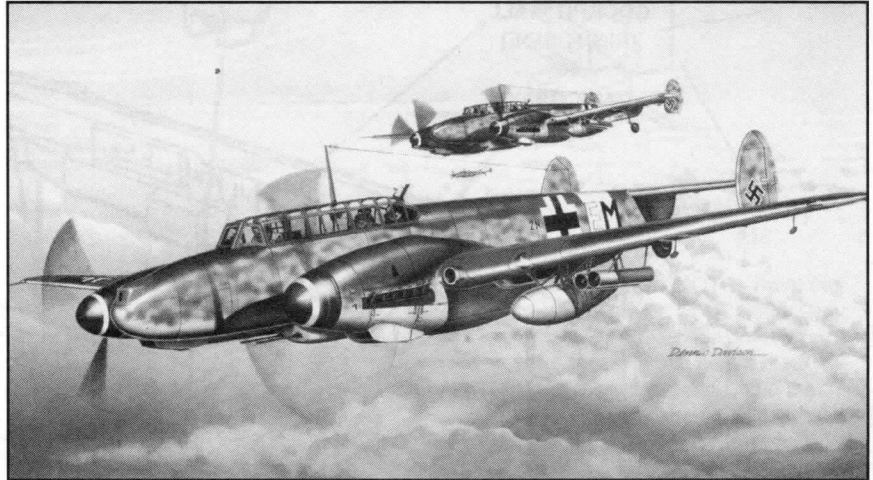


MESSERSCHMITT Bf 110G-2

The Messerschmitt Bf 110 was one of the Luftwaffe's most numerous and versatile twin-engine fighter designs of World War II. Originally designed in 1935 as a long range strategic fighter that could escort bombers all the way to their targets, later Bf 110 versions were produced as heavy fighters, night fighters, reconnaissance planes, anti-shiping aircraft, and tank destroyers. By the time World War II ended, over 6,000 Bf 110s had been produced in approximately three dozen variants. These served throughout the war on every front where the Luftwaffe was engaged in combat.

The Bf 110G-2, which this kit represents, was a fighter-bomber that featured a significant increase in firepower over earlier versions. In addition to the four MG 17 machine guns in the nose, two MG 151 cannons were added, and these could be further supplemented with two additional MG 151s mounted in a pod under the fuselage. For defense from enemy fighters, two 7.9-mm MG 81 machine guns were mounted in the rear cockpit. Some of these aircraft were also fitted with rocket tubes mounted under the wings.



* REPEAT SEVERAL TIMES
* A REPETER PLUSIEURS FOIS



* OPTIONAL PARTS
* PIECES EN OPTION



* DECAL
* DECAL COMANIE



* ALTERNATIVE ASSEMBLY
* ENSEMBLAGE ALTERNATIVE



* CEMENT TOGETHER
* A COLLER



* REMOVE AND THROW AWAY
* A RETIRER ET JETER



* DO NOT CEMENT
* NE PAS COLLER

READ THIS BEFORE YOU BEGIN

- Study the assembly drawings.
- Each plastic part is identified by a number.
- In the assembly drawings, some parts will be marked by a star (★) to indicate chrome plated plastic.
- For better paint and decal adhesion, wash the plastic parts in a mild detergent solution. Rinse and let air dry.
- Check the fit of each piece before cementing in place.
- Use only cement for polystyrene plastic.
- Scrape plating and paint from areas to be cemented.
- Allow paint to dry thoroughly before handling parts.
- Any unused parts may be discarded.

DECAL APPLICATION INSTRUCTIONS

1. Cut desired decal from sheet.
2. Dip decal in water for a few seconds.
3. Place wet decal on paper towel.
4. Wait until decal is movable on paper backing.
5. Place decal in position on model, face up and slide backing away.
6. Press out air bubbles with a soft damp cloth.
7. Milkiness that may appear is for better decal adhesion and will dry clear. Wipe away any excess adhesive.
8. Do not touch decal until fully dry.
9. Allow the decals 48 hours to dry before applying clear coat.

LIRE CE QUI SUIT AVANT DE COMMENCER

- Etudier les schémas de montage.
- Chaque pièce en plastique est identifiée par un numéro.
- Sur les schémas de montage, certaines pièces sont marquées d'une étoile (★) pour indiquer qu'elles sont en plastique chromé.
- Pour une meilleure prise de la peinture et des autocollants, laver les pièces en plastique avec une solution détergente peu concentrée. Les rincer et les laisser sécher à l'air.
- Vérifier que chaque pièce s'ajuste bien avant de la coller en place.
- N'utiliser que de la colle pour polystyrène.
- Gratter les parties à coller pour enlever le chrome et la peinture.
- Laisser la peinture bien sécher avant de manipuler les pièces.
- Toute pièce inutilisée peut être jetée.

DIRECTIVES D'APPLICATION DES AUTOCOLLANTS

1. Découper l'autocollant désiré de la feuille.
2. Tremper l'autocollant dans de l'eau pendant quelques secondes.
3. Placer l'autocollant mouillé sur une serviette en papier.
4. Attendre que l'autocollant puisse être déplacé sur son support en papier.
5. Mettre l'autocollant en position sur le modèle face sur le dessus et faire glisser le support pour l'enlever.
6. Appuyer avec un chiffon doux humide pour éliminer les bulles d'air.
7. La substance laiteuse qui peut apparaître est destinée à améliorer l'adhésion de l'autocollant et devient incolore au séchage. Essuyer pour enlever tout excédent d'adhésif.
8. Ne pas toucher l'autocollant tant qu'il n'est pas bien sec.
9. Laisser l'autocollant sécher pendant 48 heures avant d'appliquer une couche transparente.

This paint guide is provided to complete this kit as shown on the box.

Ce guide de peinture est fourni pour reproduire le modèle réduit qui apparaît sur la boîte.

FLAT BLACK, RLM 22	NOIR TRENE
FLAT YELLOW, RLM 04	JAUNE TRENE
GUNSHIP GRAY, RLM 75	GRIS VAISSEAU
GRAY GREEN, RLM 74	GRIS VERT
LIGHT BLUE, RLM 76	BLEU CLAIR
INSIGNIA RED, RLM 23	ROUGE
DARK GRAY, RLM 66	GRIS FONCÉ
INTERMEDIATE GRAY RLM 02	GRIS MOYEN
BLACK GREEN, RLM 70	VERT NOIR
FLAT WHITE	BLANC MAT
SILVER	ARGENTÉ
STEEL	ACIER

We recommend
ProModelers or Revell-Monogram paints.

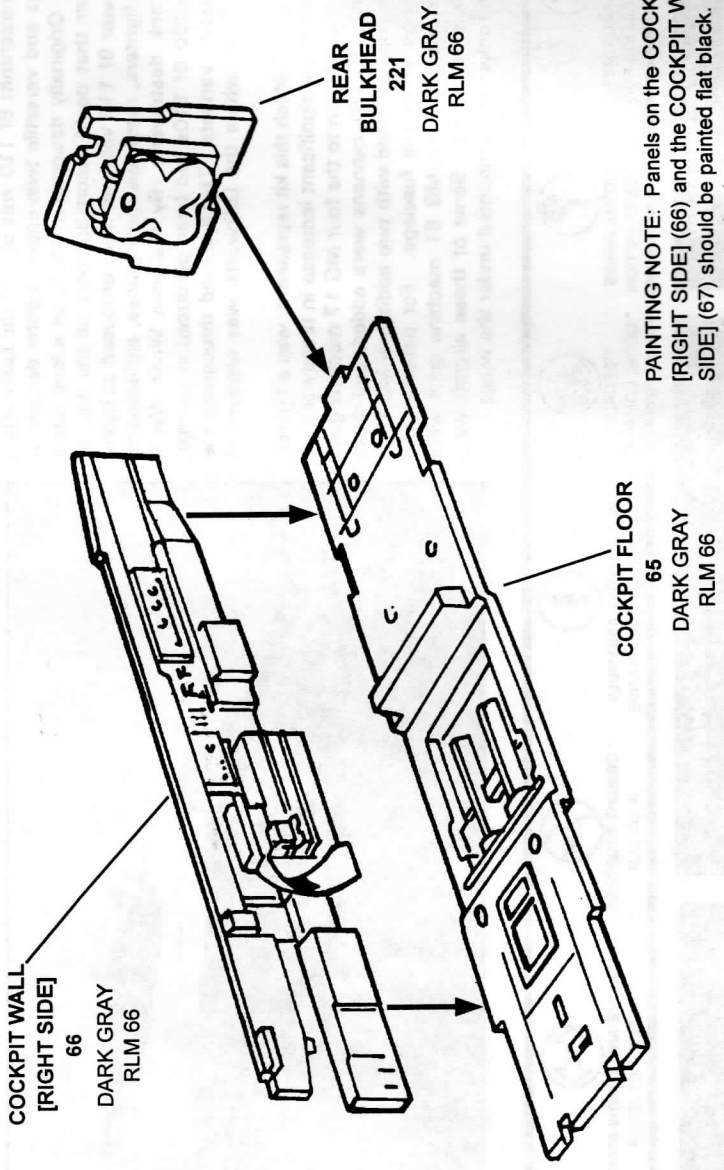
If you have any questions or comments, call our hotline at: **(800) 833-3570**
or, please write to:

Revell-Monogram Consumer Service Department, 8601 Waukegan Road, Morton Grove, Illinois 60053
Be sure to include the kit number, part number, description, your return address and phone number.

Visit our website: www.revell-monogram.com

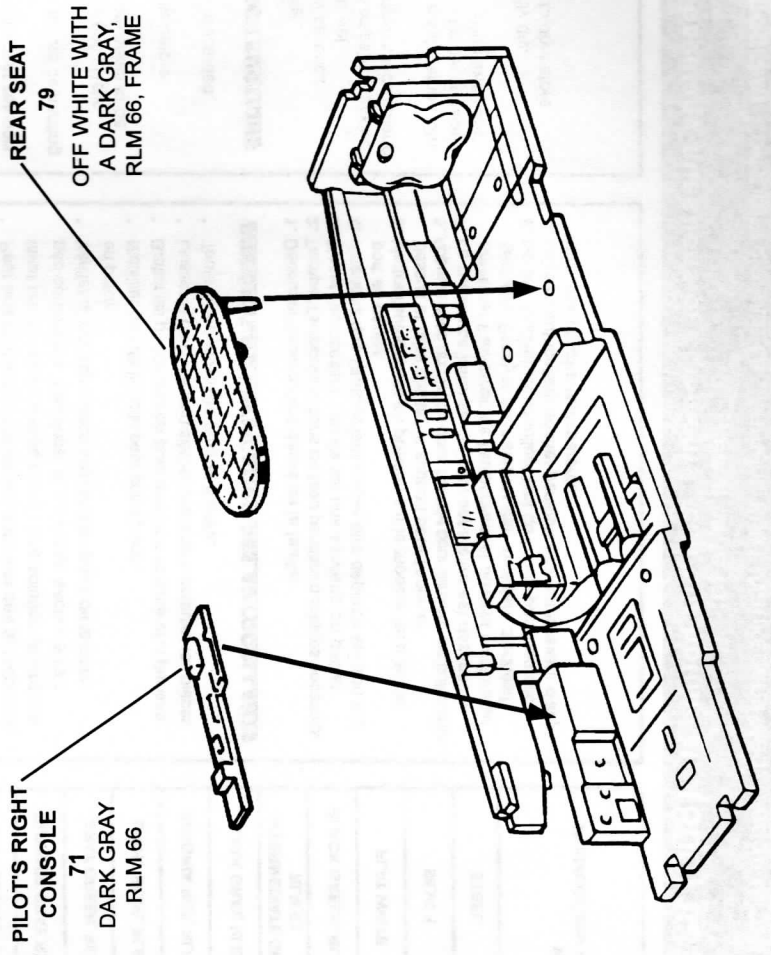
STEP 1, COCKPIT ASSEMBLY

A

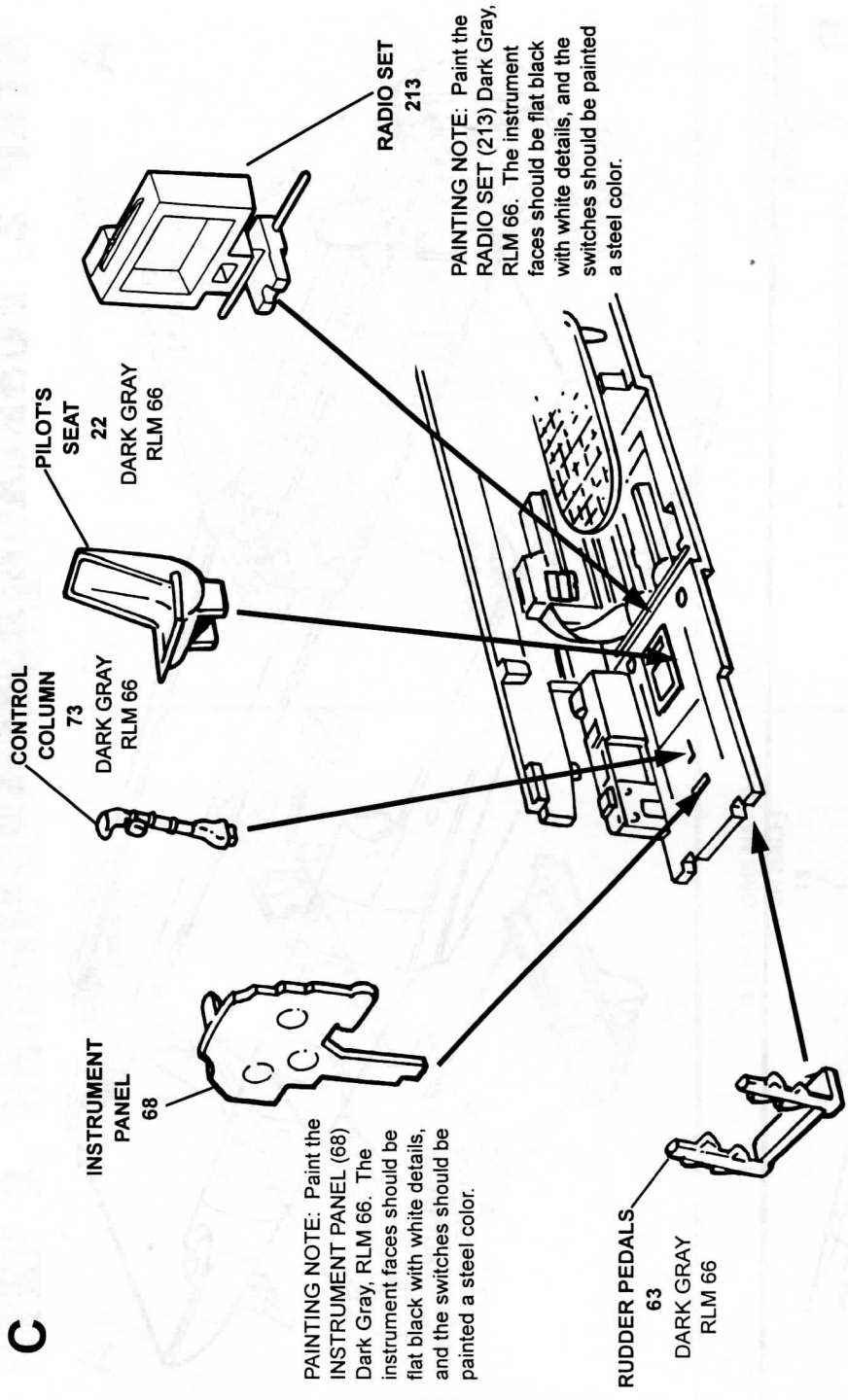


PAINTING NOTE: Panels on the COCKPIT WALL [RIGHT SIDE] (66) and the COCKPIT WALL [LEFT SIDE] (67) should be painted flat black. Switches should be a steel color.

B



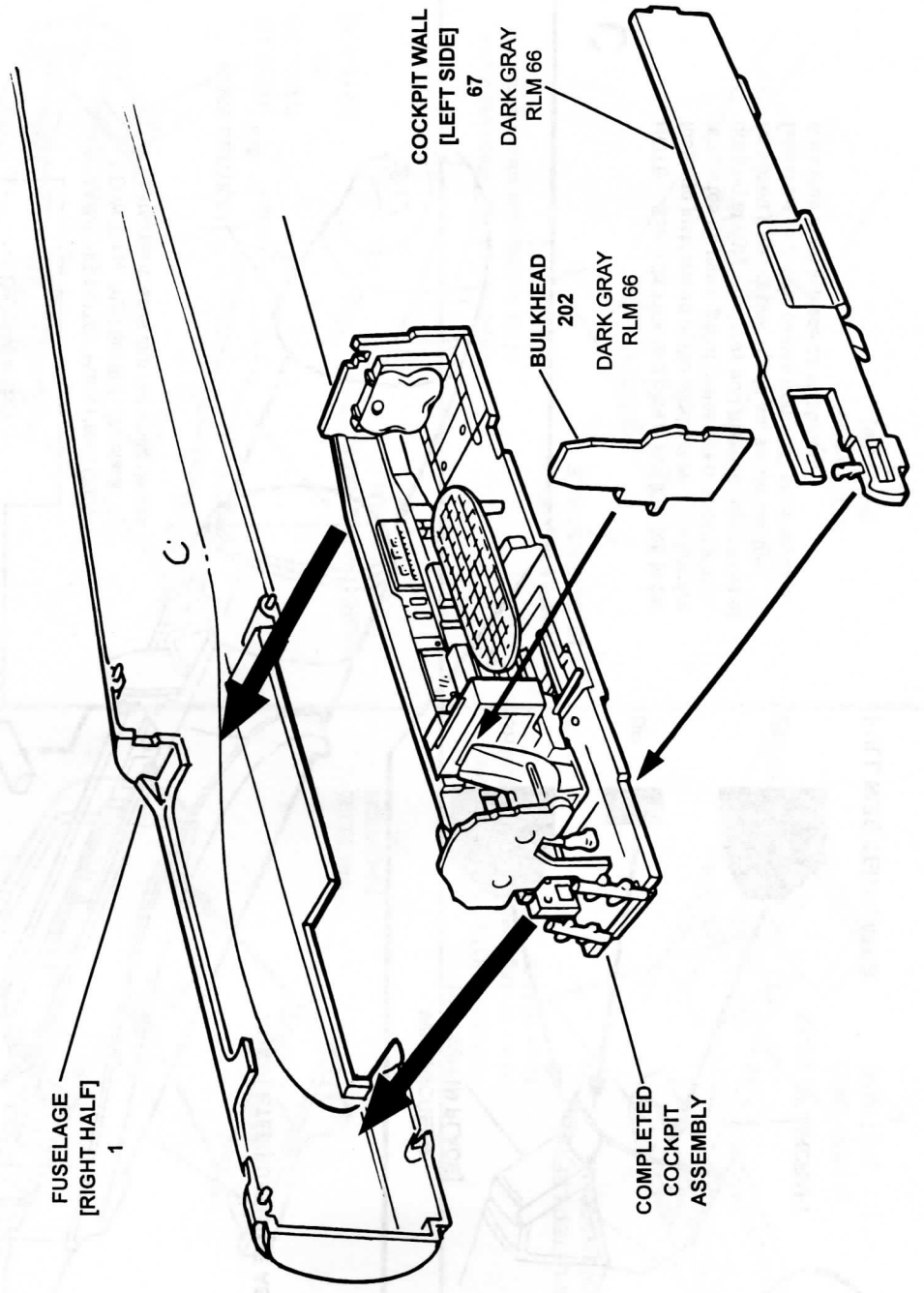
C



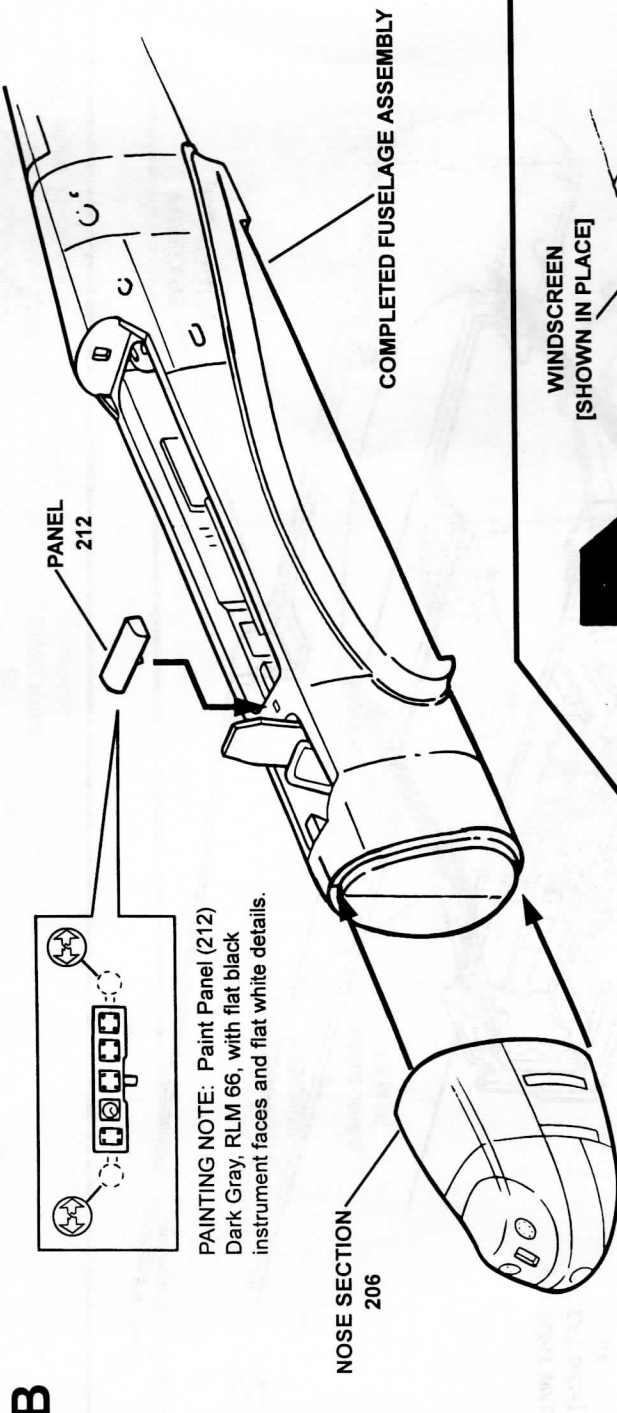
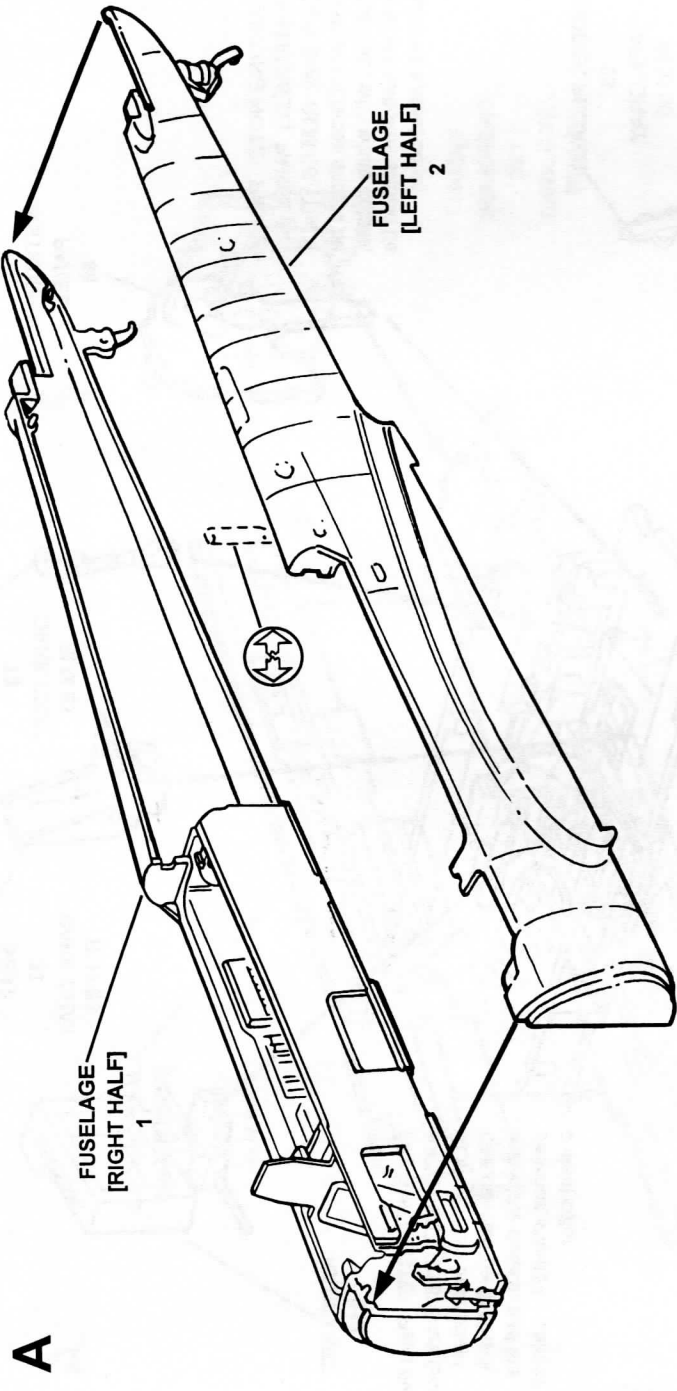
PAINTING NOTE: Paint the INSTRUMENT PANEL (68) Dark Gray, RLM 66. The instrument faces should be flat black with white details, and the switches should be painted a steel color.

PAINTING NOTE: Paint the RADIO SET (213) Dark Gray, RLM 66. The instrument faces should be flat black with white details, and the switches should be painted a steel color.

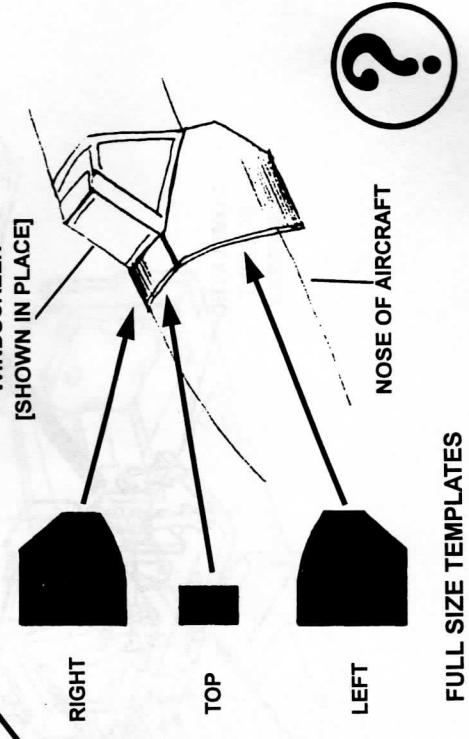
D



STEP 2, FUSELAGE ASSEMBLY

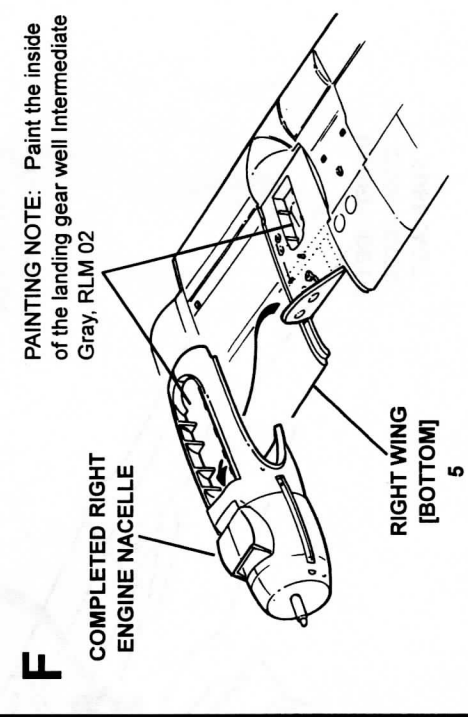
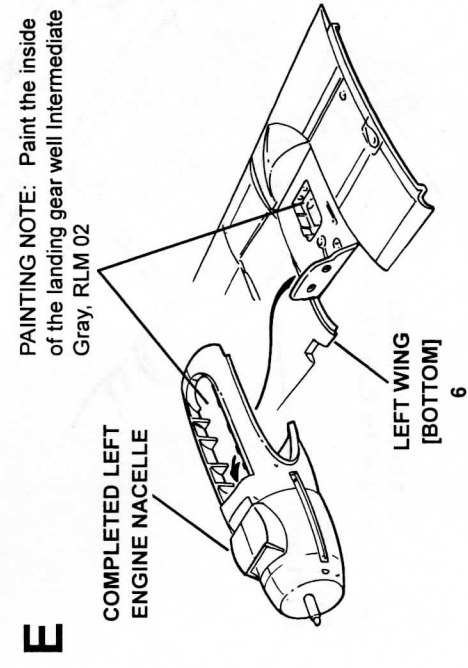
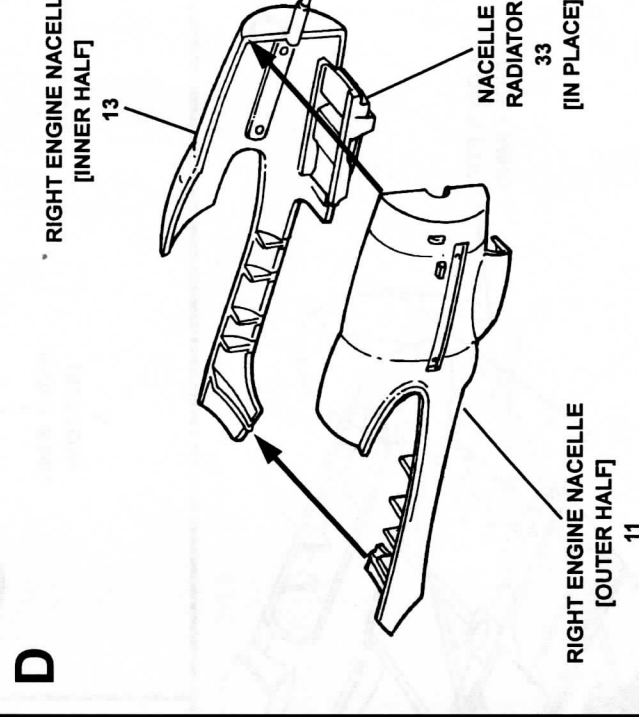
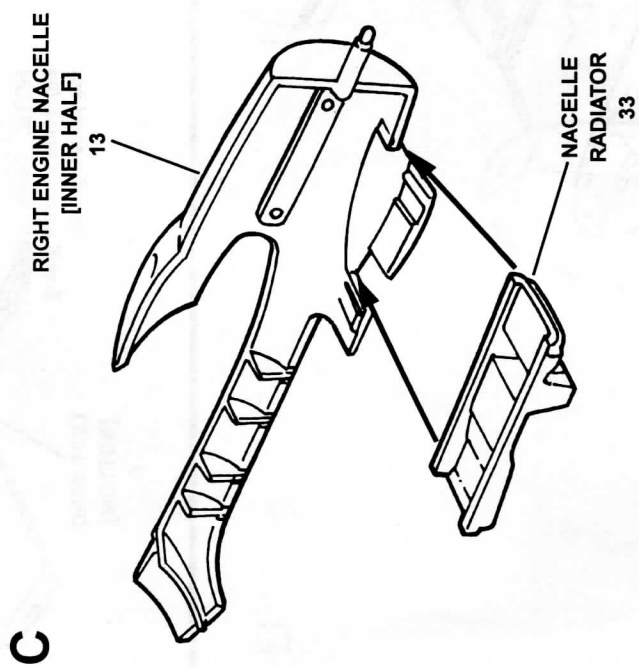
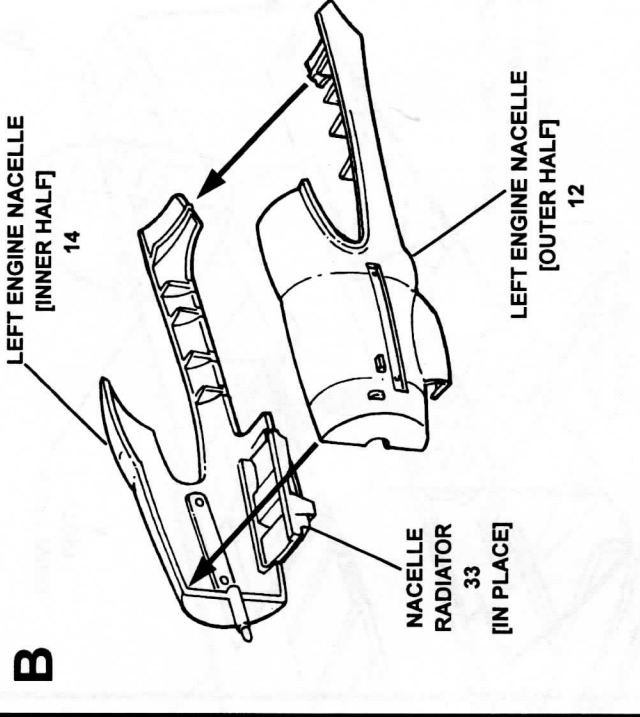
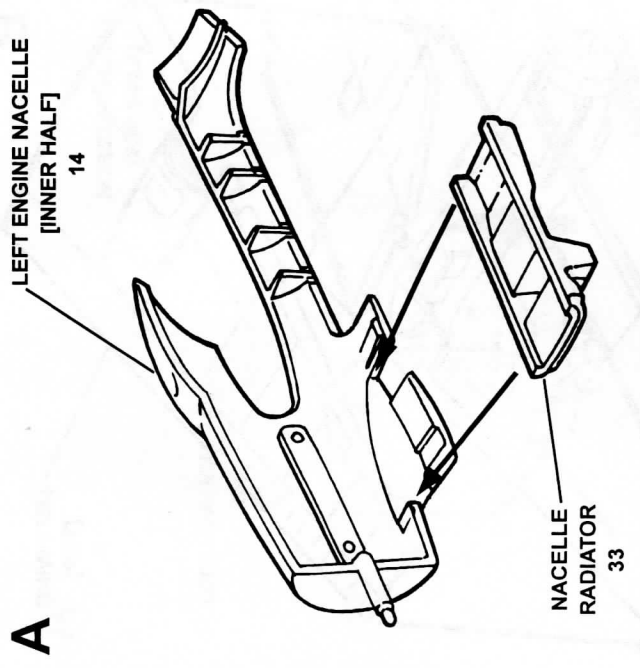


PAINTING NOTE: Paint Panel (212) Dark Gray, RLM 66, with flat black instrument faces and flat white details.



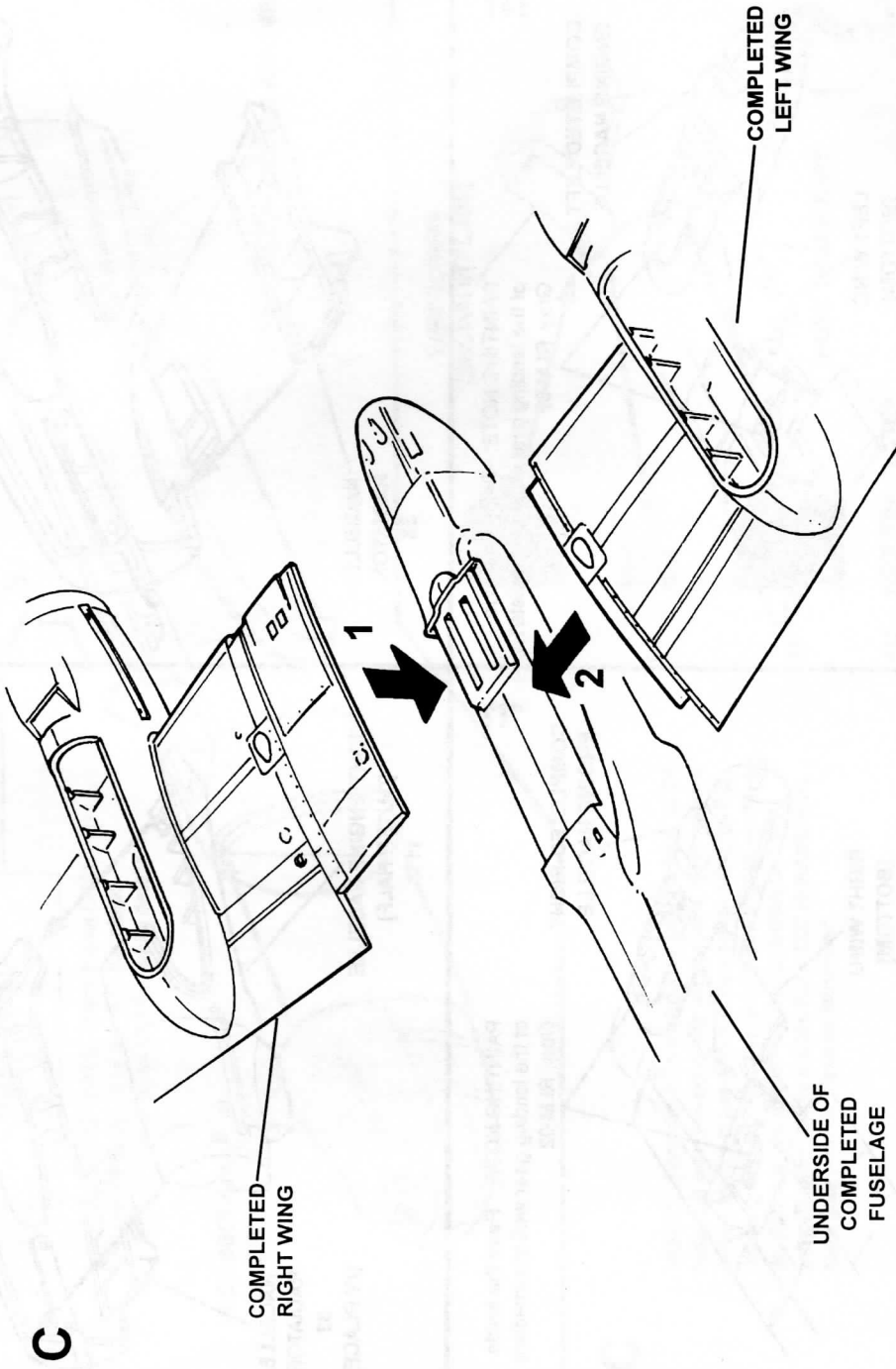
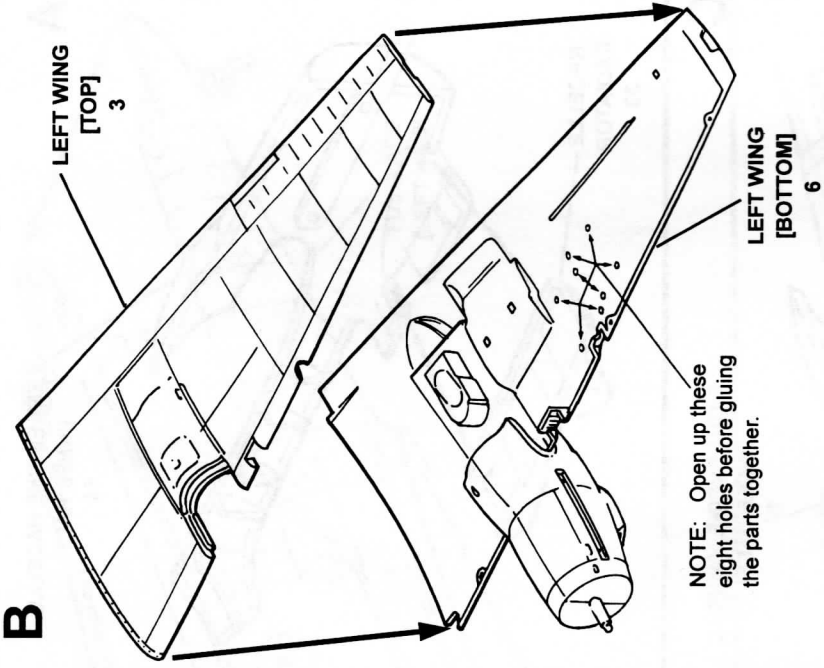
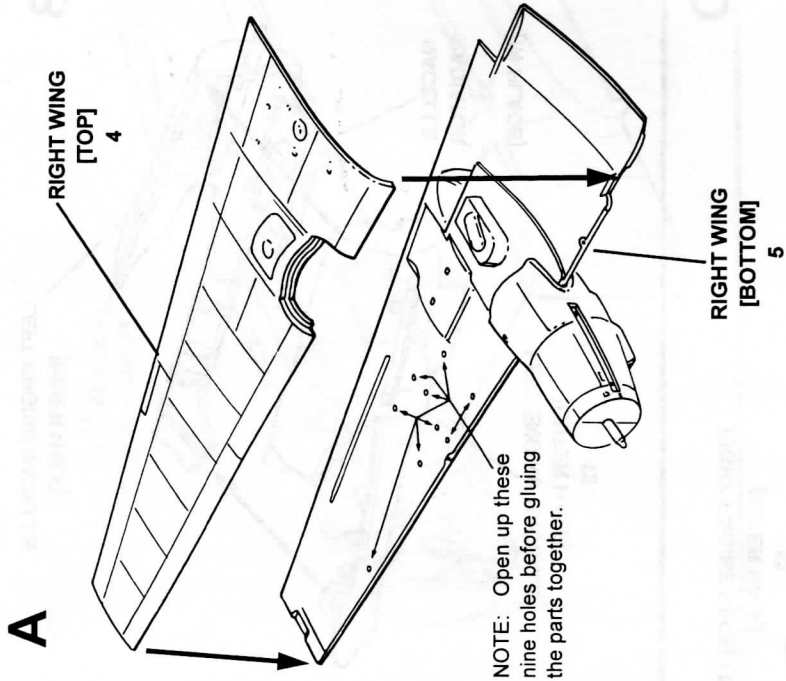
NOTE: Some Bf 110s had pilot's armor added to the fuselage just forward of the windscreen. The full-size templates for these armor plates are provided in the drawing at right. You may add these to your model as an option if you desire. To do so, simply use the templates to cut the pieces from .002 sheet styrene, then glue them in place as illustrated.

STEP 3, ENGINE ASSEMBLY

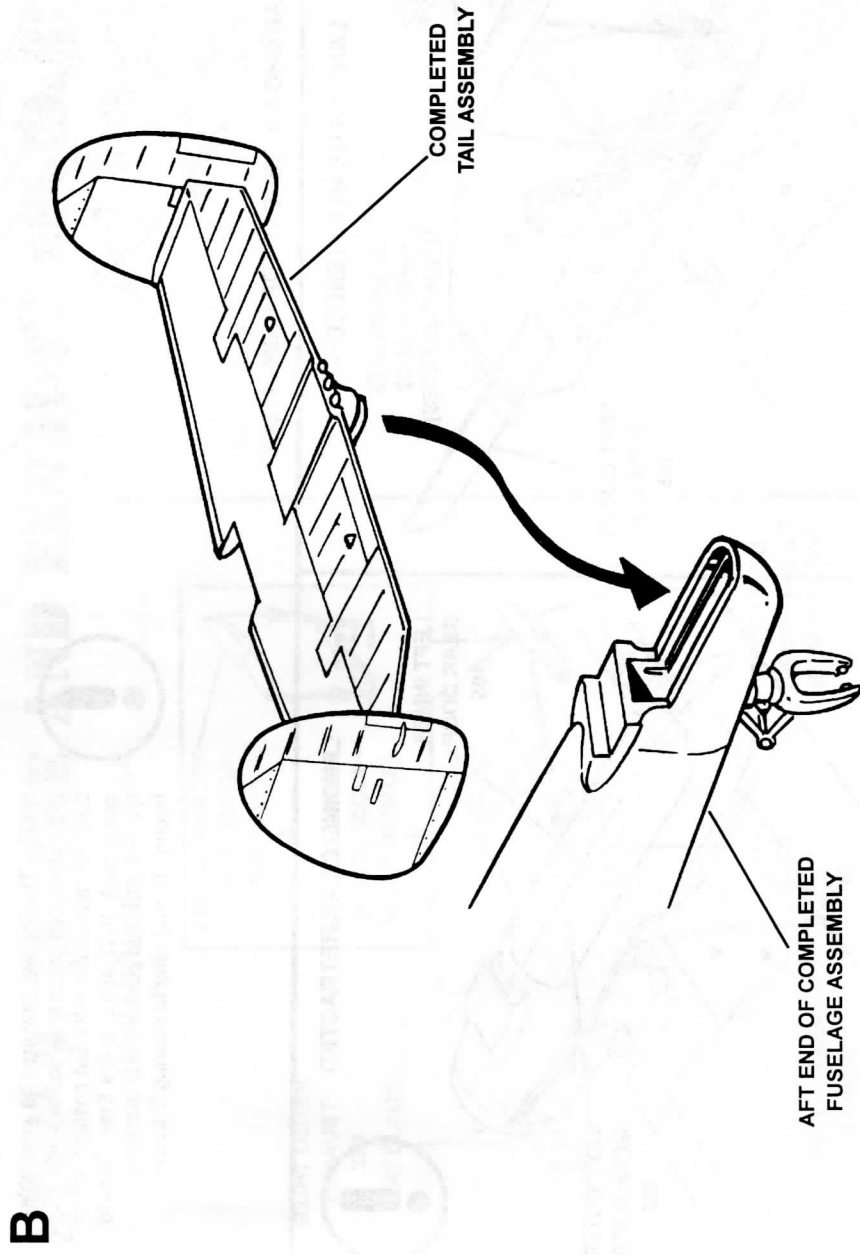
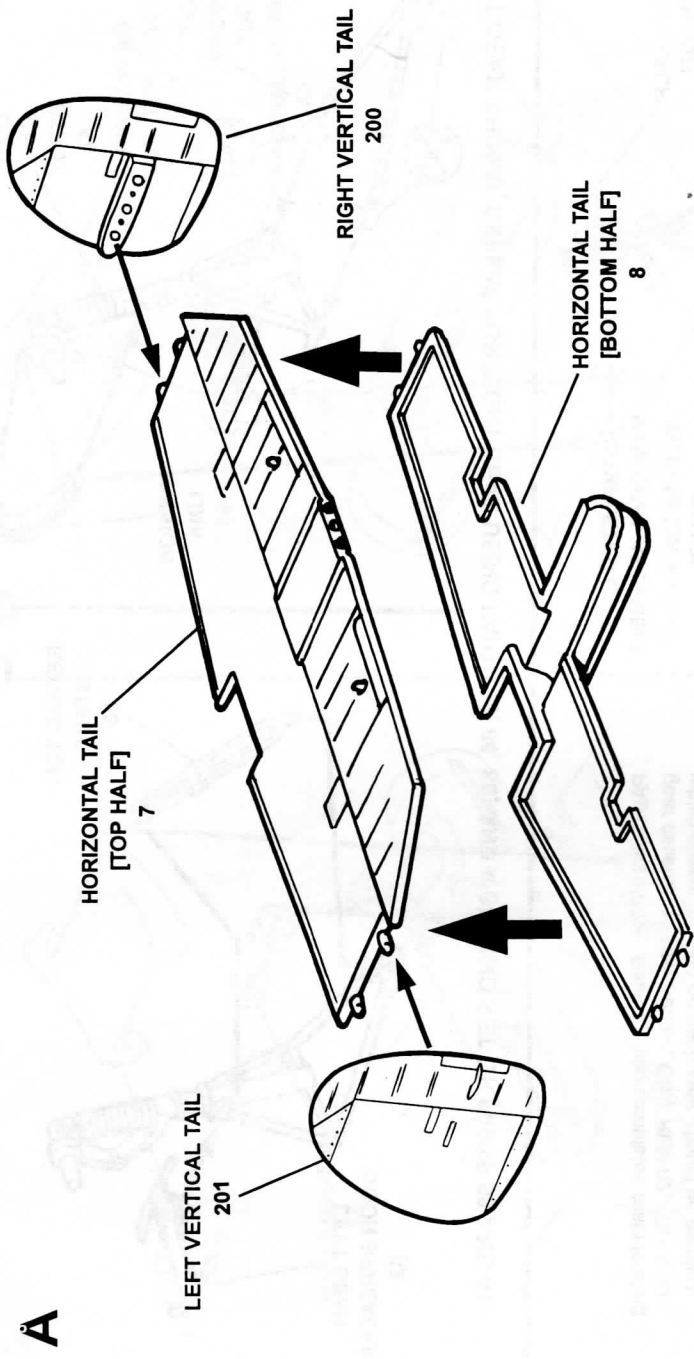


PAINTING NOTE: Paint the inside of the landing gear well Intermediate Gray, RLM 02

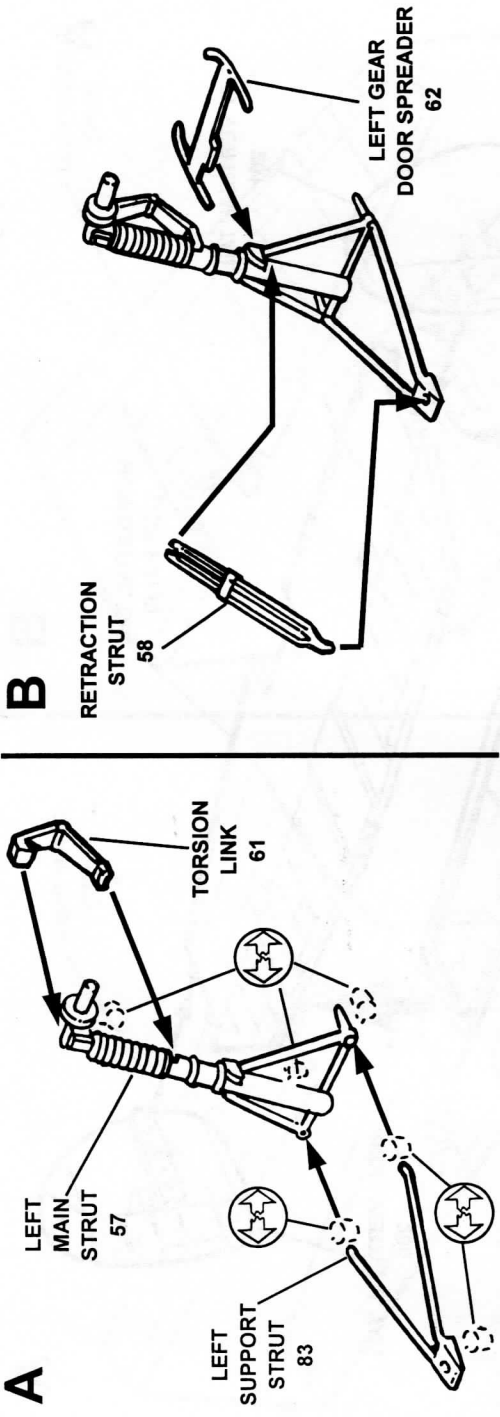
STEP 4, WING ASSEMBLY



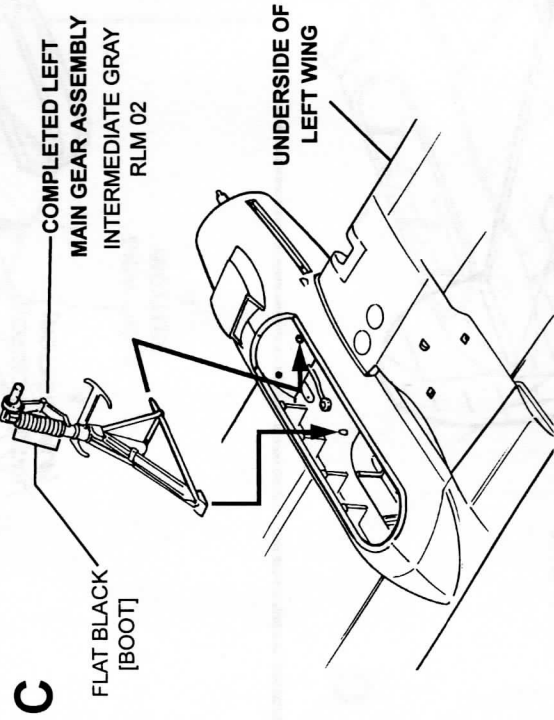
STEP 5, TAIL ASSEMBLY



STEP 6, MAIN LANDING GEAR ASSEMBLY



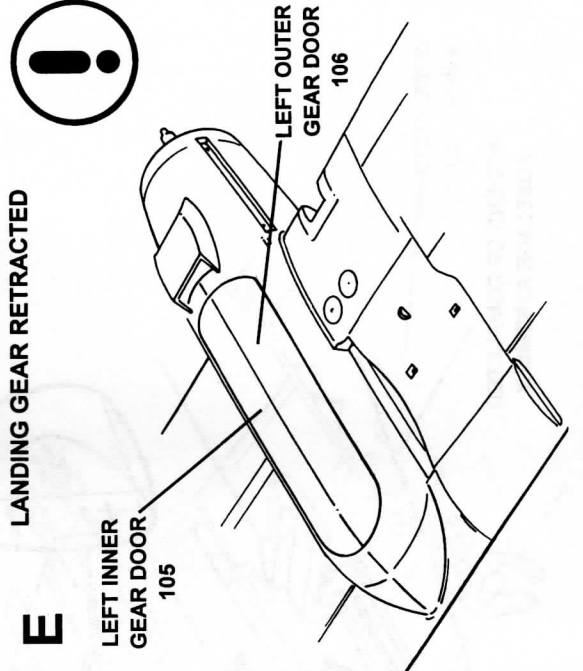
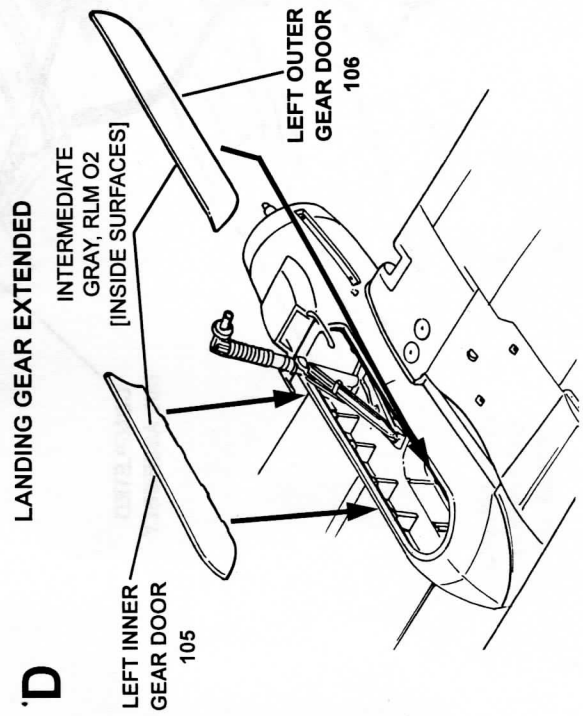
LEFT GEAR SHOWN, REPEAT FOR RIGHT GEAR USING PARTS 56, 84, 80, AND A SECOND SET OF PARTS 58 AND 61.



PAINTING NOTE: Paint the two completed main landing gear assemblies Intermediate Gray, RLM 02. The boot, which covers the oleo on each gear, should be painted flat black as shown in drawing C at left. The inside surfaces of the landing gear doors should also be painted Intermediate Gray, RLM 02, while the outer surfaces should be painted the same color as the underside of the aircraft.

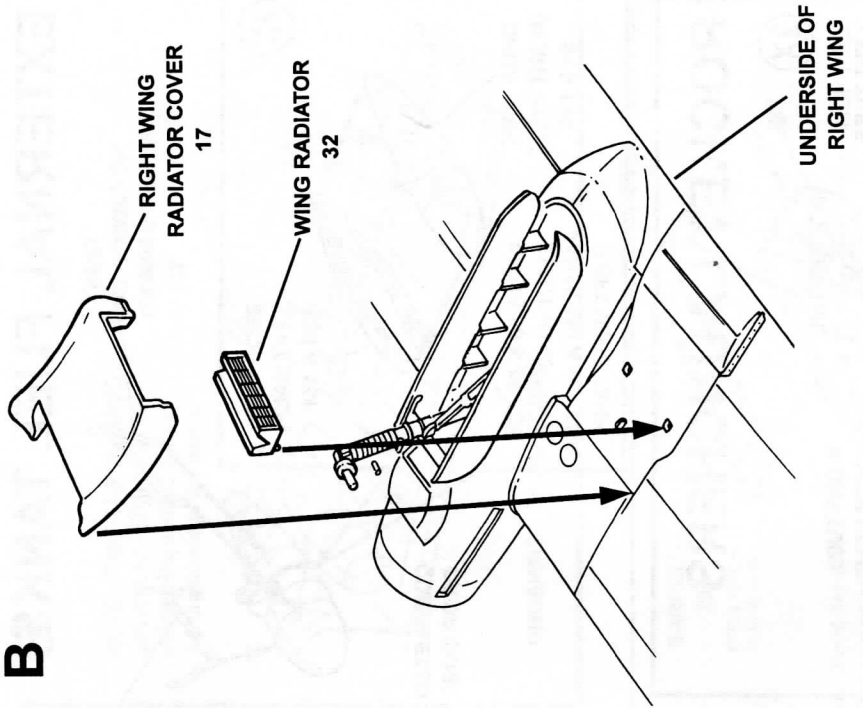
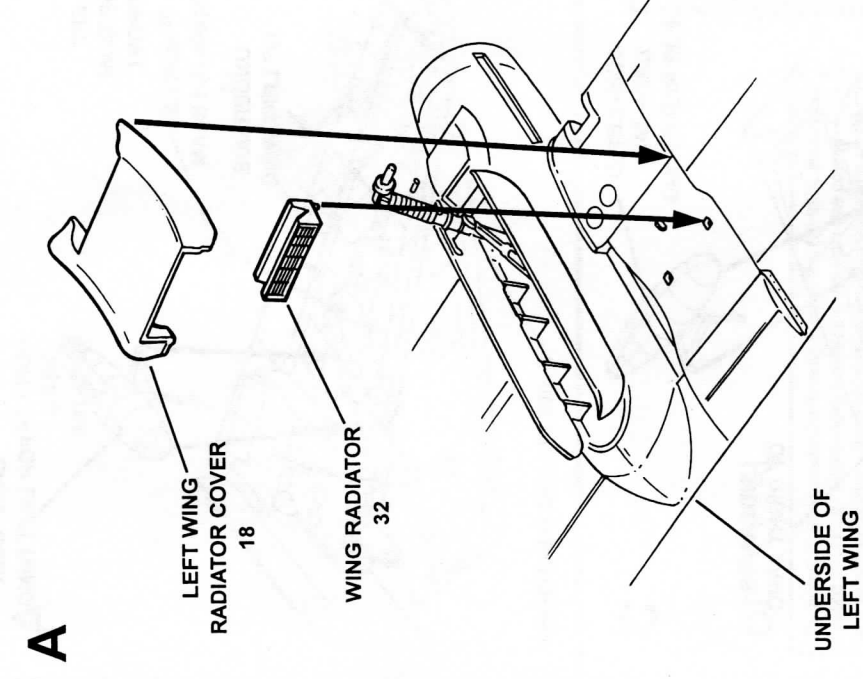
NOTE: The landing gear may be assembled in the extended or the retracted position. To build the gear in the extended position, follow drawings A, B, C, and D in this Step. To build it in the retracted position, skip drawings A through D, and refer to drawing E below.

LEFT GEAR SHOWN, REPEAT FOR RIGHT GEAR.

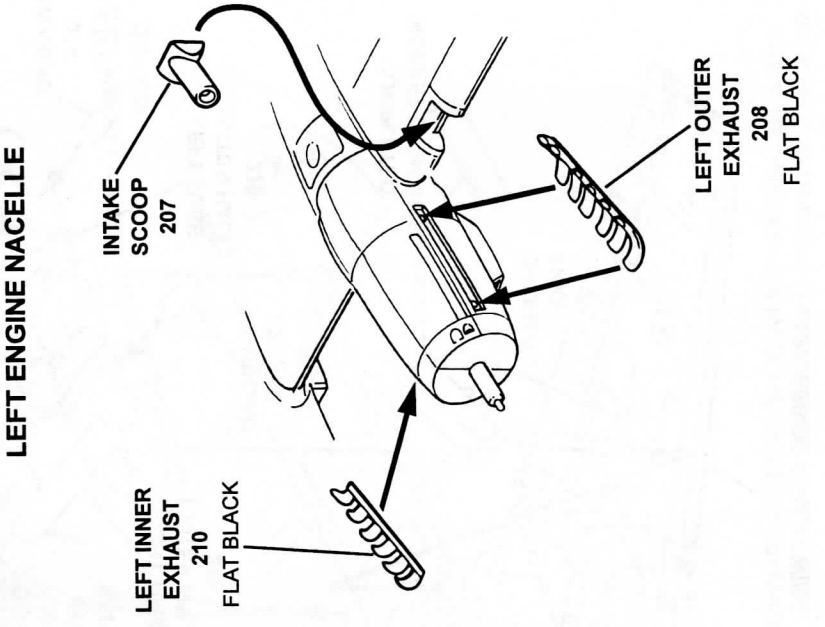
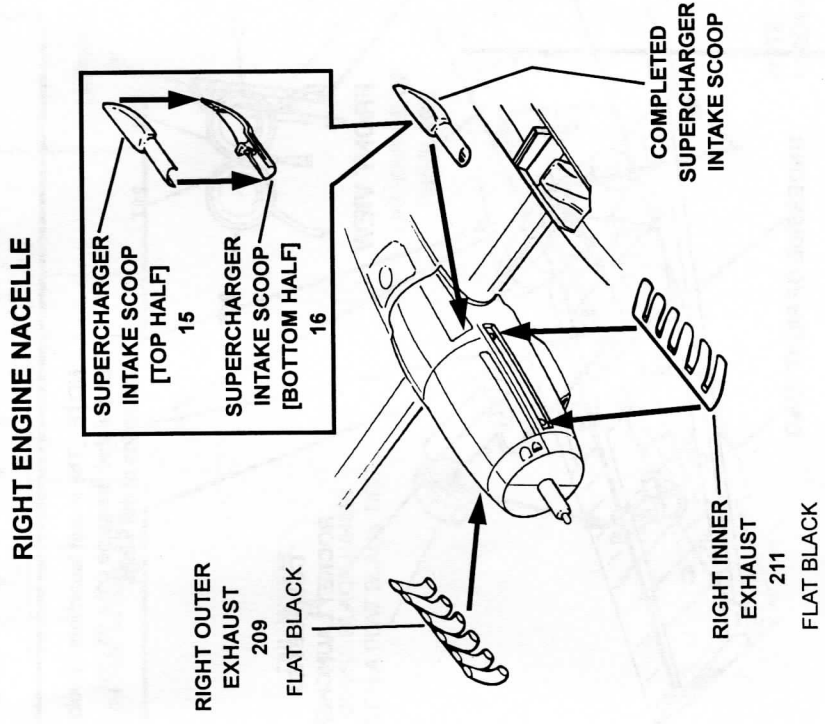


LEFT SIDE SHOWN, REPEAT FOR RIGHT SIDE USING PARTS 103 AND 104.

STEP 7, RADIATOR ASSEMBLY

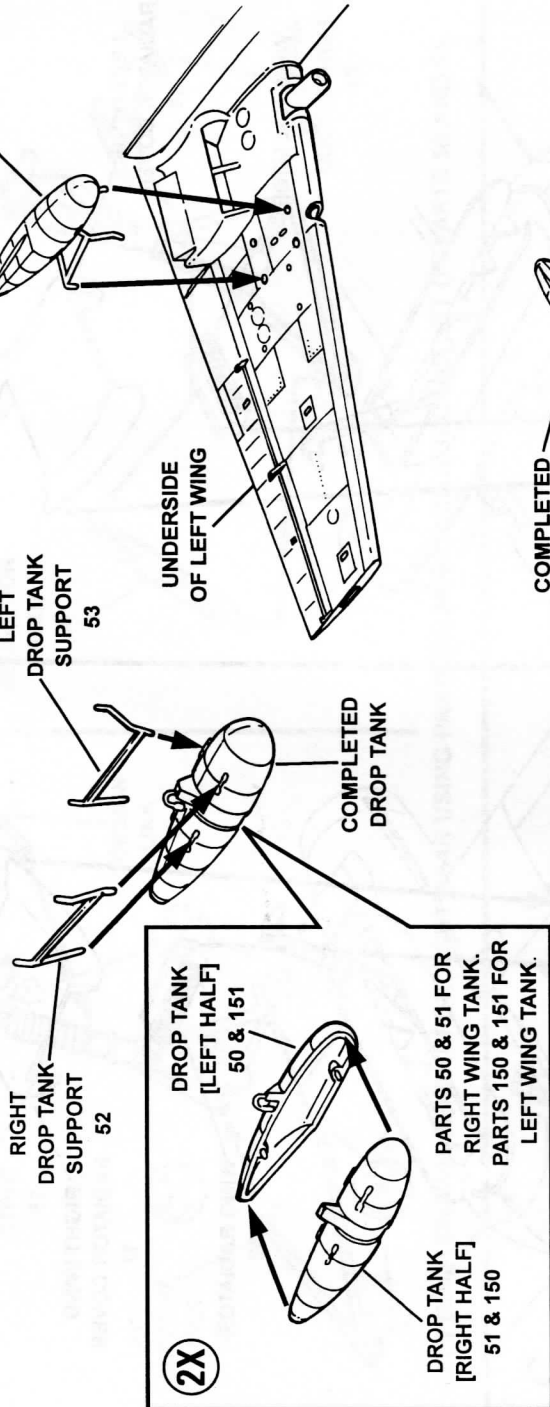


STEP 8, INTAKE AND EXHAUST ASSEMBLY

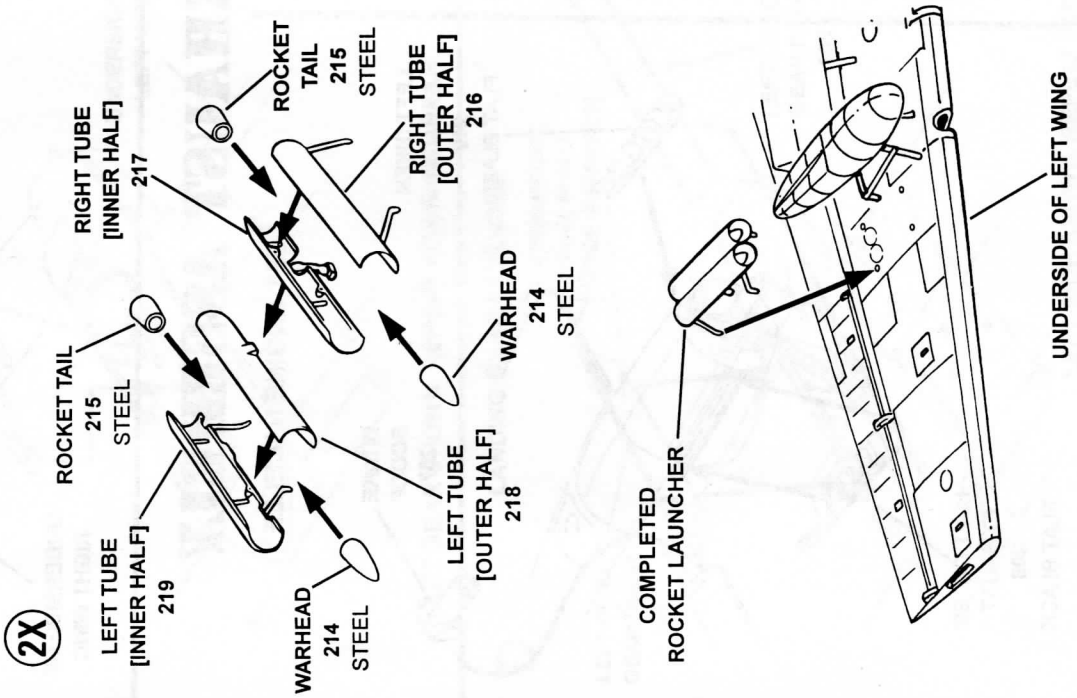


STEP 9, UNDERWING STORES

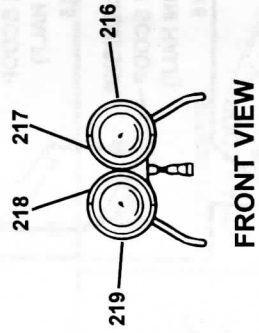
EXTERNAL FUEL TANKS



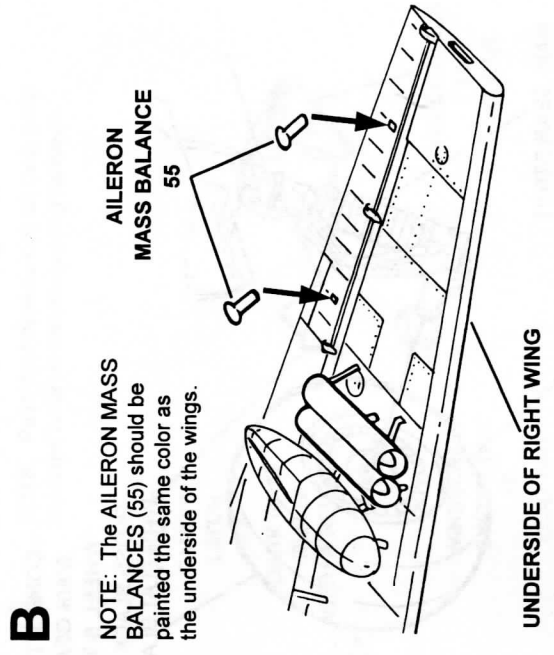
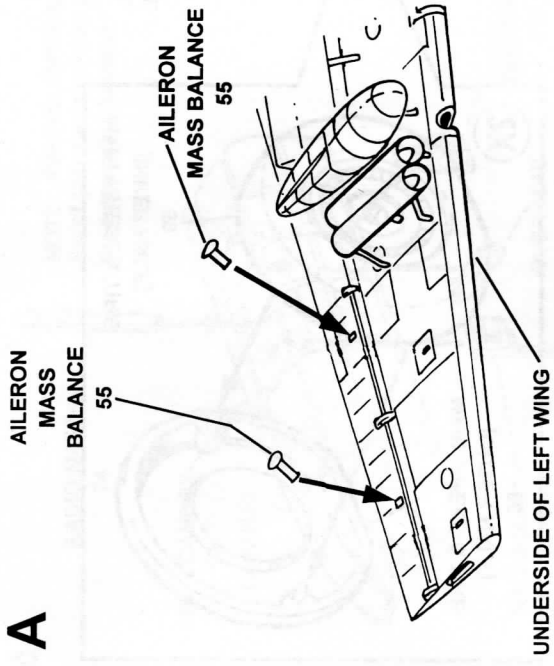
ROCKET LAUNCHERS



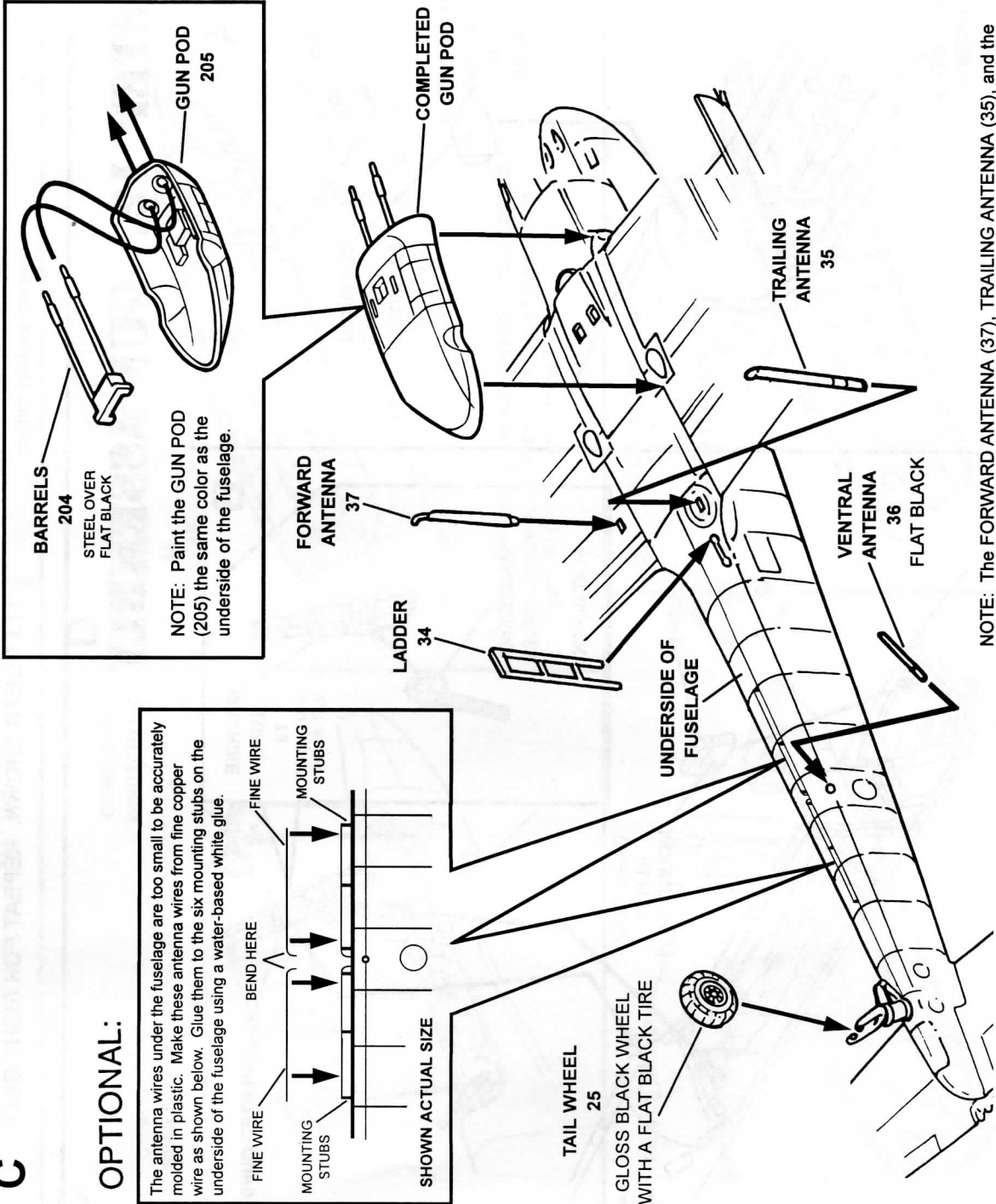
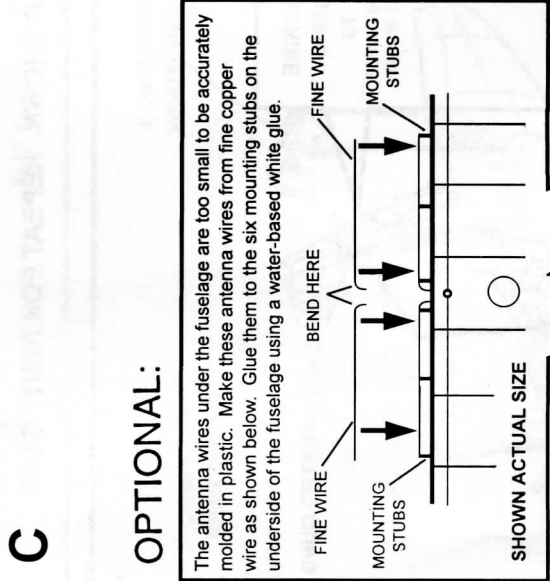
NOTE: The rocket launchers should be painted the same color as the underside of the wings.



STEP 10, UNDERSIDE DETAILS

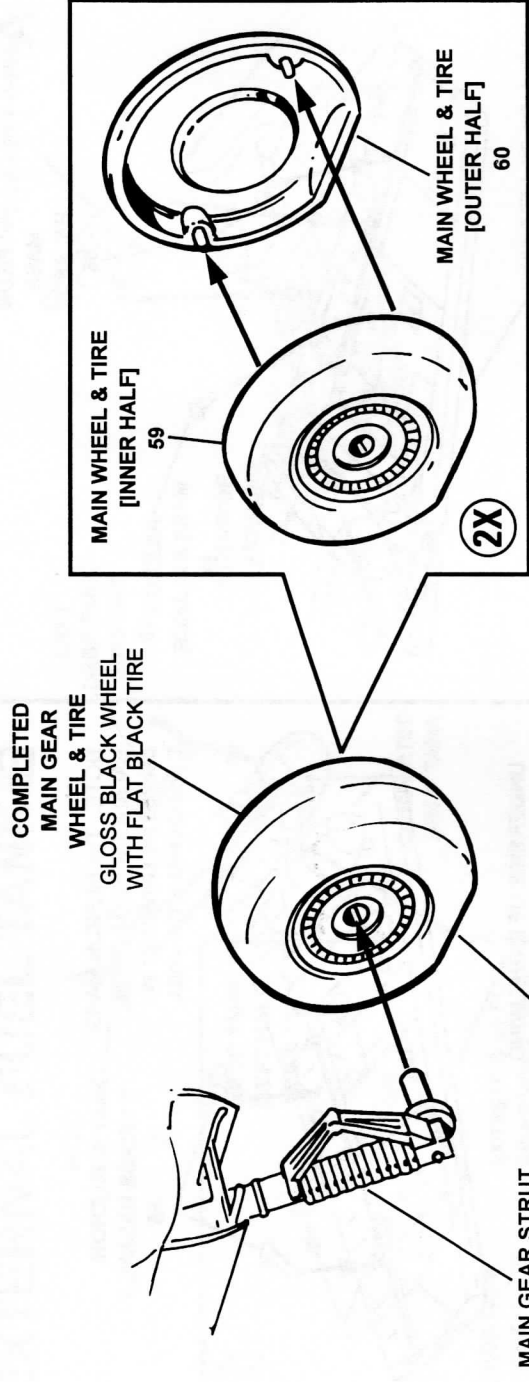


NOTE: The AILERON MASS BALANCES (55) should be painted the same color as the underside of the wings.



NOTE: The FORWARD ANTENNA (37), TRAILING ANTENNA (35), and the LADDER (34) should be painted the same color as the underside of the aircraft.

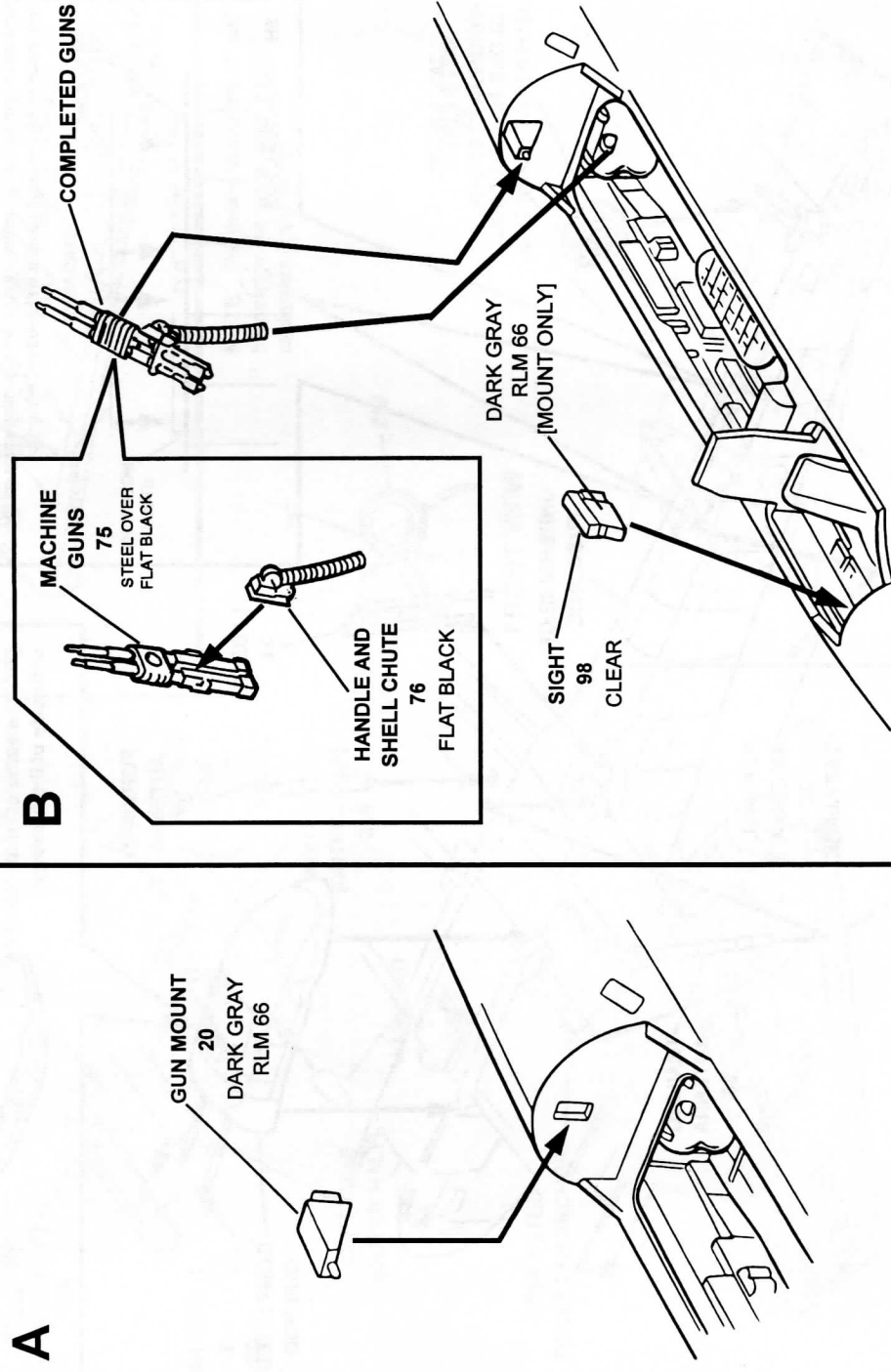
STEP 11, MAIN WHEEL ASSEMBLY



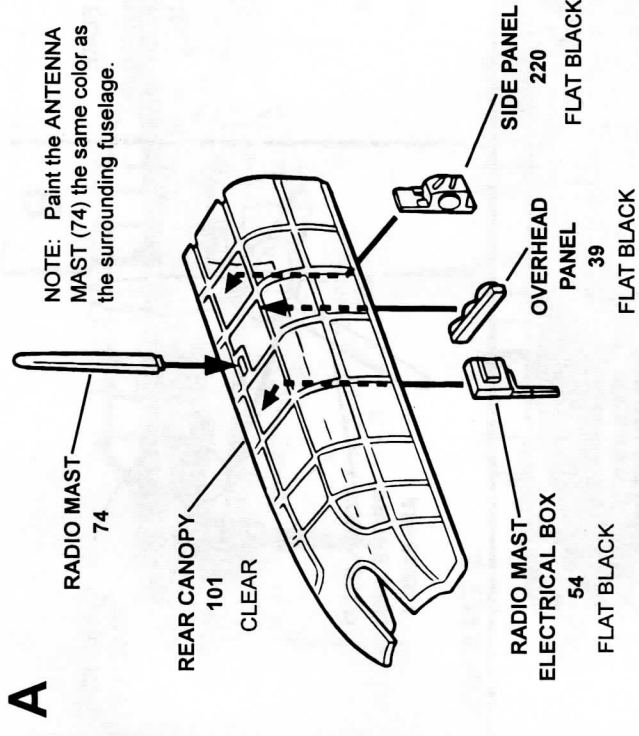
NOTE: Make sure that the weighted side of the tire sits squarely on a flat surface.

LEFT GEAR SHOWN. REPEAT FOR RIGHT GEAR.

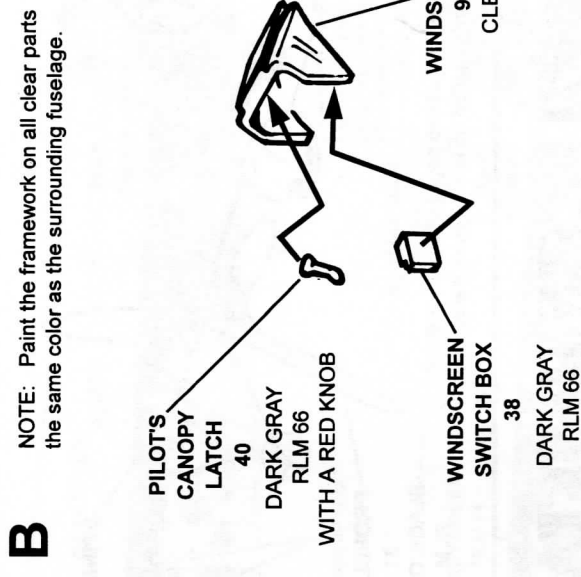
STEP 12, GUN ASSEMBLY



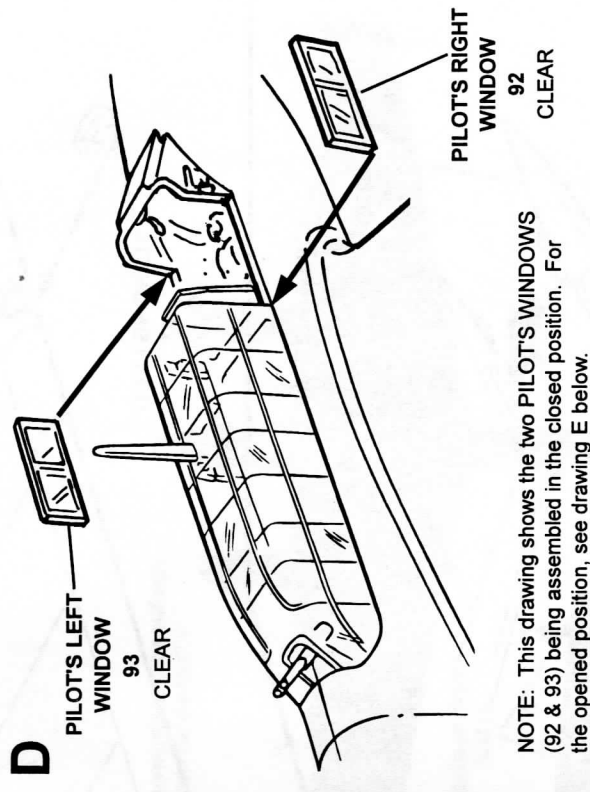
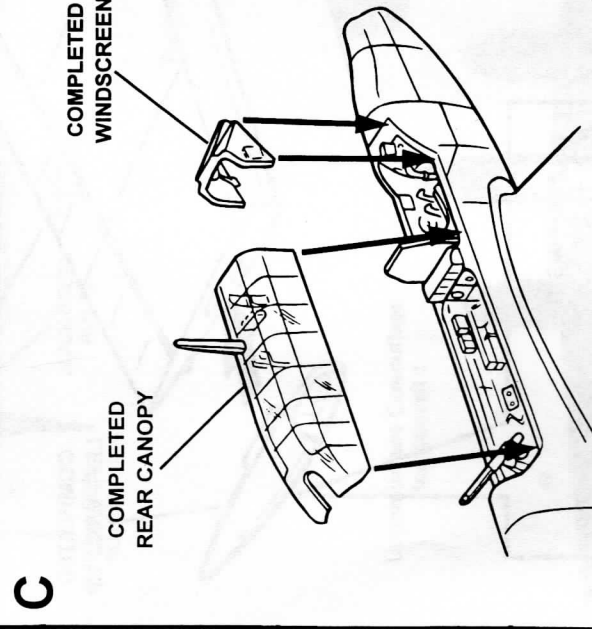
STEP 13, CANOPY ASSEMBLY



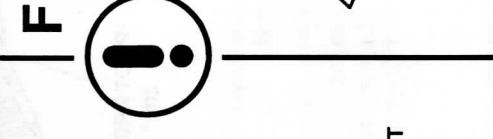
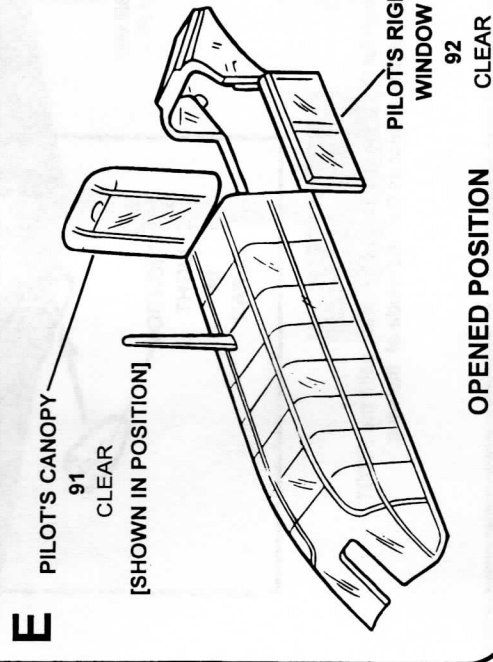
NOTE: Paint the ANTENNA MAST (74) the same color as the surrounding fuselage.



NOTE: Paint the framework on all clear parts the same color as the surrounding fuselage.



NOTE: This drawing shows the two PILOT'S WINDOWS (92 & 93) being assembled in the closed position. For the opened position, see drawing E below.



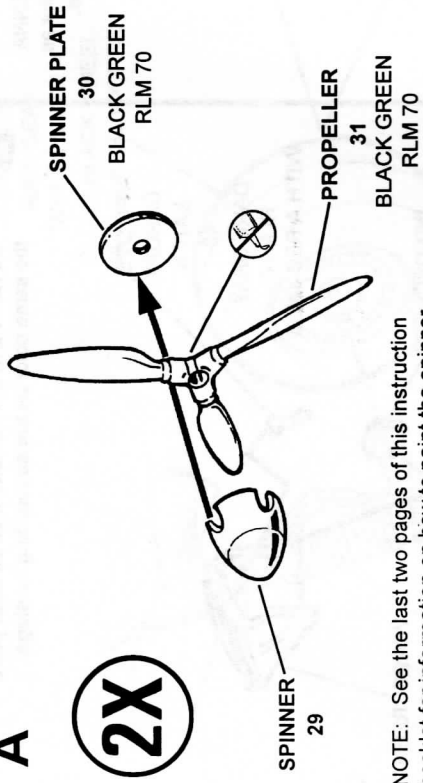
CLOSED POSITION

OPENED POSITION

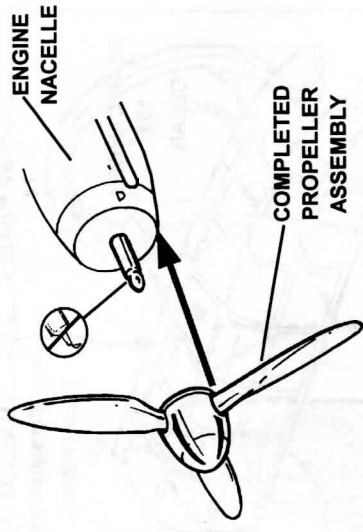
STEP 14, PROPELLER ASSEMBLY

A

2X

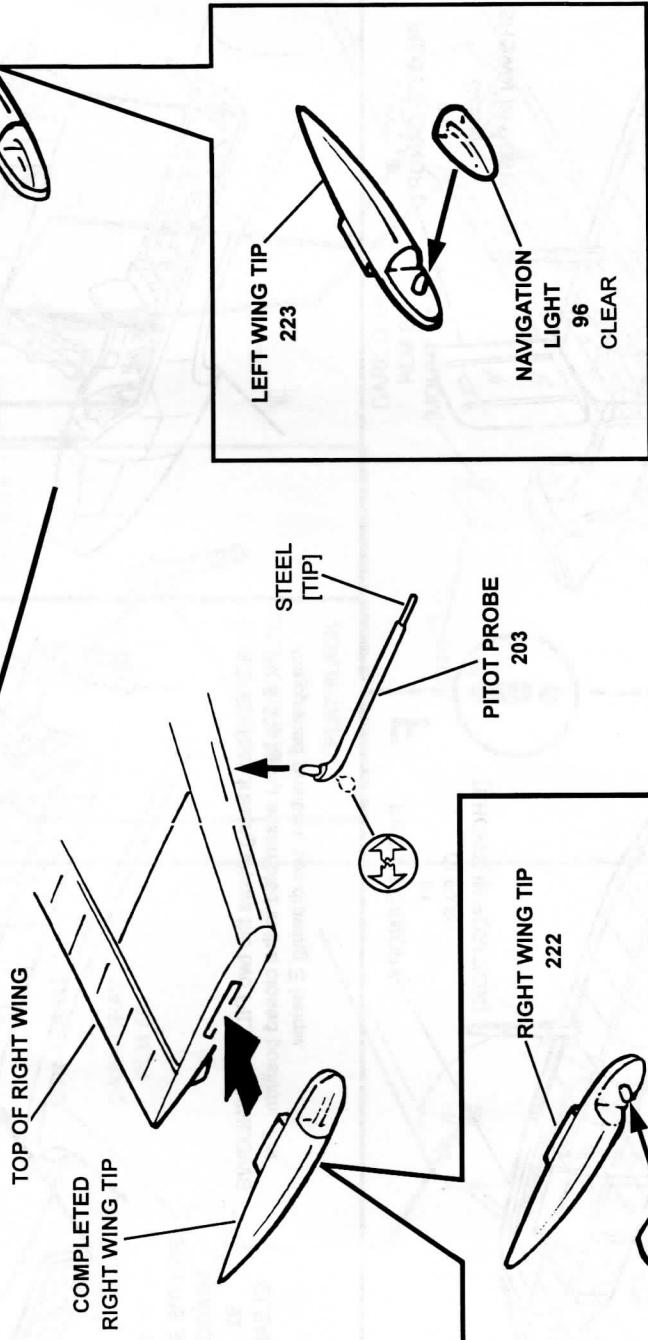
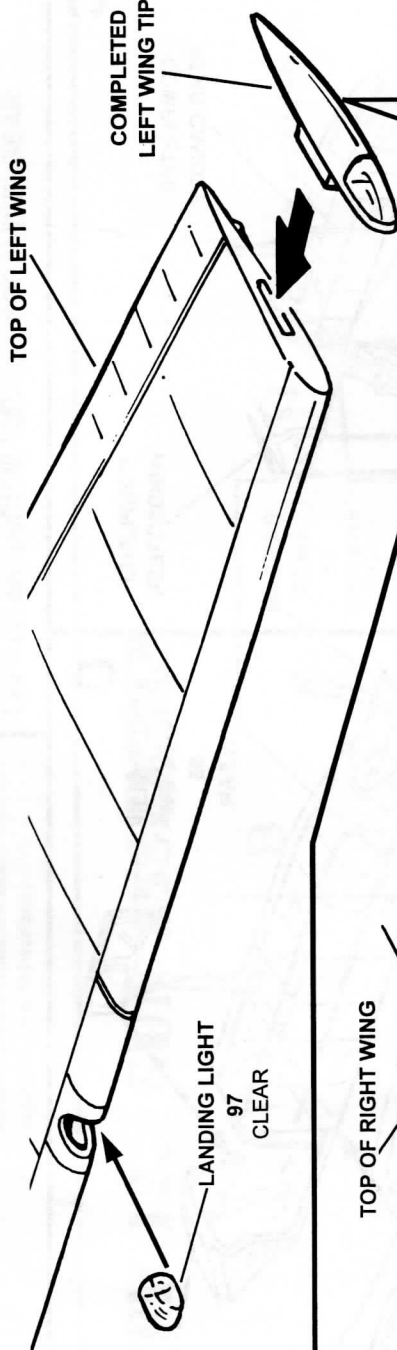


B



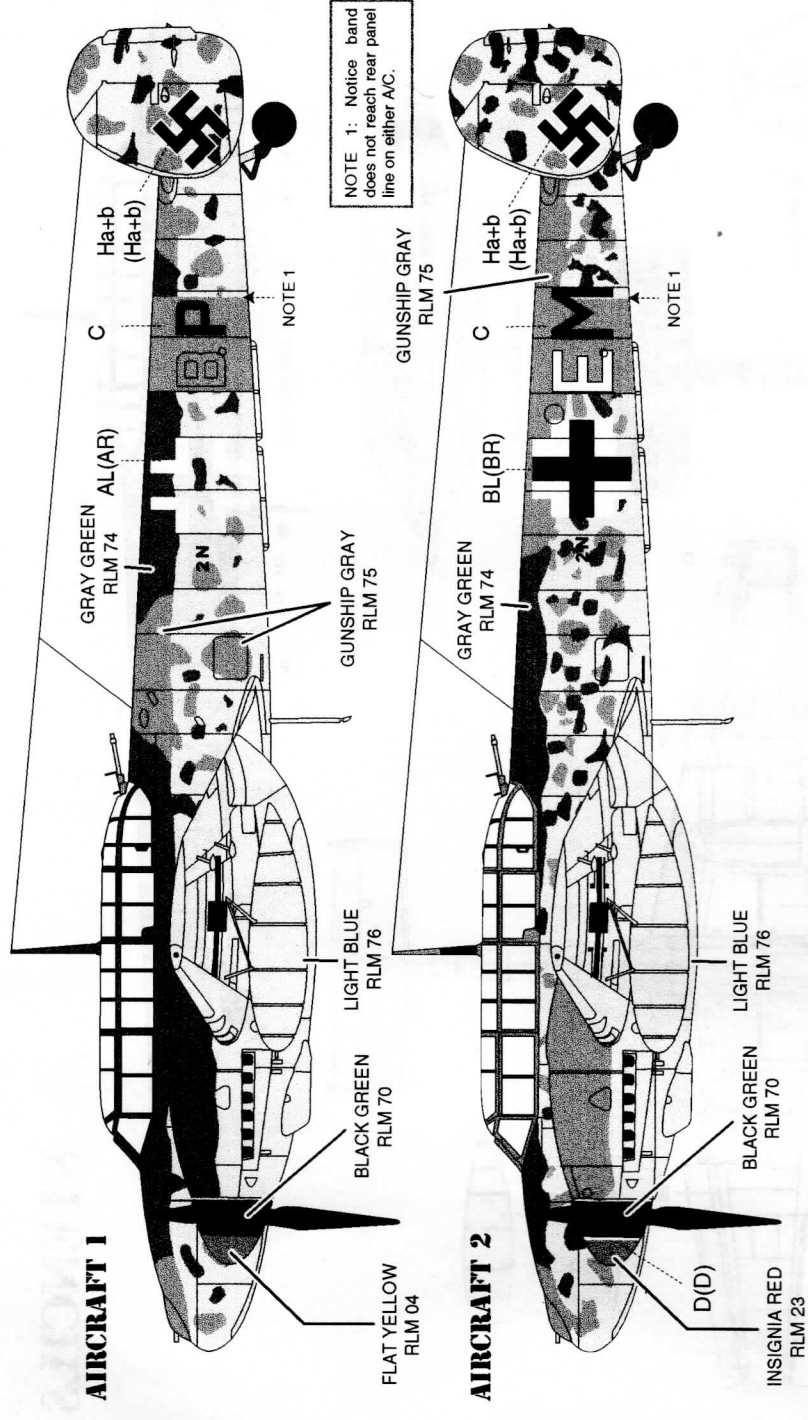
NOTE: See the last two pages of this instruction booklet for information on how to paint the spinner.

STEP 15, FINAL DETAILS

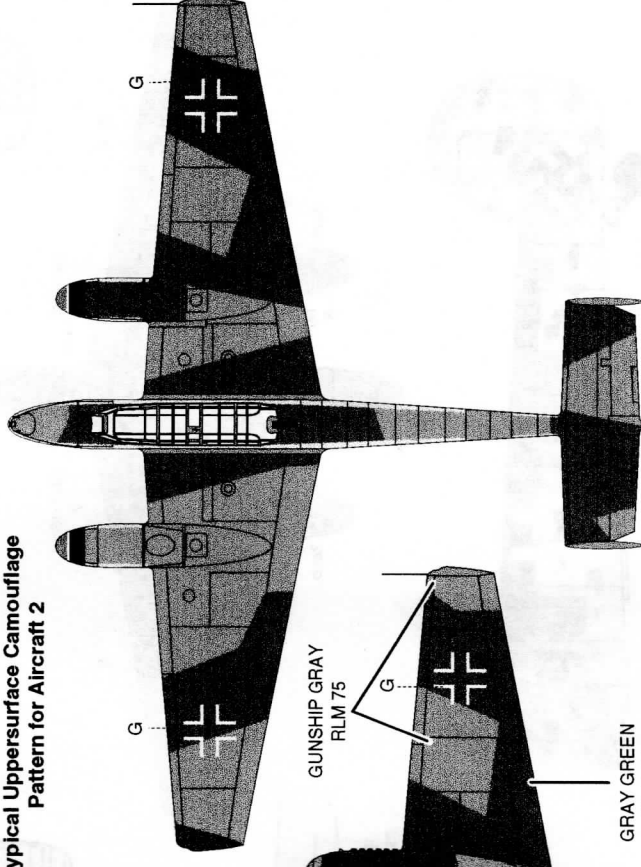


NOTE: Except for the tip, which is a steel color, paint the PITOT PROBE (203) the same color as the underside of the wing.

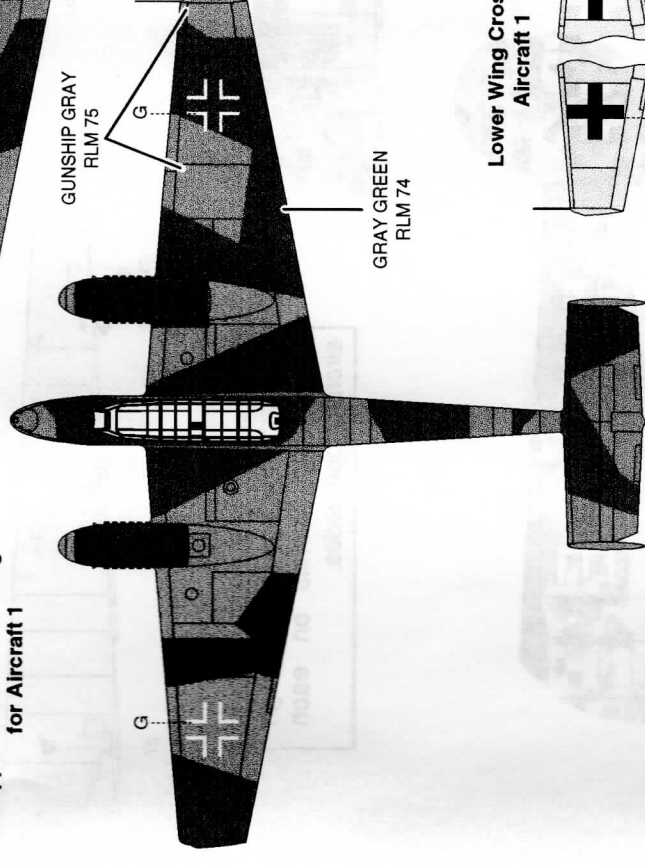
STEP 16, DECAL PLACEMENT GUIDE



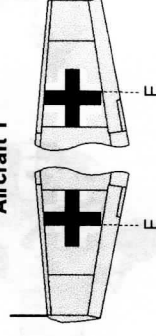
Typical Uppersurface Camouflage Pattern for Aircraft 2



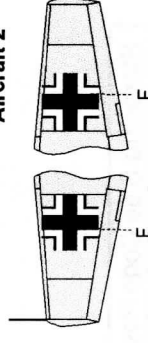
Uppersurface Camouflage for Aircraft 1



Lower Wing Crosses Aircraft 1

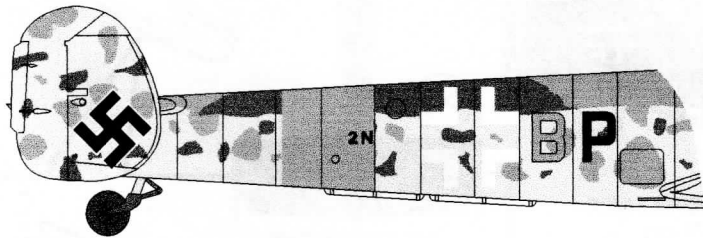
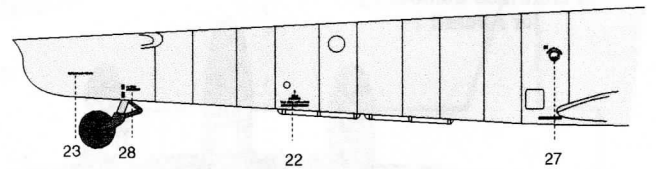
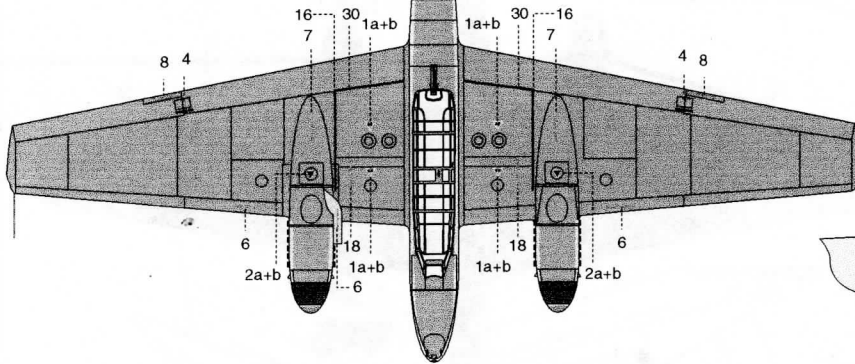
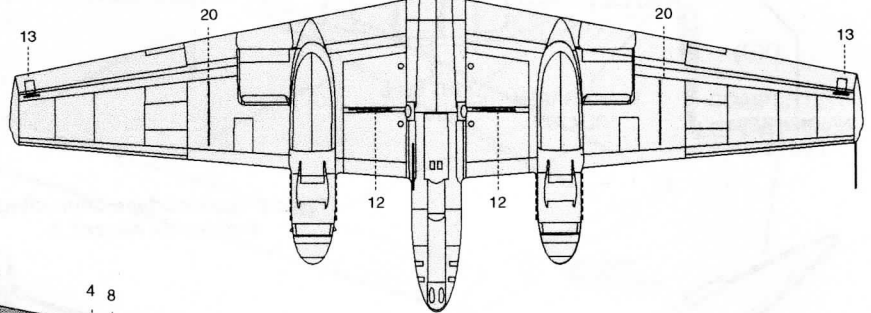
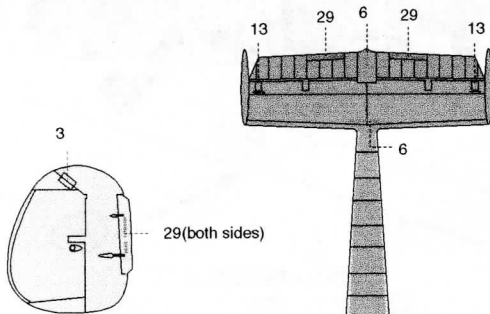
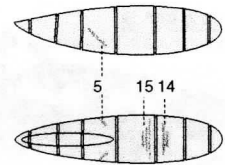
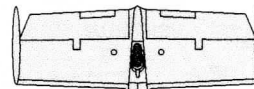
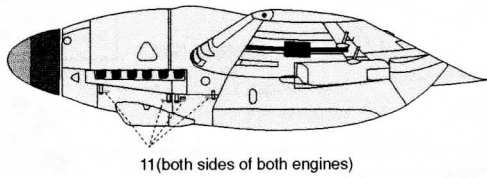
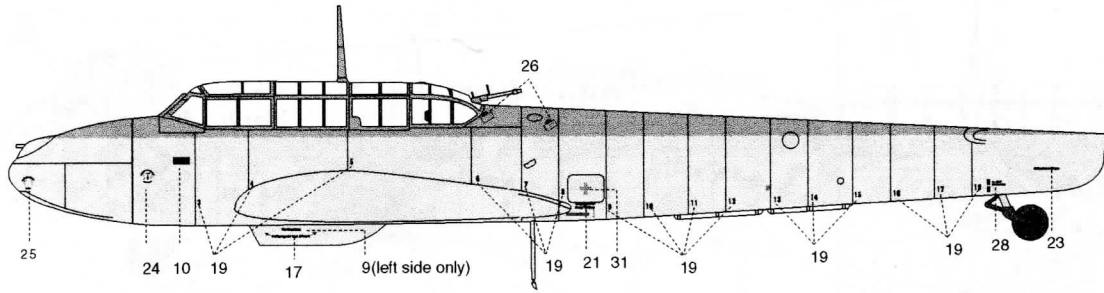


Lower Wing Crosses Aircraft 2



STEP 16, DECAL PLACEMENT GUIDE CONTINUED

STENCILS



Note that fuselage crosses align to different panels on each aircraft - both sides.

Starboard Side Code Position

