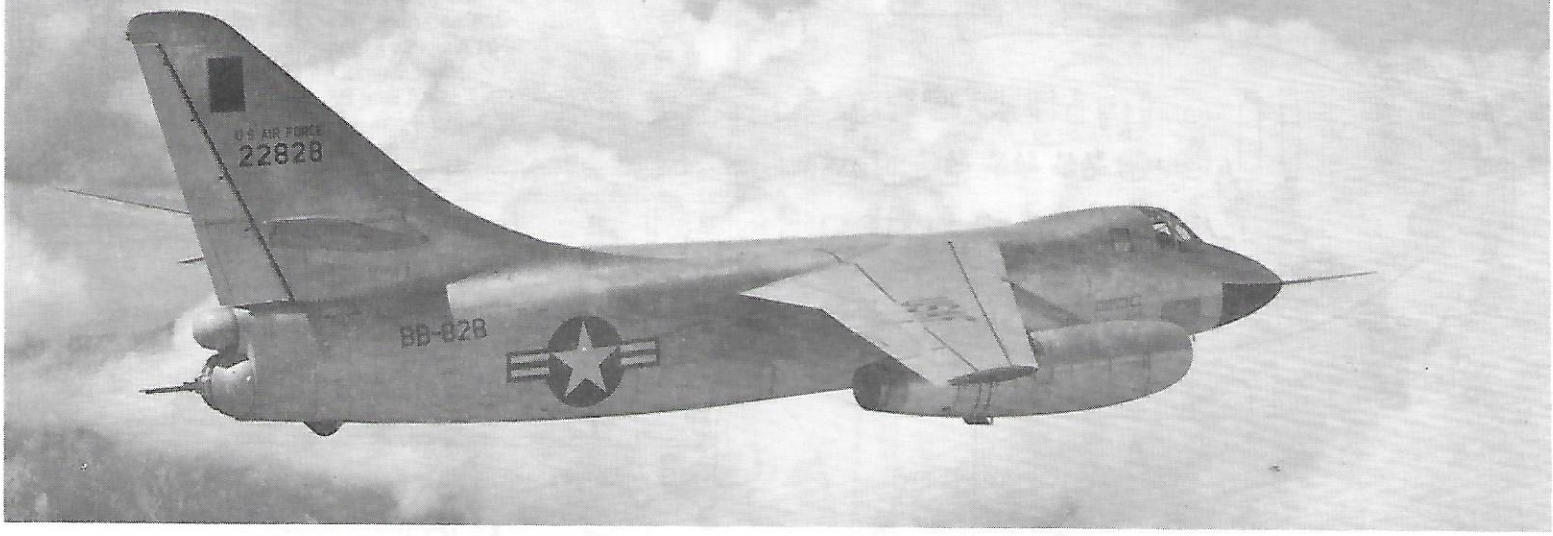
DOUGLAS
B-66B DESTROYER
No. 677



HISTORY

The *Douglas B-66 Destroyer* was developed from the Navy's A-3 Skywarrior for use by USAF Tactical Air Command. The Air Force originally intended to acquire the A-3 "off the shelf" with a minimum of changes but, after the Air Force finished development, more than four hundred changes had been made and the resultant aircraft differed considerably from the A-3. Only 209 *B-66s* were built and these served primarily in the tactical reconnaissance role, a small number being used in the alternate bomber role.

The first prototype *RB-66A* (52-2828) made its maiden flight on June 28, 1954. The initial production version was the *RB-66B*. The wing differed from the A-3 in having a reduction in the sweep angle of the inboard trailing edge and a change in incidence. The fuselage was completely redesigned and included much specialized equipment demanded for the various versions of the *Destroyer*. The Air Force originally ordered 175 *RB-66B* reconnaissance planes and 72 *B-66B* bombers although these numbers were eventually cut back. The *RB-66B* entered service in 1957 and the bomber version appeared somewhat later.

SPECIFICATIONS

Engines	two Allison J79-A-13 turbojets of 10,200 lbs. thrust
Span	72 ft 6 in
Length	75 ft 1¼ in
Height	23 ft 7 in
Weight	39,686 lbs (empty) 79,000 lbs (max loaded)
Tactical Radius	800 miles
Max. Range	1900 miles
Max. Speed	620 mph

BEFORE STARTING

1. Study the illustrations and sequence of assembly before beginning.
2. Decide how much detail you wish to add to your model and whether or not you intend to modify or "convert" the basic model in any way. Study carefully all available reference material before beginning to ensure an authentic model.
3. Due to the amount of parts in this kit, do not detach the parts from the runners (sprue) until you need them. This helps avoid confusion and lost parts.
4. When cementing the parts together, check the way in which one part fits together with another. This ensures a neat job.
5. Always remember, when working with plastic model cement and paint, make sure your work is well-ventilated. The fumes from plastic modeling products can be harmful if inhaled.

PREPARATION OF PARTS

1. Never tear parts off the runners(sprue). Use a Testor Hobby Knife, nail clippers, or small wire cutters.
2. It is possible some parts may require a little attention with a file or sandpaper to ensure a proper fit and neat appearance. Hobby files and Testor Hobby Sandpaper appropriate for model-building are available in most good hobby shops.
3. If you desire, you may fill any seams (where parts go together) or imperfections with Testor Contour Putty for Plastic Models which is also available at good hobby shops.

PAINTING

You can obtain an excellent finish on your model using Testor enamels. Detailed descriptions of type of paint and color are included throughout the pages that follow.

Good brushes are essential for proper detailing. ***Testor Model Master*** brushes are recommended and available at good hobby stores. Be sure you have the entire selection for all your modeling needs. Always keep your brushes clean and soft by cleaning in Testor thinner, washing in soap and water, and storing flat or with bristles up when not in use.

Wash plastic parts before detaching them from the sprue. Warm water and liquid detergent remove the oils left form the manufacturing process. Let the parts dry and avoid excessive handling. Immediately before painting, wipe the parts with a "tac rag" (available at automotive centers) to remove dust and lint.

Most small parts are best painted while still attached to the sprue or they may be detached and held with tweezers or "magic" type transparent tape. Paint in one direction only. If your paint is the correct consistency, brush strokes will disappear as the color dries. If the paint seems too thick, thin it with Testor Paint Thinner. Wheels may be detached from the sprue and fit onto tooth-picks or matchsticks for painting. Then just hold the paintbrush against the edge of the wheel and rotate the wheel to obtain a neat clean finish.

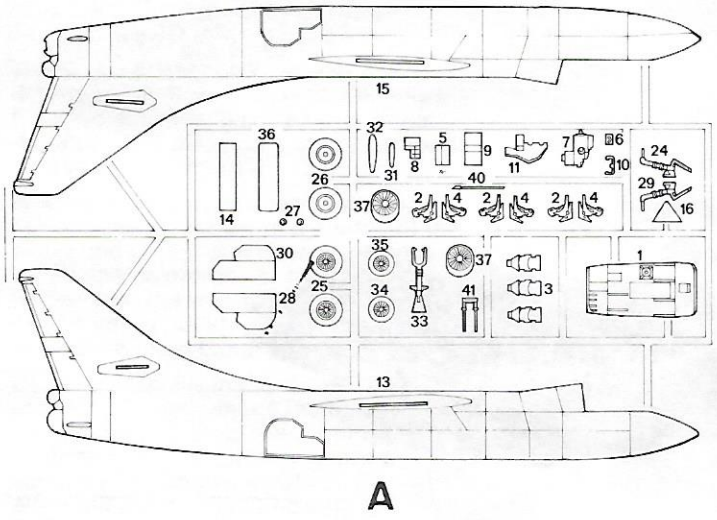
Let the paint dry completely before handling. When the parts are dry, assemble the model, following the directions closely. Remember cement will not stick to painted surfaces. Using your Testor Hobby Knife, carefully remove paint from all surfaces to be cemented. After you have assembled your model you may touch up areas where cement has marred the finish.

Liquid cement, Testor #3502, is recommended for construction since it can produce the neatest, quickest, and strongest glue joints. Apply small amounts of cement, using the tip of a 00 brush, to the surfaces to be joined while holding the parts in place. Do **not** use large amounts of cement.

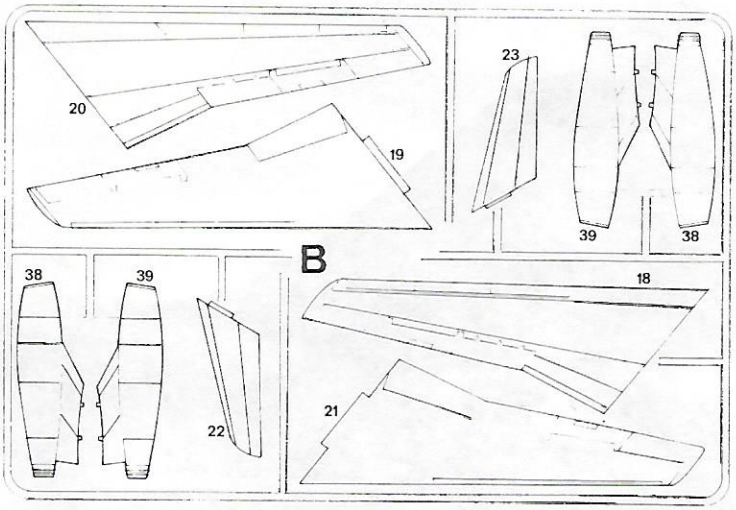
Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended.

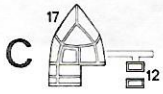
Cut and remove this sheet.

Remove this page from the instruction sheet by cutting along indicated line. Use the drawings of the complete sprue as a part-locating reference when building the model.

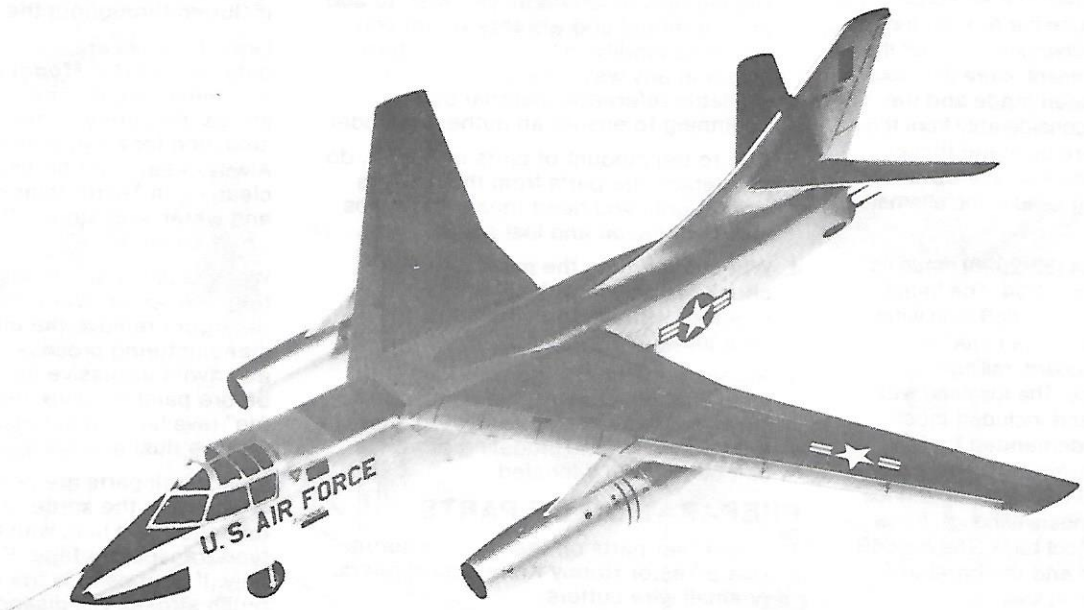


A





C



1 COCKPIT

Preliminary Painting

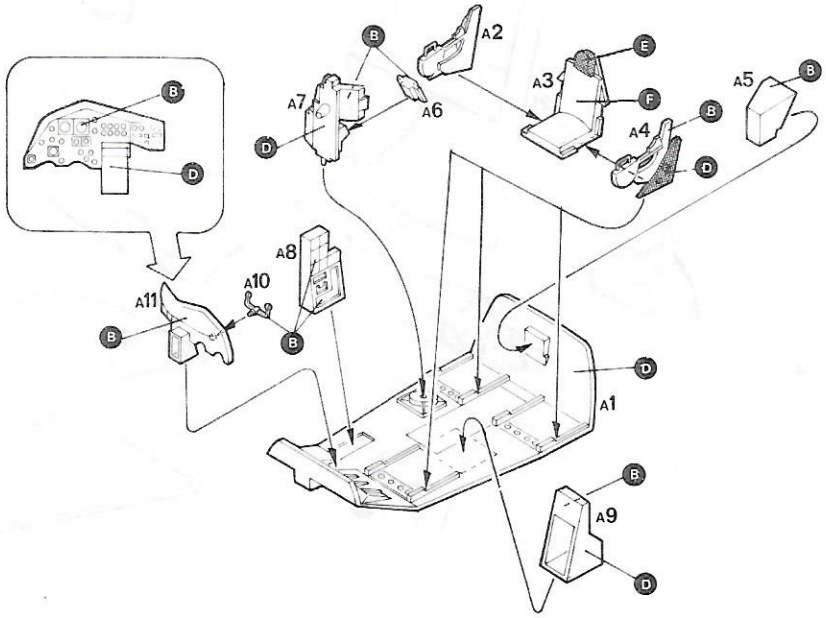
Paint parts as indicated by letter callouts in black circles using the **COLOR KEY** provided on this page.

Assembly

☐1. Cement seat sides **A2** and **A4** to seat **A3** making three seats. Cement seats to cockpit floor **A1** at positions shown. Cement viewer **A6** to radar station **A7** then cement to hole in floor. Cement control wheel **A10** to instrument panel **A11**. Cement instrument/control panels **A5, A8** and **A9** to floor as shown. Cement instrument panel assembly **A11** into front of floor.

COLOR KEY

A - *FS 17178 Chrome Silver*
B - *FS 37038 Flat Black*
C - *No. 1780 Steel*
D - *FS 36231 Dark Gull Gray*
E - *FS 31136 Insignia Red*
F - *FS 34087 Olive Drab*



2 FUSELAGE

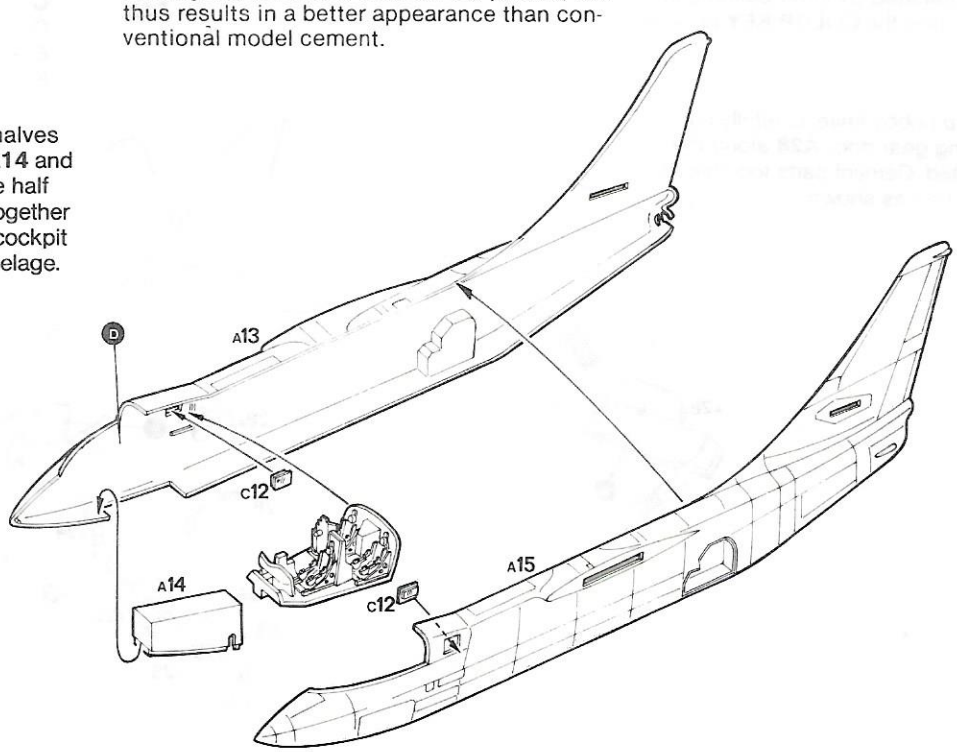
Preliminary Painting

A13, A15 interior of cockpit area:
FS 36231 Dark Gull Gray

Assembly

☐1. Glue windows **C12** into fuselage halves **A13** and **A15**. Cement wheel well **A14** and cockpit assembly into right fuselage half **A13**, then cement fuselage halves together making certain that wheel well and cockpit assembly line up properly inside fuselage.

NOTE: Clear parts are best glued in place with white glue, which will not mar the plastic, and thus results in a better appearance than conventional model cement.



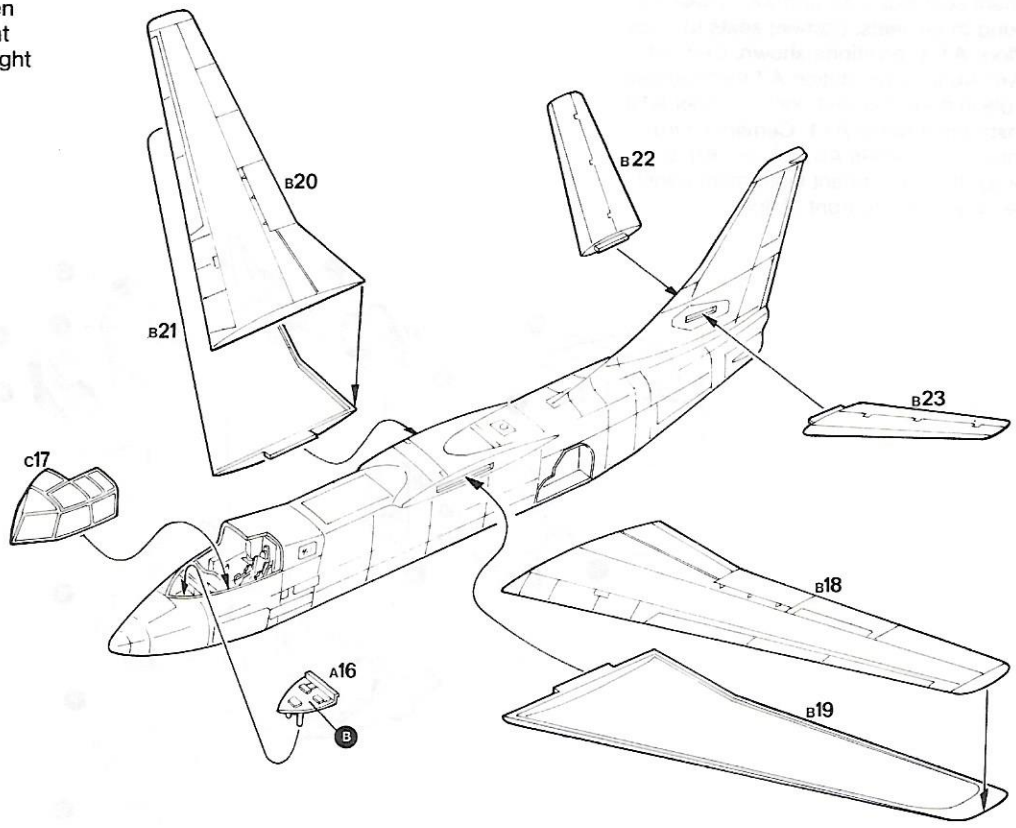
3 WINGS/STABILIZERS

Preliminary Painting

A16:
FS 37038 Flat Black

Assembly

☐1. Cement dash panel **A16** into front of cockpit. Cement canopy **C17** to fuselage. Cement wings together as shown, then cement into slots in fuselage. Cement stabilizers **B22** and **B23** into slots in right and left side of tail fin respectively.



4 STARBOARD GEAR

Preliminary Painting

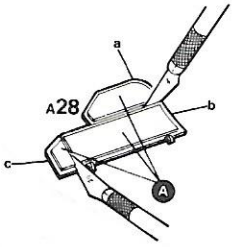
Paint parts as indicated by letter callouts in black circles using the **COLOR KEY** provided on this page.

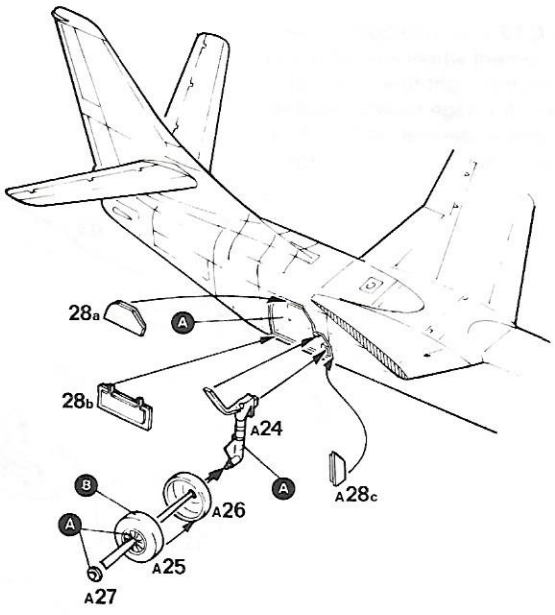
Assembly

☐1. With a sharp hobby knife, carefully cut apart landing gear door **A28** along the lines indicated. Cement parts together in numerical order as shown.

COLOR KEY

A - ***FS 17178 Chrome Silver***
B - ***FS 37038 Flat Black***
C - ***No. 1780 Steel***
D - ***FS 36231 Dark Gull Gray***
E - ***FS 31136 Insignia Red***
F - ***FS 34087 Olive Drab***





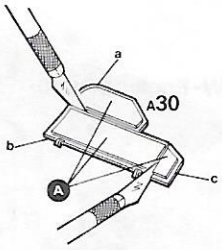
5 PORT GEAR

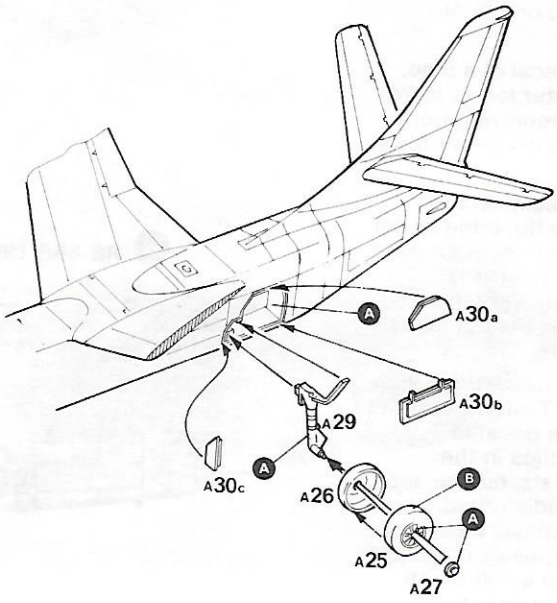
Preliminary Painting

Paint parts as indicated by letter callouts in black circles using the **COLOR KEY** provided on page 4.

Assembly

☐1. Carefully cut apart landing gear door **A30** along the indicated lines with a sharp hobby knife. Cement parts together in numerical order as shown.





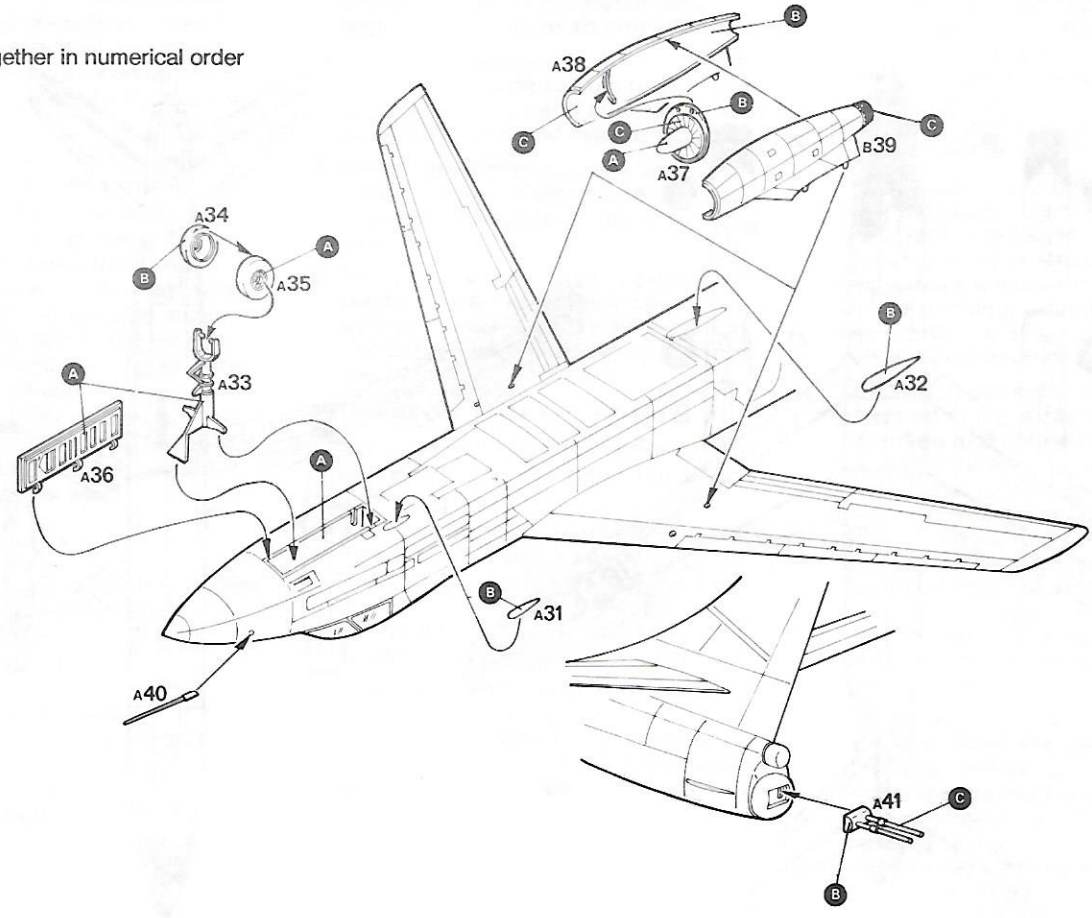
6 FINAL ASSEMBLY

Preliminary Painting

Paint parts as indicated by letter callouts in black circles using the **COLOR KEY** provided on page 4.

Assembly

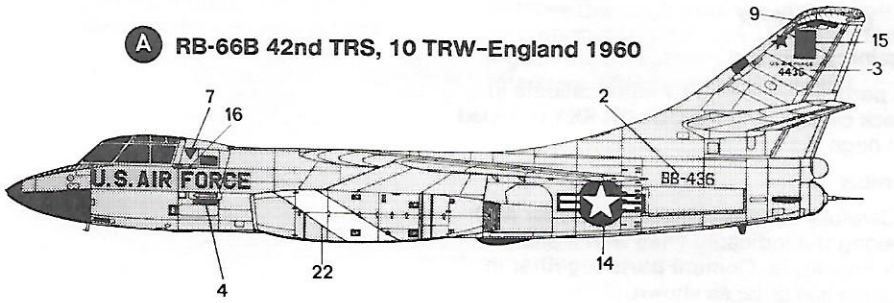
☐1. Cement parts together in numerical order as shown.



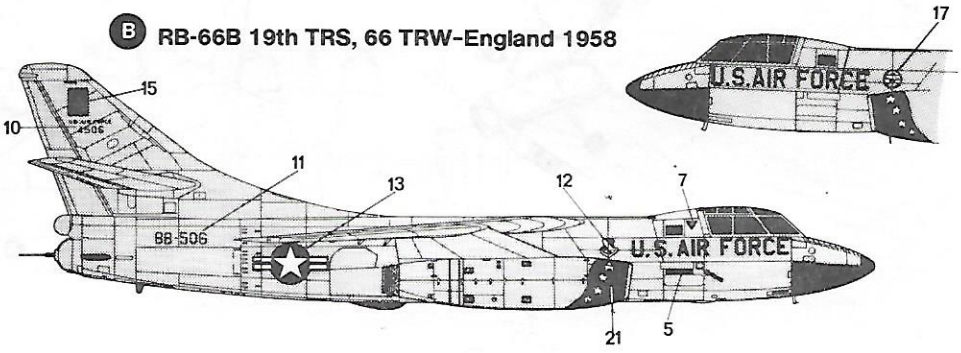
APPLYING DECALS

1. After carefully masking canopy and other clear areas, spray entire model with Testor Glosscote #1261. Decals adhere best to a smooth surface and the shinier the finish, the smoother it is. Allow the Glosscote to dry thoroughly before going further.
2. Select the decals you plan to use, and cut each of them out from the decal sheet with small scissors or Testor Hobby Knife.
3. Working with only one decal at a time, dip the decal in clear water for no more than five seconds, then remove it from the water and place on a dry paper towel for about one minute.
4. When the decal slides easily on the backing paper, slide it to the edge of the paper and onto the surface of the model with a soft paintbrush or tweezers. Remember: the decals are very thin and can be easily ripped if care is not taken. Work slowly and patiently.
5. Once the decal is in the desired position, apply a small amount of Testor Decal Set #8804. This will help the decal to conform to any irregularities in the surface of the model (rivets, curves, etc.). Allow the decal to dry undisturbed. Should you find the decal has moved or should you desire to purposely move it, apply a little Decal Set to a soft brush and push the decal slowly into the desired position.
6. When the decals are completely dry (usually overnight), apply a coat of Testor Dullcote #1260 to the entire model. This will give it an authentic, dull finish and protect the surface of the model. Then carefully remove masking from canopy and other clear areas.

A RB-66B 42nd TRS, 10 TRW-England 1960



B RB-66B 19th TRS, 66 TRW-England 1958



1. *FS 17178*
Chrome Silver

2. *FS 34087*
Olive Drab

3. *FS 37038*
Flat Black