

FAIRCHILD C-119 FLYING BOXCAR

No. 675



HISTORY

The Fairchild C-119 was originally developed from the Fairchild C-82 Packet. In 1945 nearly 800 C-82 aircraft were ordered by the Air Force. After VJ day this order was cancelled and only 220 C-82s were eventually built. During 1947 Fairchild began development of an improved model of the C-82 known as the XC-82B. The new model featured a new flight deck, which mounted lower and more forward in the nose, and more powerful engines. The Air Force thought these changes were enough to justify the new designation C-119A. The new aircraft went into production as the C-119B Flying Boxcar. Production models differed from the prototype in having a 14 inch wider fuselage and wings which were slightly lengthened and structurally strengthened to allow the carrying of heavier loads.

Only 54 of the C-119B were built. The next version was the C-119C which differed visually from the B in having the long dorsal fins and the deletion of the tailplane tips projecting outside of the tail booms. The C-119C also had more powerful engines; 303 of this model being built. The next major production model was the C-119G which was again up-engined and had new AeroProducts propellers.

A total of 1,051 C-119s were built. Many planes were modified to different configurations, these included: the C-119J with horizontal opening clam shell doors which could be opened in flight for making parachute drops of heavy equipment; the AC-119G gunship with 4 mini-guns mounted in the fuselage; the C-119K with jet engines mounted in underwing pods and AC-119K gunship which also had jet engines. C-119 aircraft also served with many countries including France, Belgium, Italy, Ethiopia, Brazil, Nationalist China, India and Morocco.

SPECIFICATIONS

Wingspan	109 ft 3 in
Length	86 ft 6 in
Height	26 ft 6 in
Weight	35,158 lbs (empty)
	73,920 lbs (max. loaded)

Max. Speed	250 mph
Range	1900 miles

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

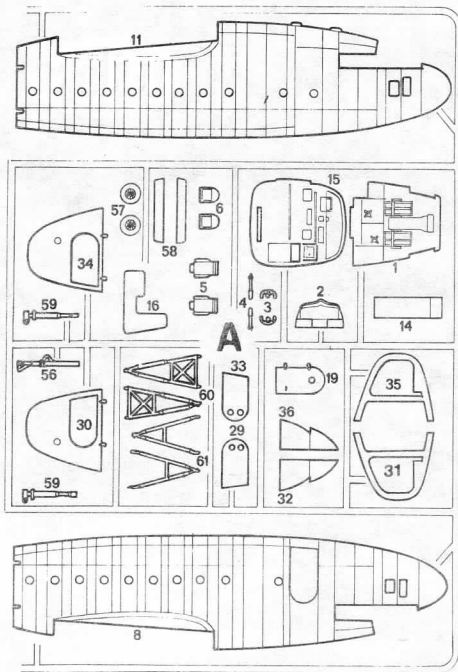
You can obtain an excellent finish on your model using Testor enamels. Detailed descriptions of type of paint and color are included throughout the pages that follow.

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.

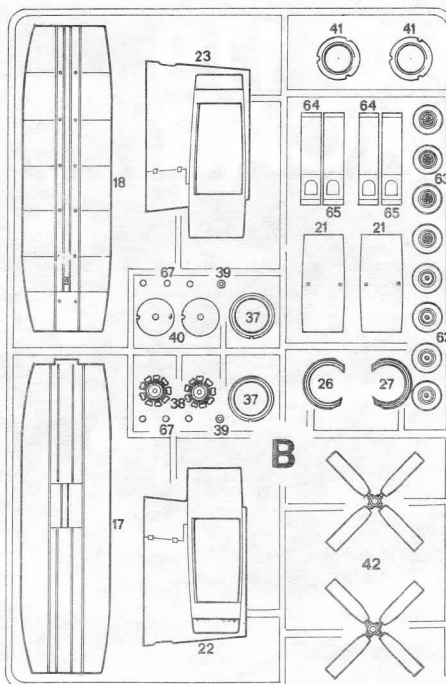
Wash plastic parts before detaching them from the sprue. Warm water and liquid detergent remove the oils left from the manufacturing process. Let the parts dry and avoid excessive handling. Immediately before painting, wipe the parts with a "tac rag" (available at automotive centers) to remove dust and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



Parts from this section are identified with this symbol: **A**



Parts from this section are identified with this symbol: **B**

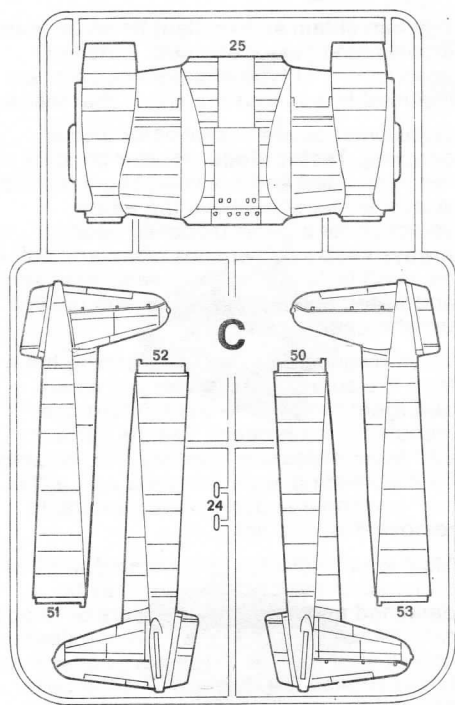
Tweezers will be useful in assembling the many small parts in this kit. The type used by postage stamp collectors is recommended.

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.

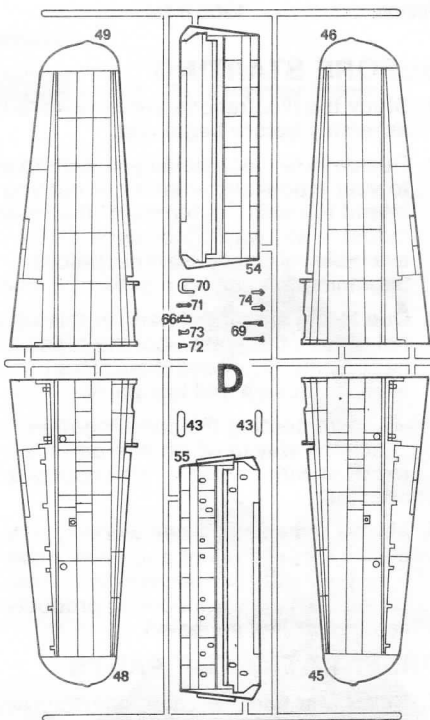
Color Key

Use this chart in conjunction with the letter callouts in the assembly drawings.

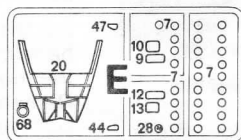
- A - FS 34151 Interior Green**
- B - FS 37038 Flat Black**
- C - FS 37875 Flat White**
- D - FS 17178 Chrome Silver**
- E - FS 36231 Dark Gull Gray**
- F - Light Green** (mix 4 parts **FS 37875 Flat White** and 1 part **FS 34227 Pale Green**)
- G - #1734 Green Zinc Chromate**
- H - #1781 Aluminum**
- I - FS 16473 Aircraft Gray**
- L - #1780 Steel**
- M - #1785 Rust**
- N - FS 34087 Olive Drab**



Parts from this section are identified with this symbol: **C**



Parts from this section are identified with this symbol: **D**



Parts from this section are identified with this symbol: **E**

The Testor **Model Master** paint system is specially designed to be used on military models. The **Preliminary Painting** instructions in this sheet indicate which **Model Master** colors to use by FS number and name. These colors are called out by **bold italic type**. Wherever **Model Master** colors are not applicable, the required Testor color will be called out by number and name in **regular bold type**.

1 COCKPIT

Preliminary Painting

(Cross reference letter callouts on assembly drawings with Color Key on pg. 2)

A1 center console only; **A2, A3:**

FS 37038 Flat Black

A1 seat supports; **A4:**

FS 34151 Interior Green

A5, A6:

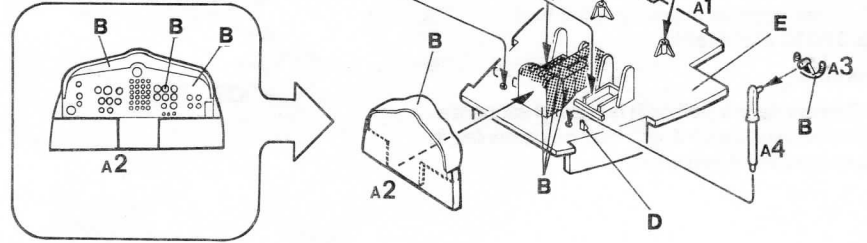
No. 1734 Green Zinc Chromate with **FS 34087 Olive Drab** seat cushions (see drawing)

A1:

FS 36231 Dark Gull Gray floor only; rudder pedals: **FS 17178 Chrome Silver**

Assembly

- 1. Cement parts together in numerical sequence as shown.



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.

2 FUSELAGE

Preliminary Painting

A8, A11 All interior of fuselage; **B17; B18** end panels; **A15:**

FS 34151 Interior Green

B17:

FS 36231 Dark Gull Gray with **FS 17178 Chrome Silver** ribs

A16; A15 radios on front of bulkhead; **B18** plumbing on ceiling;

FS 37038 Flat Black

A16 edge trim on map table; vertical panels on either side of cockpit floor;

No. 1781 Aluminum

A15 soundproofing and curtain on back of bulkhead; **B18** ceiling only;

Light Green (mix 4 parts **FS 37875 Flat White** and 1 part **FS 34227 Pale Green**)

A15 details on back of bulkhead (see fig. a): **FS 37875 Flat White**

Assembly

- 1. Cement parts together in numerical order as indicated in drawing, taking note that all windows and interior parts should be installed before assembling fuselage halves. If you would like your model to rest properly on its nose gear *without* using the clear support strut, you must add about 3/4 ounce of weight inside nose before assembling fuselage.

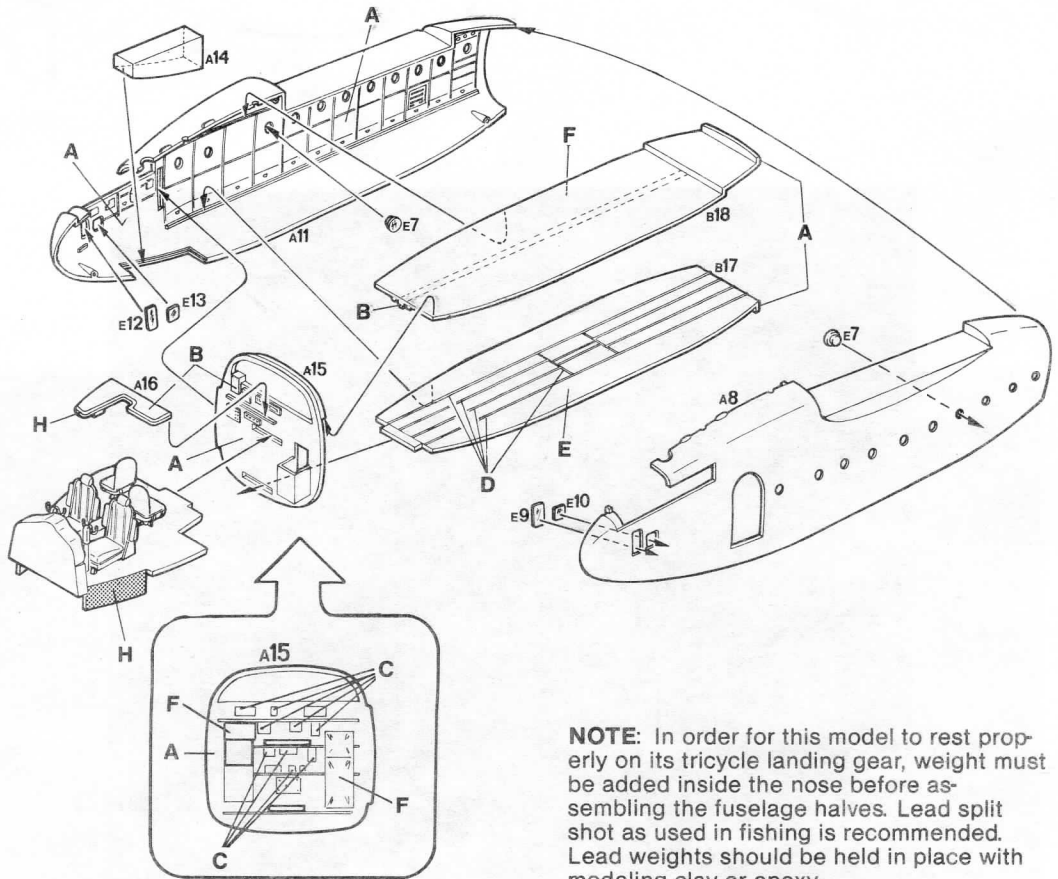
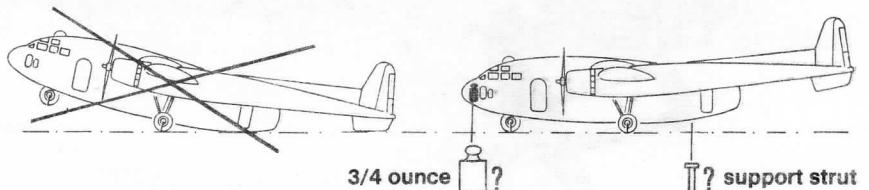


fig.a

NOTE: In order for this model to rest properly on its tricycle landing gear, weight must be added inside the nose before assembling the fuselage halves. Lead split shot as used in fishing is recommended. Lead weights should be held in place with modeling clay or epoxy.



3/4 ounce ?

? support strut

3 WING CENTER SECTION

Preliminary Painting

A19, A29, A33 inner side of doors:

Light Green (mix 4 parts *FS 37875 Flat White* and 1 part *FS 34227 Pale Green*)

A30, A34 interior; **B22, B23, C25** interior of inlet (see drawing); **A31, A35:**

FS 34151 Interior Green

A32, A36:

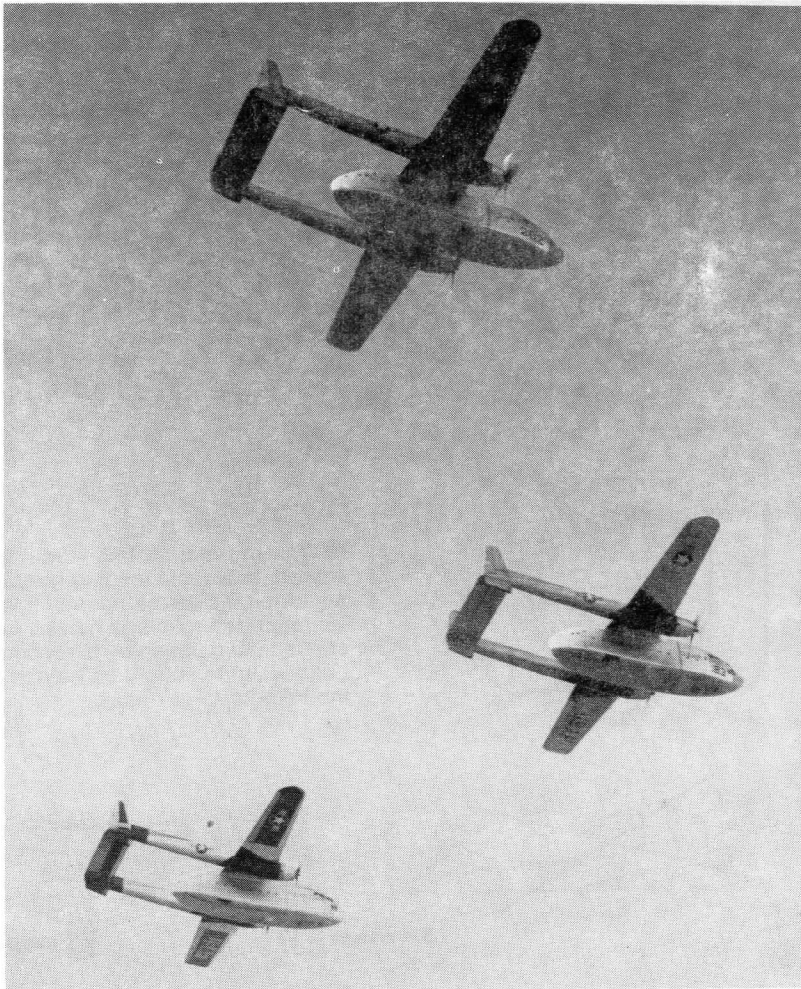
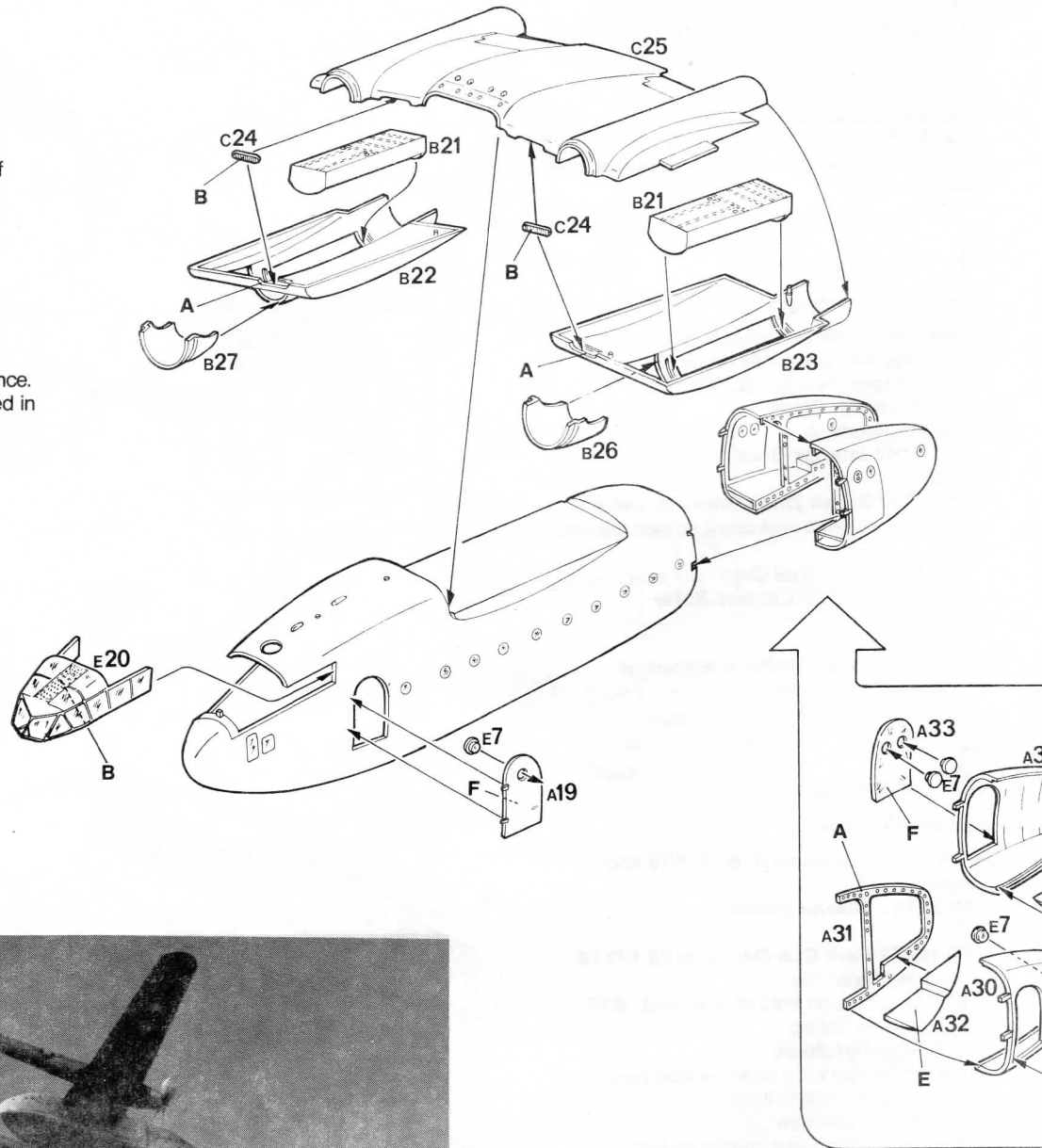
FS 36231 Dark Gull Gray

E20 center console inside canopy; bdd:

FS 37038 Flat Black

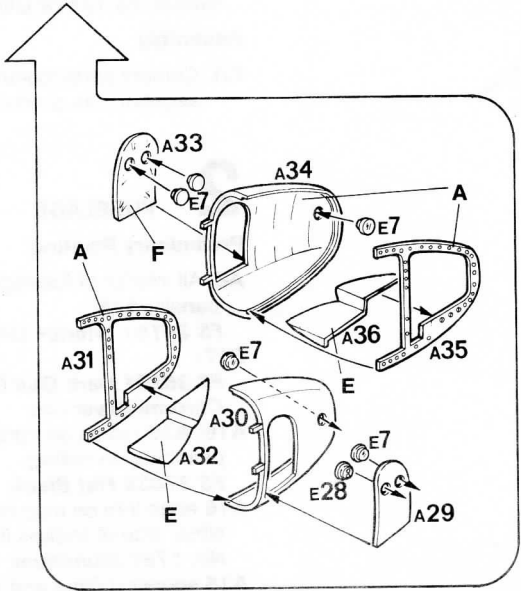
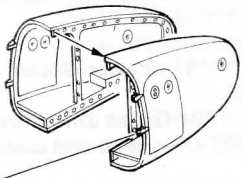
Assembly

- 1. Cement parts together in numerical sequence.
Note that rear cargo doors may be cemented in open position if you wish.



Assembly

- 1. Cement parts to not cement propel
Assemble engine
Carefully cement
shaft. Do not get c
will not spin.



4 BOOMS, WINGS, ENGINES

Preliminary Painting

D45, D46, D48, D49 interior of inlet; B41 interior of cowling:

FS 34151 Interior Green

B38, B40:

1780 Steel

D45, D46, D48, D49 landing light housing:

FS 17178 Chrome Silver

B38 crankcase only:

FS 16473 Aircraft Gray

B43:

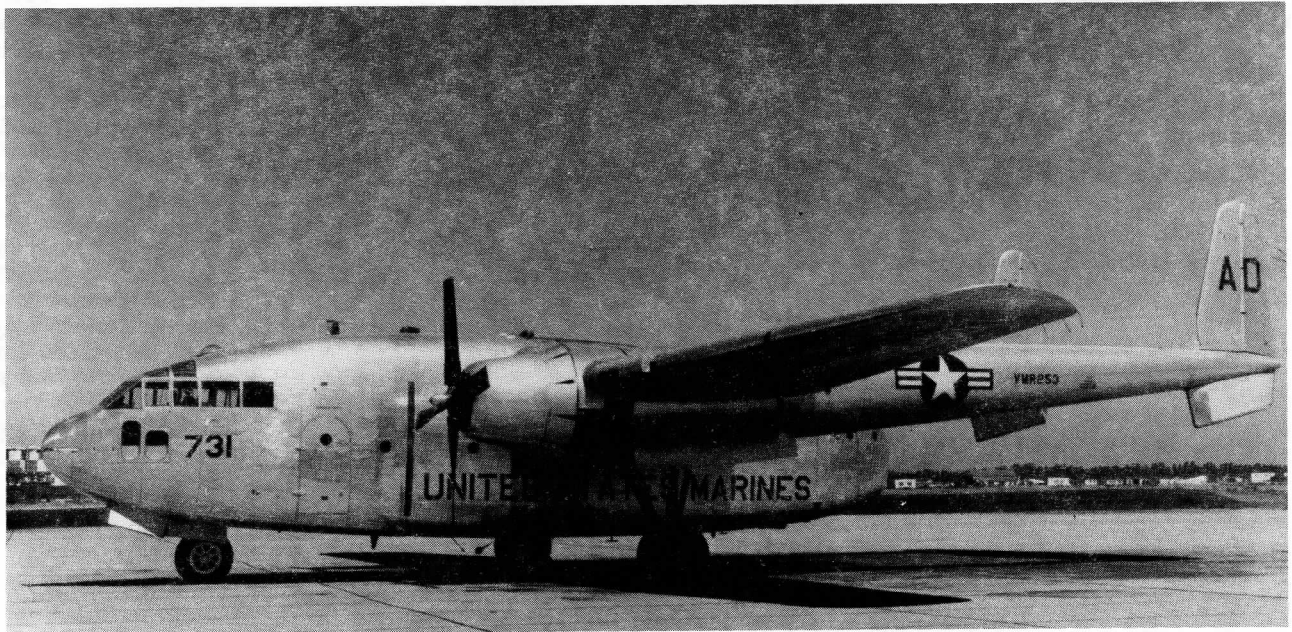
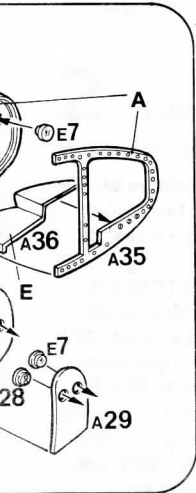
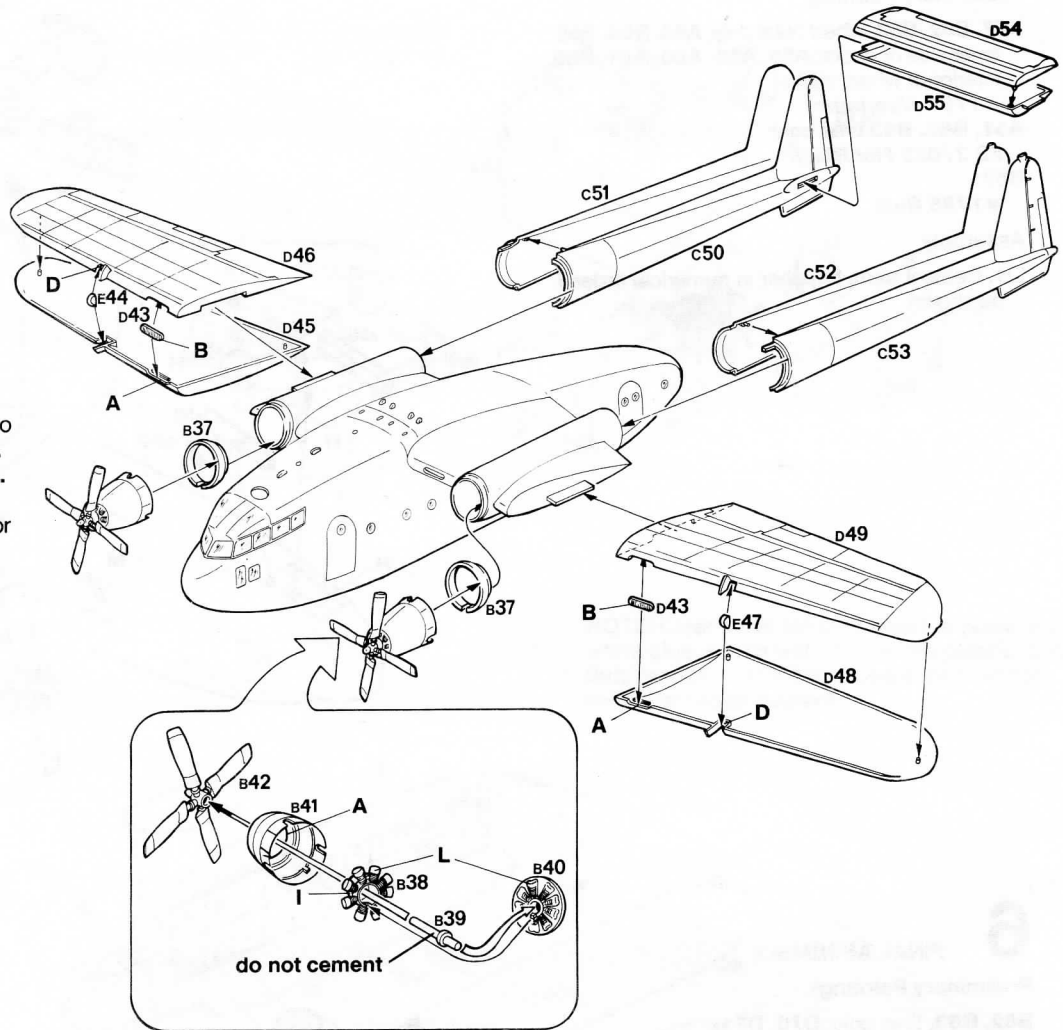
FS 37038 Flat Black

B42:

see pgs. 7 and 8 for finishing of propellers

Assembly

1. Cement parts together in numerical order. Do not cement propeller shaft into engine half B38. Assemble engine then install in cowling B41. Carefully cement propeller to tip of propeller shaft. Do not get cement on engine or propeller will not spin.



5 LANDING GEAR

Preliminary Painting

A57, B62, B63, wheel hubs only; **A58, B64, B65**
inner side of doors; **A56, A59, A60, A61, B66**;
interior of wheel wells:

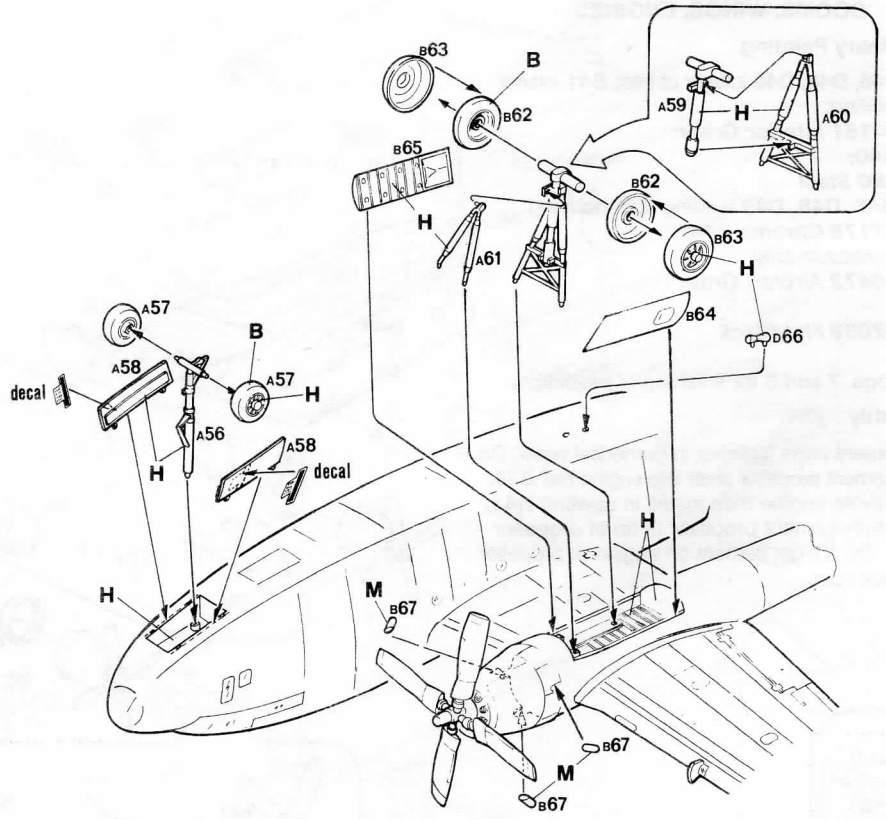
#1781 Aluminum

A57, B62, B63 tires only:
FS 37038 Flat Black

B67:
#1785 Rust

Assembly

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



6 FINAL ASSEMBLY

Preliminary Painting

B62, B63, tires only; **D70, D71**:
FS 37038 Flat Black

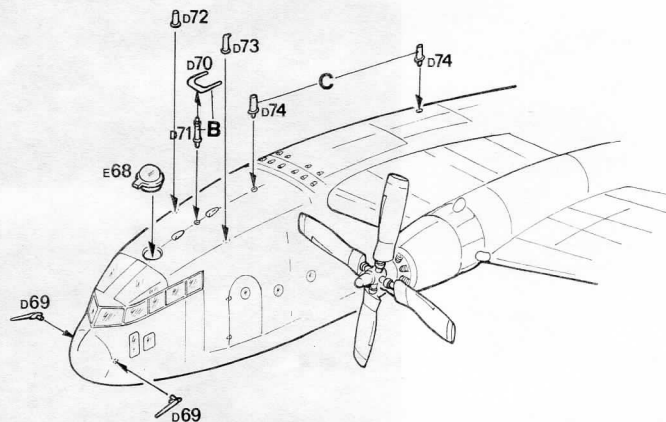
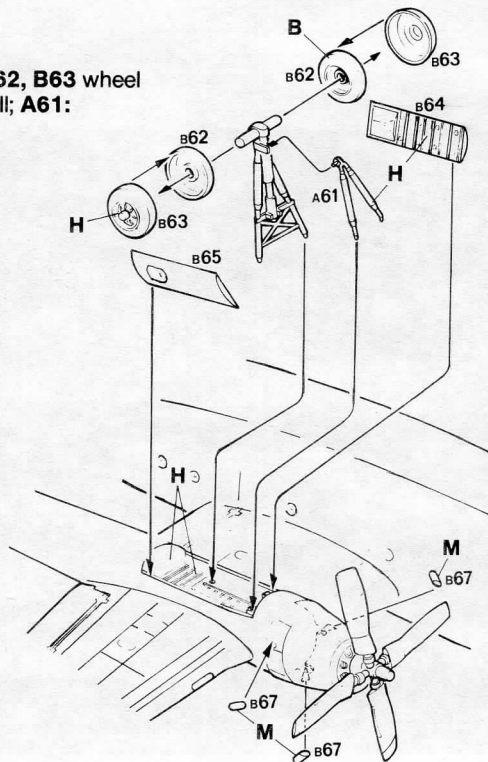
B64, B65 inner side of doors; **B62, B63** wheel
hubs only; interior of wheel well; **A61**:
#1781 Aluminum

D74:
FS 37875 Flat White

B67:
#1785 Rust

Assembly

- 1. Assemble parts as shown.



COLOR KEY



1. FS 17178 Chrome Silver



2. FS 17875 Gloss White



3. FS 37038 Flat Black

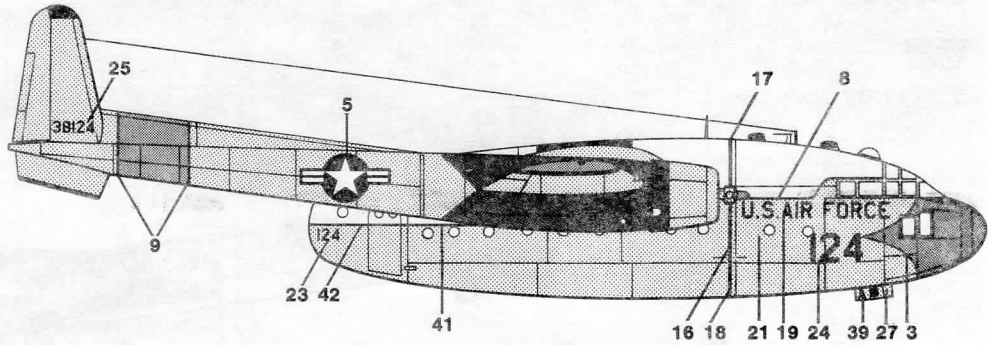
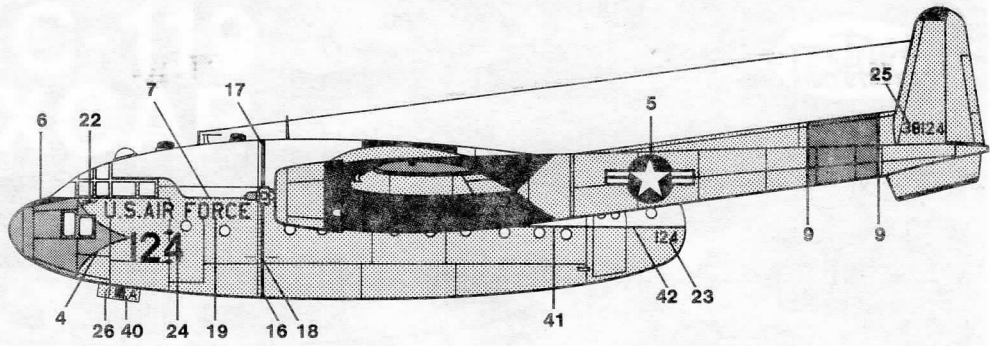


4. FS 17038 Gloss Black



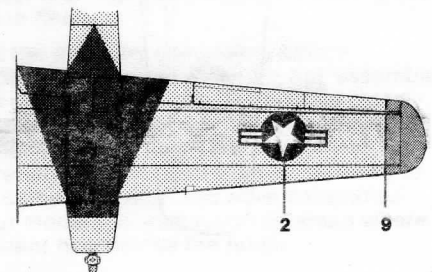
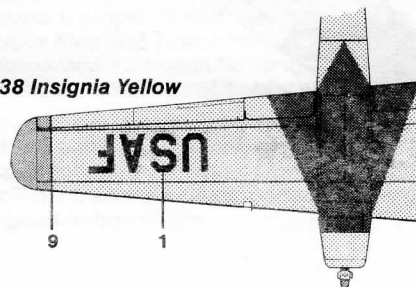
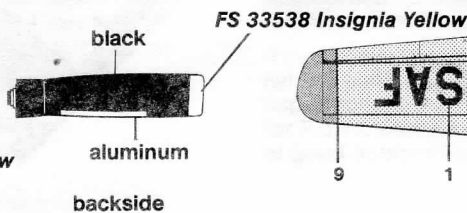
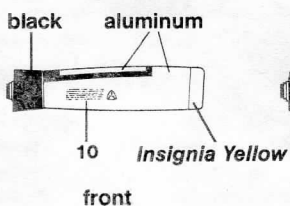
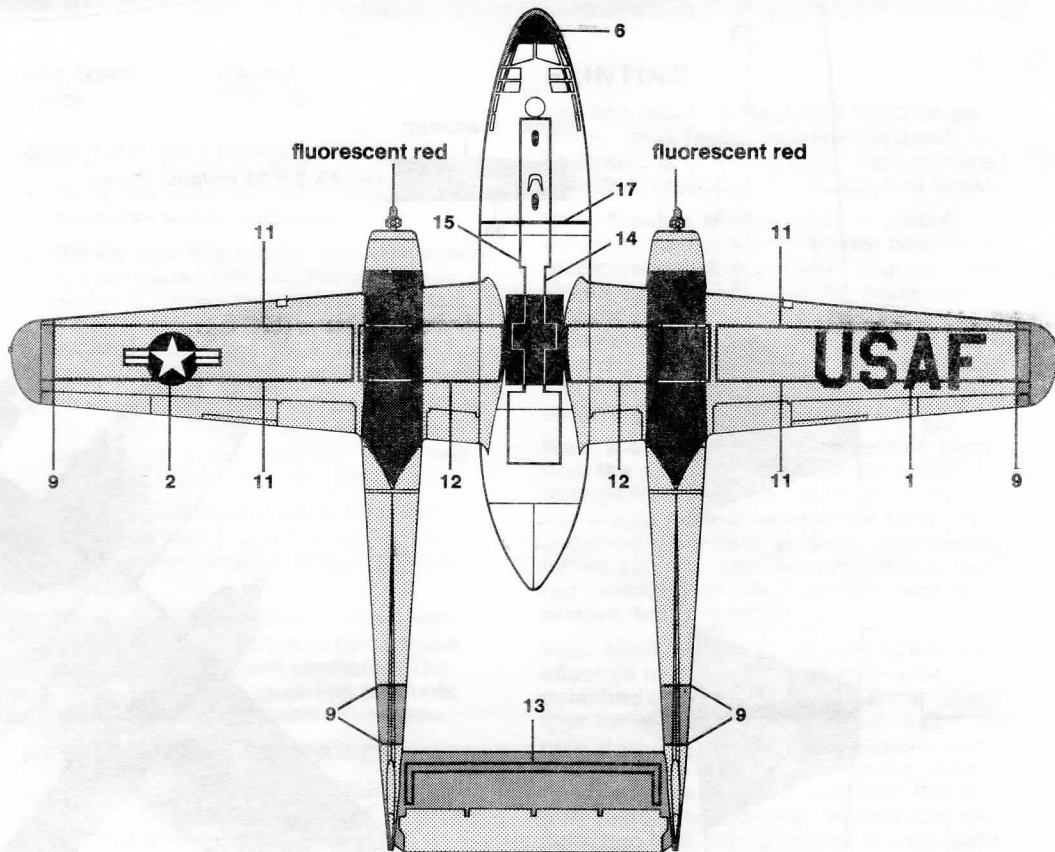
5. FS 28915 Fluorescent Red*

*NOTE: Fluorescent colors must be undercoated with Flat White paint in order to achieve the proper appearance.



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.



COLOR KEY



1. FS 34079 Dark Green



2. FS 34102 Medium Green



3. FS 30219 Dark Tan



4. FS 36622 Camouflage Gray



5. FS 17038 Gloss Black

