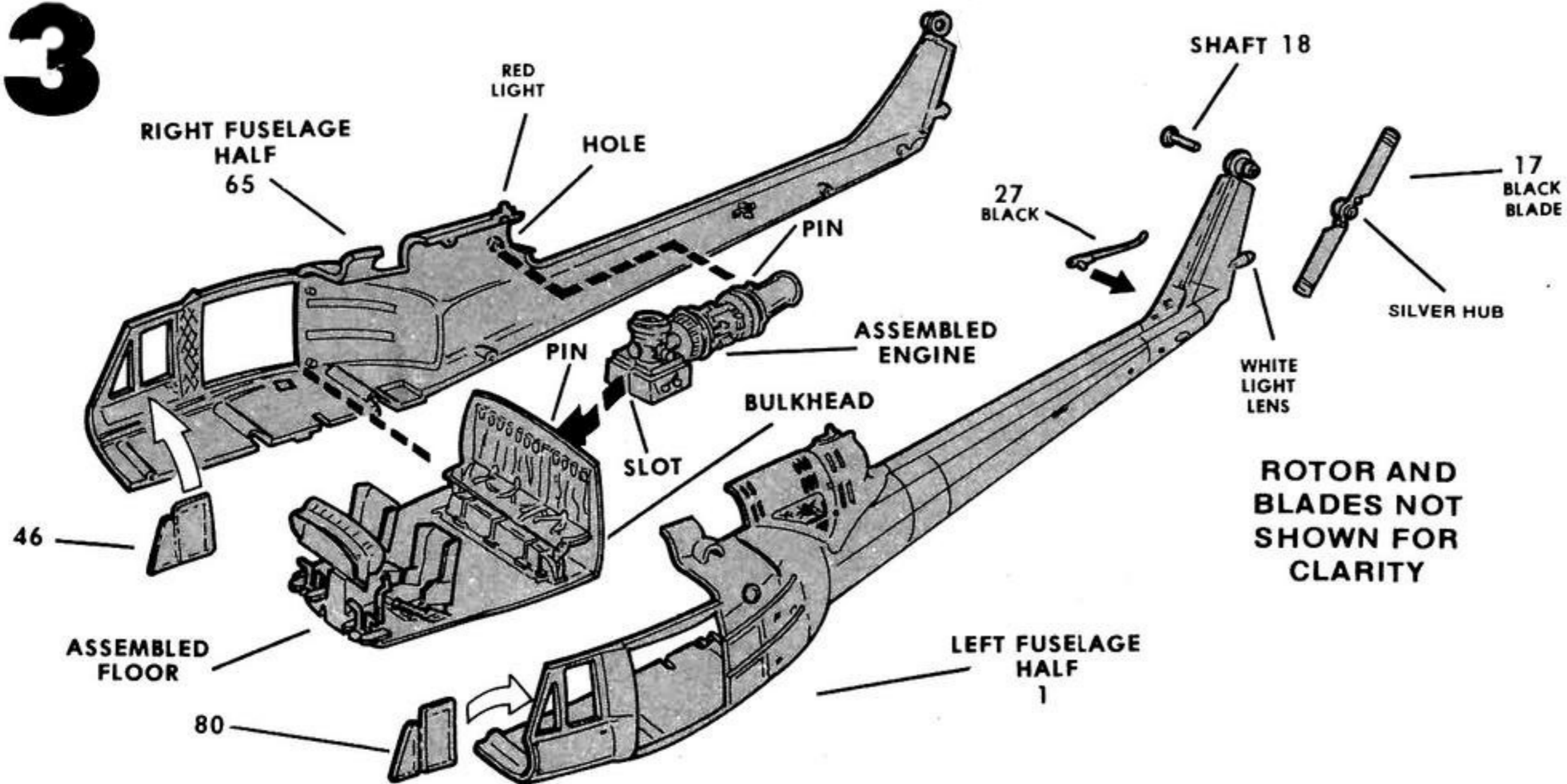


# 2



- Cement blades 15 and 85 into place between connectors 16 and 67 as shown.
- Cement rotor 13 and stabilizer 14 to connectors.
- Place (do not cement) shaft on rotor into engine half 66, then cement engine half 6 in place. BE CAREFUL NOT TO GET CEMENT near the rotor shaft. When cement has dried, rotor can be rotated.

# 3



## DO NOT DAMAGE ROTORS

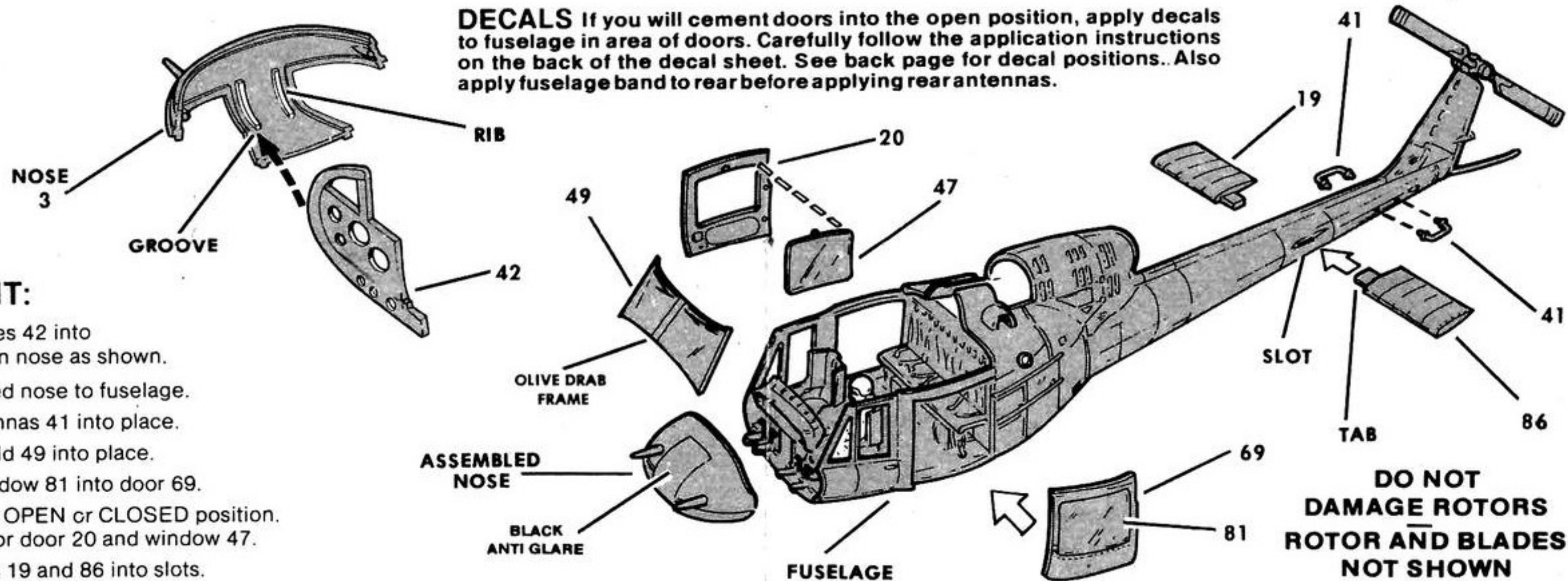
- Cement tailskid 27 onto left fuselage half 1.
- Slip (do not cement) shaft 18 into fuselage as shown.
- Carefully cement rotor 17 onto shaft. DO NOT allow cement to touch the fuselage. Rotor will turn.
- Cement clear windows 46 and 80 into place.
- Cement assembled floor into RIGHT fuselage half 65.
- Carefully cement engine, with rotor, onto pins on bulkhead and into hole in fuselage.
- Cement fuselage halves together.

# 4

**DECALS** If you will cement doors into the open position, apply decals to fuselage in area of doors. Carefully follow the application instructions on the back of the decal sheet. See back page for decal positions. Also apply fuselage band to rear before applying rear antennas.

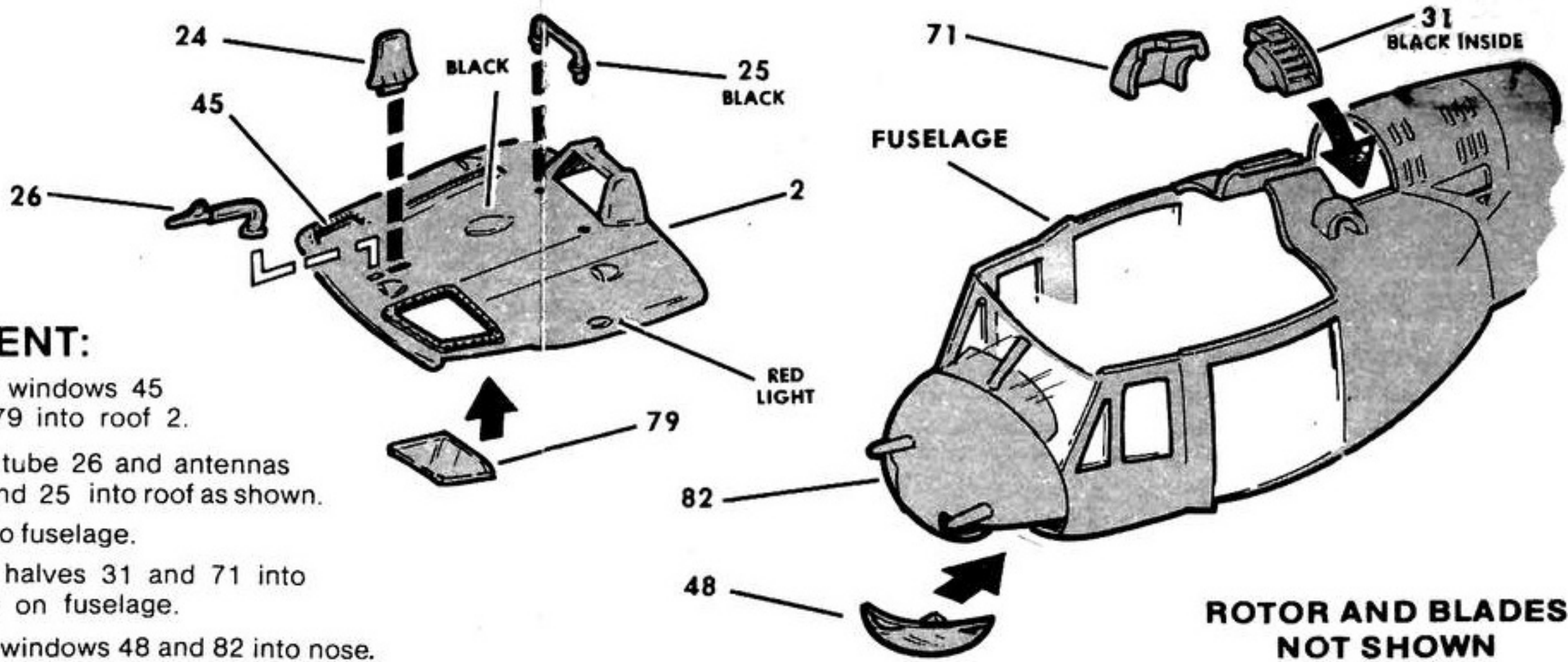
## CEMENT:

- two frames 42 into grooves in nose as shown.
- assembled nose to fuselage.
- two antennas 41 into place.
- windshield 49 into place.
- clear window 81 into door 69.
- door into OPEN or CLOSED position. Repeat for door 20 and window 47.
- elevators 19 and 86 into slots.



**DO NOT  
DAMAGE ROTORS  
ROTOR AND BLADES  
NOT SHOWN**

# 5

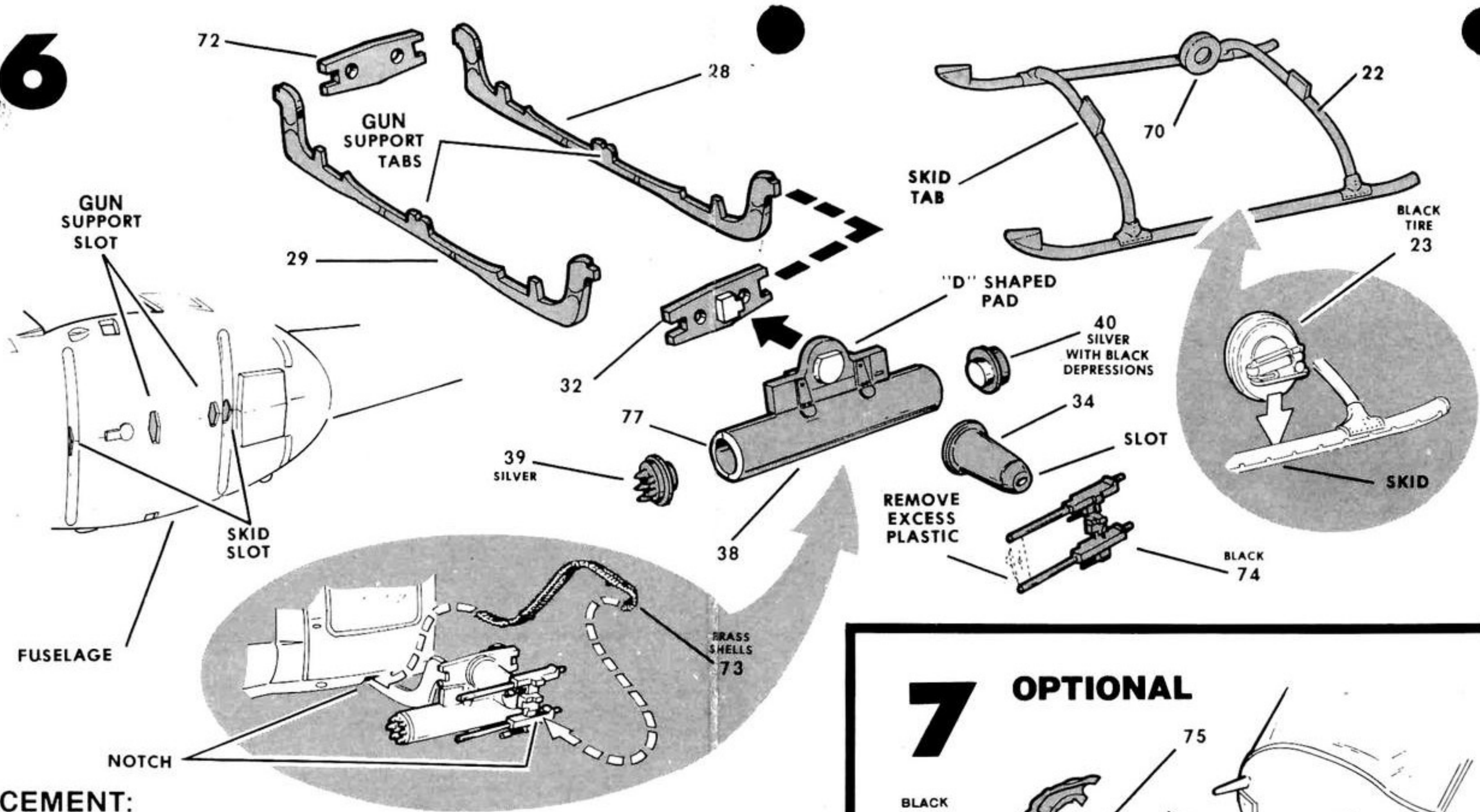


## CEMENT:

- clear windows 45 and 79 into roof 2.
- pitot tube 26 and antennas 24 and 25 into roof as shown.
- roof to fuselage.
- filter halves 31 and 71 into place on fuselage.
- clear windows 48 and 82 into nose.



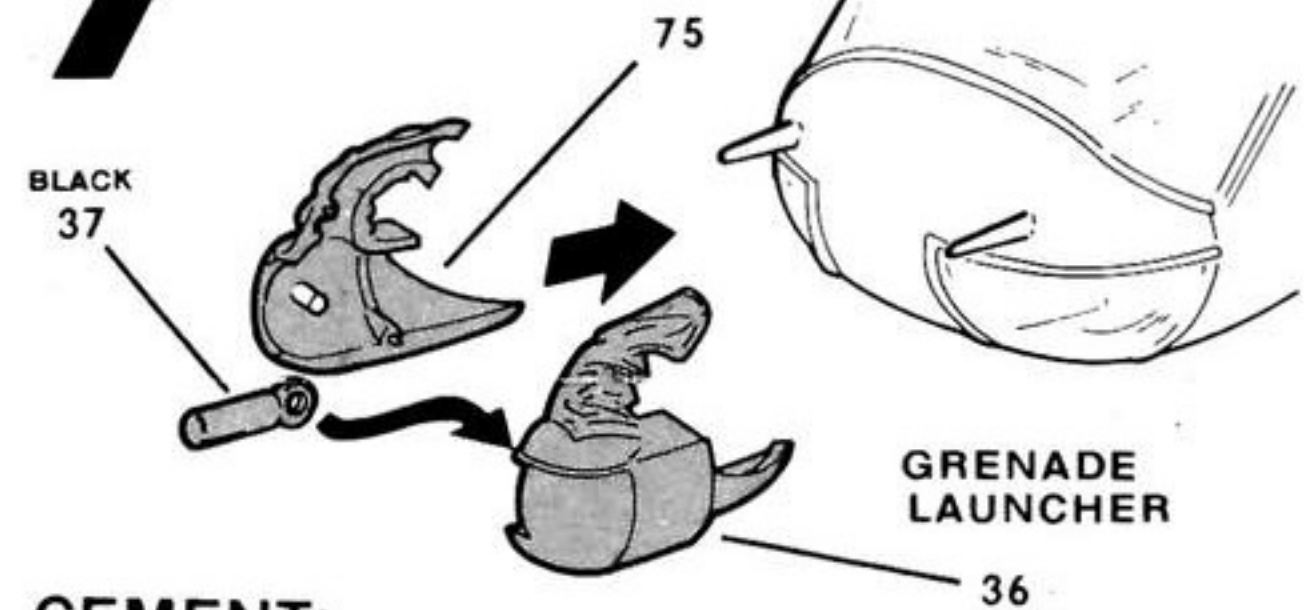
# 6



## CEMENT:

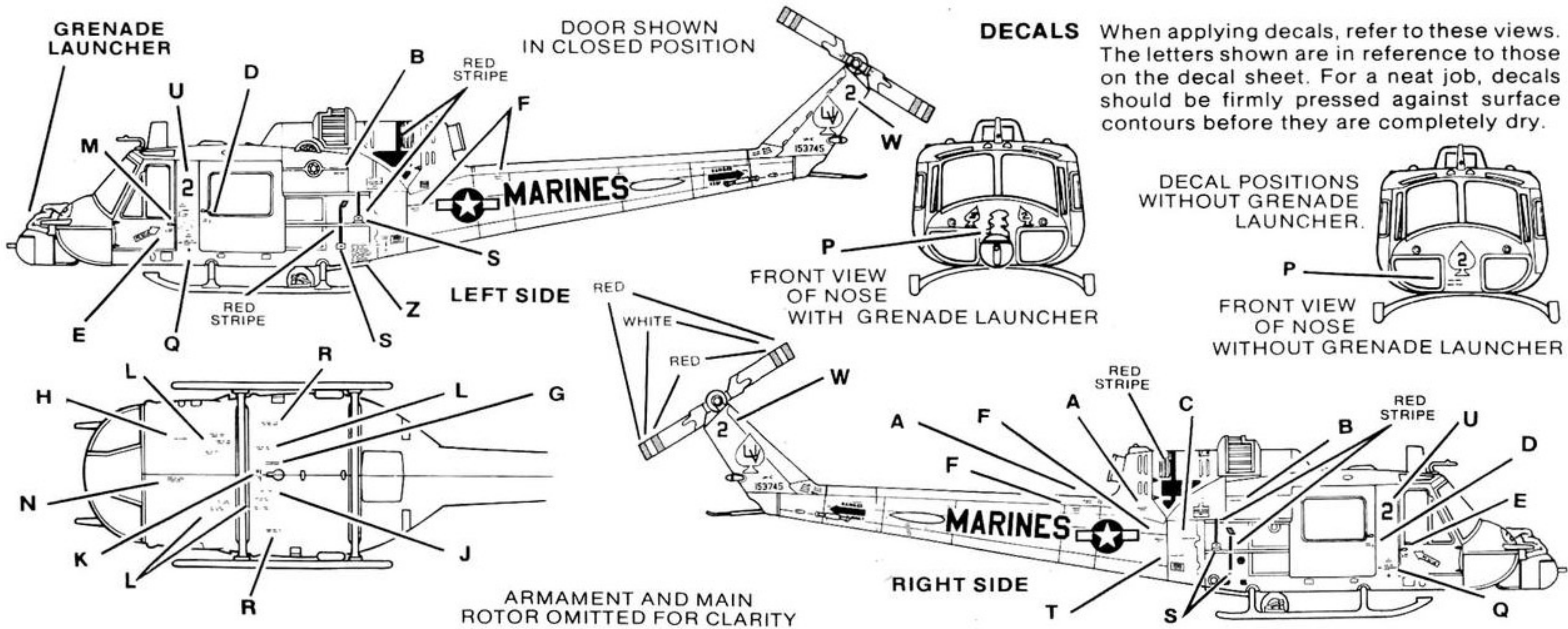
- two gun mounts 32 and 72 onto ends of supports 28 and 29 as shown.
- rocket pod halves 38 and 77 together with end pieces 39 and 40 as shown.
- pod to gun mount.
- "D" shaped hole in pylon 34 onto "D" shaped pad on pod.
- guns 74 into slot in pylon. Repeat for other pod with pieces 78, 83, 39, 40, 34, and 35.
- assembled gun supports into slots in bottom of fuselage.
- ammunition belt 73 into notch in bottom of fuselage and to guns. Repeat for other side with belt 33.
- wheels 23 and 70 onto skid 22 as shown in small illustration.
- skid in slots in bottom of fuselage.

# 7 OPTIONAL



## CEMENT:

- grenade launcher halves 36 and 75 together WITH tube 37 placed (not cemented) onto pin on half 36.
- assembled launcher to nose.



GRENADE LAUNCHER

DOOR SHOWN IN CLOSED POSITION

DECALS

When applying decals, refer to these views. The letters shown 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.

DECAL POSITIONS WITHOUT GRENADE LAUNCHER.

FRONT VIEW OF NOSE WITHOUT GRENADE LAUNCHER

ARMAMENT AND MAIN ROTOR OMITTED FOR CLARITY

RIGHT SIDE

MARINES

MARINES

LEFT SIDE

FRONT VIEW OF NOSE WITH GRENADE LAUNCHER

FRONT VIEW OF NOSE WITHOUT GRENADE LAUNCHER

RED  
WHITE  
RED

RED STRIPE

RED STRIPE

ARMAMENT AND MAIN ROTOR OMITTED FOR CLARITY

RIGHT SIDE

MARINES

MARINES

LEFT SIDE

FRONT VIEW OF NOSE WITH GRENADE LAUNCHER

FRONT VIEW OF NOSE WITHOUT GRENADE LAUNCHER

RED  
WHITE  
RED

RED STRIPE

RED STRIPE